

CYCLOPEAN DEEPS

Volume I

Matthew J. Finch



FROG GOD
GAMES

Cyclopean Deeps

Volume I

Concept and Design: Matt Finch, Bill Webb, and Skeeter Green

Author: Matt Finch

Developer: Skeeter Green

Editors: Dawn Fischer, Jeff Harkness, James Redmon,
and Skeeter Green

Layout and Graphic Design: Charles A. Wright

Cover Art: Rowena Aitken

Cover Design: Charles A. Wright

Interior Art: Chris McFann, Artem Shukayev, Brian LeBlanc,
Talon Dunning, Steve Ellis, Stan Morrison, Jeff Rebner,
and MKUltra Studios

Cartography: Robert Altbauer

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director: Swords & Wizardry
Matthew J. Finch

Creative Director: Pathfinder
Greg A. Vaughan

Art Director
Charles A. Wright

Mr. Wolf
Skeeter Green



**FROG GOD
GAMES**

© 2014 Matthew J. Finch, 2014, all rights reserved.

Product Identity: The following items are hereby identified as Frog God Games LLC's Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity. Previously released Open Game Content is excluded from the above list.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Table of Contents

Introduction	3
Chapter One: Down to Ques Querax	4
Chapter Two: Eye of the Titan	18
Chapter Three: Izamne, City of Endless Dark	38
Chapter Four: Izamne, Secrets of the Dark City	70
Chapter Five: Dread Domes of the Serpentfolk.....	102
Chapter Six: Converging Caverns of Leng	135
Appendix I: Glossary	159
Appendix II: Monster	160
Appendix III: New Items	170
Appendix IV: New Spells	173
Appendix V: Maps	174
Appendix VI: Legal.....	195

Introduction

Know this, Reader; that by opening this page you have embarked upon a strange, dark journey. The adventures included in this book concern regions of the Under Realms, an area commonly portrayed by authors who choose to focus upon the sinister drow and other such well-known denizens of the deep caverns. What is not well understood is that the dark elves often inhabit the safer areas, the outlying boundaries of darkness, as it were. Read on to learn of the more esoteric, secret places in the Under Realms, the deepest cauldrons of evil.

Down to Ques Querax is the first chapter in a series of adventures that, taken together, comprise an entire subterranean campaign area in the Under Realms. Each of the chapters is designed to be usable as a stand-alone adventure, but when they are used in coordination with each other, the whole is greater than the sum of its parts. Whether the adventures are used as stand-alone modules or collectively as a large “sandbox” for gaming, each of the areas in the Cyclopean Deeps is potentially very, very deadly. The nature of the threat varies from area to area, but it should be understood that when characters adventure into such places, *some of them will die* unless the players are very skilled or very lucky ... or manage to achieve a felicitous combination of both. Since it is unlikely that low-level characters would even reach these environs alive, it is to be assumed that these higher-level characters will be holding a *raise dead* scroll or two in reserve for such contingencies. Players that manage to successfully run a character through the Cyclopean Deeps are to be congratulated as the best of the best; for these adventures offer devious and deadly threats alongside legendary treasures.

The Cyclopean Deeps and the Under Realms

The Cyclopean Deeps is the name of a large subterranean region of the Under Realms; fans of the Rappan Athuk megadungeon will be pleased to learn that the Cyclopean Deeps is the region into which the deepest levels of Rappan Athuk intrude. For more information about Rappan Athuk, refer to **Frog God Games Rappan Athuk**. It is definitely not necessary to have a copy of Rappan Athuk in order to run adventures in the Cyclopean Deeps, but having a deep dungeon (whether of your own design or a purchased module) with physical entrances into the Under Realms will prove very useful for managing the long-term campaign type of adventuring that is likely to take place in this vast area.

Most named regions in the Under Realms are quite distinct from each other, whether by geological formation or by the types of inhabitants that

have established themselves in strategically important areas. Characters who enter this area expecting to find drow deep gnomes, and other “normal” features of the Under Realms will swiftly discover the error of their thinking. The vaults of the sunless sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and decidedly more unpleasant area into which the denizens of the Vaults seldom venture.

Unlike the dungeons of Rappan Athuk, which are largely the product of excavations by surface creatures over the course of centuries, the Cyclopean Deeps are for the most part naturally-formed caverns and tunnels. These extend over the course of hundreds of miles, in which any excavations are generally the work of subterranean beings rather than surface creatures — and may easily be thousands of years in age. Humans and their ilk are entirely alien in these great depths of the world, intruders with a morality completely foreign to the denizens of the Under Realms.

To a great degree, the set of Cyclopean Deeps modules may be viewed as a “sandbox” campaign, one in which there is no story arc forced upon the players, allowing them to travel from one area to another whenever they like and however they can. Many of the modules in the series will contain clues or information about other modules in the series, and players are likely to follow up on clues most of the time. However, the series is not designed to come to any particular climactic ending — several are, in fact, quite possible depending on the players’ decisions.

Character Level

The Cyclopean Deeps, as a campaign, is appropriate for a party of 4+ characters with an average level of 10–12, or 8+ characters with an average level around 7.

Placing the Cyclopean Deeps in your Campaign

Because the Cyclopean Deeps are located deeper than most traditional dungeons, it is extremely easy to locate them anywhere in a campaign world. The bizarre underground cultures of the Deeps are not expected to “mesh” with anything in the surface world, and the entrances and exits are generally unknown to surface dwellers. Certain mentions are made in this series of the vaults of the sunless sea, located generally to the north of the Deeps themselves. This area refers to a very famous series of adventure modules from the 1980s, which shall not be specified by name. However, anyone familiar with these modules will recognize the hints included in the name and general description of that area. It is, of course, not necessary to link the Cyclopean Deeps up with any modules from the “old days” ... but it can be a lot of fun!

Chapter 1: Down to Ques Querax

Background

Deep beneath the ground, in those regions where the echoes of mankind's feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of mankind breed and multiply. It is a realm of dark chaos — for these creatures of the echoing deeps count each other as rivals and enemies. It is a place without peace, a place without virtues, a place where every countenance of evil is to be found in sluggish torpor, stirring restlessly in dreams of cruelty and hatred.

The Cyclopean Deeps is best known — and indeed, little more than this is known at all in the surface world — as the location of Ques Querax. Legends say that Ques Querax is a powerful fortification that controls access through one of the major tunnels through the Cyclopean Deeps to other areas in the Under Realms. Over the centuries, a long succession of Ques Querax's rulers have offered sanctuary to weaker denizens of the Under Realms in exchange for extremely high taxes and other sacrifices. For many of its inhabitants, Ques Querax effectively offers the dubious option of tyranny inside the fortress walls rather than death in the subterranean wilderness outside. The result of these policies (which, for the Under Realms, are considered quite generous) is to make Ques Querax an extremely diverse place, offering a wide variety of crafts and curiosities to those who travel the caverns of the Under Realms. It is one of the very few places in the Cyclopean Deeps where dark elves may be found.

For the GM

This first chapter, “Down to Ques Querax,” is mostly taken up with the basic elements of a “sandbox” adventure: information about travel and encounters within the Cyclopean Deeps as the party moves from hex to hex, following whatever rumors or missions they might choose to investigate. The second part of this chapter does include a mini-adventure that takes place in **Hex 0E**, describing the party's descent into the deep levels of the Under Realms. After this chapter, you and the players should both be well prepared for the adventures that follow!

Most of the adventure locations in the Deeps contain various leads or rumors that will give the players enough information to pick and choose from various missions or explorations. It is also likely that at some point the characters may undertake a career as subterranean highwaymen, waylaying caravans and other travelers in the miles of tunnels shown on the Main Map. This sort of adventuring is fun for all, and particularly satisfying given that the “merchants” are all thoroughly evil. However, the rich pickings from this sort of banditry will not last forever. Once the denizens of the area realize that an organized force is wiping out their trade, they will mount expeditions to find and destroy the characters, generally by offering large rewards and equipping strong parties of bounty hunters. If the characters have gotten too greedy and too careless, or have settled too comfortably in one place, they are likely to be attacked by an extremely powerful force.

Cyclopean Deeps Main Map

The Main Map of the Cyclopean Deeps is on a hexagonal grid, and the locations of various adventure locations are identified by cross referencing the letters and numbers that run along the sides of the grid. The default

starting location is in the southeast corner of the map, at the coordinates **0E** (zero from the numbered “x” axis, E from the lettered “y” axis).

Passageways in the Deeps

A considerable amount of time may be spent in the navigation of the passageways between the main encounter areas of the Cyclopean Deeps, although this may depend heavily on how much attention the GM decides to focus upon the traveling aspect of the adventure. Travel between the various encounter areas can be reduced to little more than crossing off any resources that are used up during the time required to cover the distance (see below). In the case of many high level parties, the management of such resources is of no concern, since all of them can be supplied by the use of magic. It is, however, very important that you as the GM communicate a sense of the distances involved, or a great deal of the “feeling” of this area will be lost, and it will be little more than a dungeon with time gaps between the rooms. Other than the sense of distances, the main feature of the passageways is the potential for encountering wandering monsters. Unlike wandering monster encounters in a traditional dungeon adventure, where the monsters are relatively easy to defeat and carry little treasure with them, most of the wandering monsters in the Deeps are traveling on long treks. They are tough enough to survive journeys in the Under Realms, and they will be carrying their possessions (if any) along with them.

Movement

Travel in the subterranean passageways can be managed at a rate of 12 miles (12 hexes) per day for a being with a base speed of 30 ft. (for more on movement rates see the *Pathfinder Roleplaying Game Core Rulebook*, **Additional Rules**, “Movement”). The passageways of the Under Realms are universally considered difficult terrain, thus require a double move to traverse. Obviously, the party can only travel at the rate of the slowest member without leaving the slower characters behind. Wagons and other wheeled conveyances are limited to 1d2 miles per day, due to the difficulties involved in negotiating drop-offs and other irregularities in the tunnel floors. Mules, camels, and oxen can travel at normal speed due to their relative sure-footedness (or, in the case of oxen, the fact that they are slow moving in the first place). Horses can move only at half speed through the treacherous footing of the Under Realms.

Types of Passageways

As an approximate characterization, passageways in the Cyclopean Deeps are divided into 3 categories for the purposes of wandering monster checks and other events. These categories are: **primary**, **secondary**, and **tertiary**.

Primary passages are normally 30 ft. wide and have ceilings about 20 ft. high (although the ceilings will appear lower due to the large number of stalactites).

Secondary passages are generally 20 ft. wide, and will have ceilings 1d10+4 ft. in height.

Tertiary passages are approximately 10 ft. in width and are 1d8+3 ft. high.

Wandering Monsters

Detailed descriptions and stat blocks follow the tables in *alphabetical* order, not in the order of their appearance on the tables. Wandering monster checks are once per hour.

CHAPTER 1: DOWN TO QUES QUERAX

Primary Passage, 1 in 10 chance of encounter

1	1 giant slug (01–50%) or 1 purple worm (51–00%)
2	1d6+10 fire beetles
3	1d4 trolls (a group of 4 has a 50% chance for a leader)
4	1d4+1 fire beetles (01–50%) or demon (51–00%); roll 1d3 for demon to determine vroock, hezrou or glabrezu)
5	1d4 cavern lizards
6	1d8+8 ghouls led by 1d4+1 ghosts
7	2d10+10 troglodyte raiders with 1 chieftain
8	1 black pudding (01–50%) or 1 gray ooze (51–00%)
9	1d6 wights
10	1d2 xorn
11	1 khryll
12	1 neh-thalgg
13	1d2 shrooms with 1d4+1 night-ghoul servants
14	4d6 fungus-bats
15	1 Leng-spider
16	1 syanngg
17	Leng-troop (1d4 denizens of Leng)
18	Duergar squad of 1d6+6 duergar plus 3 sergeants (Ftr3) and 1 leader (Ftr8)
19	Caravan
20	Caravan

Secondary Passage, 1 in 12 chance of encounter

1	1d6+10 fire beetles
2	1 giant slug
3	4d6+3 fungus-bats
4	1d4+2 shriekers
5	1d2 xorn
6	1 denizen of Leng with 3d6 night-ghouls
7	1 syanngg
8	1d2 khryll
9	1 black pudding (01–50%) or 1 gray ooze (51–00%)
10	2d10+20 troglodyte raiders with chieftain
11	1d8 giant spiders
12	1 demon (roll 1d3 to determine vroock, hezrou or glabrezu)
13	1 Leng-spider (01–50%) or 1 purple worm (51–00%)
14	1d8 cavern lizards
15	1 black dragon (adult)
16	1d4+1 trolls, plus a leader
17	1 neh-thalgg
18	1d2 dark stalkers each leading 1d6+2 dark creepers
19	1d4 denizens of Leng with 1d6 night-ghouls
20	Caravan

Tertiary Passage, 1 in 12 chance of encounter

1	1d6+10 fire beetles
2	1 giant slug
3	4d8+4 fungus-bats
4	1d4+2 shriekers
5	2d10+20 troglodyte raiders with 2 chieftains
6	1 demon (roll 1d3 to determine vroock, hezrou or glabrezu)
7	1 syanngg
8	1d3 khryll
9	1 black pudding (01–50%) or 1 gray ooze (51–00%)
10	1 demon (roll 1d3 to determine glabrezu, nalfeshnee or marilith)
11	2d6 giant spiders
12	1 purple worm
13	1 Leng-spider
14	1d8 cavern lizards
15	1 black dragon (adult)
16	1d4+1 trolls, plus a leader
17	1 neh-thalgg
18	1d2 dark stalkers each leading 1d6+2 dark creepers
19	1d2 wraiths with 1d4 wights and 1d6 ghouls
20	1d3+3 troll leaders

BEETLE, FIRE CR 1/3
XP 135
hp 4 (*Pathfinder Roleplaying Game Bestiary* "Beetle, Fire")

BLACK PUDDING CR 7
XP 3,200
hp 105 (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

CARAVAN: See the detailed section on caravans, below.

CAVERN LIZARDS CR 4
XP 1,600
The Tome of Horrors Complete 409
N Large magical beast
Init +2 Senses darkvision 60 ft., low-light vision, scent; Perception +9

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, –1 size)
hp 42 (5d10+15)
Fort +7; Ref +6; Will +4

Speed 30 ft., climb 20 ft.
Melee bite +10 (2d6+7 plus grab)
Space 10 ft.; Reach 5 ft.

Str 20, Dex 15, Con 17, Int 3, Wis 12, Cha 2
Base Atk +5; CMB +11; CMD 23 (27 vs. trip)
Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite)
Skills Climb +22, Perception +9, Stealth +10 (+14 in areas of natural stone or rock); Racial Modifiers +4 Climb, +4 Stealth (+8 in areas of natural stone or rock)

DARK CREEPER CR 2
XP 600
The Tome of Horrors Complete 142

CYCLOPEAN DEEPS VOLUME 1

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; **Perception** +8

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 19 (3d8+6)

Fort +3; **Ref** +6; **Will** +1

Weaknesses light blindness

Speed 30 ft.

Melee dagger +6 (1d3/19–20 plus poison)

Special Attacks death throes, sneak attack (+1d6)

Spell-Like Abilities (CL 3rd):

At will—*darkness*, *detect magic*

Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +1; **CMD** 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth

+12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

Combat Gear 3 doses of black smear poison; **Other Gear** dagger

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by deeper darkness.

DARK STALKER

XP 1,200

The Tome of Horrors Complete 143

CN Medium humanoid (dark folk)

Init +4; **Senses** see in darkness; **Perception** +8

AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +2 natural)

hp 39 (6d8+12)

Fort +4; **Ref** +9; **Will** +2

Weaknesses light blindness

Speed 30 ft.

Melee 2 short swords +6 (1d6+2/19–20 plus poison)

Special Attacks death throes, sneak attack (+3d6)

Spell-Like Abilities (CL 6th):

At will—*deeper darkness*, *detect magic*, *fog cloud*

Str 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 20

Feats Double Slice, Two-Weapon Fighting, Weapon Finesse

Skills Climb +10, Perception +8, Sleight of Hand +5, Stealth

+8; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use

Combat Gear 6 doses of black smear poison; **Other Gear** leather armor, 2 short swords

Death Throes (Su) When a dark stalker is slain, its body

combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

DEMON (VROCK)

XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

CR 9

DEMON (HEZROU)

XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

CR 11

DEMON (GLABREZU)

XP 25,600

hp 186 (*Pathfinder Roleplaying Game Bestiary* "Demon, Glabrezu")

CR 13

DEMON (NALFESHNEE)

XP 38,400

hp 203 (*Pathfinder Roleplaying Game Bestiary* "Demon, Nalfeshnee")

CR 14

DEMON (MARILITH)

XP 102,400

hp 264 (*Pathfinder Roleplaying Game Bestiary* "Demon, Marilith")

CR 17

DENIZEN OF LENG

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary* 2 "Denizen of Leng")

CR 8

DUERGAR

XP 135

hp 7 (*Pathfinder Roleplaying Game Bestiary* "Duergar")

CR 1/3

DUERGAR SERGEANT

Male duergar fighter (Unbreakable) 3 (*Pathfinder Roleplaying Game Bestiary* "Duergar"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Unbreakable")

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; **Perception** +2

CR 2

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 34 (3d10+9)

Fort +6; **Ref** +2; **Will** +2; +2 vs. spells and spell-like abilities

Defensive Abilities unflinching +1; **Immune** paralysis, phantasms, poison

Weakness light sensitivity

Speed 20 ft.

Melee warhammer +6 (1d8+2/x3)

Ranged light crossbow +4 (1d8/19–20)

Spell-Like Abilities (CL 3rd):

CHAPTER 1: DOWN TO QUES QUERAX

1/day—enlarge person (self only), invisibility (self only)

Str 14, Dex 13, Con 17, Int 8, Wis 12, Cha 8
Base Atk +3; CMB +5; CMD 16 (20 vs. bull rush and trip)
Feats Diehard, Endurance, Nimble Moves, Point Blank Shot, Weapon Focus (warhammer)
Skills Climb +4, Perception +2, Stealth +3, Survival +5
Languages Common, Dwarven, Undercommon
SQ armor training 1, slow and steady, stability +4
Combat Gear *potion of cure moderate wounds*; **Other Gear** hide armor, warhammer, light crossbow, 20 bolts, 2d6 gp, 20% chance of gem (1d6 x 100 gp value).

Light Sensitivity Dazzled as long as they remain in bright light.

DUERGAR LEADER

CR 7

Male duergar fighter (Unbreakable) 8 (*Pathfinder Roleplaying Game Bestiary* "Duergar"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Unbreakable")
CE Medium humanoid (dwarf)
Init +1; **Senses** darkvision 120 ft.; **Perception** +3

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)
hp 92 (8d10+32)
Fort +10; **Ref** +3; **Will** +3
Defensive Abilities unflinching +2; **Immune** paralysis, phantasms, poison
Weakness light sensitivity

Speed 20 ft.

Melee +1 mighty cleaving warhammer +13/+8 (1d8+6/x3)
Ranged mwk heavy crossbow +10/+5 (1d10/19–20)
Spell-Like Abilities (CL 8th):
1/day—enlarge person (self only), invisibility (self only)

Str 16, Dex 13, Con 18, Int 8, Wis 12, Cha 8
Base Atk +8; CMB +11; CMD 22
Feats Cleave, Diehard, Endurance, Great Cleave, Heroic Recovery*, Nimble Moves, Point Blank Shot, Power Attack, Step Up, Weapon Focus (warhammer), Weapon Specialization (warhammer)
Skills Climb +9, Intimidate +4, Perception +3, Stealth +15, Survival +5
Languages Common, Dwarven, Undercommon
SQ armor training 2 (ex), slow and steady, stability +4
Combat Gear 2 *potions of cure moderate wounds*, 2 *potions of cure serious wounds*, 2 *potions of spider climb*; **Other Gear** +1 improved shadow hide armor, +1 light steel shield of acid resistance, +1 mighty cleaving warhammer, masterwork heavy crossbow, 20 bolts, 4d6 gp, 1d2 gems (1d6 x 100 gp value)

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

**Pathfinder Roleplaying Game Advanced Player's Guide*

DRAGON, BLACK

CR 11

XP 12,800
hp 161 (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Black")

FUNGUS BAT

CR 1

XP 400
N Medium plant (**Monster Appendix**)
Init +1; **Senses** low-light vision; **Perception** +4

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
hp 16 (3d8+3)
Fort +4; **Ref** +2; **Will** +1

Immune plant traits

Speed 30 ft., 60 ft. fly (poor)
Melee bite +3 (1d6 plus poison)
Special Attacks poison

Str 11, Dex 12, Con 13, Int 1, Wis 10, Cha 1
Base Atk +2; CMB +2; CMD 13
Feats Hover, Weapon Finesse
Skills Fly –2, Perception +4, Stealth +5

Fungus Bat Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/round for 4 rounds; effect staggered; cure 1 save. The save DC is Constitution-based, and includes a –2 racial modifier.

GHAST

CR 2

XP 600
hp 17 (*Pathfinder Roleplaying Game Bestiary* "Ghoul," with the following changes; add +2 on all rolls [including damage rolls] and special ability DCs; **AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural), **CMD** 18)

GHOUL

CR 1

XP 400
hp 13 (*Pathfinder Roleplaying Game Bestiary* "Ghoul")

GRAY OOZE

CR 4

XP 1,200
hp 50 (*Pathfinder Roleplaying Game Bestiary* "Gray Ooze")

KHRYLL

CR 6

XP 2,400
CE Medium aberration (**Monster Appendix**)
Init +4; **Senses** darkvision 60 ft.; **Perception** +14

AC 17, touch 10, flat-footed 17 (+7 natural)
hp 52 (8d8+16)
Fort +4; **Ref** +4; **Will** +9
SR 17

Speed 30 ft., fly 30 ft. (poor)
Melee 8 tentacles +8 (grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Special Attacks liquefy organs, psychic ripple (60 ft. cone, Will DC 17)

Str 12, Dex 11, Con 15, Int 18, Wis 17, Cha 16
Base Atk +6; CMB +7 (+11 to grapple); **CMD** 17 (can't be tripped)
Feats Hover, Improved Initiative, Lightning Reflexes, Weapon Focus (tentacles)
Skills Fly +7, Intimidate +14, Knowledge (arcana) +12, Knowledge (dungeoneering) +15, Perception +14, Sense Motive +11, Stealth +11, Survival +14
Languages telepathy 100 ft.
SQ limited flight

Limited Flight (Su) A khryll can float and maneuver in the air provided that at least two of its tentacles are in contact with the ground or a wall. They cannot rise higher than the length of the 10 ft. tentacles.

Liquefy Organs (Ex) A khryll that begins its turn with at least two tentacles attached to a Large or smaller opponent jabs its tube-like tongue down the victim's throat into the body cavity as a free action. With a successful grapple check, the khryll can begin liquefying the victim's organs. This inflicts 1d8 points of Constitution damage per round for as long as the grapple is maintained.

Psychic Ripple (Su) A khryll can generate a psychic ripple

CYCLOPEAN DEEPS VOLUME 1

that causes mental feedback in a 60 ft. cone. A successful DC 17 Will save negates the effect. The effects of the psychic ripple vary based on the number of creatures caught in the cone. The save DC is Charisma-based.

# Creatures	Effect
1–2	Shaken 3d6 rounds
3–4	Frightened for 2d6 rounds
5+	Panicked for 1d6 rounds

LENG SPIDER CR 14
XP 38,400
hp 202 (*Pathfinder Roleplaying Game Bestiary 2* “Leng Spider”)

GIANT FRILLED LIZARD CR 5
XP 1,600
hp 59 (*Pathfinder Roleplaying Game Bestiary* “Lizard, Giant Frilled”)

NEH-THALGGU CR 8
XP 4,800
hp 105 (*Pathfinder Roleplaying Game Bestiary 2* “Neh-Thalggu”)

NIGHT-GHOUL CR 3
XP 800
 CE Medium monstrous humanoid (**Monster Appendix**)
Init +5; **Senses** darkvision 60 ft.; **Perception** +6

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 26 (4d10+4)
Fort +4; **Ref** +6; **Will** +5
DR 5/magic

Speed 30 ft.
Melee bite +6 (1d6+2 plus poison), 2 claws +6 (1d4+2)
Special Attacks poison

Str 14, **Dex** 12, **Con** 13, **Int** 9, **Wis** 11, **Cha** 12
Base Atk +4; **CMB** +6; **CMD** 17
Feats Great Fortitude, Improved Initiative
Skills Climb +7, Intimidate +6, Perception +6, Stealth +7, Survival +5
Languages Night-Ghoul

Night-Ghoul Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect sleep 1 hr.; cure 1 save.

PURPLE WORM CR 12
XP 19,200
hp 200 (*Pathfinder Roleplaying Game Bestiary* “Purple Worm”)

SHROOM CR 3
XP 800
 CE Medium plant (**Monster Appendix**)
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 39 (6d8+12)
Fort +7; **Ref** +2; **Will** +3
Immune plant traits

Speed 30 ft.
Melee spear +5 (1d8+1/x3)
Ranged spear +4 (1d8+1/x3)
Spell-like Abilities (CL 8th):

1/week—control plants (DC 19)
 1/day—plant growth

Str 12, **Dex** 11, **Con** 14, **Int** 17, **Wis** 12, **Cha** 12
Base Atk +4; **CMB** +5; **CMD** 15
Feats Combat Expertise, Iron Will, Martial Weapons Proficiency
Skills Perception +7, Stealth +6
Languages Shroom
SQ edible flesh

Edible Flesh (Ex) The flesh of a shroom is delectable, but potentially deadly. A living creature that eats shroom-flesh must succeed on a DC 15 Fortitude save or be affected as if by a *feeblemind* spell. The condition may be reversed by a *heal* or *restoration* spell. Once cured, there is a 5% chance that an affected creature permanently gains a point of Intelligence from the effects of the shroom-flesh.

SLUG, GIANT CR 8
XP 4,800
The Tome of Horrors Complete 561
 N Huge vermin
Init +0; **Senses** blindsight 60 ft.; **Perception** +0

AC 16, touch 8, flat-footed 16 (+0 Dex, +8 natural, –2 size)
hp 102 (12d8+48)
Fort +12; **Ref** +4; **Will** +4
Defensive Abilities rubbery hide, **DR** 10/slashing or piercing;
Immune mind-affecting effects, vermin traits
Weaknesses salt vulnerability

Speed 20 ft., burrow 10 ft.
Melee bite +15 (2d6+12) 1d8 acid)
Ranged spit +7 touch (4d8 acid)
Space 15 ft.; **Reach** 10 ft.
Special Attacks spit acid

Str 27, **Dex** 10, **Con** 18, **Int** —, **Wis** 10, **Cha** 2
Base Atk +9; **CMB** +19; **CMD** 29 (can't be tripped)
SQ malleable

Malleable (Ex) A giant slug can squeeze its body through openings a creature its size normally could not. It can squeeze through tight spaces as if it were a Medium-sized creature.

Rubbery Hide (Ex) A giant slug's rubbery hide grants it immunity to critical hits and precision-based damage, such as sneak attacks.

Salt Vulnerability (Ex) A giant slug is highly susceptible to salt, and takes 1d6 points of damage per pound of salt it contacts.

Spit Acid (Ex) Every 1d4 rounds, a giant slug can spit a line of acid at an opponent within 60 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 4d8 points of acid damage.

GIANT SPIDERS (35) CR 1
XP 400
hp 16 (*Pathfinder Roleplaying Game Bestiary* “Spider, Giant”)

SYANNGG CR 7
XP 3,200
hp 52
 CE Medium aberration (**Monster Appendix**)
Init +3; **Senses** darkvision 60 ft.; **Perception** +18

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

CHAPTER 1: DOWN TO QUES QUERAX

hp 52 (8d8+16)

Fort +4; **Ref** +5; **Will** +9

Defensive Abilities all-around vision

Speed 30 ft.

Melee 6 bites +6 (1d6)

Special Attacks heads

Spell-Like Abilities (CL 8th);

At Will—*charm monster* (DC 17), *dispel magic*, *hold monster* (DC 18), *lightning bolt* (DC 16), *slow* (DC 16)

3/day—*flesh to stone* (DC 19)

Str 11, **Dex** 16, **Con** 15, **Int** 20, **Wis** 16, **Cha** 17

Base Atk +6; **CMB** +6; **CMD** 20 (28 vs. trip)

Feats Combat Casting, Dodge, Mobility, Spell Penetration

Skills Acrobatics +14, Climb +11, Escape Artist +14, Intimidate +14, Knowledge (dungeoneering) +16, Perception +18, Stealth +14, Survival +14; **Racial Modifiers** +4 Perception

Languages Aklo, Syannngg, Undercommon

Heads (Su) A syannngg can bring 1d4 of its six heads to bear on any given 90-degree quarter around itself. Five heads can utilize one spell-like ability at will as a free action each round (CL 8th). Its main head can cast *flesh to stone* three times a day as a spell-like ability. The save DCs are Charisma-based.

TROGLODYTE

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Troglodyte")

TROGLODYTE CHIEFTAIN

CR 2

Male troglodyte warrior 3 (*Pathfinder Roleplaying Game Bestiary* "Troglodyte")

CE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; **Perception** +3

Aura Stench (30 ft., 10 rounds, DC 16)

AC 19, touch 11, flat-footed 18 (+2 armor, +1 Dex, +6 natural)

hp 50 (2d8+8 plus 3d10+12)

Fort +12; **Ref** +2; **Will** +3

Speed 30 ft.

Melee +1 *battleaxe* +8 (1d8+4/x3) or bite +2 (1d4+1) and 2 claws +2 (1d4+1)

Str 16, **Dex** 12, **Con** 19, **Int** 10, **Wis** 11, **Cha** 9

Base Atk +4; **CMB** +7; **CMD** 18

Feats Great Fortitude, Improved Iron Will, Iron Will

Skills Acrobatics +2, Climb +7, Intimidate +3, Perception +3, Stealth +7, Survival +5; **Racial Modifiers** +4 Stealth in rocky areas

Languages Draconic

Gear masterwork leather, +1 *battleaxe*

TROLL

CR 5

XP 1,600

hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

TROLL LEADER

CR 5

Male troll warrior 2 (*Pathfinder Roleplaying Game Bestiary* "Troll")

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +7

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, –1 size)

hp 105 (2d10+16 plus 6d8+48); regeneration 5

Fort +16; **Ref** +4; **Will** +2

Resist fire 10

Speed 30 ft.

Melee bite +13 (1d8+8) and 2 claws +13 (1d6+8)

Special Attacks rend

Space 10 ft.; **Reach** 10 ft.

Str 26, **Dex** 14, **Con** 27, **Int** 9, **Wis** 7, **Cha** 8

Base Atk +6; **CMB** +15; **CMD** 27

Feats Intimidating Prowess, Iron Will, Rending Claws, Skill Focus (perception)

Skills Intimidate +14, Perception +7, Stealth –2, Survival +2

Languages Giant

Gear ring of minor fire resistance (included above)

WIGHT

CR 3

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

WRAITH

CR 5

XP 1,600

hp 47 (*Pathfinder Roleplaying Game Bestiary* "Wraith")

XORN

CR 6

XP 2,400

hp 66 (*Pathfinder Roleplaying Game Bestiary* "Xorn")

Caravans

The concept of a "caravan" in the Under Realms is not the same as the cooperative, free-trading association of merchants that one finds in the surface world. A "caravan" in these underworlds means nothing more than a large, armed group that is traveling together. There is virtually no concept of free trade in the Under Realms — most exchanges of goods are more in the nature of tribute, or are part of arrangements between leaders and warlords, with the "merchants" being little more than armed couriers. Along the way, of course, those armed couriers will take whatever they are strong enough to take, enslave anyone they are strong enough to enslave, and hope to be strong and fast enough to avoid those who would steal their goods or enslave them in turn.

Types of Caravans in the Cyclopean Deep

Caravans in the Cyclopean Deep region of the Under Realms are always the property of a single leader, almost always a **denizen of Leng** (01–80%), although occasionally a **drow merchant** will venture into the area (80–85%), a **duergar** (86–90%), a **serpentfolk wizard** (91–95%), or a powerful **dark stalker** (96–00%) may have organized a trading expedition. Details of the various caravan types are listed below.

Cargo

All caravans carry 1d100 gp worth of ordinary merchandise, plus additional variable treasure as shown on the table below:

Variable Cargo

1d20	Cargo Type
1–3	2d10 bars of platinum worth 250 gp each
4–5	3d10 gems worth 200 gp each
6–7	1d4 rolls of silk, unearthly quality, worth 2,000 gp each
8–9	Cage of 1d4+4 adorable, furry little pet-things of unknown species or origin, worth 1,000 gp each
10–11	1d6+1 potions (determine randomly from the <i>Pathfinder Roleplaying Game Core Rulebook</i>)
12–13	1d6+8 potions (determine randomly from the <i>Pathfinder Roleplaying Game Core Rulebook</i>)

CYCLOPEAN DEEPS VOLUME 1

1d20	Cargo Type
14–15	1d4 scrolls (determine randomly from the <i>Pathfinder Roleplaying Game Core Rulebook</i>)
16–17	1 wondrous item of any kind (determine randomly from tables in the <i>Pathfinder Roleplaying Game Core Rulebook</i> , "Wondrous Items")
18	2 wondrous items of any kind (determine randomly from tables in the <i>Pathfinder Roleplaying Game Core Rulebook</i> , "Wondrous Items")
19	3 wondrous items of any kind (determine randomly from tables in the <i>Pathfinder Roleplaying Game Core Rulebook</i> , "Wondrous Items")
20	Roll twice

Slaves

All types of caravans are accompanied by slaves, either carrying goods or intended for sale. Slaves are normal specimens of the racial type (each 1d6 roll identifies 2 slaves at a time, for convenience):

1	Troglodyte
2	Human
3	Bugbear
4	Duerger
5	Orc
6	Dwarf or elf (50%/50%)

Dark Stalker Caravan

Darkfolk caravans mainly trade with other darkfolk in their hidden communities, and in Izamne (see **Chapters 3–4**). Just as the darkfolk are physically weaker than most races of the Under Realms, relying mainly on stealth and subterfuge as survival tools, so too are their caravans less inclined to raid or enslave those they encounter when traveling. Of course, if a darkfolk caravan runs across an obviously weaker group, they will use their darkness and stealth to enslave or steal. Note that dark stalker caravans do not use pack animals; bugbears carry all cargo. All will be from one of the darkfolk civilizations (50% for either): see **Chapter 3** for more details.

A dark stalker caravan normally comprises:

3 dark stalkers, 1 dark stalker shaman, 4d6 dark creepers, 2d6+1 bugbear guards.

DARK STALKER

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

CR 4

DARK STALKER SHAMAN

The Tome of Horrors Complete 143

Male dark stalker sorcerer 4

CE Medium humanoid (dark folk)

Init +7; **Senses** see in darkness; **Perception** +8

CR 7

AC 16, touch 14, flat-footed 12 (+3 Dex, +1 dodge, +2 natural)

hp 73 (6d8+18 plus 4d6+12)

Fort +8; **Ref** +9; **Will** +7

Weakness light blindness

Speed 30 ft.

Melee unarmed strike +8/+3 (1d3+2)

Special Attacks death throes (DC 18), poison use, sneak attack +3d6, tremor (7/day)

Spell-Like Abilities (CL 6th):

At will—*deeper darkness*, *detect magic*, *fog cloud*

Spells Known (CL 4th; melee touch +8, ranged touch +9):

2nd (4/day)—*web* (DC 16)

1st (7/day)—*expeditious excavation*, *magic missile*,

obscuring mist, *ventriloquism* (DC 15)

0 (At will)—*bleed* (DC 14), *daze* (DC 14), *ghost sound* (DC 14), *mage hand*, *prestidigitation* (DC 14), *read magic*

Bloodline Deep Earth

Str 14, **Dex** 16, **Con** 17, **Int** 12, **Wis** 12, **Cha** 18

Base Atk +6; **CMB** +8; **CMD** 22

Feats Brew Potion, Combat Casting, Dodge, Eschew

Materials⁸, Great Fortitude, Improved Initiative

Skills Climb +12, Diplomacy +5, Escape Artist +6, Intimidate +10, Knowledge (arcana) +5, Knowledge (dungeoneering) +5, Linguistics +2, Perception +8, Sense Motive +6, Spellcraft +10, Stealth +10, Survival +5, Use Magic Device +10

Languages Common, Dark Folk, Undercommon

SQ stonecunning +2

Other Gear *wand of ice storm*

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black smear poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

DARK CREEPER

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

BUGBEAR GUARDS

XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary "Bugbear")

CR 2

Drow Caravan

Drow are not native to the Cyclopean Deeps regions, but their caravans do occasionally pass through on the way to other areas, and to trade at Ques Querax.

Drow caravans will be constituted as follows:

1 merchant, 1d6+6 drow guards, 1d6 bugbears, 1d6+6 slaves, 1d6 cavern lizards.

DROW MERCHANT

Male drow fighter 4, sorcerer 4 (*Pathfinder Roleplaying Game Bestiary* "Drow")

CE Medium humanoid (elf)

Init +3; **Senses** darkvision, low-light vision; **Perception** +4

CR 7

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 48 (4d10+4d6 plus 4)

Fort +8; **Ref** +8; **Will** +8; +9 vs. fear

Defensive Abilities bravery +1; **Immune** sleep; **SR** 14

Weaknesses light blindness

Speed 30 ft.

Melee +1 rapier +11/+6 (1d6/18–20)

Ranged +1 hand crossbow +10/+5 (1d4+1/19–20)

CHAPTER 1: DOWN TO QUES QUERAX

Special Attacks poison use, shadowstrike (7/day)
Spell-Like Abilities (CL 8th):
 1/day—*dancing lights*, *darkness*, *faerie fire*
Spells Known (CL 4th; melee touch +9, ranged touch +9):
 2nd (4/day)—*invisibility*
 1st (7/day)—*charm person* (DC 15), *disguise self* (DC 15),
obscuring mist, *ray of enfeeblement* (DC 15)
 0 (At will)—*bleed* (DC 14), *detect magic*, *mage hand*,
message, *read magic*, *resistance*
Bloodline Shadow*

Str 8, **Dex** 17, **Con** 10, **Int** 13, **Wis** 10, **Cha** 18
Base Atk +6; **CMB** +5; **CMD** 18
Feats Eschew Materials⁸, Persuasive, Point Blank Shot, Skill Focus (intimidate), Skill Focus (Profession [Merchant]), Spell Penetration, Weapon Finesse, Weapon Focus (rapier)
Skills Appraise +5, Diplomacy +6, Disguise +7, Intimidate +15, Perception +4, Profession (merchant) +9, Sense Motive +3, Sleight of Hand +6, Spellcraft +7, Use Magic Device +10
Languages Elven, Undercommon
SQ armor training 1
Combat Gear wand of magic missile (CL 5th, 30 charges);
Other Gear mithral shirt, +1 rapier, +1 hand crossbow, 10 bolts, cloak of resistance +3

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness — this poison allows drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.

*Pathfinder Roleplaying Game Advanced Player's Guide

DROW GUARDS CR 1/3
XP 135
hp 5 (*Pathfinder Roleplaying Game Bestiary* "Drow")

BUGBEAR GUARDS CR 2
XP 600
hp 16 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

CAVERN LIZARDS CR 4
XP 1,600
hp 42 (*Chapter 1, Wandering Monsters*)

Duergar Caravan

Duergar merchants are, out of all the races of the Under Realms, the most similar to normal merchants of the surface world, in that they actually plan on doing repeat business with the same customers — which somewhat restricts their dishonesty. Their sharp business practices would likely be sufficient cause for hanging in most kingdoms, but in the Under Realms they are paragons of trustworthiness.

A duergar trading party will be constituted as follows:

1 Duergar merchant, 10 duergar guards, 1d4+4 ogre guards, 1d6+6 pack-slaves.

DUERGAR MERCHANT CR 6
XP 2,400
 Male duergar fighter 7 (*Pathfinder Roleplaying Game Bestiary* "Duergar")
 NE Medium humanoid (dwarf)
Init –1; **Senses** darkvision 120 ft.; **Perception** +5

AC 18, touch 9, flat-footed 18 (+9 armor, –1 Dex)
hp 53 (7d10+7 plus 7)
Fort +6; **Ref** +1; **Will** +6; +8 vs. fear, +2 vs. spells and spell-like

effects
Defensive Abilities bravery +2; **Immune** paralysis, phantasms, poison
Weakness light sensitivity

Speed 20 ft.
Melee +1 warhammer +12/+7 (1d8+4/x3)
Special Attacks weapon training (hammers +1)
Spell-Like Abilities (CL 7th):
 1/day—*enlarge person* (self only), *invisibility* (self only)

Str 14, **Dex** 8, **Con** 12, **Int** 13, **Wis** 14, **Cha** 12
Base Atk +7; **CMB** +9; **CMD** 18
Feats Iron Will, Lunge, Skill Focus (Appraise), Skill Focus (Profession [merchant]), Step Up, Stone-Faced, Weapon Focus (warhammer)
Skills Appraise +10, Bluff +5, Diplomacy +3, Intimidate +5, Perception +5, Profession (merchant) +13, Sense Motive +4, Stealth +0, Survival +8; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth
Languages Common, Dwarven, Goblin, Undercommon
SQ armor training 2, slow and steady, stability
Combat Gear potion of barkskin +4, 2 potions of cure moderate wounds; **Other Gear** dwarven plate, +1 warhammer

DUERGAR GUARDS CR 1/3
XP 135
hp 7 (*Pathfinder Roleplaying Game Bestiary* "Duergar")

OGRE GUARDS CR 3
XP 800
hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

Leng Caravan

The caravans of the denizens of Leng are unpredictable and dangerous — one of the reasons that the Cyclopean Deepes are often avoided by other inhabitants of the Under Realms. If the adventurers encounter a group of the denizens of Leng, virtually anything could happen.

Leng-caravans will generally include the following:

1 merchant (normal denizen), **1d2 denizen guards, 1d4 Leng-Bats, 1d6 night-ghoul guards, 1d6+6 slaves, 1d6 cavern lizards.**

DENIZEN OF LENG CR 8
XP 4,800
hp 95 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

LENG BAT CR 3
XP 800
hp 11 (*Monster Appendix*)

NIGHT-GHOUL CR 3
XP 800
hp 26 (*Monster Appendix*)

CAVERN LIZARDS CR 4
XP 1,600
hp 42 (*Chapter 1, Wandering Monsters*)

Serpentfolk Caravan

The serpentfolk usually appear, at first glance, to be far more civilized than most denizens of the Under Realms, but it is wise to remember that they consider all other races to be inherently inferior to themselves. They are intelligent enough not to remind others of this fact until it is too late.

Serpentfolk caravans are generally constituted as follows:

1 serpentfolk merchant, 1d4 serpentfolk guards, 1d10+6 troglodyte guards, 1d6+6 slaves, 1d6 cavern lizards.

SERPENTFOLK MERCHANT

CR 10

XP 9,600

Male serpentfolk sorcerer 7 (*Pathfinder Roleplaying Game Bestiary* "Serpentfolk", *Pathfinder Roleplaying Game Advanced Player's Guide* "Serpentine")

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +11

AC 20, touch 17, flat-footed 15 (+5 Dex, +3 natural, +2 deflection)

hp 122 (5d10+7d6+60 plus 7)

Fort +9; **Ref** +11; **Will** +10

Immune mind-affecting, paralysis, poison; **SR** 22

Speed 30 ft.

Melee bite +13 (1d6+1 plus poison) and *python rod* +10/+5 (1d6+2)

Special Attacks *serpent's fang* (1d4+1 plus poison, magic)

Spell-Like Abilities (CL 12th):

At will—*disguise self* (DC 17), *ventriloquism* (DC 17)

1/day—*blur*, *dominate person* (DC 20), *major image* (DC 19), *mirror image*, *suggestion* (DC 19)

Spells Known (CL 7th; melee touch +13, ranged touch +13):

3rd (5/day)—*daylight*, *displacement*, *summon monster III*

2nd (8/day)—*delay poison* (DC 18), *detect thoughts* (DC 18), *eagle's splendor* (DC 18), *see invisibility* (DC 18)

1st (8/day)—*anticipate peril*, *disguise self* (DC 17),

hypnotism (DC 17), *magic missile*, *reduce person* (DC 17),

unseen servant

0 (at will)—*bleed* (DC 16), *dancing lights*, *detect magic*,

detect poison, *mage hand*, *message*, *read magic*

Bloodline *Serpentine**

Str 12, **Dex** 20, **Con** 19, **Int** 20, **Wis** 12, **Cha** 22

Base Atk +8; **CMB** +9; **CMD** 26

Feats Combat Casting, Eschew Materials[®], Great Fortitude, Improved Initiative, Skill Focus (Knowledge [dungeoneering]), Skill Focus (Profession [merchant]), Toughness, Weapon Finesse

Skills Acrobatics +10, Appraise +15, Bluff +12, Diplomacy +15, Disguise +11, Escape Artist +18, Intimidate +12, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (local) +10, Linguistics +10, Perception +11, Profession (merchant) +20, Sense Motive +8, Spellcraft +15, Stealth +10, Use Magic Device +20; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist

Languages Aboleth, Aklo, Common, Daemonic, Dark Folk, Draconic, Drow Sign Language, Dwarven, Elven, Terran, Undercommon; Telepathy (100 ft.)

SQ bloodline arcana, serpentfriend

Combat Gear *python rod*, *wand of slow* (CL 8th, 36 charges); **Other Gear** *ring of protection* +2, *ring of sustenance*, *rod of metal and mineral detection*

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

Serpent's Fang Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1 Con damage; cure 2 saves. The save DC is Constitution-based.

**Pathfinder Roleplaying Game Advanced Player's Guide*

***Pathfinder Roleplaying Game Ultimate Magic*

SERPENTFOLK GUARDS

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* 2 "Serpentfolk")

TROGLODYTE GUARDS

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Troglydote")

CAVERN LIZARDS

CR 4

XP 1,600

hp 42 (*Chapter 1, Wandering Monsters*)

Language

Virtually all denizens of the Cyclopean Deeps can communicate in Undercommon, although it is not a language well suited to abstract or complex concepts. For those who do not speak the language, the next most common languages are Elven (the drow), Dwarven (the duergar), Aklo, and Darkfolk (dark stalkers and dark creepers).

Start

Unless the GM chooses to begin the adventure in a different part of the Deeps, the PCs are assumed to enter the Cyclopean Deeps in **Area 0E** on the **Main Map**. For maximum flexibility of use, the following description makes no particular distinction as to whether the party is coming from the lower levels of a dungeon or directly from the surface (which would be a long, long way down). Whether you choose to actually read the following description to a group of patient players or to summarize it is entirely a matter of your style of refereeing.

Some time ago, your path down into the deeps began to follow a winding course, apparently following the course of a now dried-up river where it cut its meandering way downward through the living stone. Most of the tunnel is naturally formed by the ancient flow of water, but as you continue down there is more and more evidence of excavation in some places to widen the walls or raise the ceiling somewhat. The downward slope is quite steep, although it is manageable as long as you keep to a careful pace.

From time to time you come across carvings in the stone, a strange, curvilinear script that you cannot translate into any comprehensible meaning. Perhaps it is merely decorative, perhaps it is encoded, or perhaps the logic of the writing is so bizarre that it simply makes no sense to a mind that is not tainted with insanity.

You continue further and further into the depths of the earth, making your way carefully past dark pools and around ancient stalagmites, until your mind can barely remember what the surface world looks like ... and soon thereafter, a faint green illumination becomes perceptible ahead of you.

"What do you do?"

The green illumination ahead of the party is **Area 0E-1** on the map of **Hex 0E**, which shows the "Green Canyon," the sloping cavern complex that leads down into the Cyclopean Deeps. Once the players have had a chance to prepare any equipment, cast any spells, or make such other preparations as they wish to make, the party may advance to discover that a long flight of stairs leads down toward the illuminated area. The stairs appear to be naturally formed, unless they are just so ancient that the passage of water (and perhaps travelers) has worn them smooth.

Hex OE Map

oE-1. The Singing Faces

The stairs from the upper levels lead down to a broad stone shelf, 15 to 20 ft. in width, overlooking a large cavern. This uppermost ledge is one of a series of four terraces, each of which appears to have a sheer, 20 ft. drop down to the next tier. The cavern at the bottom of this series of giant steps is illuminated by a soft and rather sickly green light that emanates from four gargantuan stone faces. Each of the faces has a single eye in the center of its forehead, and the mouths of all four statues are open, although the lips of each appear to be held in different positions, as if the statues were all frozen at the moment of uttering a different word. The entirety of the cavern is charged with a sense of vast energy.

When the party enters the room, seven fungus-bats will be startled by their arrival and will fly out to **Area 0E-3**. There are many fungus-bat seeds on the main floor of the cavern, and these will be noticed whenever one of the characters pays attention to the surroundings other than the magical effects described below. Fungus-bat seeds resemble small, spherical mushroom-heads that, if broken open, contain a tiny fungus-bat as small as a fingertip.

A DC 20 Knowledge (arcana) check will be able to tell that the sense of energy in this cavern is due to a buildup of magical power, although the origin and nature of the power will be unclear. The use of a *detect magic* spell will indicate that the four cyclopean heads are magical. At close range, the spell could be used to determine that it is the lips and mouth of each statue radiating the majority of the magical enchantment (this will almost certainly become clear long before the party actually approaches any of the faces).

Each tier causes one of the stone faces to begin singing, as described below:

A. Top (First Harmonic) Tier:

As soon as anyone steps onto this tier, the Face of the First Harmonic (**AA**) will begin emitting a high, soprano note of sound. The face will continue to sing this note for some time, and will only stop ten minutes after the top tier is vacated by all living creatures larger than 50 pounds. It is not possible to keep the stone face singing by leaving a small animal or an object on the tier, and this is true of the other tiers as well.

B. Second (Second Harmonic) Tier:

As soon as anyone stands on this tier, the stone face at **BB** (the Face of the Second Harmonic) will begin emitting a low, bass note. As with the Face of the First Harmonic, this statue will continue to sing its note for ten minutes after the point when everyone has left this terrace.

C. Third (Third Harmonic) Tier:

As soon as anyone stands on this tier, the stone face at **CC** will begin singing a note that merges pleasantly with any other notes being produced by the faces. As with the other faces, the sound will persist for ten minutes after the terrace is vacated.

D. Fourth (Fourth Harmonic) Tier:

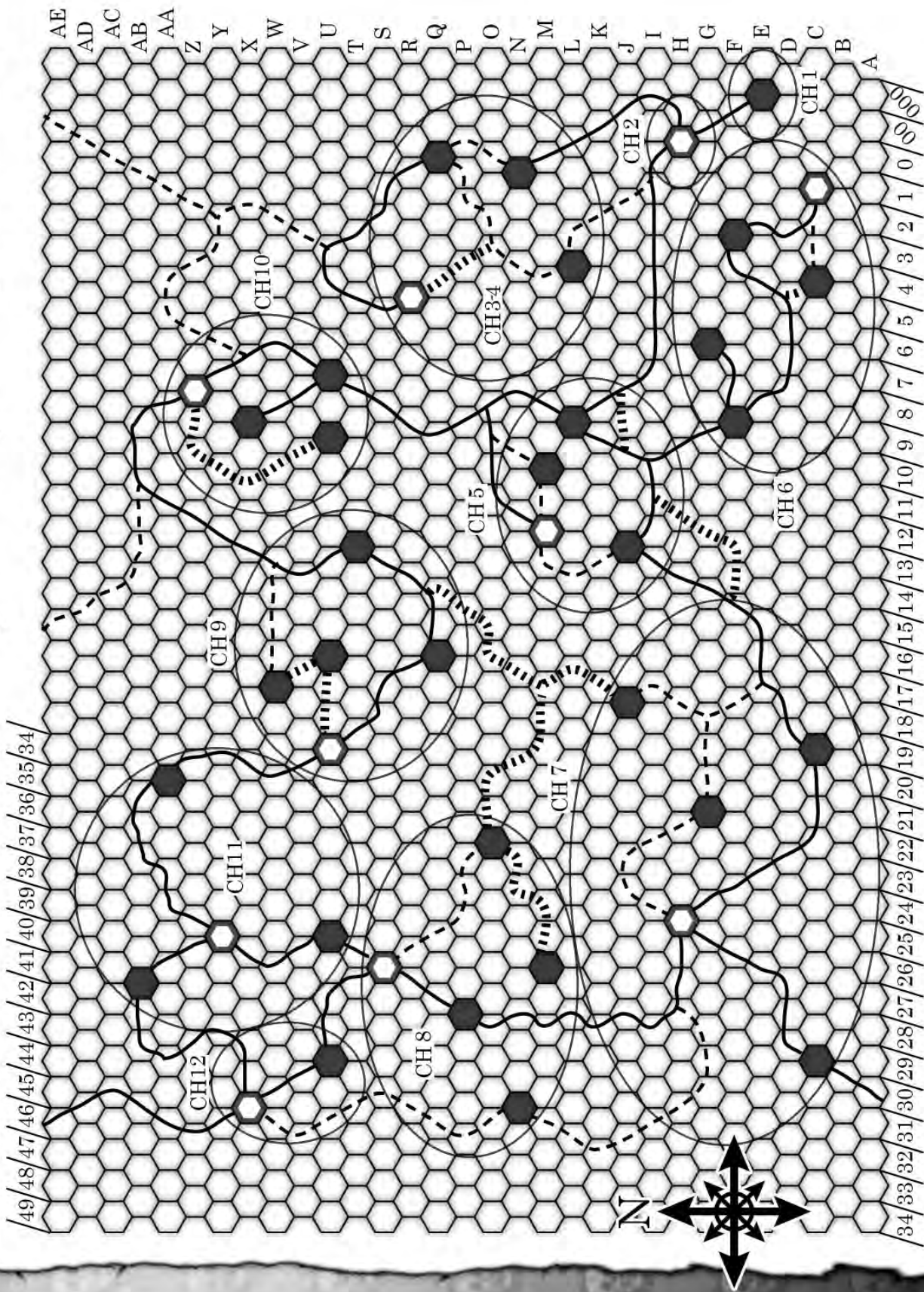
This stone balcony emits no sound unless all three of the other tiers have already awoken their stone faces. If the other three faces are already producing sound, then the face at **DD** will produce the final note of a four-part chord. The sound persists as described for the other faces, above.



The Cyclopean Deep

Major Encounter Areas
Minor Encounter Areas

1 Hex = 1 Mile



Primary Passage Secondary Passage Tertiary Passage



E. The Symphonic Circle:

A huge magic circle is inscribed on the floor of the cavern, as shown on the map. A DC 20 Knowledge (Arcana) check allows an arcane spellcaster in the party to deduce one fact about the circle (roll randomly on 1d6):

1	The inscriptions of the circle in some way collect and alter sound in a magical fashion.
2	The inscriptions of the circle are in some way related to travel, but they are scribed as if normal magic is being used in an abnormal way.
3	Some of the inscriptions of the circle seem to refer to ventriloquism, although not in any fashion that makes sense in terms of the known parameters of magic.
4	The inscriptions around the circle have the effect of altering the circle's magical center, placing it at a location that seems to be the precise intersection-point of a straight line drawn from each of the stone faces.
5	The inscriptions around the circle contain a glyph that can be translated loosely as "sound key."
6	The inscriptions around the circle contain a glyph that is often used in teleportation magic, but in this case it is connected to a second glyph that ordinarily pertains to a combination of four things.

If all four of the stone faces are singing at the same time, the inscriptions around the magic circle begin to glow with the same green light as the faces. When the glow has reached its full intensity (which requires a full minute), everyone and everything inside the magic circle is teleported to **Hex 3H, Area 3H-1**, just outside the fortress of Ques Querax. Although it might prove startling to the adventurers, teleporting to the city is far more pleasant than braving the trip downward through the Green Canyon.

oE-2. The Green Canyon

A wide tunnel leads northward and downward in an unpleasantly steep slope. The sides and bottom of the passageway are coated in fuzzy moss that hangs in long curtains from the ceiling, reaching down to within five feet of the tunnel floor. Apparently the rock here glows, for a faint greenish light is visible through the moss, giving it an unpleasantly translucent quality.

The walls of this corridor do indeed glow. This is a natural, rather than a magical, quality of the rock, and detecting magic will be unsuccessful. The light is too dim to be used for most practical purposes: there is enough of it in the tunnel that the adventurers will be able to see without a light source. Smaller pieces of the rock, however, will illuminate no more than a one-inch radius around the stone. Indeed, small chunks of the rock are only visible at a distance of 50 ft., at which point they will seem to fade into the surrounding darkness.

As the tunnel descends toward the cliff-edge at **Area 0E-3**, the ceiling does not slope downward as quickly as the floor. By the time the party has descended to **Area 0E-4**, the ceiling is over a hundred feet high, and visible (due to the glowing rock) all the way up. The extreme height and relative narrowness of the tunnel eventually gives the strong impression of standing at the bottom of a deep canyon.

oE-3. First Drop-off.

At this point, the glowing-walled tunnel suddenly drops away in a hundred-foot cliff face. The cavern far below is visible, because of the lambent rock.

If the players ask for more detail about the lower cavern, looking over the edge of the drop-off, describe the pools below (see **Area 0E-4**). Due to the unearthly illumination in the cavern, it is not possible for the characters to tell, at this distance, what sort of liquid is in the pools. The cliff itself is relatively straightforward; it is a sheer 100 ft. drop. The rock is covered with moss, and is slick with dampness (–10 to all Climb checks).

The pools in **Area 0E-4** give off an anti-magic gas, which is relevant here because one of the pools is directly underneath the cliff face. For a distance of 50 ft. over the top of the pool down in **Area 0E-4**, magic does not function — including *fly* and *levitation* spells. This effect is only in the area directly over the top of the pool, as shown on the map. Anyone flying down entirely on the southwest side of the cliff face has no difficulties.

oE-4. Lower Cavern

The walls of this cavern glow green, behind the mottled curtains of moss that cling to the stone. Three pools of crystal-clear liquid glitter in the floor. After spending a few moments in this area, you begin to hear whispers. The sound is very faint at first, but after a minute or two the entire cavern seems to echo with savage, hissing whispers. The pools themselves are 50ft deep.

The whispering of the pools is another strange effect of their magic, along with giving off the invisible anti-magic steam described in **Area 0E-3** above. It is possible to bottle the anti-magic steam for use as a grenade, but the explosion of a bottle will only spread the gas in a radius of 20 ft., although the effect lasts for a full ten minutes. Stored in a bottle, the anti-magic gas loses its potency after one month.

The influence of the whispering sounds in this cavern makes it nearly impossible to cast spells (DC 25 + double spell level Concentration check), but otherwise it is merely an inconvenience and a distraction.

oE-5. Second Drop-off

This cavern slopes downward at such a steep angle that it is not easy to stand without sliding. At the far end of the cave chamber, the floor drops away into a second deep chasm. There are numerous stalagmites rising from the floor of the cavern, closely enough that you could probably use them to make your way safely to the edge of the cliff by holding on to one after the other. On second thought, though, you realize that a single mistake would lead to certain death. The stalagmites have a sparkly, wet, slippery look to them.

The depth of this plunge is 90 ft., and the ceiling stays relatively level in **Area 0E-6** for 30 ft. before the cavern's far wall begins. As a result, part of **Area 0E-6** has a ceiling approximately 100 ft. high.

If the players are considering the use of flying or levitation magic, but seem to have forgotten about the extremely high ceiling, remind them about this obvious feature of their surroundings. The height of the cavern may affect the method by which the adventurers approach this obstacle, and the fungus-bats that retreated from the characters in **Area 0E-1** are waiting here to attack these strange beings that have intruded into their lightless territory.

CHAPTER 1: DOWN TO QUES QUERAX

Anyone attempting to walk normally down the slope toward the cliff edge is extremely likely to slip (DC 15 Acrobatics check avoids) and begin sliding down the floor to the edge of the drop-off. In most cases, of course, the exploring character would be tied safely to a rope ... and the party will have its first experience with the chaotic sort of vandalism that one encounters from the denizens of the Under Realms. Several of the stalagmites are inset with shards of glass and thin obsidian, which will have a good chance to cut a normal rope (the shards automatically hit and inflict 1d6 points of slashing damage to any rope contacting them). If a character inspects the first couple of glittering places in the stalagmites before wending through them, the “trap” will be obvious immediately.

The risk of actually sliding all the way to the edge (unless the character is roped off and the rope is not sliced by the trapped stalagmites) is 50%. If a character reaches the edge, a DC 15 Reflex save is allowed to avoid actually falling. If the saving throw succeeds, the character will be helplessly clinging to a stalagmite at the edge of the cliff, unable to take any action without being rescued. The character can hang on for one minute per point of strength before dropping into the abyss below and being smashed into jelly.

This hazard is less deadly (but more frustrating) if the characters are attempting to travel up the Green Canyon toward the surface without using some sort of magical flight. Using a grappling hook will first cut the

rope (100% chance), and then the grappling hook will most likely (90%) come sliding back off the edge ... use normal chances to determine if anyone is hit when it comes back down.

FUNGUS BATS (4)

CR 1

XP 400

hp 16 (Monster Appendix)

Treasure: None.

oE-6. Canyon Floor.

The cavern at the bottom of the cliff has a fairly level floor, although it is irregular and bristles with growths of stalagmites here and there. A single tunnel-way leads to the east, sloping gently downward, further into the depths.

From this point onward, the characters are on the direct path to the underground fortress of Ques Querax. The tunnel is approximately a half mile in length, and the party emerges in **Area 3H-1**.

Chapter 2:

Eye of the Titan

The adventurers have either worked their way down through the Green Canyon, a deep subterranean rift, or they have successfully activated an ancient teleportation device — in either case, they have now entered the Under Realms region known as the Cyclopean Deeps. They stand at the threshold of this unexplored wilderness of unlit caverns, a whispered legend in the world of the surface. As veteran explorers, the characters know better. Although there is untold treasure in these miles and miles of sinuous tunneling, there are unknown threats and terrifying foes to be found in these regions as well. Not all is as it appears.

The gateway to the Cyclopean Deeps is **Hex 3H**, which contains the legendary fortress of Ques Querax, a brutally-enforced neutral ground in the feuds and wars of the Under Realm. The ruler of Ques Querax is The Eye of Gaaros, a gem-like artifact that is the last remaining fragment of the titan Gaaros. Considerably more information about the Eye, its history, and its most unusual project is provided in the key to **Area 3H-15**, the Eye's Palace in Ques Querax.

Rumors

Automatic first rumor: Ques Querax is ruled by the Eye of Gaaros

Further Rumors

- 1 There are some secret tunnels underneath the palace of the Eye in Ques Querax.
- 2 It is possible to get a map of the nearby major tunnels — if you know where to look and who to ask.
- 3 If you need to raise someone from the dead or get healing, try visiting the Temple of the Head if you aren't too frightened.
- 4 You will meet some strange people here; do not look too closely at the faces of the men of Leng, it is not polite and it annoys them.
- 5 If you're out traveling in the tunnels, keep something in mind. The less-traveled passageways can be very dangerous, because nobody except the dangerous monsters use them. If you're going to travel in them, you better be dangerous yourselves.
- 6 There is an ancient prophesy that a human from the surface will come down to the Fortress of Ques Querax, and be sold into slavery by his companions for a very great sum of money and an enchanted green stone.
- 7 The cult of the Demon-Prince Isclaadra secretly controls the City of Izamne these days.
- 8 A few of the tunnels down here can get you into different planes of existence, if you aren't careful.

Although the Eye itself is quite powerful, its ability to hold and dominate Ques Querax is largely due to its relationship to the alien-minded khryll, bizarre intellects of the deep subterranean world that seldom cooperate with other races. The Eye keeps three or four khryll in the fortress at all times. The combined strength of the Eye, its normal guards, and the khryll has thus far kept the Eye unchallenged as the master of the citadel.

GM Notes

No one is allowed to pass through the underground crossroads of Ques Querax without paying a toll equal to one twentieth the value of all possessions carried. These are collected in various different forms, from magic to gems to ordinary precious metal.

Once the characters are inside, the main visible feature of Ques Querax is the mist in the middle of the fortress, which produces an illuminating mist for ten hours out of the day. Since most of the inhabitants of Ques Querax are able to see in the dark, the mist is not exactly like daytime on the surface. Activity never entirely ceases, but there is generally more activity during the 10 hours of dim illumination than there is during the 14 hours of unrelieved darkness.

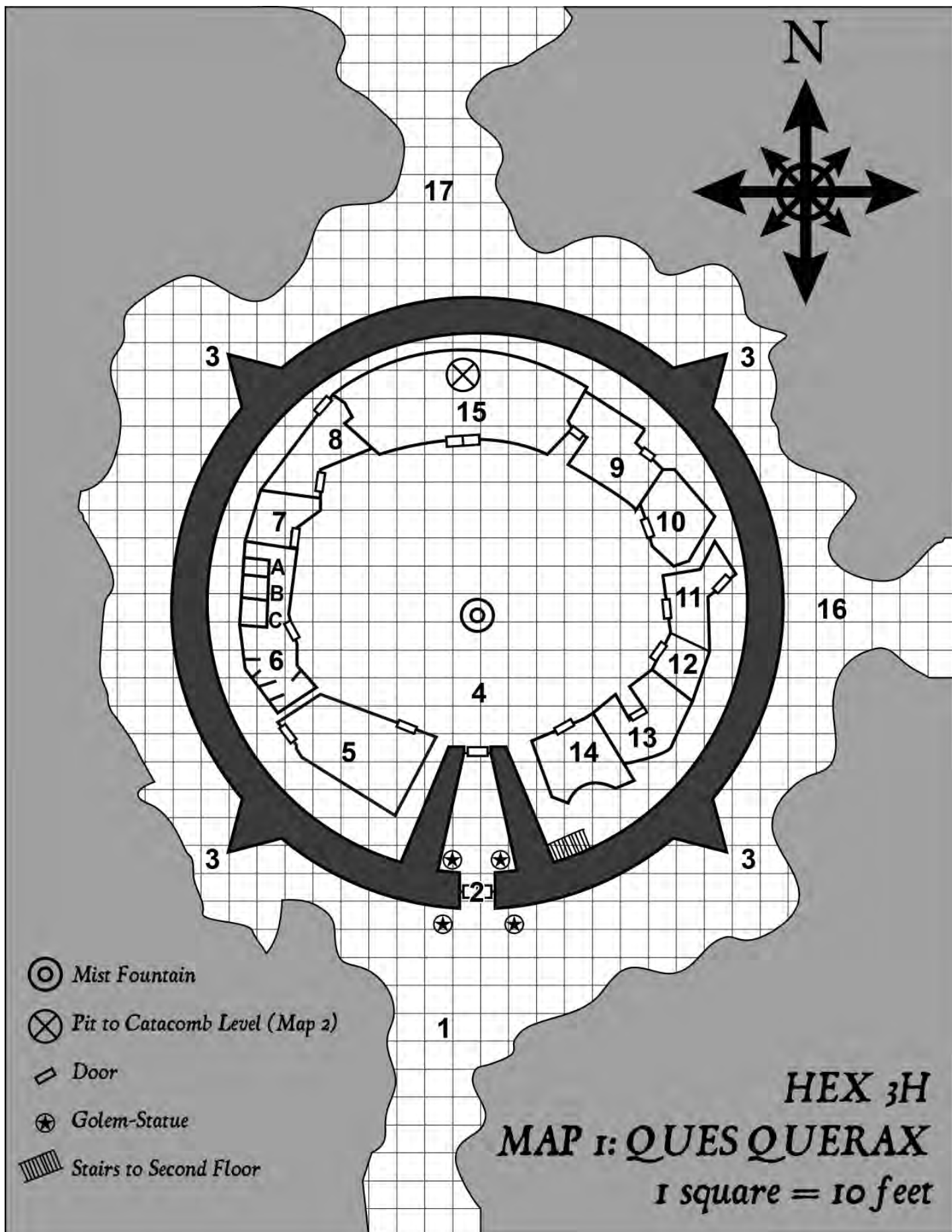
Gathering Information in Ques Querax

Ques Querax is likely to serve as a home base for the characters, at least for their first forays into the Cyclopean Deeps. It is important that the fortress serves as a rich source of rumors and possible missions for the characters, and the players will likely make it one of their first tasks to begin assembling as much information as they can about the fortress and its surroundings. In the map key to the fortress, various individuals are specified as having particular information or being willing to hire adventurers. In addition to these specific sources, the characters can gain various bits of less-specific and often less reliable information by generally listening in and talking to the travelers and less important individuals in Ques Querax.

Hex 3H Map 1: Ques Querax

3H-1. The Approach to Ques Querax (CR 15)

The tunnel widens out here into a great natural cavern, dominated by a grim, featureless citadel of stone that rises to the very top of the hundred-foot-tall ceiling above. Beneath a symbol incised deeply into the stronghold wall, huge double doors are open, revealing a gatehouse within the walls. To either side of the doors stands a ten foot tall iron skeleton; the skeletons are human in body, but the black metal skulls atop the huge torsos are those of a bull. It appears that it may be possible to cross the cavern by skirting around the fortress, but the pathway around is only twenty feet wide.



CYCLOPEAN DEEPS VOLUME 1

The party will not be attacked or bothered here unless they try to go around the fortress without paying a toll, or they do something foolish such as attacking the **iron minotaur skeletons**. The iron minotaurs are simply iron golems of unusual construction. If a fight develops outside the gates, the fortress is likely to respond, unless the characters are very quick to explain their actions with a credible story.

As the party approaches the gate (or the side passages), the minotaurs step forward to collect tolls. One has a huge metal strongbox chained to its leg, which it will pick up as it moves forward. When the characters are within 20 ft. or so, the minotaur opens the strongbox, hold it out for treasure, and wait. If the characters try to ignore the minotaur and keep going, the other minotaur blocks their way. If the characters persist in their attempts to ignore the demand, they are attacked. The tax for passing through the cavern of Ques Querax, even without entering the fortress itself, is one-twentieth of all value carried.

MINOTAUR GOLEMS (2) XP 25,600

CR 13

hp 129 (*Pathfinder Roleplaying Game Bestiary* "Golem, Iron")

Treasure: The strongboxes are kept empty, so the minotaur golems have no treasure.

3H-2. Gates and Gatehouse (CR Varies, 15+)

The characters may have already drawn close enough to the minotaurs that the golems have demanded a toll. If not, it happens at the gates, as described above. If the players are contemplating some sort of stealthy approach to the fortress, keep in mind that the walls rise to the top of the cavern like a hollow pillar — they do not have a "top" that can be climbed over.

The double doors leading into the fortress are massive; it is difficult to believe that even the skeletal iron minotaurs could budge them. Beyond the gates there is a stone passageway leading through the thick stone wall.

The long gatehouse prevents any potential attackers from entering the fortress directly. As the characters pass through the room, they notice murder-holes in the ceiling, no doubt with guards waiting above to dump boiling oil or shoot crossbows at anyone who evinces a hostile intent toward the fortress or makes a wrong move.

There are also two more of the **giant iron minotaur skeletons** just inside of the gates, as shown on the map. They are not visible until the characters have moved into the gatehouse.

MINOTAUR GOLEMS (2) XP 25,600

CR 13

hp 129 (*Pathfinder Roleplaying Game Bestiary* "Golem, Iron")

The floor over the top of the gatehouse is the barracks for the **fortress guards**. Some of the guards will be stationed in the Palace (3H-15) and are described there. The remainder of the guards, who are ordinarily here or nearby, are described in the following list. **Akn-A-Nangish-Te** is one of the Eye's khryll followers.

BUGBEAR GUARDS XP 600

CR 2

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

GUARDS (4) XP 800

CR 3

Male human fighter 4
NE Medium humanoid (human)
Init +1; **Perception** +2

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 44 (4d10+12 plus 4)

Fort +7; **Ref** +2; **Will** +2; +3 vs. fear

Defensive Abilities bravery +1

Speed 30 ft.

Melee mwk longsword +9 (1d8+6/19–20)

Ranged mwk shortbow +6 (1d6/x3)

Str 16, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 18

Feats Coordinated Maneuvers*, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +4, Intimidate +5, Knowledge (dungeoneering) +4, Perception +2, Sense Motive +2, Survival +5

Languages Common

SQ armor training 1

Combat Gear 3 *potions of cure moderate wounds*; **Other**

Gear masterwork chainmail, masterwork longsword,

masterwork shortbow, 20 arrows

**Pathfinder Roleplaying Game Advanced Player's Guide*

CAPTAIN BORKISH

CR 7

XP 3,200

Male human fighter 8

NE Medium humanoid (human)

Init +5; **Perception** +4

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 84 (8d10+24 plus 8)

Fort +9; **Ref** +3; **Will** +3; +5 vs. fear

Defensive Abilities bravery +2

Speed 30 ft.

Melee +2 *corrosive* longsword +15/+10 (1d8+8/19–20)

Ranged +1 shortbow +10/+5 (1d6+1/x3)

Special Attacks weapon training (heavy blades +1)

Str 17, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +11; **CMD** 22

Feats Blind-Fight, Bloody Assault*, Cleave, Coordinated Maneuvers*, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +5, Intimidate +7, Knowledge (dungeoneering) +6, Perception +4, Sense Motive +4, Survival +5, Swim +1

Languages Common

SQ armor training 2

Combat Gear 3 *potions of cure moderate wounds*; **Other**

Gear +1 chainmail, +2 *corrosive* longsword, +1 shortbow, 20 arrows, ring of sustenance

**Pathfinder Roleplaying Game Advanced Player's Guide*

AKN-A-NANGISH-TE (KHRYLL)

CR 6

XP 2,400

hp 52 (*Monster Appendix*)

Missions: If the characters end up in conversation with Captain Borkish, he mentions that the bounty of the week is posted on the door of the palace (he cannot remember what it is this week).

3H-3. Side Passages.

At this point, there is a gap of twenty feet or so between the fortress wall and the wall of the huge cavern, wide enough to allow passage around the curving wall of the stronghold.

CHAPTER 2: EYE OF THE TITAN

If the adventurers attempt to go around the fortress without paying toll to the minotaur-golems, the golems will attack, as described in **3H-1**.

3H-4. The Caravanserai

The large central area of the Fortress of Ques Querax is referred to by residents as “the Caravanserai.” At the center of the Caravanserai there is a stone well, only five feet deep, with a circling wall three feet in height. The circling wall is carved with somewhat disturbing images. This is not a water well; for ten hours each day, the well bubbles forth a glowing grey mist. During these ten hours, the heavy mist fills all “outside” areas within the fortress at about ankle depth. The grey glow provided by the mist is enough to allow normal vision at a distance of 100 ft., but the light does not transmit color — everything seen in the light of the mist is black, white, or various shades of grey. During the hours when the mist-fountain is quiescent, of course, all of Ques Querax is shrouded in utter darkness.

Many travelers in the Under Realms are accompanied by lesser minions and slaves. These followers are not of high enough status to merit rooms at the inns, so there are usually at least one or two camps set up in the Caravanserai where the guards, packbearers, slaves, and other minions of a more important traveler are gathered. These groups do not, of course, mingle with each other — indeed, each camp is organized with an eye to defense against attack from one of the other groups. If a camp is made up entirely of slaves, the group will usually have a sign indicating ownership (often this is a single rune). The ownership of slave camps is actively defended by the Eye itself, for slave-rustling is a crime that could lead to a loss of reputation for Ques Querax itself.

Refer to the **Wandering Monster Tables** in *Chapter 1: Down to Ques Querax*, to generate **2** cavarans that are camped in the caravanserai area.

Missions: Each of the caravans has a 50% chance to be hiring guards, and each of the caravan leaders has a 10% chance to be willing to hire a party of adventurers to waylay the competing caravan.

3H-5. Sign of the Sunworm (CR Varies, II+)

The outside of this building bears a sign with a yellow circle with a worm poking out from it. There are no windows in the stone walls, but the door is open; through it you can hear the faint clinking of tankards and the sound of creatures talking.

This is the Sunworm Inn and Tavern, a gathering place for humans and similar mammalian creatures (even though most of the travelers and visitors here have never actually seen the light of the sun). The keeper of the Sunworm is a human being named **Naugr**, a former slave who escaped from a drow slave caravan and somehow made his way to Ques Querax through the dangers of the Under Realm.

A room with one bed costs 50 gp per night, and a room with two beds costs 75 gp. The rooms (there are 12) have extremely good locks (DC 35 Disable device to bypass), and no windows — the value of the Sunworm is to provide a measure of safety from the assassination attempts and violent robberies that are so common in the “civilization” of the Under Realm.

A permanent *arcane eye* roams the upper floor of the Inn, where bedrooms are located. If the *eye* indicates that there is trouble of some kind, the **bouncers** will be called. The bouncers are a pair of two-headed trolls. One of them is named **Mimiandora**, the other is named **Orakandomtho**.

NAUGR
XP 4,800

Male human fighter 9
NE Medium humanoid (human)
Init +6; **Perception** +8

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

CR 8

hp 94 (9d10+27 plus 9)

Fort +9; **Ref** +5; **Will** +3; +5 vs. fear

Defensive Abilities bravery +2

Speed 30 ft.

Melee +1 keen bastard sword +15/+10 (1d10+6/17–20)

Special Attacks weapon training (heavy blades +2, light blades +1)

Str 16, **Dex** 14, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +9; **CMB** +12; **CMD** 25

Feats Blind-Fight, Catch Off-Guard, Cleave, Critical Focus, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Mobility, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Climb +11, Intimidate +6, Knowledge (dungeoneering) +10, Perception +8, Sense Motive +6, Stealth +12, Survival +10

Languages Common, Dark Folk

SQ armor training 2

Combat Gear 2 potions of cure moderate wounds, 5 potions of darkvision, potion of endure elements; **Other Gear** +1 glamer, improved shadow, light fortification studded leather, +1 keen bastard sword, amulet of proof against detection and location

TWO-HEADED TROLLS (2)

CR 7

XP 3,200

The Tome of Horrors Complete 615

CE Large humanoid (giant)

Init +0; **Senses** darkvision 90 ft., low-light vision, scent;

Perception +18

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 95, 88 (10d8+40 plus 10); fast healing 1

Fort +11; **Ref** +3; **Will** +5

Speed 30 ft.

Melee longsword +12/+7 (2d6+6), longsword +12/+7 (2d6+6), 2 bites +7 (1d8+3) or 2 claws +12 (1d6+6), 2 bites +12 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+9), superior two-weapon fighting

Str 22, **Dex** 11, **Con** 19, **Int** 9, **Wis** 10, **Cha** 6

Base Atk +7; **CMB** +14; **CMD** 24

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception), Toughness

Skills Perception +18; **Racial Modifiers** +2 Perception

Languages Giant

Gear 2 longswords

Superior Two-Weapon Fighting (Ex) A two-headed troll fights with a weapon in each hand. Because each of its two heads controls an arm, the two-headed troll does not take a penalty on attack or damage rolls for attacking with two weapons.

Treasure: Naugr’s treasure is kept in a strongbox in his office that is guarded by his worg, **Hala**.

The iron strongbox is locked (DC 25 Disable Device), and sits on a pressure plate that will detonate the **trap** if more than a few gold pieces in weight is removed from it. The trap may be disarmed by twisting a recessed knob in the bottom of the chest. The chest must, obviously, be tipped on its side before the knob is visible, all while keeping it on the pressure plate. The contents of the chest include: 3,000 gp, 250 pp, 21 small pearls in a velvet bag (25 gp each), 2 emeralds (250 gp), and one ruby (1,000 gp). Also within the chest is a pair of *bracers of armor* +4, a *potion of water breathing*, and a +1 *heavy mace*.

CYCLOPEAN DEEPS VOLUME 1

EXPLODING CHEST TRAP

XP 1,600

Type magic; Perception DC 28; Disable Device DC 28

Trigger proximity (*alarm*); **Reset** none; **Bypass** hidden switch (DC 25 Perception to locate)

Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

HALA, WORG

XP 600

hp 26 (*Pathfinder Roleplaying Game Bestiary*, "Worg")

At any given time, the guests of the Sunworm might include humans, drow, and duergar. The slaves of these races (including such creatures as bugbears) are generally housed in the stables or staked out in the Caravanserai with a sign of ownership; only the more powerful denizens of the Under Realm can afford the cost of rooms in the Sunworm.

Sunworm Patrons

Patrons of the Sunworm at any given time may include:

Roll 1d6 to see how many times to roll 1d100 on the patrons table below:

01–20 1d4 Drow

21–30 1d3 Duergar

31–35 1 Syanngg

36–50 1d4 Wererats

51–60 1d6+2 Huggermuggers

61–85 1d8+4 Human mercenaries/slavers

86–87 1 Humanoid chief (Bugbear)

88–90 1 Humanoid chief (Orcs)

91–99 1 Shroom

00 1 Demon, Vrock

DEMON (VROCK)

XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

Treasure: 1d6 gems (worth 1d6 x 1,000 gp each).

DROW GUARDS

XP 135

hp 5 (*Pathfinder Roleplaying Game Bestiary* "Drow")

Treasure: 1d20 gp, 1d2 gems worth 1d6 x10 gp each.

DUERGAR

XP 1,600

Male duergar fighter (two-handed fighter) 6 (*Pathfinder Roleplaying Game Bestiary* "Duergar"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Two-Handed Fighter")

CE Medium humanoid (dwarf)

Init +1; Senses darkvision 120 ft.; Perception +3

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 64 (6d10+18 plus 6)

CR 5 Fort +8; Ref +3; Will +4

Immune paralysis, phantasms, poison

Weakness light sensitivity

Speed 20 ft.

Melee mwk dwarven waraxe +12/+7 (1d10+7/x3)

Special Attacks overhand chop, shattering strike (+2), weapon training (axes +1)

Spell-Like Abilities (CL 6th):

1/day—enlarge person (self only), invisibility (self only)

Str 16, Dex 12, Con 16, Int 8, Wis 15, Cha 6

Base Atk +6; CMB +9 (+11 to sunder); CMD 20 (22 vs. sunder)

Feats Blind-Fight, Diehard, Endurance, Exotic Weapon Proficiency (dwarven waraxe), Ironhide*, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +7, Perception +3, Stealth +5, Survival +7, Swim +2; Racial Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear 4 potions of cure light wounds; Other Gear masterwork chain shirt, masterwork dwarven waraxe

**Pathfinder Roleplaying Game Advanced Player's Guide*

Treasure: 1d10 gp each

HUGGERMUGGER

XP 400

The Tome of Horrors Complete 374

CN Small humanoid (dark folk)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +6

Aura confusion aura

AC 15, touch 14, flat-footed 15 (+3 Dex, +1 natural, +1 size); natural cunning

hp 9 (2d8)

Fort +0; Ref +6; Will +1

Immune natural cunning

Speed 30 ft.

Melee hook-blade +5 (1d4)

Space 5 ft.; Reach 5 ft.

CR 9

Str 11, Dex 16, Con 10, Int 11, Wis 13, Cha 12

Base Atk +1; CMB +0; CMD 13

Feats Weapon Finesse

Skills Perception +6, Sleight of Hand +11, Stealth +15; Racial Modifiers +4 Sleight of Hand, +4 Stealth

Languages chatter (see description below)

Gear hook-blade

CR 1/3

Confusion Aura (Su) A group of three or more huggermuggers can, as a free action, create an aura of confusion. Anyone within 40 feet of the huggermuggers must succeed at a Will save (DC 12, +1 per huggermugger in the group) or be affected as by a confusion spell for 5 rounds. All huggermuggers in the group must be within 30 feet of each other to create this aura. Each huggermugger may contribute to the confusion aura once per day. A creature that makes a successful save cannot be affected by the confusion aura of any huggermuggers in that group for one day. The save DC is Charisma-based.

Natural Cunning (Ex) Huggermuggers possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Treasure: 1d10+10 gp each.

CHAPTER 2: EYE OF THE TITAN

HUMAN MECENARIES (4)

XP 600

Male human fighter 4
NE Medium humanoid (human)
Init +1; **Perception** +0

AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)
hp 42 (4d10+16 plus 4)
Fort +8, **Ref** +3, **Will** +2; +3 vs. fear
Defensive Abilities bravery +1

Speed 30 ft.

Melee mwk falchion +8 (2d4+5/18–20)
Ranged composite longbow +5 (1d8+2/x3)

Str 14, **Dex** 13, **Con** 16, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 18

Feats Dodge, Combat Expertise, Mobility, Quick Draw, Weapon Focus (falchion), Weapon Specialization (falchion)
Skills Acrobatics +5, Handle Animal +6, Knowledge (local) +4, Linguistics +4, Profession (hunter) +7, Ride +8

Languages Common, Goblin, Gnome, Orc, Undercommon
SQ armor training 1

Gear +1 chain shirt, masterwork falchion, composite longbow (+2 Str) with 20 arrows, cloak of resistance +1

Treasure: 1d100 gp each

BUGBEAR CHIEF

XP 800

Male bugbear barbarian 2 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")
CE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft., scent; **Perception** +5

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)
hp 49 (3d8+12 plus 2d12+6 plus 7)
Fort +7; **Ref** +4; **Will** +2
Defensive Abilities uncanny dodge

Speed 30 ft.

Melee mwk greatclub +10 (1d10+7)
Special Attacks rage (9 rounds/day), rage power (knockback)

Str 20, **Dex** 12, **Con** 17, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +4; **CMB** +9 (+11 to bull rush); **CMD** 20 (22 vs. bull rush)

Feats Improved Bull Rush, Power Attack, Toughness
Skills Climb +8, Intimidate +9, Perception +5, Stealth +8, Survival +6, Swim +3; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Common, Goblin
SQ fast movement

Gear masterwork hide armor, masterwork greatclub

BUGBEAR GUARDS CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

Treasure: 1d6 gems worth 1d3 x 100 gp each, 1 piece of jewelry worth 1d10 gp.

ORC CHIEF

XP 600

Male orc barbarian (brutal pugilist) 3 (*Pathfinder Roleplaying Game Bestiary* "Orc", *Pathfinder Roleplaying Game Advanced Player's Guide* "Brutal Pugilist")
CE Medium humanoid (orc)

CR 3

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 15, touch 10, flat-footed 15 (+4 armor, +1 natural)
hp 35 (3d12+6 plus 3)
Fort +5; **Ref** +1; **Will** +1
Defensive Abilities ferocity
Weakness light sensitivity

Speed 30 ft.

Melee unarmed strike +8 (1d3+5)

Special Attacks pit fighter (+1 to grapple), rage (10 rounds/day), savage grapple

Str 18, **Dex** 10, **Con** 15, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +7 (+8 to grapple); **CMD** 17 (18 vs. grapple)

Feats Improved Unarmed Strike, Ironhide*

Skills Climb +6, Intimidate +5, Sense Motive +1, Stealth –1, Survival +4, Swim +2

Languages Common, Orc

SQ fast movement

Combat Gear masterwork hide armor, amulet of mighty fists +1

Ferocity (Ex) An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**Pathfinder Roleplaying Game Advanced Player's Guide*

ORC GUARDS

XP 400

Male orc fighter 2 (*Pathfinder Roleplaying Game Bestiary* "Orc")
NE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; **Perception** +1

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)
hp 13 (2d10+2)
Fort +2, **Ref** +2, **Will** +1; +2 vs. fear
Defensive Abilities bravery +1, ferocity
Weaknesses light sensitivity

Speed 20 ft.

Melee mwk battleaxe +6 (1d8+2/x3)
Ranged shortbow +4 (1d6/x3)

Str 14, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 16

Feats Cleave, Power Attack, Weapon Focus (battleaxe)

Skills Climb +6, Knowledge (geography) +1, Survival +6

Languages Common, Orc

Gear masterwork hide armor, masterwork heavy wooden shield, masterwork battleaxe, shortbow with 20 arrows

Ferocity (Ex) An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Treasure: 1d4 gems worth 1d3 x100 gp each

SHROOM

XP 800

hp 39 (*Monster Appendix*)

Treasure: 1d3 x 1,000 gp (35%); 1d8 gems x 100 gp (45%); 1d4 pieces of jewelry (20%).

CR 2

CR 3

CYCLOPEAN DEEPS VOLUME 1

SYANNGG

XP 3,200

hp 52 (Monster Appendix)

Treasure: 3d6 gp, 1d4 gems (1d4 x 100 gp each), 1d3 pieces of jewelry (1d3 x 1,000 gp each).

WERERATS

XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary, "Lycanthrope, Wererat")

Treasure: 1d20 gp, 1d3 pieces of jewelry worth 1d100 gp each.

Missions: Any of the various patrons of the Sunworm may be willing to hire the characters as bodyguards (25% chance per group), and there is a 10% chance per group that there is someone in Ques Querax against whom the visitor has a grudge — this is likely to be another visitor, but might (10% chance) be one of the full time residents of the Fortress. The fee for any proposed assassination or kidnapping should be determined based on the difficulty of the task.

3H-6. Stables (CR 9)

The distinctive smell of a stable wafts from the wide, double doors, of this building, which currently stand open. A sign over the top of the doors depicts what appears to be a person riding on the back of a lizard.

This building is the stable where the various different species of riding beasts and draft animals of the fortress are kept. Most of these beasts are giant lizards. The stable also includes some closed stalls for the more dangerous creatures that are occasionally to be found in the Under Realm.

The closed stalls are all heavily banded with iron, and have double padlocks (iron-reinforced wood; 2 in. thick; hardness 5; hp 20; Break DC 23; Disable Device DC 20, x2). At present, they contain:

A. Empty

B. Manticore

MANTICORE CR 5

XP 1,600

hp 57 (Pathfinder Roleplaying Game Bestiary, "Manticore")

C. Gorgon

GORGON CR 8

XP 4,800

hp 100 (Pathfinder Roleplaying Game Bestiary, "Gorgon")

In the regular stalls, there are a total of 8 cavern lizards, each chained by an iron collar (DC 35 Break to burst the chain) to keep it inside the stall.

CAVERN LIZARDS (8)

XP 1,600

hp 42 (Chapter 1, Wandering Monsters)

The stables are owned by one of the denizens of Leng — no one can tell which one it is, and many of the folk of Ques Querax believe that a different one of the Leng-men seems to be making the claim to ownership each time. This causes little real confusion, though, for the stables are operated by four human slaves. The slaves are **Ormio**, **Tenkil**, **Pascha**, and **Krief**. They are ordinary humans, and each wears a stone of *continual flame* on a necklace in order to see during the dark hours.

HUMAN SLAVES (4)

XP 135

Male human commoner 1

CR 7

NG Medium humanoid (human)

Init +0; Perception +0

AC 10, touch 10, flat-footed 10

hp 7 (1d6+2)

Fort +2; Ref +0; Will +0

Speed 30 ft.

Melee unarmed strike +1 (1d3+1)

Str 13, Dex 11, Con 14, Int 8, Wis 10, Cha 9

Base Atk +0; CMB +1; CMD 11

Feats Catch Off-Guard, Simple Weapon Proficiency (club), Skill Focus (Profession [stable master])

Skills Handle Animal +3, Profession (stable master) +7

Languages Common

Gear continual flame necklace

Missions: The slaves are not interested in being rescued, for they were bred in the Under Realms as slaves and know that — for the Under Realms — they are in a very good situation compared to most humans. They can tell a group of inquiring characters that their master (who can be found in **Area 3H-9**) would be interested in purchasing giant lizards to add to the stables. The Leng-man (known as "Owner of the Stables") will pay 200 gp each for any wild (or stolen) giant lizards brought to him. The party should be careful if they choose to engage in a career of wild lizard-rustling, though: some owners brand their lizards for identification, and the brands are not always obvious. The Leng-man will not purchase branded lizards.

3H-7. Temple of the Head of Terror (CR 12)

This building has no unusual features other than the picture of a face, crudely cut into the wooden door.

A severed head sits in the middle of the floor in this building, attended by three priests in white robes. Anyone opening the door will always find the three priests in exactly the same positions every time the door opens. The priests do not speak, although they turn to look at visitors. Their eyes glow, and have the effect of a *fear* spell against creatures (including animals and monsters) with 4 hit dice or fewer (DC 25 Will save negates). There are no decorations or furniture in the room at all.

Anyone who is not frightened away from the temple by the priests may request healing or other clerical spells as one might at any temple in the surface world, at similar prices (GM to provide details to fit the campaign). The spells, even those that might ordinarily require the caster to touch the spell's recipient, are not cast in front of anyone other than the three priests. The spell simply takes effect outside the temple. Anyone who somehow manages to spy upon the three priests and the head while a spell is being cast becomes insane without a saving throw, and goes to join the denizens of Leng, eventually turning into one. Even if this magical effect is somehow reversed (*remove curse* vs. DC 25), the person has no memory of what was actually seen in the temple.

The "clerics" are flesh projections of the head's thoughts. They have no internal organs of any kind, although they can speak as the head wishes them to speak. In terms of combat, they are essentially identical to flesh golems.

THE HEAD OF TERROR

XP 9,600

NE Tiny undead

Init +4; Senses darkvision 60 ft.; Perception +20

AC 18, touch 12, flat-footed 16 (+6 natural, +2 size)

CR 10

CHAPTER 2: EYE OF THE TITAN

hp 133 (14d8+70)

Fort +11; **Ref** +9; **Will** +16

Defensive Abilities channel resistance +4; **DR** 10/—; **Immune** acid, cold, electricity, magic, polymorph, turning, undead traits

Speed 0 (does not move under its own power)

Space 2–1/2 ft.; **Reach** 0 ft.

Spell-like Abilities (CL 20th; melee touch +8, ranged touch +8):

At will—any divine spell (see above)

Str —, **Dex** —, **Con** —, **Int** 20, **Wis** 20, **Cha** 20

Base Atk +10; **CMB** +8; **CMD** 28 (can't be tripped)

Feats Empower Spell, Enlarge Spell, Extend Spell, Great Fortitude, Iron Will, Maximize Spell, Spell Penetration, Silent Spell^B, Still Spell^B

Skills Diplomacy +17, Intimidate +22, Knowledge (arcana) +20, Knowledge (dungeoneering) +17, Knowledge (history) +17, Knowledge (local) +19, Knowledge (religion) +22, Perception +20, Sense Motive +20, Spellcraft +20

Languages telepathy (100 ft.)

SQ rejuvenation

Immunity to Magic (Ex) The Head is immune to any spell or spell-like ability that allows spell resistance.

Rejuvenation (Su) Unless holy water blessed by a surface deity is poured over the destroyed remains of the Head, the creature reforms in 1d10 days with a successful level check (1d20 + 14) against DC 16.

PROJECTED-FLESH “PRIESTS” (3)

CR 7

XP 3,200

hp 79 (*Pathfinder Roleplaying Game Bestiary* “Golem, Flesh”)

Treasure: There is no treasure in this room.

3H-8. Den of the Serpentfolk (CR Varies, 8+)

This building has a small dome fashioned of metal hanging from a bracket over the top of the door.

The Den of the serpentfolk is a combination of inn and tavern for serpentfolk and their troglodyte slaves, and in some cases it will be open to other reptiles or saurians. The proprietor of the den is **Hassasha Tak**, a member of the Red Society of the Serpentfolk.

At any given time there will be **1d6+10 ordinary serpentfolk** staying in the Den along with **1d2 leader types**. In addition to the serpentfolk there will be other reptilian patrons, although the serpentfolk generally hold themselves aloof from these rougher and less-civilized types. The common room and sleeping areas will, in the case of a brawl, disgorge **2d6 lizardmen** and **2d6 troglodytes**.

HASSASHA TAK

CR 8

XP 4,800

Male serpentfolk summoner (master summoner) 5 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”; *Pathfinder Roleplaying Game Advanced Player's Guide* “Summoner”; *Pathfinder Roleplaying Game Ultimate Magic* “Master Summoner”)

CE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +11

AC 22, touch 17, flat-footed 17 (+5 Dex, +5 natural, +2 deflection)

hp 92 (5d10+20 plus 5d8+20 plus 5)



Fort +8; **Ref** +10; **Will** +11

Immune mind-affecting, paralysis, poison; **SR** 20

Speed 30 ft.

Melee bite +13 (1d6+1 plus poison)

Spell-Like Abilities (CL 10th):

At will—*disguise self* (DC 17), *ventriloquism* (DC 17)

1/day—*blur*, *dominate person* (DC 17), *major image* (DC 17), *mirror image*, *suggestion* (DC 17)

11/day—*summoning monster I*

Spells Known (CL 5th; melee touch +13, ranged touch +13):

2nd (4/day)—*glitterdust* (DC 18), *invisibility*, *spider climb*

1st (6/day)—*grease* (DC 17), *mage armor*, *protection from good*, *shield*

0 (at will)—*detect magic*, *guidance*, *mage hand*, *mending*, *message*, *read magic*

Str 12, **Dex** 20, **Con** 18, **Int** 21, **Wis** 12, **Cha** 22

Base Atk +8; **CMB** +9; **CMD** 26

Feats Alertness, Augment Summoning^B, Great Fortitude, Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +10, Bluff +11, Diplomacy +9, Disguise +11, Escape Artist +18, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (local) +13, Linguistics +10, Perception +11, Profession (brewer) +7, Profession (innkeeper) +10, Sense Motive +15, Sleight of Hand +6, Spellcraft +13, Stealth +10, Survival +7, Use Magic Device +23; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist

Languages Abyssal, Aklo, Common, Dark Folk, Draconic, Drow Sign Language, Undercommon; Telepathy (100 ft.)

SQ eidolon link, lesser eidolon, life link, share spells with eidolon

Gear *amulet of natural armor* +2, *ring of protection* +2

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

SERPENTFOLK LEADER

CR 6

XP 2,400

Male serpentfolk sorcerer 3 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk", *Pathfinder Roleplaying Game Advanced Player's Guide* "Deep Earth")

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., scent; **Perception** +14

AC 19, touch 16, flat-footed 13 (+6 Dex, +3 natural)

hp 82 (5d10+25 plus 3d6+15 plus 3)

Fort +9; **Ref** +11; **Will** +8

Immune mind-affecting, paralysis, poison; **SR** 18

Speed 30 ft.

Melee bite +12 (1d6–1)

Spell-Like Abilities (CL 8th):

At will—*disguise self* (DC 16), *ventriloquism* (DC 16)

1/day—*blur*, *dominate person* (DC 19), *major image* (DC 18), *mirror image*, *suggestion* (DC 18)

8/day—*tremor* (CMB +8)

Spells Known (CL 3rd; melee touch +12, ranged touch +12):

1st (7/day)—*expeditious excavation** (DC 16), *expeditious retreat*, *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 15), *detect magic*, *mage hand*, *read magic*, *resistance*

Bloodline Deep Earth*

Str 8, **Dex** 22, **Con** 20, **Int** 21, **Wis** 12, **Cha** 21

Base Atk +6; **CMB** +5; **CMD** 21

Feats Alertness, Eschew Materials, Great Fortitude, Improved Initiative, Weapon Finesse

Skills Acrobatics +11, Disguise +10, Escape Artist +19, Intimidate +9, Knowledge (arcana) +13, Knowledge (dungeoneering) +14, Knowledge (local) +10, Linguistics +7, Perception +14, Sense Motive +8, Spellcraft +13, Survival +10, Use Magic Device +20; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist

Languages Aklo, Common, Dark Folk, Draconic, Orc, Terran, Undercommon; Telepathy (100 ft.)

SQ bloodline arcana, stonecunning

Combat Gear wand of searing light

**Pathfinder Roleplaying Game Advanced Player's Guide*

SERPENTFOLK GUARDS

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

3H-9. Tavern of the Leng-Men (CR Varies, 12+)

This building has no particularly interesting features on the outside, with the exception of a rune upon the door. Nevertheless, there is an unpleasant, disquieting aura to the place.

The Tavern of the Leng-Men has a rune upon the door, which depicts the tavern's actual name, a word that cannot be pronounced by humans, and which also contains telepathic "sounds" as well as spoken ones. The building is usually referred to simply as the Tavern of the Leng-Men, and it is shunned by the other inhabitants of Ques Querax.

At any given time there are **1d4+1 Leng-Men** in the tavern, squatting around low tables that are of knee-height to a human. They do not use chairs, and it is instantly apparent that their legs are not jointed like those of humans, a fact which they ordinarily seek to conceal beneath their voluminous robes. In the rafters there are **1d4 leng-bats**, making faint squirping noises.



The proprietor of the tavern is **Ywhoon of the Ulmai**; it has apparently lost one of its arms. For reasons known only to the Leng-Men, if a human asks about the loss of the arm using speech rather than mental communication, all of the Leng-Men in the tavern (including Ywhoon) become extremely threatening, and any further speech that uses sound causes a fight. Trying to calm them down by mentally-communicated apologies or cajolery is possible (DC 25 Diplomacy check with non-verbal communication).

The food and drink served at the tavern are not palatable or even edible as far as humans are concerned. The smoke of their hookahs is mildly poisonous (treat as **nightmare vapor**: type poison (inhaled); *save* fortitude DC 15; *frequency* 1/round for 6 rounds; *effect* 1 Wis damage and confused for 1 round; *cure* 2 consecutive saves; the DC rises to 17 if the smoke is deliberately inhaled). The drink in their goblets is not poisonous but causes strange and disturbing hallucinations in a human's peripheral vision for a period of 1d6 hours (no save; GM is encouraged to be creative with the visions!), and the food served is a squid-like creature from which the guts are sucked out while it is still alive. There is a tank of these things behind the counter, and if the PCs get back there somehow, it can be seen that the squid-things float in a thick blue gas inside the large glass-and-clay container. Eating one of these, or sucking the juices as the Leng-Men do, requires one DC 15 Fortitude save per hour for 1d6 hours to avoid swelling up to twice normal size and then bursting open (burst deals 1d6 x 10 damage).

YWHOON OF THE ULMAI

CR 10

XP 9,600

Male denizen of Leng rogue 3 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

CE Medium outsider (chaotic, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +19

AC 27, touch 17, flat-footed 20 (+4 armor, +6 Dex, +1 dodge, +6 natural)

hp 109 (10d10+30 plus 3d8+9 plus 3); fast healing 5, planar

CHAPTER 2: EYE OF THE TITAN

fast healing

Fort +15; **Ref** +20; **Will** +11

Defensive Abilities evasion, trap sense, unusual anatomy;

Immune poison; **Resist** cold 30, electricity 30; **SR** 19

Speed 40 ft.

Melee bite +13 (1d6+1 plus 1d6 Dex drain), 2 claws +13 (1d4+1) or dagger of venom +19/+14/+9 (1d4+4/19–20)

Special Attacks sneak attack +7d6

Spell-Like Abilities (CL 13th):

Constant—*tongues*

3/day—*detect thoughts* (DC 20), *hypnotic pattern* (DC 20), *levitate*, *minor image* (DC 20)

1/day—*locate object*, *plane shift* (DC 23, self only)

Str 16, **Dex** 22, **Con** 17, **Int** 21, **Wis** 17, **Cha** 26

Base Atk +12; **CMB** +15; **CMD** 32

Feats Ability Focus (dexterity drain), Dastardly Finish*,

Deceitful, Dodge, Mobility, Persuasive, Weapon Finesse

Skills Bluff +25, Diplomacy +15, Disable Device +22, Disguise +18, Intimidate +18, Knowledge (dungeoneering) +11, Knowledge (local) +18, Knowledge (planes) +16, Linguistics +12, Perception +19 (+20 to find traps), Profession (gambler) +16, Profession (innkeeper) +10, Profession (sailor) +11, Sense Motive +16, Sleight of Hand +19, Spellcraft +13, Stealth +19, Survival +8, Use Magic Device +24; **Racial Modifiers** +4 Disguise when disguised as a medium humanoid

Languages Abyssal, Aklo, Common, Daemonic, Dark Folk, Drow Sign Language, Goblin, Terran, Undercommon

SQ rogue talent (black market connections), trapfinding +1

Gear dagger of venom, bracers of armor +4, cloak of resistance, +4, glove of storing, masterwork thieves' tools

Dexterity Drain (Su) The otherworldly teeth and tongue of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 18 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

Planar Fast Healing (Su) A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.

Unusual Anatomy (Ex) A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

**Pathfinder Roleplaying Game Advanced Player's Guide*

DENIZEN OF LENG

CR 8

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

LENG BAT

CR 3

XP 800

hp 11 (*Monster Appendix*)

3H-10. "Alterations in Ownership" (CR 8)

A sign reading "Alterations in Ownership" hangs over the door of this building.

This is a store where various adventuring supplies may be purchased. The owner, **Uzox Loam**, is a giant slug about twice the size of a human being. Uzox has **four slaves** who help customers with purchases or other services the customers might require. As a giant slug, Uzox cannot speak, but as with many creatures of the Cyclopean Deeps, he can communicate telepathically, and read minds.

In addition to all the various items that would normally be available in a general store, Alterations also has the following available:

90% chance of 1d4 *potions of cure moderate wounds*

25% chance of a scroll containing 1d4 first level arcane spells

10% chance of a scroll containing 1d2 second level arcane spells

1% chance of a scroll containing 1d2 arcane spells of random level between 1 and 6.

UZOX LOAM

CR 8

XP 4,800

N Huge vermin (*Pathfinder Roleplaying Game Bestiary* "Slug, Giant")

Init –4; **Senses** blindsight 60 ft.; **Perception** +5

AC 20, touch 4, flat-footed 20 (–4 Dex, +16 natural, –2 size)

hp 102 (12d8+48)

Fort +12; **Ref** +0; **Will** +4

DR 10/slashing or piercing; **Immune** acid, mind-affecting effects

Weaknesses susceptible to salt

Speed 20 ft.

Melee tongue +15 (2d10+12 plus 2d8 acid)

Ranged spit acid +3 (10d6 acid)

Space 15 ft.; **Reach** 15 ft.

Str 27, **Dex** 2, **Con** 18, **Int** 16, **Wis** 10, **Cha** 1

Base Atk +9; **CMB** +19; **CMD** 25 (can't be tripped)

Feats Skill Focus (Appraise), Skill Focus (Bluff), Skill Focus (Intimidate), Skill Focus (Knowledge [local]), Skill Focus (Profession [merchant]), Skill Focus (Sense Motive)

Skills Appraise +13, Bluff +4, Climb +15, Diplomacy +1, Intimidate +4, Knowledge (local) +11, Perception +5, Profession (merchant) +13, Sense Motive +8

SQ malleable

Languages telepathy (100 ft.)

Malleable (Ex) A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 ft. wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 ft. wide for most giant slugs).

Spit Acid (Ex) A giant slug can spit acid at an opponent within 60 ft. (no range increment). With a successful ranged touch attack, the target takes 10d6 points of acid damage (no save).

Susceptible to Salt (Ex) A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.

HUMAN SLAVES (4)

CR 1/3

XP 135

Male human commoner 1

NG Medium humanoid (human)

Init +0; **Perception** +0

AC 10, touch 10, flat-footed 10

hp 7 (1d6+2)

Fort +2; **Ref** +0; **Will** +0

Speed 30 ft.

Melee unarmed strike +1 (1d3+1)

Str 13, **Dex** 11, **Con** 14, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** +1; **CMD** 11

Feats Catch Off-Guard, Simple Weapon Proficiency (club), Skill Focus (Profession [shopkeeper])

Skills Handle Animal +3, Profession (shopkeeper) +7

Languages Common

Gear continual flame necklace

3H-11. Jeweler and Gemcutter (CR 6)

This shop is run by a duergar, the grey-skinned **Brondignaven**. The dark dwarf's face is virtually unrecognizable as a face, due to hideous scarring that was inflicted upon him by the victor in a brawl. This defacement (almost literally), and the shame at his defeat, drove Brondignaven to leave the duergar community in search of another place to reside. As with many creatures alone without allies in the Under Realm, Brondignaven quickly discovered that living under the protection of Ques Querax would likely be his only chance of living at all.

Of all the creatures residing in the Fortress, Brondignaven has transferred all his loyalties to the Eye of Gaaros, and is fanatically faithful to it. He immediately reports any suspicious or seditious comments to the palace (**Area 3H-15**).

As with all duergar, Brondignaven hates the "dwarves of the shallows," and attacks a dwarf on sight. If the dwarf's face is concealed by hood or mask, and Brondignaven has some compelling reason to restrain himself, he might be able to do so (50% chance).

BRONDIGNAVEN THE DUERGAR

CR 6

XP 2,400

Male duergar fighter 7 (*Pathfinder Roleplaying Game Bestiary* "Duergar")

CE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; **Perception** +5

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 81 (7d10+21 plus 14)

Fort +8; **Ref** +2; **Will** +4; +6 vs. fear, +2 vs. spells and spell-like effects

Defensive Abilities bravery +2; **DR** 2/-; **Immune** paralysis, phantasms, poison

Weakness light sensitivity

Speed 20 ft.

Melee +1 warhammer +13/+8 (1d8+7/x3)

Ranged +1 heavy crossbow +8/+3 (1d10+1/19–20)

Special Attacks weapon training (hammers +1)

Spell-Like Abilities (CL 7th):

1/day—*enlarge person* (self only), *invisibility* (self only)

Str 16, **Dex** 10, **Con** 16, **Int** 12, **Wis** 15, **Cha** 4

Base Atk +7; **CMB** +10; **CMD** 20

Feats Point Blank Shot, Rapid Reload, Skill Focus (Craft [jewelry]), Skill Focus (Knowledge [dungeoneering]), Throw Anything, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Appraise +6, Climb +2, Craft (jewelry) +16, Perception +5, Sense Motive +3, Stealth +6, Survival +7, Swim +2; **Racial**

Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

SQ armor training 2, slow and steady, stability

Gear adamantite breastplate, +1 warhammer, +1 heavy crossbow, 10 bolts, masterwork jeweler's tools

Treasure: Brondignaven carries a belt pouch containing 19 diamonds of varying sizes and quality. There are 10 x 100 gp, 4 x 250 gp, 2 x 1,000 gp, 2 x 2,000 gp, and 1 x 3,000 gp.

3H-12. Vacant Building

This building has no unusual identifying features.

This building is currently vacant, being undesirable due to the occasional strange smells emanating from the perfume manufactory next door at **3H-13**. It is possible for a group of characters to rent the building from the Eye of Gaaros. Since the Eye considers all of Ques Querax as its personal possession, it does not understand the concept of an actual "sale" of the building.

3H-13. Perfume Manufactory (CR 10)

The air around this building is rich with a pleasant, but somewhat heavy, cloying odor.

The pleasant/unpleasant smell around this building is a byproduct of the perfumes that are brewed here by **Ellumios Thram**. Ellumios is an accomplished alchemist, and has the head of a dog — he does not care to discuss how this came to be. Despite the dog head, Ellumios is fully human and capable of normal speech, but the canine eyes allow him to see in the dark.

Ellumios, despite being of Chaotic Evil alignment, can be an excellent source of interesting quests and missions for a party of adventurers in the Under Realms, simply due to the fact that his perfumes (and researches into perfumes) require a constant stream of bizarre or rare ingredients. Mosses, mushrooms, metals, and monster parts are all the sorts of things that go into Ellumios's cauldrons, alembics, and, eventually, perfume vials.

ELLUMIOS THRAM

CR 10

XP 9,600

Male human alchemist 11 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Alchemist")

CE Medium humanoid (human)

Init +5; **Perception** +15

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 69 (11d8+11 plus 11)

Fort +11; **Ref** +11; **Will** +8

Defensive Abilities discovery (spontaneous healing [25 hp/day]), poison use; **Immune** poison

Speed 30 ft.

Melee unarmed strike +9/+4 (1d3–1)

Ranged bomb +10/+5 (6d6+6 fire)

Special Attacks bomb 6d6+6 (19/day, DC 21), discovery (delayed bomb, explosive bomb)

Extracts Prepared (CL 11th: melee touch +7, ranged touch +9):

4th (3/day)—*beast shape II*, *cure critical wounds*, *stoneskin*
3rd (5/day)—*amplify elixir*, *cure serious wounds*, *fly*, *haste*, *thorn body*

2nd (6/day)—*alter self*, *barkskin*, *bull's strength*, *cure moderate wounds*, *invisibility*, *spider climb*

1st (7/day)—*cure light wounds* x2, *endure elements*, *identify*, *keen senses*, *shield*, *true strike*

Str 8, **Dex** 12, **Con** 13, **Int** 23, **Wis** 14, **Cha** 10

Base Atk +8; **CMB** +7; **CMD** 18

Feats Brew Potion, Extra Bombs*, Extra Discovery x3*, Improved Initiative, Skill Focus (Craft [alchemy]), Throw Anything*, Weapon Finesse

Skills Appraise +13, Craft (alchemy) +26, Diplomacy +2,

CHAPTER 2: EYE OF THE TITAN

Disable Device +4, Disguise +2, Fly +9, Heal +15, Knowledge (dungeoneering) +16, Knowledge (local) +16, Knowledge (nature) +19, Perception +15, Sense Motive +6, Sleight of Hand +10, Spellcraft +19, Survival +13, Use Magic Device +9
Languages Common, Dark Folk, Draconic, Dwarven, Elven, Terran, Undercommon

SQ alchemy, discovery (combine extracts, enhance potion [6/day], extend potion [6/day], infuse mutagen), swift poisoning, mutagen (DC 21), swift alchemy

Combat Gear *potion of barkskin* +5, 2 *potions of cure moderate wounds, potion of haste*; **Other Gear** *bracers of armor* +3, *cloak of resistance* +3, *headband of vast intelligence* +4, *bottle of air*, *cauldron of brewing*, *dust of disappearance*, *alchemist's lab*

**Pathfinder Roleplaying Game Ultimate Magic*

***Pathfinder Roleplaying Game Advanced Player's Guide*

Treasure: The vast majority of the perfumes manufactured by Ellumios really are nothing more than perfumes, but they can be extremely valuable. At any given time, he has 1d4+5 perfumes in stock, each one of which is worth 1d4 x 1,000 gp.

3H-14. Vat Animals (CR 12)

The only “sign” hanging outside this building is a glass flask containing some sort of small animal suspended in a clear fluid.

The necromancer **Thin Po** and his “servant” **Bhan** live in the top floor of this building. The lower floor contains several stuffed examples of Thin Po’s handicraft, “animals” that are grafted and grown in vats. Thin Po has four vats, all of which are on display. The first vat contains a thing that has four long cat legs, but the body of which is a transparent, membrane-like sac filled with whitish ooze. There is a flexible tube extending from the creature’s rear portion, with several sharp teeth. A scrap of parchment is affixed to the side of the glass vat, reading “10,000 gold pieces.” The second vat is filled with liquid, and something approximately the size of a rosebud floats within. The third and fourth vats are empty.

Thin Po is an elven wizard, and his companion, Bhan, is obviously not human, floating in the air without feet, hooded and draped in thick layers of cloaks. Bhan does not speak, and conceals the fact that it can communicate (and overhear) by telepathy. Bhan is a khryll, present in Ques Querax by invitation of the Eye of Gaaros to serve as support, in various possible capacities, for the Eye’s rulership of the citadel.

THIN PO XP 19,200

Male elf necromancer 13
 CE Medium humanoid (elf)

Init +2; **Senses** life sight (20 ft., 13 rounds), low-light vision;
Perception +10

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)
hp 54 (13d6–13)

Fort +3; **Ref** +6; **Will** +11; +2 vs. enchantment
Immune sleep

Speed 30 ft.

Melee unarmed strike +6/+1 (1d3)

Special Attacks power over undead (channel energy 10/day, DC 16)

Necromancer Spell-Like Abilities (CL 13th: melee touch +6):
 10/day—*grave touch* (6 rounds)

Spells Prepared (CL 13th: melee touch +6, ranged touch +8):
 7th—*finger of death* (DC 24), *finger of death*^B (DC 24),
greater teleport

6th—*circle of death* (DC 23), *circle of death*^B (DC 23), *flesh to stone* (DC 23), *repulsion* (DC 23)

5th—*break enchantment* (DC 22), *magic jar* (DC 22), *magic jar*^B (DC 22)

4th—*dimension door* (x2), *phantasmal killer* (DC 21), *greater false life*, *greater false life*^B, *suffocation* (DC 22)*, *teleport*, *touch of slime* (DC 21)**

3rd—*dispel magic*, *excruciating deformation* (DC 20)**,
marionette possession (DC 20)*, *ray of exhaustion* (DC 20),
ray of exhaustion^B (DC 20), *suggestion* (DC 20), *vampiric touch*

2nd—*blindness/deafness* (DC 19) x2, *disfiguring touch* (DC 19)*, *false life* x2, *false life*^B, *invisibility*

1st—*charm person* (DC 18) x2, *mage armor*, *magic missile* (x2), *ray of enfeeblement* (DC 18), *ray of sickening*^B (DC 18)**
 0 (at will)—*bleed* (DC 17), *detect magic*, *mage hand*, *read magic*

Arcane School Necromancy **Opposition School** Illusion

Str 10, **Dex** 14, **Con** 8, **Int** 24, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +6; **CMD** 18

Feats Brew Potion, Command Undead^B, Craft Wand^B, Craft Wondrous Item, Dimensional Agility*, Golem Constructor (flesh)^{B**}, Opposition Research*, Persistent Spell, Scribe Scroll^B, Spell Mastery (*false life*, *mage armor*, *magic jar*, *magic missile*, *repulsion*, *teleport*, *vampiric touch*), Weapon Focus (ray)

Skills Appraise +11, Bluff +1, Diplomacy +1, Fly +10, Intimidate +1, Knowledge (arcana) +22, Knowledge (dungeoneering) +20, Knowledge (planes) +20, Knowledge (religion) +20, Linguistics +16, Perception +10, Profession (butcher) +16, Profession (tanner) +11, Sense Motive +13, Sleight of Hand +5, Spellcraft +22 (+24 to identify magic items), Stealth +7, Survival +8, Use Magic Device +5; **Racial Modifiers** +2 Perception

Languages Abyssal, Aklo, Common, Daemonic, Dark Folk, Draconic, Drow Sign Language, Dwarven, Elven, Giant, Goblin, Infernal, Orc, Terran, Undercommon

SQ elven magic

Combat Gear 2 *scrolls of lightning bolt* (CL 10th); **Other Gear** *bracers of armor* +5, *wand of acid arrow* (CL 7th)

**Pathfinder Roleplaying Game Advanced Player's Guide*

***Pathfinder Roleplaying Game Ultimate Magic*

BHAN-RKA (KHRYLL)

CR 6

XP 2,400

hp 47 (Monster Appendix)

Treasure: Thin Po wears *bracers of armor* +5, and carries 2 *scrolls of lightning bolt* (CL 10th) with him at all times, tucked into his belt. In a locked chest hidden beneath a loose flagstone in the floor he keeps 3,500 gp, 2 rubies (250 gp each), a *wand of black tentacles* (CL 10th; 5 charges) and a bracelet of sapphires (1,000 gp).

3H-15. Palace (CR Varies, 12–15)

This building, unlike most of the others that encircle the Caravanseraï, has obviously been constructed with the assistance of some powerful enchantments. The stone is as smooth as unworked limestone, to all appearances a natural formation of the living rock, although the surface ripples with designs and spirals that — while quite alien in appearance — are obviously the product of some kind of deliberate craftsmanship.

The door of the building is some kind of white wood. A piece of parchment with writing on it is nailed to the door post.

The palace is the lair of the **Eye of Gaaros**, ruler of Ques Querax. The parchment on the door post is the “Bounty of the Week.” This is not an actual weekly bounty, it is just the name that the denizens of Ques Querax



have given to the Eye's custom of posting rewards for those who bring it specific ingredients it needs for its projects (see **Sidebox**).

Bounty of the Week

- | | |
|----|---|
| 1 | We require a quantity of green moss (reward of 100 gp per pound, up to five pounds). |
| 2 | We require the hand of a human (left, preferably; right is acceptable). Reward 500 gp. |
| 3 | We require one ton of smelted iron (25 gp reward). |
| 4 | We require the head of a bugbear, very fresh (100 gp reward) |
| 5 | We require double-fermented mushroom liqueur (50 gallons, all or none). Reward 450 gp. |
| 6 | We require a jar of yellow cave-flies (700 gp reward). Must be yellow ones, not green. |
| 7 | We require the heart of a piercer (100 gp reward). |
| 8 | We require the webs of a giant spider (500 gp reward). |
| 9 | We require the finger of a troll. NOT a two-headed troll, NOT a cross-breed, but a pure troll (1,000 gp). |
| 10 | We require the stinger of a purple worm (8,000 gp) |

The Eye is a living thing, apparently a complete organism unto itself, although science would be unable to explain why or how it survives or thinks. It is the only remaining part of a titanic being named Gaaros-

Uaazath that lived many centuries ago. This is the fullest extent of information about the Eye that can be gained in Ques Querax (with a DC 30 Knowledge [local] check) other than from the khryll, who know somewhat more than the other denizens.

The interior of the palace is a single room; the Eye does not sleep, and its bodyguards do not live here, so there is no need for any other space within. The entire chamber serves as a combination throne room and military headquarters for the Eye. The Eye is not always in the palace chamber, for it spends a great deal of time in the catacombs below the palace. However, the Eye knows when the palace doors are opened, and unless it is engaged in sensitive work on its golem it will usually arrive in the throne room within an hour. There is a 64% chance that the Eye will be present at any particular time the characters might visit the palace.

If the Eye of Gaaros-Uaazath is present (64% chance):

The inside of the building is a single room, dominated by a huge eyeball that floats over an open pit in the northern part of the room, directly across from the door. Although it is definitely recognizable as an eye, it does not look at all like a human eye — for one thing, the sphere has a diameter of almost three feet. The pupil of the eye seems to change shape from a vertical slit into a circle, and the back half of the eyeball is encased in metal.

In addition to the eye, there are **several guards** in the room, all of them alert.

If the Eye of Gaaros-Uaazath is NOT present:

The inside of this building is a single, large room, occupied by a **contingent of guards**. The only unusual feature of the room is a large bronze disk on the floor, which appears to have several handles at intervals around the edge.

The pit (whether closed or open) is the entrance into the catacombs beneath the palace, leading to **Area 3H-18**. If the Eye is not present, **Captain Culverv** will politely inform the characters that their business at the palace will have to wait.

BUGBEAR GUARDS (20)

CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

GUARDS (4)

CR 4

XP 1,200

Male human fighter 5

LN Medium humanoid (human)

Init +5; Perception +6

AC 23, touch 11, flat-footed 23 (+9 armor, +1 Dex, +3 shield)

hp 52 (5d10+20 plus 5)

Fort +6; Ref +0; Will +2; +3 vs. fear

Defensive Abilities bravery +1

Speed 20 ft.

Melee mwk bastard sword +12 (1d10+6/19–20)

Ranged mwk light crossbow +7 (1d8/19–20)

Special Attacks weapon training (heavy blades +1)

Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +5; CMB +9; CMD 20

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Shield Focus, Weapon Focus (bastard sword), Toughness, Weapon Specialization (bastard sword)

Skills Climb +6, Intimidate +7, Perception +6

Languages Common

SQ armor training 1

CHAPTER 2: EYE OF THE TITAN

Combat Gear masterwork full plate, masterwork bastard sword, masterwork light crossbow, 20 bolts, masterwork heavy steel shield, masterwork full plate

CAPTAIN CULVERV

CR 7

XP 3,200

Male human fighter 8

N Medium humanoid (human)

Init +6; **Perception** +8

AC 25, **touch** 12, **flat-footed** 25 (+10 armor, +2 Dex, +3 shield)

hp 80 (8d10+24 plus 16)

Fort +10; **Ref** +5; **Will** +6; +8 vs. fear

Defensive Abilities bravery +2

Speed 20 ft.

Melee +1 *bastard sword* +14/+9 (1d10+7/17–20) or spiked gauntlet +11/+6 (1d4+3)

Ranged javelin +10 (1d6+3)

Special Attacks weapon training (heavy blades +1)

Str 16, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 23

Feats Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Intimidate +7, Knowledge (dungeoneering) +5, Perception +8, Profession (soldier) +5, Ride +8, Survival +10

Languages Common

SQ armor training 2

Combat Gear 2 *potions of cure light wounds*, 2 *potions of divine favor*, 2 *potions of shield of faith*; **Other Gear** +1 *full plate*, +1 *heavy steel shield*, +1 *bastard sword*, spiked gauntlet, 5 *javelins*, *cloak of resistance* +1, 40 gp

IKGIL-OTAKTI (KHRYLL)

CR 6

XP 2,400

hp 55 (**Monster Appendix**)

THE EYE OF GAAROS-UAAZATH

CR 14

XP 38,400

CE Medium aberration

Init +0; **Senses** darkvision 120 ft., low-light vision; **Perception** +21

AC 14, **touch** 10, **flat-footed** 14 (+4 natural)

hp 250 (20d8+140 plus 20)

Fort +13; **Ref** +8; **Will** +19

Immune illusion, mind-influencing spells; **SR** 15

Speed fly 30 ft. (poor)

Melee none

Special Attacks *gaze of most utter domination*

Spell-Like Abilities (CL 12th):

Constant—*zone of truth* (DC 16)

At will—*mage hand*, *open/close*

3/day—*charm monster*

2/day—*lightning bolt*

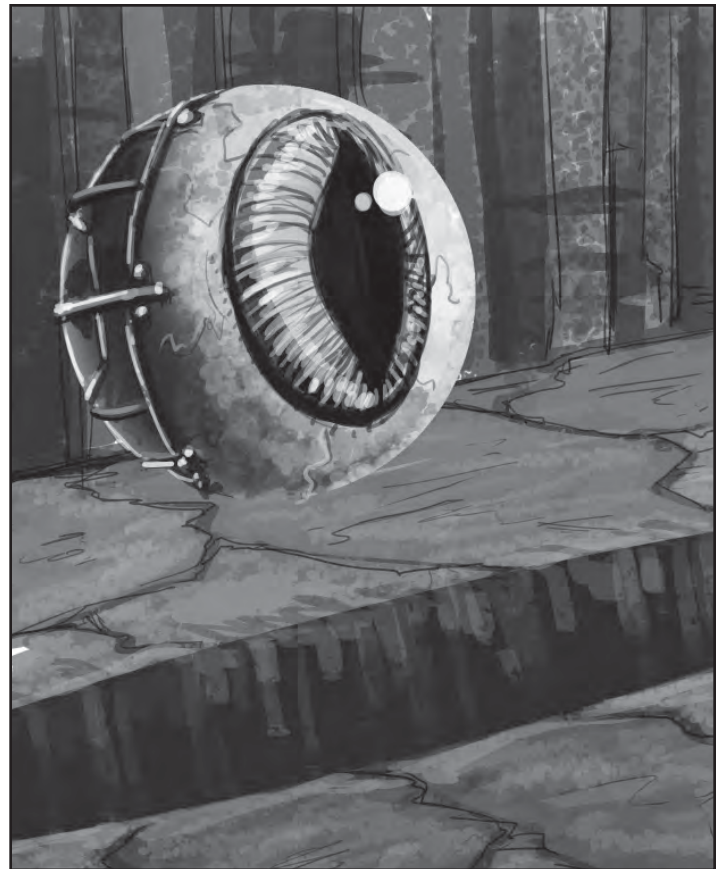
1/day—*circle of death* (DC 20), *teleport*

Str —, **Dex** 10, **Con** 25, **Int** 24, **Wis** 20, **Cha** 18

Base Atk +3; **CMB** +5; **CMD** 15

Feats Diehard^B, Endurance^B, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Leadership, Lightning Reflexes, Persuasive, Skill Focus (Knowledge [history]), Skill Focus (Knowledge [local]), Toughness

Skills Appraise +20, Bluff +17, Diplomacy +17, Fly +12, Intimidate +20, Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (engineering) +21, Knowledge (history) +31, Knowledge (local) +27, Knowledge



(planes) +20, Knowledge (religion) +20, Perception +21, Sense Motive +19, Stealth +16

Languages telepathy (250 ft.)

Gaze of Most Utter Domination (Su) Any single target gazed upon by the Eye must make a successful DC 20 Will save or fall under the Eye's complete mental domination (similar to *dominate monster*, but see below). Fortunately, the Eye has little interest in causing people to harm themselves, but if it decides to order a controlled victim to commit a self-destructive act, the target is permitted an additional DC 15 Will save to break the enchantment. The Eye must decide to use the gaze; it is not a constant feature of the Eye's sight. The Eye can maintain control of no more than one person at a time.

3H-16. Tunnel

A broad tunnel leads away into darkness.

This tunnel leads to the areas described in *Chapter 3: Izamne, City of Endless Dark* and *Chapter Four: Izamne, Secrets of the Dark City*.

3H-17. Tunnel

At this point, a wide tunnel leads off from the main cavern. The ceiling is rough with small stalactites, but the floor is smooth, obviously from the passage of travelers coming and going from the Fortress.

This tunnel leads to the areas described in *Chapter 5: Dread Domes of the Serpentfolk*.

Hex 3H Map 2:

Catacombs of Ques Querax

The titanic being known as Gaaros-Uaazath was not originally of this plane of existence. It emerged into the dark caverns of the Cyclopean Deeps almost a thousand years ago, whereupon it gave birth to a large number of khryll and then slowly died over the course of a century, imparting forbidden secrets and sinister lore to its progeny. The physical form of the titan was not that of a khryll, and the khryll have their own methods of reproduction that do not include the creation of inter-planar titans. It is therefore unclear if the titan was a biological parent, a vehicle that forced its way through the planes long enough to deliver its horrid cargo, the physical manifestation of an ancient curse, or an outgrowth of a chaos god. The khryll “offspring” of the titan consider it to have been a quasi-god of Chaos and Evil that penetrated the material plane long enough to spawn a superior breed of khryll into the deep caverns of the world, although not all agree with this “religious” theory. The khryll are aware that they are not the only ones of their species living in the world, but their origin in the titan seems — to them, at least — to indicate that they are a superior strain, destined to rule or to consume the others in the due course of time.

3H-18. The Underthrone

This large cavern has two exits: a smooth-walled corridor that leads to the south, and the circular hole in the ceiling that leads up to the palace room. The walls of the cavern itself have been inscribed with thousands and thousands of tiny symbols.

A DC 10 Knowledge (engineering) check or a DC 15 Knowledge (arcana) check determines that the symbols are some sort of numerical calculation — one that has apparently taken the walls of an entire cavern to complete.

3H-19. Practice Titan (CR Varies)

This large room is filled with what appears to be the colossal, metal body of something resembling a lobster. The segmented shape is far too long (there are fifty segments), and it has too many legs (thirty) for a lobster (a DC 25 Perception check notices the resemblance to a khryll, although in immense proportions), but the similarity is definitely there. The overall length of the gleaming construction is 70 ft., and the segments have a diameter of about 20 ft. Strangely organic looking tubes poke out here and there from in between the segments, and the entire machine seems to be giving off an unpleasant smell.

A DC 20 Knowledge (arcana) check confirms that this mind-numbing construct is designed to be activated or brought to life in some fashion, much like a golem. As it happens, this is no more than a scale model; the real re-creation of the titan is in **Area 22**. Many of the internal working parts of the practice titan are made of organic material, and the slow rotting of this material is what causes the bad smell, for no effort is being made to preserve it. For thinking players, this might offer a clue to the fact that this is no longer a first-priority project. If anyone specifically asks

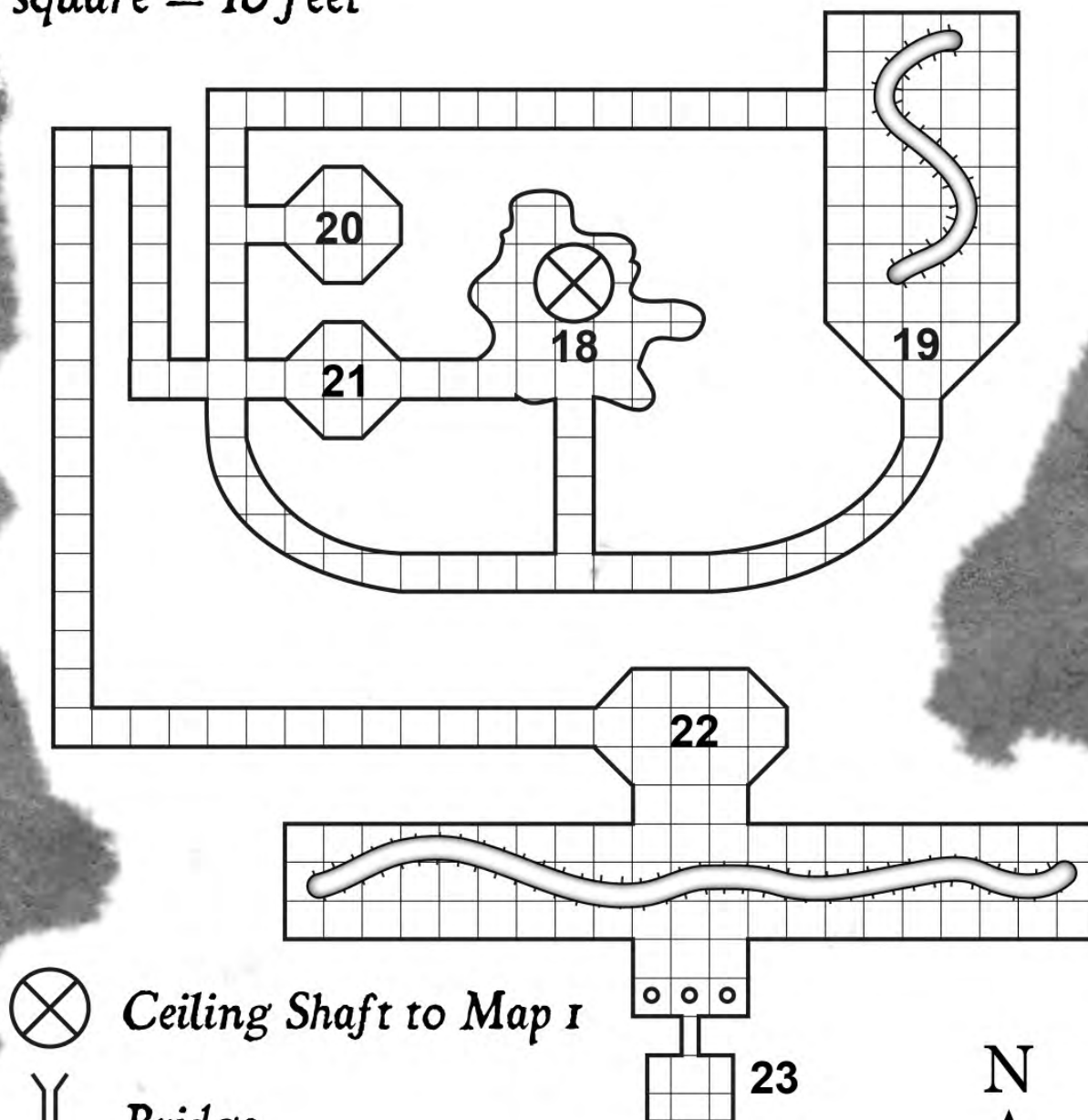
about the eyes of the titan, that character discovers that the beast has two eye sockets, that only one has an eye in it, partly organic and backed with metal ... and that the size of the titan’s eye is about one and a half feet in diameter (in other words, only half the size of the Eye of Gaaros).

If the PCs want to search and poke around in the practice titan’s innards, there are several gaps between the metal plates through which a person can squeeze (unless wearing heavy armor or larger than a human). For each minute a character spends searching (DC 20 Perception check), one of 10 things happen. The events do not repeat, and once all of them have transpired the hulk of the model titan has effectively been stripped of all its interesting qualities.

1d10	Event
1	Bad smell intensifies: Make a DC 15 Fortitude save or become nauseated. A nauseated PC must make a second DC 15 Fortitude save to avoid becoming overcome by the nausea and unable to move. Anyone stuck in this way must be pulled out by another person, who must also make the save (unless preparations were made to pull searchers out, such as the simple expedient of tying a rope to those entering the colossus).
2	Pocket of extremely foul air when an internal organ bursts. As with “ Bad smell intensifies ,” but the DC of the save is 20.
3	Slime: The character comes across a tube that drips green slime . A successful DC 15 Reflex save is required to avoid touching the slime.
4	Gray ooze: A gray ooze is inside the colossus, and attacks the character.
5	Kidney stone: The character discovers a gem worth 1d10 x 1,000 gp.
6	The character breathes in some healthy fumes : if the character successfully makes a saving throw, add 1 point to the character’s Constitution attribute.
7	Irritable bowel: The character becomes wrapped in a section of guts and is trapped unless a DC 20 Escape Artist or DC 20 Strength check is successful. If trapped, the character must be pulled out (see “ Bad smell intensifies ,” above).
8	Hot spot: The character discovers a jeweled piece of plating that (if worn in some fashion) serves as an <i>amulet of protection from energy</i> [fire] (similar to a ring). The plating is magical and can be detected.
9	The character discovers a complex twist of silver wire , worth 25 gp.
10	The character discovers two gems , each worth 1d6 x 1,000 gp. They are wired together with a magical charge running between them. Unless the wire is cut during a <i>dispel magic</i> spell, within an <i>anti-magic field</i> , or in a similar magical dead zone, the gems explode for 4d6 points of damage each (DC 20 Reflex save for half damage). The explosion leaves behind gems that are somewhat damaged (worth half their original value).

HEX 3H Map 2 CATACOMBS OF QUES QUERAX

1 square = 10 feet



Ceiling Shaft to Map 1



Bridge



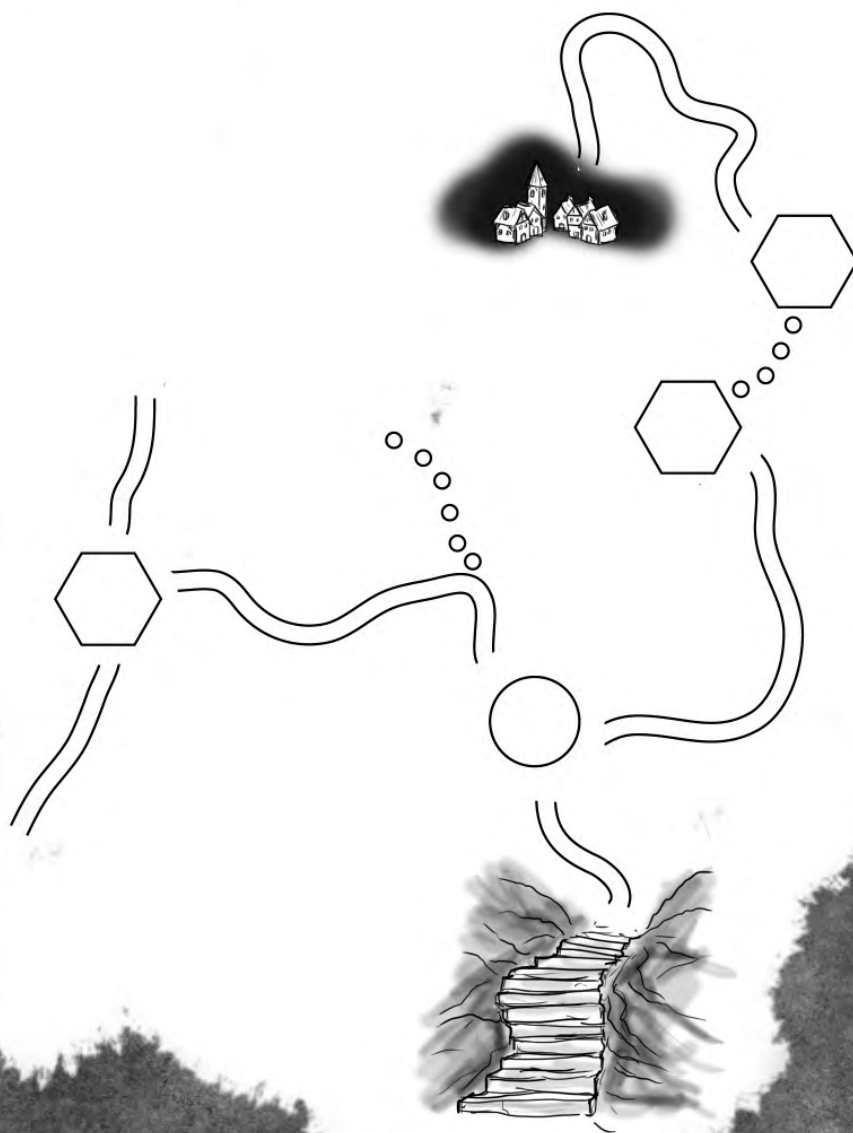
Orb



Titan



Player Map 1



CHAPTER 2: EYE OF THE TITAN

GRAY OOZE

XP 1,200

hp 50 (*Pathfinder Roleplaying Game Bestiary* "Ooze, Gray")

CR 4

GREEN SLIME

XP 1,200

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

3H-20. Equipment Room (CR 6)

The walls of this room contain a number of shelves that are piled high with various bottles, tubes, glass vessels, and dried plants. A carapaced creature hovers in the air, where it has apparently been inventorying the contents of the room. It turns toward you, the expression on its alien face unreadable.

The creature in the room is a **khryll**, and the characters have most likely already met one of their kind in Ques Querax, either at the gate or almost certainly in the palace above. If not, the encounter is a very nasty surprise. It may not be possible to persuade the khryll that the characters have business down here in the catacombs, since it is capable of reading minds. However, if every character in the party manages to make a DC 20 Will save, then they have managed to block the khryll's mental probing, and might succeed in telling a lie (opposed Bluff vs. the khryll's Sense Motive check). If they fail to persuade (or don't even try) then the khryll attacks using its mental blast.

EKA-KNAU (KHRYLL)

XP 2,400

hp 50 (*Monster Appendix*)

CR 6

Treasure: The various materials in the room are collectively worth 40,000 gp, but they need to be hauled somewhere for sale (and that would obviously not be Ques Querax). In with the rest of the 40,000 gp worth of materials the party can locate 5 potions (all of which are *potions of cure moderate wounds*). The khryll is wearing a necklace made of obsidian-type beads, but they are not a known mineral — the oddity of the stone makes the necklace worth 10,000 gp to the right purchaser.

3H-21. Mnemopods

This room has a diagram of some kind painted on the wall, and there are four glass spheres floating in the air. One of the spheres is three feet off the ground, the next is four feet, the next is six feet, and the highest sphere is a full ten feet off the ground, very near the ceiling.

The diagram on the wall is **Player Map 1**.

The four six-inch spheres in this room are "mnemopods"; magic items that allow a telepath to record a few moments of direct thought for another to "read" later on. These are used by the Eye's khryll servants to leave messages for each other; as telepathic creatures, they find written communications to be utterly inadequate.

Sphere 1 (lowest):

As you touch the sphere, an image forms in your mind. You see a hideous creature floating in the air, a thing with a segmented shell like a crustacean, but with long tentacles where one might expect legs. It appears to be looking directly at you for a moment, but then the view in your mind's eye changes to something else. The new image is of a huge, gleaming, metal structure, shaped very much like the creature you just saw, but longer and somewhat thinner, and with many more segments. The image changes again, seeing to focus in upon the third segment of the huge metal structure; the image of a jeweled piece of metal is superimposed upon that segment ... and then the image darkens and disappears.

The sphere must be touched in order to convey its message: the image of a khryll (Akn-A-Nangish-Te from **Area 3H-2**), which will then be replaced by an image of the practice titan in **Room 3H-19**. A moment later, there are two combined images, superimposed over each other: the third segment of the titan, and a piece of jeweled plating (see **result #8** in **Room 3H-19**). If the characters use this vision and specifically state that they are looking in segment 3 of the practice titan, there will be a 50% chance of finding the piece of jeweled plating immediately.

Sphere 2:

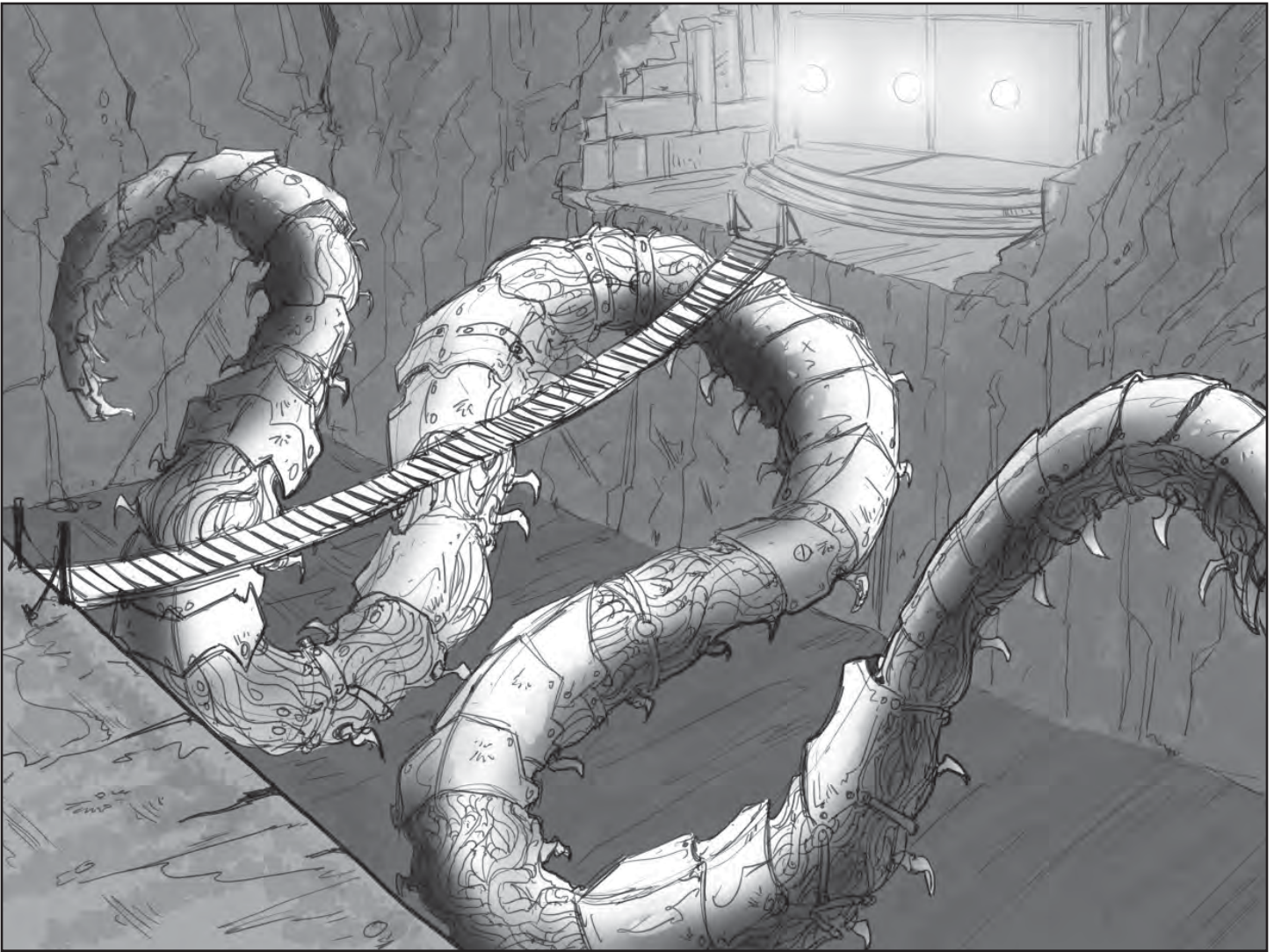
When you touch the sphere, the entire world suddenly seems to disappear into darkness. After a moment of terror and vertigo, however, you discover that in this telepathic image you are able to sense things moving in the darkness, even to perceive shapes and images even though your eyes are blind to them. From the cloud of darkness in front of you, an image steps forth: a tall, slender creature wearing immaculate black robes, moving with the grace of a dancer. A moment later, four more figures seem to emerge from the dark. These are short, only half the height of the first figure, and their robes are ragged, layer upon layer of threadbare scraps. The tall figure reaches out and is suddenly holding a golden diadem, which it raises in triumph. The image begins to fade, but before it does so the viewer gains a detailed glimpse of the crown, which is shaped like an octopus with blue sapphire eyes.

This image portrays a dark stalker with dark creepers. The octopus diadem is an important piece of dark stalker history.

Sphere 3:

As you touch this sphere, the world seems to spin for a moment, and then you perceive the image of a serpent man, obviously badly beaten and weighed down by heavy chains. The prisoner is in a small cell, and is seen from overhead as the ceiling of the cell is lowered down like a hinged box lid. Once the cell is closed, the top of it is visible as having three large orbs on it. Each orb is lit from within: the central one glows yellow, and the outer ones glow white. The central orb's illumination slowly changes to white like the others, and then the entire image fades away.

See **Area 3H-23**.



Sphere 4 (highest):

This sphere does not currently have a memory stored inside it, which is why it is floating higher than the others — it is lighter. If it is touched, it will not project a mental image for a moment, since it will be accepting the mental image from the person touching it. Therefore, after a moment, the person touching the sphere will see a picture form ... of the character's own face, which will then turn into an image of the entire party of adventurers and what they have been doing for the last ten minutes or so. This image will remain recorded in the *mnemopod*.

3H-22. The Titan in Waiting (CR 7, 14 if the Eye is present)

Your first glimpse of this room creates a moment of vertigo, simply because the proportions of everything seem to be wrong. You are looking at a metal, centipede-like construction, larger than virtually any created thing you have seen in your life; you estimate that it is roughly 20 ft. in diameter and 200 ft. in length. In the center of the room, a bridge has been built to allow crossing over the top of the vast, centipede-like body.

If the party has already seen the practice titan in **Room 3H-19**, they will immediately notice that there is no rotting smell here, as there is in the other room with the smaller titan.

If the Eye of Gaaros was not above in the palace when the characters

entered the catacombs, then it will be found in this room, working on the titan. For details on the Eye of Gaaros, see **3H-15**. The Eye uses several tools at one time, manipulating them all by *telekinesis*.

The organic and mechanical innards of this titanic construct are in good shape. The metal parts are polished, and the living tissue is a healthy-looking mixture of greens, yellows, and pink. It is apparently not functional yet, although some of the organs are twitching or otherwise showing signs of life. If anyone attempts to explore the interior of this titan, the innards defend themselves. One internal organ will ooze to the attack every other round until the intruder retreats from the titan's body. The internal organ is for all intents and purposes the same as a **black pudding**. If a character remains in the body despite the attacks of the internal organs, the character may find one item each round (DC 20 Perception check for 1d10 rounds, or whatever seems appropriate under the circumstances):

- | | |
|---|---|
| 1 | An oddly faceted gem worth 1d4 x 100 gp |
| 2 | A twist of wire worth 1d100 gp |
| 3 | A piece of unearthly precious metal worth 1d10 x 100 gp |
| 4 | A gold-plated skull or bone, wired to an organic thing (10 gp for the gold) |
| 5 | A piece of sculptured metal that looks valuable but is worthless |
| 6 | A green, meat-like substance that originally looked a lot like a precious metal, but obviously isn't once it is picked up and begins to drip. |

CHAPTER 2: EYE OF THE TITAN

TITAN'S INTERNAL ORGAN

XP 3,200

hp 115 (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

Across the bridge, the characters are able to see the room's southern chamber, which is blocked off by the bulk of the titan. The southern chamber contains a stone dais with three orbs floating in the air directly above it. Each of the three orbs glows with white light. This is the prison from the "prisoner" memory in **3H-21**, but do not volunteer this fact to the players unless there is reason to do so.

Touching the left or the right orb causes 1d10 points of damage to bare skin (no effect if touched with wood, leather, metal, etc). Touching the central orb with bare skin causes the orb to glow yellow. A moment later, the top of the dais swings up and backward on a hidden hinge, revealing the entrance to the prison cell underneath.

3H-23. Prison Cell (CR 0 or 8)

The current occupant of the prison cell is **Saja Kha**, a serpentfolk. If the characters come into contact with Saja Kha, they will be facing serious trouble with the khryll of Ques Querax, for Saja Kha has learned things that the khryll consider to be a deep, quasi-religious secret. They do not allow anyone who might have learned the secret from Saja Kha to live.

Saja Kha sneaked into the catacombs as a spy for the Blue Society of the serpentfolk, in an attempt to learn whatever useful secrets might be learned about the ruler of Ques Querax. He got much more than he bargained for, however, when he used a spell to listen in on a telepathic conversation between two of the khryll, and learned the true nature of the Eye of Gaaros — or, at least, the belief of the Ques Querax khryll that the titan Gaaros-Uaazath was a quasi-god of Chaos and Evil that came to the material plane of existence from elsewhere, and gave birth to a special, elite generation of khryll. These khryll are destined, according to their beliefs, to enslave the entire world, turning all other sapient beings into cattle for their consumption and breeding. This attitude is common to virtually all khryll, but the khryll of Gaaros take the objective as a divine mandate rather than merely a desirable outcome. They are zealots, biding their time in Ques Querax until the titan is completed and the Eye can take its place in the new body. At that point, the khryll of Ques Querax will engage in the next phase of their plan to invade and breed throughout the world.

The Blue Society of the serpentfolk (see *Chapter 5: Dread Domes of the Serpentfolk*) pay a reward of 10,000 gp for the safe return of Saja Kha to them, but if the adventurers rescue the serpentfolk and escape toward the Domes of the Serpentfolk, they are relentlessly pursued by the khryll.

SAJA KHA

CR 8

Male serpentfolk magus 5 (*Pathfinder Roleplaying Game Bestiary* 2 "Serpentfolk", *Pathfinder Roleplaying Game Ultimate Magic* "Magus")

CE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +17

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge +3 natural)

hp 77 (5d10+10 plus 5d8+10)

Fort +9; **Ref** +10; **Will** +12

Immune mind-affecting, paralysis, poison; **SR** 20

Speed 30 ft.

Melee bite +13 (1d6+1 plus poison)

Special Attacks spellstrike

Spell-Like Abilities (CL 10th):

At will—*disguise self* (DC 15), *ventriloquism* (DC 15)

1/day—*blur*, *dominate person* (DC 18), *major image* (DC 17), *mirror image*, *suggestion* (DC 17)

Spells Prepared (CL 5th; melee touch +9, ranged touch +13):

2nd—none

1st—none

CR 7 0 (at will)—none

Str 12, **Dex** 20, **Con** 14, **Int** 23, **Wis** 18, **Cha** 18

Base Atk +8; **CMB** +9; **CMD** 25

Feats Combat Casting, Dodge, Great Fortitude, Improved Initiative, Weapon Finesse, Weapon Focus (scimitar)

Skills Acrobatics +10, Diplomacy +6, Disguise +9, Escape Artist +18, Fly +13, Intimidate +11, Knowledge (arcana) +14, Knowledge (dungeoneering) +17, Knowledge (local) +13, Knowledge (religion) +9, Perception +17, Perform (act) +6, Sense Motive +11, Spellcraft +19, Survival +10, Use Magic Device +20; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist

Languages Aklo, Common, Dark Folk, Draconic, Drow Sign Language, Dwarven, Undercommon; Telepathy (100 ft.)

SQ arcane pool (+2, 8/day), spell combat, spell recall, wand mastery

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

Treasure: The cell contains no treasure, but it does contain the intact carapace of a dead khryll as well as the skeletons of a human and another of the serpentfolk. Saja Kha has been contemplating the possibility of somehow wearing the khryll carapace in an escape attempt, but he keeps this idea in reserve in case the characters fail to rescue him and he is returned to the cell.

Conclusion

It may be that the characters return many times to Ques Querax, treating it as a base of operations, or it may be that they turn themselves into fugitives by looking too deeply into the secrets of the Fortress and its bizarre ruler. In either case, the events in Ques Querax are likely to set the tone for many of the adventures that follow.

Chapter 3: Izamne, City of Endless Dark

Unless this chapter is being played as a stand-alone module, the characters have presumably made their way through the fortress of Ques Querax and are exploring deeper into the Under Realms. By venturing into the tunnels at 3H-16, the characters are now headed into the area of the Cyclopean Deeps controlled by the dark stalkers of Izamne, and are soon to disappear into the unusually powerful darkness that envelopes the mysterious City of Endless Dark.

Darkmist

A central feature of the City of Izamne, and also a geographical feature of some other areas in the Cyclopean Deeps, these strange mists of darkness are involved with one of the most powerful and mysterious factions in the region: the cult of the demon prince Isclaadra. At this point, early in their exploration of the Deeps, the characters may be encountering Isclaadra's influence for the first time. So much the better if they associate the darkmist with the demon prince, but this may be a revelation that does not take place until much later.

The darkmist is, as one might expect from the name, a black mist that forms into stringy clouds as it drifts. It is heavier than air, but due to its strange properties it will often hang in the air for a very long period of time before sinking.

The substance is not magical, and is thus not affected by dweomers such as *detect magic* or *dispel magic*. Its most unusual feature is that it subdues and swallows light, moving the light intensity one step towards darkness i.e. from normal light to dim, dim to darkness. Even magical light in the vicinity of darkmist will become shadowy and emit illumination half its normal radius. Moreover, darkmist affects darkvision as well as normal sight; these abilities still work in darkmist, but, again, only half its normal distance. Because the mist is heavier than air, large quantities of it drift down through hidden rills and rivulets in the limestone to collect in certain places — such as the unusually dramatic example of Izamne, where a huge basin-cavern is filled with the mist. The presence of large reservoirs of darkmist in the Cyclopean Deeps is important, to some degree, to many of the denizens of the Cyclopean Deeps. The liquid form of the mist can even be sold, although it is a long and complicated process to refine it.

Movement/Light

The party of adventurers may travel at a rate of four hexes (miles) per day for every 10 ft. of movement rate on the **Main Map** of the Cyclopean Deeps. More details about travel, including tables for random encounters, may be found in **Chapter 1: Down to Ques Querax**.

Beyond **Hex 7N**, the extent of territorial claims by the city of Izamne, the law of Izamne forbids any illumination brighter than a torch. If the party is using magical light or even powerful lanterns, a wandering encounter in the tunnels could prove to be more dangerous than expected. This includes all of the tunnel hexes between **7N**, **8Q**, and **13R** (Izamne).

The “Law of the Last Light” is more than just an unenforced decree; indeed, it is possible that it is an injunction stemming from some unknown forces of great evil. For every day that the characters travel bearing lights that cast a radius of illumination farther than five feet, there is a *cumulative* 10% chance of an attack by a demon. Roll 1d6 to determine the demon, with 1–4 representing a **vrock**, 5 representing a **hezrou**, and 6 representing a more powerful demon (roll 1d6 again, with 1–2 representing an **aeshma**, 3–4 representing a **daraka**, 5 representing a **glabrezu**, and 6 representing a **nysrock demon**).

AESHMA

XP 12,800

The Tome of Horrors Complete 153

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., see *invisibility*; **Perception** +28

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)
hp 189 (14d10+112)

Fort +12; **Ref** +13; **Will** +14

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

Speed 40 ft., fly 60 ft. (good)

Melee +1 wounding spear +21/+16/+11 (2d6+10/19–20/x3 plus 1 bleed) or 2 claws +19 (1d6+6)

Ranged +1 wounding spear +19 (2d6+6/19–20/x3 plus 1 bleed)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rage

Spell-like Abilities (CL 14th):

Constant—see *invisibility*

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 17)

2/day—*blasphemy* (DC 20), *web* (DC 15)

1/day—*summon* (level 5, 1 aeshma 35% or 4d10 dretches 35%)

Str 23, **Dex** 18, **Con** 27, **Int** 14, **Wis** 17, **Cha** 17

Base Atk +14; **CMB** +21; **CMD** 35

Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (spear), Iron Will, Power Attack, Weapon Focus (spear)

Skills Diplomacy +20, Escape Artist +18, Fly +23, Knowledge (arcana) +19, Perception +28, Spellcraft +16, Stealth +17, Survival +20; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Gear +1 wounding spear

Rage (Ex) An aeshma that takes 50% or more of its total hit points in damage in combat flies into a berserk rage on its next turn, swinging madly with its spear. A raging aeshma fights until either it or its opponent is dead. An enraged aeshma gains +4 Strength and –2 AC. The aeshma can end its rage voluntarily.

DARAKA

XP 19,200

The Tome of Horrors Complete 161

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; **Perception** +31

AC 27, touch 9, flat-footed 27 (+18 natural, –1 size)
hp 162 (12d10+96)

Fort +12; **Ref** +8; **Will** +12

Defensive Abilities scorpions; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

Speed 40 ft.

CR 11

CR 12

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

Melee 2 claws +21 (1d8+9 plus grab), bite +20 (2d6+9)

Ranged scorpions +11 (1d6 plus poison)

Space 10 ft.; **Reach** 10 ft.

Special Attacks scorpions

Spell-like Abilities (CL 12th):

At will—*chaos hammer* (DC 19), *deeper darkness*, *detect good*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *unholy aura* (DC 23)

3/day—*chill touch* (DC 16)

1/day—*feeblemind* (DC 20), *shatter* (DC 17), *summon* (level 5, 4d10 dretches or 1d2 vrock 50%, 1 daraka 20%)

<RULE>

Str 28, **Dex** 11, **Con** 27, **Int** 18, **Wis** 18, **Cha** 20

Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 32

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Power Attack, Weapon Focus (claws)

Skills Bluff +20, Climb +24, Intimidate +20, Knowledge (arcana) +19, Knowledge (Planes) +19, Perception +31, Sense Motive +23, Spellcraft +16, Stealth +11, Survival +19;

Racial Modifiers +8 Perception

Poison (Ex) Scorpions—*injury*; save Fort DC 24; *frequency* 1/round for 2 rounds; *effect* 1d6 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Scorpions (Ex) A daraka's body is swarming with thousands of tiny scorpions. Creatures attacking a daraka unarmed or with natural weapons are automatically stung for 1d6 points of damage and suffer the effects of the scorpion's poison (see Poison, above). Alternately, a daraka can sling scorpions from its body to a range of 20 feet. This is a standard action that provokes an attack of opportunity. A creature hit takes 1d6 points of damage from the stinging scorpions and is subjected to their poison. A grappled creature is likewise subjected to the stinging of a daraka's scorpions just as if it had attacked the daraka unarmed (see above). A daraka has an unlimited supply of scorpions. As fast as it uses them, its body generates more.

GLABREZU

XP 25,600

hp 186 (*Pathfinder Roleplaying Game Bestiary* "Demon, Glabrezu")

CR 13

HEZROU

XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

CR 11

NYSROCK

XP 25,600

The Tome of Horrors Complete 170

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +34

CR 13

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, –1 size)
hp 202 (15d10+120)

Fort +19; **Ref** +11; **Will** +9

DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

Speed 40 ft.

Melee bite +22 (2d6+7 plus grab), sting +22 (2d4+7 plus poison)

Ranged spit +16 (poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (2d6+10)

Spell-Like Abilities (CL 18th):

At will—*greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18)

3/day—*blasphemy* (DC 21), *chaos hammer* (DC 18)

1/day—*summon* (level 4, 2d4 babaus or 1 nysrock 35%)

Str 24, **Dex** 14, **Con** 26, **Int** 16, **Wis** 19, **Cha** 18

Base Atk +15; **CMB** +23 (+27 grapple); **CMD** 35 (can't be tripped)

Feats Ability Focus (poison), Alertness, Cleave, Combat Casting, Great Fortitude, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

Skills Bluff +22, Escape Artist +20, Intimidate +22, Knowledge (planes) +21, Perception +34, Sense Motive +26, Spellcraft +21, Stealth +16, Survival +22; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Poison (Ex) Sting or spit—*injury* or contact; save Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based with a +2 bonus for the nysrock's Ability Focus feat.

VROCK

XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

CR 9

Language

Virtually all denizens of the Cyclopean Deeps can communicate in Undercommon, although it is not a language well suited to abstract or complex concepts. For those who do not speak the language, the next most common languages are Elven (the drow), Dwarven (the duergar), Aklo, and Dark Folk (dark stalkers and dark creepers)

The Dark Folk

This part of the Cyclopean Deeps is dominated by the dark folk, also called the "dark ones." The dark ones are by no means the most evil of the creatures encountered in the Under Realms, but they have a close and fundamental relationship with darkness itself, which the characters are likely to discover by the time they reach the end of this adventure.

For the most part, dark stalkers are nomadic raiders of the caverns and wild tunnels of the Under Realms; they do not build permanent structures, and move on quickly from the areas they have been raiding. They depend for their existence on stealth and mobility, being one of the weaker races inhabiting the Deeps. Indeed, if it were not for the occasional permanent settlement—such as Izamne—the dark folk might be considered nothing more than a tribal nuisance by the other races of the Deeps. However, when numerous societies of the dark folk settle *en masse*, their cities are powerful and intricate, not to be trifled with. Izamne, the City of Endless Dark, is such a place.

As with all dark folk cultures, the only role of the dark creepers is to adore and serve the dark stalkers. It is the social order and individual hierarchy of the stalkers that defines any dark stalker civilization; the creepers are essentially irrelevant. The social mores of the dark stalkers are utterly alien to humankind, for these creatures are not human; it is lethal to assume that their physical resemblance—and possibly ancestry—implies any mental common ground between the two species.

It is important to keep in mind that the dark ones have no written language, although they do use some deeply-cut touch runes in the same fashion as Braille, although the touch runes are not a language, they are abstract pictograms. Nor do the dark folk use fire, which means that they do not forge metal. In Izamne, the duergar supply forged metal items to the dark ones, which makes the city a very important point of trade. The dark ones mainly trade stolen goods and slaves; they are rapacious raiders. However, in Izamne one finds certain goods that the dark ones actually produce: strange textiles with intricate weave, bizarre musical instruments, perfumes with hallucinogenic or other semi-magical properties, and unusually delectable foods and spices. The enhanced non-sight senses of the dark ones permit them to achieve a level of subtlety in

certain crafts that is unmatched in the rest of the Under Realms.

The dark folk of the Cyclopean Deeps are divided between two different civilizations, each with a very different culture and values. There are other dark folk civilizations in the Under Realms, but virtually all of the dark folk in the Cyclopean Deeps are members of either the Avarthamna or the Kshamarat.

Both of the two dark folk civilizations in the Cyclopean Deeps are utterly vile and evil; the term “civilization” is only applied to them for the purpose of identifying the different types. Neither of the civilizations is a country or an empire, although the various dark folk communities and traders in the Deeps rely only on members of the same civilization and often spurn the company of their rivals. The two cultures have different spoken accents (although their use of the language is the same, not tinged with slang or dialect), and the robes of each culture are quite distinctive from each other, both in weave and in appearance. This may become relevant if the characters decide to disguise themselves as dark stalkers; this is a viable strategy, given that the height and build of humans and dark stalkers are identical — but if the disguises are a mix of the two cultures, the trick will be immediately apparent (with a DC 10 Perception check) to dark stalkers and most citizens of Izamne.

Avarthamna Civilization

General Information

All Avarthamna dark stalkers encountered in the Deeps will be female. The method by which Avarthamna civilizations survive across generations is a mystery that the adventurers might discover during the course of the adventure, and is detailed in the adventure text. The Avarthamna females shun dark folk males from other civilizations (such as the Kshamarat) because they consider dark folk males to be something of an abomination against nature. This dislike is intense enough that male dark stalkers finding themselves alone with Avarthamna females are at risk of being murdered.

The Avarthamna civilization considers itself to be favored by the demon prince Isclaadra, and they construct shrines to this horrid being.

Reliquary-Houses of the Avarthamna

Avarthamna reliquary-houses can be of any sort of construction; in the city of Izamne they are permanent structures, but in the wild caverns and tunnels of the Under Realms they are often little more than a tent made of cured skins. As described above, membership in an Avarthamna reliquary-society is by choice, so — since the ancestor-tokens and victory-trophies may need to be moved from one house to another — these items are relatively small. Ancestor-tokens are disks of wood inscribed with the ancestor’s “rune of touch” (see glossary). Victory trophies are small mummified bits of the victim, but in the Avarthamna the trophy is almost always a shrunken head. Each Avarthamna dark stalker also carries a metal button that signifies ownership of one of the heads, much like a receipt. The buttons have a hole punched through them, and they are sewn into the cloth veil worn by the dark stalker over her face.

The trophies themselves are more than they appear to be. If the dark stalkers of the Avarthamna civilization are able to capture an enemy or to work on the body within 24 hours, they will manage to torture the soul out of the body’s physical substance, trapping it in the shrunken head for eternity (until the head is destroyed).

Kshamarat Civilization

General Information

Unlike the Avarthamna, Kshamarat dark stalkers may be of either sex. The Kshamarat worship Noagana the Unseen, one of the Seven Primordial Nagas.

Reliquary-Houses of the Kshamarat

As with the Avarthamna civilization, the reliquary-houses of the Kshamarat do not have any required structure or material; the ones in the city are permanent and the ones in the wild caverns are light and mobile, easily packed away for travel. Ancestor-tokens are domino-like pieces of stone, carved with the ancestor’s “rune of touch.” Trophies are generally a

bundle of teeth, although some are scalps. The Kshamarat do not trap the souls of their victims in the trophies as the Avarthamna do: souls are kept in small, hand-held nets (**Magic Items Appendix**). It is also traditional for the Kshamarat to provide music for their trophies; a dark creeper is usually assigned to the reliquary-house with a musical instrument of some kind.

The Kshamarat do not keep physical “receipts” for their victory-trophies. Rather, they scar themselves in memory of each kill, so that the arms of a veteran Kshamarat warrior will often be laced with scars commemorating the victory-trophies the stalker has stored in the reliquary-house.

Relations between the Avarshamna and the Kshamarat

Superficially, relations between the Kshamarat and the Avarshamna are completely peaceful. They live side by side in the City of Izamne almost without incident. However, there is an underlying rivalry of some kind that is utterly and completely incomprehensible to humans. It appears to be more of a contest than a war, but for a contest it can be viciously bloody. Every once in a while, a dark stalker for some reason becomes a legitimate target for members of the other civilization to murder. For the Avarshamna, any male dark stalker is a legitimate target, but only if the murder is done without witnesses. This “murder-without-witness” is not the only time that Avarthamna females will kill Kshamarat stalkers, but it is the most common. Why an Avarthamna becomes a legitimate target for the Kshamarat is essentially unknown, and does not make any logical sense to humans.

The result, however, is that from time to time a dark stalker is murdered, and a trophy taken by the other civilization. It is conceivable that the characters might be drawn into this ritual killing-contest, either as guards, as a diversion, or as hired killers themselves.

In both of the two dark folk cultures native to the Cyclopean Deeps, the stalkers accumulate treasure and gold just as most monsters do. The dark creepers carry treasure, but this is almost always the property of one of the stalkers, not the property of the creeper.

Minor Encounter Hexes (7N, 8Q, and 9L)

Hex 7N: The Broken Gates

This area is the main entrance and outer defense of the city of Izamne. A recent battle has left it partially destroyed.

7N-1. The Archway

A large archway forms the entrance to a chamber up ahead. Lit torches sit in cressets to either side of the archway, illuminating an inscription over the top of the arch. The inscription reads: “Look upon the Chamber of Last Light, and let your gaze linger. Whomsoever bringeth illumination greater than a torch beyond this chamber shall die.”

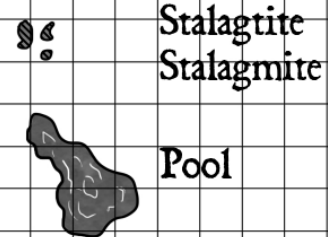
7N-2. The Chamber of Last Light

As soon as the first of the adventurers steps into the Chamber of Last Light, there is a blinding flash of magical illumination from the eyes of the naga carving over the top of the northern arch (see description below). Anyone who *succeeds* at a DC 15 Fortitude save will only be blinded for 1d4 rounds. Failing the save results in blindness for 10 full minutes. The only

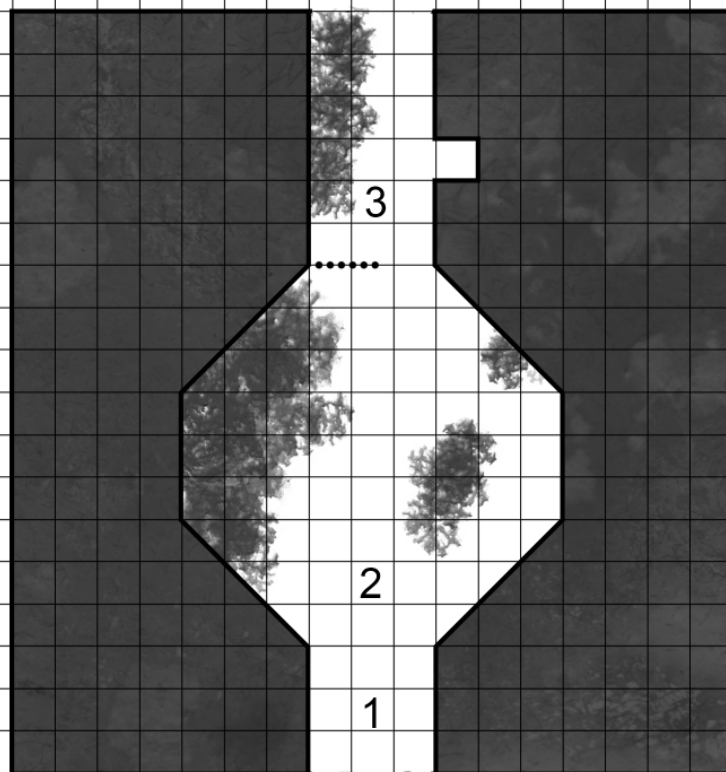
Hex 9L - Jack in Irons



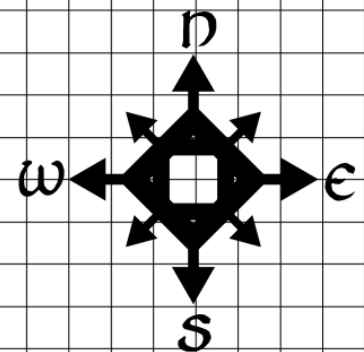
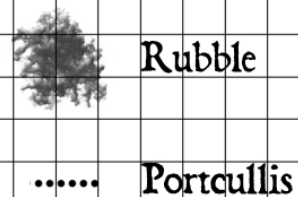
Map Key



Hex 7N - The Broken Gates

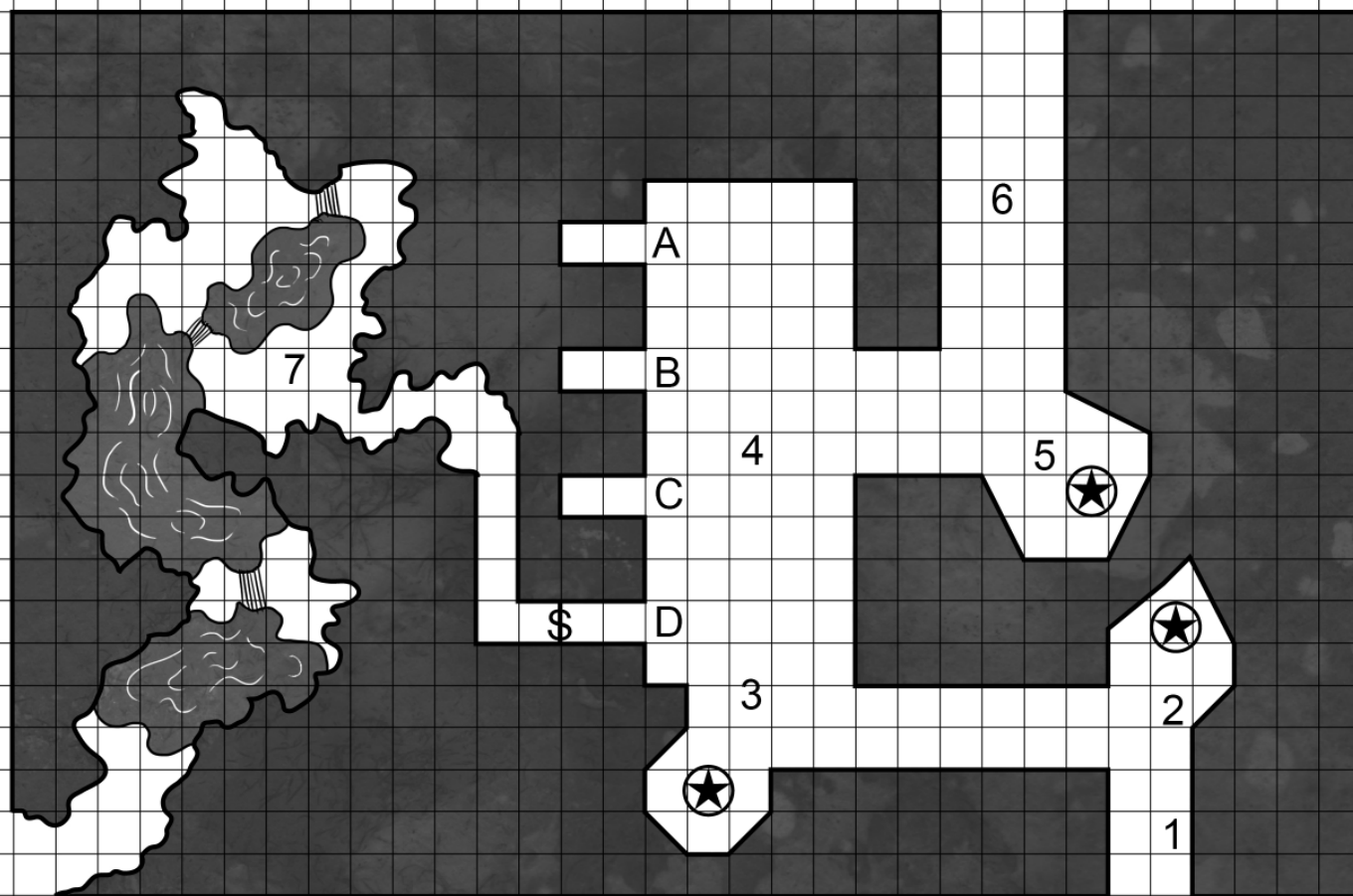


Map Key



1 Square - 10 Feet

Hex 8Q - The Shrines



Map Key



Waterfall



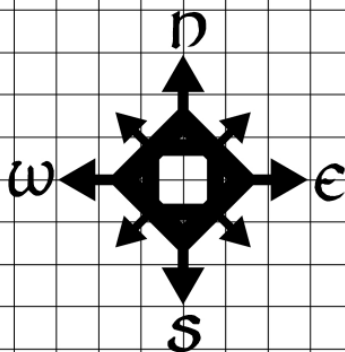
Water



Secret Door



Statue



1 Square - 10 Feet

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

way to completely avoid being blinded is to enter the chamber backwards or to be significantly blindfolded. The effect of the flash is generally doubled against goblins or other subterranean (light sensitive) creatures.

When the dazzlement of the bright light clears, and you can see once again, you find that the entire chamber is bathed in a soft light that is identical to the light of the sun. You are in a very large octagonal room almost 100 ft. across, with a high, domed ceiling. It is immediately apparent that a major, extremely destructive battle has taken place in this vast chamber, not long ago. A large portion of the west wall has completely collapsed into the room, and chunks of the rubble appear to be fused together by supernatural heat. Large chunks are gouged out from the northeastern wall, and part of the domed ceiling has fallen in, creating a pile of shattered stone twenty feet across in one part of the chamber. On the far side, a second archway spans the entrance to a thirty-foot wide corridor. Over the top of the northern archway there is a bas-relief carving of a naga, a human-headed serpent. The eyes of the carving are glowing, but the brilliance of the light appears to be dwindling.

Beyond this carved stone chamber, it is a crime punishable by death to carry any light brighter than a torch (a 20 ft. radius of normal light surrounded by a 20 ft. radius of increased light).

The defender of this entrance to Izamne's territory is the syanngg **Biasshk** (in **Area 7N-3**), who has made a temporary lair to the north in **Area 7N-3**. The flash of light from this room will immediately warn the syanngg that intruders have arrived. Biasshk will not expect the characters to attack, since they look like many of the armed adventurer-merchants of the Deeps, but it will not allow a party to give evasive answers while letting the blindness wear off. If the syanngg does not receive satisfactory answers in short order, it will attack while the characters are still blinded (or, at least, it will try).

This is not necessarily a combat encounter. If the party establishes to Biasshk's satisfaction that they are indeed making a (relatively) peaceful trip to Izamne (by making a successful DC 20 Diplomacy check or excellent role-playing), he will let them pass ... but he will demand a toll of 5,000 gp. He will not demand a toll if the characters are headed south. Biasshk can be bargained down to 100 gp on the toll (DC 30 Diplomacy check), but if he is forced to accept any price lower than 1,000 gp he will follow the party for almost a mile, complaining about how adventurers used to pay tolls happily and politely, without haggling over the price. He bemoans the fact that times have changed, and keeps talking relentlessly about the old days.

If the party pays Biasshk the full 5,000 gp he requested, then he will warn them to "avoid the Orchard of Yiquooloome." This is reference to a location in **Chapter 10: Orchards of Yiquooloome**. He will refuse to give any more information than this.

If the characters inspect the bas-relief carving of the naga over the northern arch, allow them to make a DC 20 Perception check (at +5 if the player states that the PC is touching the bas-relief in the inspection. On a successful roll, they will find a very shallow carving on its forehead, barely distinguishable even at close range. The carving is the shape of a seven-headed snake, with the third head from the left slightly larger than the others. The seven-headed serpent is the symbol of the Seven Primordial Nagas, of which the third is Noagana the Unseen, patron of the Kshamarat dark folk.

7N-3. Northern Corridor (CR 7)

The northern archway was once protected by a portcullis, but half of the iron gate is missing, and the other half is crumpled sideways and no longer blocks the corridor. Most of the western wall of the tunnel is caved in, reducing the corridor's original thirty-foot width to twenty feet. There is a ten-by-ten alcove in the eastern wall. The shattered remains of two stone statues are half-buried in the fallen wall.

Because the light-filled nature of the Chamber prevents the dark folk from being effective combatants here, they have employed a **syanngg** by the name of **Biasshk** to guard the way through. The original defenders of the gate were stone golems (now shattered and half-buried in rubble), and the dark folk are aware that there are certain problems that may arise from using one of the unpredictable syannnggs as a guard. Nevertheless, Biasshk is powerful enough to give pause to potential attackers, and was ... available for hire.

Like most syannnggs, Biasshk is a supreme egotist and has the attitudes of a tyrant, despite the fact that his current occupation represents nothing more than guarding a door. Finding himself harried and hunted by the drow tribes north of the Cyclopean Deeps, Biasshk made his way to Izamne, killed the former guardians of the gates, then offered himself to the dark folk of Izamne as a replacement for the — obviously ineffective — stone golems that had once secured this entrance to the city's territory.

BIASSHK THE SYANNGG

XP 3,200

hp 52 (Monster Appendix)

CR 7

Treasure: Biasshk has hidden his treasure in a hollow underneath one of the two shattered stone golems. Anyone searching through the rubble or inspecting the golems will find it easily. The treasure comprises 3,000 gp in a chest (locked and trapped with a poison needle), 2 rubies (250 gp each), 2 matched necklaces of pearls (2,000 gp each), a *potion of levitation*, a +2 *dagger*, and a *scroll of reincarnation*.

Hex 8Q: The Shrines

Note that this hex is under Izamne's law that no light brighter than a torch may shine in the city's territory. If the party travels in violation of the law, it is possible that they will be attacked as a result. It is considered rude, but not a capital offense, to shine dim light onto others, so the radius of dim light beyond a torch's radius is not a problem. The use of a lantern at full light is punishable by death.

8Q-1. South Entrance

The long corridor suddenly turns 90 degrees to the west, and there is some sort of chamber at the corner where the passageway makes its turn. You can see a large shape in the chamber.

The "large shape" in the chamber is mist coiling around the invisible statue of Noagana the Unseen (see **Area 8Q-2**, below, for description of the statue).

8Q-2. Statue of Noagana.

This alcove-chamber contains a tall pedestal deeply inscribed with curvilinear designs. There is nothing on the pedestal.

Anyone inspecting the pedestal (and making a successful DC 20 Perception check) will immediately discover that there is an *invisible* statue upon it. A person of normal height will be able to tell by touch that the statue is a very large, coiled shape with scales the size of a human hand. If some sort of magic, powder, or other method of seeing an invisible object is used, the characters will find that the statue is of a snake with a human torso and head. The torso has four arms and the mouth has long, curving tusks like those of a mammoth. A circlet on the creature's head bears a gem cut with seven facets, and there is a rune deeply incised in the statue's chest. The gem is ordinary stone, a part of the statue's carving, which will be apparent to anyone using magic to view the statue, but not

to anyone using flour or a similar powder to see the statue's outline. The rune incised on the statue's chest is identical to that on the forehead of the bas-relief in **Area 7N-2**, a seven-headed snake with the third head from the left somewhat larger than the others.

A DC 25 Knowledge (religion) will recognize this as a statue of Noagana the Unseen, god-demon of the Kshamarat dark folk. If anyone in the party might know more about the demon (with a DC 30 Knowledge [planes] check), refer to the glossary entry on Noagana as a source of information.

8Q-3. Statue of Tsathogga (CR 3)

A horrid statue stands in this alcove-like chamber, representing a frog-like being. The statue is easily twice the height of a human. It appears to be carved from some kind of slick, greenish stone, so old that the statue's extremities are beginning to crumble away.

PCs making a successful DC 15 Knowledge (religion) check recognize this is a statue of Tsathogga, an ancient and evil being who is the patron of many denizens of the Under Realms. The followers of Tsathogga are not at all welcome in Izamne, although nothing along the way indicates the distrust and barely-concealed hatred the dark folk harbor for followers of the Great Lord of the Elder Maw.

Anyone approaching the statue within five feet will suddenly become blind, although stepping back from the statue will immediately remove the blindness. It is impossible to see the statue closely; the nearest distance at which it is visible is five feet. Even more disturbingly, anyone who has stepped within the five feet of the statue and become blind will also have the sensation of maggots crawling all over the character's skin. This sensation persists for a full minute after the character leaves the statue's five foot radius.

Live offerings are made to Tsathogga here, by placing a living creature into the statue's dark zone. The feeling of maggots on the skin is not entirely imaginary — any creature remaining in the statue's dark will actually, eventually, be consumed by the **ethereal maggots** that inhabit the darkness around the statue. It is possible for the adventurers to get advance warning about the dangers of the statue if they are in possession of the *veil of seeing* (as a *gem of seeing*) taken from one of the dark folk, or have some other method of using *true seeing*. The *veil* will reveal all of the statue's secrets, including the ethereal maggots swarming over the statue and the trash below it.

If anyone attempts to harm the statue, the ethereal maggots will move to attack the desecrator.

Any character feeling around the base of the statue will find various objects; the quantity of objects is actually far more than is possible in the five-foot radius of blindness around the statue, and the objects were not visible from outside the circle. They exist in some sort of nasty limbo-reality along with the statue and the maggots. Most of the objects are bones; once a character determines this, the bones can be sifted through in order to find other things.

Take note of two facts. First, by the time an adventurer gets out of the circle of blindness to look at the bones, there will already be **1d4 clots of ethereal maggots** on the character, and they will be starting their attacks at that point in time. Second, the PCs succeeding on a DC 20 Perception check discover that there is a lacework of holes through the bones, making them fragile enough to crumble if they are treated at all roughly. This is the result of prolonged exposure to the ethereal maggots.

ETHEREAL MAGGOTS

XP 800

hp 27 (Monster Appendix)

CR 3

8Q-4. Common Room (CR Varies, II+)

You can tell from the quiet echoes and the movement of the air that there is a large chamber in front of you, but it is filled with darkness, a strange and enchanted murkiness that seems to devour the light you are carrying.

The room is filled with darkmist, a substance native to the Cyclopean Deeps that dampens and feeds upon light. See the description of darkmist at the beginning of this book for details on the light dampening effects of darkmist. No spell can eliminate the properties of darkmist, although *wish* spells and the like can greatly reduce them.

This room is the home of **two dark stalker priests** and their **dark creeper attendants**; these dark folk maintain and protect the statue-shrines at **8Q-2** and **5** (the dark folk in this region of the Under Realms do not worship Tsathogga and thus the statue at **8Q-3** is left unmaintained). The room has four bedroom-alcoves in it, which is where the dark folk live.

A. Avarthamna Shrine-Keeper (Sashi)

This is the sleeping chamber of **Sashi**, a female dark stalker (all of the Avarthamna civilization are female). Sashi guards and maintains the attached shrine of the demon prince Isclaadra, known as the Prince of Mists (see **Area 8Q-5**). Sashi wears a cloth veil over her face, sewn with ten metal buttons (these are victory tokens of the 9 dark stalkers and 1 human she has killed).

Sashi will keep herself cloaked with her own magical darkness, and will circle around the adventurers to listen to their conversations. The rest of her dark creepers will also move into positions around the walls of the room and attempt to climb them to a level higher than a person can reach. If the party is preparing to loot Sashi's alcove she will speak to them from the darkness and warn them against invading her sleeping chamber.

If it comes to a battle, Sashi will retreat, and her stalkers will (when the opportunity arises) leap from their high places on the walls and attempt to intercept the PCs.

SASHI

XP 12,800

Female dark stalker cleric 4, rogue 4 (*The Tome of Horrors Complete* 143 "Dark Stalker")

CN Medium humanoid (dark folk)

Init +9; **Senses** darkvision 60 ft., see in darkness; **Perception** +7
Aura Chaos

CR 11

AC 24, touch 16, flat-footed 18 (+4 armor, +5 Dex, +1 dodge, +2 natural, +2 shield)

hp 81 (14d8+18)

Fort +8; **Ref** +15; **Will** +10

Defensive Abilities evasion, trap sense +1, uncanny dodge

Weakness light blindness

Speed 30 ft.

Melee +1 *reptile bane short sword* +16/+11 (1d6+2+2d6 vs. reptiles/19–20)

Ranged mwk light crossbow +16/+11 (1d8/19–20)

Special Attacks channel negative energy (2d6, 6/day, DC 15), death throes (DC 14), poison use, sneak attack +2d6, touch of darkness (2 rounds, 6/day)

Domain Spell-Like Abilities (CL 14th; melee touch +11, ranged touch +15):

6/day—*acid dart*, *touch of darkness* (2 rounds)

Spell-Like Abilities (CL 14th; melee touch +11, ranged touch +15):

At will—*deeper darkness*, *detect magic*, *fog cloud*

Spells Prepared (CL 14th; melee touch +11, ranged touch +15):

2nd—*cure moderate wounds*, *create pit* (DC 15)^D, *hold person* (DC 15), *owl's wisdom*

1st—*command* (DC 14), *cure light wounds*, *obscuring mist*^D,

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

protection from good, shield of faith

0 (at will)—bleed (DC 13), detect magic, read magic, resistance

D Domain spell **Domains** Caves*, Darkness

Str 12, **Dex** 20, **Con** 12, **Int** 13, **Wis** 17, **Cha** 16

Base Atk +10; **CMB** +11; **CMD** 27

Feats Blind-Fight, Combat Casting, Dodge, Improved Initiative, Mobility, Nimble Moves, Persuasive, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Climb +13, Diplomacy +12, Disguise +10, Escape Artist +14, Heal +9, Intimidate +12, Knowledge (dungeoneering) +10, Knowledge (local) +7, Knowledge (religion) +10, Perception +7 (+9 to locate traps), Sense Motive +10, Sleight of Hand +10, Spellcraft +7, Stealth +20; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Dark Folk

SQ rogue talents (fast getaway), rogue talents (fast stealth), trapfinding +2

Combat Gear *potion of cure light wounds*; **Other Gear** +2 leather armor, +1 darkwood light wooden shield, +1 bane (reptile) short sword, masterwork light crossbow, 20 crossbow bolts, unholy symbol

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

**Pathfinder Roleplaying Game Advanced Player's Guide*

Treasure: Sashi's +1 reptile-bane short sword is named "*Tamareethi Cobra-Slayer*". Anyone picking up the sword will suddenly hear the name as if spoken, although no one else will hear it.

B. Avarthamna Dark Creepers (Sashi's)

This alcove contains 8 noisome bedroll-piles of rags, untanned hides, and soft garbage. It is the lair of 8 dark creepers who serve as Sashi's bodyguards/servants.

DARK CREEPERS (8)

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

Treasure: Each of Sashi's creepers wears a leather bracelet with a large pearl worked into the leather, worth 100 gp. Each of them also wears an ornate silver anklet made of twisting silver wires and leaves, rising almost to the knee. The anklets are used to hold baggy trousers close to the leg. Tiny flecks of a semiprecious orange mineral worked into the wire make the anklets worth 150 gp each.

C. Kshamarat Dark Creepers (Jaoome's)

DARK CREEPERS (8)

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

Treasure: Jaoome's creepers all wear leather necklaces that are threaded with 1d20 silver beads each. Each of the beads is worked with almost microscopic filigree; they are worth 20 gp each.

D. Shrine-Keeper's Door (Jaoome).

This sleeping alcove is the chamber of another dark stalker, this one a male cultist of the man/snake god Noagana. The dark stalker cultist is named **Jaoome**, and he is one of the Kshamarat civilization (the soul-collectors).

The room's most important feature is the **secret door** (DC 20 Perception check to notice) at the back of the chamber, which leads to a hidden passage (**Area** 8Q-7) that can be used to reach Izamne.

If a group of adventurers enters the room, Jaoome will immediately leave his alcove to greet (evaluate) the newcomers. His dark creepers will form up around him so that they will be between him and missile fire, if the encounter should turn hostile. They will remain shrouded in their own magical darkness, of course.

JAOOME

XP 12,800

Male dark stalker cleric 4, rogue 4 (*The Tome of Horrors* Complete 143 "Dark Stalker")

CN Medium humanoid (dark folk)

Init +8; **Senses** darkvision 60 ft., see in darkness; **Perception** +7
Aura Chaos

CR 11

AC 23, touch 17, flat-footed 18 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +2 natural)

hp 81 (14d8+18)

Fort +8; **Ref** +14; **Will** +10

Defensive Abilities evasion, trap sense +1, uncanny dodge

Weakness light blindness

Speed 30 ft.

Melee +1 short sword +15/+10 (1d6+4/19–20)

Special Attacks channel negative energy (2d6, 4/day, DC 13), death throes (DC 14), poison use, sneak attack +2d6

Domain Spell-Like Abilities (CL 14th; melee touch +11, ranged touch +15):

6/day—acid dart, touch of darkness (2 rounds)

Spell-Like Abilities (CL 14th; melee touch +13, ranged touch +14):

At will—deeper darkness, detect magic, fog cloud

Spells Prepared (CL 14th; melee touch +13, ranged touch +14):

2nd—create pit^{D*} (DC 15), hold person (DC 15), silence (DC 15), summon monster ii

1st—cause fear (DC 14), command (DC 14), cure light wounds, protection from good, obscuring mist^D

0 (at will)—bleed (DC 13), detect magic, read magic, resistance

D Domain spell **Domains** Caves*, Darkness

Str 16, **Dex** 18, **Con** 13, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +10; **CMB** +13; **CMD** 30

Feats Blind-Fight, Combat Casting, Dodge, Improved Initiative, Mobility, Nimble Moves, Persuasive, Weapon Finesse

Skills Acrobatics +11, Bluff +8, Climb +11, Diplomacy +10,

Disguise +8, Escape Artist +9, Heal +9, Intimidate +10,

Knowledge (dungeoneering) +6, Knowledge (local) +5,

Knowledge (religion) +9, Perception +7 (+9 to locate traps),

Sense Motive +8, Sleight of Hand +9, Spellcraft +6, Stealth

+19; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ rogue talents (black market connections, rogue talents (honeyed words), trapfinding +2

Combat Gear *potion of cure light wounds*, ring of the ram;

Other Gear +2 leather armor, +1 short sword, Kshamarat soul net (see the **Magic Items Appendix**), ring of protection +2,

elegant Kshamarat robes, unholy symbol. Jaoome wears a

necklace with a single ruby in an iron setting. This is a Leng-

ruby, and it is worth 4,000 gp. It will draw the attention of

Leng-spiders and denizens of Leng, both of which relentlessly

and obsessively seek these rubies.

Death Throes (Su) When a dark stalker is slain, its body

combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

Pathfinder Roleplaying Game Advanced Player's Guide

8Q-5. Statue of Isclaadra

Coils and strands of a black mist rise and fall slowly inside this large alcove, most of it gathered in the middle of the open space. After looking at it for a moment, you notice that the ropes of mist seem to be surrounding and caressing the outlines of an invisible shape at the center point of the chamber. You can almost make out the shape as the mist writhes over it; it is approximately ten feet in height, and it seems to have wings.

The *invisible* statue is of the demon-prince Isclaadra, Prince of Mists, a human-like figure with the horns and legs of a goat, with great bat wings folded back.

Anyone viewing the statue for more than a minute and making a DC 15 Perception check, will find that a small thread of black mist appears to have formed between the character's eyes and the statue, as if sight were becoming an actual material thing, in the form of a strand of the black mist. If the character does not stop looking at the statue at this point (DC 15 Will save to avoid), a rope of black mist will form between the character's eyes and the statue, obscuring actual vision, but the character will (after 1d6 minutes) begin to perceive with a sense other than sight, beginning to *commune* with the black mist.

The character may gain one of several possible visions:

1	The character must make a DC 15 Fortitude save or be reduced to 0 hp; success grants the character 500 xp.
2	The character must make a DC 15 Will save or be struck with a curse (blindness, CL 15th). However, once the blindness curse is removed, the character will gain darkvision to a range of 60 ft. (permanently).
3	The character has a vision: "Although your eyes are still blind, a vision begins to form in your mind's eye, of a trail of skulls against a grey background. You float past them as if in a dream, until you come upon a great underground city, in a huge cavern with walls that slope down to an irregular, basin-like floor. One or two high ridges of rock curl through the cavern, like bones, also covered with buildings. Above the city, darkness seems to rise to infinity, shaping itself into the image of a man's cruel-looking face, with two parallel scars running vertically down the sides. This is a vision of the City of Izamne; the rising darkness suggests that there is a dimensional rift over the top of the city, and the face, of course, is the face of the wizard Jupiter Kwan. More details about Jupiter Kwan may be found in Chapter 9: Hidden Worlds of Jupiter Kwan .

4	The character has a vision: "You see a person in dark clothing walk up to a large bronze disk that is set into a hole in a stone floor. The details of the room are vague, but there appear to be several shapes on the floor, perhaps people who are asleep or dead. There are several handles around the edge of the bronze disk, and the man in dark clothing takes hold of one of them. Muscles straining, he pulls the disk to the side, revealing a pit underneath it. As he swings down and climbs into the pit, you see that he has a very distinctive seven-edged scar in the middle of his forehead. As he disappears into the pit below, the vision fades." This is a vision of the throne room in 3H-15 , a rogue disappearing into the catacombs below Ques Querax.
5	The character has a vision: "A tall, thin man stands beside a tall mirror that is fixed to the wall with hinges and latches on each side. The mirror has an elaborate frame that appears to have thousands of pentacles and other arcane symbols stamped or carved into it. The man turns to face the mirror, and you can see that he has a cruel face, marked with parallel scars running up and down the sides. Behind him there is a forest of trees with yellow leaves. The man reaches to the side, apparently undoing the latches on one side of the mirror. He swings the mirror to the side, as if it were a door, but there is another mirror behind the first one. Once again, you can see the reflection of the man with the scarred face. Behind him, there is a room with hundreds of books on the walls. The image fades away."
6	The character has a vision (and must speak Dwarven in order to understand the speech): "You see a grey-skinned dwarf with jet-black hair. He is talking to some other person, but you cannot see the other person clearly. The dwarf says, "Then the King is no longer truly himself. Which means he is also no longer the King." Then the vision fades. This is an image of Moggar Kchak, the King of the Duergar's emissary to the City of Izamne. The image is a true vision of the discussion in which he first realized that the King of the Duergar had come under the influence of some other, mysterious power (see Chapter 12: Font of Darkness).

At any time, a character can pull away from the black mist and break the connection with it. However, it will not link with that character again, ever. Note, too, that very few NPCs would willingly allow a rope of black mist to form a connection between their eyes and an eerie, invisible statue. Only the player characters are likely to be brave enough to attempt communing with the statue of Isclaadra.

8Q-6. North Corridor

A thirty-foot wide corridor leads to the north through an archway. Imbedded in the keystone of the arch there is what appears to be a stone human skull, facing forward. The stone of the skull is a slightly darker color than the stone of the archway.

The corridor continues, leading to **Hex 9R** and then eventually to the City of Izamne, in **Hex 13R**. Every 200 ft. there is one of the stone skulls imbedded in the stone of the corridor wall. These rather eerie markings are actually guideposts leading to the City of Izamne. The primary corridor that the characters are following will have several side tunnels and dead-end forks; if they think they are lost, they can scout forward to find the skulls and remain on the correct path.

8Q-7. Waterfall Cavern (CR 9)

Beyond the secret door, you can hear the sound of rushing water, the roar of a river crashing down into unknown deeps.

This series of waterfall caverns offers a route to the secondary tunnel shown on the main map in **Hex 8P**, although making the descent can be dangerous (DC 15 Climb check or fall). The height of the northernmost waterfall, dropping into the cavern from above, is 80 ft. The second waterfall is a drop of 60 ft., and the last waterfall is 100 ft. By the time the characters reach the bottom of this cavern from the top, they will have descended 160 ft. deeper into the earth.

The middle section of the cavern (waterfalls above and below) is the lair of **6 cavern lizards**. These creatures will not offer direct combat with the adventurers, but they will use their ability at climbing walls to get at the characters while they are making a descent (or ascent) through the cavern. If possible, they will wait to attack until people are hanging from ropes or pitons.

GIANT LIZARDS (6)**XP 1,600****hp 42 (Chapter 1, Wandering Monsters)****CR 4**

Treasure: The cavern lizards have a deep alcove behind their waterfall, where they have stored 20 skeletons (18 are small, being the skeletons of dark creepers, and 2 are taller, dark stalkers). Various bits and pieces are scattered in and around the bones, including: 18 daggers and 2 short swords, 18 sets of horrid-smelling rags, 2 very nice sets of dark stalker clothing (both are of the Kshamarat culture), 2 black face-veils, 33 takka coins (worth 25 gp each), 171 gp, 1,265 sp, 2,001 cp, 5 small opals (10 gp each), a rotted-through carpet 3 ft. x 4 ft., and a battered copper amulet with a rune carved into it (the same rune that is on the chest of the statue of Noagana at **8Q-2**).

Hex 9L: Prison of the Jack-in-Irons

9L-1. Raving in the Dark

The floor of the wide, naturally-formed tunnel is intermittently broken from place to place by upward-reaching spikes of stalagmites, some of them rising high enough to meet with the downward-hanging stalagmites of the ceiling's irregular heights. Ahead, you can hear noise: a voice of some kind but in such a deep register that it sounds like an earthquake or the crash of waves. As you draw nearer, the bass tones of the voice make the stone itself vibrate.

From these two locations (to the northwest and southeast of the cavern's center) the approaching adventurers will be able to hear the mad ravings and curses of the imprisoned giant.

9L-2. The Prison (CR 17)

The tunnel corridor that you have been following for miles begins to widen, opening to a long cavern area ahead, perhaps fifty feet wide or so. Approximately seventy feet into the long cavern there is a pool, beside which stands a ring of stalagmites. You can see the source of the deep voice that shakes the earth; a huge, hulking giant stands in the center of the ring of stalagmites, girded in chains and manacles that are bolted to the cavern floor. The giant's face is feral and inhuman, much like that of an impossibly huge orc. It stands twenty feet tall, with broad, powerful musculature.

The giant's back arches as if in pain, as it howls a constant stream of curses and incoherent, babbling rage. It has apparently not noticed your approach, or if it has, it chooses not to be distracted from its fury.

This colossus is a **jack-in-irons**, a rare type of giant. It has been imprisoned in this cavern for two centuries, chained with manacles of great magical power, and it has gone irrevocably mad over these many years. The giant's name was once Dormdhyad, but it has forgotten any existence prior to its bondage in this cavern.

It is dangerous to assume that the giant's chains restrict it to the ring of stalagmites surrounding it; in fact, they are long enough to allow Dormdhyad to charge to within 10ft of either of the cavern's walls. Additionally, he is strong enough to break off pieces of stalagmite to throw, should he need a missile weapon.

Dormdhyad was placed here by the dark folk to guard the back entrance into Izamne. In addition to the magical chains binding the giant, it is enchanted to fall into a stupor when it hears the sound of the azamarthi, a wind instrument played by the dark folk of the Avarthamna civilization. This particular enchantment, which is unknown to the Kshamarat dark



stalkers, gives the Avarthamna a secret route in and out of Izamne.

Anyone who does not sound some notes on an azamarthi (no matter how badly) before trying to pass through the cavern will be attacked by Dormdhyad (see the **Glossary** entry for “Azamarthi”).

DORMDHYAD, JACK-IN-IRONS GIANT XP 102,400

CR 17

The Tome of Horrors Complete 319

CE Huge humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +27

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, –2 size)

hp 321 (26d8+204)

Fort +23; **Ref** +11; **Will** +12

Defensive Abilities rock catching

Speed 40 ft.

Melee spiked greatclub +31/+26/+21/+16 (3d8+19 plus daze) or great chain +31/+26/+21/+16 (2d8+13 plus daze) or 2 slams +30 (2d6+13 plus daze)

Ranged rock +19 (2d6+19)

Space 15 ft.; **Reach** 15 ft.

Special Attacks daze, pound, rock throwing (140 ft.), shake the earth, trample (2d6+19, DC 36)

Str 36, **Dex** 12, **Con** 26, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +19; **CMB** +34 (+36 sunder, +38 bull rush); **CMD** 45 (47 vs. sunder, 49 vs. bull rush)

Feats Awesome Blow, Cleave, Endurance, Greater Bull Rush, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (great chain), Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub), Weapon Focus (chain)

Skills Climb +18, Intimidate +25, Perception +27, Survival +11

Languages Giant

Gear spiked greatclub, great chain

Daze (Ex) Any creature hit by a jack-in-iron's melee attack must succeed on a DC 36 Fortitude save or be dazed 1d2 rounds. The save DC is Strength-based and is a function of the jack-in-irons not its weapon(s).

Pound (Ex) A jack-in-irons that makes a successful grapple check against a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+19 points of bludgeoning damage to the victim. In addition, the opponent must succeed on a DC 36 Fortitude save or be stunned for one round. A jack-in-irons can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

Shake the Earth (Ex) As a standard action, a jack-in-irons can stomp its foot on the ground causing powerful vibrations to radiate out around the giant. Any creature within 5 feet of the jack-in-irons must succeed on a DC 36 Reflex save or fall prone. The save DC is Strength-based.

The only thing of value in the giant's possession is the pair of manacles that bind his chains to the stone of the cavern. These unique items are the *manacles of hate* (see the **Magic Items Appendix**). Unfortunately, Dormdhyad is too far gone in his insanity to allow anyone to approach him in an effort to free him.

If Dormdhyad stamps his foot to shake the earth, tiny hairline cracks will open in several places in the stone, and wisps of darkmist will drift out for a while. There is no structural damage that the characters should worry about (although they might) — the only effect is the wisps of darkmist being forced from the stone.

When Dormdhyad dies, a string of darkmist will begin to float from his nostrils and mouth, barely visible until the three strands join together and drift groundward, then making a sinuous flow toward a crack in the ground. **Note to the GM:** this material is Darkmist (see **Glossary**).

Hex 13R: The City of Izamne

The overview map of the City of Izamne covers only a few of the main locations in the city, which should be enough for basic playing or if you decide to add more depth to the city's character by adding more map locations with their denizens. Keyed locations are described in the second half of this chapter.

General Adventuring in Izamne

Most of the city's more prosperous business concerns do not rely on pictures or written signs to attract business; rather, slaves are employed to call and cajole passers-by toward the open doors. It is, of course, advisable to know where one is going before stepping across unknown thresholds, regardless of how persuasive the door-slave might be. Caution develops quickly. Walking through the streets of Izamne is a bizarre experience, with darkness and shadow on all sides, buildings looming from the murk as the characters pass through. Bats and stranger things wheel and squeak in the great vault of the stone ceiling, a background noise behind the calls of door-slaves and the occasional long-quavering scream in the distance. This is not a human place, despite the superficial resemblances of the buildings and inhabitants; the similarities are at best coincidental, and at worse the mimicry of predators. This is a place where light is an unwelcome stranger, a nod to the needs of foreign visitors — a weakness. And Izamne is a place that tolerates few weaknesses.

Reading the Map

The city is built in the uneven basin of a massive cavern, and contains naturally-formed hills and ridges that have simply been incorporated into the city's construction. As with many human cities, the higher elevations are occupied by the city's richer inhabitants and by important buildings such as the temples. The bottom level of the basin is occupied by the poorest inhabitants of the city, and is a vast, deadly expanse of slums that seethes in the eternal darkness of the cavern, unpoliced and unregulated by the wealthier inhabitants of the high, curving ridges and hills of the city.

Currency

The traders and other citizens of Izamne all accept gold coins and other normal currency, but due to the weight of metal currency most of them prefer to do business using tokens that are produced by the duergar, called *takkas*. One takka is worth 25 gp, and they are lighter than ordinary coins, with 40 to the pound (thus, a 1,000 gp value of takka weighs exactly 1 pound).

Flying

Of all the various modes of travel in the great basin-cavern of Izame, flying over the city can certainly yield the most interesting results. For instance, it is extremely likely that the characters will expect that there is a ceiling over the top of the city, which is not the case. At an altitude of 200 ft. over the top of the city, the darkmist forms into a dimensional vortex, sweeping into one of the realms controlled by the archmage Jupiter Kwan. If the characters are caught in the vortex, refer to **Chapter 9: Hidden Worlds of Jupiter Kwan**.

If the characters do not venture to the heights of the cavern, they will still have to contend with the limited visibility caused by the darkmist, and with stirges. Stirges infest the heights of the cavern, having thousands of nests in the cavern walls.

Climbing on Rooftops

Running along the tops of roofs, leaping over the small gaps between tightly-packed medieval buildings, is a favorite tactic for characters that suddenly find the need for a quick getaway or an easy entrance into a wood-shingled building. The tactic works in Izamne, as well, although running along rooftops in the dark is an inherently dangerous game. To some degree, it is easier in Izamne than it is in a city where the rooftops are peaked to throw off snow: most of the rooftops in Izamne are flat, which reduces the chance of falling or sliding (DC 10 Acrobatics check to maintain footing on the roofs; GM to adjust based on activities, +/- 5). However, the citizens of Izamne are generally predatory, crafty, and highly conscious that they need to protect their lairs. The rooftops are filled with traps and other defenses that have been placed specifically to kill or disable anyone running along them.

For every 50 ft. (one square on the map) of travel on rooftops, make a roll on the following table:

Rooftop Encounter Check (1d20)

1–15	No danger encountered
16–18	Rooftop Trap (see Table below)
19–20	Rooftop Animal (see Table below)

Rooftop Traps (1d20)

1–5	Large, spring-mounted net, with attached alarm bell.
6–10	Scything blade
11–15	Razor blades and wire.
16–19	Snares
20	Noxious gases.

CATAPULTING SNARE TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 20; Disable Device DC 15

Trigger location; Reset manual

Effect hidden snare throws target onto sharpened spikes and glass (4d6, impalement); DC 20 Reflex avoids.

NET and ALARM TRAP

CR 1

XP 400

When this trap is triggered, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. Net traps have an anchoring rope keeping those entangled in place. Unless the target succeeds on a DC 22 Strength check, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you.

POISON GAS TRAP

CR 5

XP 1,600

Type mechanical; Perception DC 15; Disable Device DC 15

Trigger location; Reset repair

Effect poison gas (blue whinnis); never miss; onset delay (1 round); multiple targets (persists for 1 round)

BLUE WHINNIS

Type poison (injury); Save Fortitude DC 14

Frequency 1/round for 2 rounds

Initial Effect 1 Con damage; Secondary Effect unconsciousness for 1d3 hours; Cure 1 save

RAZOR BLADES and WIRE

CR 3

XP 800

When a creature moves into the area covered by razor blades and wire, make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the attack succeeds, the creature has stepped on the razor blade. The blade deals 1 point of damage, and the creature's speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps in the razor wire. Any creature moving at half speed or slower can pick its way through the wires with no trouble.

SCYTHE BLADE TRAP

CR 3

XP 800

Type mechanical; Perception DC 25; Disable Device DC 25

Trigger location; Reset manual

Effect Atk +15 melee (scythe; 2d6+4/×4)

Rooftop Animals* (1d10)

1	1 gloom crawler
2	1d6 goblin dogs
3	2d6 stirges
4	1 chained-up alarm-goblin
5	1d6+10 normal poisonous snakes
6	1d10 cave crickets
7	2d4 giant leeches
8	1d4+1 tunnel worms
9	1d4 shriekers
10	3d6 giant rats

*Rooftop animals include everything from encounters with guard animals to encounters with the predators that haunt the rooftops of Izamne.

CAVE CRICKET

CR 1/2

XP 200

The Tome of Horrors Complete 96

N Small vermin

Init +0; Senses darkvision 60 ft.; Perception +2

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size)

hp 5 (1d8+1)

Fort +3; Ref +0; Will +0

Immune mind-affecting effects

Speed 30 ft.

Melee 2 kicks +2 (1d3+1)

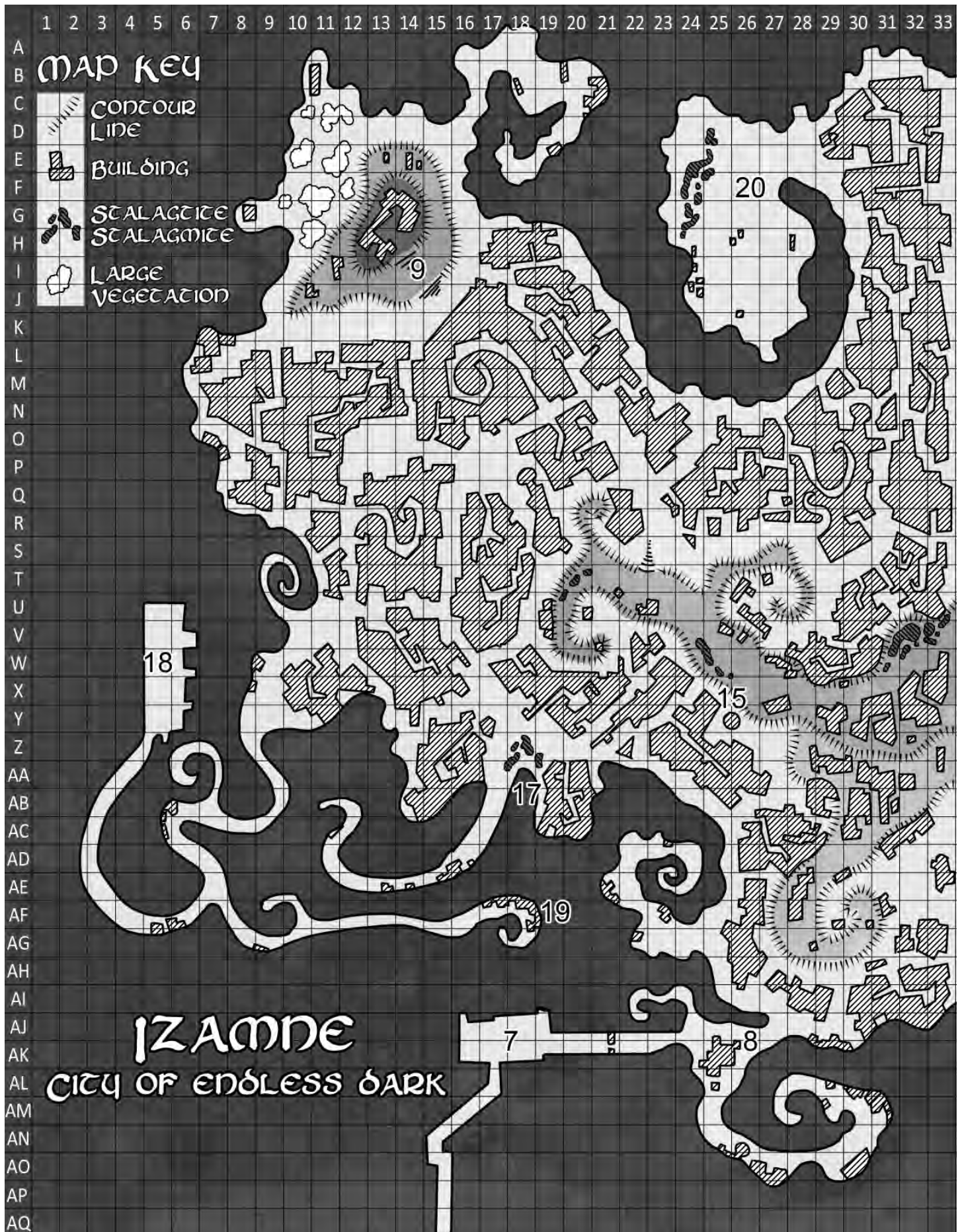
Special Attacks chirp

Str 13, Dex 10, Con 12, Int —, Wis 10, Cha 7

Base Atk +0; CMB +0; CMD 10 (18 vs. trip)

Skills Acrobatics +0 (+10 when jumping), Perception

+2; Racial Modifiers +10 Acrobatics when jumping, +2 Perception



CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK



CYCLOPEAN DEEPS VOLUME 1

SQ leap

Chirp (Ex) Creatures within 20 feet of a chirping cave cricket cannot be heard unless they scream. Spellcasters in the area must succeed on a DC 11 Concentration check to successfully cast a spell. The chirping increases the chance of wandering monsters by 30%. The check DC is Constitution-based.

Leap (Ex) A cave cricket is a natural leaper and gains a +10 racial bonus to Acrobatics checks when jumping.

DIRE RAT

CR 1/3

XP 135

hp 5 (*Pathfinder Roleplaying Game Bestiary* "Rat, Dire")

GLOOM CRAWLER

CR 8

XP 4,800

The Tome of Horrors Complete 326

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +18

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 size)

hp 95 (10d10+30 plus +10)

Fort +10; **Ref** +9; **Will** +6

Defensive Abilities all-around vision; **Immune** flanking

Weaknesses vulnerability to sunlight

Speed 20 ft.

Melee bite +16 (1d8+7), 10 tentacles +11 (1d6+3 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

Special Attacks constrict (1d6+7)

Str 24, **Dex** 14, **Con** 16, **Int** 4, **Wis** 12, **Cha** 2

Base Atk +10; **CMB** +19 (+23 to grapple); **CMD** 31 (cannot be tripped)

Feats Improved Initiative, Iron Will, Toughness, Weapon Focus (bite), Weapon Focus (tentacle)

Skills Perception +18; **Racial Modifiers** +4 Perception

CHAINED GOBLIN

CR 1/4

XP 100

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin", with the following changes; **CR** and **XP** reduced due to bondage; non-combative)

GIANT LEECH

CR 2

XP 600

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Leech, Giant")

GOBLIN DOG

CR 1

XP 400

hp 9 (*Pathfinder Roleplaying Game Bestiary* "Goblin Dog")

SHRIEKER

CR –

XP –

This human-sized purple mushroom emits a piercing sound that lasts for 1d3 rounds whenever there is movement or a light source within 10 feet. This shriek makes it impossible to hear any other sound within 50 feet. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that this noise means there is food or an intruder nearby.

SNAKE, VENOMOUS

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous")

STIRGE

CR 1/2

XP 200

hp 5 (*Pathfinder Roleplaying Game Bestiary* "Stirge")

TUNNEL WORM

CR 7

XP 3,200

The Tome of Horrors Complete 619

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +15

AC 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, –2 size)

hp 112 (9d10+54 plus 9)

Fort +12; **Ref** +9; **Will** +5

Speed 20 ft., burrow 20 ft.

Melee bite +14 (2d6+9 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks rend armor

Str 22, **Dex** 13, **Con** 22, **Int** 1, **Wis** 10, **Cha** 6

Base Atk +9; **CMB** +17 (+21 to grapple); **CMD** 28 (can't be tripped)

Feats Iron Will, Lightning Reflexes, Toughness, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +15

Rend Armor (Ex) If a tunnel worm grapples an opponent wearing armor, it attempts to chew away the armor with its powerful mandibles. With a successful grapple check it deals double its regular bite damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed.

Buildings

The adventurers will, at some point, start investigating individual buildings. Use the following tables to determine what sort of decadence or iniquity the building contains.

Note that most buildings in the city do not have windows since there is virtually no view, and windows simply offer burglars or assassins a way into the house. Windows are normally built more like secret doors, for use as an escape.

Izamal Buildings

Roll 1d100 and refer to alphabetical listing below:

1–40	Store (see sub-table)
41–50	Tavern or gambling den
51–60	Temple (see sub-table)
61–70	Residence, private (wealthy)
71–80	Residence, group (apartments/flats)
81–85	Brothel
86–88	Stable
89–91	Food Production (dairy, poultry, etc.)
92–93	Flophouse
94	Mill/Pump
95	Theater of Sound and Shadow
96	Reliquary-House (dark stalkers/creepers)
97	Alchemical Workshop
98	Wizard, shaman, or other spellcaster
99	Gladiatorial arena (also used for animal pit-fighting)
00	Agent of Operations

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

Agent of Operations

This building is the office and living quarters of an individual who does the dirty work for some faction, group, cult, race, guild, merchant-house, noble, or other employer. The guards, fortifications, and treasure in an agent's office will most likely be proportionate to the power of the agent's client(s). An agent who represents one faction of the beggar's guild will not have the same sort of operations as an agent who represents several powerful mercantile houses. Most agents of operation in the city will, unsurprisingly, be **dark stalkers** (95% chance). Such a dark stalker will have **3d6 dark creepers** to undertake various tasks. The race of a non-dark folk agent may be determined as follows, using 1d6:

1	Duergar
2	Drow
3	Serpentfolk
4	Shroom
5	Night-ghoul
6	Khryll

DROW WARRIOR

CR 5

XP 1,600

Male drow warrior 6 (*Pathfinder Roleplaying Game Bestiary* "Drow")

CE Medium humanoid

Init +3 **Senses** darkvision 120 ft.; **Perception** +8

AC 17 touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 shield)

hp 39 (6d10+6)

Fort +5; **Ref** +5; **Will** +2; +2 vs. enchantment

Immune sleep; **SR** 11

Weaknesses light blindness

Speed 30 ft.

Melee masterwork rapier +11/+6 (1d6+1/18-20 plus poison)

Ranged masterwork hand crossbow +10 (1d4/19-20 plus poison)

Spell Like Abilities (CL 6th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Str 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 11, **Cha** 12

Base Atk +6 **CMB** +7 **CMD** 20

Feats Weapon Focus (rapier), Toughness, Weapon Finesse

Skills Acrobatics +9, Perception +8, Intimidate +10; **Racial**

Modifiers +2 Perception

Languages Elven, Undercommon

SQ poison use

Gear *potion of cure light wounds*, *potion of heroism*;

Other Gear masterwork studded leather, masterwork buckler; masterwork cold iron rapier, masterwork hand crossbow, 350 gp

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness — this poison allows drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; cure 1 save.

DUERGAR SERGEANT

CR 2

XP 600

Male duergar fighter (Unbreakable) 3 (*Pathfinder Roleplaying Game Bestiary* "Duergar", *Pathfinder Roleplaying Game Advanced Player's Guide* "Unbreakable")

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; **Perception** +2

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 34 (3d10+9)

Fort +6; **Ref** +2; **Will** +2; +2 vs. spells and spell-like abilities

Defensive Abilities unflinching +1; **Immune** paralysis, phantasms, poison

Weakness light sensitivity

Speed 20 ft.

Melee warhammer +6 (1d8+2/x3)

Ranged light crossbow +4 (1d8/19–20)

Spell-Like Abilities (CL 3rd):

1/day—*enlarge person* (self only), *invisibility* (self only)

Str 14, **Dex** 13, **Con** 17, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 16 (20 vs. bull rush and trip)

Feats Diehard, Endurance, Nimble Moves, Point Blank Shot, Weapon Focus (warhammer)

Skills Climb +4, Perception +2, Stealth +3, Survival +5

Languages Common, Dwarven, Undercommon

SQ armor training 1, slow and steady, stability +4

Combat Gear *potion of cure moderate wounds*; **Other Gear**

hide armor, warhammer, light crossbow, 20 bolts, 2d6gp,

20% chance of gem (1d6 x 100 gp value).

KHRYLL

CR 6

XP 2,400

hp 52 (*Monster Appendix*)

NIGHT-GHOUL

CR 3

XP 800

hp 26 (*Monster Appendix*)

SERPENTFOLK

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* 2 "Serpentfolk")

SHROOM

CR 3

XP 800

hp 39 (see the *Appendix*)

An agent's quarters may have additional bodyguards/servants, as the GM see fit.

Alchemical Workshop

The limitless caverns beneath the world are a veritable wonderland for those who revel in strange ingredients, bizarre rituals, poisons, and other facets of alchemy. Of the various races and species of the Cyclopean Deeps, the shrooms are the best known for their alchemy, although the serpentfolk are almost as adept as the toadstool-men. Most alchemists in Izamne will work for anyone who pays them, and there is no law or guild to prevent them from selling poisons, explosives, or other dangerous substances.

Brothel

Given the number of different races and species that gather in the darkness of Izamne, brothels are numerous and diverse. Many of these houses of ill repute also serve other purposes: many political factions and organized crime gangs are headquartered (often secretly) in the city's brothels. These are some of the most heavily guarded and fortified businesses in the city.

Flophouse

Entire tribes of nomads and small armies of raiders will occasionally pass through Izamne over the course of a few days. The city's transient population changes far too much for normal inns to handle the demands that migrations and wars can cause. As a result,

CYCLOPEAN DEEPS VOLUME 1

many of the buildings (especially at the bottom of the cavern basin) are nothing more than common rooms with sleeping pallets filled with dried fungi for cushioning. Roll 1d6 (1d4–1 times) to determine other patrons:

1–2	1d6 duergar and 1 duergar sergeant
3–4	1d6 drow soldiers
5	1d2 serpentfolk
6	1 khryll
7	1d8 night-ghouls
8	1 dark stalker with 1d4+4 dark creepers

DARK CREEPER CR 2
XP 600
hp 19 (Chapter 1, Wandering Monsters)

DARK STALKER CR 4
XP 1,200
hp 39 (Chapter 1, Wandering Monsters)

DROW SOLDIERS CR 1/3
XP 135
hp 5 (Pathfinder Roleplaying Game Bestiary “Drow”)

DUERGAR CR 1/3
XP 135
hp 7 (Pathfinder Roleplaying Game Bestiary “Duergar”)

DUERGAR SERGEANT CR 2
XP 600
hp 34 (see Agent of Operations, above)

KHRYLL CR 6
XP 2,400
hp 52 (Monster Appendix)

NIGHT-GHOUL CR 3
XP 800
hp 26 (Monster Appendix)

SERPENTFOLK CR 4
XP 1,200
hp 42 (Pathfinder Roleplaying Game Bestiary 2 “Serpentfolk”)

Food Production

This building contains one of the following (roll 1d8):

1	Dairy (weird subterranean goats)
2	Poultry (blind chickens)
3	Egg-production (giant lizards of various sizes)
4–5	Fungus-farming (very bad smells here)
6	Long Meat (sapient beings are being fattened here)
7	Short meat (usually lizards)
8	Delicacy (usually grubs or insects, but sometimes refining sugars from some raw material such as sugar-moss or sweetgrubs)

Most of these agricultural businesses are operated by dark creepers on behalf of one or more dark stalkers. Obviously, farming in the Under Realms cannot depend on the presence of light, so these farms are not only inside buildings next to residences, but they are multi-story buildings that might have giant lizards on one level, the farmer’s residence on the next floor, and fungus farming on the roof. The methods, crops, and animals are completely different from what the characters are familiar with.

Gladiatorial Arena

Gladiatorial contests and animal fights are favorite entertainments of the vicious occupants of Izamne.

Mills/Pumps

With neither wind nor water to power the milling needs of the city, slave power is put to use in these essential businesses. Mills are used to produce fungus-based flour, mechanical bellows power blast-furnaces and forges, and pumps draw strange alchemical liquids from deep beneath the cavern.

Reliquary-House

These are the communal buildings of the dark stalkers; dark creepers in the normal ratio will be close at hand in the buildings around the reliquary-house, but the majority of occupants will be stalkers. Out of a 1d100 roll, there is a 55% chance that the reliquary-house will be from the Avarthamna civilization, a 43% chance that it will be of the Kshamarat culture, and a remaining 2% chance that it will be from a “foreign” dark folk culture. Since handling a dark folk culture that isn’t described in this module would require some fast impromptu work on the part of the Referee, feel free to disregard and re-roll the 2% possibility if it comes up. See descriptions of the two major dark folk cultures in the introductory sections of this module.

A reliquary-house of either civilization will contain (at any given time) **1d6+1 dark stalkers** and **3d6 dark creepers** to attend the stalkers or maintain the relics. Avarthamna reliquary-houses contain hundreds of wooden ancestor disks and shrunken heads, and may generally resemble the ones described in **3R-15**. Kshamarat reliquary-houses contain bundles of teeth and scalps hanging in decorated alcoves, and will be similar to the one described at location **3R-11**.

Not every reliquary-house will have the ability to create a **reliquary-grue** such as the one in **13R-11**, but most will have some sort of feature that makes it unusual. These include (roll 1d6):

1	Reliquary grue
2	Rising column of darkmist (probably collected into jars from time to time)
3	1d4 gargoyle guards
4	Altar/shrine to Noagana (Kshamarat) that will summon 1d3 spirit nagas , or a statue of Isclaadra (Avarthamna) that will summon 1d2 vrock demons .
5	1d4+1 shadows lurk in the niches and crannies where ancestor-tokens are kept, and will attack if the tokens are disturbed (although they don’t care about other treasures being looted)
6	Treasure is cursed , and anyone stealing it must make a DC 20 Will save or make attacks at –1 to hit until the curse is removed (CL 12th).

DEMON (VROCK) CR 9
XP 6,400
hp 112 (Pathfinder Roleplaying Game Bestiary “Demon, Vrock”)

GARGOYLE GUARDS CR 4
XP 1,200
hp 42 (Pathfinder Roleplaying Game Bestiary “Gargoyle”)

GRUE CR 3
XP 800
hp 51 (Monster Appendix)

SHADOW CR 3
XP 800
hp 19 (Pathfinder Roleplaying Game Bestiary “Shadow”)

SPIRIT NAGA CR 9
XP 6,400
hp 95 (Pathfinder Roleplaying Game Bestiary “Naga, Spirit”)

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

Treasure in a Reliquary-House will generally be something like the following (1d6):

1	Statues are made of precious metals and are worth a combined total of 1d6 x 1,000 gp
2	Statues have eyes and details made of precious and semi-precious stones, and have a combined value of 1d6 x 1,000 gp plus 1d100 gp
3	Draperies and wall hangings are textured with pictures (they are never seen by the dark folk, but they are touched), and are worth a combined total of 1d4 x 1,000 gp
4	Ancestor tokens are kept in boxes made of valuable substances (wood, underground, is rare, for example), and are worth a total of 1d100 x 100 gp
5	A captive from the other dark folk culture is being kept in the reliquary house and will soon be converted into a trophy. The captive can be ransomed, if rescued, to a reliquary-house of the other culture for 1d10 x 100 gp.
6	Food that has been left as an offering to the ancestor tokens is valuable (fruits or delicacies), worth 1d10 x 100 gp

DARK CREEPERS

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

DARK STALKERS

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

CR 4

Treasure will vary in the reliquary-houses, but will generally total in the neighborhood of 2d6+3 x 1,000 gp. For the most part, this will be the value of decorations and furnishings; only a fraction of the total will be in coins.

Residence, Group

The poorer denizens of Izamne do not own entire buildings; they live in *insulae*, which are effectively like modern-day apartments or flats. The interior of these buildings usually has a central stairway leading to 1d4+2 levels; unlike the traditional Roman insula, there is no central well to allow light to enter ... here, there is no light outside or inside. Apartments within the insula are usually 10 ft. x 20 ft., and house 1d2 individuals each.

Each level of an insula will have 1d2+4 apartments on a floor. Since floors are ordinarily segregated (by choice) according to the species of the inhabitants, each floor will have generally the same type of inhabitant. These are, of course, overwhelmingly made up of dark creepers:

Population of a full floor (1d100):

1–60	1d6+6 dark creepers and their 2 dark stalkers
61	Entire floor is infested with 1d6 shadows
62–70	1d2 x 4 night-ghouls
71	1d6 denizens of Leng
72–75	1d6 serpentfolk
76–80	1d2+6 drow
81–85	1d8 troglodytes
86–95	1d6+4 duergar
96	Floor is infested with 1d6+6 giant spiders
97–98	mite nest with 3d10 common mites and 1d10 pesties
99	1 syanngg
00	1 khryll

DARK CREEPERS

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

DARK STALKERS

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

CR 4

DENIZEN OF LENG

XP 4,800

hp 95 (Pathfinder Roleplaying Game Bestiary 2 "Denizen of Leng")

CR 8

DROW

XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary "Drow")

CR 1/3

DUERGAR

XP 135

hp 7 (Pathfinder Roleplaying Game Bestiary "Duergar")

CR 1/3

GIANT SPIDERS

XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary "Spider, Giant")

CR 1

KHRYLL

XP 2,400

hp 52 (Monster Appendix)

CR 6

MITE

XP 400

The Tome of Horrors Complete 429

LE Small fey

Init +1; Senses darkvision 90 ft., low-light vision, scent;

Perception +5

CR 1/2

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 3 (1d6)

Fort +0; Ref +3; Will +3

DR 2/cold iron

Weaknesses light sensitivity

Speed 20 ft., climb 20 ft.

Melee dagger +2 (1d3–1/19–20), bite +2 (1d2–1)

Ranged dart +2 (1d3–1)

Special Attacks hatred

Spell-like Abilities (CL 2nd):

At will—*prestidigitation*

1/day—*doom* (DC 11)

Str 8, Dex 13, Con 11, Int 8, Wis 13, Cha 10

Base Atk +0; CMB –2; CMD 9

Feats Weapon Finesse

Skills Climb +11, Craft (traps) +7, Perception +5, Stealth +10;

Racial Modifiers +4 Craft (traps)

Languages Aklo

SQ vermin empathy +4

Gear dagger, 6 darts

Hatred (Ex) Mites receive a +1 bonus on attack rolls against creatures with the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one

CYCLOPEAN DEEPS VOLUME 1

creature possessing a single mind — a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

NIGHT-GHOUL

XP 800

hp 26 (Monster Appendix)

CR 3

PESTIE

XP 600

The Tome of Horrors Complete 430

N Small fey

Init +3; Senses darkvision 90 ft., low-light vision, scent;

Perception +5

CR 1

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 7 (2d6)

Fort +0; Ref +6; Will +4

DR 2/cold iron

Weaknesses light sensitivity

Speed 40 ft., climb 20 ft.

Melee dagger +5 (1d3–1/19–20)

Ranged dart +4 (1d3–1)

Special Attacks hatred, sneak attack +1d6

Spell-like Abilities (CL 2nd):

At will—*prestidigitation*

1/day—*doom* (DC 11)

Str 8, Dex 17, Con 11, Int 6, Wis 13, Cha 10

Base Atk +1; CMB –1; CMD 12

Feats Weapon Finesse

Skills Acrobatics +7, Climb +11, Perception +5, Sleight of Hand +11, Stealth +13; Racial Modifiers +4 Sleight of Hand, +4 Stealth

Languages Aklo (cannot speak)

Gear dagger, 6 darts

Hatred (Ex) Pesties receive a +1 bonus on attack rolls against creatures with the dwarf or gnome subtype due to special training against these hated foes.

Sneak Attack (Ex) Pesties have a sneak attack for +1d6 damage that is identical to the rogue ability. This ability stacks with any sneak attack damage that a pestie gains through taking rogue levels.

SERPENTFOLK

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* 2 “Serpentfolk”)

CR 4

SHADOW

XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary* “Shadow”)

CR 3

SYANNGG

XP 3,200

hp 52 (Monster Appendix)

CR 7

TROGLODYTE

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Troglodyte”)

CR 1

Residence, Private

Some of the inhabitants of Izamne are rich enough or simply powerful enough to own an entire building in one of the blocks (group residences and private residences are found side by side in most city blocks). Ahead of time, you may want to make a list of private building that the characters might find, for these can be used to house patrons, powerful opponents, or locations that will define your own version of the city.

However, assuming that you don’t have the time to do so, the following table may be used to determine the activity or inhabitants of a particular building.

1–10	Headquarters of a night-ghoul leader and his 1d10+10 night-ghoul followers . There is a 50% chance of a goblin slave with 1d4 goblin dogs being used to scent intruders, and a second 25% chance that there are shriekers independently or in addition to the dogs.
11–55	Private residence of an important dark s talker aristocrat with 1d4+8 normal dark stalker followers and their total of 3d10 dark creepers . There is a 75% chance of a goblin slave with 1d4 goblin dogs being used to scent intruders, and a second 25% chance that there are shriekers independently or in addition to the dogs.
56–60	Gelatinous-Cuber. Dark stalker (and its creepers) have a group of 1d4+4 gelatinous cubes that are trained to move where they are led/ordered. They clean the streets of garbage, and the cuber-crew makes them spit out the contents when the work is done. Contents are then used, sold, or fed to the otyugh in the basement.
61–65	Serpentfolk sorcerer and servants (1 dark creeper as majordomo and 1d6+5 goblins). Serpentfolk in Izamne always have 1d2 goblin slaves with 1d4 goblin dogs each to scent intruders, and there is a 25% chance that there are shriekers independently or in addition to the dogs.
66–70	1 Leng-spider (will pay for rubies, dead Leng-men, or an attack into the tunnel of the Leng-men in Area 13R-16).
71–75	Slave Stable. 1d10+5 bugbears and 1d20+10 goblins , sometimes with overseer but they have nowhere to run to. There is a 5% chance to find a living human in this sort of hellhole. No dwarves or elves other than their bones, though.
76	1 Neh-Thalgg
77	1 Aboleth with 1d20 skum servants (this would be a very secret hiding place for the aboleth).
78–80	House of a Dark Confessor (Monster Appendix). The confessor will be attended by the same entourage as a dark stalker’s private residence (as described in this table)
81	The house is currently filled with a constant flow of darkmist from beneath the city. There is a 25% chance that walking into the house will transport the characters to one of the realms of Jupiter Kwan (see Chapter 9: Hidden Worlds of Jupiter Kwan and roll 1d4 to determine which reality the characters arrive in).
82–85	Ogre mage master with 4 ogre mage apprentices in attendance, and 10 normal ogres . They are accompanied by a retinue of 45 goblins (servants of various functions) and 10 goblin dogs .
86–87	Encephalon gorgor bounty-hunter , in the city to murder khyrl.
88–89	Khyrl bounty hunter seeking encephalon gorgers
90–91	Lich with 1d6 goblin servants.

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

92	The remains of a slowly dying quasi-deity that has inhabited the structure for the last 4,000 years. Its flesh has oozed into most of the nooks and crannies of the house and bulges like great cushions against the pillars supporting the roof. Servants sustained by ancient verses and spells walk across its endless flat flabs of inch-thick skin to pour buckets of nutritive gruel into its many-tongued mouth. They leave quickly, before the food can fully awaken the senses of the dying monstrosity. (There is only one such location in Izamne, although there is another location that is similar, while managing to be considerably worse)																
93–95	Family Tomb (non dark folk): The vast majority of Izamne's population, the dark folk, self-immolate when they die, which creates a major damper on the undertaking business. There are virtually no permanent tombs in Izamne, and these are mainly commercial enterprises rather than religious ones. Virtually all funerary ceremonies in Izamne are a quick celebration followed by some sort of fast destruction or appropriate discarding of the body. Some duergar entrepreneurs have constructed a crematorium that was originally popular but is now used mainly for fast-searing the remains of dead slaves before cooking them in vats of stock.																
96–99	Patron of the arts. Evil and chaos are not without their own twisted aesthetic values, and art, no matter how strange, dissipated, or horrific, thrives in the wealth of Izamne's decadence culture. To determine the basic type of fine art being pursued at this patron's residence, roll on the table below. <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">1</td><td>Torture</td></tr> <tr> <td style="text-align: center;">2</td><td>Insidious Rhetoric</td></tr> <tr> <td style="text-align: center;">3</td><td>Assassination</td></tr> <tr> <td style="text-align: center;">4</td><td>Evil Chanting (minor chords)</td></tr> <tr> <td style="text-align: center;">5</td><td>Painting</td></tr> <tr> <td style="text-align: center;">6</td><td>Sculpture</td></tr> <tr> <td style="text-align: center;">7</td><td>Scarification, tattooing, and piercing</td></tr> <tr> <td style="text-align: center;">8</td><td>Theater of Chaos</td></tr> </table>	1	Torture	2	Insidious Rhetoric	3	Assassination	4	Evil Chanting (minor chords)	5	Painting	6	Sculpture	7	Scarification, tattooing, and piercing	8	Theater of Chaos
1	Torture																
2	Insidious Rhetoric																
3	Assassination																
4	Evil Chanting (minor chords)																
5	Painting																
6	Sculpture																
7	Scarification, tattooing, and piercing																
8	Theater of Chaos																
100	An empty and recently abandoned residence of 1d4+2 floors, with a few discarded pieces of furniture. The reason for the departure is unknown, whether it was a legal foreclosure, an arrest, a plague, a murder, or a magical accident.																

ABOLETH CR 7
 XP 3,200
 hp 84 (*Pathfinder Roleplaying Game Bestiary* "Aboleth")

BUGBEAR CR 2
 XP 600
 hp 16 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

DARK CONFESSOR CR 5
 XP 1,600
 CN Large humanoid (dark folk) (**Monster Appendix**)
 Init +3; **Senses** see in darkness; **Perception** +9

AC 19, touch 15, flat-footed 15 (+3 armor, +2 deflection, +3

Dex, +1 dodge, +1 natural, –1 size)
hp 60 (8d8+24)
Fort +5; **Ref** +9; **Will** +3
Defensive Abilities shadow-shroud
Weaknesses light blindness

Speed 40 ft., shadow-shift
Melee longsword +7/+2 (1d8+1 plus poison/19–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks death throes, sneak attack (+4d6)
Spell-like Abilities (CL 8th):
 Constant—see *invisibility*
 At will—*blur*, *deeper darkness*, *detect magic*

Str 13, **Dex** 17, **Con** 16, **Int** 15, **Wis** 13, **Cha** 15
Base Atk +6; **CMB** +8; **CMD** 24
Feats Combat Expertise, Improved Feint, Skill Focus (Stealth), Weapon Focus (longsword)
Skills Climb +12, Knowledge (any four) +12, Perception +9, Sleight of Hand +7, Stealth +14; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth
Languages Dark Folk, Undercommon
SQ long memory, poison use
Gear longsword, 6 doses black smear poison

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Long Memory (Ex) A dark confessor adds half its racial HD to all Knowledge skill checks and may make all Knowledge skill checks untrained. The dark confessor can also use this ability when making an Intelligence check to remember something. All Knowledge skills are class skills for a dark confessor.

Poison Use (Ex) Dark confessors are skilled in the use of poison and never risk accidentally poisoning themselves. Like their kin, dark confessors use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark confessor can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Shadow-Shift (Su) As a full-round action that provokes an attack of opportunity, a dark confessor can meld into any adjacent shadow. The confessor cannot attack or be attacked while shadow-shifting, but it can step through it into any other shadow within 60 ft. The confessor need not actually see the targeted shadow — the perception is through the Shadow Plane — so the dark confessor can shadow-shift through walls and solid substances in this manner. This ability otherwise functions as the *dimension door* spell.

Shadow-Shroud (Ex) A dark confessor is constantly surrounded by a shadowy aura, and adds its Charisma bonus as a deflection bonus to AC and CMD.

DARK CREEPER CR 2
 XP 600
 hp 19 (*Chapter 1, Wandering Monsters*)

DARK STALKER CR 4
 XP 1,200
 hp 39 (*Chapter 1, Wandering Monsters*)

DARK STALKER ARISTOCRAT CR 7
 XP 3,200
 Male dark stalker aristocrat 5 (*The Tome of Horrors Complete*)

CYCLOPEAN DEEPS VOLUME 1

143 "Dark Stalker")

CN Medium Humanoid (dark folk)

Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +12

AC 20, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 dodge, +2 natural,)

hp 74 (11d8+22)

Fort +5; **Ref** +9; **Will** +8

Weakness light blindness

Speed 30 ft.

Melee +1 rapier +11/+6 (1d6+4/18–20)

Special Attacks death throes (DC 15), poison use

Spell-Like Abilities (CL 11th; melee touch +10, ranged touch +10):

At will—*deeper darkness*, *detect magic*, *fog cloud*

Str 16, **Dex** 16, **Con** 14, **Int** 15, **Wis** 15, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 24

Feats Cosmopolitan (Bluff, Knowledge [local]), Deceitful, Dodge, Leadership, Skill Focus (Knowledge [local]), Skill Focus (Sense Motive)

Skills Appraise +8, Bluff +16, Climb +7, Diplomacy +13, Disguise +8, Intimidate +10, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +21, Knowledge (nobility) +10, Linguistics +7, Perception +12, Sense Motive +15, Stealth +10, Survival +6; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Dark Folk, Undercommon

Other Gear +1 rapier, bracers of armor +4, circlet of persuasion

ENCEPHALON GORGER BOUNTY HUNTER
XP 25,600

CR 13

Male encephalon gorger ranger 6 (*The Tome of Horrors Complete* 272 "Encephalon Gorger")

CE Medium aberration (extraplanar)

Init +11; **Senses** darkvision 60 ft., mind sense; **Perception** +32

AC 26, touch 15, flat-footed 21 (+5 armor, +4 Dex, +1 dodge, +6 natural)

hp 145 (6d10+10d8+64); fast healing 5

Fort +15; **Ref** +18; **Will** +15

Resist cold 10

Speed 30 ft.

Melee +1 aberration bane adamantine spear +19/+14/+9 (1d8+8/x3) and claw +20 (1d6+7)

Special Attacks combat styles (two-handed weapon)*, favored enemies (aberrations +4, magical beasts +2), mindfeed

Spells Prepared (CL 3):

1st—*detect aberration**, *lead blades**

Str 21, **Dex** 24, **Con** 18, **Int** 21, **Wis** 17, **Cha** 13

Base Atk +13; **CMB** +18 (+22 to grapple); **CMD** 33

Feats Alertness, Blind-Fight, Dodge, Endurance, Furious Focus, Improved Initiative, Mobility, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Finesse

Skills Acrobatics +19, Bluff +11, Climb +17, Diplomacy +6, Escape Artist +14, Fly +6, Intimidate +14, Knowledge (dungeoneering) +20, Knowledge (geography) +18, Knowledge (local) +18, Knowledge (nature) +15, Knowledge (planes) +18, Perception +32, Ride +6, Sense Motive +17, Sleight of Hand +12, Stealth +30, Survival +16, Swim +17; **Racial Modifiers** All Knowledge skills are class skills for encephalon gorgers

Languages Aklo, Common, Drow Sign Language, Encephalon Gorger, Giant, Terran, Undercommon

SQ adrenal surge, favored terrain (underground +4), hunter's bonds (companions), mind screen, track, wild empathy

Gear +1 improved shadow chain shirt, +1 aberration bane adamantine spear, belt of physical might (Str & Dex +4), boots of friendly terrain (underground), cloak of resistance +3

Adrenal Surge (Ex) Twice per day, an encephalon gorger can create an effect on itself equivalent to a haste spell (caster level 10th).

Mindfeed (Su) If an encephalon gorger begins its turn grappling an opponent, it can attempt to suck its brain fluid with a successful grapple check. If it pins the foe, it drains cerebral fluid, dealing 1d4 points of Intelligence drain each round the pin is maintained. On each successful mindfeed attack, the encephalon gorger gains 5 temporary hit points. This ability does not work against nonliving creatures or creatures without a central brain mass. The encephalon gorger must be able to reach the head or neck of the target creature to use this ability.

Mindsense (Su) As a move action, an encephalon gorger can gauge the relative intelligence level of any creature within 60 feet as follows: unintelligent, animal (Int 1–2), low (3–8), average (8–12), high (13–16), genius (17–20), or supra-genius (21+).

Mind Screen (Ex) The mind of an encephalon gorger is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of an encephalon gorger (with detect thoughts, telepathy, or the like), it must make a successful DC 20 Will save or be driven permanently insane (as by an *insanity* spell, CL 15th); if the save succeeds, the creature is instead *confused* (as the spell) for 1d4 rounds. The save DC is Intelligence-based.

**Pathfinder Roleplaying Game Advanced Player's Guide*

GELATINOUS CUBE

CR 3

XP 800

hp 50 (*Pathfinder Roleplaying Game Bestiary* "Gelatinous Cube")

GOBLIN DOG

CR 1

XP 400

hp 9 (*Pathfinder Roleplaying Game Bestiary* "Goblin Dog")

GOBLIN SLAVE

CR 1/4

XP 100

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

KHRYLL BOUNTY HUNTER **CR 12**

XP 19,200

Khryll ranger 7

CE Medium aberration (**Monster Appendix**)

Init +7; **Senses** darkvision 90 ft.; **Perception** +27

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 123 (7d10+8d8+45)

Fort +10; **Ref** +12; **Will** +13

SR 17

Speed 30 ft., limited flight

Melee 8 tentacle +17 (grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks combat styles (natural weapon), favored enemies (aberrations +4, goblinoids +2), liquefy organs, psychic ripple (DC 20)

Spells Prepared (CL 7th; melee touch +16, ranged touch +16):

2nd—*bear's endurance*

1st—*anticipate peril* (DC 16)*, *detect aberration**, *magic*

fang

Str 16, **Dex** 17, **Con** 17, **Int** 18, **Wis** 20, **Cha** 14

Base Atk +13; **CMB** +16 (+20 to grapple); **CMD** 29

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

Feats Ability Focus (psychic ripple), Alertness, Aspect of the Beast*, Endurance, Diehard, Hover, Improved Flight, Improved Initiative, Lightning Reflexes, Weapon Focus (tentacle)

Skills Bluff +2, Diplomacy +7, Escape Artist +12, Fly +21, Intimidate +20, Knowledge (arcana) +12, Knowledge (dungeoneering) +22, Knowledge (geography) +12, Knowledge (local) +14, Knowledge (nature) +17, Knowledge (planes) +10, Perception +27, Sense Motive +15, Stealth +21, Survival +16, Swim +3

Languages Aklo, Common, Dark Folk, Encephalon Gorger, Undercommon; telepathy (100 feet)

SQ favored terrain (underground +2), hunter's bonds (companions), track, wild empathy (+9), woodland stride

Gear ring of blinking, ring of evasion

*Pathfinder Roleplaying Game Advanced Player's Guide

#Pathfinder Roleplaying Game Ultimate Magic

LENG SPIDER

CR 14

XP 38,400

hp 202 (Pathfinder Roleplaying Game Bestiary 2 "Leng Spider")

LICH

CR 15

XP 51, 200

Male human lich enchanter 14 (Pathfinder Roleplaying Game Bestiary "Lich")

CE Medium undead (augmented humanoid, human)

Init +4; **Senses** darkvision 60 ft.; **Perception** +28

Aura fear (60-ft. radius, DC 18)

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 72 (14d6+14)

Fort +5; **Ref** +4; **Will** +14; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning, 15/magic; **Immune** cold, electricity, mind-affecting, polymorph, undead traits

Speed 30 ft.

Melee touch +5 (1d8+7 plus paralyzing touch)

Special Attacks aura of despair (14 rounds/day), paralyzing touch (DC 20)

Enchanter Spell-Like Abilities (CL 14th; melee touch +7): 8/day—dazing touch

Spells Prepared (CL 14th; melee touch +7, ranged touch +7):

7th—limited wish, mass hold person (DC 22), power word, blind

6th—chain lightning (DC 21), circle of death (DC 21), disintegrate (DC 21), mass suggestion (DC 21)

5th—break enchantment, dismissal (DC 20), dominate person (DC 20), teleport

4th—ball lightning (DC 19)*, charm monster (DC 19), confusion (DC 19), greater false life, greater invisibility

3rd—arcane sight, daylight, deep slumber (DC 18), fireball (DC 18), hold person (DC 18), ray of exhaustion (DC 18)

2nd—hideous laughter (DC 17), mirror image, scorching ray, spectral hand, touch of idiocy

1st—color spray, comprehend languages, hypnotism (DC 16), mage armor, shield, shocking grasp

0 (at will)—detect magic, light, mage hand, open/close

Arcane school Enchantment **Prohibited schools** Conjunction, Illusion

Str 10, **Dex** 10, **Con** —, **Int** 21, **Wis** 16, **Cha** 12

Base Atk +7; **CMB** +7; **CMD** 17

Feats Ability Focus (negative energy touch attack), Arcane Blast*, Craft Staff, Craft Wand, Extend Spell, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Iron Will, Scribe Scroll, Spell Penetration

Skills Appraise +13, Bluff +5, Craft (alchemy) +17, Diplomacy +10, Fly +15, Intimidate +13, Knowledge (arcana) +22, Knowledge (dungeoneering) +18, Knowledge (planes) +18,

Knowledge (religion) +15, Linguistics +13, Perception +28,

Sense Motive +17, Spellcraft +18, Stealth +8; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Celestial, Common, Daemonic, Dark Folk, Elven, Giant, Goblin, Infernal, Undercommon

Combat Gear persistent metamagic rod (3/day)*, ring of the ram, wand of charm monster (CL 10), wand of fireball (CL 10); **Other Gear** headband of mental prowess (Int & Wis +4)

*Pathfinder Roleplaying Game Advanced Player's Guide

NEH-THALGGU

CR 8

XP 4,800

hp 105 (Pathfinder Roleplaying Game Bestiary 2 "Neh-Thalggu")

NIGHT-GHOUL

CR 3

XP 800

hp 26 (Monster Appendix)

NIGHT-GHOUL LEADER

CR 6

XP 2,400

Advanced night-ghoul (Monster Appendix)

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +17

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 70 (8d10+28)

Fort +7; **Ref** +7; **Will** +12

DR 5/magic

Speed 30 ft.

Melee bite +12 (1d6+5 plus poison) and 2 claws +12 (1d4+5)

Special Attacks poison (DC 15)

Str 20, **Dex** 14, **Con** 17, **Int** 17, **Wis** 18, **Cha** 26

Base Atk +7; **CMB** +12; **CMD** 24

Feats Alertness, Cosmopolitan (Diplomacy, Perception), Great Fortitude, Improved Initiative

Skills Appraise +8, Bluff +13, Climb +15, Diplomacy +17, Intimidate +19, Knowledge (dungeoneering) +10, Knowledge (local) +10, Perception +17, Sense Motive +6, Stealth +13, Survival +14

Languages Aklo, Common, Dark Folk, Draconic, Goblin, Night-Ghoul, Undercommon

Gear rod of splendor

Night-Ghoul Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect sleep 1 hr.; cure 1 save.

OGRE

CR 3

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Ogre")

ONI, OGRE MAGE

CR 8

XP 4,800

hp 92 (Pathfinder Roleplaying Game Bestiary "Oni, Ogre Mage")

OGRE MAGE MASTER

CR 13

XP 25,600

Male oni ogre mage wizard 6 (Pathfinder Roleplaying Game Bestiary "Oni, Ogre Mage")

LE Large outsider (native, oni, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, –1 size)

hp 166 (8d10+6d6+98); regeneration 5

Fort +15; **Ref** +6; **Will** +16

SR 19

Speed 40 ft., flight (60 ft., good)

CYCLOPEAN DEEPS VOLUME 1

Melee +1 battleaxe +18/+13/+8 (2d6+8/x3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks acid cloud 8/day (1d6+3, DC 18)

Spell-Like Abilities (CL 15th; melee touch +17, ranged touch +12): Constant—fly

At will—darkness, invisibility

1/day—charm monster, cone of cold, deep slumber, gaseous form

Spells Prepared (CL 6th; melee touch +17, ranged touch +12):

3rd—dispel magic, hold person, spiked pit*, summon monster III

2nd—acid arrow (DC 15), create pit*, locate object,

scorching ray, see invisible

1st—grease (DC 15), mage armor, magic missile (x2), shield, stone fist

0 (at will)—acid splash (DC 15), bleed (DC 15), ghost sound, mage hand

Arcane School Earth **Opposition School** Air

Str 24, **Dex** 15, **Con** 25, **Int** 20, **Wis** 17, **Cha** 21

Base Atk +11; **CMB** +19; **CMD** 31

Feats Combat Expertise, Combat Reflexes, Craft Magic Arms & Armor, Craft Wand^B, Craft Wondrous Item, Improved Counterspell, Improved Initiative, Iron Will, Scribe Scroll^B

Skills Acrobatics +2 (+6 jump), Appraise +15, Bluff +19, Diplomacy +15, Disguise +16, Fly +17, Intimidate +18, Knowledge (arcana) +20, Knowledge (dungeoneering) +13, Knowledge (local) +13, Knowledge (planes) +18, Linguistics +13, Perception +14, Sense Motive +16, Spellcraft +22, Stealth –2, Use Magic Device +19

Languages Abyssal, Aklo, Celestial, Common, Daemonic, Dark Folk, Draconic, Elven, Giant, Goblin, Terran

SQ arcane bond (object [staff of evocation]), change shape (small, medium, or large humanoid; alter self or giant form I), earth supremacy +3*

Combat Gear elemental metamagic rod (acid) (3/day)*, potion of cure serious wounds, staff of evocation; **Other Gear** +1 battleaxe, ring of force shield, spell component pouch, spellbook

*Pathfinder Roleplaying Game Advanced Player's Guide

SERPENTFOLK SORCERER

CR 12

XP 19,200

Male serpentfolk sorcerer 9 (Pathfinder Roleplaying Game Bestiary 2 "Serpentfolk")

NE Medium monstrous humanoid

Init +11; **Senses** darkvision 60 ft., scent; **Perception** +11

AC 21, touch 18, flat-footed 16 (+3 deflection, +5 Dex, +3 natural)

hp 128 (5d10+9d6+65)

Fort +10; **Ref** +12; **Will** +15

Immune mind-affecting, paralysis, poison; **Resist** acid 20; **SR** 24

Speed 30 ft.

Melee bite +14 (1d6+1 plus poison)

Special Attacks poison (DC 16)

Bloodline Spell-Like Abilities (CL 14th; melee touch +10, ranged touch +14):

9/day—lullaby*

1/day—dreamshaper (DC 20)*

Spell-Like Abilities (CL 14th; melee touch +10, ranged touch +14):

At will—disguise self, ventriloquism

1/day—blur, dominate person, major image, mass suggestion (DC 22), mirror image, suggestion (DC 19), teleport

Spells Known (CL 9th; melee touch +10, ranged touch +14):

4th (5/day)—dimension door, divination^B, greater invisibility

3rd (7/day)—deep slumber (DC 19)^B, displacement, protection from energy, seek thoughts (DC 19)

2nd (8/day)—acid arrow, augury^B, blindness/deafness (DC

18), daze monster (DC 18), false life

1st (8/day)—break (DC 17)*, charm person (DC 17),

comprehend languages, grease (DC 17), mage armor, sleep (DC 17)^B

0 (at will)—bleed (DC 16), dancing lights, detect magic, ghost sound (DC 16), mage hand, message, read magic, resistance

Bloodline Dreamspun*

Str 13, **Dex** 20, **Con** 18, **Int** 16, **Wis** 17, **Cha** 22

Base Atk +9; **CMB** +10; **CMD** 28

Feats Brew Potion, Eschew Materials, Great Fortitude, Improved Initiative, Iron Will, Scribe Scroll, Skill Focus

(Knowledge [planes]), Spell Penetration, Weapon Finesse

Skills Acrobatics +10, Bluff +14, Diplomacy +11, Disguise +11,

Escape Artist +18, Intimidate +13, Knowledge (arcana) +16,

Knowledge (dungeoneering) +8, Knowledge (planes) +11,

Linguistics +8, Perception +11, Sense Motive +12, Spellcraft

+16, Use Magic Device +18; **Racial Modifiers** +4 Use Magic

Device, +8 Escape Artist

Languages Aklo, Common, Draconic, Drow Sign Language,

Giant, Inphidian[®], Kuah-Lij[®], Terran, Undercommon;

telepathy (100 feet)

SQ combat precognition (+2 initiative)*

Combat Gear rod of negation, staff of fire; **Other Gear** ring of acid resistance (major), ring of protection +3

*Pathfinder Roleplaying Game Advanced Player's Guide

[®]The Tome of Horrors Complete

SHRIEKER

CR –

XP –

This human-sized purple mushroom emits a piercing sound that lasts for 1d3 rounds whenever there is movement or a light source within 10 feet. This shriek makes it impossible to hear any other sound within 50 feet. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that this noise means there is food or an intruder nearby.

SKUM

CR 2

XP 600

hp 20 (Pathfinder Roleplaying Game Bestiary "Skum")

Stable

Most of the long distance travelers on the winding underground "roads" of the Cyclopean Deeps travel with some sort of beast, either as mounts, or to carry provisions and goods. For this reason, the buildings of the City of Izamne are well stocked with stables: most — but not all — specializing in keeping and caring for some particular type of mount. Note that most stables are used to hold palanquin-slaves or even bearer-laborers. These are only occasionally chained—as long as a slave is branded on the shoulder as a slave, there is no safe place in Izamne.

Roll 1d8 on the table below:

1	Slaves, bugbear
2	Slaves, orcs
3	Slaves, goblins
4	Guards, troglodytes
5	Horses, ponies, mules
6	Giant riding lizards
7	Giant hauling lizards
8	Slaves, ogres

BUGBEAR

CR 2

XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary "Bugbear")

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

GIANT HAULING LIZARD

XP 800

hp 34 (*Pathfinder Roleplaying Game Bestiary* "Lizard, Giant Chameleon")

CR 3

GIANT RIDING LIZARD

XP 1,600

hp 59 (*Pathfinder Roleplaying Game Bestiary* "Lizard, Giant Frilled")

CR 5

GOBLIN SLAVE

XP 100

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

CR 1/4

HORSE/PONY/MULE

XP 200

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Horse, Pony")

CR 1/2

OGRE

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

CR 3

ORC SLAVE

XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")

CR 1/3

TROGLODYTE

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Troglydote")

CR 1

Store

Izamne is a trade center for the vilest, most predatory economy in the known world. As such, it is filled with craftsmen and their goods, but these goods and products are some of the strangest that can be imagined. Stores often appear to be very small niches or alcoves in the large multiple-building blocks that form Izamne's streets. They generally call business off the streets by the simple expedient of the proprietor's standing outside and calling his wares. Since many of the store owners in Izamne are actually craftsmen, or do not fashion the object on site, not every purchase immediately results in the character's walking out with a completed purchase.

Type of Store (1d100):

Roll (1d100)	Type of Store (1d100)
01-05	Mushroom Seller Dried, normal (rations) 1 gp/day Dried, gourmet (rations) 2 gp/day Sauteed on a stick, 1 plateful 1 gp
06-10	Restaurant (rat kabob and goblin steak quality, 1 gp meals)
11-15	Restaurant (cave sushi and wine quality, 10 gp meals)
16-25	Wine Dealer Green Fungus Wine (1 gp/wineskin) Redfungus Wine (2 gp/wineskin) Greywine (10 gp/bottle) Frostwine (100 gp/bottle)
26-30	Restaurant (only nobles and celebrities allowed 20 gp+ meals)
31-50	Weapons (as per rulebook prices)
51-60	Gems. Dealer has 1d10+5 gems. One of them is worth 1d10 x1000, 2 are worth 1d6 x100 each, and the rest are worth 1d10 x10 each. The gem dealer marks up his sales by 10% (he sells a 50 gp gem for 55 gp, for example) and will purchase gems from the characters at 90% of actual value (he will buy the 50 gp gem for 45 gp).

Roll (1d100)	Type of Store (1d100)
61-65	Pets Furry cave thing that hums (25 gp; red ones cost 30 gp) Singing bat (10gp; vampire ones are 20 gp) Fishbowl of cave fish (5 gp) Harmless snake (1 gp) Cave python (200 gp)
66-70	Work Animals Riding lizard 250 gp Goblin Dog 100 gp Cave Cricket 100 gp
71-75	Knickknacks, oddments, and curiosities (various prices)
76-80	Wagon(s) for sale 300 gp (also wagon repair, tools, etc)
81-85	Potion of healing 250 gp (potion dealers are scarce and will only be found 1d2 times in any given day)
86-92	Clothing, normal (for darkfolk, including face veils) 5 gp
93-94	Boots and shoes (1 gp up to 100 gp)
95-98	Apothecary (including drugs, blood, and poisons)
99-00	Map (re-roll this result if you do not want the players to have a map).

Tavern or gambling den

These establishments can range from a single dark creeper selling beer from a barrel (with an ogre or bugbear slave to handle thieves) all the way up to a building with 1d20+10 tables that serves food as well as drinks.

DARK CREEPER

XP 600

hp 19 (*Chapter 1, Wandering Monsters*)

CR 2

BUGBEAR

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

CR 2

OGRE

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

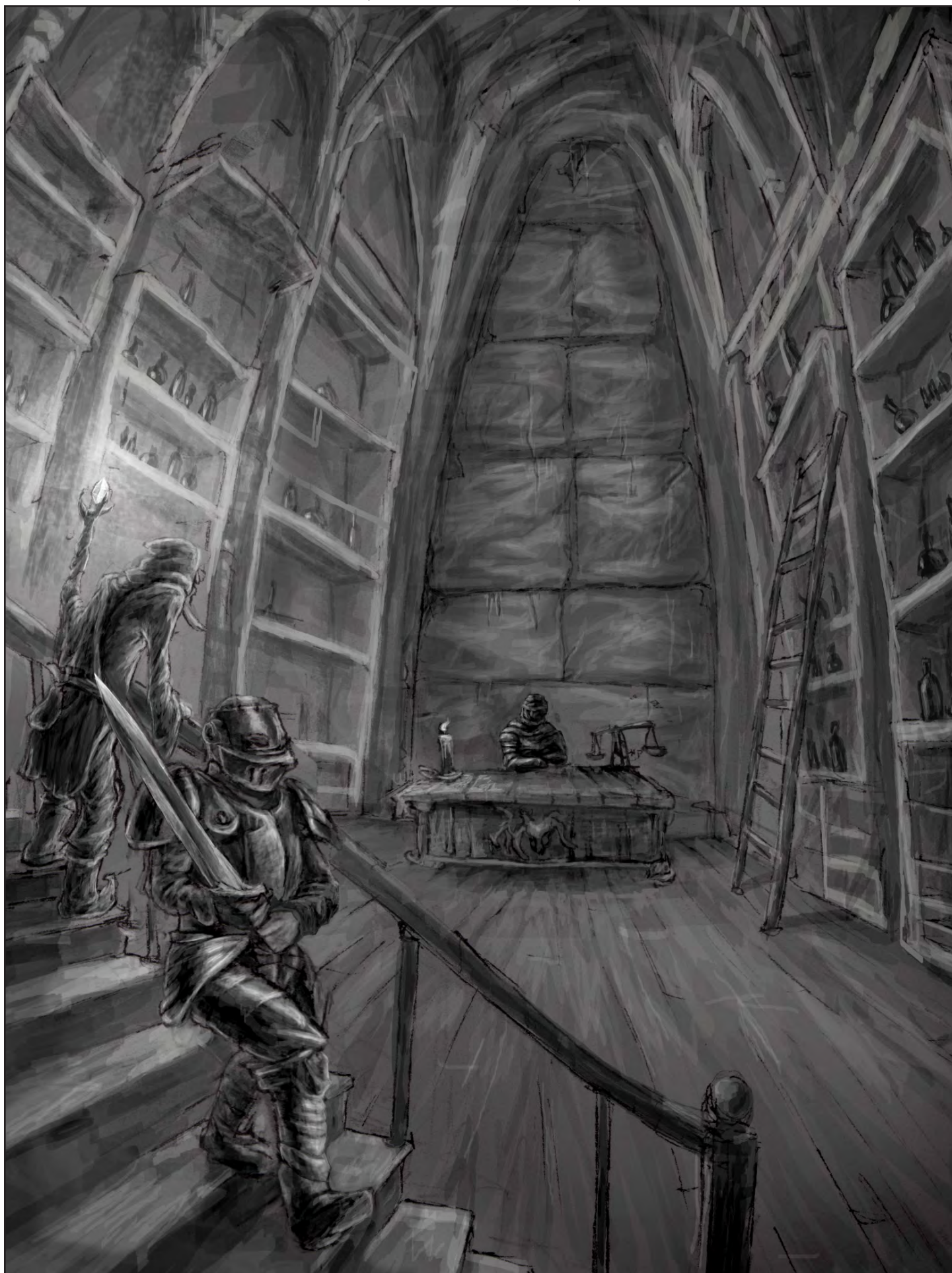
CR 3

Temple

The main temples in the city are those of Isclaadra (**Area 13R-10** at **AJ47** on the map grid), Tsathogga (**13R-12** at **AJ62** on the grid), and Noagana the Unseen (**13R-17** at **AB19**). However, the city is full of tiny shrines and temples dedicated to every sort of god or demon imaginable. Even some of the gods of Law and Good, worshipped in the surface world, can be found to have little statues or even one or two (usually insane) followers scattered here and there in the poorer parts of the slums.

Theater of Sound and Shadow

Normal theater is impossible in the murky lightlessness of Izamne's streets, but all sorts of other performances are to be found. Some of them (usually inside the buildings) involve light, although it is dim, and are normal (or decadent) theatrical performances. Another common sort of entertainment is the shadow-puppet performance, using with a dim light-stone or small fire. In general, however, most theater in Izamne is a matter of sound; songs, music, and poetry are the most commonly encountered sort of performance in Izamne.



CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

Wizard, Shaman, Other Spellcaster

Most of the spellcasters in Izamne mean trouble, and sane people avoid them if possible.

1	Drow necromancer with 1d10+20 zombies of various species (just use normal zombies) and 4 ghoul allies . These will generally employ shriekers to sound the alarm in case of intruders.
2	Night-ghoul shaman
3	Shroom sorcerer
4	Human cultist (exile from the surface)
5	Dark folk sorcerer
6	Slave-race shaman . Roll 1d6 (1–2 Bugbear , 3 human , 4–5 goblin , 6 troglodyte).

BUGBEAR ADEPT

XP 3,200

Male bugbear adept 7 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; **Perception** +3

AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +4 natural)

hp 68 (3d8+7d6+27)

Fort +5; **Ref** +6; **Will** +11

Speed 30 ft.

Melee *beaststrike club* +10 (1d6+5)

Spells Prepared (CL 7th; melee touch +9, ranged touch +6):

2nd—*bull's strength*, *mirror image*, *resist energy*

1st—*bleed*, *cause fear* (DC 14), *cure light wounds*, *sleep* (DC 14)

0—*create water*, *guidance*, *touch of fatigue* (DC 13)

Str 18, **Dex** 12, **Con** 15, **Int** 8, **Wis** 16, **Cha** 12

Base Atk +5; **CMB** +9; **CMD** 20

Feats Improved Natural Armor, Iron Will, Magical Aptitude,

Skill Focus (Intimidate), Skill Focus (Knowledge [religion])

Skills Climb +8, Intimidate +9, Knowledge (religion) +10,

Sense Motive +4, Spellcraft +5, Stealth +5, Survival +7

Languages Common, Goblin

Combat Gear *hand of the mage*, *potion of bull's strength*;

Other Gear +1 glamer padded armor, *beaststrike club**

**Pathfinder Roleplaying Game Advanced Player's Guide*

DARK SORCERER

XP 19,200

Male dark slayer sorcerer 10 (*Pathfinder Roleplaying Game Bestiary* 2 "Dark Slayer")

CE Small humanoid (dark folk)

Init +8; **Senses** darkvision 60 ft., see in darkness; **Perception** +6

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 86 (4d8+10d6+28)

Fort +6; **Ref** +11; **Will** +10

Weakness light blindness

Speed 30 ft.

Melee +2 *dagger* +15/+10 (1d3/19–20)

Special Attacks death throes (DC 14), sneak attack +2d6

Bloodline Spell-Like Abilities (CL 10th; melee touch +7,

ranged touch +13):

1/day—*shadow well**

9/day—*shadowstrike**

Spell-Like Abilities (CL 10th; melee touch +7, ranged touch +13):

Constant—*detect magic*

At will—*bleed*, *chill touch*, *darkness*, *spectral hand*

3/day—*daze monster*, *death knell*, *inflict moderate wounds*

Spells Known (CL 10th; melee touch +7, ranged touch +13):

5th (4/day)—*hold monster* (DC 21)

4th (6/day)—*charm monster* (DC 20), *shadow conjuration* (DC 20)^B, *stoneskin*

3rd (7/day)—*deeper darkness*^B, *dispel magic*, *fly*, *protection from energy*

2nd (8/day)—*acid arrow*, *darkvision*^B, *flaming sphere* (DC 18), *invisibility*, *scorching ray*

1st (8/day)—*break* (DC 17), *cause fear* (DC 17), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17)^B, *shield* 0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *mage hand*, *message*, *open/close*, *prestidigitation* (DC 16), *read magic*, *resistance*

Bloodline Shadow*

Str 7, **Dex** 18, **Con** 14, **Int** 14, **Wis** 14, **Cha** 22

Base Atk +8; **CMB** +5; **CMD** 19

Feats Arcane Blast*, Arcane Shield*, Craft Wand, Eschew Materials, Forge Ring, Improved Initiative, Skill Focus (Use Magic Device), Stealthy, Weapon Finesse

Skills Bluff +19, Climb +2, Diplomacy +11, Escape Artist +6, Fly +19, Knowledge (planes) +12, Perception +6, Sense Motive +8, Spellcraft +19, Stealth +20, Use Magic Device +20; **Racial**

Modifiers +4 Climb, +4 Stealth, +4 Perception

Languages Dark Folk

SQ magical knack, poison use, soul harvest

Combat Gear *wand of magic missile* (maximized, CL 9th),

wand of wall of ice; **Other Gear** +2 *dagger*, *figurine* or

wondrous power (ebony fly), *wind fan*

Death Throes (Su) When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 13 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

Magical Knack (Ex) Spellcraft and Use Magic Device are always class skills for dark slayers.

Soul Harvest (Su) When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

**Pathfinder Roleplaying Game Advanced Player's Guide*

DROW NECROMANCER

CR 8

XP 4,800

Female drow cleric 9 (*Pathfinder Roleplaying Game Bestiary* "Drow")

CE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft., low-light vision; **Perception** +6

Aura Evil

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 57 (9d8+9)

Fort +6, **Ref** +4, **Will** +9; +2 vs. enchantments

Defensive Abilities death's embrace, fortification 25%;

Immune magic sleep; **Resist** elven immunities; **SR** 15

Weakness light blindness

Speed 30 ft.

Melee +1 *unholy light mace* +6/+1

Special Attacks channel negative energy 12/day (5d6, DC 21), scythe of evil (4 rounds)

Domain Spell-Like Abilities (CL 9th; melee touch +5, ranged touch +7):

6/day—*bleeding touch* (4 rounds), *touch of evil* (4 rounds)

Spell-Like Abilities (CL 9th; melee touch +5, ranged touch +7):

1/day—*dancing lights*, *darkness*, *faerie fire*

CYCLOPEAN DEEPS VOLUME 1

Spells Prepared (CL 9th; melee touch +5, ranged touch +7):
 5th—*slay living* (DC 18)^P, *true seeing*
 4th—*divine power*, *restoration*, *unholy blight* (DC 17)^P
 3rd—*cure serious wounds*, *invisibility purge*, *magic circle against good*^P, *nap stack* (DC 16)^{*}, *searing light*
 2nd—*chant*, *death knell* (DC 15)^P, *desecrate*, *hold person* (DC 15), *resist energy*, *silence* (DC 15)
 1st—*bane* (DC 14), *command* (DC 14), *divine favor*, *protection from good*^P, *shield of faith*, *summon monster I*
 0 (at will)—*bleed* (DC 13), *detect magic*, *resistance*, *virtue*
D Domain spell **Domains** Death, Evil

Str 8, **Dex** 12, **Con** 11, **Int** 12, **Wis** 17, **Cha** 20

Base Atk +6; **CMB** +5; **CMD** 16

Feats Command Undead (DC 21), Extra Channel (x2), Improved Channel, Selective Channeling

Skills Bluff +7, Diplomacy +12, Heal +8, Knowledge (planes) +9, Knowledge (religion) +13, Perception +6, Sense Motive +7, Spellcraft +7

Languages Aklo, Elven, Undercommon

SQ aura, poison use

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 light fortification mithral chain shirt, +1 unholy light mace, rod of splendor, unholy symbol

*Pathfinder Roleplaying Game Advanced Player's Guide

GHOUL

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Ghoul")

CR 1

GOBLIN SHAMAN

XP 1,200

Female goblin adept 6 (Pathfinder Roleplaying Game Bestiary "Goblin")

CE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; **Perception** +5

CR 4

AC 16, touch 14, flat-footed 15 (+2 deflection, +1 Dex, +2 natural, +1 size)

hp 30 (6d6+6)

Fort +3; **Ref** +3; **Will** +8

Speed 30 ft.

Melee +1 club +5 (1d4+1)

Spells Prepared (CL 6th; melee touch +3, ranged touch +4):
 2nd—*cure moderate wounds*, *mirror image*

1st—*command* (DC 14), *cure light wounds*, *protection from good*
 0—*ghost sound* (DC 13), *guidance*, *touch of fatigue* (DC 13)

Str 10, **Dex** 12, **Con** 13, **Int** 10, **Wis** 16, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 15

Feats Alertness, Combat Casting, Stealthy

Skills Climb +2, Escape Artist +3, Fly +3, Heal +8, Knowledge (religion) +6, Perception +5, Ride +6, Sense Motive +6, Spellcraft +4, Stealth +16, Survival +9, Swim +3

Languages Goblin

Other Gear +1 club, amulet of natural armor +2, ring of protection +2

HUMAN SHAMAN

XP 2,400

Female human cleric 7

LE Medium humanoid (human)

Init +0; **Perception** +7

Aura Evil

CR 6

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 56 (7d8+21)

Fort +8, **Ref** +3, **Will** +9

Speed 20 ft.

Melee mwk light mace +7 (1d6+1)

Ranged light crossbow +5 (1d8/19–20)

Special Attacks channel negative energy 5/day (4d6, DC 17)

Domain Spell-Like Abilities (CL 7th; melee touch +6, ranged touch +5):

6/day—*bleeding touch* (3 rounds), *touch of darkness* (3 rounds)

Spells Prepared (CL 7th; melee touch +6, ranged touch +5):

4th—*poison* (DC 18), *shadow conjuration* (DC 17)^P

3rd—*bestow curse* (DC 17), *contagion* (DC 17), *deeper darkness*^P, *dispel magic*

2nd—*blindness* (DC 16)^P, *darkness*, *desecrate*, *eagle's splendor*, *silence* (DC 15),

1st—*cause fear* (DC 15)^P, *cause fear* (DC 15), *deathwatch*, *doom* (DC 15), *magic weapon*, *shield of faith*,

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*

D Domain spell **Domains** Darkness, Death

Str 12, **Dex** 10, **Con** 14, **Int** 8, **Wis** 17, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 16

Feats Armor Proficiency (heavy), Blind-Fight, Combat Casting, Command Undead (DC 17), Improved Channel, Spell Focus (Necromancy)

Skills Heal +9, Knowledge (religion) +6, Perception +7, Spellcraft +5, Stealth –5

Languages Common

SQ aura

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork full plate, masterwork light mace, light crossbow, 20 crossbow bolts, *cloak of resistance* +1, unholy water, onyx gems, 114 gp, 350 gp

HUMAN CULTIST

XP 12,800

Male human cleric 10, rogue 2

NE Medium humanoid (human)

Init +2; **Perception** +10

Aura Evil

CR 11

AC 24, touch 14, flat-footed 22 (+6 armor, +2 deflection, +2 Dex, +4 shield)

hp 86 (12d8+29)

Fort +10; **Ref** +9; **Will** +13

Defensive Abilities evasion

Speed 20 ft.

Melee +1 human bane morningstar +10/+5 (1d8+2)

Special Attacks channel negative energy 5/day (5d6, DC 15), scythe of evil (5 rounds), sneak attack +1d6

Domain Spell-Like Abilities

8/day—*rebuke death*, *touch of evil* (5 rounds)

Spells Prepared (CL 10th; melee touch +9, ranged touch +10):
 5th—*breath of life* (DC 20), *mass cure light wounds*, *righteous might*, *summon monster V*

4th—*air walk*, *cure critical wounds*, *dismissal* (DC 19), *divine power*, *unholy blight* (DC 19)

3rd—*cure serious wounds*, *dispel magic* (x2), *magic circle against good*, *prayer*

2nd—*aid*, *death knell* (DC 17), *cure moderate wounds*, *silence* (DC 17), *spiritual weapon*, *undetectable alignment* (DC 17)

1st—*command* (DC 16), *cure light wounds*, *deathwatch*, *divine favor*, *obscuring mist*, *remove fear*, *shield of faith*
 0 (at will) —*create water*, *guidance*, *light*, *purify food and drink*

D Domain spell **Domains** Evil, Healing

Str 12, **Dex** 14, **Con** 14, **Int** 8, **Wis** 21, **Cha** 10

Base Atk +8; **CMB** +9; **CMD** 23

Feats Channel Smite, Combat Casting, Command Undead

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

(DC 15), Craft Magic Arms & Armor, Craft Wondrous Item, Extra Channel, Forge Ring, Vital Strike

Skills Bluff +5, Diplomacy +5, Heal +10, Knowledge (history) +3, Knowledge (local) +3, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +5, Perception +10, Profession (scribe) +10, Sense Motive +10, Spellcraft +10, Stealth -1,

Languages Abyssal, Common, Infernal, Terran

SQ aura, healer's blessing, rogue talents (combat trick), trapfinding +1

Combat Gear *elemental gem (earth)*, *ring of counterspells*, *robe of bones*, *scroll of invisibility purge*; **Other Gear** +2 *chain shirt*, +2 *heavy wooden shield*, +1 *human bane morningstar*, *cloak of resistance* +1, *headband of inspired wisdom* +2, *ring of protection* +2, *unholy symbol*

NIGHT-GHOUL SHAMAN

CR 12

XP 19,200

Night-ghoul adept 11 (**Monster Appendix**)

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +12

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 107 (4d10+11d6+41)

Fort +8; **Ref** +7; **Will** +17

DR 5/magic

Speed 30 ft.

Melee bite +11 (1d6+2 plus poison) and 2 claws +11 (1d4+2)

Special Attacks poison (DC 16)

Spells Prepared (CL 11th; melee touch +11, ranged touch +9): 3rd—*bestow curse* (DC 17), *cure serious wounds*, *lightning bolt* (DC 17)

2nd—*aid*, *invisibility*, *mirror image*, *web* (DC 16)

1st—*command* (DC 15), *cure light wounds*, *protection from good*, *sleep* (DC 15)

0—*ghost sound* (DC 14), *light*, *touch of fatigue* (DC 14)

Str 14, **Dex** 10, **Con** 15, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +9; **CMB** +11; **CMD** 21

Feats Ability Focus (poison), Combat Casting, Endurance, Great Fortitude, Improved Counterspell, Improved Great Fortitude, Improved Initiative, Iron Will

Skills Climb +9, Diplomacy +6, Intimidate +14, Knowledge (dungeoneering) +10, Knowledge (religion) +9, Perception +12, Sense Motive +9, Stealth +10, Survival +17, Swim +2

Languages Common, Night-Ghoul

Night-Ghoul Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect sleep 1 hr.; cure 1 save.

SHROOM WIZARD

CR 10

XP 9,600

Shroom wizard 8 (**Monster Appendix**)

CE Medium plant

Init +4; **Senses** low-light vision; **Perception** +16

AC 17, touch 13, flat-footed 17 (+3 deflection, +4 natural)

hp 101 (6d8+8d6+42)

Fort +10; **Ref** +4; **Will** +13

Immune mind-affecting, paralysis, poison, polymorph, sleep, stunning

Speed 30 ft.

Melee slam +8 (1d4)

Spell-Like Abilities (CL 8th):

1/day—*plant growth*

1/week—*control plants*

Spells Prepared (CL 8th; melee touch +8, ranged touch +8):

4th—*black tentacles*, *crushing despair*, *fire shield*

3rd—*daylight*, *dispel magic*, *sleet storm*, *summon monster III*, *tongues*

2nd—*acid arrow*, *blur*, *glitterdust* (DC 19), *locate object*, *web*

1st—*comprehend language*, *mage armor*, *magic missile*, *protection from good*, *shield*, *true strike*

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

Str 10, **Dex** 11, **Con** 16, **Int** 24, **Wis** 16, **Cha** 15

Base Atk +8; **CMB** +8; **CMD** 21

Feats Combat Expertise, Craft Wand, Craft Wondrous Item, Dimensional Agility*, Improved Counterspell, Improved Initiative, Iron Will, Scribe Scroll

Skills Appraise +15, Bluff +8, Diplomacy +8, Fly +7, Knowledge (arcana) +22, Knowledge (dungeoneering) +17, Knowledge (geography) +16, Knowledge (history) +20, Knowledge (local) +20, Knowledge (nature) +17, Knowledge (planes) +22, Knowledge (religion) +20, Linguistics +13, Perception +16, Sense Motive +8, Spellcraft +20, Stealth +6, Use Magic Device +10

Languages Abyssal, Aklo, Common, Dark Folk, Elven, Giant, Goblin, Night-Ghoul, Shroom, Terran, Undercommon

SQ edible flesh (DC 15)

Gear *potion of cure serious wounds*, *potion of gaseous form*, *potion of resist fire* 30, *rod of negation*, *wand of call lightning*, *wand of fireball* (CL 10th), *ring of protection* +3

Edible Flesh (Ex) The flesh of a shroom is delectable, but potentially deadly. A living creature that eats shroom-flesh must succeed on a DC 15 Fortitude save or be affected as if by a *feeblemind* spell. The condition may be reversed by a *heal* or *restoration* spell. Once cured, there is a 5% chance that an affected creature permanently gains a point of Intelligence from the effects of the shroom-flesh.
***Pathfinder Roleplaying Game Ultimate Combat*

TROGLODYTE DRUID

CR 9

XP 6,400

Male troglodyte druid 9 (*Pathfinder Roleplaying Game Bestiary* "Troglodyte")

CE Medium Humanoid (reptilian)

Init -1; **Senses** darkvision 120 ft., tremorsense; **Perception** +10

Aura stench (30 ft., 10 rounds, DC 14)

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 90 (11d8+33)

Fort +14; **Ref** +2; **Will** +10; +4 vs. spell-like and supernatural abilities of fey and against effects that target plants

Immune poison

Speed 30 ft.

Melee bite +9 (1d4+2) and 2 claws +9 (1d4+2)

Domain Spell-like Abilities (CL 9th; ranged touch +6):

10/day—*acid dart* (1d6+4)

Spells Prepared (CL 9th; melee touch +9, ranged touch +6):

5th—*insect plague* (x2), *wall of stone* (DC 19)^D

4th—*ball lightning* (DC 18) (x2), *echolocation*[#], *obsidian flow* (DC 18)^{**}, *spike stones* (DC 18)^D

3rd—*contagion* (DC 17), *deeper darkness*, *fungal infestation* (DC 17)[#], *plant growth*, *snare*, *spiked pit*^{D*}

2nd—*animal messenger*, *chill metal* (DC 16), *create pit*^{D*}, *lesser restoration*, *resist energy*, *spider climb*, *stone call*

1st—*ant haul*, *charm animal* (DC 15), *cure light wounds*, *detect aberration*, *keen senses* (DC 15), *magic stone*^D,

speak with animals

0 (at will)—*create water*, *guidance*, *know direction*, *virtue*

D Domain spell **Domain Caves**^{*}

Str 14, **Dex** 9, **Con** 17, **Int** 6, **Wis** 18, **Cha** 15

CYCLOPEAN DEEPS VOLUME 1

Base Atk +7; **CMB** +9; **CMD** 18

Feats Alertness, Athletic, Combat Casting, Deep Sight*, Endurance, Great Fortitude

Skills Climb +10, Handle Animal +10, Heal +10, Knowledge (dungeoneering) +1, Knowledge (geography) +3, Knowledge (nature) +5, Perception +10, Sense Motive +7, Stealth +6 (+10 in rocky areas), Survival +13, Swim +9; **Racial Modifiers** +4 Stealth (+8 in rocky areas)

Languages Draconic, Druidic

SQ nature bond abilities (caves)*, resist nature's lure, trackless step, wild empathy (+11), wild shape (3/day; animal, elemental, plant; *beast shape III*, *elemental body II*, *plant shape I*), tunnel runner*, woodland stride

Combat Gear staff of swarming insects

*Pathfinder Roleplaying Game Advanced Player's Guide

#Pathfinder Roleplaying Game Ultimate Magic

**Pathfinder Roleplaying Game Ultimate Combat

ZOMBIE

XP 200

CR 1/2

hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

Street Encounters

There Are Always Creepers

Whether the characters realize it or not, there are usually several dark creepers following them once they are inside the city. Some of the creepers will follow the characters from simple curiosity, others might be gathering information for a dark stalker, and some might even be selling information to a non-dark folk faction such as the khryll, the duergar, the serpentfolk, or individual syannogs or aboleths.

In addition to the almost-constant presence of **1d3–1 dark creepers** following them at all times (note that 0 is a possible result), the party will generally have only one encounter per 10 minutes that is significant in some way. The GM should adjust the frequency and nature of the encounters as needed, depending on the speed at which the party is moving, the amount of notoriety they may have accumulated, and to maintain the game's best pace.

Main Streets

The main streets of the city (streets that are not shown as alleys within a block of buildings) are marginally safer than the alleyways themselves. Encounters with the sapient races will generally be peaceful unless the characters make a mistake or start a fight.

Roll 1d20

1–2	Slave Coffle (2d10 slaves of various weak races such as bugbears , orcs , goblins , zombies , or humans) guarded by 1d2 members of a stronger race (dark folk, drow, duergar, night-ghouls, or serpentfolk).
3–9	Dark stalkers (1d2) with dark creepers (1d4 per stalker). Roll to see which culture the group belongs to (1d100): 01–60 will be Avarthamna, 61–00 will be Kshamarat. The two cultures do not mix with each other.
10	2d6 night-ghouls (leader has maximum hit points and a cape of peacock feathers)
11–13	Serpentfolk (1d4)
14	Performer (azamarthi player, mad poet, violinist, etc. Non-combatant.)
15	Attack from Above! 1 stirge (01–80), 2d6 stirges (81–95) or 4d6 stirges (96–00)
16	Denizens of Leng (1d2)

17	Noble dark stalker in palanquin. Retinue includes 1d2 ogres , 1d4+1 bugbears , and 2d6 dark creepers
18	Duergar (1d6+10) with leader
19–20	Street Vendor (roll on the Store table to see what is being sold)

BUGBEAR

XP 600

CR 2

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

DARK CREEPER

XP 600

CR 2

hp 19 (**Chapter 1, Wandering Monsters**)

DARK STALKER

XP 1,200

CR 4

hp 39 (**Chapter 1, Wandering Monsters**)

DARK STALKER ARISTOCRAT

XP 3,200

CR 7

hp 74 (see **Residence, Private**, above)

DENIZEN OF LENG

XP 4,800

CR 8

hp 95 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

DROW

XP 135

CR 1/3

hp 5 (*Pathfinder Roleplaying Game Bestiary* "Drow")

DUERGAR

XP 135

CR 1/3

hp 7 (*Pathfinder Roleplaying Game Bestiary* "Duergar")

GOBLIN SLAVE

XP 100

CR 1/4

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

HUMAN SLAVE

XP 200

CR 1/2

Male or Female human commoner 2

N Medium humanoid (human)

Init +1; **Perception** +4

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 7 (2d6)

Fort +0; **Ref** +1; **Will** –1

Speed 30 ft.

Melee unarmed strike +1 (1d3)

Str 10, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 13

Base Atk +1; **CMB** +1; **CMD** 12

Feats Catch Off-Guard, Simple Weapon Proficiency (club),

Throw Anything

Skills Perception +4, Profession (farmer) +4, Sleight of Hand

+2, Survival +1

Languages Common

NIGHT-GHOUL

XP 800

CR 3

hp 26 (**Monster Appendix**)

OGRE

XP 800

CR 3

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

CHAPTER 3: IZAMNE, CITY OF ENDLESS DARK

ORC SLAVE

XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")

CR 1/3

DARK STALKER

XP 1,200

hp 39 (*Chapter 1, Wandering Monsters*)

CR 4

SERPENTFOLK

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* 2 "Serpentfolk")

CR 4

DARK STALKER ROBBER

XP 9,600

Male dark stalker rogue 7 (*The Tome of Horrors Complete* 143 "Dark Stalker")

CN Medium humanoid (dark folk)

Init +12; **Senses** darkvision 60 ft., see in darkness; **Perception** +32

CR 10

STIRGE

XP 200

hp 5 (*Pathfinder Roleplaying Game Bestiary* "Stirge")

CR 1/2

ZOMBIE

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

CR 1/2

AC 21, touch 16, flat-footed 15 (+3 armor, +6 Dex, +2 natural)

hp 88 (13d8+26)

Fort +6; **Ref** +18; **Will** +5

Defensive Abilities evasion, trap sense +2, uncanny dodge;

DR 5/piercing or slashing

Weakness light blindness

Secondary Streets

Unlike encounters on the main roads, sapient beings encountered in the city's back streets may be violent without any provocation from the characters. The characters might be in a place they don't belong, might look like an excellent target of opportunity, or might just have stumbled on a group of ruffians.

01-04	2d6 mites with 1d6 pesties (ambush will contain traps of various sorts).
05-07	1 dark stalker robber with 1d4+2 dark creepers
08	1 syanngg
09-15	1d8 duergar
16-17	1 gloom crawler
18-19	1 grue
20-25	1d2 shadows
26-30	1 denizen of Leng (25% chance to attack for no reason)
31-40	2d6 giant rats (only attack wounded parties)
41-45	1d3 serpentfolk with 2d6 ogre bodyguards
46-52	1 recent corpse or wounded creature (roll 1d100: 01-50 = dark creeper; 51-75 = dark stalker; 76-80 = serpentfolk; 81-90 = duergar; 91-95 shroom; 96-99 = drow; 00 = denizen of Leng)
53	1 encephalon gorgor
54-65	1 street vendor (roll on the Store table to see what is being sold)
66	1 demon (01-90 = vrock, 91-00 = hezrou)
67-80	1d2 dark stalkers with dark creepers (1d4 per stalker). Roll to see which culture the group belongs to (1d100): 01-60 will be Avarthamna, 61-00 will be Kshamarat. The two cultures do not mix with each other.
81-90	Attack from Above! 2d6 stirges (01-75) or 4d6 stirges (76-00)
91-97	2d6 goblin dogs in feral pack
98-99	1d4+1 trolls
00	1d2 hell hounds

BUGBEAR

CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

DARK CREEPER

CR 2

XP 600

hp 19 (*Chapter 1, Wandering Monsters*)

Str 19, **Dex** 26, **Con** 14, **Int** 13, **Wis** 13, **Cha** 11

Base Atk +9; **CMB** +13; **CMD** 34

Feats Deft Hands, Fleet, Improved Initiative, Skill Focus (Acrobatics), Skill Focus (Perception), Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +19, Appraise +5, Climb +23, Disable Device +34, Escape Artist +28, Knowledge (dungeoneering) +10, Knowledge (engineering) +6, Knowledge (local) +9, Perception +32, Profession (gambler) +10, Sense Motive +9, Sleight of Hand +21, Stealth +41, Survival +1 (+6 when tracking), Use Magic Device +9; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rogue talents (black market connections)*, rogue talents (ledge walker), rogue talents (trap spotter), trapfinding +3

Combat Gear *potion of cat's grace*; **Other Gear** *boneless leather*, +1 short sword, *belt of physical might* (Str & Dex +2), *lenses of detection*, *ring of chameleon power*, *ring of climbing* (improved), *vest of escape*, *masterwork thieves' tools*

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

**Pathfinder Roleplaying Game Advanced Player's Guide*

DENIZEN OF LENG

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary* 2 "Denizen of Leng")

CR 8

CYCLOPEAN DEEPS VOLUME 1

DIRE RAT XP 135 hp 5 (<i>Pathfinder Roleplaying Game Bestiary</i> "Rat, Dire")	CR 1/3	GLOOM CRAWLER XP 4,800 hp 95 (see Hex 13R, Climbing on Rooftops)	CR 8
DROW XP 135 hp 5 (<i>Pathfinder Roleplaying Game Bestiary</i> "Drow")	CR 1/3	GOBLIN DOG XP 400 hp 9 (<i>Pathfinder Roleplaying Game Bestiary</i> "Goblin Dog")	CR 1
DUERGAR XP 135 hp 7 (<i>Pathfinder Roleplaying Game Bestiary</i> "Duergar")	CR 1/3	GRUE XP 800 hp 51 (Monster Appendix)	CR 3
ENCEPHALON GORGER XP 4,800 <i>The Tome of Horrors Complete</i> 272 CE Medium aberration (extraplanar) Init +7; Senses darkvision 60 ft., mindsense; Perception +21	CR 8	HELL HOUND XP 800 hp 30 (<i>Pathfinder Roleplaying Game Bestiary</i> "Hell Hound")	CR 3
AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural) hp 65 (10d8+20); fast healing 5 Fort +5; Ref +6; Will +9 Defensive Abilities mind screen; Resist cold 10		HEZROU XP 12,800 hp 145 (<i>Pathfinder Roleplaying Game Bestiary</i> "Demon, Hezrou")	CR 11
Speed 30 ft. Melee 2 claws +10 (1d6+1 plus grab) Special Attacks mindfeed		KHRYLL XP 2,400 hp 52 (Monster Appendix)	CR 6
Str 12, Dex 16, Con 14, Int 21, Wis 15, Cha 15 Base Atk +7; CMB +8 (+12 to grapple); CMD 22 Feats Dodge, Improved Initiative, Mobility, Skill Focus (Perception), Weapon Finesse Skills Bluff +15, Diplomacy +10, Escape Artist +11, Intimidate +15, Knowledge (local) +18, Knowledge (planes) +18, Knowledge (any one) +18, Perception +21, Sense Motive +15, Stealth +11, Survival +10; Racial Modifiers All Knowledge skills are class skills for encephalon gorgers Languages Common, Encephalon Gorgers, plus four additional languages SQ adrenal surge		MITE XP 400 hp 3 (see Hex 13R, Residence, Group)	CR 1/2
Adrenal Surge (Ex) Twice per day, an encephalon gorgers can create an effect on itself equivalent to a <i>haste</i> spell (caster level 10th). Mindfeed (Su): If an encephalon gorgers begins its turn grappling an opponent, it can attempt to suck its brain fluid with a successful grapple check. If it pins the foe, it drains cerebral fluid, dealing 1d4 points of Intelligence drain each round the pin is maintained. On each successful mindfeed attack, the encephalon gorgers gains 5 temporary hit points. This ability does not work against nonliving creatures or creatures without a central brain mass. The encephalon gorgers must be able to reach the head or neck of the target creature to use this ability. Mindsense (Su) As a move action, an encephalon gorgers can gauge the relative intelligence level of any creature within 60 feet as follows: unintelligent, animal (Int 1–2), low (3–8), average (8–12), high (13–16), genius (17–20), or supra-genius (21+). Mind Screen (Ex): The mind of an encephalon gorgers is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of an encephalon gorgers (with <i>detect thoughts</i> , telepathy, or the like), it must make a successful DC 20 Will save or be driven permanently insane (as by an <i>insanity</i> spell, CL 15th); if the save succeeds, the creature is instead <i>confused</i> (as the spell) for 1d4 rounds. The save DC is Intelligence-based.		NIGHT-GHOUL XP 800 hp 26 (Monster Appendix)	CR 3
		OGRE XP 800 hp 30 (<i>Pathfinder Roleplaying Game Bestiary</i> "Ogre")	CR 3
		PESTIE XP 600 hp 7 (see Hex 13R, Residence, Group)	CR 1
		SERPENTFOLK XP 1,200 hp 42 (<i>Pathfinder Roleplaying Game Bestiary</i> 2 "Serpentfolk")	CR 4
		SHADOW XP 800 hp 19 (<i>Pathfinder Roleplaying Game Bestiary</i> "Shadow")	CR 3
		SHROOM XP 800 hp 39 (Monster Appendix)	CR 3
		STIRGE XP 200 hp 5 (<i>Pathfinder Roleplaying Game Bestiary</i> "Stirge")	CR 1/2
		SYANNGG XP 3,200 hp 52 (Monster Appendix)	CR 7
		TROLL XP 1,600 hp 63 (<i>Pathfinder Roleplaying Game Bestiary</i> "Troll")	CR 5
		VROCK CR 9 XP 6,400 hp 112 (<i>Pathfinder Roleplaying Game Bestiary</i> "Demon, Vrock")	

13R-1. Arch of Huamaratha (Northern Entry Arch)

The corridor's twenty-foot width begins to expand as you proceed to the south, slowly becoming a long, echoing cavern almost 100 ft. wide. This great passage suddenly opens into a cavern that, from the echoes, must be absolutely vast. Moreover, it is occupied: you can hear the sound of voices, songs, thumping machinery, and all the noises that would come from an entire city. As you move forward, the cavern ceiling seems to disappear into the heights beyond the reach of your light. It seems that you are moving directly into this space along the top of a hundred-foot wide ridge. To either side of you, quite a distance below, you can see the occasional pinpoint of light, dim, but numbering in the thousands. You realize that you are looking, to either side, at the reaches of a huge underground city.

Chapter 4: Izamne, Secrets of the Dark City

Keyed Locations in Izamne

Note

Just before the characters enter the map at **Area 13R-1**, they begin wading through the rising darkmist, then walking with it at waist height, then chest height, until eventually it reaches any normal lights the party holds and blots out all light they generate (reduce all illumination by one place). Describe the reduction in light-casting radius for any magical light sources and the effect on darkvision, and then, assuming the characters continue, proceed to **13R-1**, the Northern Entry (unless, of course, they are entering Izamne via **13R-7**).

It goes without saying that the text box descriptions assume the characters have some sort of ability to see what is being described. If not, substitute the text descriptions with, "It is dark, and you cannot see. You might be eaten by something."

13R-1. Northern Entry (Approximate Map Location E49)

The corridor's twenty-foot width begins to expand as you proceed to the south, slowly widening to a long, echoing cavern almost 100 ft. wide. This great passage suddenly opens into a cavern that, from the echoes, must be absolutely vast. Moreover, it is occupied: you can hear the sound of voices and screams, songs, thumping machinery, and all the noises that would come from an entire city. As you move forward, the cavern ceiling seems to disappear into the heights beyond reach. It seems that you are moving directly into this space along the top of a hundred-foot wide ridge. You realize that you are hearing, below you and to either side, the sprawling extent of a huge underground city, a city that is cloaked in utter darkness. There is a fragrant, heady scent in the air, mixed with a second, somewhat nauseating stench.

The fragrant smell is the centurion's pipe; the stench is that of troglodytes (see **Area 13R-2** below).

13R-2. The Centurion Throne (Approximate Map Location G49; CR 14)

As you move further along the ridge, with the dark city far below on either side, three vast shapes loom before you in the

darkness. For a moment they appear to be pillars twenty feet tall, but you realize that they are stone statues in the form of nagas, human-headed snakes. Directly before you rise the front halves of the coiled statues, each with a serene, peaceful-looking human head at the top, barely visible in the darkness. Where the coils of the three statues join together they form a throne-like chair, in which a vaguely human-like figure sits. The creature's shape is subtly wrong for a human, and its legs are definitely double-jointed. It wears a black metal helmet, much like a crown — it would have a very sinister appearance except for the fact that it is smoking a long pipe, the source of a strong, spicy smell. Approximately ten feet in front of the throne there is a line of creatures blocking the way along the ridge, all of them similar to the figure on the throne. The awful stench is also stronger here, not at all mitigated by the wafting pipe-smoke.

A **night-ghoul Centurion-of-the-Watch** sits in this black throne, guarding entrance to the city against hostile forces. The throne is a powerful artifact that resembles three nagas, each twenty feet high. The throne's seat is in the middle of the three pillars, where the nagas' coils meet and tangle together. If one of the characters somehow gets a look at the throne close up, it is clear that a human could not possibly sit comfortably in it — but it is perfectly shaped for the form of a night-ghoul or a denizen of Leng.

The throne imparts certain powers to the night-ghoul centurion. Anyone sitting in the throne has *protection from arrows*, it gains a +9 armor bonus (unless the creature's AC is already better than that) and cannot fail a saving throw unless the die roll is a natural 1. If the creature in the throne originates from Leng (e.g., a denizen, a night-ghoul, or a spider of Leng), the throne also conveys **SR 15**. The creature in the throne can communicate by telepathy with any creature within 100 ft., and can perceive any living creature in the same range.

Anyone sitting in the throne can impart perfect knowledge of any being it can perceive to *any other* creature it can perceive (no save allowed). Thus, if the party joins battle, the centurion's forces know exactly where all of the characters are, regardless of invisibility or other concealment. The throne cannot be moved by any magical power that does not stem from the Plateau of Leng (see, generally, **Chapter 6: Converging Caverns of Leng**).

The centurion, telepathically, welcomes the characters to Izamne, the City of Endless Dark. If the party is planning on a frontal attack against the city, the centurion mentions that he can detect this plan, and cautions them against trying to follow up on the thought. He introduces his cousin (one of the 20 night-ghouls) who is an "excellent guide to the city, and can obtain slaves, palanquins, and comfortable lodgings for you, at a very reasonable price." The cousin's name is Uhuluhappoa, but he goes by "**Uhulu**."

The Centurion of the Watch commands a force of **20 night-ghouls** and **80 troglodytes**. The troglodytes keep enough of a distance from the throne that the characters are not affected by their stench (although they are able to smell it at a distance without suffering its effects). The centurion's night-ghoul forces are arrayed in a long line of battle in front of the throne.

CHAPTER 4: SECRETS OF THE DARK CITY

NIGHT-GHOUL CENTURION-OF-THE-WATCH

CR 5

XP 1,600

Male night-ghoul barbarian 3 (**Monster Appendix**)

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +9

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 55 (3d12+6 plus 4d10+8)

Fort +8; **Ref** +6; **Will** +5

Defensive Abilities trap sense, uncanny dodge; **DR** 5/magic

Speed 40 ft.

Melee bite +9 (1d6+2 plus poison) and 2 claws +9 (1d4+2)

Special Attacks poison (DC 14), rage (10 rounds/day), rage powers (intimidating glare)

Str 15, **Dex** 12, **Con** 15, **Int** 10, **Wis** 11, **Cha** 14

Base Atk +7; **CMB** +9; **CMD** 20

Feats Great Fortitude, Improved Initiative, Skill Focus

(Knowledge [local]), Skill Focus (Perception)

Skills Acrobatics +1 (+5 jump), Climb +7, Intimidate +12,

Knowledge (dungeoneering) +5, Knowledge (local) +8,

Perception +9, Stealth +6, Survival +7

Languages Common, Night-Ghoul

SQ fast movement +10

Gear weird helmet signifying centurion-on-duty status, loincloth, *smoke-pipe of Leng* (**New Magic Items Appendix**), pouch with 3 Leng-rubies worth 1,000 gp each.

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect sleep 1 hr.; cure 1 save.

NIGHT-GHOULS (20)

CR 3

XP 800

hp 26 (**Monster Appendix**)

Treasure: Each night-ghoul possesses a necklace-pouch containing 1d6 takkas (takkas are the duergar currency used in Izamne, and are worth 25 gp each) and 1d6 gems worth 100 gp each.

Strange Guidance

If the characters hire Uhulu as a guide, he takes them first to the Slave Market (**Area 13R-13**), on the assumption that they most certainly need a palanquin for every 2 characters (100 gp/day) and 4 slaves per palanquin as bearers (slaves costing roughly 200 gp each). The characters may have a very difficult time making Uhulu believe that noble visitors such as themselves do not need to purchase palanquins and slaves from Uhulu's third cousin at the slave market. If he is convinced (with a DC 20 Diplomacy or Intimidate check), however, he then leads them back toward the Shady Character Inn (**Area 13R-3**) to get lodgings.

Uhulu is a fairly typical night-ghoul; he is friendly with the cheerfulness of a hired cannibal, loyal as long as the money holds out, and heartily compliments flavorful-looking humans with the appreciation of a true gourmand. He does not admit to eating human flesh, aware that it is perhaps wrong to indulge in this irresistible addiction of all night-ghouls, but he sniffs at passing darkfolk in an unmistakably hungry way, and might even gently pinch a character to see how well-fattened they are. If the character takes offense, Uhulu cringes and explains (quickly wiping away the drool from his lips) that many of the inhabitants of Izamne consider the characters as food, and that — as a responsible guide — he was simply gauging the amount of temptation the characters might be offering to such predators.

TROGLODYTE (80)

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Troglodyte")

Treasure: Each troglodyte carries 1d10 takkas each. Most of them also carry 1d3 pounds of utterly worthless trinkets, shiny stones, and shell bits.

13R-3. Street of Huamaratha and the Shady Character Inn (Approximate Map Location L46; CR Varies)

The Street (Approaching from the north)

The top of the high stone ridge continues to wend its way through the cavern; the few tiny lights gleaming faintly in the cavern below suggest that it is shaped like a basin, with one or two other tall ridges cutting through it. The lights are unbelievably dim, which makes it difficult to estimate distances. The sounds feel close; the lights look far.

Suddenly, the pinpricks of light to the west all disappear behind some kind of large obstacle in that direction; perhaps a ridge of stone, or perhaps a building. It is unlit, so you cannot tell. To the east, there is a faint reddish glow about thirty feet from you; even at such a close distance you can only barely tell that this is the light from a torch, illuminating a doorway beneath it.

This is the beginning of the city's streets, which are for the most part nothing more than the irregular, natural limestone of the cavern floor. No effort has been made to pave or improve them. The street along the top of the ridge is called "Huamaratha", in case the characters eventually need to ask directions back to the northern tunnels.

The obstacle to the west is a block of buildings, as shown on the map. Most of them are three or four stories high, and although most are built with shared walls, some of them have narrow alleyways between them.

The Inn (and Igglob the goblin)

The Shady Character Inn, like many of the important buildings in Izamne, employs a slave to announce the building's presence and direct potential customers to its doors (these slaves are called "barkers," just as if the city were a dark carnival of some kind). This slave — a goblin — approaches the characters in the street and points them toward the inn, advising them that it is the best and safest place in the entire city for visitors to stay, not to mention the least expensive, and also the most prestigious. If they keep going, the goblin shouts after them about how the Shady Character is the only inn that does not have plague or serve rotted food. Finally, he descends into inarticulate screams of rage if the characters do not enter the inn. **Igglob** considers it a personal insult when he is ignored, and could conceivably even try to pull a character into the inn, shrieking about its calming architecture, excellent hygiene, and the good company in the bar.

IGGLOB, GOBLIN SLAVE

CR 1/4

XP 100

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

Doors of the Inn Courtyard

Your light source shines over a large pair of double doors that closes off a stone archway large enough for a pair of horses to enter side-by-side. There is nothing to indicate the nature of the building other than a very deeply-cut rune in the door: a circle with a curved line running across it.

The rune is a darkfolk touch-rune for “shelter.” These gates are not barred, and when they are opened, they lead into a small passageway in between buildings, where the characters are met by a dark creeper. The creeper is not visible, being cloaked in *darkness*, but it sounds a faint silver chime to politely indicate its presence. The creeper’s name, in case the characters ask, is **Shurmu**, and it is one of the rare dark creepers that have learned to speak Common. Although Shurmu has a terrible accent and does not understand everything that is said, the creeper is able to convey answers to most questions.

SHURMU**XP 600****hp 19 (Chapter 1, Wandering Monsters)****CR 2**

The Courtyard

You walk through the narrow stone passageway on the other side of the gates into a courtyard. In the murky darkness you can’t tell how far back it goes. The building around the courtyard is apparently all stables and kennels, entered through wide archways. There are no stairs leading to the upper levels, but the next floor is also ringed around by archways that look out onto the courtyard. Singing and strange music issue from this upper floor, and through the mist-like dark you can make out that several rope ladders are coiled up at the edge of these archways. Although you assume that the building has more than just the ground floor and the one upper level, you cannot see any higher due to the supernatural darkness of this place. A sign has been hung next to one of the rope ladders, and reads, “*The Shady Character*.”

The northern half of the block of buildings in **Area 13R-3**, all the way around the Y-shaped courtyard lane, is the province of the Shady Character Inn. (The southern half of the block is a warren of residences with several unmarked entrances at the ground level, with internal hallways and stairs that are not connected in any logical fashion.)

The several connected buildings around the courtyard have been joined by knocking out walls – sometimes requiring balconies or rickety stairways, or even ladders, to reach between mismatched floor levels. The ground floor is dedicated to stables, and the floor above is almost entirely occupied by the tavern, which is reached by any of four rope ladders that are placed against the walls of the courtyard. Guest rooms are on the levels above the tavern, and these rooms are reached individually by rope ladders. There are no internal hallways; the only way into the rooms is by means of the rope ladders (DC 5 Climb check). The doors of the individual rooms can be barred from inside, and have extremely good locks (DC 30 Disable Device check to bypass). All of the rooms have several small, round windows that are just large enough for a person to squeeze through; these all have sturdy, metal shutters that can be latched from the inside.

If the party is planning on renting rooms, Shurmu the dark creeper arranges to have the other dark creepers of the inn haul up any luggage to the rooms (on the floor above the tavern level) using a cargo platform, a crane that is built into the roof, and several pulleys mounted on the side walls of the courtyard. The creepers linger round to get a tip, expecting a gold piece each. If they are underpaid, they try to find a way to pickpocket the party almost immediately.

The rooms cost from 10 gp per night (for a room that houses 2 people) up to a suite for 100 gp that sleeps as many as 15. The inn can accommodate entire caravans of visitors (and often does). There are cheaper rates if a group is putting up over 20 people or has a prior contract with the proprietor, **Sla** (see below).

The Taproom

At the top of the rope ladders, you can see the taproom of this strange, dark hostel. It is a large room that apparently runs most of the way around the courtyard; a stout door on one side blocks off what is probably the rooms of the staff, and an open archway hung with a beaded curtain leads to the kitchen — this is obvious, since the glow of firelight is visible through the curtain. There are a few very dim lights in the room, shaded candles placed on the tables, but the room is mainly dark. The attention of the patrons is already turned toward you, their eyes shining from the dark with silvery reflectiveness, like a pack of wolves.

Meeting up with the various groups in the taproom of the Shady Character Inn is a good way to find work, if the party is looking for ways to build up some gold or some experience in the Deeps. In addition to the tables shown, the Shady Character Inn can be a good place to link the characters up with events and plots that are going on in other parts of the Deeps.

BUGBEAR CHIEF**CR 6****XP 2400**Male bugbear rogue 3 (*Pathfinder Roleplaying Game Bestiary* “Bugbear”)

NE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; **Perception** +8**AC** 20, touch 12, flat-footed 18 (+5 armor, +1 Dex, +3 natural, +1 dodge)**hp** 52 (6d8+8)**Fort** +3; **Ref** +8; **Will** +2**Defensive Abilities** evasion, trap sense +1**Speed** 30 ft.**Melee** +1 short sword +9 (1d6+4/19–20)**Special Attacks** sneak attack +2d6**Str** 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 10, **Cha** 8**Base Atk** +5; **CMB** +8; **CMD** 20**Feats** Blind-Fight, Dodge, Precise Strike, Skill Focus (Stealth)**Skills** Acrobatics +0, Climb +9, Escape Artist +0, Fly +0, Intimidate +11, Knowledge (dungeoneering) +8, Knowledge (local) +8, Perception +8 (+9 to locate traps), Ride +0, Sense Motive +8, Stealth +18, Swim +2; **Racial Modifiers** +4 Intimidate, +4 Stealth**Languages** Common, Goblin**SQ** rogue talents (black market connections*), trapfinding +1**Gear** +1 chain shirt, +1 short sword, skull necklace with gems (value 150 gp).**Pathfinder Roleplaying game Advanced Player's Guide***DARK CREEPER****CR 2****XP 600****hp 19 (Chapter 1, Wandering Monsters)****DARK STALKER****CR 4****XP 1,200****hp 39 (Chapter 1, Wandering Monsters)****DEMON, HEZROU****CR 11****XP 12,800****hp 145 (Pathfinder Roleplaying Game Bestiary “Demon, Hezrou”)****DROW****CR 1/3****XP 135****hp 5 (Pathfinder Roleplaying Game Bestiary “Drow”)**

Rumors and Missions at the Shady Character Inn

The Shady Character has a huge taproom that contains lots of potential patrons and employers. Use the tables below to find out what opportunities might be available while the characters are present.

Patrons

Roll 1d6 to see how many times to roll 1d100 on the table below.

01–20	1d3 dark stalkers of the Kshamarat civilization with 1d3 dark creeper servants each. Roll on Rumors/Missions Table 1 .
21–30	1d10 duergar . 50% chance to roll on Rumors/Missions Table 2 .
31–32	1 syanngg . 10% chance to roll on Rumors/Missions Table 2 . If the syanngg has a mission it wants done, it is a truly deadly task, but it pays very, very well. One possible mission is to steal serpentfolk eggs from the Dreaded Domes of the Serpentfolk (see Chapter 5). The syanngg pays 300 gp per egg that the characters can retrieve. The first time this result occurs, the syanngg is the one named Thumb-Chewer, who lives in the area of Q13 on the city grid.
33–38	1d6 wererats (all in hybrid form). 10% chance to roll on Rumors/Missions Table 2 .
39–48	1d6 drow . 50% chance to roll on Rumors/Missions Table 2 .
49–55	Human mercenaries . (Mercenaries do not offer missions; Referee to randomly determine group composition).
56–65	Mixed human/goblinoid slaver crew (slavers are too poor to offer their own missions, but they have a 25% chance to know of a mission for someone else, and they disclose it if they get a 10% cut; Referee to randomly determine crew composition).
66–70	Humanoid chief (bugbear) . A bugbear chief is either a mercenary leader or a slaver leader, and only has a 5% chance to know of anyone with a mission available. If so, roll on Rumors/Missions Table 1 .
71–90	1d3 dark stalkers of the Avarthamna civilization with 1d3 dark creeper servants each. Roll on Rumors/Missions Table 1 .
91–99	1 shroom . Roll on Rumors/Missions Table 2 .
00	Demon (Hezrou) . No missions; this creature is already in the service of someone else.

Treasure: 30gp in pouch.

DUERGAR
XP 135

CR 1/3

hp 7 (*Pathfinder Roleplaying Game Bestiary* “Duergar”)

Treasure: Pouch containing 2d6gp.

SHROOM

CR 3

XP 800

hp 39 (*Monster Appendix*)

SYANNGG

CR 7

XP 3,200

hp 52 (*Monster Appendix*)

WERERAT (HYBRID FORM)

CR 2

XP 600

hp 20 (*Pathfinder Roleplaying Game Bestiary* “Lycanthrope, Wererat”)

Rumor/Mission Table 1

1	Rescue a dark stalker that has fallen into the hands of the opposing dark stalker civilization: e.g., a Kshamarat captured by the Avarthamna, or vice versa. If this result was not generated from a conversation with dark stalkers, it is because the patron is a bounty hunter subcontracting the job to anyone who might be competent. The bounty hunter is most likely only offering half of the real reward, but does not disclose the actual patron (which is one of the reliquary-houses). Roll randomly to see if the characters are rescuing a Kshamarat or an Avarthamna. The captive has already been taken into the tunnels outside of Izamne, so this is a chase/tracking type of task in the side tunnels (see Sidebox, Side-Tunnels).
2	Capture an escaped slave that is hiding somewhere in the city itself. This is most likely a slave of the darkfolk, although it could be a slave of the drow or duergar also. Capturing escaped slaves is considered a low form of work in Izamne, and if the characters get a reputation as slave-takers they find that they are held more and more in contempt by potential employers (–5 to all Diplomacy check per instance). Most missions like this are quite easy; it is just a matter of following the trail by asking questions. The dark creepers are aware of almost everything that happens in the city streets, and they answer questions if the characters can show that they are working on behalf of a dark stalker (even of the other civilization). In a few cases, however, the escapee might have had the assistance of a more powerful creature such as a syanngg — either as an ally or as a kidnapper. These cases could turn ugly, and test the characters' abilities more than the mere tracking of a fugitive.
3	Escort a dark stalker safely from hiding in one part of the city to safety in another part (most likely to a reliquary-house). In this case, the escort is almost certainly followed and attacked — if stealth were enough, the darkfolk would not bother to hire outsiders; they are experts in stealth themselves. Outsiders are hired when combat is imminent and unavoidable.
4	Raid the (defended) residence of a dark stalker who has become taboo to the opposing civilization and is now a legitimate target for kidnap, assassination, and/or torture. Taboo stalkers may be well defended not only by creepers and allied stalkers, but also by mercenaries such as trolls, ogres, and even spell casters such as drow or shrooms.
5	The converse of #4: the characters are hired to prepare and defend a fortified location which houses a taboo dark stalker. An attack by bounty hunters is imminent, and there might be some unexpected ways into the building (or sewer, or cave).

Rumor/Mission Table 1 Continued

6	Travel to a far location on the main map, to deliver a message. Most likely this is a message to nomadic dark stalkers who are living as bandits in the side tunnels and secret ways of the Deeps (see Side-Tunnels Sidebox), but it could also be a message to a specific individual described in another chapter. In the latter case, see the "Message for you, Sir" sidebox.
7	An Avarthamna dark stalker offers to hire the characters to steal eggs from the serpentfolk in Chapter 5: Dreaded Domes of the Serpentfolk . The price offered per egg is 250 gp (incidentally, this is an awfully low price).
8	The patron wants to hire the party to purchase a herd of food-zombies from the ancient being known as Yiquooloome. The characters are given a letter of credit to give to Yiquooloome, and are paid 500 gp when they return safely with the zombies. See Chapter 10: Orchard of Yiquooloome for details about the food-zombie herds.

Rumor/Mission Table 2

1	Rescue a member of the patron's race that has fallen into the hands of the dark stalkers. The prisoner might be kept in the rooms above one of the reliquary-houses, or might have been passed on to one of the nomad tribes of the dark stalkers, in which case the mission is a much longer chase through the side tunnels on the main map (see the Side-Tunnels sidebox).
2	Assist one side in a pitched street battle that is to be fought between two non-darkfolk races for control over a block of buildings currently held by a particular criminal gang (slavers, drug-dealers, drug-growers, surface-raiders, forgers, or pimps are all possibilities).
3	Travel to a far location on the main map, to deliver a message. Most likely this is a message to a specific individual described in another chapter. See the "Message for you, Sir" sidebox on this topic for more details.
4	Steal an item from the residence of non-darkfolk. To steal from darkfolk, any patron would hire darkfolk because they are so stealthy — so unless the characters are being set up, which is a possibility if the characters have offended one of the civilizations, the only thief jobs they get are against non-darkfolk.
5	Hunt a powerful monster that is loose in the side tunnels near the city (see the Side-Tunnels sidebox). Most likely, the monster's trail is easily followed, but goes through some dangerous areas ... and the monster itself is likely to present a serious challenge, if it is considered formidable in the Cyclopean Deeps. If the monster is intelligent, it might have allies. The monster is one of the following: (1) escaped flesh golem , (2) black pudding , (3) basilisk pack (2d4 basilisks), (4) purple worm , (5) giant slug , (6) syanngg .
6	Ambush a caravan that is moving past or through a particular place within a day or so. The patron weakens the caravan's defenses in some way (although they cannot be eliminated) and expects a large cut of the raid's proceeds. The ambush is to take place between Hex 13R and Hex 8Q , where a small side tunnel intersects with the main tunnel. The caravan can be generated from the random encounter tables found in Chapter 1 .

Side-Tunnels around Izamne

In many of the missions the characters might be hired to undertake, there is mention of the "side-tunnels." These are the small, labyrinthine tunnels that branch from the main thoroughfares of the Deeps. Most of these are dead ends in terms of your GM's main map, unless they eventually branch back to another one of the major tunnels. However, any side-tunnel that returns to the major corridors would do so only after many extra miles of travel. In general, the side-tunnels are five to ten feet wide, but they have multiple branches and often widen into cave chambers. Sudden elevation changes, with cliffs or drop-offs are possible as well.

Unless it is clear that the mission would take place in the tunnels very close to Izamne, use the following method to determine the hex in which the relevant side tunnel breaks off from the main thoroughfare:

Roll 1d6 to determine whether to follow the north tunnel from Izamne or the south tunnel. A result of 1–4 indicates the north tunnel; 5–6 indicates the south tunnel.

If the dice indicate the north tunnel, roll 1d8 and count that many hexes along the tunnel to see where the side tunnel hits the main tunnel. The important lair or intersection is either close or far (50–50). If the lair is close, roll 1d4 to see how many hundreds of feet it is located down the side tunnel. If it is far, roll 1d6 to see which face of the hex is the direction, and 1d4 to see how many miles in that direction the lair is to be found. Traveling this far through the side tunnels takes 1d4+1 days per hex, since the tunnels branch and turn. The distance actually traveled is much more than a straight-line path would be.

Food at the Shady Character Inn

Various foods are offered at the inn, and with a bit of experimentation the characters are able to find dishes that are palatable. During the course of the experimentation (2 meals) there is a slight (5%) possibility that the character may have to make a DC 15 Fortitude save against a lethal ingredient (lose 1 hit point per day with no healing until the poison is removed from the system). The specialty of the house is the infamous hallucinogenic breakfast.

Effects of the Hallucinogenic Breakfast (roll 1d6):

1	Make a DC 15 Fortitude save or turn blue, red, or purple (1d3) for 1d6 days
2	Make a DC 15 Will save or see everything with incredible clarity (+1 to hit and on anything involving Perception)
3	Make a DC 15 Will save or become entranced with life (catatonic for 1d2 days)
4	Make a DC 10 Will save or gain 100xp
5	Make a DC 10 Will save or lose 100xp
6	Make a DC 20 Will save or become very generous for 1d3 hours

The hallucinogenic breakfast is only available during the 3 hours that the Shady Character Inn staff decides are "morning," which starts 8 hours after the tolling of the Unknown Bell (see **Area 13R-4**). Since no one discusses the bell itself, it can be difficult to find out what time breakfast is served.

Alcoholic beverages are available, of course, although they are not what surface dwellers are accustomed to drinking.

Wines	per bottle
Coiled Whip fungus red	50 gp
Coiled Whip sparkling fungus white	40 gp
Moss Mead	30 gp
Izamne Special Blend #5	10 gp

Message for you, Sir

Some of the missions available at the Shady Character Inn involve taking a message to someone located in another hex of the main map. The locations and messages are not specified in the missions table, since, if the characters return to the inn several times they might roll this result more than once.

The message is not necessarily friendly, and the characters would do wise to remember that “don’t kill the messenger” is a human sentiment that doesn’t always apply in the caverns of the Cyclopean Deeps. Examples of potential message-recipients include:

- the Duergar King (*Chapter 11: Mines of the Duergar*)

About the Message: Messages to King Okarm Etekk are almost certain to be promises (sincere or not) of assistance in the event that the rebels try to overthrow him. Many of the minor players in the Deeps have realized that it costs nothing to make promises, and they could yield favors or even gold if Prince Lokragar’s rebellion is crushed.

- the Ambassador of the Leng-men (Tuthumbuu Redmask of the Ulmai) in **Hex 18M-7** (*Chapter 5: Dreaded Domes of the Serpentfolk*)

About the Message: These letters are most likely no more than news and gossip about events in different places in the Deeps. They could be interpreted by someone with a very subtle understanding of politics in the Under Realms, but not by the characters. Even if one of the characters could manage to decipher these tea leaves (with a DC 30 Linguistics check), the information isn’t likely to produce much in the way of tangible benefits.

- Prince Lokragar of the Duergar (*Chapter 6: Converging Caverns of Leng*) (see **Hex 9G-1** regarding the message drop). Any mission that reveals the location of the rebel Duergars’ message drop means that the characters have just jumped far — possibly too far — into the deadly politics of the Deeps.

About the Message: Since the sender knows where Lokragar is, he (or she) is most likely a friend of the brewing duergar rebellion.

Nature of the Message (roll 1d10)

1–2	Treachery. The sender is trying to draw Lokragar into an ambush. The characters are likely to get drawn into it, either by being invited by Lokragar to the ambush or being detected as the deliverers of a treacherous document. This sort of message is most likely to come from a duergar, although it might be the opening move in an Avarthamna-Isclaadra attempt to secure Okarm Etekk’s throne from Lokragar’s fundamentalism. In this case, the characters have gotten in deep. If they get involved as a moving part in the center of that attack, they might actually be invited to the Font of Darkness as allies of Isclaadra’s cult.
3–8	Offer of Assistance. Bets are heavy that the Duergar King will capture Lokragar and his fundamentalist mystics, and execute them all in some spectacular and disgusting way. However, few denizens of the Deeps are willing to stake their lives on a King’s gratitude by helping Lokragar achieve the throne.
9–10	Items of Value. Rebellions need magic items (+1 warhammers or +1 shields, for example). Some of these have been bought by the rebels, and some are gifts from well-wishers who intend to get a good rate of return on their investment in the rebel mystics. Stealing one of these gifts would earn the vengefulness of both the intended giver and the intended recipient.

- Baha Shah (*Chapter 8: Flagon of the Death God*) in **Area 13S–13(E)**.

About the Message: Most letters to Baha Shah will be prayers intended to be dropped into the lake of the death-godling CHOA-THOOM by the godling’s high priestess. The letters will request a token of “safe delivery” from Baha Shah, which would need to come back to the patron before the adventurers receive the balance of their payment.

Wines	per bottle
Old Gloomcrawler Seedless	2 gp
Old Gloomcrawler	1 gp

Beer	per pint
Spiderleg Stout	5 gp
Lichen Lager	3 gp
Duergar Ale	3 gp
Huggermugger Somethingorother	2 gp
Bugbear Brew	1 gp

The Proprietor, Sla

The Shady Character Inn is owned by a consortium of three. The first of the three is a reliquary-house of the Kshamarat darkfolk, led by a dark confessor who goes by the name of “**Cloud-Watcher**.” The second of the three is the archmage **Jupiter Kwan**, about whom there is considerable detail later on (see *Chapter 9: Hidden Worlds of Jupiter Kwan*). The third owner is the actual proprietor of the inn, whose name is **Sla**.

Sla is of some indeterminate origin, having arrived in Izamne a hundred or so years in the past, when he purchased the buildings here and established the Shady Character Inn with his two silent partners. Nobody knows if there are more creatures like him deep under the earth—Sla doesn’t discuss

this topic, or his past history. He resembles a squid, although he breathes air and has thick root-like protrusions at his base instead of a squid’s tail. These muscled extrusions ripple him along the ground almost as fast as a person can walk. Watching Sla tend the bar is quite a sight, for he can use all of his tentacles at once if there is a crowd of customers.

The inn virtually swarms with dark creepers, who perform the actual work of cleaning, cooking, and looking after the inn’s guests. These are all in service to the particular dark stalkers, who, in turn, are followers of Cloud-Watcher. This is unlikely to come up in the course of adventuring, but if the characters begin tracing the ownership of the inn, the connection to the darkfolk might become important. Any further details on Cloud-Watcher are left to the individual GM to develop (Cloud-Watcher is an ordinary **dark confessor**, as described in the **Monster Appendix**).

SLA

XP 1,600

N Medium aberration

Init +5; **Senses** darkvision 60 ft.; **Perception** +16

AC 17, touch 15, flat-footed 12 (+5 Dex, +2 natural)

hp 65 (10d8+20)

Fort +5; **Ref** +5; **Will** +10

Speed 40 ft.

Melee 7 tentacles +8 (1d4+1 plus grab), or bite +8 (1d8+1)

CR 5



Special Attacks constrict (1d4+1)

Str 12, **Dex** 20, **Con** 15, **Int** 18, **Wis** 16, **Cha** 14

Base Atk +7; **CMB** +8 (+12 to grapple); **CMD** 17 (can't be tripped)

Feats Catch Off Guard, Combat Reflexes, Improved Initiative, Nimble Moves, Skill Focus (Profession [innkeeper])

Skills Acrobatics +18, Climb +14, Disable Device +15, Knowledge (local) +17, Perception +16, Perform (bartending tricks) +12, Profession (innkeeper) +19, Stealth +18

Languages Aklo, Common, Undercommon

Gear deed to one-third of the Shady Character Inn, financial report written to Jupiter Kwan, showing monthly profits of 9000 gp.

13R-4. Stairs and the Unknown Bell (Approximate Map Location P42)

A broad staircase wide enough for twenty or thirty people to walk side-by-side is expertly cut from the side of the ridge, leading down to a lower level. The level at the bottom of the stairs is still higher than the cavern's actual floor, which lies further below.

If the characters have headed toward this area first, they are likely hear the Unknown Bell for the first time in this area or nearby. The Unknown Bell is simply a heavy church bell that strikes at 16 and 8 hour intervals (roughly equating to a "day" and "night" cycle). The odd thing about it is that no one knows which tower it rings from. No one at all. After making this discovery a hundred or so years ago, the inhabitants of Izamne became uncomfortable with the topic, and it is now quite a social taboo to make any mention of the bell. People turn and leave if the bell is mentioned. Most of Izamne secretly uses the bell to indicate "night," and "day," and

the crowds tend to thin out for the eight hours following the night-tolling of the Unknown Bell.

No matter what sort of resources or divinations the characters bring to bear, it is not possible to get any sort of meaningful answer about the location or source of the Unknown Bell. It is fundamentally an unknowable fact, one of the true mysteries, an imponderable.

13R-5. Sloping Ramp and Smoke Market (Approximate Map Location N53, and down to K51; CR Varies, 6+)

A branch turns off from the high ridge and slopes downward here, forming a gentle ramp toward the floor of the cavern basin.

This ramp leads down to the cavern floor, the lowest level of the city. The lowest level is utterly lawless, a sprawling slum that offers every kind of dissipation and decadence. It is also a deadly place for those who wander around too long, or appear to be easy pickings for a quick kill-and-loot.

The particular area into which the ramp descends is a small market with merchants that specialize in either orc slaves or fragrant tobaccos. The tobaccos are smoked in slender glass hookahs, some as tall as ten feet, which are also for sale. A pouch of the tobacco costs 200 gp, and a small hookah (3 ft.) costs 500 gp. Large hookahs (8 ft.+) are 1,000 gp (or more), depending on ornamentation. Smoking the tobacco confers no physical benefit, but it has the effect of making a character smell like an inhabitant of the city, rather than an outsider. In many cases, especially if the characters are attempting some kind of deception, this added bit of authenticity could make the difference between successful deceptions or exposure as a fraud. On the other hand, carrying a giant hookah around the subterranean streets of Izamne is just as strange a behavior in Izamne as it would be in any surface city.

If the characters act peaceably here, there is no trouble. If they cause any trouble, they may be attacked by the **3 encephalon gorgers** who are the traditional protectors of this market and claim it for their own. Depending on the level of carnage and mayhem that ensues, the fight might spread to the slave-dealers (**2 dark slayers**, **1 serpentfolk sorcerer**, and **1 syannngg**) and tobacco merchants (**2 drow**).

ENCEPHALON GORGERS (3)

CR 8

XP 4,800

hp 65 (see **Hex 13R, Secondary Streets**)

Treasure: Each carries a pouch with 3d6 takkas and 1d3 gems worth 500gp. #2 carries a *potion of cure serious wounds*, and #3 wears a gem in its eye that works as a *ring of minor spell turning* (if worn in the eye socket).

DARK SLAYERS (2)

CR 3

XP 800

hp 22 (*Pathfinder Roleplaying Game Bestiary 2* "Dark Slayer")

Treasure: Bone whistle, belt pouch with 1d100 gp. #1 has a bracelet worth 200 gp, and #2 has a *potion of cure light wounds*. Each has deeds to 1d6 orc slaves.

SERPENTFOLK SORCERER

CR 7

XP 3,200

Male serpentfolk sorcerer 4 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +12

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

CHAPTER 4: SECRETS OF THE DARK CITY

hp 68 (5d10+15 plus 4d6+12)

Fort +7; **Ref** +10; **Will** +10

Immune mind-affecting, paralysis, poison; **Resist** acid 10; **SR** 19

Speed 30 ft.

Melee bite +7 (1d6–1) and mwk dagger +13/+8 (1d4–1/19–20)

Special Attacks poison (DC 15)

Spell-Like Abilities (CL 4th; melee touch +6, ranged touch +11):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 15)

1/day—*blur*, *dominate person* (DC 18), *major image* (DC

17), *mirror image*, *suggestion* (DC 16)

Bloodline Spell-Like Abilities (CL 4th; melee touch +6,

ranged touch +11):

7/day—*elemental ray* (1d6+2 acid)

Spells Known (CL 4th; melee touch +6, ranged touch +11):

2nd (4/day)—*acid arrow*

1st (7/day)—*burning hands* (energy type: earth) (DC 15),

charm person (DC 15), *mage armor*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *mage*

hand, *open/close* (DC 14), *read magic*

Bloodline Elemental (earth)

Str 8, **Dex** 21, **Con** 17, **Int** 18, **Wis** 14, **Cha** 18

Base Atk +7; **CMB** +6; **CMD** 21

Feats Eschew Materials⁸, Great Fortitude, Improved Counterspell, Improved Initiative, Spell Penetration, Weapon Finesse

Skills Acrobatics +10, Disguise +9, Escape Artist +20, Knowledge (arcana) +12, Knowledge (dungeoneering) +9, Knowledge (local) +9, Knowledge (planes) +12, Linguistics +7, Perception +12, Sense Motive +7, Spellcraft +12, Survival +7, Use Magic Device +20; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aboleth, Abyssal, Aklo, Common, Draconic, Orc, Shroom, Undercommon; telepathy (100 feet)

Combat Gear 2 *potions of cure light wounds*, scroll (*invisibility*, *mirror image*), *wand of shocking grasp*; **Other Gear** masterwork dagger, blue snake-amulet, belt pouch containing 1 x 4 x 100 gp, ownership-tokens for 8 orc slaves.

Poison (Ex) Poison—Injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 consecutive saves.

SYANNGG

XP 3,200

hp 52 (**Monster Appendix**)

CR 7

Treasure: Necklace-pouch containing 4 takkas, 20 gp, and ownership-tokens for 10 orc slaves, 2 necklaces of opals (300 gp each), 1 diamond tooth (250 gp).

DROW MERCHANTS

XP 1,600

Male drow warrior 6 (*Pathfinder Roleplaying Game Bestiary* "Drow")

CE Medium humanoid

Init +3 **Senses** darkvision 120 ft.; **Perception** +8

CR 5

AC 17 touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 shield)

hp 39 (6d10 plus 6)

Fort +5; **Ref** +5; **Will** +2; +2 vs. enchantment

Immune sleep; **SR** 11

Weaknesses light blindness

Speed 30 ft.

Melee mwk rapier +11/+6 (1d6+1 plus poison/18–20)

Ranged mwk hand crossbow +10 (1d4 plus poison/19–20)

Spell Like Abilities (CL 6th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Str 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 11, **Cha** 12

Base Atk +6 **CMB** +7 **CMD** 20

Feats Weapon Focus (rapier), Toughness, Weapon Finesse

Skills Acrobatics +9, Perception +8, Intimidate +10; **Racial**

Modifiers +2 Perception

Languages Elven, Undercommon

SQ poison use

Gear *potion of cure light wounds*, *potion of heroism*; **Other**

Gear masterwork studded leather, masterwork buckler;

masterwork cold iron rapier, masterwork hand crossbow, 10

bolts, 50 gp in pouch, 3 exquisite glass hookahs (each) and

8 pouches of fragrant tobacco (each).

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

Drow Poison—Injury: save Fort DC 13; frequency 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; cure 1 save.

13R-6. Docks (Approximate Map Location AH58; CR Varies)

The sound of water begins to echo strangely as you continue onward, and the already-wide street between the dark blocks of buildings opens out into what can only be described as an underground harbor. Dark water laps against the stone, and there are some riverboats moored at the water's edge.

There are generally **1d3+1 fishing boats** moored here; the fishing boats are manned by **dark creepers** of the lowest caste (they might move loudly, smell bad, or have some sort of deformity). The fishing vessels have a **crew of 4 rowers** and are 15 ft. in length (consider them standard rowboats from *Pathfinder Roleplaying Game Ultimate Combat*, if statistics are needed).

Additionally, there is a 50% chance each day that a **trading vessel** is present. These boats are 20 ft. long and are not necessarily owned by the darkfolk (consider them standard rowboats from *Pathfinder Roleplaying Game Ultimate Combat*, with hp 80, if statistics are needed).

Owners/crew of Trading Vessels:

1–4	darkfolk
5–6	drow
7–9	night-ghouls
10	khryll captain with bugbear slave crew

BUGBEAR

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

CR 2

DARK CREEPER

XP 600

hp 19 (**Chapter 1, Wandering Monsters**)

CR 2

Treasure: 1d6 sp each in pouches

DARK STALKER

XP 1,200

hp 39 (**Chapter 1, Wandering Monsters**)

CR 4

CYCLOPEAN DEEPS VOLUME 1

Treasure: 2d200 gp each, 50% chance to have 2d4 50 gp gems.

DROW SOLDIERS

XP 135

hp 5 (*Pathfinder Roleplaying Game Bestiary* "Drow")

CR 1/3

Treasure: 1d6 x 300 gp in pouches (captains only). 1d6 x 10 sp each (all others).

KHRYLL

XP 2,400

hp 52 (*Monster Appendix*)

CR 6

NIGHT-GHOUL

XP 800

hp 26 (*Monster Appendix*)

CR 3

Treasure: necklace-pouch containing 1d6 x 10 takkas and 1d6 x 5 gems worth 100 gp each.

Night-ghoul boat captains — and only the captains — dye their entire bodies yellow, for reasons unfathomable to any but the night ghouls. Unsuccessful captains are traditionally eaten at the end of a voyage, and it is possible that the characters might have the rare opportunity to see this fascinating cultural phenomenon. Participation would require payment, and the captain urges a large amount (a large enough payment would make the voyage successful, thereby negating the need for a gastronomical denouement to the voyage).

If the characters engage a night-ghoul captain to take them anywhere, they most likely end up at location 2C-6 in *Chapter 6: The Converging Caverns of Leng*.

13R-7. Semi-Secret Exit (Approximate Map Location AJ18)

This underground chamber has clearly been expanded from its original existence as a natural cavern, for the walls are smoothed and regular. A black mist, darker than ordinary darkness, seems to be pouring slowly into the chamber from a wide archway in the eastern wall. The floor is covered by this mist, a water-like mass that swirls against the chamber's walls.

You can hear a faint rumbling of distant sound emanating from the same eastern corridor.

The corridor leading south from this cavern leads to **Hex 10-O**, joining a secondary tunnel that enters the rest of the Under Reams (see the **Main Map**). Traveling to the east brings the characters fully into the city's ever-present cloud of darkmist, to the guarded gate, and thence to the fortress of Pareetha Pra (**Area 13R-8**).

13R-8. Fortress of Pareetha Pra (Approximate Map Location AK25; CR 20+)

A stone stronghold occupies this cavern, its battlements high above your heads. The walls are perfectly vertical and seamless, carved with runes and leering faces. Flashes and flickers of blue light crackle around both sides of the castle. There is a way past both sides of the fortress, with about ten feet of clearance between the castle wall and the cavern wall.

One gate leads into the castle itself, although this gate stands closed.

A tall, cloaked figure stands before each of the passages that lead around the castle. Each of them is accompanied by three smaller figures, similarly clad but no more than 4 feet in height. Another, larger, figure lurks further back, its details not distinguishable.

The Guards

The above description is correct whether the characters are approaching from the east or the west: the two sides of the fortress both have an entrance gate and guard posts as described. There are four of these guard-posts, one for each "corner" of the fortress: northeast, northwest, southeast, and southwest. Each guard post is about ten feet back from the entrance to the alleyway between cavern wall and castle wall. Thus (see **Map**), the two northern guard posts are quite close to each other, while the southern ones are quite far apart.

Night-Ghouls

Night-ghouls are found throughout the Cyclopean Deeps, and although their name reflects an unpleasant habit, the night-ghouls are actually some of the more peaceful inhabitants of the Deeps. They have an extraordinarily wide variation in terms of their personalities, easily as wide as that of humanity. Some are quite shy, while others earnestly engage humans in conversation to explain that cannibalism has negligible moral implications. Their leaders tend to be very strong personalities, for it is a gamble to lead night-ghouls on any particular venture — even the shyest philosopher among them philosophically devours the flesh of a failed leader, perhaps with slight remorse afterwards. They are more like humans than any of the other inhabitants of the Deeps.

If the characters make conversation with the night-ghouls, it may be useful for you as the GM to have some names available for the ghouls. The night-ghouls have odd, inhuman names such as "Soorfaraloo," "Gnirbabnabu" and so on.

1	Am	eesha	thubu
2	Soor	sa	loog
3	Gool	bab	nabu
4	Lap	lal	hutoo
5	Chu	spak	nalgh
6	Yeh	ili	mua
7	Ool	aupi	loa
8	Gnir	shi	minda
9	Oh	fara	hara
10	Keem	ki	wome

Night-ghouls can make reliable allies in the tunnels of the Under Realms, provided that the characters remember the risks involved in dealing with intelligent cannibals. If the ghouls are not occasionally provided with certain foods, they become erratic, unreliable, and eventually dangerous. Only the flesh of humans, night-ghouls, or denizens of Leng satisfy the cravings. The ghouls are as intelligent as humans, and exact a reasonable fee for any services they provide. If the characters think that they can engage a phalanx of night-ghoul mercenaries just by offering a supply of meat, they are met with a wave of uproarious tongue-clicking and soprano squeaks, which serve as laughter among the night-ghouls.

Although there is a difference between male and female names among night-ghouls, the linguistic difference is indistinguishable to humans, being a tonal quality beyond the range of normal ears. Simply use the table for night-ghouls of both sexes.

CHAPTER 4: SECRETS OF THE DARK CITY

The two northern guard posts are run by the Kshamarat civilization; one of the **dark stalkers** is male and the other is female. Both bear trophy-scars, although these are hidden under robes and by face-veils; and they carry *soul nets*. The southern guard posts are the responsibility of the Avarthamna, so the **dark stalkers** are both female and their face-veils are studded with trophy-disks (roll 1d3 trophies for each guard). Each guard post has reinforcements waiting further back in the shadows (in both cases, there is only one “heavy,” rather than one per guard post). The Avarthamna reinforcement to the south is a **nebunorne demon**. To the north, a **spirit naga** slithers around quietly between the Kshamarat guard posts.

Northwest (Kshamarat) Guard Post:

KSHAMARAT DARK STALKER

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

CR 4

Treasure: *Soul net* (see Appendix), pouch containing 3 sapphires (100 gp each).

KSHAMARAT DARK CREEPERS (3)

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

Treasure: Pouch containing 1d8gp.

SPIRIT NAGA

XP 6,400

hp 95 (Pathfinder Roleplaying Game Bestiary “Naga, Spirit”)

CR 9

Treasure: Gold necklace set with 2 Leng-rubies (1,000 gp value; 4,000 gp value to Leng-men or Leng-spiders). Also wears a nose-ring set with a fan of unicorn-hair (10 gp), and an ear cuff with a dangling elf-head carved from amber (50 gp).

Northeast (Kshamarat) Guard Post:

KSHAMARAT DARK STALKER

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

CR 4

Treasure: *Soul net* (see Appendix), pouch containing 2 sapphires (100 gp each) and 1 ruby (100 gp, or 500 gp if sold to Leng-dwellers of any kind).

KSHAMARAT DARK CREEPERS (3)

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

Treasure: Pouch containing 1d8 gp.

Southwest (Avarthamna) Guard Post:

AVARTHAMNA DARK STALKER

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

CR 4

Treasure: Pouch containing 2 fire opals (200 gp each).

AVARTHAMNA DARK CREEPERS (3)

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

Treasure: Pouch containing 1d8 gp.

NEBUNORNE DEMON

XP 3,200

CE Large outsider (chaotic, demon, evil, extraplanar) (Monster Appendix)

Init +3; Senses darkvision 60 ft.; Perception +16

Aura darkness (10 ft., concealment)

CR 8

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)

hp 105 (10d10+50)

Fort +8; Ref +10; Will +10

DR 5/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10

Speed fly 30 ft. (average)

Melee 2 tentacles +13 (1d6+4 plus grab), or tentacle-staff +15/+10 (1d8+7 plus poison)

Space 10 ft.; Reach 10 ft. (20 ft. with tentacles)

Special Attacks Constitution damage, constrict (1d6+4), hypnotic voice

Spell-like Abilities (CL 12th):

3/day—deeper darkness

1/day—summon demon (nebunorne, 40%)

Str 18, Dex 16, Con 20, Int 14, Wis 17, Cha 18

Base Atk +10; CMB +15 (+19 to grapple); CMD 28

Feats Cleave, Great Cleave, Power Attack, Step Up, Weapon Focus (tentacle staff)

Skills Acrobatics +11, Bluff +16, Fly +9, Intimidate +17, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +16, Sense Motive +16, Stealth +2

Languages Abyssal, Celestial, and Draconic; telepathy

Gear +1 tentacle staff, necklace of dark stones (2000 gp)

Constitution Damage (Ex) A creature pinned by a nebunorne takes 1d4 points of Constitution damage on each round the demon maintains the pin unless it succeeds on a DC 20 Fortitude save.

Hypnotic Voice (Su) A nebunorne can speak in hypnotic tones as a standard action. Any creature that hears a nebunorne's voice must succeed on a DC 19 Will save or be paralyzed. The creature remains paralyzed for as long as the nebunorne dedicates a standard action each round to speaking, or the sound is blocked in some way. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

Poison (Ex) The Bloat—type poison, injury; save Fortitude DC 20; onset 1 round; frequency 1/hour for 6 hours; effect 1d2 Dex damage; cure 2 consecutive saves. A creature affected by the bloat swells over the course of several hours to twice normal size. A creature reduced to 0 Dex by the bloat explodes into a pink mist that eventually dissipates, leaving nothing to raise or resurrect. Despite its demonic origin, the poison will respond normally to spells that affect ordinary poisons.

Southeast (Avarthamna) Guard Post:

AVARTHAMNA DARK STALKER

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

CR 4

Treasure: Pouch containing 4 takkas.

AVARTHAMNA DARK CREEPERS (3)

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

Treasure: Pouch containing 1d8 gp.

Tactics: If a guard post is attacked, the guards from the same darkfolk civilization immediately move to reinforce. The members of the *other* civilization keep an eye on things for 1d3 rounds before moving in to assist. A pitched battle in the alleyway causes the guards inside the fortress to close the electrified gates after the guards move past, and within 1d6+3 rounds, ladders come down from the fortress to disgorge one of the castle's battle units (see “**The Fortress Defenses**,” below).

The Fortress Defenses

The fortress of Pareetha Pra is the city's defense against attack from the southern tunnels. It stands at the center of a cavern, and has iron gates that can be slid from within the castle's walls to close off passage beside the

castle. These **gates** are thirty feet tall, and are electrified by means of giant electrical eel vats in the castle's basement. The fortress reaches almost to the cavern ceiling, which is lower than that of the city proper (much lower, if rumors are true that the darkmist over the city creates some sort of dimensional rift into darkness). Between the thirty-foot height of the gates and the top of the cavern ceiling, the city's defenders have created a **web of tightly-strung barbed wires** that slice up anyone trying to fly through it at speed. Slower flight speeds could result in less damage.

Iron Gates 12 in. thick; hardness 10; hp 360; Break DC 60; Special: electrified (6d6 points of damage, DC 20 Fortitude save for half).

Castle Barbed Wires 1/8 in. thick; hardness 10; hp 5; Break DC 25; Special: sharp (10d6 points of damage, DC 25 Reflex save for half. If movement is 10 ft. or less, only 2d6 points of damage).

The giant copper coils transmitting lightning from the eel vats to the gates have a side effect as well: they make some parts of the castle highly magnetized (anyone in metal armor is *slowed*), and occasionally deaden magic in other areas (CL check DC 20 to cast any spells). The castle's defenders know where these phenomena are likely to appear, and use them to best advantage if the castle is subjected to a frontal assault.

Defense of the fortress, if anyone is idiotic enough to make a frontal assault, would consist generally of the following:

100 goblins forced into a suicidal charge, supported by arrows from **50 drow mercenaries**. General defense of the walls is by five units of **5 ogres**, **1 dark stalker**, and **10 dark creepers** each. **Three Vessals of Isclaadra** are stationed in the fortress to provide magical defenses. The captain of the garrison is the balor **Hajjirtha**, who rides a coal-black **triceratops** that wears the ancient *Barding of Surtur* (see **Sidebox**).

HAJJIRTHA, BALOR DEMON

CR 20

XP 307,200

hp 399 (*Pathfinder Roleplaying Game Bestiary* "Demon, Balor")

Treasure: Hajjirtha wears *rune-chains* forged by the duergar, which anchor him to the Material Plane.

ULAM, TRICERATOPS

CR 14

XP 38,400

Male triceratops dinosaur (*Pathfinder Roleplaying Game Bestiary* "Dinosaur, Triceratops")

N Huge animal

Init -1; **Senses** low-light vision, scent; **Perception** +27

AC 30, touch 7, flat-footed 30 (+9 armor, -1 Dex, +14 natural, -2 size)

hp 230 (14d8+140)

Fort +21; **Ref** +11; **Will** +7

Speed 30 ft.

Melee gore +24 (4d8+15/19-20)

Space 15 ft.; **Reach** 10 ft.

Special Attacks powerful charge (gore, 4d10+16), trample (DC 30; 1d8+15)

Str 31, **Dex** 9, **Con** 25, **Int** 3, **Wis** 12, **Cha** 10

Base Atk +15; **CMB** +27 (+29 to bull rush, +29 to overrun);

CMD 36 (38 vs. bull rush, 38 vs. overrun, 40 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Critical (gore), Improved Natural Attack (gore), Improved Overrun, Intimidating Prowess, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

Skills Acrobatics -1 (+3 to jump with a running start), Intimidate +12, Perception +27, Stealth -9, Survival +2

Gear *Barding of Surtur*

Hajjirtha the Baalroch

Long-term Goals: Collect souls

Current plans: Defend the Fortress of Pareetha Pra

Allies: All of Izamne (unreliable assistance), summoned demons

Enemies and rivals: Some demons that are not currently on the Material Plane. Not happy with the Cult of Isclaadra.

Note: The succubus Siaphela was originally Hajjirtha's consort, but followed the orders of Isclaadra to seduce and control the King of the Duergar. In consequence, Hajjirtha is not happy with the duergar, is angry at the demon-prince, and is making plans to get the succubus back, if possible. He would be interested in sending the party to kidnap the succubus and bring her back here, for a staggering reward. The downside, of course, is that it would place the characters squarely in the middle of a full-scale brawl between a demon prince and a baalroch. Essentially, all Hell would break loose. See **Chapter 11: Mines of the Duergar** for details on the succubus Siaphela.

Hajjirtha is a fallen einherjar, once a warrior in the hall of Valhalla, sworn to the service of Thyr. He was a terror in battle, but treacherous in his soul, infected by a rot deeper than the eyes of the Valkyries could discern when they raised him from death on the battlefield, to glory in the great hall of Valhalla. Hajjirtha secretly made agreements with the foulest enemies of Valhalla, but his perfidy was discovered. The Aesir bound him in chains forged by the duergar, incised with runes of power. Thyr hurled the traitorous warrior into the unfathomable depths of the Ginnungagap, there to fall for all eternity.

But the duergar chains were themselves forged in treachery, and the graven runes of power did not allow their captive to fall forever, as Thyr had decreed. For Hajjirtha came to emerge from the black stone of the Cyclopean Deeps, a demon of fire and hate, exiled from Hell by Thyr's decree but freed from the void of the Ginnungagap by the false runes of the chains that still hang from his wrists.

If the fortress is under attack, more reinforcements continue to arrive from the city, although the supply of those who risk their lives to defend the city is most definitely not inexhaustible.

It is possible that the characters eventually return to Izamne to kill Hajjirtha, armed with knowledge from the duergar king in **Chapter 11: Mines of the Duergar**. If this is the case, keep in mind that Pareetha Pra is an almost impenetrable fortress, and that Hajjirtha seldom leaves it. The characters would most likely have to think of a way to lure him out, perhaps by finding something (or someone) that the demon wants badly enough to pursue beyond the bounds of his citadel.

GOBLINS (100)

CR 1/2

XP 200

Male or Female goblin warrior 1 (*Pathfinder Roleplaying Game* "Goblin")

CE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; **Perception** +0

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 7 (1d10+1)

Fort +5; **Ref** +2; **Will** +0

Speed 30 ft.

Melee shortspear +3 (1d4+1) or short sword +3 (1d4+1/19-20)

Ranged shortspear +3 (1d4+1)

Str 12, **Dex** 14, **Con** 12, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 13

Feats Great Fortitude

CHAPTER 4: SECRETS OF THE DARK CITY

Skills Acrobatics +1, Climb +0, Escape Artist +1, Fly +3, Intimidate +3, Ride +5, Stealth +13, Survival +1, Swim +0;

Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Gear leather armor, light steel shield, shortspear, short sword, belt pouch with 1d6gp.

DROW MERCENARIES (50)

CR 1/3

XP 135

hp 5 (*Pathfinder Roleplaying Game Bestiary* "Drow")

Treasure: 50 gp in pouch, 100 gp in assorted gems.

OGRES (25)

CR 3

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

Treasure: Sack with assorted oddments totaling 250 gp in value.

DARK CREEPER

CR 2

XP 600

hp 19 (*Chapter 1, Wandering Monsters*)

Treasure: 1d20 gp each in pouches.

DARK STALKER

CR 4

XP 1,200

hp 39 (*Chapter 1, Wandering Monsters*)

Treasure: 2d20 gp each in pouches, 50% chance to have 2 50 gp gems.

VESSALS OF ISCLAADRA (3)

CR 11

XP 12,800

Female dark stalker sorcerer 8 (*The Tome of Horrors*

Complete 143 "Dark Stalker")

CN Medium humanoid (dark folk)

Init +4; **Senses** darkvision 150 ft., see in darkness; **Perception** +7

AC 20, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 dodge, +2 natural)

hp 93 (6d8+12 plus 8d6+16 plus 8)

Fort +6; **Ref** +11; **Will** +11

Defensive Abilities death throes (DC 15); **DR** 5/piercing or slashing

Weakness light blindness

Speed 30 ft.

Melee +1 *grayflame** short sword +9/+4 (1d6+1/19–20)

Special Attacks poison (DC 15), sneak attack +2d6

Spell-Like Abilities (CL 8th):

At will—deeper darkness, detect magic, fog cloud

3/day—invisibility

1/day—dimension door

Bloodline Spell-Like Abilities (CL 8th; melee touch +8, ranged touch +12):

7/day—shadowstrike

Spells Known (CL 8th; melee touch +8, ranged touch +12):

4th (4/day)—charm monster (DC 18)

3rd (6/day)—deeper darkness, gaseous form, lightning bolt (DC 17)

2nd (7/day)—blindness/deafness (DC 16), blur, darkness, darkvision

1st (7/day)—break* (DC 15), charm person (DC 15), feather fall (DC 15), obscuring mist, ray of enfeeblement (DC 15), silent image (DC 15)

0 (at will)—bleed (DC 14), detect magic, detect poison, ghost sound (DC 14), mage hand, message, open/close (DC 14), read magic

Bloodline Shadow

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 16, **Cha** 19

Base Atk +8; **CMB** +8; **CMD** 28

Feats Combat Casting, Deep Sight, Dimensional Agility#, Dodge, Eschew Materials, Skill Focus (Knowledge [planes]), Skill Focus (Knowledge [religion]), Stealthy, Uncanny Concentration*

Skills Acrobatics +4 (+9 to reduce damage from falls), Climb +4, Escape Artist +11, Knowledge (local) +2, Knowledge (planes) +10, Knowledge (religion) +20, Perception +7, Sense Motive +5, Spellcraft +6, Stealth +10

Languages Dark Folk

Gear boneless leather*, +1 *grayflame** short sword, unholy symbol of Isclaadra.

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black smear poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

**Pathfinder Roleplaying Game Ultimate Equipment*

***Pathfinder Roleplaying Game Advanced Player's Guide*

#*Pathfinder Roleplaying Game Ultimate Combat*

**Pathfinder Roleplaying Game Ultimate Magic*

13R-9. The Great Alcazar of Izamne (Approximate Map Location G13; CR Varies, 9+)

As far as you can discern in the darkness, there is a huge fortress at the top of the hill, which seems to be floating in the air.

This imposing structure could be described as the government seat of Izamne, if the city actually had a government. Various notables of the city come here to discuss matters, and somehow things get done. It is possible that the characters may never know that they have been wandering through (or under) the city's most ancient and most important building. The Alcazar itself is raised on vast pillars of bronze, to a height of twenty feet. The area directly beneath the castle is an open market where vendors sell spices and coffee, where couples walk, and where three metallic staircases lead into the castle overhead.

This open market is an area where conspirators, slavers, and politicians meet with each other to trade information, form temporary alliances, and occasionally assassinate each other. For example, the khryll observer Ghe-Kroa and the Leng Spider (both described in *Chapter 7: The Narrows of Braath*) have agents in the city who meet the characters here by pre-arranged signals.

The pillars supporting the castle were constructed in times so ancient that the race of builders has become extinct and been forgotten. The massive columns are immune to all damage that could be inflicted by

CYCLOPEAN DEEPS VOLUME 1

mortals, although to all appearances they are only made of bronze. The surface of the pillars is textured with abstract symbols and glyphs, which cannot be interpreted. The stairs, if they are inspected closely, are built to retract into the Alcazar for defensive purposes, but if the characters stand around inspecting the construction they draw the attention of the guards.

Each of the stairways into the Alcazar is guarded by a **syanngg** and **2 cavern lizards**. The lizards are trained to follow simple instructions from a syanngg, and attack to kill, or to hold a prisoner with the toothy mouth, on command. The lizards are lower than the syanngg on the stairs, so that they can provide protection to the syanngg if hostilities break out. If a fight develops, the other syanngg does nothing but watch with interest, quite distracted by the fascinating spectacle of another syanngg in combat.

SYANNGG (1 PER STAIRCASE)

XP 3,200

hp 52 (Monster Appendix)

CR 7

Treasure: Necklace pouch containing 1d6 gems worth 2d6 x100 gp each.

CAVERN LIZARDS (2 PER STAIRCASE)

XP 1,600

hp 42 (Chapter 1, Wandering Monsters)

CR 4

Within the Alcazar

Inside the Alcazar, there are several large halls in which “Patrons” hold court. The Patrons are simply powerful citizens of the city who can get things done, either by violence or by calling in favors. (Readers versed in history undoubtedly note that the system is very similar to that used in Ancient Rome under the Republic, and movie buffs will take note of the mafia system portrayed in *the Godfather*). In most cases the Patrons are dark stalkers, and these are loathe to speak with humans, although the less-wealthy of them might endure the social humiliation of doing so.

There are some Patrons that are not darkfolk, and these powerful individuals might be interested in hiring the party’s services – and if the party needs help, such as a *raise dead* spell or a place to hide out for a while, this is exactly the sort of business the patrons provide. These non-darkfolk patrons include (1) **Phy-Re the Khryll** or (2) **Dsorr-Ethorr the serpentfolk** (of the Yellow Society). These individuals can also generally locate services the characters need, as long as the services are provided in the city somewhere. They, of course, exact large fees for their services.

If the characters are seeking work from one of these Patrons, refer to **Rumor/Mission Table 2** in **Area 13R-3**.

PHY-RE, KHRILL

XP 2,400

hp 52 (Monster Appendix)

CR 6

Treasure: Necklace of 3 mummified male sexual organs and 3 Leng-rubies (500 gp each, or 1,000 gp to Leng-denizens or Leng-spiders), pouch with 107 gp and 4 takkas.

DSORR-ETHORR, SERPENTFOLK SPELLCASTER

XP 19,200

Male serpentfolk sorcerer 9 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”)

NE Medium monstrous humanoid

Init +11; **Senses** darkvision 60 ft., scent; **Perception** +11

CR 12

AC 21, touch 18, flat-footed 16 (+3 deflection, +5 Dex, +3 natural)

hp 128 (5d10+20 plus 9d6+45)

Fort +10; **Ref** +12; **Will** +15

Immune mind-affecting, paralysis, poison; **Resist** acid 20; **SR** 24

Speed 30 ft.

Melee bite +14 (1d6+1 plus poison)

Special Attacks poison (DC 16)

Bloodline Spell-Like Abilities (CL 14th; melee touch +10, ranged touch +14):

9/day—*lullaby*

1/day—*dreamshaper* (DC 20)

Spell-Like Abilities (CL 14th; melee touch +10, ranged touch +14):

At will—*disguise self*, *ventriloquism*

1/day—*blur*, *dominate person*, *major image*, *mass suggestion* (DC 22), *mirror image*, *suggestion* (DC 19),

teleport

Spells Known (CL 9th; melee touch +10, ranged touch +14):

4th (5/day)—*dimension door*, *divination*, *greater invisibility*

3rd (7/day)—*deep slumber* (DC 19), *displacement*, *protection from energy*, *seek thoughts* (DC 19)

2nd (8/day)—*acid arrow*, *augury*, *blindness/deafness* (DC 18), *daze monster* (DC 18), *false life*

1st (8/day)—*break* (DC 17), *charm person* (DC 17),

comprehend languages, *grease* (DC 17), *mage armor*, *sleep* (DC 17)

0 (at will)—*bleed* (DC 16), *dancing lights*, *detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *read magic*, *resistance*

Bloodline Dreamspun

Str 13, **Dex** 20, **Con** 18, **Int** 16, **Wis** 17, **Cha** 22

Base Atk +9; **CMB** +10; **CMD** 28

Feats Brew Potion, Eschew Materials^B, Great Fortitude,

Improved Initiative, Iron Will, Scribe Scroll, Skill Focus

(Knowledge [planes]), Spell Penetration, Weapon Finesse

Skills Acrobatics +10, Bluff +14, Diplomacy +11, Disguise +11,

Escape Artist +18, Intimidate +13, Knowledge (arcana) +16,

Knowledge (dungeoneering) +8, Knowledge (planes) +11,

Linguistics +8, Perception +11, Sense Motive +12, Spellcraft

+16, Use Magic Device +18; **Racial Modifiers** +4 Use Magic

Device, +8 Escape Artist

Languages Abyssal, Aklo, Common, Draconic, Drow Sign

Language, Giant, Infernal, Terran, Undercommon; telepathy (100 feet)

SQ combat precognition (+2 Initiative)

Combat Gear rod of negation, staff of fire, scroll (*invisibility*, *lightning bolt*); **Other Gear** ring of acid resistance (major),

ring of protection +3, yellow snake-amulet of Sa-Heloth,

pouch containing 4 mouse skulls, three green pebbles, 1

takka (25 gp), and 2 emeralds (100 gp each).

Pathfinder Roleplaying Game Advanced Player's Guide

Note: Dsorr-Ethorr is a member of the necromantic “Yellow Society” of the serpentfolk (see *Chapter 5: Dreaded Domes of the Serpentfolk*).

13R-10. Dark Fane of Isclaadra (Approximate Map Location AK47; CR Varies II+)

Exterior of the Fane

The outlines of this building almost appear to shift in the shadowy darkness; great pillars of basalt are visible in the corner of the eye, but move as you change your focus, never at the center of your vision. The window-sills and supports of the building appear to have been made with unnaturally long insect legs, mostly those of roaches.

The strange dimensionality and the insect motifs of this building date back to the time of the Annihilation (see *Sidebox*), when this was the temple of the demon-princess Teratashia.



Inside the Fane

The building's ground floor has an extraordinarily high ceiling, tall enough to showcase a huge idol: a handsome man with delicate goat-horns springing from the sides of his head gazes down with a kind, fatherly expression. He carries a staff, and carries a baby in the crook of his arm. The baby is smiling, but a dark mist furls outward from its eyes, drifting down to join the rest of the mist that darkens all of this city.

The Annihilation

At a point in time four centuries ago, there was a third civilization of the dark stalkers in the City of Izamne, other than the Avarthamna and the Kshamarat. This third civilization worshipped the Demon-princess Teratashia as their patroness. During a sudden, ten-day period of mass murders, street-battles, and carnage, the Teratashian civilization was entirely annihilated, and their bodies were dumped into the Flagon of the Death God to prevent their souls from becoming the possessions of the demon-princess (see *Chapter 8: Flagon of the Death God* for details). The cult of Isclaadra took over the temple of Teratashia, which is why the architecture in the Fane of Isclaadra has a theme of roaches and other vermin, which are all sigils of Teratashia rather than Isclaadra.

This building is the largest temple to the demon prince Isclaadra in the city of Izamne. Isclaadra, Lord of Mists, is the patron of the Avarthamna darkfolk culture, and his most powerful priestesses (the "Vessals") reside here in the Dark Fane. At any given time, there are **two Vessals of Isclaadra** attending the idol. Another **3 Vessals** are in the other rooms of the building and investigate any strange noises from the idol's chamber. In addition to the Vessals, there are **1d4 dark stalkers** and **1d8 dark creepers** in the main temple room, and another **1d6+5 dark creepers** in the temple's back rooms.

Main Temple:

VESSALS OF ISCLAADRA (2)

XP 12,800

hp 93 (see *Area 13R-8, Fortress Defenses*)

CR 11

Vessel #1 (Seet Aia)

Treasure: Vial of liquid darkmist, veil embroidered with a pattern of triangles.

Vessel #2 (Pshara Aadra)

Treasure: Vial of liquid darkmist, *veil of seeing* (as a *gem of seeing*), embroidered with pictures of eyes.

DARK STALKER

XP 1,200

hp 39 (Chapter 1, *Wandering Monsters*)

CR 4

Treasure: Unholy symbol of Isclaadra.

DARK CREEPER

XP 600

hp 19 (Chapter 1, *Wandering Monsters*)

CR 2

Treasure: Unholy symbol of Isclaadra.

From the Temple's Back Rooms:

VESSALS OF ISCLAADRA (3)

XP 12,800

hp 93 (see *Area 13R-8, Fortress Defenses*)

CR 11

Treasure: Vial of liquid darkmist, veil embroidered with hands.

Vessel #2 (Shai Claadra)

Treasure: Vial of liquid darkmist, veil embroidered with rats.

Vessel #3 (Lapai Tash)

Treasure: Vial of liquid darkmist, *veil of seeing* (as a *gem of seeing*) embroidered with circles. Lapai Tash also wears a **magic ring**, called the "Chastiser," which awakens every 12 hours to suddenly inflict horrible agony on the wearer. This cursed ring cannot be removed without the assistance of a *remove curse* spell.

DARK CREEPER

XP 600

hp 19 (Chapter 1, *Wandering Monsters*)

CR 2

Treasure: 1d20 gp in pouch.

Azisha Taa, the High Vessel of Isclaadra (see Sidebox).

The High Vessel is also in the back rooms and (after preparing for battle) reinforces her sisters in the Temple, if a battle breaks out. The High Vessel of Isclaadra in the City of Izamne is the cruel and infamous **Azisha Taa**, a female dark stalker. Her chambers, in the temple's back rooms, are walled with copper, the surface beaten into whorled patterns and strange runes. One of these runes is a *symbol of sleep* (CL 16th) that does not affect Azisha Taa.

AZISHA TAA, HIGH VESSAL OF ISCLAADRA

CR 14

XP 38,400

Female dark stalker oracle 7, sorcerer 4 (*The Tome of Horrors Complete* 143 "Dark Stalker"; *Pathfinder Roleplaying Game Advanced Player's Guide*)

CN Medium humanoid (dark folk)

Init +8; **Senses** darkvision 60 ft., see in darkness; **Perception** +15

AC 24, touch 15, flat-footed 19 (+7 armor, +4 Dex, +1 dodge, +2 natural)

hp 111 (13d8+26 plus 4d6+8 plus 4)**Fort** +7; **Ref** +12; **Will** +14

Defensive Abilities death throes (DC 15), revelation (cloak of darkness +6/+4)

Weakness light blindness, oracle's curse (clouded vision)**Speed** 30 ft.

Melee +1 *corrosive burst grayflame** short sword +11/+6/+1 (1d6 plus 1d6 acid/19–20)

Special Attacks poison (DC 15), revelation (touch of the void, 9/day, 1d6+3 plus 3 rounds fatigue)

Spell-Like Abilities (CL 17th):At will—*deeper darkness*, *detect magic*, *fog cloud*3/day—*invisibility*1/day—*dimension door***Bloodline Spell-Like Abilities** (CL 17th):9/day—*shadowstrike*

Oracle Spells Known (CL 7th; melee touch +10, ranged touch +15):

3rd (5/day)—*bestow curse* (DC 19), *cure serious wounds*, *dispel magic*, *tongues*

2nd (8/day)—*calm emotions* (DC 18), *cure moderate wounds*, *dread bolt** (DC 18), *dust of twilight** (DC 18), *sound burst* (DC 18)

1st (8/day)—*bane* (DC 17), *command* (DC 17), *cure light wounds*, *entropic shield*, *inflict light wounds* (DC 17),

CHAPTER 4: SECRETS OF THE DARK CITY

protection from good, ray of sickening* (DC 17)
0 (at will)—bleed (DC 16), create water, mending,
guidance, resistance, stabilize, virtue

Mystery Dark Tapestry*

Sorcerer Spells Known (CL 4th; melee touch +10, ranged touch +15):

2nd (5/day)—darkness

1st (8/day)—charm person (DC 17), obscuring mist, silent image (DC 17), ray of enfeeblement (DC 17)

0 (at will)—detect magic, detect poison, ghost sound (DC 16), mage hand, message, read magic, **Bloodline** Shadow

Str 9, **Dex** 18, **Con** 14, **Int** 18, **Wis** 17, **Cha** 22

Base Atk +11; **CMB** +10; **CMD** 25

Feats Combat Casting, Dimensional Agility*, Dodge, Eschew Materials*, Extra Revelation*, Improved Initiative, Skill Focus (Knowledge [planes]), Skill Focus (Knowledge [religion]), Theurgy*, Uncanny Concentration*

Skills Acrobatics +7, Bluff +17, Climb +1, Diplomacy +17, Escape Artist +2, Fly +2, Intimidate +24, Knowledge (arcana) +13, Knowledge (local) +19, Knowledge (planes) +25, Knowledge (religion) +30, Perception +15, Ride +2, Sense Motive +15, Spellcraft +20, Stealth +21, Swim -3; **Racial**

Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Aklo, Common, Dark Folk, Goblin, Undercommon

SQ pierce the veil, wings of darkness

Gear +1 greater shadow, unrighteous elven chain, +1 corrosive burst, grayflame* short sword, veil, vial of liquid darkmist, unholy symbol of Isclaadra, pouch containing 10 takkas.

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black smear poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

*Pathfinder Roleplaying Game Ultimate Equipment

**Pathfinder Roleplaying Game Advanced Player's Guide

#Pathfinder Roleplaying Game Ultimate Combat

*Pathfinder Roleplaying Game Ultimate Magic

SYMBOL OF SLEEP

XP 1,600

CR 5

Type magic; **Perception** DC 30; **Disable Device** DC 30

Trigger spell; **Reset** automatic reset

Effect spell effect (special permanent symbol of sleep, CL 16th, DC 20 Will save or catatonic slumber for 3d6 x 10 min., 60 ft. range); multiple targets (closest first, all within 60 ft.)

Azisha Taa keeps her possessions in a wall cabinet, the copper door of which is disguised as part of the wall's indentations and decorations (a DC 30 Perception check is needed to find it). The cabinet has a deep, indented bottom containing sacks with a total of 20,163 cp, 21,212 sp, 5,098 gp, and 512 takkas. The shelves above the sacks contain 10 sapphires (500 gp each), 5 diamonds (1,000 gp each), 3 potions of cure serious wounds, a potion of invisibility, a scroll of negative plane protection, and a scroll of neutralize poison.

The cabinet also contains several letters, written in pinpricks into spongy sheets of some kind of paper. A DC 25 Knowledge (nature) or Profession

Azisha Taa, High Vessel of Isclaadra in the City of Izamne

Long-term Goals: Help Isclaadra conquer the Cyclopean Deeps and turn it into a manufactory for demons of the mist, creating an unstoppable horde to conquer this world.

Current plans: Protect the interests of the Duergar King, Okarm Etekk, who is a puppet of Isclaadra.

Allies: Avarthamna civilization of the dark stalkers, other cultists of Isclaadra

Enemies and rivals: Kshamarat civilization of the dark folk (simmering rivalry), serpentfolk (a bloody but undeclared war of secret murders, torture, and plans for genocide), denizens of Leng (unspoken rivalry, with occasional casualties).

If the characters reach a friendly accord with the cult of Isclaadra, Azisha Taa might consider sending them to kill Baha Shah (**Chapter 8: Flagon of the Death God**); this trail leads to **35S-13**, although Baha Shah is not necessarily there when the party arrives.

(scribe) check observes that the paper is ingeniously made of some kind of pressed fungus-fiber. This pinprick-writing is common in the lightless world of the darkfolk. The alphabet is phonetic, and uses the normal characters of Undercommon, so it can be read fairly easily by anyone that knows that language, or succeeds on a DC 20 Linguistics check (unless it is written in code; in such a case increase the Linguistics check to DC 30).

If the characters spend an hour on deciphering the letters, they find 40 letters that appear to be nothing more than petitions for the favor of the demon-prince Isclaadra. Several of these also contain a note written in a different handwriting, with words like, "stirge," "human," "bugbear," "diamond," "gold (25)," and "fish (3)."

Four letters are apparently written in code, but they are accompanied by a page that has the key to the cipher.

Letter #1 is unfinished and reads as follows:

To the most sacred Vessel of Isclaadra, she who is named Pathawara Lia, at the Font of Darkness: It may interest you, Sister, to know that we have word of the pretender to the duergar throne, "Prince" Lokragar. The zealot and his rebels have been reported in the tunnels to the east and north of the Twitching Throne, near the edges of the world and the Plateau of Leng. I imagine that this information will be highly valuable to King Okarm Etekk, if you choose to tell him where his enemy is in hiding.

I have sent

(Here the letter ends)

The Twitching Throne refers to **Hex 11F**, in **Chapter 6: Converging Caverns of Leng**.

Letter #2 reads as follows:

To my sister, the Vessel Lapai Tash, greetings. It is my wish, and by extension the wish of our dread patron the demon-lord, Master of Mists, that you return to the Fane in Izamne for further instruction. I am displeased with your failure in the matter of that particular serpent-fellow. I feel certain that he would have sung prettily if a more experienced Vessel had done the questioning. We reward initiative when it succeeds, not when it fails.

You will return, and you will exchange me this letter for the Chastiser.

Azisha Taa

Letter #3 reads as follows:

*To Azisha Taa
A warning, Azisha. Our darkmist-scrying is seldom perfect,
but I believe the khryll have a secret beneath the eye. Find what
information you can. I will pay well for it, here at the Font of
Darkness, and the Lord of Mists will be pleased.
Pathawara Lia*

Letter #4 reads as follows:

*To Azisha Taa
Siaphela the demoness is to receive whatever assistance she
needs, until further notice.
Pathawara Lia*

The Temple Garden

The area behind the Temple is an orchard of tall fungi, reaching fifty feet from the cavern floor and training long wisps of hair all the way back down to the bases (the trunks are no more than 3 ft. or so in diameter). Although it is impossible to fly through the wispy tendrils, characters might realize that going through this orchard would offer concealment to anyone approaching the temple. However, there are **12 giant spiders** in the orchard, their webs well-concealed in the tendrils. The webs are flammable, but the dampness of the fungus-tendrils stops any fire from spreading through the orchard, or even more than a few feet from the webs themselves. The spiders are trained not to attack the Vessals, and this training actually causes them to attack males of any species in preference to females.

GIANT BLACK WIDOW SPIDERS (12)

XP 800

hp 37 (Pathfinder Roleplaying Game Bestiary "Spider, Giant")

It is perhaps also worthy of note that the fungi in the orchard also produce a sort of "dropping" that tastes delicious.

13R-II. Reliquary-House of the Kshamarat (Approximate Map Location V38; CR 13)

Exterior

Out of the darkness, an unusual building catches your attention, because the front of it is carved with extremely protruding bas-reliefs of nagas (seven of them). All but one are depicted with human torsos, not just a human head, and one of the carvings is much larger than the other six.

Note: These are the seven primordial nagas, and the large one is **Noagana**, sacred to the Kshamarat.

Interior Ground Floor

The door enters into a large room with a sunken, concave floor. There are hundreds of niches in the walls, each one containing a small bundle hanging from a wire. The bundles appear to be teeth, or, in a few cases, dried scalps. Interspersed with the niches containing these grisly relicts there are several small shelves on the walls bearing small, rectangular stones about 2 inches in height. A round table in the middle of the floor contains a set of reed pipes, a tambour, and a small harp. A spiraling ramp leads up through the ceiling.

This is a reliquary-house of the Kshamarat culture of darkfolk. The Kshamarat are described in the introductory materials and in the glossary, so that general information is not repeated here.

The scalps and teeth are trophies retained from the victims of the dark stalkers who are members of this reliquary-house, and the domino-like stones are ancestor tokens.

This is not the only reliquary-house of the Kshamarat; there are hundreds of these buildings throughout the city, although this one is slightly larger than most, being located on one of the major thoroughfares.

Inhabitants

10 dark stalkers and **6 dark creepers** are present in the main room, and there are another **6 stalkers** scattered in the rooms of the second and third levels of the building. If there is any combat in the main room, they immediately go to reinforce the others.

Moreover, if there is a battle in the main room, the **ancestor tokens** on the shelves perceive it – dimly, but their limited perception suffices — and they jointly cause a **reliquary grue** to form in the middle of the chamber.

CR 3

DARK STALKERS (16)

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

CR 4

Treasure: Unholy symbols of Noagana, 2d6 gp each. #1 has a *cloak of elvenkind*, #6 has 2 *potions of levitation* and 2 *potions of cure light wounds*.

DARK CREEPERS (6)

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

Treasure: Unholy symbols of Noagana, 1d6 gp each. #3 has a *+1 dagger*.

RELIQUARY GRUE

XP 800

CE Large outsider (chaos, evil, extraplanar) (**Monster Appendix**)

Init +3; **Senses** blindsight 60 ft.; **Perception** +9

Aura darkness (10 ft.)

CR 3

AC 17, **touch** 12, **flat-footed** 14 (+3 Dex, +5 natural, –1 size)
hp 51 (6d10+18)

Fort +5; **Ref** +8; **Will** +7

Defensive Abilities darkness, feast; **DR** 5/magic

Weaknesses light blindness, fear of light

Speed 30 ft.

Melee bite +9 (1d8+7 plus feast)

Space 10 ft.; **Reach** 10 ft.

Special Attacks create spawn

Str 20, **Dex** 17, **Con** 16, **Int** 6, **Wis** 14, **Cha** 17

Base Atk +6; **CMB** +12; **CMD** 25

CHAPTER 4: SECRETS OF THE DARK CITY

Feats Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Intimidate +10, Perception +9, Sense Motive +9, Stealth +9 (+19 in darkness); **Racial Modifiers** +10 to Stealth in darkness
Languages Grue

Create Spawn (Su) Any creature that is slain by a grue becomes a full strength, free-willed grue itself in only 1d4 days. They do not possess any of the abilities they had in life.
Darkness (Ex) Grues are constantly surrounded by an aura of pitch black darkness. This darkness is not magical, but innate to the grue itself, thus it cannot be dispelled or negated by any means. Because of its aura of darkness, a grue always has total concealment (50% miss chance).
Feast (Ex) A grue heals 1 hp for each hp it deals with its bite attack. These are not temporary hit points, and the grue cannot exceed its normal maximum hp.
Vulnerable to Light Grues have the light blindness weakness, and must succeed on a DC 20 Will save or be panicked for 1d4 rounds if a source of bright light is adjacent to them.

The floor of the chamber is “decorated” with swirling patterns of roughness and smoothness, which can be detected easily (DC 5 Perception check) if anyone is not wearing shoes (or if anyone lands on the floor, crawls around, etc.). The patterns are visible, if the chamber is ever illuminated with light, although — since these were designed for feel rather than appearance — it might take a few moments of thought before the “rough floor” turns into “patterns on the floor.” Regardless of whether the characters ever realize that this is a decoration in a room that would ordinarily never be seen with normal eyes, they may notice that the rough part of the pattern is made of semi-precious stones. Each pound of the floor pattern is worth 5 gp, and up to 2000 pounds of the stone could be dug out.

The wire that holds the scalps and teeth is made of platinum, and is worth, in total, 252 gp if all the trophies are plundered for wire.

Upper Floor

At the top of the spiraling ramp you see that the upper floor of the building also has display-niches in the walls, but these are much larger than the ones in the ground floor. There are about fifty of them, holding larger teeth; tusks and huge fangs, and even what appears to be a demon’s skeleton. Hanging from the ceiling there are almost a hundred wooden frames with the skin of faces stretched over them.

A strangely contorted figure moves in one corner of the room, some kind of half-man, half-snake.

The figure in the corner is **Ithawat the Variator**, a dark stalker who is undergoing a slow transformation into a naga. He is the head of this reliquary-house, but the transformation process has temporarily made him more than slightly insane, due to the physical and mental pain involved. However, as long as the party doesn’t kill him outright (or kill him after they hear him babble some insane nonsense), he can give them some useful information.

Ithawat hates the Avarthamna and their demon-patron with a dark passion. If the characters have gotten into trouble with the Avarthamna culture, Ithawat hides them here (for a small price). Also, if the characters have clearly demonstrated that they are opposed to the Avarthamna, Ithawat tells them what he knows about the Font of Darkness (see **Chapter 12: Font of Darkness**): he knows that there is a “High Temple” of the demon-prince Isclaadra, known as the Font of Darkness, located somewhere in the Deeps, although it is a long way from Izamne. This is where dark stalker and human females are converted into “Vessals” of the demon. Ithawat can point out the location of the Font, if the characters have a map of the Deeps.

He also gives them an amulet that informs the priests in the Temple of Noanaga (**Area 13R-17**) that the characters are friendly. He does not

tell them about Masshagg the Spirit Naga, who is the actual leader of the Cult of Noanaga, leaving it to the priests of the temple to decide if the characters are worthy of speaking to Masshaag.

ITHAWAT, HALFBREED XP 1,200

CR 4

Male half-dark stalker, half-naga (*The Tome of Horrors Complete* 143 “Dark Stalker”; *Pathfinder Roleplaying Game Bestiary* “Naga, Spirit”)

CN Medium aberration

Init +4; **Senses** darkvision 60 ft., see in darkness; **Perception** +8

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 39 (6d8+12)

Fort +4; **Ref** +9; **Will** +2

Defensive Abilities death throes (DC 15)

Weakness light blindness

Speed 30 ft.

Melee bite +6 (1d6+2 plus poison)

Special Attacks charming gaze (DC 18), poison (DC 15)

Spell-Like Abilities (CL 6th):

At will—*deeper darkness*, *detect magic*, *fog cloud*

Str 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 20

Feats Double Slice, Two-Weapon Fighting, Weapon Finesse

Skills Climb +10, Perception +8, Sleight of Hand +5, Stealth +8

Languages Dark Folk

Charming Gaze (Su) As *charm person*, 30 feet, DC 18 Will save negates. The save DC is Charisma-based.

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures

Generating Darkfolk Names

To generate names for darkfolk that the characters encounter, roll on the table below. Dark stalkers have a full name: roll 1d10 for the first syllable, 1d10 for the second syllable, and then roll 1d10 for the second word. The result will be names such as Payash Hetu, or Siuath Yat. Dark creepers do not have a second word in their names, so they will have names such as Ulloo or Teiquiri.

Die Roll	First Syllable	Last Syllable	Second Word
1	Pa	thu	Aht
2	Tei	ara	Hetu
3	Ui	uath	Tra
4	Qual	quiri	Yat
5	Eta	tha	Boa
6	Ee	yash	Utu
7	Ya	tasha	Raha
8	Pe	shoosh	Amoo
9	Si	loo	Par
10	Plu	shish	Tashar

Although there is a difference between male and female names among darkfolk, the linguistic difference is indistinguishable to humans and might be a tonal quality beyond the range of normal ears. Simply use the table for darkfolk of both sexes.

CYCLOPEAN DEEPS VOLUME 1

within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison (Ex) Bite—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 1 save.

13R-12. Frog-Fane of Tsathogga (Approximate Map Location AK62; CR 13)

An island in the river, with a stone tower that seems to be a hundred feet tall or more, with a diameter of perhaps 50ft. A short stone pier leads directly up to an archway into the tower. The island's stone edge glitters lightly at the waterline.

If the characters come closer to the island and make successful DC 15 Perception checks, they notice two more details about this ancient, abominable shrine. First, the stone has a slick, soapy quality to it. If the party spent any time observing the statue in **Area 8Q-3** in **Chapter 3: Izamne, City of Endless Dark**, they might realize that this is the same noxious stone as that statue.

Second, the glittering around the island's waterline is frog eggs: millions and millions of them.

The high priest of Tsathogga in Izamne is, oddly enough, a human, although he barely seems so. Born in the subterranean dark, his eyes are bulging and milky-colored. He can see, but dislikes bright light. Folds of fat and skin hang from his face and body, a repugnant sight. However, **Phuhuulbaool** is extremely intelligent and cunning. Tsathogga is the subject of deep suspicion and dislike by the city's rulers and most of its inhabitants, and Phuhuulbaool has managed a twisting diplomatic course that has kept the temple from being attacked, and has even somewhat increased the number of Tsathoggan cultists in the city. It is an offense punishable by death for darkfolk to worship Tsathogga, so this has been quite an achievement. For the most part, the temple serves as a place for visitors to pay their respects (and their sacrifices) to the horrid god/demon. The darkfolk, almost universally, consider the temple to be wasted space, and the cult-priests to be wasted meat.

Phuhuulbaool, Human Priest of Tsathogga

Long-term Goals: Keep his temple from being destroyed until Tsathogga rises and Phuhuulbaool is rewarded beyond his wildest and most decadent dreams

Current plans: Create an alliance of some kind with Yiquooloome (**Chapter 10**) if possible

Allies: No significant allies in this area.

Enemies and rivals: Pretty much everyone in the area. Any visiting priests of Orcus..

The High Priest of the Frog God would be very interested in recruiting the characters into his service, but he is extremely cautious about revealing any secrets of his own. Phuhuulbaool is likely to kill the characters if they show any signs of weakness or treachery, but if they seem to be worthy allies (or threaten to torture him for information), he can tell them a great deal about the factions in Izamne.

If the characters are looking for work, he offers them a "test" job: to bring him a chain of 12 food-zombies from the Orchard of Yiquooloome, to be purchased with a letter of credit (written on pressed fungus-parchment). Phuhuulbaool would very much like to create some sort of alliance with Yiquooloome, but has nothing that the ancient being needs

or particularly wants.

In addition to the High Priest, the tower/shrine is defended by **10 identical gargoyles**, each of which resembles a fat, winged frog-person made of the same unnatural stone as the tower. Other than the gargoyles, the temple is empty and Phuhuulbaool worships his horrid deity alone.

PHUHUULBAOOL, CULT-PRIEST OF TSATHOGGA

CR 12

XP 19,200

Male human cleric of Tsathogga 13

CE Medium humanoid (human)

Init -1; Perception +6

Aura Chaos

AC 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield)
hp 88 (13d8+26)

Fort +10; Ref +3; Will +12

Resist cold 20

Speed 20 ft.

Melee *scepter of stunning* +9 (1d6+1 plus stunning)

Special Attacks chaos blade 2/day (6 rds), versatile channel energy 6/day (7d6, DC 19)

Domain Spell-Like Abilities

7/day—*icicle* (1d6+6), *touch of chaos*

Spells Prepared (CL 13th; melee touch +9, ranged touch +8):

7th—*word of chaos*^D, *word of chaos*

6th—*blade barrier* (DC 20), *cone of cold*^D (DC 20), *harm* (DC 20)

5th—*break enchantment* (DC 19), *greater command* (DC 19), *ice storm*^D, *righteous might*

4th—*chaos hammer*^D (DC 18), *cure critical wounds* (x2), *divine power*, *spell immunity*

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *contagion* (DC 17), *cure serious wounds*, *water breathing*^D

2nd—*augury*, *eagle's splendor*, *fog cloud*^D, *hold person* (DC 16), *resist energy*, *spiritual weapon*

1st—*bane* (DC 15), *command* (DC 15), *cure light wounds*, *divine favor*, *doom* (DC 15), *obscuring mist*^D

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

D Domain Spell Domains Chaos, Water

Str 10, Dex 9, Con 15, Int 18, Wis 19, Cha 12

Base Atk +9; CMB +9; CMD 18

Feats Blind-Fight, Extra Channel, Greater Spell Penetration, Improved Channel, Skill Focus (Knowledge [religion]), Skill Focus (Sense Motive), Spell Penetration, Versatile Channeler*

Skills Acrobatics -5 (-9 jump), Bluff +4, Climb -4, Diplomacy +14, Escape Artist -5, Heal +15, Intimidate +2, Knowledge (arcana) +17, Knowledge (dungeoneering) +9, Knowledge (local) +10, Knowledge (planes) +20, Knowledge (religion) +26, Perception +6, Sense Motive +23, Spellcraft +16, Stealth -5, Survival +9, Swim +5

Languages Common

SQ variant channeling* (disease variant channeling)

Gear +1 acid resistance 20 chain mail, light steel shield with symbol of Tsathogga, priestly robes of lime green and forest green, massive headdress of frog head with sharp teeth, *scepter of stunning* (**New Magic Items Appendix**), unholy symbol of Tsathogga, delicate fan, pouch with 100 gp, black gem worth 1000gp.

**Pathfinder Roleplaying Game Ultimate Magic*

GARGOYLES (10)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* "Gargoyle")

Beneath the temple altar, on the ground floor of the tower, there is a square rock with an iron ring set into the top. A DC 30 Strength check is required to lift it. Up to 4 PCs may attempt to lift the stone. Stairs lead down into a dark treasure room that fills with **poison gas** when anyone enters. In the middle of this hidden room there is a golden headdress in

CHAPTER 4: SECRETS OF THE DARK CITY

the shape of an octopus with blue gems for eyes, apparently the *Octopus Diadem* (New Magic Items Appendix). It is possible that the characters have already seen an image of this thing in one of the mnemopods beneath the fortress of Ques Querax in *Chapter 2: Eye of the Titan*. Phuhulbaool believes that this is the true diadem, but he is deceived. The actual diadem was stolen from this room by the wizard Aouc Jamac and replaced with a replica. The replica is powerfully enchanted, so as to have an aura similar to that of the true diadem, but it is a fake. See *Chapter 8: Flagon of the Death God* for more details about the Diadem and the wizard Aouc Jamac.

POISON GAS TRAP

XP 4,800

Type mechanical; Perception DC 25; Disable Device DC 25

CR 8

Trigger location; Reset no reset

Effect poison cloud (affects all creatures in room; DC 15 Fortitude negates; 1d6 Con/2d6 Con)

13R-13. Main Slave Market (Approximate Map Location P35; CR Varies)

You can hear all around you a constant rustling of activity, and the firefly lights of lanterns in the murk are visible in all directions. You have clearly entered a large open area in the city, although you can see only faint evidence of it in the inky darkness of the cavern-city. Voices are raised in strange languages here and there at intervals, chanting out some type of offerings for sale. By all appearances, the place must be a market that serves the denizens of this place.

The characters have entered the largest slave market of Izamne. Slaves are one of the city's main sources of trade, and the market is extremely well-policed against violent disturbances.

The average vendor's cart/table is guarded by no more than a single dark creeper. Carefully looking around, however reveals an entirely different organization to the square. Avarthamna tables and Kshamarat tables are not placed side by side — they are grouped together into little "Kshamarat Souks" and "Avarthamna Souks." In the middle areas of these little markets, guards are present in small units.

Typical Guard Unit

DARKFOLK COMMANDER

XP 1,600

CR 5

Male dark stalker fighter (Mobile Fighter) 3, rogue 3 (*The Tome of Horrors Complete* 143 "Dark Stalker"; *Pathfinder Roleplaying Game Advanced Player's Guide*)
CN Medium humanoid (dark folk)

Init +9; Senses darkvision 60 ft., see in darkness; Perception +20

AC 22, touch 15, flat-footed 17 (+5 armor, +5 Dex, +2 natural)
hp 87 (3d10+6 plus 9d8+18 plus 3)

Fort +8; Ref +16; Will +7; +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions

Defensive Abilities agility, evasion, trap sense

Weakness light blindness

Speed 30 ft.

Melee +1 rapier +13/+8 (1d6+2/18–20) and +1 wounding handaxe +13 (1d6+1 plus 1 bleed/x3)

Special Attacks poison (DC 15), sneak attack +2d6

Spell-Like Abilities (CL 12th):

At will—deeper darkness, detect magic, fog cloud

Str 13, Dex 21, Con 15, Int 12, Wis 17, Cha 13

Base Atk +9; CMB +10; CMD 25

Feats Improved Initiative, Lightning Reflexes, Lunge, Skill Focus (Stealth), Stealthy, Two-weapon Fighting, Vital Strike, Weapon Finesse

Skills Climb +9, Escape Artist +15, Knowledge (dungeoneering) +9, Knowledge (history) +5, Knowledge (local) +16, Perception +20 (+21 to locate traps), Sense Motive +15, Stealth +35; Racial Modifiers rogue talents (hard to fool [1/day])

Languages Aklo, Dark Folk

SQ death throes (DC 15), poison use (DC 15), trapfinding +1

Gear +2 glamer, improved shadow studded leather armor, +1 rapier, +1 wounding handaxe, veil of seeing (as a gem of seeing) thieves tools, whistle, pouch containing 20 pierce-tokens (specially pierced bronze coins worth 25 gp each if exchanged in Izamne).

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black smear poison on their weapons and generally carry six doses on them. Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

DARK CREEPER

XP 600

CR 2

hp 19 (*Chapter 1, Wandering Monsters*)

TROLLS (10)

XP 1,600

CR 5

hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

If the characters are being led through the area by the night-ghoul Uhulu, they are able to find a palanquin for every 2 characters (100 gp/day) and 4 slaves per palanquin as bearers (slaves costing roughly 200 gp each).

The party is very likely to see one of Yiquooloome's zombie-herds headed through the area, selling off the zombies. Essentially, these look like a small (10 ft. tall) cthulhu-beings leading 1d10+5 zombie serpentfolk. The heads of the zombies are opened, and there are no brains inside. The Cthonic creature leading the zombie herd is a thing created from seeping Chaos-material; see *Chapter 10: Orchard of Yiquooloome* for more details about the zombies.

DHUULGH

XP 4,800

CR 8

CE Large outsider (chaos, demon, evil, extraplanar)

(Monster Appendix)

Init +1; Senses darkvision 60 ft.; Perception +15

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 115 (10d10+50 plus 10)

Fort +12; Ref +6; Will +11

DR 5/lawful; Immune electricity, poison; Resist acid 10, cold 10, fire 10

Speed 40 ft., fly 20 ft. (poor)

Melee 2 claws +16 (1d8+7/19–20), tentacles +16 (slow)

Space 10 ft.; Reach 10 ft.

Special Attacks disincorporate transformation, rend (2 claws,

1d8+10)

Str 24, **Dex** 12, **Con** 20, **Int** 12, **Wis** 14, **Cha** 17**Base Atk** +10; **CMB** +18; **CMD** 29**Feats** Flyby Attack, Improved Critical, Iron Will, Lightning Reflexes, Toughness**Skills** Fly +8, Intimidate +16, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +15, Sense Motive +15, Stealth +10**Languages** Abyssal, Aklo

Discorporate Transformation (Su) A slowed creature struck by a dhuulgh's tentacles must succeed on a DC 20 Fortitude save or be transformed into a mist-like substance. A discorporate creature is effectively paralyzed, but is otherwise affected as if by the *gaseous form* spell for 1d4 rounds. An adjacent dhuulgh can take a standard action to inhale a discorporate creature. The creature is sucked like air into the dhuulgh's lungs and takes 5d6 damage (no save). If the discorporate creature survives this damage, the dhuulgh immediately coughs it out as a free action and the creature returns to its normal state, prone in any legal square adjacent to the dhuulgh. The save DC is Constitution-based.

Slow (Su) A creature hit by a dhuulgh's tentacles is slowed as the spell for 2d4 rounds unless it succeeds on a DC 18 Will save. The save DC is Charisma-based.

SERPENTFOLK ZOMBIE**CR 2****XP** 600NE Medium undead (*Pathfinder Roleplaying Game Bestiary* "Zombie")**Init** +4; **Perception** +0**AC** 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)**hp** 37 (6d8+6)**Fort** +2; **Ref** +6; **Will** +5**DR** 5/slashing; **Immune** undead traits**Speed** 30 ft.**Melee** slam +4 (1d6)**Str** 10, **Dex** 18, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +4; **CMB** +4; **CMD** 18**Feats** Toughness**SQ** staggered

Other slaves for sale include:

1 troll: 10,000 gp**1 bugbear:** 300 gp (there are 1d20 bugbears for sale at any given time, and all the slavers say they can bring more)**1d6 orcs** (sold in groups): 200 gp per orc (1d4 groups available at any given time)**1 goblin:** 5 gp each (1d20+5 available)**1 human:** 250 gp (1d6 available)

13R-14. Dimensional Domain of Doctor Quattromani (Approximate Map Location N40; CR 18)

This building looks completely typical of all the other buildings in the city, with the exception that the number 1001001 has been carved into the stone beside the door. As you step within reach of the door, however, the carved numbers make slight metallic clicking noise, as if they had moved. They still read 1001001, however. There is a metal cone beside the door, which seems to lead to a tube inside the house.

If the characters turn the doorknob, the numbers, once again, make the same metallic clicking sound. Unknown to the party, the orientation of the numbers upside-down or forwards-backwards is affecting the internal reality of the house. Since the numbers are the same upside-down as well as backwards, it is impossible to tell their orientation by merely looking at the numbers. If anyone alters the numbers in such a way that they are no longer a palindrome (in other words, no longer read identically front to back as back to front), anyone entering the door has a 50% chance to be thrown beyond the edge of the Material Plane of existence into the Realms of Jupiter Kwan (**Hex 29U**, at "Reality 2"). See **Chapter 9: Hidden Worlds of Jupiter Kwan**.

If the characters knock on the door, entering the house by peaceful means requires a conversation with Doctor Quattromani's **hobgoblin slave**, the doorkeeper. The hobgoblin can see the characters quite clearly, for the door is transparent from the inside.

HOBGOBLIN SLAVE**CR 1/2****XP** 200**hp** 11 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

A leather tube runs through a wax-sealed hole in the wall, allowing the two conversationalists to speak into, or listen through, the bell shape at the end of the leather tube. The hobgoblin's job is to determine how likely it is that he receives a beating from Dr. Quattromani if he allows the characters to enter. Eventually, if the characters mention payments to the wizard or payments to the hobgoblin, or makes a DC 25 Diplomacy check, the interrogation turns friendly and the hobgoblin leads the adventures through to Dr. Quattromani's Contemplation Room.

The Mundane Rooms

Although there are some bedrooms and sitting rooms in the rest of the house, everything of significant interest is located beyond the door to the Contemplation Room. The door is locked (a DC 20 Disable Device check is required to bypass); the hobgoblin has a key. That isn't the problem — the problem, potentially, is that Doctor Quattromani has been listening to any conversations between the party and the hobgoblin, and if the party appears to be getting ready for violence, he is preparing to give it right back to them.

The Contemplation Room

The circular-shaped "Contemplation Room" has only the one door leading in. Across the room from you there is a line of four pentagrams that are apparently touching each other. [*Note to the Referee: a DC 20 Knowledge (arcana) check recognizes that this a major mistake in terms of normal summoning/binding magic, as least according to conventional scholarship.*] In the center of the room, the cadaver of a dark-skinned elf stands in a framework of metal rods. Large brass funnels protrude from the cadaver's mouth and ears. Beside this grisly arrangement there is a small, bent person with a wrinkled face, swathed with fur-lined robes. He is sitting on a comfortable-looking chair, which is set upon a small, intricately-woven rug.

This individual is **Doctor Quattromani**, a friend of the archmage Jupiter Kwan and a powerful wizard in his own right. The doctor travels around on a small *flying carpet*, barely large enough to carry one person. Two command words are stitched (in Elven) into the underside of the carpet: "*Lamb*" and "*Goat*." The command word "*Lamb*" is used to make the carpet do the speaker's bidding. The command word "*Goat*" causes it to discharge a bolt of electricity at the person who speaks the word (4d6 damage; DC 20 Reflex save for half). The range on this unfortunate trap-word is ten feet.

Left-Hand Magic Circle

The left-most of the summoning circles already contains a **hidden vrock demon**, although it is not released unless the outline of the circle is broken in some way, most likely by someone stepping or reaching into

CHAPTER 4: SECRETS OF THE DARK CITY

the circle. At that point, the demon is freed and attacks anyone in the room with the exception of Doctor Quattromani.

Second Circle from the Left (Middle-Left)

The *Quattromani Key* the demon wears around its neck is Doctor Quattromani's secret way into the Realms of Jupiter Kwan. It is carved with the Dwarf rune for "Key." When the word is spoken (in Common, NOT in Dwarf), anyone standing in the second circle from the left (i.e., next to the demon's circle) is transported into **Reality 2** in the **Realms of Jupiter Kwan** (see *Chapter 9: Hidden Worlds of Jupiter Kwan*).

Second Circle from the Right (Middle-Right)

This magic circle is not enchanted for summoning, warding, or binding, although the runes around the circle's circumference are those of dimensional magic. In fact (a DC 20 Knowledge [arcana] or Spellcraft check can discern this), the runes are highly similar to some of the gestures of the *rope trick* spell. Stepping into this magic circle transports a person into Doctor Quattromani's inter-dimensional study.

The study contains a comfortable bed, a table (with the *Origamicon* on it, see the **Sidebox**), and a treasure chest. The treasure chest is locked (DC 22 Disable Device to open). It contains 5 *potions of cure light wounds*, 2 *potions of water-breathing*, 1 *potion of bull's strength*, a shrunken head (one of *Jupiter Kwan's Admonishing Lanthorns*: **New Magic Items Appendix**), and a bag with 50 takkas.

The Origamicon of Doctor Quattromani

Doctor Quattromani's spell book is folded into and through the fourth dimension, and it must be unfolded before any of the writing makes sense. The book appears at first glance to be a leather cone with seamlessly cone-shaped pieces of vellum coiled inside it, bound together at the point of the cone. Anyone trying to riffle through the pages realizes that there is — somehow — writing on them, even though the concentric cones of paper are so closely packed that only a half inch of writing can even be seen. There is no apparent way to unravel or fold out the cone. There is a tiny, delicate lock at the point of the cone (DC 30 Disable Device to open). The *Origamicon Key* on Doctor Quattromani's demon opens the book, causing it to unfold like a flower. The lock can also be picked, but a failed attempt causes the book to fold entirely into the ethereal plane of existence. The spells in the *Origamicon* include all of Dr. Quattromani's prepared spells, plus:

1st—*comprehend languages*, *hold portal*, *protection from evil*, *sleep*; 2nd—*continual flame*, *darkness*, *darkvision*, *detect thoughts*, *knock*, *levitate*, *minor image*, *protection from arrows*; 3rd—*clairaudience/clairvoyance*, *water breathing*; 4th—*animate dead*, *remove curse*; 5th—*mage's private sanctum*, *wall of stone*; 6th—*anti-magic shell*, *greater dispel magic*, *greater heroism*, *wall of iron*; 7th—*mage's magnificent mansion*, *teleport object*, *temporary resurrection**; 8th—*dimensional lock*, *trap the soul*; 9th—*imprisonment*, *tsunami***.

Right-Hand Circle

This is an ordinary summoning circle. Since the other circle it touches is not a summoning circle, the manner in which they are drawn (touching each other is normally a flaw in a magical circle) does not have any effect on the circle's integrity. A DC 20 Knowledge [arcana] or Spellcraft check eventually discerns this, once the party has a bit more knowledge about the functions of the four magic circles in the room.

DOCTOR QUATTROMANI
XP 76,800

Male human loremaster 10, universalist 7

CR 16

N Medium humanoid (human)
Init +0; **Perception** +22

AC 10, touch 10, flat-footed 10

hp 104 (17d6+34)

Fort +8; **Ref** +5; **Will** +17

Speed 30 ft.

Melee unarmed strike +8/+3 (1d3)

Special Attacks hand of the apprentice (11/day)

Spells Prepared (CL 17th; melee touch +8, ranged touch +8):

9th—*refuge* (necklace of fire opals)

8th—*binding* (DC 26), *create demiplane**, *polymorph any object* (DC 26)

7th—*banishment* (DC 25), *greater scrying* (DC 25), *greater teleport*, *limited wish*

6th—*contingency*, *geas/quest* (DC 24), *repulsion* (DC 24, x2), *symbol of sealing**

5th—*cloudkill* (DC 23), *feeblemind* (DC 23), *teleport*, *wall of iron*, *wall of stone*

4th—*charm monster* (DC 22), *confusion* (DC 22, x2), *ice storm* (DC 22, x2), *stone shape*

3rd—*dispel magic* (x2), *hostile levitation*# (DC 21, x2), *slow* (DC 21, x2)

2nd—*arcane lock*, *invisibility*, *mirror image*, *misdirection* (DC 20), *rope trick*, *see invisibility*

1st—6 *charm person*, *mage armor*, *magic missile* (x2), *shield* (x2)

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *read magic*

Str 10, **Dex** 11, **Con** 12, **Int** 26, **Wis** 20, **Cha** 12

Base Atk +8; **CMB** +8; **CMD** 18

Feats Arcane Builder* (wondrous items), Bouncing Spell**, Cooperative Crafting**, Craft Wondrous Item, Echoing Spell*, Greater Spell Penetration, Magical Aptitude, Persistent Spell**, Scribe Scroll, Skill Focus (Knowledge [arcana]), Skill Focus (Profession [engineer]), Skill Focus (Spellcraft), Spell Penetration, Toughness

Skills Appraise +21, Craft (books) +19, Diplomacy +8, Fly +5, Knowledge (arcana) +39, Knowledge (engineering) +32, Knowledge (history) +26, Knowledge (local) +23, Knowledge (planes) +33, Linguistics +22, Perception +22, Profession (architect) +18, Profession (engineer) +24, Sense Motive +15, Spellcraft +38 (+48 to determine the properties of a magic item), Use Magic Device +25

Languages Aboleth, Abyssal, Aklo, Common, Daemonic, Dark Folk, Draconic, Dwarven, Elven, Encephalon Gorger, Giant, Goblin, Ignan, Infernal, Night-Ghoul, Orc, Shae, Terran, Tsathar, Undercommon, Xothotak, Yithian

SQ arcane bonds (*staff of abjuration*), greater lore, lore +5, secrets [applicable knowledge, instant mastery [Diplomacy], lore of true stamina, secret health, secrets of inner strength], true lore (1/day)

Combat Gear brooch of shielding, ring of blinking, staff of abjuration; **Other Gear** headband of mental prowess (Int & Wis +4), ring of mind shielding, robe of scintillating colors, necklace of fire opals (5,000 gp), *Origamicon Key* on belt-loop.

***Pathfinder Roleplaying Game Advanced Player's Guide*

**Pathfinder Roleplaying Game Ultimate Magic*

#*Pathfinder Roleplaying Game Ultimate Combat*

KZHO KU, VROCK DEMON

XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

CR 9

Treasure: Necklace of fire opals (5,000 gp), *Quattromani Key*.

13R-15. Avarthamna Reliquary-House (Approximate Map Location Y25-26 - the round building; CR 12)

Exterior

The door of this building is deeply recessed into a round tower, and seems to be studded with small knobs or studs.

The “studs” on the door are actually thousands of roaches that scatter if a light source comes nearer to the door.

Interior

The inside of the building appears to have no internal light sources at all. The doorway leads into a single round room approximately thirty feet in diameter. A stairway leads up to the tower’s higher levels, and there is a large trapdoor in the floor. Wooden disks hang from the ceiling by chains at varying heights from just overhead to almost scraping the floor. Also hanging from the ceilings are hundreds of shrunken heads, eyes blank and lips sewn together.

There are three dark stalkers in the room, tall, human-like figures swathed in robes of heavy silk, their faces covered with cloth veils decorated with many golden coins sewn into them. The three figures are sitting cross-legged on cushions around a very tall hookah.

This is a reliquary-house of the Avarthamna civilization, where ancestor-tokens (the wooden disks) and trophies (the shrunken heads) are kept. These buildings also serve as meeting places for the dark stalkers who are members of that particular reliquary house (there are hundreds of such places in Izamne).

Souls are trapped in many of the shrunken heads, so these all respond to a *detect magic* spell. The only way to free the trapped souls is to cast a *remove curse* spell on the shrunken head (there are 65 with souls inside and 78 that are emptied of the imprisoned soul; CL 12th). The things are quite nasty, and although they are well-preserved, some of the oldest ones — the souls inside utterly insane after centuries of imprisonment — have a smell to them. Moreover, every once in a while one of the heads coughs, or makes a wet sort of choking sound.

The lower level of the tower is where the members of this reliquary-house create new dark stalkers, by combining souls with darkmist and an adult female dark creeper who is to be “raised” to stalkerhood. Note that the Avarthamna procedure for raising stalkers is different from that of the Kshamarat, who rear dark creeper infants into stalkerhood (although a similar soul-transfer is used).

A **female dark creeper** half-way transformed into a stalker is chained to the wall in this basement, writhing in agony during the month-long transition. **Two more dark stalkers** are in the room supervising her progress, and there are **8 dark creepers** engaged in various tasks such as repairing stalker robes, filling the syringes that feed darkmist into the chained dark creeper, and cleaning.

The basement also contains **10 bottles of liquefied darkmist** and a chest that contains the treasures of this reliquary-house.

The upper three levels of the reliquary-house contain 18 bedrooms with complex musical instruments (there are 17 instruments, and 10 of them are azamarthis — see the **Glossary**). No dark stalkers are currently in the upper levels of the building, because the members of the house spend all available time working on the transformation that is being performed in the basement.

DARK STALKERS (3; ground level)

CR 4

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

Treasure: #2 has an *earring of shadowleaping* (New Magic Items Appendix) that allows her to teleport from one shadow to another. If combat begins, she uses the earring to step from the shadows in the main room to the shadows behind the characters, where she attacks from behind (unless the party has placed a rearguard).

DARK STALKERS (2, basement)

CR 4

XP 1,200

hp 39 (Chapter 1, Wandering Monsters)

DARK CREEPERS (8, basement)

CR 2

XP 600

hp 19 (Chapter 1, Wandering Monsters)

Treasure: #1 has a *potion of cure light wounds*.

Traps and Treasures: In addition to the various magic items specifically listed above, each stalker carries 1d6gp and each creeper carries 1d4gp. The bulk of the treasure is in the chest in the basement. The chest is locked, and has **two traps** on it. The first trap is magical: when the chest is opened, a *light* spell is activated inside the lid, and light bathes whomever opened the chest. The second trap is more dangerous to surface-dwellers. If one of the small screws that hold the chest’s hinges is not turned slightly before opening the chest, a wire within the hinge pulls, and (along with the *light* spell) a poisoned dart fires from each of the chest’s four sides.

LIGHT TRAP

CR 1 (0 TO SURFACE DWELLERS)

XP 400 (0)

Type magic; Perception DC 21; Disable Device DC 21

Trigger proximity (*alarm*); **Reset** automatic (1 hour)

Effect spell effect (*light*, CL 1st)

POISONED DART TRAP

CR 1

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; **Reset** none

Effect Atk +10 ranged (poison dart; 1d3 plus deathblade)

Deathblade—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

Inside the chest, the characters find 2,581gp, 11,348sp, 2 gems (500 gp each), 8 *potions of cure light wounds*, and a *ring of water breathing*.

Eventually, the **neburnorne demon** in the hookah emerges to protect the ancestor tokens in the main room, but it waits until it is very obvious that the wooden disks are being tampered with. The dark stalkers do not have the ability to summon it forth from its hookah by themselves.

HOKAHSAAAGA THE NEBUNORNE

CR 8

XP 3,200

hp 105 (see Area 13R-8, The Gaurds)

Treasure: *Necklace of smokebeads*. The beads of this necklace produce a slow, almost-invisible trickle of sweet-smelling smoke. They have no other properties, but as a trinket the necklace would still be worth 2,000 gp to a wealthy buyer.

Inside the hookah is Hokaiksaaga’s treasure: a **ball** that seems to be made of several strips of wood folded and bent together into a spherical shape, which is the size of an apple. Unfolding the ball reveals its magical qualities. It can be unfolded from any of four different starting points, and as the folds are undone, they branch and split to form a wicker-like container about 5 ft. cubed. If something is placed into this container, it

CHAPTER 4: SECRETS OF THE DARK CITY

can then be folded back up into the apple-sized ball. The weight of the ball does not increase, even if all four containers are filled. If a *remove curse* spell is ever cast upon the person carrying the ball, it instantly changes into its original form, a **treant** that was cursed by the wizard Jupiter Kwan (it failed its save against *The Manifold Curse of Jupiter Kwan* (New Spells Appendix). The party might encounter him in *Chapter 9: Hidden Worlds of Jupiter Kwan*).

13R-16. Tunnel of the Leng-Men (Approximate Map Location W62; CR Varies)

A tunnel leads into the darkness, away from the huge basin-cavern of Izamne. By the side of the tunnel there is a bas-relief carving of a mouth with sharp teeth. A beggar sits beside the tunnel, his face covered by a cloth veil that has several small bronze coins sewn to it.

If anyone speaks to the beggar, all it says is: "The men of Leng inhabit this tunnel. This is the realm of Leng". If anyone touches it, the veil falls aside to reveal a face that is a mass of short tentacles. The creature has been dead for more than a day, and the sweet smell of rot is suddenly be noticeable once the veil is shifted; for some reason the face is rotted worse than the rest of the body. The veil is cursed; anyone foolish enough to wear it refuses to take it off, and must make a DC 10 Fortitude save every subsequent hour or suffer 1d6 points of Constitution damage. If the save is successful, the damage is avoided for that hour. The only way to remove the veil is to have a *remove curse*, *break enchantment*, or similar magic cast upon the wearer. *Remove curse* is cast against CL 16. In any case, the victim of the veil begins a slow transformation and degradation; the face simultaneously growing tentacles and rotting.

This is the tunnel of the denizens of Leng. Although several of the Leng men live in the main part of the city, most of them are to be found in the houses and buildings inside this tunnel.

None of the Leng-men claim a particular building, and different denizens sleep in different buildings each night, if indeed they sleep at all. Inside the tunnel, the characters see several dimly-burning torches places at different strategic locations. These are not placed for illumination; they are Leng-torches that release air from the Plateau of Leng when they are burned. The atmosphere in the tunnel is heady with the alien air, and it is possible for humans to begin feeling giddy if they breathe too much of it. Elves, by contrast, may begin to become paranoid if they continue to breathe the air of Leng for too long; it creates a feeling of foreboding and menace in those of the elder species, perhaps because they have a longer vestigial memory than humans (GM to determine exact results; make it creepy).

If the characters strike up a conversation with the men of Leng in Izamne, they find the denizens to be no less eerie than they are anywhere else. One piece of information that might be easily gained (DC 15 Knowledge [local] or DC 10 Diplomacy check) is the meaning of the toothy mouth carved at the outside of the tunnel. It is the touch-symbol used by the dark folk to warn of danger. It is the philosophy of the darkfolk not to leave things unmarked; nothing is a surprise to one who is enlightened.

Asking about the dead beggar with the rotting tentacle-face outside the tunnel gets no answer at all from the Leng-men; they find it an uninteresting topic of discussion.

At any given time there might be **1d10+2 denizens of Leng** in the tunnel, although not all of these would be ready or near enough to suddenly jump into a battle, if one developed.

DENIZEN OF LENG XP 4,800

CR 8

hp 95 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

Treasure: 2d6 rubies (1d6 x 100 gp each), 10% chance of 1 magic item (any).

13R-17. Temple of Noagana the Unseen (Approximate Map Location AB19; CR 16)

This tall building is set back behind a portico of four thick columns, all of which are carved with bas-reliefs of nagas, most of them with human heads and some with human torsos. The bronze double doors are decorated with the hammered images of 12 symbols; the 12 symbols are repeated over and over again, and each time the group is sub-divided into 4 groups of 3 symbols, or 3 groups of 4 symbols.

This is the largest temple of Noagana in Izamne, although there are small shrines to the primordial nagas throughout the city. Noagana is the main religious patron of the Kshamarat darkfolk, and no Avarthamna is found here. Indeed, stepping into this temple (not any temple, but this one specifically) is an element of the strange rivalry between the two darkfolk civilizations. If an Avarthamna manages to step into the temple, she becomes a legitimate target for murder by all of the Kshamarat. However, if she manages to elude death for 48 hours, she gains tremendous prestige and is no longer a permitted target (unless she once again offers a similar trial of challenge).

The interior main room of the temple is lit with a faint greenish light emanating from 48 narrow pillars that are evenly spaced around the interior wall. The light is not bright enough to affect the darkfolk in any significant way. At the center of the room, however, there is a swirling vortex of darkness ten feet tall, spinning shadows out to a distance of 20 ft. from the central mass of black gloom. This is a **fountain of darkmist** that rises from fissures beneath the great cavern. The priests of Noagana placed the idol of their god at the center of the fountain, so that it lives in the eternal darkness of the mist (a contrast that they reinforced by using actual illumination within the temple).

There are statues of the six other Primordial Nagas around the walls, set at a height of five feet. The statues are invisible, and are set on invisible shelves. These statues are very valuable (see "Treasure", below).

An unusual feature of this room is that anyone entering it becomes invisible (no save). In general, the room's effect is identical to the effects of the spell, although the invisibility fades after 10 minutes when someone leaves the room. As with the spell, a person who makes an attack becomes visible, but the attacker becomes invisible again after 3 rounds (if the attacker makes no further attacks during those rounds).

Inhabitants

There are **6 dark stalkers**, **8 dark creepers**, and **2 priests of Noagana** in the main temple room. Unless the area is magically silenced, combat in this room draws reinforcements from other parts of the temple (there are two more floors above this one, and a basement). On round 5 of the combat, **1 priest of Noagana**, **3 dark stalkers**, and **6 dark creepers** arrive, and on round 7 the **spirit naga Masshagg** arrives.

Main Temple Room PRIESTS OF NOAGANA (2) XP 12,800

CR 11

Male dark stalker cleric 4, rogue 4 (*The Tome of Horrors Complete* 143 "Dark Stalker")
CN Medium humanoid (dark folk)

Init +8; **Senses** darkvision 60 ft., see in darkness; **Perception** +7
Aura Chaos

AC 23, touch 17, flat-footed 18 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +2 natural)

hp 81 (6d8+6 plus 4d8+6 plus 4d8+6)

Fort +8; **Ref** +14; **Will** +10

Defensive Abilities evasion, trap sense +1, uncanny dodge

CYCLOPEAN DEEPS VOLUME 1

Weakness light blindness

Speed 30 ft.

Melee +1 short sword +15/+10 (1d6+4/19–20)

Special Attacks channel negative energy 4/day (2d6, DC 13), death throes (DC 14), poison use, sneak attack +2d6
Domain Spell-Like Abilities (CL 4th; melee touch +11, ranged touch +15):

6/day—*acid dart*, *touch of darkness* (2 rounds)

Spell-Like Abilities (CL 14th; melee touch +13, ranged touch+14):

At will—*deeper darkness*, *detect magic*, *fog cloud*

Spells Prepared (CL 4th; melee touch +13, ranged touch +14):

2nd—*create pit* (DC 15), *hold person* (DC 15), *silence* (DC 15), *summon monster II*

1st—*cause fear* (DC 14), *command* (DC 14), *cure light wounds*, *protection from good*, *obscuring mist*

0 (at will)—*bleed* (DC 13), *detect magic*, *read magic*, *resistance*

D Domain spell Domains Caves, Darkness

Str 16, **Dex** 18, **Con** 13, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +10; **CMB** +13; **CMD** 30

Feats Blind-Fight, Combat Casting, Dodge, Improved Initiative, Mobility, Nimble Moves, Persuasive, Weapon Finesse

Skills Acrobatics +11, Bluff +8, Climb +11, Diplomacy +10, Disguise +8, Escape Artist +9, Heal +9, Intimidate +10, Knowledge (dungeoneering) +6, Knowledge (local) +5, Knowledge (religion) +9, Perception +7 (+9 to locate traps), Sense Motive +8, Sleight of Hand +9, Spellcraft +6, Stealth +19; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth
Languages Dark Folk

SQ rogue talents (black market connections, rogue talents (honeyed words), trapfinding +2

Combat Gear *potion of cure light wounds*, *ring of the ram*; **Other Gear** +2 leather armor, +1 short sword, Kshamarat soul net (see the **Appendix**), *ring of protection* +2, elegant Kshamarat robes, unholy symbol. Jaome wears a necklace with a single ruby in an iron setting. This is a Leng-ruby, and it is worth 4,000 gp. It draws the attention of Leng-spiders and denizens of Leng, both of which relentlessly and obsessively seek these rubies.

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Pathfinder Roleplaying Game Advanced Player's Guide

DARK STALKER (6, Main temple room)

XP 1,200

hp 39 (**Chapter 1, Wandering Monsters**)

Treasure: Unholy symbol of Noagana.

DARK CREEPERS (8, Main temple room)

XP 600

hp 19 (**Chapter 1, Wandering Monsters**)

Treasure: Unholy symbol of Noagana.

The Reinforcements (round 5):

PRIEST OF NOAGANA (from upstairs room)

CR 11

XP 12,800

hp 81 (see **Above**).

DARK STALKERS (3, from upstairs rooms):

CR 4

XP 1,200

hp 39 (**Chapter 1, Wandering Monsters**)

Treasure: Unholy symbol of Noagana.

DARK CREEPERS (6, from upstairs rooms):

CR 2

XP 600

hp 19 (**Chapter 1, Wandering Monsters**)

Treasure: Unholy symbol of Noagana.

More Reinforcements (round 6):

MASSHAGG THE SPIRIT NAGA

CR 9

XP 6,400

Male spirit naga (*Pathfinder Roleplaying Game Bestiary* "Naga, Spirit")

CE Large aberration

Init +5; **Senses** darkvision 60 ft.; **Perception** +22

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, –1 size)

hp 95 (10d8+50)

Fort +8; **Ref** +10; **Will** +10

Speed 40 ft., swim 20 ft.

Melee bite +10 (2d6+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks charming gaze (DC 20), poison (DC 20)

Spells Known (CL 7th; melee touch +11, ranged touch +12):

3rd (5/day)—*displacement*, *fireball* (DC 16)

2nd (7/day)—*invisibility*, *mirror image*, *silence*

1st (7/day)—*cure light wounds*, *divine favor*, *mage armor*, *magic missile*, *shield of faith*

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *detect magic*,

mage hand, *open/close*, *ray of frost*, *read magic*

Str 18, **Dex** 20, **Con** 21, **Int** 12, **Wis** 17, **Cha** 17

Base Atk +7; **CMB** +12; **CMD** 27 (can't be tripped)

Feats Ability Focus (charming gaze), Combat Casting, Eschew Materials, Lightning Reflexes, Skill Focus (Perception), Stealthy

Skills Acrobatics +5 (+9 jump), Bluff +13, Escape Artist +11, Fly +3, Intimidate +9, Knowledge (arcana) +14, Perception +22, Spellcraft +11, Stealth +15, Swim +12

Languages Abyssal, Common

Charming Gaze (Su) As *charm person*, 30 ft., Will DC 20

negates. The save DC is Charisma-based, and includes the +2 modifier for Ability Focus.

Poison (Ex) Bite—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 1 save.

Treasure: The six statues of the Primordial Nagas are carved from a black semi-precious stone called maraasc, which is found only in the Cyclopean Deeps and a few other places in the deep earth. The maraasc statues could be sold for as much as 10,000 gp each. However, they weigh approximately a ton (2,000 pounds) each. If broken into pieces, the intrinsic value of the maraasc is 6,000 gp per statue.

The temple's main treasure is kept in Masshagg's rooms, in three large treasure chests. Each chest is locked, and each lock contains a **poison needle trap**.

CHAPTER 4: SECRETS OF THE DARK CITY

POISONED NEEDLE TRAP

CR 1

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset none

Effect Atk +10 ranged (poison dart; 1d3 plus deathblade)

Deathblade—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

Chest #1: 6,000 gp, and a small pouch that, if opened, casts a *circle of death* centered on the person who opens it. The pouch is empty, and after it casts the spell-trap, it is no longer magical.

CIRCLE OF DEATH TRAP

CR 6

XP 2,400

Type magic; Perception DC 31; Disable Device DC 31

Trigger touch; Reset none

Effect spell effect (*circle of death*, 11d4 HD, DC 16 Fort save negates); multiple targets (all targets in a 40-ft.-radius)

Chest #2: If anything strikes this chest with enough force to break the wood, the chest explodes, causing damage to anyone within 30 ft. The chest contains a +2 *longsword* ("*Sash-Cutter*" according to the inscription), which is not harmed in the explosion, 4 *potions of cure serious wounds* and a scroll of 4 spells (*clone*, *move earth*, *locate object*, and *maze*). The scroll and potions are all destroyed if the chest is blown up.

EXPLODING CHEST

CR 3

XP 800

Type magic; Perception DC 30; Disable Device DC 30

Trigger touch; Reset none

Effect blast (8d6 points of damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. burst)

Chest #3: This chest contains 2,000 gp, and has a false bottom (DC 20 Perception to notice). Opening the concealing panel releases **poison gas**. The false bottom contains a *wand of cold*.

POISON GAS TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 15; Disable Device DC 20

Trigger touch; Reset repair

Effect poison gas (**Distilled drow poison**: inhaled; save Fort DC 15; frequency 1/round for 6 rounds; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; cure 1 save); never miss; multiple targets (all targets in a 10 ft. radius).

13R-18. Machine-Palace of the Serpentfolk (Approximate Map Location W5; CR 16)

Entrance

Two serpent-men stand with halberds crossed in front of an archway of pulsing metal. They wear heavy armor with green surcoats, and their helmets emit beams of green light that wash over you as you approach.

These two guards admit the characters unless the party's intentions are obviously violent. The green beams of light show anything that is *invisible* (see **Equipment**, below).

SERPENTFOLK GUARDS (2)

CR 7

XP 3,200

Male or Female serpentfolk fighter (Polearm Master) 4 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Polearm Master")

NE Medium monstrous humanoid

Init +9; Senses darkvision 60 ft., scent; Perception +14

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 natural)

hp 86 (5d10+15 plus 4d10+12 plus 4)

Fort +10; Ref +10; Will +7

Immune mind-affecting, paralysis, poison; SR 19

Speed 30 ft.

Melee +1 *menacing**, *shock halberd* +13/+8 (1d10+6 plus 1d6 electricity /x3) and bite +9 (1d6)

Special Attacks poison (DC 15)

Spell-Like Abilities (CL 9th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 14) 1/day—*blur*, *dominate person* (DC 17), *major image* (DC 16), *mirror image*, *suggestion* (DC 15)

Str 15, Dex 20, Con 16, Int 18, Wis 14, Cha 16

Base Atk +9; CMB +14 (+15 to disarm); CMD 25 (26 vs. disarm)

Feats Great Fortitude, Improved Initiative, Tandem Trip*, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Acrobatics +13, Bluff +6 (+7 to feint or create a diversion to hide), Disguise +8, Escape Artist +18, Intimidate +11, Knowledge (arcana) +9, Knowledge (local) +7, Perception +14, Sense Motive +8, Sleight of Hand +10, Spellcraft +9, Use Magic Device +12; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Dark Folk, Draconic, Undercommon; telepathy (100 feet)

Combat Gear 3 *potions of cure serious wounds*; **Other Gear** +1 *determination*** *full plate*, +1 *menacing**, *shock rapier*, *helmet of invisibility detection* (allows user to see invisible, at will, CL 6th), belt pouch with 1d3 takkas.

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

**Pathfinder Roleplaying Game Ultimate Equipment*

#*Pathfinder Roleplaying Game Ultimate Combat*

Interior of the Machine Palace

The walls of the cavern are weirdly carved with strange, curvilinear shapes and folds. Some of the indentations are deep enough to hide a person inside. The sides of the cavern are inset with glowing stones the size of oranges, set into pulsing, slime-filled housings, many of them connected by threadlike umbilical cords to bizarre lumps in the walls.

The glowing stones, which are the size of oranges, cease to glow if they are removed from the wall. The settings in which they are housed are filled with slime, and there are several threadlike umbilical cords attaching the stone to the slimy interior of the housing.

CYCLOPEAN DEEPS VOLUME 1

The entire ground floor of this building is apparently a single chamber. A huge green orb of light floats three feet above the flagstones of the floor in the middle of the room, and on the far side of the room, across from the entrance, there is a large throne. Several metal fans have been built into circular concavities in the stone walls, all of them rotating fast enough to create a breeze through the entire chamber. Several large pieces of machinery stand in the middle of the room; they are disgusting, intestinal-looking things, with bioluminescent globes dangling sickly from mucus-covered tubes, metal pipes entering and exiting pus-oozing flesh-like columns, and pulsing yellow veins threaded through the entire mass.

There are several serpentfolk in the room; some are tending to the machines, and others are gathered around the serpentfolk who sits upon the far throne.

A staircase along the west wall leads, presumably, to another level of the cavern.

This is the embassy of the serpentfolk to the city of Izamne.

Note that if the characters sneak into the embassy during the “night,” there are only **2 more guards** in the room, rather than the many serpentfolk mentioned above, who are sleeping in the upper chamber.

The embassy is not, by any means, the only habitation of serpentfolk in the city; many individuals live in the main part of the city, scattered here and there. Most of them make frequent visits to the embassy, simply because this cavern functions as a social meeting-place. The upper chamber is a smaller cavern, mainly used only as a sleeping area.

EZIAH SAU, SERPENTFOLK AMBASSADOR

CR 12

XP 19,200

Male serpentfolk sorcerer 9 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”)

NE Medium monstrous humanoid

Init +11; **Senses** darkvision 60 ft., scent; **Perception** +11

AC 21, touch 18, flat-footed 16 (+3 deflection, +5 Dex, +3 natural)

hp 128 (5d10+20 plus 9d6+36 plus 9)

Fort +10; **Ref** +12; **Will** +15

Immune mind-affecting, paralysis, poison; **SR** 24

Speed 30 ft.

Melee bite +14 (1d6+1)

Special Attacks poison (DC 16)

Spell-Like Abilities (CL 9th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 17) 1/day—*blur*, *dominate person* (DC 20), *major image* (DC 19), *mass suggestion* (DC 21), *mirror image*, *suggestion* (DC 18), *teleport*

Bloodline Spell-Like Abilities (CL 9th):

9/day—*lullaby***

1/day—*dreamshaper*** (DC 20)

Spells Known (CL 9th; melee touch +10, ranged touch +14):

4th (5/day)—*dimension door*, *divination*, *greater invisibility* 3rd (7/day)—*deep slumber* (DC 19), *displacement*, *protection from energy*, *seek thoughts*** (DC 19)

2nd (8/day)—*acid arrow*, *augury*, *blindness/deafness* (DC 18), *daze monster* (DC 18), *false life*

1st (8/day)—*break* (DC 17) *charm person* (DC 17),

comprehend languages, *grease* (DC 17), *mage armor*, *sleep* (DC 17)

0 (at will)—*bleed* (DC 16), *dancing lights*, *detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *read magic*, *resistance*

Bloodline Dreamspun**

Str 13, **Dex** 20, **Con** 18, **Int** 16, **Wis** 17, **Cha** 22

Base Atk +9; **CMB** +10; **CMD** 28

Feats Brew Potion, Eschew Materials, Great Fortitude, Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Knowledge [planes]), Spell Penetration, Weapon Finesse
Skills Acrobatics +10, Bluff +14, Diplomacy +11, Disguise +11, Escape Artist +18, Intimidate +13, Knowledge (arcana) +16, Knowledge (dungeoneering) +8, Knowledge (planes) +11, Linguistics +8, Perception +11, Sense Motive +12, Spellcraft +16, Use Magic Device +18; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Abyssal, Aklo, Common, Draconic, Drow Sign Language, Giant, Infernal, Terran, Undercommon; telepathy (100 feet)

Combat Gear *rod of negation*, *scroll of minor image*, *staff of fire*; **Other Gear** *ring of acid resistance* (major), *ring of protection* +3, yellow snake-amulet of Sa-Heloth, pouch with 3 takkas.

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

***Pathfinder Roleplaying Game Advanced Player's Guide*

SERPENTFOLK GUARDS (6)

CR 7

XP 3,200

hp 86 (see Above)

Treasure: Belt pouch with 1d3 takkas.

SERPENTFOLK BLUE-SOCIETY DIPLOMAT

CR 9

XP 6,400

Male serpentfolk aristocrat 4, sorcerer 3 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”)

NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 71 (5d10+5 plus 4d8+4 plus 3d6+3)

Fort +6; **Ref** +10; **Will** +13

Immune mind-affecting, paralysis, poison; **SR** 22

Speed 30 ft.

Melee bite +13 (1d6–1)

Special Attacks poison (DC 13)

Spell-Like Abilities (CL 12th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 16) 1/day—*blur*, *dominate person* (DC 19), *major image* (DC 18), *mirror image*, *suggestion* (DC 17)

Bloodline Spell-Like Abilities (CL 3rd):

8/day—*tremor* (CMB 8)

Spells Known (CL 3rd):

1st (7/day)—*charm person* (DC 16), *expeditious excavation*** (DC 16)

0 (at will)—*arcane mark*, *bleed* (DC 16), *detect magic*, *message*, *read magic*

Bloodline Deep Earth**

Str 8, **Dex** 18, **Con** 13, **Int** 18, **Wis** 14, **Cha** 21

Base Atk +9; **CMB** +8; **CMD** 22

Feats Eschew Materials*, Great Fortitude, Improved Initiative, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Knowledge [local]), Weapon Finesse

Skills Acrobatics +9, Appraise +12, Bluff +16, Diplomacy +24, Disguise +13, Escape Artist +17, Intimidate +14, Knowledge (arcana) +12, Knowledge (dungeoneering) +11, Knowledge (history) +15, Knowledge (local) +24, Knowledge (nobility) +11, Perception +10 (+12 to notice unusual stonework, such as traps and hidden doors in stone walls or floors), Sense Motive +11, Spellcraft +12, Use Magic Device +17; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device
Languages Aklo, Common, Draconic, Undercommon;

CHAPTER 4: SECRETS OF THE DARK CITY

telepathy (100 feet)

SQ stonecunning +2

Other Gear scroll of mirror image; **Other Gear** blue snake-amulet of Sa-Heloth

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

“Pathfinder Roleplaying Game Advanced Player’s Guide

SERPENTFOLK RED-SOCIETY DIPLOMAT

CR 9

XP 6,400

hp 71 (see **Blue Society Diplomat**)

Treasure: red snake-amulet of Sa-Heloth, *scroll of invisibility*

SERPENTFOLK SCIENTISTS (4)

CR 7

XP 3,200

Male or Female serpentfolk alchemist (Vivisectionist)

3, expert 2 (*Pathfinder Roleplaying Game Bestiary 2*

“Serpentfolk”; *Pathfinder Roleplaying Game Ultimate Magic*

“Vivisectionist”)

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 85 (5d10+15 plus 3d8+9 plus 2d8+6)

Fort +9; **Ref** +12; **Will** +10; +2 bonus vs. poison

Immune mind-affecting, paralysis, poison; **Resist** poison resistance +2; **SR** 20

Speed 30 ft.

Melee bite +13 (1d6–1)

Special Attacks poison (DC 15), sneak attack +2d6

Spell-Like Abilities (CL 10th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 11)

1/day—*blur*, *dominate person* (DC 14), *major image* (DC

13), *mirror image*, *suggestion* (DC 12)

Extracts Known (CL 3rd):

1st—*crafter’s fortune**, *deathwatch**, *keen senses*, *negate aroma**(DC 16)

Str 8, **Dex** 20, **Con** 16, **Int** 20, **Wis** 14, **Cha** 11

Base Atk +8; **CMB** +7; **CMD** 22

Feats Brew Potion*, Great Fortitude, Improved Initiative, Master Alchemist*, Skill Focus (Craft [alchemy]), Throw Anything, Weapon Finesse

Skills Acrobatics +10, Appraise +10, Craft (alchemy) +26 (+29 to create alchemical items), Disable Device +12, Disguise +5, Escape Artist +18, Heal +10, Intimidate +8, Knowledge (arcana) +13, Knowledge (engineering) +15, Perception +10, Profession (engineer) +10, Profession (midwife) +8, Sense Motive +7, Sleight of Hand +11, Spellcraft +13, Survival +10, Use Magic Device +15;

Racial Modifiers +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Drow Sign Language, Undercommon; telepathy (100 feet)

SQ alchemy +3, discoveries (preserve organs 25%), fast poisoning, mutagen (DC 16), poison use, swift alchemy

Gear alchemy tools, each has a snake-amulet of Sa-Heloth; 1 is yellow, 1 blue, and 2 are red.

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

“Pathfinder Roleplaying Game Advanced Player’s Guide

If the characters spend much time in the room, they may from time to time notice that a thread of darkmist rises from the floor, and the breeze from the fans blows it through a vent. The purpose of the fans is to keep any darkmist out of the room; the serpentfolk suspect that Isclaadra can

use the darkmist as a medium for scrying, seeing through it like a lens. This is, incidentally, a correct supposition. If the characters happen to learn this from the serpentfolk through diplomacy and intelligent questioning (or force and interrogation; DC 20 Diplomacy or DC 25 Intimidate checks respectively), the knowledge could serve them well in many of the dangerous places of the Deeps, especially **Chapter 12: Font of Darkness**.

The serpentfolk do not explain the purpose of their machinery. Clanking metal pipes run from floor to ceiling, thumping as the contents are forced through under some sort of powerful liquid or gas pressure. Some of the machinery is brand new, and other complex-looking pieces look like they might not have been touched or cleaned for a century. A DC 20 Knowledge (engineering) or DC 25 Craft (alchemy) check recognizes that some of the machines could be used to refine alchemical ingredients and reagents, and some of the machines seem to have no purpose at all.

If the characters are here to gather information, they can learn a great deal about the serpentfolk that live in the domes miles southwest from Izamne, depending on their Diplomacy checks (see **Chapter 5: Dreaded Domes of the Serpentfolk** for possible rumors; DC 20 Diplomacy to start, GM to raise the DC for more important rumors).

An Upper Cavern contains the collective treasure of the diplomats (the guards carry their treasure in belt pouches). The treasure is kept in a floating globe of slimy gel, a substance that creates an opening into the ethereal plane of existence. If anyone (who is not reptilian) reaches into the gel, a **venomous snake** kept inside attacks.

VENOMOUS SNAKE

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Snake, Venomous”)

Treasure: The globe cannot be moved as a magic item, which no doubt disappoints the players. It contains the following: 50 takkas, 1,237gp, 8,965sp, 15,034cp, 24 pieces of carved obsidian (25gp), 3 diamonds (1000gp), a +1 *heavy mace*, 3 *potions of cure light wounds*, 2 *potions of invisibility*, and a scroll of spells (*detect magic* [x3], *lightning bolt* [x3]).

If the serpentfolk can be convinced that the party intends to destroy the influence of the demon-lord Isclaadra, they offer the +1 *heavy mace* and a large reward to follow if the party succeeds. An amulet of safe passage through the Domes in **Chapter 5** is a part of the preparations, as well. If the party insists, the ambassador lends one of his serpentfolk guards to serve as a guide.

13R-19. Khryll Hive (Physhior Jhropsa Liookocre Heeil Jhremeo Ghuuv) (Approximate Map Location AF18; CR 13)

There are several triangle-shaped entrances into a jumble of stone buildings here; they rise up the canyon-like tunnel wall to a height of at least fifty feet.

This tall arrangement of buildings is the hive of **12 khryll**. Although the center of Khryll activity in the Cyclopean Deeps is the construction of the titan in the catacombs under Ques Querax, this hive is the largest concentration of their population. The various khryll of the hive are listed by name in case the characters engage in a khryll hunt at some point in the adventure. If this happens, keep in mind that the khryll are geniuses, and if they feel threatened they engage whatever allies and magic they can bring to bear.

KHRYLL (12)

CR 6

XP 2,400

hp 52 (**Monster Appendix**)

Treasure: Mnemopod, necklace with identifying gem

Khryll who Inhabit the Hive:*Mentioned elsewhere in the chapter:***Phy-Re** (see 13R-9)*Khryll not identified elsewhere in this chapter:***Shior-Ai, Jhro-Re, Psa-Dra, Lio-Lepir, Oko-Jha, Cre-Ta, He-Se, Eil-Etr, Jhre-Jhe, Meo-Naji, Ghu-Letu, Uve-Toa.**

There is a mnemopod (these items are described in *Chapter 2: Eye of the Titan*) containing thoughts to be transmitted to Ghe-Kroa (see *Chapter 7: The Narrows of Braath*).

Each of the khryll wears a necklace worth 1d6 x 1000 gp, and a pouch containing 1d100 gp. In addition, each carries a mnemopod (these items are described in *Chapter 2: Eye of the Titan*).

13R-20. Singing Gardens (Approximate Map Location F26 and surrounding area; CR Varies, 4+)

This entire cavern reverberates with the rising and falling of a thousand strange tones of sound. There are a few stone huts scattered about, but for the most part the cavern seems empty, except for countless crystals that grow from the cavern floor.

The crystals, as the players immediately guess, are indeed the source of the melodious (but very intrusive) sound in this cavern.

The sound of the crystals is, for unknown reasons, an irresistible call to many subterranean animals. Giant cockroaches, dire rats, and small cave eels make their way through the fissures and winding faults in the surrounding rock for miles around, and emerge into this cavern to be killed and “harvested” by bugbear slaves (the inhabitants of the huts).

The cavern, at any given time, contains **2d6 bugbears** “foraging” for vermin, **1d10 dire rats** listening spellbound to the crystals (these do not attack unless attacked), and **1d10 giant centipedes**. In addition to these potentially dangerous creatures, thousands of roaches, albino crickets, and beetles seem to move almost like a tide of rippling water through the cavern, eddying first near one crystal and then another. Anyone with a fear of insects would swiftly go mad in this cavern.

The crystals are inherently magical, and actually reproduce in the cavern, by means unknown. They do not sing beyond the cavern if they are removed from the company of the other crystals, and they soon pine away into dark lumps of rock unless they are returned.

BUGBEARS**XP 600****hp 16** (*Pathfinder Roleplaying Game Bestiary* “Bugbear”)**CR 2****Treasure:** Belt pouch with 1d10gp.**DIRE RATS****XP 135****hp 5** (*Pathfinder Roleplaying Game Bestiary* “Rat, Dire”)**CR 1/3****CENTIPEDE, GIANT****XP 200****hp 5** (*Pathfinder Roleplaying Game Bestiary* “Centipede, Giant”)**CR 1/2**

Mnemopod Contents

If the characters manage to kill one of the Izamne khryll, they will be able to retrieve and experience the contents of the khryll’s mnemopod. Roll on the table below to determine what information the mnemopod contains:

Memory-Contents of a Mnemopod (roll 1d10):

1–5	Meaningless images of colors and shapes; possibly an alien geometry.
6	Message for Ghe-Kroa (see <i>Chapter 7: The Narrows of Braath</i>). The message content is not entirely clear, but the viewer will be able to learn of Ghe-Kroa’s name and location.
7	Image of the Titan in the catacombs below Ques Querax (see <i>Chapter 2: Eye of the Titan</i>): <i>As you touch the sphere, an image forms in your mind. You see a hideous creature floating in the air, a thing with a segmented shell like a crustacean, but with long tentacles where one might expect legs. It appears to be looking directly at you for a moment, but then the view in your mind’s eye changes to something else. The new image is of a huge, gleaming, metal structure, shaped very much like the creature you just saw, but longer and somewhat thinner, and with many more segments. The image changes again, seeming to focus in upon the third segment of the huge metal structure; the image of a jeweled piece of metal is superimposed upon that segment . . . and then the image darkens and disappears.</i>
8	A wrinkled man seated in a chair. Behind him, a huge, demonic shape, blubbery with wings. The man smiles at it, and waves his hand, muttering some words. The demon disappears. Suddenly, the old man looks directly at you, an expression of rage twisting his face. He points and shouts three harsh magical words, and the vision ends abruptly. (This is Doctor Quattromani in Area 13R-14 , and if the characters are ever in that room, they might remember the invisible demon).
9	An aboleth moves through a tunnel, shifting its bulk along heavily with the help of two grey-skinned humanoids. (This is the aboleth that dwells in Hex 14L, Area 14L-10).
10	A ten-minute nightmare series of images in which dark stalkers and creepers are being hauled from building after building, massacred in the streets of Izamne (this is the khryll record of the Annihilation of the Teratashian civilization). See earlier Sidebox regarding the Annihilation.

13R-21. Emissary of the Duergar King (Approximate Map Location H54; CR 14)

This building has a dim magical light that emanates from a green, verdigris-covered bronze pattern inlaid into the door. The door itself appears to be made of a well-balanced slab of stone. Once you are close enough, you can read some words in Undercommon that are carved into the stone lintel over the door. They read: “*Enter the Realm of the Duergar with respect, and you shall find no harm here.*”

This building is the headquarters of the emissary of the Duergar King (see *Chapter 11: Mines of the Duergar* for more information about the duergar and their politics).

The door enters into a narrow corridor lined with murder-holes; on the far side, a second door. The hallway is always manned by **5 duergar**, one of whom is a sergeant. If the door opens, the duergar assume that someone has entered; if that person might be invisible, one of the duergar tosses a small sack of chalk dust into the hallway through a murder-hole.

DUERGAR (4)

CR 1/3

XP 135

hp 7 (*Pathfinder Roleplaying Game Bestiary* “Duergar”)

Treasure: Small sack of chalk dust, pouch containing 2d6 gp, 1 gem (1d4 x 100 gp value).

TKAL AK, DUERGAR SERGEANT

CR 2

XP 600

Male duergar fighter (Unbreakable) 3 (*Pathfinder Roleplaying Game Bestiary* “Duergar”, *Pathfinder Roleplaying Game Advanced Player’s Guide* “Unbreakable”)

CE Medium humanoid (dwarf)

Init +1; Senses darkvision 120 ft.; Perception +2

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 34 (3d10+9)

Fort +6; Ref +2; Will +2; +2 vs. spells and spell-like abilities

Defensive Abilities unflinching +1; Immune paralysis, phantasms, poison

Weakness light sensitivity

Speed 20 ft.

Melee warhammer +6 (1d8+2/x3)

Ranged light crossbow +4 (1d8/19–20)

Spell-Like Abilities (CL 3rd):

1/day—enlarge person (self only), invisibility (self only)

Str 14, Dex 13, Con 17, Int 8, Wis 12, Cha 8

Base Atk +3; CMB +5; CMD 16 (20 vs. bull rush and trip)

Feats Diehard, Endurance, Nimble Moves, Point Blank Shot, Weapon Focus (warhammer)

Skills Climb +4, Perception +2, Stealth +3, Survival +5; Racial Modifiers +4 Stealth

Languages Common, Dwarven, Undercommon

SQ armor training 1, slow and steady, stability +4

Combat Gear potion of cure moderate wounds; Other Gear hide armor, warhammer, light crossbow, 20 bolts,

pouch with 10 gp and a reddish gemstone with swirling gold striations (500 gp value).

If the party attempts to talk their way through, they will have to convince the sergeant, whose name is **Tkal Ak**, to allow them to enter. He expects to be paid, and he expects to be paid at least 25 gp. Once he is paid (or dead) the party can reach the door on the far side. It is locked (DC 20 Disable Device to bypass), and is trapped with a screaming cylinder (a neat little wound-up clockwork device that produces the sound of a hand bell, and anyone within 60 feet can hear it clearly. It has a 1 in 6 chance of breaking each time it is set off).

On the far side of the door the adventurers find the Grand Hall of the Emissary, where **Moggar Kchak** works on behalf of the Duergar King. At least, that is what the King has been led to believe. In reality, Moggar Kchak is part of a group of duergar rebels who believe (correctly) that the duergar king, **Okarm Etekk**, has fallen under the influence of some sort of evil magic.

Far removed from the court of the Duergar King, Moggar Kchak is busy making plans for assassination and usurpation of the throne, using his cover as the duly appointed ambassador to the darkfolk. He nominally supports the rebel prince Lokragar (see **Hex 9G-5**), but wouldn’t mind taking over the throne himself. If the characters seem strong enough to push the duergar king aside on Moggar’s behalf, he might broach the subject with them and begin discussing payment (roughly half the treasury of the duergar mines).

DUERGAR BODYGUARDS (5)

CR 5

XP 1,600

Male duergar fighter 6 (*Pathfinder Roleplaying Game Bestiary* “Duergar”)

CE Medium humanoid (dwarf)

Init +0; Senses darkvision 120 ft.; Perception +7

AC 16, touch 12, flat-footed 16 (+4 armor, +2 deflection)

hp 58 (6d10+18)

Fort +8; Ref +2; Will +3; +2 vs. fear, +2 bonus vs. spells and spell-like abilities

Defensive Abilities bravery +2; Immune paralysis, phantasms, poison; Resist duergar immunities

Weakness light sensitivity

Speed 20 ft.

Melee +1 heavy mace +11/+6 (1d8+6)

Ranged heavy crossbow +6/+1 (1d10/19–20)

Special Attacks weapon training abilities (hammers +1)

Spell-Like Abilities (CL 6th):

1/day—enlarge person (self only), invisibility (self only)

Str 15, Dex 10, Con 16, Int 11, Wis 13, Cha 6

Base Atk +6; CMB +8; CMD 20 (20 vs. bull rush, 20 vs. trip)

Feats Alertness, Deep Sight, Fight On, Furious Focus, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)

Skills Acrobatics +0 (–4 jump), Intimidate +3, Knowledge (dungeoneering) +4, Knowledge (local) +1, Perception +7, Sense Motive +4, Stealth +5, Survival +6; Racial Modifiers +4 Stealth

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear 2 potions of bear’s endurance, 2 potions of bull’s strength; Other Gear mithral shirt, +1 heavy mace, heavy crossbow, 10 bolts, ring of protection +2, 2d6gp, 20% chance of gem (1d6 x 100 gp value).

MOGGAR KCHAK, DUERGAR LEADER

CR 13

XP 25,600

Male duergar fighter (Unbreakable) 14 (*Pathfinder Roleplaying Game Bestiary* “Duergar”, *Pathfinder Roleplaying Game Advanced Player’s Guide* “Unbreakable”)

CE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; **Perception** +15**AC** 23, touch 11, flat-footed 23 (+8 armor, +2 deflection, –1 Dex, +1 natural, +3 shield)**hp** 172 (14d10+84)**Fort** +15; **Ref** +3; **Will** +5; +4 vs. mind-affecting effects, +2 bonus vs. spells and spell-like abilities**Defensive Abilities** stalwart, unflinching +4; **Immune** paralysis, phantasms, poison; **Resist** duergar immunities**Weakness** light sensitivity**Speed** 20 ft.**Melee** +1 *corrosive burst heavy mace* +23/+18/+13 (1d8+11 plus 1d6 acid/19–20)**Ranged** heavy crossbow +13/+8/+3 (1d10/19–20)**Spell-Like Abilities** (CL 14th):1/day—*enlarge person* (self only), *invisibility* (self only)**Str** 23, **Dex** 9, **Con** 23, **Int** 13, **Wis** 13, **Cha** 13**Base Atk** +14; **CMB** +20; **CMD** 31 (31 vs. Bull Rush, 31 vs. Trip)**Feats** Alertness, Critical Focus, Deep Sight, Diehard, Endurance, Fight On*, Furious Focus, Greater Weapon Focus (heavy mace), Greater Weapon Specialization (heavy mace), Heroic Defiance*, Heroic Recovery*, Improved Critical (heavy mace), Improved Initiative, Ironhide, Lunge, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)**Skills** Acrobatics –2 (–6 to jump), Climb +5, Diplomacy +3, Escape Artist –2, Intimidate +12, Knowledge (dungeoneering) +14, Knowledge (local) +15, Perception +15, Sense Motive +10, Stealth +3, Survival +8, Swim +5 (+9 to resist nonlethal damage from exhaustion); **Racial Modifiers** +4 Stealth**Languages** Aklo, Common, Dwarven, Undercommon**SQ** quick recovery, slow and steady, stability**Combat Gear** 2 *potions of bear's endurance*, 2 *potions of bull's strength*; **Other Gear** +2 *light fortification*, *glamered*, *sonic resistance* 10 *chain mail*, +2 *blinding light steel shield*, +1 *corrosive burst** *heavy mace*, heavy crossbow, 10 bolts, bag of holding III (empty), belt of giant strength +4, ring of protection +2, pouch containing 20 gp, 2 gems (600 gp value), gold circlet of Duergar High Authority.

*Pathfinder Roleplaying Game Advanced Player's Guide

#Pathfinder Roleplaying Game Ultimate Equipment

Moggar Kchak, Emissary of the Duergar, serving in the City of Izamne

Long-term Goals: Promote the interests of the duergar, possibly by overthrowing the king and claiming the throne, if the cards fall just right. In any case, the King has to go.**Current plans:** Support the rebel Prince Lokragar, while keeping any other options open.**Allies:** the Duergar**Enemies and Rivals:** None as yet, but as soon as he is found to be backing the duergar rebels, the cult of Isclaadra will become his enemy, and can bring the Avarthamna dark stalkers into the web of diplomacy and deceit that marks all maneuvers in the Under Realms.

Duergar Names

Use the following table to generate names of any duergar that the party encounters.

Roll 1d10 twice, once for each column.

Die Roll	First Syllable	Second Syllable
1	Ha	katko
2	Ol	thrakt
3	Uka	mekki
4	Tha	choka
5	Imi	jalgi
6	Eji	makko
7	Pa	pirka
8	Chi	makt
9	Me	makat
10	A	trokka

There is no difference between the naming conventions for male and female duergar; the same table may be used for both.

Other Neighborhoods

The following material is presented merely as a suggestion and a source of ideas, in case your players decide that they want the characters to explore Izamne in more detail. You are not constrained to use these locations; they are in no way “official.” If you need to ad-lib the process of the characters wandering through the city, by all means do so, and consider the results to be your version of the place.

AB-56 Eel-Market Plaza

DARK CREEPER FISHERMEN (20)**XP 600****hp 19 (Chapter 1, Wandering Monsters)****CR 2**

AF-37 Sharp Street (Weaponers)

Duergar smiths, for the most part, and the weapons are imported from the mines in **Hex 37Y**. Only one or two forges are in operation, their fires carefully blocked from shining into the city's dark streets.

DUERGAR SMITHS (3)**CR 2****XP 600**Male duergar expert 3 (*Pathfinder Roleplaying Game*)**Bestiary** “Duergar”)

CE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; **Perception** +4**AC** 14, touch 10, flat-footed 14 (+4 armor)**hp** 18 (3d8+3)**Fort** +2; **Ref** +1; **Will** +4; +2 bonus vs. spells and spell-like abilities**Immune** paralysis, phantasms, poison; **Resist** duergar immunities**Weakness** light sensitivity**Speed** 20 ft.**Melee** mwk heavy mace +5 (1d8+2)**Ranged** heavy crossbow +2 (1d10/19–20)**Spell-Like Abilities** (CL 3rd):1/day—*enlarge person* (self only), *invisibility* (self only)**Str** 15, **Dex** 10, **Con** 12, **Int** 10, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +4; **CMD** 14 (14 vs. bull rush, 14 vs. trip)

CHAPTER 4: SECRETS OF THE DARK CITY

Feats Skill Focus (Craft [armor]), Skill Focus (Craft [weapons])
Skills Acrobatics +0 (–4 jump), Craft (armor) +4, Craft (blacksmith) +1, Craft (weapons) +4, Knowledge (dungeoneering) +3, Knowledge (local) +3, Perception +4, Sense Motive +2, Stealth +5, Survival +2; **Racial Modifiers** +4 Stealth
Languages Common, Dwarven, Undercommon
SQ slow and steady, stability
Gear mithral shirt, masterwork heavy mace, heavy crossbow, 10 bolts, forging tools, 2d6 gp, 5% chance of gem (1d4 x 100 gp value).

Bystanders could include several of the lesser and more ordinary subterranean races, including bugbears and goblins.

F-57 (and 58) The Deathmarket (Poisons)

SHROOM

XP 800

hp 39 (Monster Appendix)

CR 3

Treasure: 20 takkas, necklace of carved beads (500gp), 3 bottles of poison (any).

DARK CREEPER PICKPOCKETS (4)

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

Treasure: Belt pouch with 2d10gp.

O-13 Fungus Market

SHROOMS (3; identical)

XP 800

hp 39 (Monster Appendix)

CR 3

Treasure: 1d3 x 1000 gp (25%); 1d8 gems of 1d6 x 100 gp value (20%); 1d4 jewelry of 1d4 x 100 gp value (20%), *potion of invisibility*.

They have a pet **giant slug**.

GIANT SLUG

XP 4,800

hp 102 (Pathfinder Roleplaying Game Bestiary "Slug, Giant")

CR 8

O-24 (and P24) Fortune's Alley

Dark creeper servant of a powerful dark stalker has lost the (supposedly ensorcelled) demon he was supposed to be using.

DARK CREEPER SERVANT

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

P-17 Sulfur Square (Alchemy)

Shrooms and **serpentfolk**. This is where the product of those machines in the serpentfolk embassy ends up for sale.

P-59 Wererat Plaza

WERERAT (HYBRID FORM; 3d10+30)

CR 2

XP 600

hp 20 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat")

Treasure: Pouch with 1d3 takkas.

R-46 The Demon Pit

A person is staked out on the cavern floor for unknown reasons surrounded by a group of **10 huggermuggers**.

HUGGERMUGGERS (10)

CR 1

hp 9 (see Chapter 2, 3H-5)

Treasure: Belt pouch with 1d3 takkas.

R-54 Upper Winemarket

DROW WINE MERCHANTS

CR 1/3

XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary "Drow")

Treasure: 50 gp in pouch, 100 gp in assorted gems, 4 casks of wine each (500 gp total value).

DRIDER

CR 7

XP 3,200

hp 76 (Pathfinder Roleplaying Game Bestiary "Drider")

V-II Gloomcrawler Square

There has been a very recent grue attack.

A **vrock demon** escaped from Fortune's Alley due to a stray *dispel magic*.

VROCK

CR 9

XP 6,400

hp 112 (Pathfinder Roleplaying Game Bestiary "Demon, Vrock")

W-60 (and V-60) Poppy Bouquet (drugs)

Shrooms (1d2+1) and various **dark creepers**, both selling and buying. A few **drow** might be present.

Chapter 5: Dread Domes of the Serpentfolk

Introduction

Unless this chapter is being played as a stand-alone module, the characters have already been traveling through the tunnels of the Under Realms before reaching this part of the Cyclopean Deeps. In the course of their exploration of the Deeps, they are likely to come across this enclave of the serpentfolk, although it is possible to bypass the area if the adventurers make their way through some of the tertiary tunnels as shown on the Main Map of the Deeps.

In addition to the Domes themselves, this area of the Deeps contains another very dangerous adversary, the aboleth Sh'balaquielma. Unless the characters actively go looking for the aboleth, they are not very likely to stumble across it. If they do, however, they will be in for a deadly underwater battle!

Hex 14L. Lair of the Aboleth

Hex 14L contains the lair of the aboleth **Sh'balaquielma**, the offspring of an older aboleth that inhabited the cavern complex when it was part of a much larger subterranean lake than what now remains. The lake dried away over the centuries, leaving behind only a few water-filled caves in which Sh'balaquielma lives. The aboleth exerts a certain amount of influence in this region of the Cyclopean Deeps, trading with the serpentfolk of **Hex 18M**, and with the Death-Godling CHOATHOOM in **Hex 35S**. Since it is an aquatic beast, it has to rely on its skum slaves, or other beings it has enchanted, to act as its emissaries and traders.

Start

Depending on how you have been running the adventure, no "Starting Text" might be required, or you might prefer to make up your own. Otherwise, feel free to read or paraphrase the introductory text below.

You have been traveling for some time along a wide tunnel, usually about 30 ft. across. Most of the time, the passageways were naturally formed, hanging with stalactites and subject to sudden rises or falls, crusted with fungi and mosses. In several cases, corridors had been excavated to connect these natural tunnels to each other, sometimes almost a mile long. Many small side-tunnels and corridors have led away from the main one, but you have not been exploring these, for they seem to lead into endless labyrinths.

14L-1. Southwest Passage

Ahead of you, the hewn corridor opens into another area of natural cavern, and branches into a Y-shape.

This is a primary passage, leading to the south and west; journeying in this direction leads adventurers to **Chapter 6: Converging Caverns of Leng** or even as far as **Chapter 7: Narrows of Braath**.

A. The Underpath

The passageway begins a rapid slope, and the stone is slick with water.

This passageway slopes rapidly down from the south to the north, with a pool of water 5 ft. deep at the lowest point before it begins to slope upward again. The pool crosses the passage from wall to wall, and is 20 ft. or so across. It contains a subterranean parasite that causes a person's skin to turn gray and peel — a harmless, but not very attractive, symptom. Anyone who submerges in the water must make a DC 15 Fortitude save or become infected by the parasite. The effects begin showing within 24 hours. If the character's exposure to the water is briefer (reaching an arm in, or some other quick contact) then make the saving throw with a bonus of +4.

B. The Watcher (CR 12)

The natural stone passageway forks here near a massive stalagmite.

The vast stalagmite that rises from the tunnel floor is actually a **roper**, and is as large as these creatures grow. It hides here in plain sight, pretending to be an ordinary rock formation (Perception check against the roper's Stealth [+26] to notice). The roper is under the control of the aboleth in **Area 14L-10**. It telepathically alerts the aboleth to the presence of intruders, but doesn't attack unless something unusual happens. It is unlikely that any combat occurs here, but it is also likely that the aboleth is alerted to the party's presence. It takes the roper's rudimentary mind a full 20 minutes to make contact with the aboleth and convey its message clearly. If the party realizes that the stalagmite is a roper and kills it before the roper has a chance to warn its aquatic master, the aboleth won't be alarmed — even if the roper's mental communication falters and stops midway through the message. Communicating with the roper's feral little brain is difficult and irritating for the aboleth; it is relieved that the roper has (apparently) decided to abandon the effort.

ROPER
XP 19,200

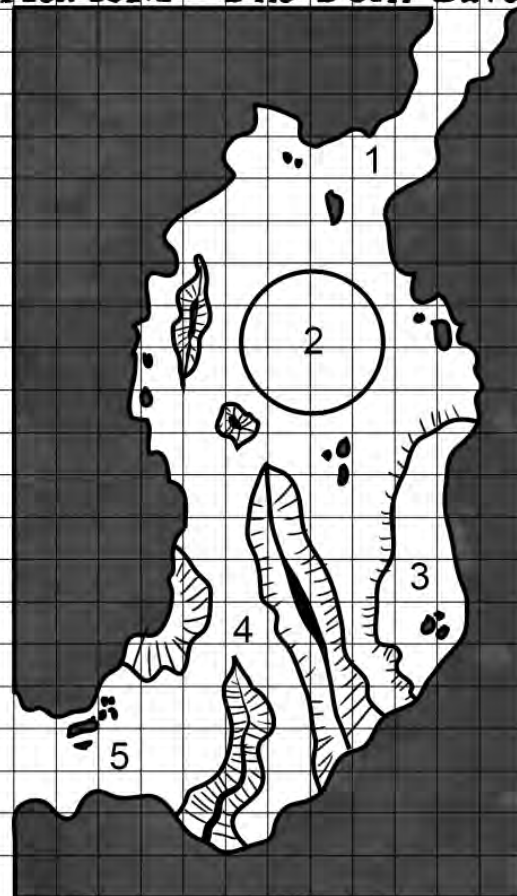
hp 162 (*Pathfinder Roleplaying Game Bestiary* "Roper")

CR 12

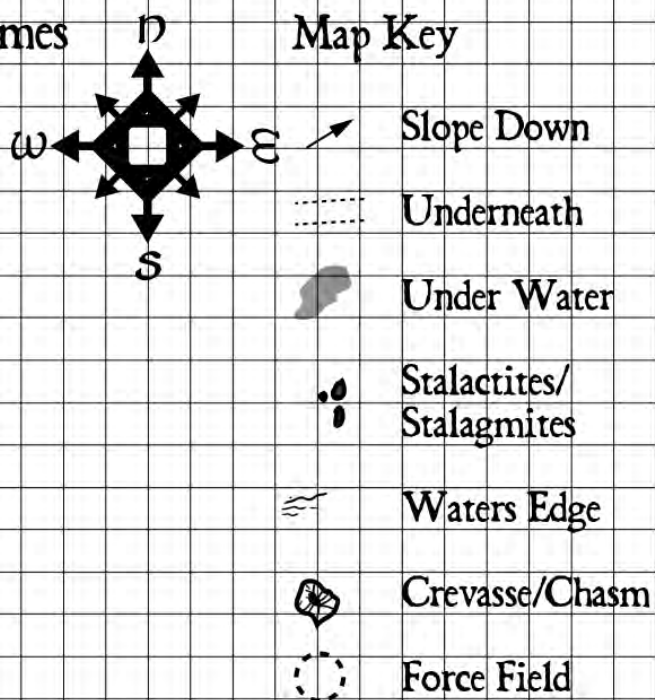
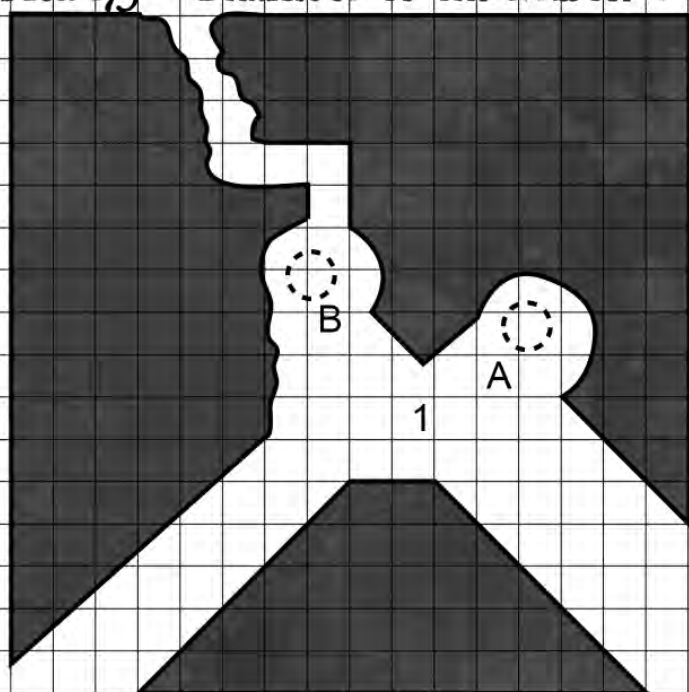
Hex 14L - The Aboleth's Lair



Hex 16M - The Torn Cavern



Hex 17J - Chamber of the Prison Domes



1 Square - 10 Feet

CYCLOPEAN DEEPS VOLUME 1

The roper sits overtop a small depression in the floor that conceals a few shiny objects it has collected. If it moves (or is moved) from the location shown on the map, the adventurers find the following objects in this little hidey-hole: 5 garnets (50 gp each), 2 Leng-rubies (50 gp each unless sold to a creature of Leng, in which case 500 gp each), 1 scroll (*cure light wounds, raise dead*).

14L-2. Southeast Passage

If the party is entering the map from the southeast:

At this point in the passageway, the hewn corridor ends, turning into a much narrower natural tunnel only 10 ft. wide. A curtain of stalactites and stalagmites fills the eastern part of the corridor where the two passages meet.

This passage connects the Dreaded Domes directly to **Hex 3H**, the Fortress of Ques Querax.

14L-3. North Passage (CR 4)

The low ceiling of this naturally-formed cavern drips with water that runs down into many small puddles in the uneven floor. These foul-smelling shallow pools are a rainbow of colors.

This cavern is the point where the main tunnel into the northern part of the Cyclopean Deeps intersects with the main southern tunnel. Adventurers following a map from the southern part of the Deeps might be confused by the fact that the corridor appears to go due westward here, but it turns northward and then to the northeast in less than a mile.

The bright colors of the water result from foul-smelling, multicolored algae floating on the surface.

A mix of red, orange, yellow, green, blue, and violet-hued algae-blooms covers the hundreds of small puddles in the cavern. It is not possible to walk through the cavern without stepping into some of the water, although if a character picks two specific colors to avoid, it is possible to get across by stepping only into puddles of the remaining four colors. The only risk in the cavern is stepping into some of the red algae, which has tiny gas bubbles that burst if any weight is placed on them. The gas released by the red algae fills an area with a 20 ft. diameter. Anyone in this area must make a DC 15 Fortitude save or fall into a catatonic state for 2d6 days. Anyone falling to the ground in a catatonic state is 90% likely to set off a second puff of red swamp gas centered on that location, requiring a second saving throw even from characters that succeeded on the first one.

RED ALGAE HAZARD
XP 1,200

CR 4

Type infestation; **Save** Fortitude DC 15
Onset 1 day; **Frequency** 1/day
Effect catatonic for 2d6 days

A. This tunnel has a slight upward slope, detectable with a DC 15 Knowledge (dungeoneering) check. Dwarves gain a +2 circumstance bonus on the check.

B. This tunnel has a downward slope (if seen from the perspective of **Area 14L-3**, otherwise upward). The slope would only be detectable with a Knowledge (dungeoneering) check, but four naturally-formed "steps" about 5 ft. deep clearly show that the overall direction is downward.

14L-4. Fish-Paintings

The walls of this side cavern are covered with pictures of fish.

Examining the carvings reveals that the fish have all been painted with thin tentacles growing from their heads. The painter was a drow traveler who encountered the aboleth and was driven mad when it dominated his mind. The aboleth, perplexed by this result and not particularly hungry at the time, simply left him where he was and proceeded on its way. The drow painted the walls with images of his madness, and was eventually eaten by a pack of night-ghouls.

14L-5. The Great Cavern

This large cavern has an extremely high ceiling, giving the sound of footsteps a strangely flat quality. There is nothing remarkable about the cavern itself, but the gentle lapping of water can be heard from the southwest.

This cavern is used by travelers in the Deeps to circumvent the aboleth's lair. It contains no particular dangers, and the expert observations of a dungeoneer (a successful DC 20 Knowledge [dungeoneering] check) reveal that there is significant foot traffic between the cavern's northwestern exit and the southern exit that leads to **Area 14L-4** and then beyond.

14L-6. Underwater Skum Lair (CR 7)

A dark pool fills this part of the cavern.

This pool is the lair of some of the aboleth's servants, the horrid **skum**. Five of them sleep under the water, coming out to hunt or when they are summoned by their master.

SKUM (5)
XP 600

CR 2

hp 20 (*Pathfinder Roleplaying Game Bestiary* "Skum")

Treasure: Belt pouches with 1d10 gp each.

14L-7. Water's Edge (2 locations)

The tunnel suddenly slopes down and ends at the edge of a small lake. The lake-cavern is quiet, except for the dripping of water from the cavern ceiling.

14L-8. Empty Cavern

The ceiling of this cavern chamber has a few stalactites hanging down from it. Some mushrooms grow from cracks in the walls, but nothing looks dangerous.

This cavern is empty, but if a small group (fewer than 10) makes camp here, the **skum** (from **Areas 14L-6** and **14L-9**) are likely to attack when

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

only one or two guards are awake.

14L-9. Skum Hole (CR 9)

The lake-cavern has a high ceiling, and every so often drops of water fall from above to “plink” into the lake.

The entrance to the aboleth’s lair is an underwater tunnel that leads from this cavern. If the characters disturb the water, they also disturb the **11 skum** that live in it. Any conflict underwater in this cavern draws the aboleth from its lair in **Area 14L-10**.

Toward the bottom of the cavern, about 30 ft. underwater, another tunnel leaves this cavern. It corkscrews downward toward **Area 14L-10**, where the aboleth lives.

SKUM (10)
XP 600

CR 2

hp 20 (*Pathfinder Roleplaying Game Bestiary* “Skum”)

Treasure: Belt pouches with 1d10 gp each.

SKUM LEADER
XP 800

CR 3

Male skum warrior 3 (*Pathfinder Roleplaying Game Bestiary* “Skum”)

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 120 ft.; **Perception** +7

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 57 (5d10+20 plus 8)

Fort +7; **Ref** +5; **Will** +4

Resist cold 10

Speed 20 ft., swim 40 ft.

Melee bite +8 (1d6+3) and 2 claws +8 (1d4+3)

Str 17, **Dex** 13, **Con** 18, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 19

Feats Deep Sight*, Improved Natural Armor, Multiattack, Toughness

Skills Intimidate +6, Perception +7, Stealth +6 (+10 underwater), Survival +4, Swim +16; **Racial Modifiers** +4 Stealth underwater, +4 perception underwater

Languages Aboleth, Undercommon

SQ amphibious

**Pathfinder Roleplaying Game Advanced Player’s Guide*

Treasure: Belt pouch with 3 gp and a pearl worth 100 gp.

14L-10. Underwater Lair of Sh’balaquielma. (CR 7)

The water-filled tunnel leads downward until it finally opens into a chamber that is completely filled with dark, murky water. Due to the presence of sediment and suspended plant matter, the cavern bottom is not visible below.

This is the aboleth’s lair, a lightless cavern filled with foul water. **Sh’balaquielma** (shu-bala-QUEEL-ma) faces an unusual problem: His caverns are slowly drying up, and the quality of the water is getting bad. At one time, all the caverns in this area were submerged — and they were also considerably larger. Several rock collapses and dry decades later,

however, and the aboleth’s living quarters are starting to look unattractive.

The solution is obvious: earthquakes are not hard to come by when powerful magic is brought to bear, and earthquakes can be used to create new, spacious caverns. The problem is engineering. Unleashing *earthquake* spells or wild earth elementals would be fairly likely to bring the whole house down right on Sh’balaquielma’s head or drain the water he currently has. The aboleth has concluded that the best way to expand his lake caverns is to recruit an intelligent earth elemental lord for the task. The problem with the plan is that the elemental lords do not consider themselves to be excavation contractors for hire, so the aboleth needs to find some kind of leverage to force one into service.

The ideal elemental lord would be **Zuuljj**, an elemental prince of Earth-chaos, mainly because the aboleth happens to know how to put some arcane pressure on Zuuljj in particular. Certain runes and rituals contained in an ancient book known as the *Book of Stonebinding* can be used to cause Zuuljj tremendous pain if they are used as a weapon against him. The book is (as far as Sh’balaquielma knows) in the possession of the duergar. Unfortunately, the aboleth’s slaves are not numerous enough to even contemplate a frontal assault on the dark dwarves (and there is not enough space in the aboleth’s caverns to breed more slaves). Consequently, the adventurers might be *exactly* the sort of people the aboleth wants to talk to right now. If a party of adventurers could steal the *Book of Stonebinding* from the duergar and bring it to Sh’balaquielma, the reward would be significant. The aboleth knows nothing about the recent political/religious upheavals among the duergar, so it is possible that the characters might walk into some unexpected difficulties (see *Chapter 11: Mines of the Duergar*).

Sh’balaquielma the Aboleth

Long-term goals: To collapse large areas of stone around its lair to create a larger lake, thus giving it more room to breed more slaves. With more slaves, it could control more of the dry tunnels as well, demanding tribute and worship from the puny beings that infest the world.

Current plans: To force or persuade Zuuljj, an elemental prince of Earth-chaos, to increase the size of its underwater domain by creating new caverns. To accomplish this, it needs to obtain the *Book of Stonebinding* to coerce the elemental prince. The book is in the possession of the duergar (see *Chapter 11: Mines of the Duergar*).

Allies: The aboleth has minor alliances with the serpentfolk (**Hex 18M**) and CHOA-THOOM (**Hex 35S**). It has neutral contact with the denizens of Leng (**Hex 11F**), and has trade relations with Yiquooloome (**Hex 20Z**).

Enemies and rivals: None still living.

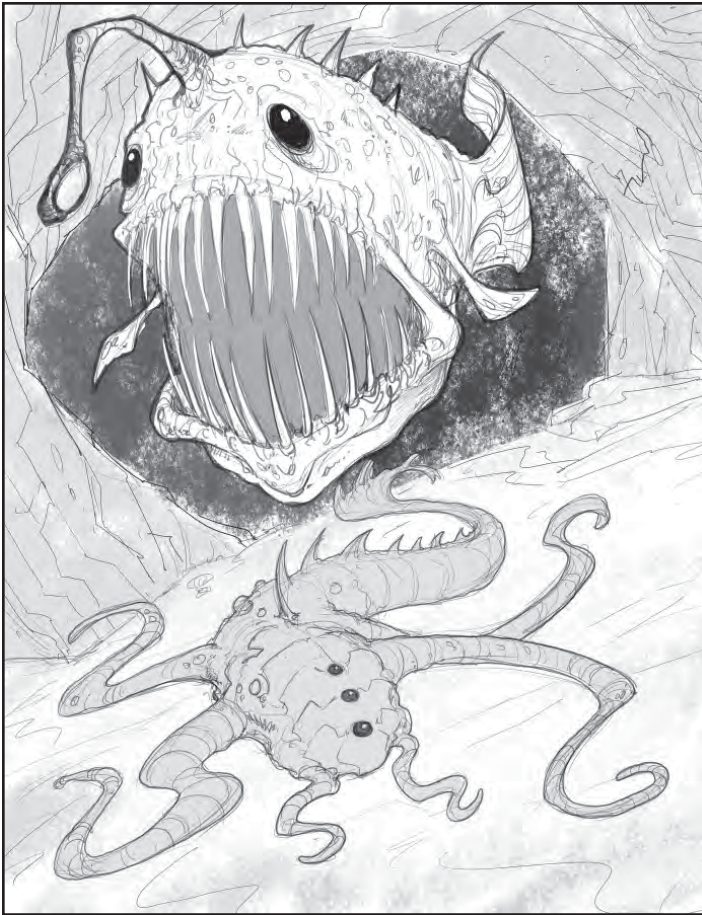
Obtaining the *Book of Stonebinding* is, of course, not the only project Sh’balaquielma has in process. It is aware of the death godling CHOA-THOOM, and has opened communications with it, as one ancient creature to another (see *Chapter 8: Flagon of the Death God* for details about CHOA-THOOM). If you need a mission for Sh’balaquielma to offer, other than venturing to the realms of the duergar, bringing a message to Bala Shah at **Hex 35S** would be a possibility.

SH’BALAUQUEELMA THE ABOLETH
XP 3,200

CR 7

hp 84 (*Pathfinder Roleplaying Game Bestiary* “Aboleth”)

Tactics: Sh’balaquielma’s most powerful weapon against a large group is the ability to project powerful illusions. Its first *programmed image* will be a giant anglerfish, much larger than Sh’balaquielma itself, which might draw fire or spells that would otherwise be directed at the aboleth. The illusion determinedly keeps pointing its eerily-glowing appendage at any character that the aboleth thinks is a spellcaster. Being an illusion, the anglerfish will not cause damage, but depending on how you handle illusions in your campaign (such as rolling dice when the fish



Hex 16M: The Torn Cavern

16M-1. Northeastern Tunnel

The large cavern area in front of you is riven with three deep chasms and contains a shattered dome of glass, 30 ft. or so in diameter. A stone ledge juts out from the cavern's east wall, about 40 ft. high.

This passageway leads to the northwest, joining a primary corridor in Hex 16O.

16M-2. Shattered Dome

This appears to have once been a glass dome, 35 ft. across, but its top has been shattered and broken away; the glass around the base is intact and rises, curving inward, to heights of not more than 4 ft. Above this height, only a few wickedly sharp slivers of glass indicate how the curvature would have completed the dome.

points) this could be very disconcerting to the “target.” If the aboleth then uses its *dominate* powers against the target, they seem to be coming from the giant anglerfish rather than the aboleth.

Another of Sh'balaquielma's tricks, if its enemies discover that the anglerfish is an illusion, is to surround itself with a second anglerfish illusion. Now, the characters might ignore the “illusion” that is actually hitting them with *dominate monster*. The aboleth attacks physically only if it uses all its attempts to *dominate* one of the characters.

Treasure: Three (non-animated) skeletons lie on the floor of the underwater chamber:

Skeleton #1 (Arvor the Brave): dressed in +1 *plate mail*, dagger is not magical but has a 200 gp gem in the pommel.

Skeleton #2 (Keskus the Mighty): dressed in rusting plate mail, but has +1 *heavy steel shield*. Belt pouch is dissolved, but a scattering of 43 gp and 1 takka rest near the skeleton.

Skeleton #3 (Elemiah the Articulate): dressed in rotted robes. Has a (ruined) spell book, and a (ruined) scroll in a cracked scroll case. On its finger, Elemiah's skeleton wears a *ring of three wishes*, with one wish remaining. It is this ring that Sh'balaquielma uses to negotiate with the characters.

In addition to the treasure on the three skeletons, Sh'balaquielma has a treasure chest that it keeps buried 5 ft. under the mud at the bottom of its cavern. The chest is impossible to find without using magic of some kind and contains the following: 107 takkas, 3205 gp, 2656 sp, and 3 Leng-rubies (50 gp each, 500 gp if sold to a Leng-denizen or Leng-spider).

If a player asks, and a character has some basic familiarity with geometry (DC 15 Knowledge [engineering] will suffice), it is possible to ascertain from the curvature that this dome would be a perfect hemisphere if it were intact.

This is actually a true dome of the serpentfolk that was located in a pocket dimension elsewhere in the Deeps. When it was destroyed (a structural failure due to age and neglect), it collapsed and broke into this part of the material plane at approximately 1% of its original size. Careful inspection of the dome's interior (DC 15 Perception check) allows the characters to find one or two tiny skeletons fused into the dome's glass. Each skeleton has a human torso and legs, but with strange snake-like skulls and the tails. These are the actual skeletons of serpentfolk that shrank along with the dome when it was forced back into the material plane. Fused into the dome's glasslike substance when it crossed the planar boundary, they died quickly and rotted away to the bone. The dome was, of course, filled with these tiny dead bodies just after the dome collapsed, but they were eaten by rats many years ago — only the ones fused into the glass remain.

A few moments of thought by a clever player, comparing the size of the tiny corpses with the size of the dome, would indicate just how massive the original must have been, proportionally.

16M-3. Carrion Fly Ledge (CR varies, 4 to 11)

A high shelf of rock sits about 40 ft. above the cavern floor on the east wall. The top seems to be emitting a strange buzzing noise that rises and falls in pitch.

This ledge is the home of **20 carrion flies**, horrible creatures that also nest in the walls of the chasm far below (see **Area 16M-4**). They all attack if this ledge is disturbed, but only 1d4+1 fly down if the characters are down on the floor of the cavern in **Area 16M-4**.

CARRION FLIES (20)

CR 2

XP 600

N Medium vermin (**Monster Appendix**)

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 30 (4d8+12)

Fort +7; **Ref** +1; **Will** +1

Immune mind-affecting effects

Speed 10 ft., fly 50 ft. (poor)

Melee 4 tentacles +4 (paralysis)

Ranged spit +3 touch (2d4 acid)

Special Attacks paralysis (DC 15), regurgitate (2d4 acid)

Str 12, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 14 (can't be tripped)

Skills Fly –4

Treasure: A total of 3 gp, 71 sp and 22 cp are scattered on the ledge.

16M-4.

The Chasms (CR varies, 4 to 10)

As you enter this part of the cave chamber, you hear a powerful buzzing sound from down in the chasm that seems to be getting louder very fast.

A second carrion fly nests on a ledge 200 ft. down from the top of the chasm. Any beings entering this area draw the attention of the flies on the ledge at **Area 16M-3** as well as those in the chasm. There are **15 carrion flies** in the chasm (in addition to the 20 in **16M-3**). Once characters enter this area, 1d4+1 of the monsters fly out each round from the chasm, and 1d4+1 from the ledge at **16M-3**, until none remain.

CARRION FLIES (15)

CR 2

XP 600

hp 30 (see **Area 16M-3**)

Treasure: The carrion flies do not collect treasure on their ledge, but if the characters begin exploring the walls of the chasm by flying down or using ropes, they find a different ledge where rests the body of an adventurer whose climbing rope apparently failed. Only bones remain, and these are broken in all kinds of nasty ways. The party can salvage a suit of +1 *leather armor* from the wreckage, but anything else the hapless climber was carrying was either crushed or rotted away. The leather armor is embossed with the picture of a red bat.

16M-5. Southwestern Exit

As with **Area 16M-1**:

The large cavern area in front of you is riven with three deep chasms and contains a shattered dome of glass, 30 ft. in diameter or so. A stone ledge sits high on the cavern's east wall.5

This passageway connects to **Hex 18M**, the main headquarters of the serpentfolk.

Hex 17J: The Prison

17J-1 Chamber of the Prison-Domes

Three corridors intersect in an open area with a high, vaulted ceiling. Two parts of the chamber have rounded walls that are carved with thousands of tiny faces. One of these areas, the most westerly, is awash in a dim, bluish light.

A. Unoccupied Prison

Unless the characters activate this prison (or get put into it by the serpentfolk), there is nothing here to find.

B. Occupied Prison

The eyes of all the thousands of carved faces in this area are glowing, emitting needle-like beams of light that form a dome-shape in the middle of the area where the walls curve. Inside the dome shape is a serpentfolk wearing a green tunic, apparently writhing in agony. His wrists are chained to the ground.

The dome created by the beams of light is a field of magical force holding a serpentfolk prisoner. This is **Ushaz Esseth**, who has been condemned to die in slow agony by the Yellow Society. He is a member of the Green Society. The dome itself is not what is killing him—he has been necromantically implanted with serpentfolk eggs as a convenient way of meeting two needs of the serpentfolk community at once. The domes function merely as prisons.

The only way to turn off the eyes, and thereby deactivate the force field, is to use one of the **Authority Scepters** from the Domes. Touching the Authority Scepter to the light causes the light-beams to stop. Waving the scepter in the area when the light-beams are off causes them to activate and form a prison dome.

Note: Obviously, Ushaz won't be here forever. Arbitrarily marking time from whatever point the characters first encounter him in the prison, Ushaz dies in 3 days and the Yellow Society comes to get his egg-bloated body the following day. If the PCs manage to save Ushaz, give them experience for overcoming a CR 4 creature.

Hex 18M: Dreaded Domes of the Serpentfolk

The Domes of the Serpentfolk are the major stronghold of this ancient race in the Cyclopean Deep. At one time a second settlement existed in **Hex 20Z**, but the serpentfolk there degenerated into savagery. When the Elder Being Yiquooloome arrived, the serpentfolk were utterly undone and fell under its horrid influence. More information about the degenerate serpentfolk and their fate may be found in **Chapter 10: Orchard of Yiquooloome**.

Societies

The serpentfolk of the Domes are divided into four societies, which are in many ways like castes. The Red Society is focused mainly upon alchemical magic, the Blue Society is primarily interested in the magic of writing and runes, and the Yellow Society is interested in necromancy. The Green Society is made up — for the most part — of those who are not really intelligent enough to be admitted into one of the three arcane

GM Notes

The script of the Ancients (the ancient race of primordial serpentfolk, that is) appears in several places throughout the Domes, for this is an area that has been continually inhabited by the serpentfolk since truly ancient times, as witnessed by some of the deterioration of the complex and its magical powers. The script is non-magical, but it is very difficult to make sense of it even when it is translated, due to its alien logic that — to humans, in any case — contains multiple ambiguities, double meanings, contradictions, and bizarre inferences. A thief reading the language has only a 5% chance per level to get the full meaning of the writing, and the use of a *read languages* spell has an unmodified 90% chance to interpret the meaning correctly. If such an attempt fails (e.g., a thief would have succeeded normally with an 80% chance, but the second check at 5% chance per level happened to fail) then the character might still discern some of the meaning contained in the writing. It is up to the Referee to decide what information, exactly, is understood. Failing the check should not mean that the character gained incorrect information; just that less information was conveyed, or even none at all.

societies. The greens guard the complex, supervise the slaves, and perform other simple or physical tasks — including combat. The seeds of degeneration are already here; the greens deeply resent the upper castes and could easily decide to kill them all if they are suddenly or violently provoked.

Geography and Trade

In terms of the overall trade and geography of the Under Realms, the Domes of the Serpentfolk are located on a side spur that leads from one of the two major travel routes connecting the northern and southern parts of the Deeps. What the location surrenders in trade, as a side passage, is more than redeemed by its defensibility. The serpentfolk have been able to survive more than one major assault by defending the long stretches of (relatively) narrow tunnels that must be traveled before any attacking force can reach their main lair.

As is clear from the map — your humble author hopes so, at any rate — the serpentfolk complex is a nest of tunnels carved through a limestone ridge between two large, open caverns. It is, structurally, like a thick wall, honeycombed with tunnels, between these two areas. The fortified “wall” blocks off the northern tunnel from the southern ones, and the serpentfolk make a handy income by charging tolls from those wishing to pass through the narrow, winding pathway through the Dome complex to the corridors of the other side. In times when a major threat occupies the route from **Hex 17J** to **Hex 17U**, the tolls through their fortress have unleashed a torrent of gold for the serpentfolk.

Rumors and Whisperings

The party might stumble across various rumors about the serpentfolk in places like the City of Izamne. It is left to the GM to parcel these out based on the quality of the party’s information-gathering. Do not give too many of them away, but if the characters undertake more than one method of picking up information, it could definitely yield more than one nugget of useful information.

A DC 15 Knowledge (local) is needed to gain any rumor. For every 5 points the PC scores above 15, they gain a +1 to the rumor die roll.

1	There was recently a rebellion in which a new group of serpentfolk took charge (FALSE)
2	The Domes of the Serpentfolk have existed almost since the beginning of time. (Pretty much TRUE)

3	The serpentfolk are divided into different social castes. (TRUE)
4	There is some kind of religious unrest among the serpentfolk. (FALSE, but this rumor may alert the characters to the political unrest)
5	The serpentfolk occasionally take captives and use them for horrible experiments inside the domes. (TRUE)
6	When you go through the tunnel in the serpentfolk complex, there is a secret way into the tunnels where the serpentfolk actually live. (TRUE)
7	There is a way of teleporting into the secret caverns where the serpentfolk live. (TRUE)
8	The serpentfolk worship a powerful lake-spirit that they can summon. (Not exactly TRUE, but still a good warning)
9	Serpentfolk eggs are worth lots of gold in places like Izamne. (TRUE)
10	The serpentfolk and the cult of the demon-prince Isclaadra do not get along. (TRUE, to put it mildly)

Map Key

r8M-1. Entrance to the Cavern of the Domes (CR 5)

Approaching from the north:

You have been hiking down a hewn-rock passageway for some time, leaving behind the naturally-formed tunnels. As it turns more to the south, the corridor broadens and begins to show more signs of craftsmanship. Eventually you find yourselves in a 50 ft. wide, arched and vaulted thoroughfare. You can see a greenish light ahead, and as you draw closer you can see that this broad corridor ends at a large, dimly-lit cavern. A sentry holding an ornate spear stands near the entrance.

This passageway connects the Domes to **Hex 15O**, where it joins one of the two major north/south arteries of the Deeps.

The sentry is a **serpentfolk guard** who might or might not have detected the party’s approach, depending on whether they are being stealthy or obvious. Either way, they must deal with the sentry — by violence or by sneaking past — before they can get a good look at the cavern beyond.

GREEN SOCIETY SERPENTFOLK GUARD XP 1,600

CR 5

Male serpentfolk fighter (Polearm Master) 2 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”; *Pathfinder Roleplaying Game Advanced Player’s Guide* “Polearm Master”)

NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

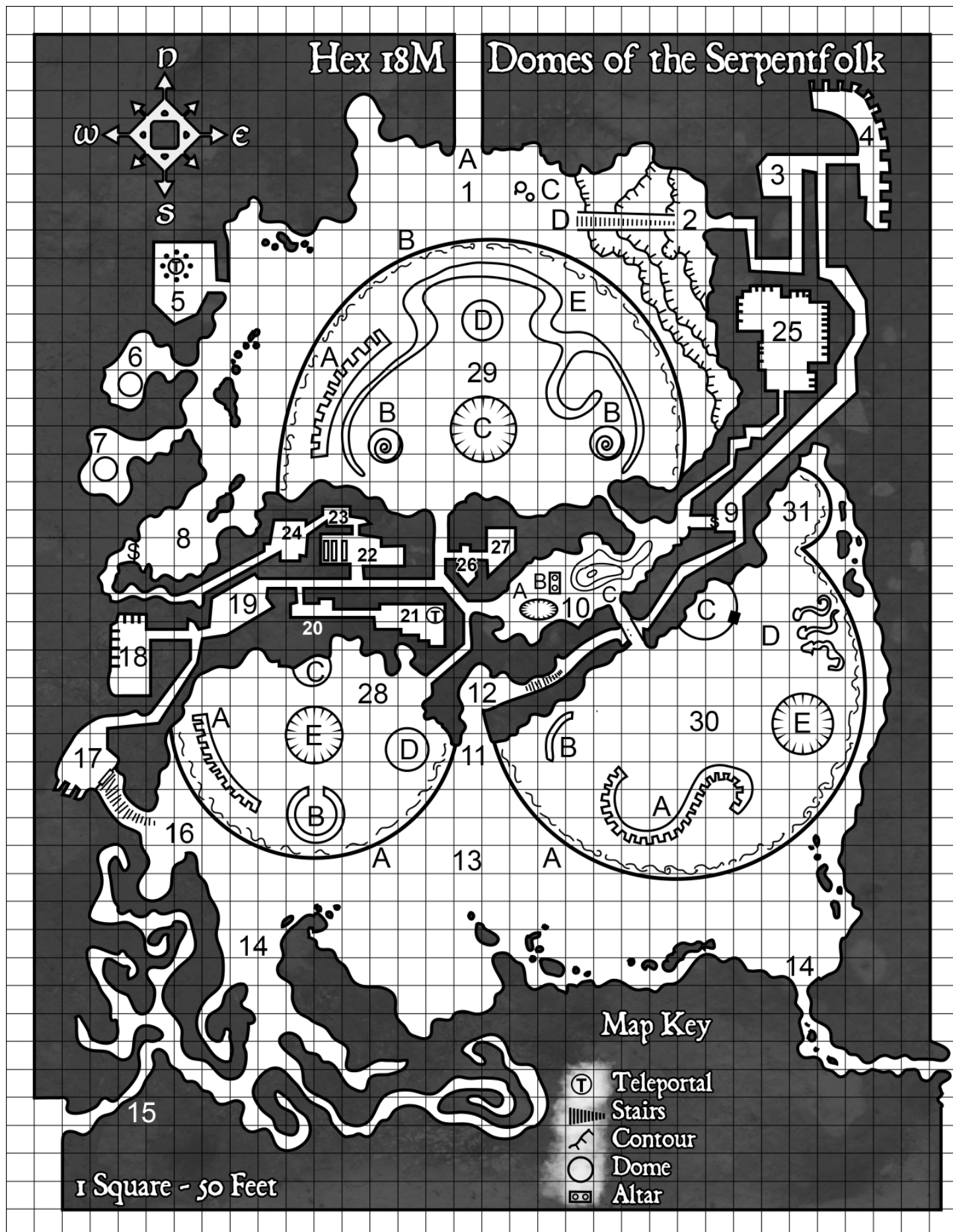
hp 61 (7d10+21 plus 2)

Fort +9; **Ref** +8; **Will** +5

Immune mind-affecting effects, paralysis, poison; **SR** 17

Speed 30 ft.

Melee bite +11 (1d6 plus poison) and Sentry’s Spear +9/+4



CYCLOPEAN DEEPS VOLUME 1

(1d8+1×3)

Special Attacks poison, pole fighting

Spell-Like Abilities (CL 7th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 12)
1/day—*blur*, *mirror image*, *suggestion* (DC 13)

Str 10, **Dex** 18, **Con** 16, **Int** 16, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +11; **CMD** 21

Feats Agile Maneuvers, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Finesse, Weapon Focus (spear)
Skills Acrobatics +9, Disguise +6, Escape Artist +17, Intimidate +5, Knowledge (arcana) +8, Knowledge (local) +5, Perception +10, Sense Motive +6, Spellcraft +8, Stealth +8, Use Magic Device +10; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Gear Sentry's Spear (**New Magic Items Appendix**), green snake-amulet of Sa-Heloth, bandolier-pouch, 1d4 gems (100 gp each)

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

A. Scenic View

A large cavern is filled with faint green light coming from a vast half-dome of some crystalline substance. The dome is built into the living stone of the cavern's south wall. As far as you can tell, the inside is filled with a cloud of mist, and it is the mist generating the green glow. The cavern continues out of sight around the dome to the east and west. To the east there are two large stalagmites, and beyond that it looks like the cavern floor opens out over a chasm.

A DC 22 Perception check notices that the “stalagmites” are not normal formations, and that they have concealed arrow-slits (see C, below).

Keep in mind, in terms of what the characters are able to see, that the force-field “door” and the stairway are not visible until the characters are almost all the way to the cliff's edge.

B. Wall of the Dome

If the characters approach the dome to inspect it closely:

The dome is made of a transparent substance, but the billowing mist inside prevents you from seeing anything within. Every once in a while, it seems that there is movement inside, but it is always immediately obscured again by the mist.

The dome cannot be broken by any physical attempt the characters could possibly make. It might be possible to cut through it if the characters have an *enormously* powerful magical tool, but even then a lot of time would be required. The serpentfolk would certainly notice what was going on and respond with a well-planned counterattack involving the necrohemoths from **Area 18M-30**.

C. Stalagmite “Forts” (CR 7 each)

The two circles on the map denote the presence of two false stalagmites that are actually hollow. They have been built with arrow-slits and doors that bar from the inside. Most importantly, though, is the fact that the false stalagmites are built just inside permanent *antimagic fields*. There are 2 **serpentfolk archers** in each of the little forts.

Each of the archers has a pair of +1 arrows and a good supply of normal

arrows. The protective stone gives the archers total cover. If the attacking character chooses to spend an entire round aiming, the archers receive improved cover (+8 to AC and +4 to Reflex saves). Inside the *antimagic field* is also a mechanical (i.e., non-magical) lever that alerts the guards in **Area 18M-3**.

GREEN SOCIETY SERPENTFOLK ARCHERS (4)

CR 5

XP 1,600

Male or female serpentfolk fighter (Archer) 2 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”; *Pathfinder Roleplaying Game Advanced Player's Guide* “Archer”) NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +12

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 54 (7d10+14 plus 2)

Fort +8; **Ref** +9; **Will** +5

Immune mind-affecting effects, paralysis, poison; **SR** 17

Speed 30 ft.

Melee bite +12 (1d6 plus poison) and longsword +7/+2 (1d8/19–20)

Ranged darkwood longbow +13/+8 (1d8×3)

Special Attacks poison

Spell-Like Abilities (CL 7th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 12)
1/day—*blur*, *mirror image*, *suggestion* (DC 13)

Str 10, **Dex** 20, **Con** 14, **Int** 16, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +7; **CMD** 22

Feats Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse

Skills Acrobatics +10, Disguise +6, Escape Artist +18, Intimidate +5, Knowledge (arcana) +8, Knowledge (local) +4, Perception +12, Sense Motive +6, Spellcraft +8, Stealth +9, Use Magic Device +10; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Gear darkwood longbow, 2 +1 arrows, 20 arrows, longsword, bandolier-pouch, green snake-amulet of Sa-Heloth. One has a jhoat-stick worth 10 gp, but it is a bit chewed-on.

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

D. Cliff Edge (CR 5)

The cavern floor drops away here, plunging 100 ft. down to a door in the cavern wall at the bottom. A steep stairway leads down to the chasm floor and ends directly in front of the door. An armored **serpentfolk guard** with a green surcoat stands at the top of the stairs.

GREEN SOCIETY SERPENTFOLK GUARD

CR 5

XP 1,600

Male serpentfolk fighter (Two-Handed Fighter) 2 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”; *Pathfinder Roleplaying Game Advanced Player's Guide* “Two-Handed Fighter”) NE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; **Perception** +11

AC 23, touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 natural)

hp 54 (7d10+14 plus 2)

Fort +8; **Ref** +7; **Will** +5

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

Immune mind-affecting effects, paralysis, poison; **SR** 17

Speed 20 ft.

Melee +1 *greatsword* +12/+7 (2d6+5/19–20) and bite +5 (1d6+1 plus poison)

Special Attacks poison, shattering strike

Spell-Like Abilities (CL 7th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 12)
1/day—*blur*, *mirror image*, *suggestion* (DC 13)

Str 16, **Dex** 17, **Con** 14, **Int** 16, **Wis** 12, **Cha** 13

Base Atk +7; **CMB** +10 (+11 to sunder); **CMD** 21 (22 vs. sunder)

Feats Fortified Armor Training*, Great Fortitude, Improved Initiative, Power Attack, Weapon Finesse, Weapon Focus (*greatsword*)

Skills Acrobatics +3 (–1 jump), Disguise +6, Escape Artist +11, Intimidate +6, Knowledge (arcana) +8, Perception +11, Sense Motive +6, Spellcraft +8, Stealth +2, Use Magic Device +10; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device
Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Gear masterwork full plate, +1 *greatsword*, bandolier-pouch, green snake-amulet of Sa-Heloth, green surcoat, signal horn, 1d4 gems (100 gp each).

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

**Pathfinder Roleplaying Game Ultimate Combat*

18M-2. The Deep Door (CR varies, 5 or 8)

At the bottom of the steep stairs, an opening yawns in the cavern wall. A **serpentfolk guard** stands beside the archway.

This is the entrance to the tunnels that lead through to the cavern on the south side of the serpent-people's cave system. Travelers are allowed through if they pay a toll, but these tunnels do not—other than through one secret entrance — actually connect to the area where the serpentfolk live.

If the PCs start down the stairs, the **serpentfolk guard** steps into the archway. This is standard protocol: The guards are ordered to make sure that they are behind the force field when strangers approach.

If the characters investigate the door rather than being admitted by the guard (most likely due to a precipitous failure to restrain violent impulses), read or paraphrase the following:

The archway into the cavern wall is 10 ft. across and 20 ft. high. A shallow depression beside the archway looks like a snake head, but indented.

Blocking the entrance is a magical field of force projected by multiple tiny holes in the archway in the form of invisible sound waves. The only way to enter the cavern is either to place one of the snake amulets (of any color) into the indentation or to cast a *silence* spell on the archway (since it works by sonic waves). The source of the magic is actually located 50 ft. above the archway, and the sound travels through pipes; thus, although the field could be deactivated by the use of a *dispel magic* spell, a caster would most likely miss the target by aiming for the archway rather than at the magic source far above it.

GREEN SOCIETY SERPENTFOLK GUARD

CR 5

XP 1,600

Male serpentfolk fighter (Polearm Master) 2 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Polearm Master")

NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 61 (7d10+21 plus 2)

Fort +9; **Ref** +8; **Will** +5

Immune mind-affecting effects, paralysis, poison; **SR** 17

Speed 30 ft.

Melee bite +11 (1d6 plus poison) and mwk spear +9/+4 (1d8/x3)

Special Attacks poison, pole fighting

Spell-Like Abilities (CL 7th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 12)
1/day—*blur*, *mirror image*, *suggestion* (DC 13)

Str 10, **Dex** 18, **Con** 16, **Int** 16, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +11; **CMD** 21

Feats Agile Maneuvers, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Finesse, Weapon Focus (spear)

Skills Acrobatics +9, Disguise +6, Escape Artist +17, Intimidate +5, Knowledge (arcana) +8, Knowledge (local) +5, Perception +10, Sense Motive +6, Spellcraft +8, Stealth +8, Use Magic Device +10; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Gear masterwork spear, bandolier-pouch.

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

Treasure: Green snake-amulet of Sa-Heloth, brass pinkie-ring engraved with "*Victory or Death*" in dwarven runes, 1 takka-coin, 20 blue gems (5 gp each).

Once the characters enter the tunnel, one way or another, they find that the corridor is 20 ft. wide and excavated directly from the cavern's rock. The tunnel is not dark; the stone of the floor is filled with veins of crackling yellow light. They are obviously not a natural feature of the limestone, but the pattern is far too complex to have been inlaid into the floor — it has an almost organic look. Occasionally, the light flickers uncertainly and dims, but it never goes all the way out, and always returns to its original strength after a moment or two. This light is a powerful magic-dispelling field. It does not affect magic items, but it has a base 50% chance to end the effect of any active spells. It is unlikely that the PCs notice this ancient, insidious defense (unless they have *detect magic* in operation, or perhaps something like a *wand of detect traps* — for this field is detectable as a magical trap). In order to avoid tipping your hand, if the characters don't notice that they have walked through a magical field, don't roll for the results until the characters would actually detect those results — possibly not even until the start of a battle.

DISPEL MAGIC FIELD

CR 7

XP 3,200

Type magical; **Perception** DC 31; **Disable Device** DC 31

Trigger location; **Reset** automatic

Effect spell effect (*greater dispel magic*, effects active spells only, CL 18th); multiple targets (all targets in tunnel)

18M-3. Disarming Room (CR varies, 0 or 10)

What the characters encounter in this room is going to be very different depending on whether they are storming the place or entering it peaceably. If the play has moved into “storm the fortress” mode, skip down to the discussion of the defense of this area. The text boxes are written for the peaceful approach.

The passageway turns northward, and then after about 200 ft. it opens into a chamber hewn from the rock. Although the room’s dimensions are strange — there do not appear to be any precise right angles — the excavation is not only high quality but quite decorative. The walls are laced with curving script and bas-relief carvings of serpentfolk engaged in all sorts of activities (yes, *all* sorts). There is one other exit, on the east wall, and **5 serpentfolk** are half-coiled, half-sitting in large copper bowls that stand low to the ground on several short legs. Four are armored and wear green surcoats; the fifth wears a blue robe and skullcap.

The curvilinear script is the ancient language of the serpentfolk, and is not magical. If the PCs are able to read it (see the **GM Notes Sidebar**), they find that it names this chamber as the “Disarming Room,” and says something about the “southern dispellion.” That part is obscured by several pictures of serpent people putting humans into what looks like a big machine shaped like a green cone with a snake head. If the characters have seen the *Athanor of Sa-Heloth* in **Area 18M-25**, they recognize it in this mural.

Anyone who wants to go through this room peacefully must submit to a *detect magic* spell, then remove any armor and put it and any magic items and weapons into a locked box (you get to carry it through the tunnels yourself). The toll is 100 gp per head, 5 gp per slave. If the party pays the toll, each character receives a tile of greenstone, which serves as a receipt and as a passport.

The guards drone out the memorized explanation of the rules:

“These are the rules for passage through our tunnels. First, you shall be tested for magical items and shall place them in these boxes...” He gestures to a pile of coffin-sized wooden boxes with padlocks. “You shall remove all magic, armor and weapons and place them in your box. Only then shall you be permitted to proceed through the Lower Tunnel to the northern cavern. The toll is 100 gold pieces each, or show your authority to pass.”

Each of the boxes has a complicated rune on it (a numeral in the language of the ancient serpentfolk) that corresponds to a key held by the doorkeepers. The doorkeepers in the north and south ends of the tunnels have the same set of duplicate keys. When the characters reach the other side of the tunnels, the doorkeepers unlock the boxes.

Beyond this room, travelers are allowed to proceed along the corridor to the southern exit from the complex. This passageway runs deeper than the rest of the complex, being entered at the north via the chasm, and to the south by a long stairway. The PCs are told *very specifically* that they must go south at the first intersection of tunnels (if they proceed forward they arrive in the sleeping area, and are attacked).

The **guards** here respond to a warning from **Area 18M-1(D)** (the antimagic “stalagmites”) but don’t bother to alert the rest of the complex each and every time there is a warning at the gates. Normally, they send one of their number to see what the disturbance is before sounding a general alarm.

GREEN SOCIETY SERPENTFOLK GUARDS (4) XP 1,600

Male serpentfolk fighter (Polearm Master) 2 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”; *Pathfinder*

CR 5

Roleplaying Game Advanced Player’s Guide “Polearm Master”)

NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 23, touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 natural)
hp 61 (7d10+21 plus 2)

Fort +9; **Ref** +8; **Will** +5

Immune mind-affecting effects, paralysis, poison; **SR** 17

Speed 30 ft.

Melee bite +11 (1d6 plus poison) and mwk spear +9/+4 (1d8/×3)

Special Attacks poison, pole fighting

Spell-Like Abilities (CL 7th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 12)
1/day—*blur*, *mirror image*, *suggestion* (DC 13)

Str 10, **Dex** 18, **Con** 16, **Int** 16, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +11; **CMD** 21

Feats Agile Maneuvers, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Finesse, Weapon Focus (spear)
Skills Acrobatics +4, Disguise +6, Escape Artist +12, Intimidate +5, Knowledge (arcana) +8, Knowledge (local) +5, Perception +10, Sense Motive +6, Spellcraft +8, Stealth +3, Use Magic Device +10; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Gear full plate, masterwork spear, bandolier-pouch.

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

Treasure: Green snake-amulet of Sa-Heloth, 1d4 gems 100 gp each.

ESSUA, BLUE SOCIETY SERPENTFOLK SPELLCASTER XP 3,200

CR 7

Male serpentfolk sorcerer 4 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”)

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +11

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 50 (5d10+5 plus 4d6+4)

Fort +5; **Ref** +10; **Will** +10

Immune mind-affecting effects, paralysis, poison; **SR** 19

Speed 30 ft.

Melee bite +12 (1d6–1 plus poison)

Special Attacks poison, tremor

Spell-Like Abilities (CL 7th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 16)
1/day—*blur*, *dominate person* (DC 19), *major image* (DC 18), *mirror image*, *suggestion* (DC 17)

Spells Known (CL 4th; melee touch +6, ranged touch +12):

2nd (4/day)—*web* (DC 17)

1st (8/day)—*charm person* (DC 16), *expeditious excavation*^B (DC 16), *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 15), *daze* (DC 15), *detect magic*, *message*, *open/close* (DC 15), *ray of frost*

Bloodline Deep Earth^C

Str 8, **Dex** 20, **Con** 13, **Int** 16, **Wis** 14, **Cha** 20

Base Atk +7; **CMB** +6; **CMD** 21

Feats Combat Casting, Eschew Materials^B, Great Fortitude, Improved Initiative, Magical Aptitude, Weapon Finesse

Skills Acrobatics +10, Disguise +10, Escape Artist +18, Intimidate +9, Knowledge (arcana) +15, Knowledge (local)

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

+5, Perception +11 (+13 to notice unusual stonework, such as traps and hidden doors in stone walls or floors), Sense Motive +7, Spellcraft +17, Stealth +11, Use Magic Device +23; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device **Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.
SQ bloodlines (deep earth), stonecunning
Combat Gear scroll of mirror image, invisibility, scorching ray; **Other Gear** blue robe with arcane patterns, blue snake-amulet of Sa-Heloth, 20 keys to lockboxes, sash-box, 10 takkas, 30 greenstone tiles

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.
**Pathfinder Roleplaying Game Advanced Player's Guide*

18M-4. Green Society Guard-Barracks (CR varies, 10 or 12)

The passageway enters a chamber through an open archway. As with the rest of the complex you have seen so far, there are no right angles in the construction, and the eastern wall sweeps in a dramatic curve from north-south to east-west. All along the eastern wall are deep alcoves of different dimensions but all close to 30 ft. deep and about 20 ft. wide.

This chamber is a small barracks for the Green Society serpentfolk who are on guard in **Areas 18M 1, 2 and 3**. The large alcoves are sleeping chambers where the guards keep their possessions and sleep in a magical levitation-field. There are **5 serpentfolk guards** who are awake, and **another 5** who are in levitation-sleep in the niches.

The guards assume that anyone entering the room is attacking the Domes; some attack and some try to awaken their sleeping comrades. There is no way to sound a general warning from this room (unless the guards can get past the characters and into the hallway, which they won't really attempt, in terms of tactics).

GREEN SOCIETY SERPENTFOLK GUARDS (5) **CR 5**
XP 1,600
hp 61 (see **Area 18M-2**)

Treasure: Green snake-amulet of Sa-Heloth, 1d4 gems (100 gp each).

SLEEPING GREEN SOCIETY SERPENTFOLK GUARDS (5) **CR 5**
XP 1,600
hp 61 (see **Area 18M-2**)

Treasure: Green snake-amulet of Sa-Heloth.

GREEN SOCIETY SERPENTFOLK KNIGHT **CR 8**
XP 4,800

Male Serpentfolk Fighter (Two-Handed Fighter) 5 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Two-Handed Fighter")
NE Medium monstrous humanoid
Init +6; **Senses** darkvision 60 ft., scent; **Perception** +11

AC 26, touch 12, flat-footed 25 (+10 armor, +1 deflection, +1 Dex, +4 natural)
hp 99 (10d10+40 plus 5)
Fort +12; **Ref** +8; **Will** +7
Immune mind-affecting effects, paralysis, poison; **SR** 20
Speed 20 ft.

Melee +1 greatsword +17/+12 (2d6+10/19–20) and bite +9 (1d6+2 plus poison)

Special Attacks overhand chop, poison, shattering strike, weapon training abilities (heavy blades +1)

Spell-Like Abilities (CL 10th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 12)
1/day—*blur*, *dominate person* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 13)

Str 18, **Dex** 15, **Con** 18, **Int** 17, **Wis** 12, **Cha** 13
Base Atk +10; **CMB** +14 (+15 to sunder); **CMD** 26 (27 vs. sunder)

Feats Fortified Armor Training*, Great Fortitude, Improved Initiative, Improved Natural Armor, Power Attack, Weapon Finesse, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +5 (+1 jump), Bluff +2, Disguise +6, Escape Artist +10, Intimidate +14, Knowledge (arcana) +8, Knowledge (local) +5, Perception +11, Sense Motive +7, Spellcraft +8, Stealth +1, Use Magic Device +10; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device
Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Gear +1 full plate, +1 greatsword, cloak of resistance +1, ring of protection +1, green snake-amulet of Sa-Heloth.

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

**Pathfinder Roleplaying Game Ultimate Combat*

Roster of the Green Society

Members of the Green Society, and their locations:

Ophrira Sahuesh, High Warlord (**18M–25**)
Roshor Emeraldis (**18M–28C**)
1 guard (**18M–1A**)
4 archers (**18M–1C**)
1 guard (**18M–1D**)
4 guards (**18M–3**)
10 guards (**18M–4**)
1 knight (**18M–4**)
4 guards (**18M–5**)
2 guards (**18M–11**)
4 guards (**18M–12**)
1 patrolling knight (**18M–13**)
8 guards (**18M–13**)
4 guards (**18M–14**, 2 at each of two locations)
1 guard (**18M–19**)
2 eating (**18M–22**)
10 resting (**18M–25**)
1 guard (**18M–26**)

18M-5. The Pillar Gate (CR 9)

This cavern is hewn from the stone in a somewhat irregular manner; no precise right angles exist anywhere. The northern half of the chamber is dominated by an almost-perfect circle of pillars that rise 50 ft. to the chamber's ceiling. Near the center of the circle is a globe made up of millions of thrashing strands of light floating 3 ft. above the floor. The pillars are not circular; their inside edges are flat and are inscribed with curved calligraphy.

CYCLOPEAN DEEPS VOLUME 1

This room is the means by which the serpentfolk normally enter the dome complex. The globe of light is a teleportal activated by touching it with one of the snake-amulets worn by the serpentfolk. When an amulet touches the globe of light, everyone and everything in the circle of pillars is teleported to **Area 18M-21**.

The script is in the ancient language of the serpentfolk, and contains instructions for using the teleportal — “touch the glowing globe with one of the amulets of Sa-Heloth, and all within the nest of the globe shall travel to the home of homes.”

The teleportal is guarded by **4 serpentfolk** and a 10 ft. long snake with a head at each end (an **amphisbaena**). The amphisbaena is semi-intelligent and follows commands given to it by the serpentfolk. If the guards believe they have no hope of surviving the conflict, they try to leap into the teleportal (each is wearing an amulet, so this works).

GREEN SOCIETY SERPENTFOLK GUARDS (4) XP 1,600

CR 5

hp 61 (see **Area 18M-2**)

Treasure: Green snake-amulet, 1d4 gems (100 gp each). One of the guards has a jhoat-stick (10 gp value, looks like a wand).

AMPHISBAENA XP 1,200

CR 4

The Tome of Horrors Complete 22

N Large magical beast

Init +2; **Senses** all-around vision, darkvision 60 ft., low-light vision; **Perception** +9

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)
hp 42 (5d10+10 plus 5)

Fort +6; **Ref** +6; **Will** +2

Defensive Abilities split; **Immune** petrification; **Resist** cold 10

Speed 20 ft., climb 20ft., swim 20 ft.

Melee 2 bites +8 (1d8+3 plus poison)

Space 10 ft.; **Reach** 5 ft.

Str 17, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +9; **CMD** 21 (can't be tripped)

Feats Lunge, Toughness, Weapon Focus (bite)

Skills Acrobatics +2 (-2 jump, +6 when balancing), Climb +11, Perception +9, Stealth +9, Swim +11; **Racial Modifiers** +4 Acrobatics when balancing, +4 Perception, +4 Stealth

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d3 Con; cure 1 save. The save DC is Constitution-based.

Split (Ex) An amphisbaena functions normally even if cut in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half the original amphisbaena's current hit points (rounded down). Once split, an amphisbaena cannot be split again. If left alone for 1 minute, the split amphisbaena can rejoin its two halves and become a single whole creature again (add the two creatures' hit points together). If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of a few weeks.

18M-6.

Kshamarat Ambassador (CR 9)

This chamber is dark, having none of the green illumination of the outside area. (It contains a crystal dome similar to the large one in the main cavern area, but only 10 ft. in diameter).

This guest dome is currently occupied by a dark stalker named **Yeimay**

Ota, a representative of the Kshamarat civilization in Izamne. Relations between the serpentfolk and the Kshamarat dark stalkers are not entirely friendly, but they are united in virulent hatred of the Avarthamna dark stalkers and the cult of Isclaadra. Yeimay Ota visits the Domes two or three times per year, where she arranges various cooperations between the Kshamarat dark stalkers and the serpentfolk. These range from safe-passages, to caravan-robberies, to assassinations in the dark streets of Izamne. The ambassador is, of course, accompanied by a retinue of **4 dark creepers** to serve her as needed.

YEIMAY OTA

CR 8

XP 4,800

Female dark stalker sorcerer 5 (*The Tome of Horrors Complete* 143 “Dark Stalker”)

CN Medium humanoid (dark folk)

Init +8; **Senses** darkvision 60 ft., see in darkness; **Perception** +7

AC 17, touch 15, flat-footed 12 (+4 Dex, +2 natural, +1 dodge)

hp 71 (6d8+12 plus 5d6+10 plus 5)

Fort +5; **Ref** +10; **Will** +7

Weakness light blindness

Speed 30 ft.

Melee short sword +6/+1 (1d6 plus poison/19–20)

Special Attacks death throes, poison, tremor

Spell-Like Abilities (CL 11th):

At will—*deeper darkness*, *detect magic*, *fog cloud*

Spells Known (CL 5th; melee touch +6, ranged touch +10):

2nd (5/day)—*darkvision*, *detect thoughts* (DC 16), *web* (DC 16)

1st (7/day)—*charm person* (DC 15), *expeditious excavation*

(DC 15), *expeditious retreat*, *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 14), *detect poison*, *mage hand*,

message, *open/close* (DC 14), *read magic*

Bloodline Deep Earth*

Str 11, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 19

Base Atk +6; **CMB** +6; **CMD** 21

Feats Alertness, Combat Casting, Dodge, Eschew Materials, Improved Initiative, Mobility, Stealthy

Skills Climb +4, Escape Artist +6, Knowledge (arcana) +8,

Knowledge (dungeoneering) +5, Knowledge (local) +5,

Perception +7 (+9 to notice unusual stonework, such as traps

and hidden doors in stone walls or floors), Sense Motive +3,

Spellcraft +8, Stealth +10, Use Magic Device +12; **Racial**

Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, stonecunning

Combat Gear 6 doses of blacksmear poison (see below);

Gear short sword, **soul net** (**New Magic Items Appendix**),

dark robes, pouch containing 3 sapphires (100 gp each)

and 1 Leng-ruby (50 gp, or 500 gp if sold to a spider or

denizen of Leng).

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black smear poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper*

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

darkness.

Pathfinder Roleplaying Game Advanced Player's Guide

DARK CREEPERS (4)

XP 600

hp 19 (Chapter 1, Wandering Monsters)

CR 2

Treasure: Pouches containing 1d8 gp each. One has a green amulet of Sa-Heloth, and one has a *potion of firebreath* (DC 12 Reflex halves).

18M-7.

Ambassador from Leng (CR 8)

This cavern contains a crystal dome similar to the large one in the main cabin, but only 10 ft. in diameter.

This guest dome is the temporary quarters of an emissary from the denizens of Leng (Ulmai Tribe), by the name of **Tuthumbuu Redmask of the Ulmai**. His servant is a night-ghoul named **Jeremiah Tusk**. Jeremiah was once human, but it is impossible to make him discuss this topic without the use of magical persuasion. The night-ghoul's right leg is crooked, so he walks with a scrimshaw cane made of ivory. All but one of his teeth is gold.

The party might be seeking Tuthumbuu to deliver a message from the City of Izamne (see *Chapter 4: Secrets of the Dark City*), and if they do so, he pays them whatever was agreed upon in Izamne. If, after talking with the PCs, he thinks that they are trustworthy, he may offer them a mission to undertake on his behalf — for good payment, of course. He is of the opinion that the serpentfolk would pay well (in other words, in Leng-rubies) for a particular alchemical “ingredient,” namely, the sound of the voice of CHOA-THOOM. He has a small bottle that can contain a sound, and he seeks to persuade the PCs to proceed to the lake known as the Flagon of the Death God, call CHOA-THOOM, and engage the being in conversation long enough to bottle the sound of its voice.

The “Voice of Death” Mission

Of all the stupid things that the characters could potentially try to do in the Cyclopean Deeps, summoning a death god is probably the stupidest.

Tuthumbuu explains that his bottle (he displays it) can hold a sound, and that he believes the serpentfolk will pay well for the sound of the being known as CHOA-THOOM, who lives at the bottom of the lake known as the Flagon of the Death God. Moving on quickly from this description of what he wants done, Tuthumbuu leaps into a discussion of payment, explaining that he does not expect the characters to take any financial risk. He pays them a handsome amount just for their troubles, and they also share in half of anything the serpentfolk are willing to pay, to the extent that it exceeds twice their payment from Tuthumbuu.

The Leng-man gives them a map of the Deeps and point out the location of the Flagon of the Death God. He tells them to get to within hearing distance of the water and speak clearly three times the word “Choa-Thoom.” Then, when something answers, just clap the stopper of the bottle back in. No problem.

EMISSARY TUTHUMBUU REDMASK OF THE ULMAI

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary 2* “Denizen of Leng”)

CR 8

Treasure: 4 Leng-rubies (300 gp each or 3,000 gp each to a Leng-creature), 3 *potions of invisibility*, *scroll of anti-plant shell*, *boots of elvenkind*,

letter from Lopanther Obo.

Tuthumbuu Redmask has a letter from the leader of the Ulmai, a Leng-man by the name of **Lopanther Obo** (see *Chapter 6: Converging Caverns of Leng*). It is written on a strange, almost spongy paper that occasionally seems to pulse in an unpleasant manner. The letter reads as follows, in the language of the denizens:

Tuthumbuu Redmask of the fourth tent and occasionally shining between what is shining and what is not shining in the intervals of darkness that does not shine! Attend, foul worm, and think carefully of the “is” and the “is not.” Spidery and round, legs advancing before it, horridness with eyes and eggs and thoughts and obscuring that which shines beyond and before the intervals of the dark.

This has been!

In the Narrows, in the old Necropolis, spawning and spinning new intervals to eat the brightness it lives for all shame upon us and you included! Yes!

This is!

Make it not, or see the interval.

This will be. Avert that which shall not be. We shall alter the ownership of twenty thousand pieces of gold when its head rolls before us. Yes!

This shall be, or shall not be, with preference between these two for the former state of that which shall be.

With greatest affection and sincerely yours,

Lopanther Obo, Chief of the Ulmai.

JEREMIAH TUSK, NIGHT-GHOUL SERVANT

CR 3

XP 800

CE Medium monstrous humanoid (**Monster Appendix**)

Init +5; **Senses** darkvision 60 ft.; **Perception** +6

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 26 (4d10+4)

Fort +4; **Ref** +6; **Will** +5

DR 5/magic

Speed 30 ft.

Melee bite +6 (1d6+2 plus poison) and 2 claws +6 (1d4+2)

Special Attacks poison

Str 14, **Dex** 12, **Con** 13, **Int** 9, **Wis** 11, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 17

Feats Great Fortitude, Improved Initiative

Skills Climb +7, Intimidate +6, Perception +6, Stealth +7, Survival +5

Languages Night-Ghoul

Gear scrimshaw cane (400 gp), blue coat and white breeches, gold teeth (100 gp), sapphire (100 gp).

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect sleep 1 hr.; cure 1 save.

18M-8. Secret Exit

This is a secret exit from the complex, reached through the kitchens and work areas. It is possible to detect the secret door from the outside (with a DC 20 Perception check), but no opening mechanism is evident. If the door is to be used as a back entrance into the complex, a *knock* spell or similar opening-magic is required. The door is well-protected against physical damage, so breaking through it is no easier than it would be to break through the cavern wall anywhere else.

Stone Secret Door 4 in. thick; hardness 8; hp 60; Break DC 30; Perception DC 20.

Tuthumbuu Redmask of the fourth tent and occasionally shining between what is shining and what is not shining in the intervals of darkness that does not shine! Attend, foul worm, and think carefully of the “is” and the “is not.” Spidery and round, legs advancing before it, horridness with eyes and eggs and thoughts and obscuring that which shines beyond and before the intervals of the dark. This has been!

In the Narrows, in the old Necropolis, spawning and spinning new intervals to eat the brightness it lives for all shame upon us and you included! Yes! This is!

Make it not, or see the interval.
This will be.

Avert that which shall not be. We shall alter the ownership of twenty thousand pieces of gold when its head rolls before us. Yes!

This shall be, or shall not be, with preference between these two for the former state of that which shall be.

With greatest affection and sincerely yours,

Lopanthor Obo, Chief of the Ulmai

18M-9.

Secret Entrance to Inner Complex

This echoing chamber is painted with pictures of serpentfolk going about all sorts of daily tasks. The vast majority of the pictures show green-clad serpentfolk doing things like chopping meat, carrying boxes and cooking. Some of the pictures, by far the minority, show serpentfolk wearing blue, red, or yellow clothing — usually robes, but occasionally the color is shown in a headdress or on armor. These serpentfolk are usually depicted performing ritual tasks, writing or casting spells.

As with every other room and corridor in this place, there don't seem to be any proper right angles in the excavation of this chamber from the rock.

If the PCs look for some kind of pattern in the behavior or jobs being shown for the higher-caste serpentfolk, they notice that the yellow-garbed ones are sometimes shown giving orders even to the blues and the reds. The blues are usually shown writing, and the reds are often seen either holding plants or mixing things.

A **secret door** is in the west wall of this room (DC 20 Perception check to notice). The outline of the door is invisible, but if the characters check the room for secret doors they find an indentation for an amulet of Sa-Heloth. They have almost certainly seen these in use, and if the amulet is pressed into the indentation, the secret door opens.

18M-10. Lake Room (CR 12)

Unlike the tunnels leading to it, this is a natural, un-hewn cavern with irregular limestone walls and an uneven floor. A deep-looking pool of water more than 150 ft. long surrounded by stalagmites is in the middle of the chamber. An altar of some kind faces the small lake. Behind the altar, a deep pit about 100 ft. long is cut into the floor, the only place in the entire cavern where there is any artificial stoneworking. Several different passages enter this chamber.

The water of this lake is a strong magic source and is used by the Yellow Society to empower their anchoring of the ancestor spirit Sa-Heloth, Builder of the Domes. If anyone should cast *detect magic* in this chamber, the entire lake and the candlesticks upon the altar glow with magical auras.

One of the primary tasks undertaken by the Yellow Society is to keep the powerful undead spirit of Sa-Heloth tied to the Domes to serve as an adviser and protector. Despite the increasing degeneracy of the serpentfolk here, Sa-Heloth is now beginning a steady counterattack against the Avarthamna darkfolk and their misty demon prince by allying with the Kshamarat darkfolk.

A. Fighting Arena

Bloodstains on the floor and seats around the sides make it immediately obvious that this deep pit is used as an arena. Slave-gladiators fight until one is defeated, and the loser is sacrificed on the altar to give strength to the spirit of Sa-Heloth (see the **Sidebox** "Sa-Heloth"). If the PCs are captured and are not infected with eggs to die in the prison-dome in **Hex 17J** or burned as fuel in the *Athanor*, they might be forced to fight monsters or other captives in this arena as a sacrifice to Sa-Heloth. If they survive, they might be released or might be kept to fight another day depending on what they did to get captured in the first place.

B. Altar

This is clearly an altar of some kind. It is a rectangular stone block that seems to have been grown from the cavern floor by some sort of magic. Its surface is covered with strange whorls and niches. Two stone candlesticks are placed upon it. Four iron manacles are set into the points of the rectangle, and the altar's surface is covered with dark bloodstains.

The candlesticks upon the altar are magic, and detect as strong conjuration. If anyone lights candles in them within 300 ft. of the lake, there is a 20% chance that Sa-Heloth manifests itself even if no words or invocations are spoken. Moreover:

- There is a 90% chance that Sa-Heloth manifests if the *Yellow Words* are spoken while the candles are lit (see **Area 18M-30** for more about the *Yellow Words*).
 - The chance of a successful summoning drops by 10% per mile away from the lake.
 - If blood is on the altar at the time the candles are lit, this adds 50% to the summoning chances (even if the candles themselves are miles distant).
- The serpentfolk do not summon their spirit-god unless it is to offer reverence, or in the direst circumstances for help.

C. Lake

This 600 ft. deep lake is where **Sa-Heloth** manifests when the serpentfolk summon him to drink life from living sacrifices. Because of the lake's inherent magical power, it is easier for Sa-Heloth to breach the barriers between incorporeality and the material world here at the lake. But this is not the spirit's home — it is more of a gateway. It is possible, although difficult, for Sa-Heloth to manifest itself anywhere within a mile or so of the lake's waters without the assistance of the candlesticks described above. When the candlesticks are used as a magnet for Sa-Heloth's presence, it is relatively easy for the spirit to shift into material reality. Speaking the *Yellow Words* aloud almost certainly brings the spirit-creature forth.

SA-HELOTH, ANCESTOR SPIRIT

CR 12

XP 19,200

CE Huge undead (chaotic, evil, extraplanar, incorporeal)

(**Monster Appendix**)

Init +2; **Senses** darkvision 60 ft.; **Perception** +26

AC 16, touch 16, flat-footed 13 (+5 deflection, +2 Dex, +1 dodge, -2 size)

hp 189 (18d8+90 plus 18); fast healing 1

Fort +11; **Ref** +8; **Will** +16

Defensive Abilities incorporeal; **Immune** undead traits

Speed fly 40 ft. (perfect)

Melee incorporeal touch +14 (energy drain)

Space 15 ft.; **Reach** 10 ft.

Special Attacks energy drain (1 level, DC 24)

Str —, **Dex** 15, **Con** —, **Int** 18, **Wis** 21, **Cha** 20

Base Atk +13; **CMB** +11; **CMD** 29 (can't be tripped)

Feats Combat Expertise, Dodge, Combat Reflexes, Flyby Attack, Improved Critical (touch), Improved Initiative, Mobility, Toughness, Weapon Focus (touch)

Skills Diplomacy +23, Fly +27, Intimidate +26, Knowledge (arcane) +25, Knowledge (history) +22, Knowledge (religion) +25, Perception +26, Sense Motive +26

Languages telepathy 100 ft. (serpent-folk only)

18M-11. Southern Entrance to the Dome Complex (Force Field Gates) (CR 7)

Between the two mist-filled domes, a large tunnel enters the cavern wall through a rounded archway. The archway is filled with a crackling blue light that seems to shoot downward from the top of the archway then spread out to fill the open space. **Two serpentfolk guards** stand with spears crossed in front of the archway.

The blue light is a field of magical force projected down from a magical item embedded 20 ft. above the archway. Other than breaching the field by magic (treat as a *wall of force*, CL 20th), the only ways into this gate are to be allowed in by the guards stationed inside (a lever shuts off the field) or to use one of the snake-amulets of Sa-Heloth. Two amulets must be used at the same time, one on each side of the archway. The two impressions for placing the amulets are easy to find (DC 5 Perception check), but it is not possible for a single person to reach far enough to hold both amulets at one time.

GREEN SOCIETY SERPENTFOLK GUARDS (2) **CR 5**
XP 1,600
hp 61 (see **Area 18M-1**)

Treasure: There is a 5% chance per gem the sentries possess that it is a Leng-ruby worth 1d8+2 times normal value to Leng-men or Leng-spiders.

18M-12. Southern Disarming Room (CR 10)

From the inside:

This chamber is the exit from the tunnels. You can see a larger cavern on the far side of an archway. The archway crackles with blue light and is guarded by **5 serpentfolk**. Four are guards wearing green surcoats, and a fifth wears a yellow robe and hood. A large lever is in the wall, 30 ft. to the side of the archway itself.

If the characters are entering:

This entrance-chamber is guarded by **5 serpentfolk**. Four are guards wearing green surcoats, and a fifth wears a yellow robe and hood. Behind them stands what appears to be a **human zombie**. One of the green-clad ones steps forward and says:

"These are the rules for passage through the tunnels of the serpentfolk. First, you shall be tested for magical items and shall place them in these boxes ..." He gestures to a pile of coffin-sized wooden boxes with padlocks. "You shall remove all magic, armor and weapons and place them in your box. Only then shall you be permitted to proceed through the Lower Tunnel to the northern cavern. The toll is 100 gold pieces each, or show your authority to pass."

As with **Area 18M-3**, anyone who wants to go through here peacefully must submit to a *detect magic* spell, and put all magic items, weapons and armor into a locked box (you get to carry it yourself). Unless the party sneaked into the southern cavern, they should have greenstone tiles to

display as a passport.

Beyond this room, travelers are allowed to proceed along the corridor to the north side of the complex. This passageway is deeper than the rest of the complex, and is called the "Lower Tunnel."

GREEN SOCIETY SERPENTFOLK GUARDS (4) **CR 5**
XP 1,600
hp 61 (see **Area 18M-2**)

Treasure: Green snake-amulet of Sa-Heloth, 1d4 gems (100 gp each). Two have jhoat-sticks worth 10gp.

ZESHIR, YELLOW SOCIETY SERPENTFOLK SPELLCASTER **CR 7**
XP 3,200

hp 50 (see **Area 18M-3**, with the following changes: **Spells Known** 2nd (4/day)—*scorching ray*; 1st (8/day)—*charm person* (DC 16), *expeditious excavation* (DC 16), *mage armor*, *magic missile*; 0 (at will)—*bleed* (DC 15), *daze* (DC 15), *detect magic*, *message*, *open/close* (DC 15), *ray of frost*; **Other Gear** hooded yellow cloak, yellow snake-amulet of Sa-Heloth)

ZESHIR'S ZOMBIE **CR 1/2**
XP 200
hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

Treasure: Zeshir's box of 3 jhoat-sticks (25 gp each), pouch containing Zeshir's money (251 gp) and 2 Leng-rubies worth 100 gp (1000 gp each to a Leng-creature), Zeshir's mouse-zombie (non-combatant; 1 hp).

18M-13. Southern Cavern (CR varies, 11 or 13)

This large cavern is lit with a sickly greenish tinge by two enormous glass domes set into the northern wall that appear to be filled with glowing green mist that drifts and churns inside. In the extreme west of the cavern, a staircase-tunnel leads upward and out. Between the domes is a large entrance archway, but no doors or openings appear on the domes themselves.

This large cavern has no stationary defenses, but it is patrolled. **Two patrols** are in the cavern at any given time, and unless the party is well-concealed, there is a 100% chance that they are under observation by one of them (roll randomly to see which). If a battle breaks out, the other patrol arrives 1d6+2 rounds after the sound of combat begins.

If the party avoids combat and asks questions, the patrol won't attack and is helpful — although haughty at best and arrogant at worst.

Patrol No. 1:
RED SOCIETY SERPENTFOLK SPELLCASTER **CR 7**
XP 3,200

hp 50 (see **Area 18M-3**, with the following changes: **Spells Known** 2nd (4/day)—*scorching ray*; 1st (8/day)—*charm person* (DC 16), *expeditious excavation* (DC 16), *mage armor*, *shocking grasp*; 0 (at will)—*bleed* (DC 15), *daze* (DC 15), *detect magic*, *message*, *open/close* (DC 15), *ray of frost*; **Combat Gear** *potion of invisibility*, *potion of displacement*, *potion of cure serious wounds*; **Other Gear** red robes, red snake-amulet of Sa-Heloth)

GREEN SOCIETY SERPENTFOLK KNIGHT **CR 8**
XP 4,800
hp 99 (see **Area 18M-4**)

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

GREEN SOCIETY SERPENTFOLK GUARDS (4)

CR 5

XP 1,600

hp 61 (see **Area 18M-2**)

Treasure: Green snake-amulet of Sa-Heloth, 1d4 gems (100 gp each).

Patrol No. 2:

BLUE SOCIETY SERPENTFOLK SPELLCASTER

CR 7

XP 3,200

hp 50 (see **Area 18M-3**, with the following changes: **Spells Known** 2nd (4/day)—*scorching ray*; 1st (8/day)—*charm person* (DC 16), *expeditious excavation* (DC 16), *mage armor*, *magic missile*; 0 (at will)—*bleed* (DC 15), *daze* (DC 15), *detect magic*, *message*, *open/close* (DC 15), *ray of frost*; **Combat Gear** scroll of invisibility, fly, haste; **Other Gear** blue robes, blue snake-amulet of Sa-Heloth.

YELLOW SOCIETY SERPENTFOLK SPELLCASTER

CR 7

XP 3,200

hp 50 (see **Area 18M-3**, with the following changes: **Spells Known** 2nd (4/day)—*acid arrow*; 1st (8/day)—*charm person* (DC 16), *expeditious excavation* (DC 16), *mage armor*, *magic missile*; 0 (at will)—*bleed* (DC 15), *daze* (DC 15), *detect magic*, *message*, *open/close* (DC 15), *ray of frost*; **Combat Gear** scroll of invisibility, mirror image, glitterdust; **Other Gear** yellow robes, yellow snake-amulet of Sa-Heloth, 2 jhoat sticks, small zombie frog in pocket.

GREEN SOCIETY SERPENTFOLK GUARDS (4)

CR 5

XP 1,600

hp 61 (see **Area 18M-2**)

Treasure: Green snake-amulet of Sa-Heloth, 1d4 gems (100 gp each).

A. Dome Edge

If the characters go to the edge of the dome to inspect it closely:

The dome is made of a transparent substance. The billowing mist inside prevents you from seeing anything within, although you think for a moment that you might have seen some sort of movement before it was obscured again.

As mentioned in **Area 18M-1B**, the domes cannot be broken by any physical attempt the characters could possibly make. It might be possible to cut through it with an enormously powerful magical tool, but a lot of time would be required and the serpentfolk would certainly notice what was going on and respond with a well-planned counterattack.

Jhoat-Sticks

Some of the serpentfolk carry jhoat-sticks: fungus paste pressed into sticks and then dried, producing a wand about 1 ft. long. These wands release a mild narcotic when chewed. The Red Society is the only one to possess the secret of manufacturing good jhoat, a commodity they sell to merchant caravans passing through the Domes. Normal jhoat-sticks cost 10 gp in the Domes and can usually be sold for 20 gp elsewhere in the Cyclopean Deeps. This might seem an easy way for the characters to make money if they want to turn their talents toward trade. Unfortunately, no more than 100 jhoat-sticks are usually available at a time, and there are occasionally others who want to purchase them from the Red Society. When more than one caravan is present here, fights have broken out over who gets to buy the limited supply.

It is very easy to mistake a jhoat-stick for a magic wand. However, anyone with much experience of jhoat eventually can identify them by their distinctive smell.

18M-14.

Tunnel Entrance/Exits (CR 9)

Entering the Area:

A greenish light shows ahead of you where the tunnel gives way to a cavern. Three dark shapes stand near the tunnel mouth, silhouetted by the light.

These two tunnels are the secondary corridors shown on the main map of the Deeps. Both tunnel mouths can be sealed off by means of a huge iron wheel that rolls on tracks in front of the opening and then locks in place. Despite its size, this heavy apparatus can be unlocked (although not fully opened) by a *knock* spell; efforts to force the lock without magic, however, take a long time. The seal is only closed when the serpentfolk consider themselves to be under attack; there is only a 5% chance that the characters find it closed. At such times, the Dome Complex would be at a high state of alert for some reason that (presumably) has nothing to do with the characters.

Iron Wheel-Door 36 in. thick; hardness 10; hp 1080; Break DC 60.

Each of the tunnel mouths is guarded by 2 serpentfolk guards, a serpentfolk spellcaster, and a strange apparatus that looks like a mechanical spider the size of a person's head (**New Magic Items Appendix**).

The wardens demand a passage-tithe of 110 gp per head and 5 gp per slave. If the party pays the toll, each character receives a greenstone tile that serves as a receipt and as a passport. The guards can be bargained down to a price of 100 gp per head (which is the actual toll; they were going to keep the extra 10 gp).

GREEN SOCIETY SERPENTFOLK GUARDS (2)

CR 5

XP 1,600

hp 61 (see **Area 18M-2**)

Treasure: Green snake-amulet of Sa-Heloth, 1d4 gems (100 gp each). One has a chunk of matted hair from some sort of creature (not magical, just a trophy).

Guard Spiders

Aura faint abjuration; **CL** 5th

Slot —; **Price** 5,100 gp (never for sale to outsiders);

Weight 4 lbs.

DESCRIPTION

A guard spider is a magical item that looks like a mechanical spider slightly larger than a person's head. The metal casing contains a brain (possibly human, but usually goblin) that animates the thing. They are created by the necromantic Yellow Society and must be recharged every 24 hours.

A guard spider has a 25% chance to dispel any *invisibility* spell that comes within 20 ft. This chance drops to 10% if the spell is higher than 2nd-level. Moreover, the presence of a spider completely prevents mind-influencing spells within a 100 ft. radius.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel magic*, can only be created by Yellow Society serpentfolk; **Cost** 2,500 gp

RED SOCIETY SERPENTFOLK SPELLCASTER

CR 7

XP 3,200

hp 50 (see **Area 18M-3**, with the following changes: **Spells Known** 2nd (4/day)—*acid arrow*; 1st (8/day)—*charm person* (DC 16), *expeditious excavation* (DC 16), *mage armor*, *magic missile*; 0 (at will)—*bleed* (DC 15), *daze* (DC 15), *detect magic*, *message*, *open/close* (DC 15), *ray of frost*; **Combat Gear** *potion of invisibility*, *potion of displacement*, *potion of cure serious wounds*; **Other Gear** red robes, red snake-amulet of Sa-Heloth, 30 greenstone tiles, pouch of 4 knucklebones.

18M-15. The Maze

This tunnel connects the Domes of the Serpentfolk to **Hex 17J** (Chamber of the Prison-Domes).

18M-16. The Serpent-Gate (CR 10)

A broad stairway leads upward through a tunnel to end at a vast statue of a serpent's head protruding from the cavern wall. The serpent's tongue extends from its mouth to form a 10 foot wide ramp that connects with the stairs. Whatever door there is at the back of the serpent's mouth is not visible.

The back of the serpent's open mouth, although it appears to be solid stone, is indeed a **door**. A 10 ft. wide wheel of solid stone rolls to the side to reveal the opening, but since it weighs many tons it is a significant obstacle. To the left and right of the serpent's face are small indentations in the wall into which one of the amulets of Sa-Heloth can be placed (DC 15 Perception check to notice). If both of these are pressed with an amulet, the gate opens. A third indentation in the middle of the stone door is the most obvious (DC 5 Perception check), but is actually a **trap** (see below). Finally, the door is pierced by a small, hidden peephole that allows someone in **Area 18M-17** to look through the stone wheel and see if the trap has netted anything (DC 30 Perception check to notice).

Stone Wheel-Door 36 in. thick; hardness 8; hp 540; Break DC 50.

The Trap: If anyone should place one of the amulets of Sa-Heloth into the central indentation, the mouth of the huge stone serpent closes, trapping as many as 5 people in the mouth area directly in front of the door (anyone standing on the tongue/ramp, basically). An alarm sounds inside the tunnels as knockout gas floods the inside of the serpent's mouth (save or fall unconscious for 1d6 hours).

SERPENT MOUTH TRAP

CR 10

XP 9,600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger location (*alarm*); **Reset** automatic

Effect closing statue mouth (all targets trapped in mouth); poison gas (distilled drow sleep poison, DC 16 Fortitude save, initial unconsciousness for 1 hour, secondary unconsciousness for 2d4 hours); never miss; onset delay (1 round); multiple targets (all targets in a 10 ft. by 20 ft. area)

The serpentfolk from **Areas 18M-17** and **18** respond if the *alarm* goes off, coming to see if there is anyone trapped in the closing mouth. They are likely, but not certain (60% chance) to call for reinforcements and guidance from **Area 18M-30** before opening the wheel-door (and thus also re-setting the trap). Exactly what they do is up to the GM based on what they see, what they hear, and what commonsense would dictate. Keep in mind that sneak attacks by powerful enemies are actually fairly common in the Deeps.



18M-17. Entry Chamber (CR 7)

The walls of this chamber are of dressed stone, and each of the stones is intricately carved with pictures and symbols. The floor is covered with deep-piled, luxurious carpets. Three deep alcoves are in the wall, 20 ft. deep and 10 ft. wide. These are furnished as individual chambers, and in each one, at the back of the alcove, is a **serpentfolk** suspended 3 ft. in the air, floating, and apparently asleep.

All three of the serpentfolk in this chamber are members of the Yellow Society. These are junior members with no spell-casting ability as yet. They awaken if there is a loud noise in the chamber, but if left alone they continue to sleep for a further 6 hours, at which time they awaken normally.

YELLOW SOCIETY SERPENTFOLK (3)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

Treasure: Yellow snake-amulet of Sa-Heloth, 1d4 gems worth 100 gp each (10% chance that one of the gems is a Leng-ruby 1000 gp to a Leng-creature).

There are 20 carpets, each worth 400 gp and weighing 100 pounds. They are woven with strange and mystical patterns that evoke a sense of timeless serenity.

Leng Rubies

The otherworldly Plateau of Leng abuts upon the Material Plane here, partly due to the presence of Leng rubies in the deep rock of the Cyclopean Deeps. These rubies are rare, but they are found from time to time along with other normal gems. The denizens of Leng, and their implacable foes the Leng spiders, covet these rubies with a wild and untold passion. As a general rule, a creature of Leng (other than the night-ghouls) pays *10 times the normal value* of one of these rubies. The problem is that only the Leng-creatures can tell the difference between Leng rubies and normal gemstones (a DC 40 Appraise check determines that the gems are higher value than normal). Not all Leng rubies are red, although it is certainly the most common hue.

Thus — and it is not necessary to explain this to your players — the best way to negotiate with the Leng-creatures is to show them all your gems and try to tell which ones they covet. In return, as a negotiating tactic, the denizens of Leng make a point to buy gems that are not Leng-rubies, paying normal prices, and occasionally gaining a Leng-ruby at the price of a normal gem. Unfortunately, they simply *can't* let one of the coveted rubies walk away from a sale, so a canny group of characters ought to be able to get full value for the gems as long as they are patient.

They must remember, however — if one of the gems leaves the negotiation table, the denizens still are drawn to it with unearthly covetousness. If the party thwarts the denizens of Leng, there may be knives in the night and a bloody resolution at the end of things.

18M-19. Guard Post (CR 5)

Like the other rooms you have seen, this one is cut from the living stone and has no precise right angles. It is spotlessly clean. Some complex knots hang from decorative hooks in the north wall. The knotwork hangs all the way down to the floor.

The knotwork is decorative and worthless, other than to the aesthetic sensibilities of serpentfolk.

This room is a defense point for the complex and is where the party may meet determined resistance if they entered through the Serpent Gate at **Area 18M-16** by force and triggered a general alarm. In this case, pull some defenders from the roster of the four societies as the frontline response. If the characters have not alerted the serpentfolk, only **one guard** is in the room.

GREEN SOCIETY SERPENTFOLK GUARD

CR 5

XP 1,600

Male serpentfolk fighter (Polearm Master) 2 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Polearm Master")
NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 19, touch 14, flat-footed 15 (+4 Dex, +3 natural, +2 shield)
hp 61 (7d10+21 plus 2)

Fort +9; **Ref** +8; **Will** +5

Immune mind-affecting effects, paralysis, poison; **SR** 17

Speed 30 ft.

Melee bite +11 (1d6 plus poison) and mwk spear +9/+4 (1d8/×3)

Special Attacks poison, pole fighting

Spell-Like Abilities (CL 7th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 12)
1/day—*blur*, *mirror image*, *suggestion* (DC 13)

Str 10, **Dex** 18, **Con** 16, **Int** 16, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +11; **CMD** 21

Feats Agile Maneuvers, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Finesse, Weapon Focus (spear)

Skills Acrobatics +7, Disguise +6, Escape Artist +15, Intimidate +5, Knowledge (arcana) +8, Knowledge (local) +5, Perception +10, Sense Motive +6, Spellcraft +8, Stealth +6, Use Magic Device +10; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Gear masterwork spear, green heavy steel shield, bandolier-pouch, warning whistle.

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

Treasure: Green snake-amulet of Sa-Heloth, 2 gems worth 10 gp each (neither of the gems is a Leng-ruby). Some words are inscribed on the back of the shield in ancient serpentfolk. If translated, the script reads: "*Usshir Pashi, you are a liar and you were hatched in a goblin.*"

18M-20. Tapestryed Antechamber

This room is cut from the cavern rock. It is empty, although some tapestries on the walls show abstract, swirling shapes.

18M-18. Sleeping Chamber (CR 6)

This room is hewn from the living rock, almost a rectangle but with irregularly curved corners. Nine deep alcoves are dug out from the room, each roughly 10 ft. wide and 20 ft. deep. The inside of these alcoves are strewn with rugs and cushions. In two of them, **serpentfolk** are floating in the air at the back of the alcove, apparently asleep.

The south of the room is set up as a living space, with some tables and bronze bowl-chairs.

The serpentfolk, of course, won't be asleep if the party fought its way through to this point or set off the alarm in **Area 18M-16**.

RED SOCIETY SERPENTFOLK

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

Treasure: Red snake-amulet of Sa-Heloth, potion-vial of a poisonous alchemical ingredient (DC 20 Fortitude save or 1d6 Con damage for 1d6 rounds), *potion of haste*, belt pouch with 2 gems 100 gp each (neither of the gems is a Leng-ruby). A vial in the belt pouch contains some viper-brand — a single sip (there are 5) renders a person utterly drunk (–2 to all attack rolls, saves and AC for 1d12 hours).

BLUE SOCIETY SERPENTFOLK

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

Treasure: Blue snake-amulet of Sa-Heloth, *potion of gaseous form*, 1 small red gem (a Leng-ruby) worth 50 gp (500 gp to a Leng-creature).

CYCLOPEAN DEEPS VOLUME 1

The room is empty other than the 6 tapestries, which would be worth a total of 1000 gp if sold in a place like Izamne or Ques Querax. Each character must make a DC 15 Will save or absolutely fall in love with the pattern on one of the carpets (determine randomly, 1d6). These carpets were woven by the Leng-spider in **Hex 28H** (see *Chapter 7: The Narrows of Braath*).

18M-21. Teleportal

The only feature of this otherwise bare stone room is a circle deeply etched into the stone floor of the northeast corner. The circle's diameter is almost 40ft.

If the characters examine the circle, they find a small indentation at the center: the shape of the amulets of Sa-Heloth.

This circle is the other node of the teleportal in **Area 18M-5**. To use the teleportal from this end, one of the Sa-Heloth amulets must be placed into the depression in the middle of the circle, at which time anything in the circle is teleported to **Area 18M-5**.

The room is ordinarily not occupied. Because the area is often filled with heavy cargo, cattle and slaves, it is undecorated, and the walls and floor are scuffed and dirty.

18M-22. Dining Hall (CR 8)

The western half of this room contains three long tables with tall, basket-like chairs. The smell of cooked meat lingers in the air — you can't tell what kind of meat, though.

The first time the characters enter this room, unless their actions have changed matters, **8 serpentfolk** are sitting in the basket chairs at the table with plates of food and crystal goblets of wine. The food they are eating is of unparalleled quality (see **Area 18M-23**).

RED SOCIETY SERPENTFOLK (2)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

Treasure: Red snake-amulet of Sa-Heloth, *potion of cure moderate wounds*, *potion of haste*, 1d4 gems worth 100 gp each (10% chance that one of the gems is a Leng-ruby worth 1000 gp to a Leng-creature).

BLUE SOCIETY SERPENTFOLK (2)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

Treasure: Blue snake-amulet of Sa-Heloth, *potion of heroism*, *potion of protection from good*, 1d4 gems worth 100 gp each (10% chance that one of the gems is a Leng-ruby 1000 gp to a Leng-creature).

YELLOW SOCIETY SERPENTFOLK (2)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

Treasure: Yellow snake-amulet of Sa-Heloth, *2 potions of cure light wounds*, *potion of cat's grace*, 1d4 gems worth 100 gp each (10% chance that one of the gems is a Leng-ruby 1000 gp to a Leng-creature).

GREEN SOCIETY SERPENTFOLK (2)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

Treasure: Green snake-amulet of Sa-Heloth, belt pouch with 1d4 gems worth 100 gp each (10% chance that one of the gems is a Leng-ruby worth 1000 gp to a Leng-creature).

18M-23. Kitchens (CR 8)

This room is a kitchen. A huge fireplace is cut into the stone of the north wall, and seems to burn without fuel or smoke. The place is packed and sweltering hot.

There are usually **10 goblin slaves** here, overseen by **2 bugbear sous-chefs**. The chef is an enormous serpentfolk named **Erobard Shaoun** (see **Sidebox**) who is not a member of any of the four societies.

GOBLIN SCULLERY-SLAVES (10)

CR 1/3

XP 135

Male or Female goblin expert 1 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

CE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; **Perception** +0

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 4 (1d8)

Fort +0; **Ref** +2; **Will** +2

Speed 30 ft.

Melee dagger +0 (1d3–1/19–20) or butcher's knife +0 (1d4–1)

Str 8, **Dex** 14, **Con** 10, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +0; **CMB** –2; **CMD** 10

Feats Improved Initiative

Skills Craft (pottery) +2, Knowledge (local) +4, Profession (baker) +4, Profession (barkeep) +4, Profession (brewer) +4, Profession (cook) +4, Profession (porter) +4, Ride +6, Stealth +10; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Gear 4 cooking knives (treat as daggers), 1 butcher knife (treat as a sickle), loincloth, filthy apron, 1d6 cp.

BUGBEAR SOUS-CHEFS (2)

CR 3

XP 800

Male bugbear expert 3 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

CE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +0

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 32 (6d8+6)

Fort +3; **Ref** +6; **Will** +4

Speed 30 ft.

Melee paring knife +7 (1d4+2/19–20) or cleaver +7 (1d6+2/19–20)

Ranged mwk dagger +7 (1d4+2/19–20)

Str 14, **Dex** 15, **Con** 12, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 18

Feats Martial Weapon Proficiency (short sword), Skill Focus (Profession [cook]), Weapon Finesse

Skills Climb +6, Handle Animal +3, Heal +4, Intimidate +3, Profession (baker) +4, Profession (barkeep) +4, Profession (brewer) +4, Profession (butcher) +9, Profession (cook) +12, Profession (innkeeper) +6, Profession (miller) +4, Sleight of Hand +10, Stealth +10, Survival +8; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Common, Draconic, Goblin

Gear paring knife (treat as masterwork dagger), chef's cleaver

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

(treat as masterwork short sword), 2 throwing daggers, brass knuckles, small whip, thumbscrews, pouch containing 1d3 gems worth 1d4 x 100 gp each. One of the bugbears has metal teeth set with tiny gems (10 gp each for 10 teeth). One of the tiny gems is a Leng-ruby worth 500 gp if sold to a Leng-creature.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

EROBARD SHAOUN, FABLED CHEF OF THE SERPENTFOLK XP 2,400

Male serpentfolk expert 4 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +14

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 63 (5d10+10 plus 4d8+8)

Fort +6; **Ref** +10; **Will** +10

Immune mind-affecting effects, paralysis, poison; **SR** 19

Speed 30 ft.

Melee bite +13 (1d6–1 plus poison) or *cleaver of culinary perfection* +8/+3 (1d10 plus see below)

Special Attacks poison

Spell-Like Abilities (CL 9th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 14)
1/day—*blur*, *dominate person* (DC 17), *major image* (DC 16), *mirror image*, *suggestion* (DC 15)

Str 8, **Dex** 20, **Con** 14, **Int** 20, **Wis** 14, **Cha** 16

Base Atk +8; **CMB** +7; **CMD** 22

Feats Great Fortitude, Improved Initiative, Skill Focus (Profession [baker]), Skill Focus (Profession [cook]), Weapon Finesse

Skills Acrobatics +10, Bluff +5, Diplomacy +5, Disguise +8, Escape Artist +18, Intimidate +15, Knowledge (arcana) +10, Knowledge (local) +10, Perception +14, Profession (baker) +13, Profession (brewer) +7, Profession (butcher) +7, Profession (cook) +17, Profession (herbalist) +7, Profession (innkeeper) +10, Sense Motive +8, Sleight of Hand +13,

Erobard Shaoun

Erobard Shaoun is an extraordinarily large serpentfolk with legendary talents in the kitchen. His cooking is incomparably delicious to reptiles, amphibians, humans and duergar. On the other hand, drow, darkfolk and (amazingly) the denizens of Leng won't eat — or even willingly approach — the confections of Erobard Shaoun. The fabled chef is an unusual personage — his great size is an odd enough sight, but he also has some tricks up his sleeve that could cause problems for anyone who attacks him.

The Cleaver of Culinary Perfection

Aura moderate evocation; **CL** 11th

Slot none; **Price** 24,350 gp; **Weight** 8 lbs.

DESCRIPTION

The cleaver is a two-handed weapon if used as such, dealing 1d10 points of damage. It has a bonus of +1 to hit and inflicts +3 on damage against anything made of meat. Against vegetable and plant matter, damage is only inflicted at a +1 bonus.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must possess 10 ranks in Profession (cook); **Cost** 12,350 gp

Spellcraft +10, Stealth +10, Survival +6, Use Magic Device +15; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device
Languages Aklo, Common, Dark Folk, Draconic, Goblin, Undercommon; telepathy 100 ft.

SQ edict of the chef

Gear *cleaver of culinary perfection*, white snake-amulet of Sa-Heloth, white jacket and long white kilt with goblin-head sporran containing 1 package of fresh parsley, 1 Leng-ruby worth 1000 gp (8000 gp to a Leng-creature).

CR 6 **Edict of the Chef (Ex)** Erobard's personality is so extreme that when he gives orders, people obey. In addition to any sort of normal combat, if Erobard is shouting "Fly, fools" to the enemy, all those enemies must make a DC 20 Will save or flee for 1d6 rounds. If he chooses instead to encourage his own side in a battle, his allies gain a circumstance bonus of +1 to hit and +1 on damage for 1d6 rounds.

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

18M-24. Storeroom

This room is obviously a storeroom for the kitchens: The walls are lined with shelves, and the shelves are loaded with boxes, earthenware vessels, sacks and canisters.

The contents of this room are mainly kitchen supplies, with a total value of 10,000 gp — hauling it out would require many days and many wagons. One section of the room, however, holds alchemical supplies in four crates.

Crate #1: Four boxes with 10 firecrackers per box (50 gp each). These fly 1d6 x 5 ft. when lit, then turn in a random direction (roll 1d8 for the points of the compass), then fly another 1d6 x 5 ft. and explode for 1d6 points of damage in a 5 ft. area. They also have a 1 in 6 chance to explode in a 50 ft. radius, and a 1 in 6 chance that the strength of the explosion (regardless of radius) is 2d6 points of damage.

Crate #2: Large mixed bag of unknown fungi, 3 jhoat-sticks, and some glassware.

Crate #3: Large mixed bag of dried amphibians, a glass jar of preserved eyeballs (2 are glass, one of which is labeled with the letter "V"). Small velvet box that delivers an electric shock of 4d6 points if touched (this also incinerates the box). It could be used as a weapon if the characters identify what it does before anyone touches it.

Crate #4: 2 *potions of water breathing*, 1 *potion of bull's strength*, 2 *potions of invisibility*, 1 vial of aboleth saliva.

18M-25. Green Society Main Barracks (CR 13)

The floor of this room is covered with a single carpet woven in a hundred different hues and tones of green and patterned with swirls and circles. The walls are cut with 25 deep alcoves, each about 10 ft. wide and 15 ft. deep. These appear to have chairs and cushions in them.

In the middle of the room is a spiraling structure of some strange green metal that reaches 20 ft. toward the ceiling. The circling arc of the shape is somewhat flat; a small person could slide, sitting, all the way down the spiral from the top to the bottom. At the top is the stylized head of a snake carved from the same strange, green metal. Numerous wires extend from the snake's eyes, two of which are attached to head-sized metal spiders that seem to be clipped to the side of the huge apparatus. The whole thing sparks and hums.

Sitting around the room in cushioned basket-chairs are several serpentfolk who are chewing on wands or conversing.

This is the barracks of the Green Society, which does not have a capacious dome like the other Societies have for sleeping and recreation. The less-intelligent Green Society makes do with this large room where they keep the *Athamor* of *Sa-Heloth* and mutter rebellious thoughts to each other.

Minor Artifact

The Athamor of Sa-Heloth

Aura strong necromancy; **CL** 20th
Slot none; **Weight** 20,000 lbs.

DESCRIPTION

The *Athamor* is the huge apparatus in the middle of the room; its purpose is to recharge the various magic items used by the greens. In the ancient time when Sa-Heloth created the Domes, the wizards of the serpentfolk decided that rather than give permanent magic items to the Green Society, they should only equip their warriors with items that must be recharged every so often. In this way, the Green Society would be unable to sustain any sort of rebellion for a long period of time.

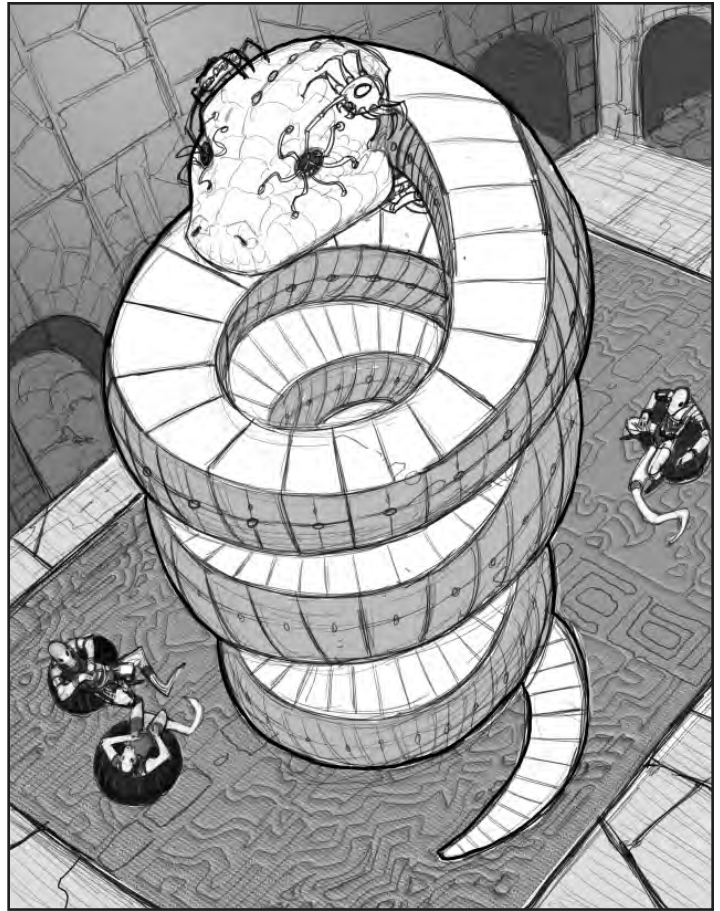
Four years ago, the greens quietly moved the *Athamor* from a common area into their barracks.

The *Athamor* itself must be recharged every 10 days. A human (or goblin, or whatever) is stuffed into the *Athamor* and lit on fire while two of the Authority Scepters are placed into sockets in the huge apparatus. The scepters must remain connected to the *Athamor* for a full 6 hours while the creature inside is burned into energy for the *Athamor* to use. Since two scepters are required, at least two of the societies must cooperate in order to recharge the protective magic items used by the Green Society.

The *Athamor* can fully recharge a magic item that uses charges (or one that must be recharged after a certain amount of time). The time required is generally two hours per charge. For items that have a duration before recharging is needed, the time required for charging is approximately the same amount of time that the charge lasts. The *Athamor* can only recharge native serpentfolk magic items, items created in other lands (such as the surface) are not recharged by its use.

DESTRUCTION

If a creature bitten by Sa-Heloth is placed into the *Athamor* and used as fuel, the magical overload disrupts the *Athamor* for 1 week. There is no known way to shut the *Athamor* down fully.



nothing but savages within 200 years. See the **Sidebox** “Ophrira Sahuesh.”

The **two mechanical spiders** in the machine are *guard spiders* as described in **Area 18M-14**. They are charged well enough to have their normal effects (see **Area 18M-14**).

OPHRIRA SAHUESH, FEMALE SERPENTFOLK WARLORD XP 19,200

CR 12

Female serpentfolk fighter (Tactician) 9 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”; *Pathfinder Roleplaying Game Ultimate Combat* “Tactician”) NE Medium monstrous humanoid
Init +11; **Senses** darkvision 60 ft., scent; **Perception** +15

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 141 (14d10+56 plus 9)

Fort +13; **Ref** +12; **Will** +9

Immune mind-affecting effects, paralysis, poison; **SR** 24

Speed 30 ft.

Melee +1 wounding greatsword +22/+17/+12 (2d6+10 plus 1 bleed/17–20) or bite +14 (1d6+2 plus poison)

Ranged composite longbow +19/+14/+9 (1d8+4/x3) or dagger +19/+14/+9 (1d4+4/19–20)

Special Attacks poison, weapon training abilities (heavy blades +1)

Spell-Like Abilities (CL 14th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 14)

1/day—*blur*, *dominate person* (DC 17), *major image* (DC 16), mass suggestion (DC 18), *mirror image*, *suggestion* (DC 15), *teleport*

Str 18, **Dex** 20, **Con** 18, **Int** 18, **Wis** 14, **Cha** 16

Base Atk +14; **CMB** +18; **CMD** 33

Feats Combat Expertise, Great Fortitude, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Initiative, Leadership, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (greatsword), Weapon Specialization (greatsword)

The leader of the Green Society is **Ophrira Sahuesh**, a female fighter. Although she has not made a final decision, she is on the verge of deciding to take control of the Domes and enslave (“demote” is the word she has settled on) the other societies. Unfortunately for the Reds, Blues and Yellows, Ophrira is a brilliant tactician. If she decides that the time for a revolution has arrived, the revolution arrives. This would, in the long run, be disastrous for the serpentfolk; rebellions by the less-intelligent castes have always been the first step toward degeneracy in serpentfolk history. The genetic balance of the serpentfolk is no longer stable; it is doomed to corrode across the generations if they are not carefully organized and breeding tightly controlled — as it is by the Yellows in this particular settlement. If Ophrira succeeds in a rebellion, the Domes will breed

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

Ophrira Sahuesh

High Warlady of the Green Society

Long-term Goals: Supplant the Arcane Societies with the Green Caste; conquer the Cyclopean Deep

Current plans: Prepare for a potential revolution, which would require seizing one of the other authority-scepters in order to keep the *Athanor* working. Removing the threat of the necrohemomths would be another priority, and possibly a prerequisite.

Allies: None—the possibility of a rebellion is very secret, and she has sought no allies

Enemies and Rivals: Red, Blue and Yellow Societies (serious rivalry), Avarthamna dark stalker civilization (enemies), other cultists of Isclaadra (enemies)

Notes: The only thing keeping Ophrira from taking control of the Domes is the presence of the necrohemomths in the Yellow Society's dome. She might seriously consider hiring some capable mercenaries to remove the necrohemomths from the equation, which would be followed by the Green Society's rebellion ... and as a result, the eventual degeneration of the last serpentfolk in the Deep within two centuries.

Skills Acrobatics +10, Bluff +8, Diplomacy +11, Disguise +8, Escape Artist +20, Intimidate +20, Knowledge (arcana) +9, Knowledge (dungeoneering) +21, Knowledge (geography) +16, Knowledge (history) +13, Knowledge (local) +11, Knowledge (nobility) +8, Perception +15, Sense Motive +10, Spellcraft +9, Survival +6, Use Magic Device +12; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device
Languages Aklo, Common, Dark Folk, Draconic, Undercommon; telepathy 100 ft.

SQ tactician

Gear +1 wounding greatsword, comp. longbow [Str +4], 4 +1 arrows, 2 throwing daggers, green snake-amulet of Sa-Heloth, green surcoat, belt pouch with 5 takkas, 23 gp, 10 sp, and 5 black gems (20 gp each, but one is a Leng-ruby worth 1000 gp; it can be detected if rubbed, which makes it turn a fiery red color), and an Authority Scepter with a green gem atop it (5000 gp).

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

GREEN SOCIETY SERPENTFOLK (10)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* 2 “Serpentfolk”)

Treasure: Green snake-amulet of Sa-Heloth, 1d3 gems worth 100 gp each (10% chance that one of the gems is a Leng-ruby 1000 gp to a Leng-creature).

Note: 2 of these serpentfolk are carrying *scrolls of lightning bolt*, 2 have *wands of invisibility*, and 2 have *wands of dispel magic* (2 charges). The magic items must all be recharged every 5 days. The serpentfolk use their Use Magic Device skill to activate these items.

18M-26. Slave Guards (CR 7)

This room has a heavy steel door in the east wall, with a bar locking it from this side. What looks like a small chalkboard hangs from a hook next to the door. There are **two serpentfolk** in the room.

This is the guard post for the slave barracks in **Area 18M-27**. The guards use the chalkboard to keep track of which slaves are in and out of the room at any given time. The door is not trapped, and the lock is nothing more than a matter of lifting the bar. This door is in constant use, and anything complicated would be a bother for the guards.

Guard Door 2 in. thick; hardness 20; 60 hp; Break DC 28.

At one time, this door was guarded only by one sentry of the Green Society. The other societies have decided that it might be prudent to make sure that Ophrira Sahuesh's followers do not have complete control of who gives orders to the slaves.

GREEN SOCIETY SERPENTFOLK GUARD

CR 5

XP 1,600

hp 61 (see **Area 18M-2**)

Treasure: Green surcoat, green snake-amulet of Sa-Heloth, key ring (to manacles), bandolier-pouch with a twist of copper wire shaped like a person, an ogre tooth, and 1 crystalline gem (100 gp).

BLUE SOCIETY SERPENTFOLK GUARD

CR 5

XP 1,600

hp 61 (see **Area 18M-2**)

Equipment: Blue surcoat, blue snake-amulet of Sa-Heloth, blue robe with light blue sash, *phylactery of blindness* (**New Magic Items Appendix**), 2 gems worth 100 gp each.

Phylactery of Blindness

Aura faint divination and necromancy; **CL** 5th
Slot headband; **Price** 1,000 gp; **Weight** —

DESCRIPTION

A *phylactery of blindness* is a one-use magic item that cannot be recharged. It is a rune carved into a wax disk that is tied to the wearer's forehead. When the wearer speaks a command word (often scribed on the phylactery itself, as an aid to memory), the wax disk flashes with intolerable brightness for a split second and is then gone. Anyone in front of the phylactery's wearer must make a DC 15 Fortitude save or be blinded for 3d6 rounds.

Only the Red Society serpentfolk of the Cyclopean Deep know the proper formulation of the magical wax used in crafting these items, and only the Blue Society retains the mystical knowledge required to scribe the rune of power into the soft substance. However, it might be possible for a skilled magic crafter, provided that the character or hire possesses an undamaged phylactery, to duplicate the material and the rune.

Any sort of fire or very intense heat damages or destroys a phylactery of blindness.

CONSTRUCTION

Requirements Craft Wondrous Item, *blindness*;
Cost 500 gp

18M-27. Slave Corral (CR 5)

The walls of this room are lined with stinking bed-pallets of bundled straw. A few holes near the wall reek of urine, and there are numerous rusty manacles on the walls, although not nearly as many as the number of pathetic beds. Gaunt humans and goblins, most wearing heavy leg-irons, peer at you with terrified eyes.

This is where the serpentfolk imprison their **slave laborers**, or slaves

CYCLOPEAN DEEPS VOLUME 1

that will fight in the arena to summon Sa-Heloth (see **Area 18M-10**). If all the slaves are freed, and the humans returned to the surface safely (the goblins flee at first opportunity), award the PCs experience as if overcoming a CR 5 encounter.

HUMAN SLAVES (6)

CR 1/4

XP 100

Male and Female human commoner 1

N Medium humanoid (human)

Init +0; Perception +0

AC 10, touch 10, flat-footed 10

hp 8 (1d6+1 plus 4)

Fort +1; Ref +0; Will +0

Speed 30 ft.

Melee unarmed strike +1 (1d3+1)

Str 12, Dex 11, Con 12, Int 11, Wis 10, Cha 9

Base Atk +0; CMB +1; CMD 11

Feats Skill Focus (Profession), Toughness

Skills Climb +5, Profession (any one) +7, Swim +5

Languages Common

GOBLIN SLAVES (10)

CR 1/3

XP 135

Male and Female goblin warrior 1 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Perception -1

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 6 (1d10+2)

Fort +3; Ref +2; Will -1

Speed 30 ft.

Melee unarmed strike +2 (1d2)

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

18M-28. Dome of the Blue Society

You are entering what must be the southwestern dome. Instead of being filled with the greenish mist, you can see that the mist clings to the inside surface of the dome itself, providing a sickly illumination throughout the large space.

- In the center of the dome is a shallow pit in the floor about 100 ft. in diameter.
- To the north, you can see the rock wall of the cavern. The dome is not a circle; it is simply built against the stone.
- Two smaller domes are here: one is against the rocky north wall, and the other is freestanding in the eastern part of the dome.
- The southernmost part of the dome contains a tall, cylindrical wall that has an opening in its north, facing the middle of the dome.
- Another high wall is in the western part of the dome, but this second wall is featureless and follows the curve of the dome.
- Perhaps 20 low desks and bowl-shaped basket chairs are placed throughout the room.

This dome is the province of the Blue Society of the Serpentfolk, whose specialty is scribing runes and writing scrolls. The magic of writing is their art, including the preparation of such items as the *phylactery of blindness*.

The various desks around the dome are used for writing and copying, but they do not have drawers or compartments; all of them are empty and hold nothing of interest for the adventurers.

Roster of the Blue Society

Members of the Blue Society are:

Keta Kaash, the High Runemaster (18M-28C)

Essua, 5HD spellcaster (18M-3)

1 patrolling spellcaster (18M-13)

1 sleeping (18M-18)

2 eating (18M-22)

1 slave-guard (18M-26)

3 reading (18M-28B)

2 lounging (18M-28E)

The Green Roshor Emeraldis is usually with Keta Kaash, but is not a member of the Blue Society (18M-28C)

A. Sleeping Area

If the characters go round to see the outer side of this wall (which is 30 ft. tall):

The outer edge of the wall is deeply indented with alcoves that are about 4 ft. deep. There does not appear to be anything in any of the alcoves.

If anyone steps into one of the alcoves, it instantly causes them to begin *levitating* and to fall asleep for 8 hours unless awakened (DC 20 Will save negates).

The sleeping area is currently empty.

B. Reading and Library Area (CR 7)

This wall is 30 ft. tall, but a 50 ft. wide gap allows anyone to walk in and out of the closed-in area.

The featureless cylindrical wall encloses a mini-library. No bound books are here, but hundreds of scroll tubes are stored in vertical nets of hanging fungus-fibers. A 10 ft. tall spiral stair mounted on wheels is obviously used to reach the higher scrolls.

Three members of the Blue Society are here, looking through scrolls.

BLUE SOCIETY SERPENTFOLK (3)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* 2 "Serpentfolk")

Treasure: Blue snake-amulet of Sa-Heloth, sash-box with 1d3 gems (100 gp each). The strongest of the serpentfolk wears a *phylactery of blindness* (**New Magic Items Appendix**).

C. Keta Kaash's Dome

This featureless dome rises quickly to 10 ft. in height.

The only way to enter Keta Kaash's dome is to touch it with a blue amulet of Sa-Heloth, which causes an opening to appear. **Keta Kaash** is the leader of the Blue Society of the Serpentfolk, and this dome is his private quarters, shared only by his watchful bodyguard, **Roshor Emeraldis**. Unlike the other serpentfolk leaders, Keta Kaash does not employ a bodyguard from his own faction: Roshor Emeraldis is a member of the Green Society.

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

KETA KAASH, SERPENTFOLK HIGH RUNEMASTER

CR 11

XP 12,800

Male serpentfolk universalist 8 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

NE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft., scent; **Perception** +14

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 68 (5d10+5 plus 8d6+8)

Fort +6; **Ref** +8; **Will** +13

Immune mind-affecting effects, paralysis, poison; **SR** 23

Speed 30 ft.

Melee bite +11 (1d6–1 plus poison) and unarmed strike +11/+6 (1d3–1)

Special Attacks hand of the apprentice (8/day), poison

Spell-Like Abilities (CL 13th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 12) 1/day—*blur*, *dominate person* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 13)

Spells Prepared (CL 8th; melee touch +8, ranged touch +11): 4th (3/day)—*bestow curse* (DC 19), *dimension door*, *ice storm* 3rd (4/day)—*dispel magic*, *haste*, *protection from energy*, *slow* (DC 18),

2nd (4/day)—*blood transcription*, *invisibility*, *mirror image*

1st (6/day)—*charm person* (DC 16, x2), *magic missile* (x2), *mage armor*, *unseen servant*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *read magic*

Str 8, **Dex** 15, **Con** 12, **Int** 21, **Wis** 16, **Cha** 13

Base Atk +9; **CMB** +8; **CMD** 20

Feats Combat Casting, Craft Wondrous Item, Dimensional Agility, Great Fortitude, Improved Counterspell, Improved Initiative, Scribe Scroll, Spell Mastery, Weapon Finesse

Skills Acrobatics +7, Craft (calligraphy) +16, Disguise +6, Escape Artist +15, Knowledge (arcana) +21, Knowledge (history) +13, Knowledge (local) +13, Knowledge (nobility) +13, Knowledge (religion) +13, Linguistics +21, Perception +14, Sense Motive +13, Spellcraft +21, Survival +7, Use Magic Device +11; **Racial**

Modifiers +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ metamagic mastery (1/day)

Combat Gear scroll of fly, scroll of magic missile (x2), scroll of see invisibility, scroll of wall of fire; **Other Gear** dark blue robes and light blue hood, pouch of 100 gp and 2 six-sided dice, spell component pouch, blue snake-amulet of Sa-Heloth, phylactery of blindness, scepter with blue snake-head gem atop it (6000 gp). The scepter is an "authority scepter" — it is not inherently magical, but its shape activates or deactivates certain magical "receptors" built into the domes. In consequence, the scepters have an importance beyond their mere monetary value. For example, the authority-scepters open the prison in **Hex 17J**.

Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

**Pathfinder Roleplaying Game Ultimate Magic*

***Pathfinder Roleplaying Game Ultimate Combat*

ROSHOR EMERALDIS, SERPENTFOLK BODYGUARD

CR 9

XP 6,400

Male Serpentfolk Fighter (Two-Handed Fighter) 6 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Two-Handed Fighter")

NE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; **Perception** +13

AC 23, touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 natural)

hp 99 (11d10+33 plus 6)

Fort +11; **Ref** +9; **Will** +7

Immune mind-affecting effects, paralysis, poison; **SR** 21

Speed 20 ft.

Melee +1 greatsword +19/+14/+9 (2d6+11/19–20) or bite +16 (1d6+7 plus poison) and unarmed strike +16/+11/+6 (1d3+5)

Ranged +1 composite longbow +15/+10/+5 (1d8+6/x3)

Special Attacks poison, weapon training abilities (heavy blades +1)

Spell-Like Abilities (CL 11th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 11) 1/day—*blur*, *dominate person* (DC 14), *major image* (DC 13), *mirror image*, *suggestion* (DC 12)

Str 21, **Dex** 17, **Con** 17, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +16; **CMD** 27

Feats Alertness, Great Fortitude, Improved Initiative, Intimidating Prowess, Point-Blank Shot, Power Attack, Precise Shot, Weapon Finesse, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +3 (–1 jump), Disguise +5, Escape Artist +11, Intimidate +9, Knowledge (arcana) +6, Perception +13, Sense Motive +8, Spellcraft +6, Use Magic Device +9; **Racial**

Modifiers +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

Gear masterwork green full plate, +1 greatsword, +1 composite longbow [Str +5], 4 +1 drow arrows, 16 arrows, green surcoat, belt pouch containing 3 takkas, 5 gp, 2 hot-pink gems carved into serpents (200 gp each), and one fragment of dark rock (a Leng-ruby 1 gp, or 1000 gp to a Leng-creature).

Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

If the characters are able to speak to Keta Kaash and persuade him that they are reliable (DC 20 Diplomacy check), he might hire them to find the missing Blue Society member Saja Kha, who was on a mission to the Fortress of Ques Querax. Keta Kaash admits that Saja Kha was probably killed and eaten by someone or something, but if the party can bring any word of the missing scholar, the Blue Society pays an acceptably large reward. If the characters actually rescue Saja Kha and return him to the Domes, the Blue Society pays quite a large reward, including some scrolls and *phylacteries of blindness* if the characters think to ask about magic items. See **Hex 3H-23** in *Chapter 2: Eye of the Titan* for Saja Kha's whereabouts.

D. Treasure Dome

This dome contains the treasure of the Blue Society, which is kept in 10 floating globes of ectoplasm similar to the one mentioned in **Chapter 4, Area 13R-18**. This substance creates an opening into the ethereal plane of existence where the treasure is stored. This particular type of ectoplasm is poisonous to non-reptiles. Anyone reaching into one of the globes must make a DC 20 Fortitude save or suffer the effects.

POISONOUS GLOBES

Type poison (contact); **Save** Fortitude DC 20

Frequency 1/round for 1d3+1 rounds

Effect 1d3 Con damage; **Cure** 2 consecutive saves

Globe #1: This globe contains a wooden box of 3000 gp, a strange yellow gem (100 gp), and an ivory letter opener (50 gp).

Globe #2: This globe contains a leather bag with some dried herbs (used in making magical ink and worth 200 gp to an alchemist), a second bag containing 3 Leng-rubies worth 100 gp or 1000 gp to a Leng-creature, and a human finger-bone left from a thief who died of the ectoplasmic

CYCLOPEAN DEEPS VOLUME 1

poison 30 years ago.

Globe #3: The poison on this ectoplasmic globe was created incorrectly and is poisonous to reptiles as well as everyone else. In consequence, the serpentfolk have left it alone for more than a hundred years. The globe contains 40 spheres of solid ivory, each of them a different gradation of many colors. Each one has a rune carved into it. No one remembers what these are for; they are not magical and the runes are intrinsically meaningless.

Globe #4: This globe contains a locked metal chest containing 703 gp, 12 sp, and 2000 cp.

Globe #5: This globe contains 3 *potions of cure moderate wounds* and 8 *phylacteries of blindness*.

Globe #6: This globe contains 12 blue snake-amulets of Sa-Heloth, a box of 12 blank wax phylacteries, and a loose 25 gp gem (a flawed opal).

Globe #7: This globe is empty.

Globe #8: This globe contains a gold coronet with a fiery blue Leng-ruby worth 500 gp (or 5000 gp to a Leng-creature).

Globe #9: This globe contains a *scroll of raise dead*.

Globe #10: This globe contains a *scroll of fireball*.

E. Lounge Pit (CR 7)

This pit has shallow, sloping sides, and contains several hundred cushions. A hookah on a low table is in the center of the pit. **Two serpentfolk** in blue robes are smoking from the hookah, fragrant clouds of tobacco (or something like it) drifting above their reptilian heads.

A net of fungus strands is slung underneath the table to store items. It contains a flint and steel along with 5 bags of different tobaccos (each worth 50 gp).

The hookah is 5 ft. tall, made of blue stained glass, and a glass bas-relief of a rune upon it. The rune has no intrinsic meaning that can be garnered from Linguistics or *comprehend languages*, but the spell reveals that the rune is pronounced "Sa-Heloth." It is worth 50 gp.

Two serpentfolk are lounging in the pit, smoking. If they are alerted to the presence of intruders, they call the **4 trained cobras** that nest in the cushions, and direct them to attack.

BLUE SOCIETY SERPENTFOLK (2)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

Equipment: Blue snake-amulet of Sa-Heloth, 1d3 gems (100 gp each). One carries a *potion of invisibility*; the other one carries 2 *potions of cure moderate wounds*.

COBRAS (4)

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary 2* "Snake, Venomous")

Keta Kaash

High Runemaster of the Blue Society

Long-term Goals: Conquer the Cyclopean Deeps, with the Blue Society ascendant over its lesser rivals

Current plans: Rescue Saja Kha (see **Hex 3H–23** in *Chapter 2: Eye of the Titan*)

Allies: Interests coincide with the Kshamarat dark stalkers, but it is neither a friendly nor a reliable relationship.

Enemies and Rivals: Red and Yellow Societies (minor rivalry), Green Society (potentially enemies), Avarthamna dark stalker civilization (enemies), other cultists of Isclaadra (enemies)

Note: If the characters actually fly or levitate up to the top of the dome, they discover that the mist is piped in (from **Area 18M–29E**). Casting a *fireball* or a *lightning bolt* spell down the pipe has interesting results. Keep in mind, though, that a *fireball* has a backblast in the pipe that turns the pipe into a flamethrower at both ends. On the other hand, it's probably worth it (see **Area 18M–29E**).

18M–29. Dome of the Red Society

This is the entrance to the Northern Dome, a vast area in which green mist curls and clings to the inside of the dome's walls, casting a murky, aqueous light throughout the dome. This dome is clearly the source of the green mist: A bizarre, curving pipe runs through the dome, and more pipes lead upward from this machine to pump green mist upward to the dome's high ceiling. The other extremely startling features of the room are two massive, coiled serpent statues, each 20 ft. tall.

Other less dramatic structures are in the room as well.

- A featureless wall runs along the line of the dome in the west.
- A circular pit sits roughly in the middle of the dome, with a dead bugbear hanging from a tall stake.
- A smaller dome-within-the-dome, 20 ft. high and 100 ft. across, sits a hundred feet or so north of the pit.

The Red Society of the serpentfolk are the expert alchemists and potion-brewers. They manufacture the wax used to make *phylacteries of blindness* and the pressed-fungus jhoat sticks that are chewed as a mild narcotic by many denizens of the Deeps.

Because the Red Society has to trade for many alchemical ingredients and pays for these with potions or other alchemy-derived goods, they are much more aware of the outside world than the other societies. It is the Red Society that began trade with the denizens of Leng (although the creatures cannot truly be counted as allies), and most contact with duergar and other races of the Cyclopean Deeps is handled by Red Society members. The Yellow Society has a tendency to grab the credit whenever outside contact pays off. The Reds are coming to resent this more and more as the Yellow Society continues to grow more obsessed with their necrohemomths and dissections, and less interested in guarding the Domes or maintaining relations with allies.

Roster of the Red Society

Members of the Red Society are:

Erish Isthia, the High Alchemist (**18M–29D**)

Raa Essanaghi, the Vizier (**18M–29D**)

1 patrolling spellcaster (**18M–13**)

2 spellcasters on guard (1 at each **18M–14** location)

1 in sleep-levitation (**18M–18**)

2 eating (**18M–22**)

2 in sleep-levitation (**18M–29A**)

3 normal members lounging (**18M–29C**)

1 spellcaster lounging (**18M–29C**)

A. Sleeping Area (CR 6)

If the characters go round to see the outer side of this wall (which is 30 ft. tall):

The outer edge of the wall is deeply indented with alcoves that are about 4 ft. deep. **Two serpentfolk** in red robes, asleep or dead, are floating in two of the alcoves.

This is the sleeping-chamber of the Red Society. If the dome has been

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

alerted, these 2 serpentfolk are awake in this area and all of the alcoves are empty.

If anyone steps into one of the alcoves, it instantly causes them to begin *levitating* and to fall asleep for 8 hours unless awakened (DC 20 Will save negates).

RED SOCIETY SERPENTFOLK (2)

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary 2 "Serpentfolk")

CR 4

Treasure: Red snake-amulet of Sa-Heloth, *potion of haste*, *potion of cure moderate wounds*, 1d4 gems worth 100 gp each (10% chance that one of the gems is a Leng-ruby 1000 gp to a Leng-creature).

B. Alchemical Stations

A massive metal statue of a coiled serpent reaches 20 ft. in height.

This is actually an alchemical work-area, closed into the protective embrace of a metallic shell. If it is touched by a red amulet of Sa-Heloth (*only* a red one works), the coils retract in a spiral into the floor of the dome, a process that takes 10 minutes to complete. The topmost coils remain above the ground, fanning into several countertops with alchemical equipment.

Examining the countertops and shelves of the retracted work area reveals several different alchemical devices and materials.

Apparatus #1 (wax-molding): A funnel leads into a covered cauldron that hangs over a fire pit. Tubes lead from halfway up the cauldron downward into a tray that has several disk-shaped indentations in the bottom. Wax ingredients are heated in the cauldron, and the wax boils through the tubes and down into the mold. When it dries, the wax disks are delivered to the Blue Society to be turned into *phylacteries of blindness*.

Apparatus #2 (distillation): A complicated tangle of copper tubes, crystalline flasks and small fire-bowls. This is just a distilling apparatus, used for purifying liquid ingredients.

Apparatus #3 (jhoat manufacture): A large kettle over a fire-pit, with a huge wooden ladle. Next to it is a screw-driven press that would squash anything under it into a mold (a tray that is inserted under the press). Several trays sit beside the press, all of them containing shapes for foot-long wands. This is the machine used to press a fungus-mixture into jhoat-sticks.

C. Lounging Pit (CR 9)

This is a very wide bowl-shaped depression covered with rugs and cushions in the floor. Several basket-chairs and low tables are here, plus some decanters of purple wine. In the middle of the pit is a wooden stake 15 ft. tall. A bugbear — apparently dead — is nailed to it near the top. It appears that the death took a very long time, but no blood or mess is on the surrounding cushions.

This is a relaxation area. The six wine decanters are worth 25 gp each. The wine in them is worth only 1 gp per decanter. Four members of the Red Society are in the area unless they have been lured away. Three are **serpentfolk**, and the fourth is a **serpentfolk spellcaster**.

RED SOCIETY SERPENTFOLK (3)

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary 2 "Serpentfolk")

CR 4

Equipment: Red snake-amulet of Sa-Heloth, each has a *potion of cure light wounds*, 1d4 gems worth 100 gp each (10% chance that one of the gems is a Leng-ruby 1000 gp to a Leng-creature).

RED SOCIETY SERPENTFOLK SPELLCASTER

XP 3,200

hp 50 (see Area 18M-3, with the following changes: **Spells**

CR 7

Known 2nd (4/day)—*acid arrow*; 1st (8/day)—*charm person* (DC 16), *expeditious excavation* (DC 16), *mage armor*, *magic missile*; 0 (at will)—*bleed* (DC 15), *daze* (DC 15), *detect magic*, *message*, *open/close* (DC 15), *ray of frost*
Combat Gear *potion of invisibility*, *potion of displacement*, *potion of cure serious wounds*; **Other Gear** red robes, red snake-amulet of Sa-Heloth, 30 greenstone tiles, pouch of 4 knucklebones, belt pouch containing 5 takkas, 27cp, 1 jhoat-stick, and a receipt for 3 jhoat-sticks.

D. Leader's Dome (CR 12)

The leader of the Red Society is **High Alchemist Erish Isstha**. He is accompanied by his vizier, **Raa Essanaghi**.

ERISH ISSTHA, SERPENTFOLK HIGH ALCHEMIST

CR 11

XP 12,800

Male serpentfolk alchemist (Vivisectionist) 8 (Pathfinder Roleplaying Game Bestiary 2 "Serpentfolk"; Pathfinder Roleplaying Game Ultimate Magic "Vivisectionist")
NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +12

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 89 (5d10+10 plus 8d8+16)

Fort +13; **Ref** +17; **Will** +10; +6 bonus vs. poison

Immune mind-affecting effects, paralysis, poison; **Resist** poison resistance; **SR** 23

Speed 30 ft.

Melee bite +16 (1d6–1 plus poison) and unarmed strike +16/+11/+6 (1d3–1)

Special Attacks poison, sneak attack +4d6

Spell-Like Abilities (CL 13th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 14)
1/day—*blur*, *dominate person* (DC 17), *major image* (DC 16), *mirror image*, *suggestion* (DC 15)

Extracts Prepared (CL 8th):

3rd—*cure serious wounds*, *gaseous form*

2nd—*bull's strength*, *invisibility*, *resist energy*, *restoration*

1st—*ant haul*[#], *cure light wounds*, *shield*, *true strike*

Str 8, **Dex** 20, **Con** 14, **Int** 21, **Wis** 14, **Cha** 16

Base Atk +11; **CMB** +10; **CMD** 25

Feats Brew Potion, Great Fortitude, Improved Initiative, Improved Poison^{*}, Master Alchemist[#], Master Craftsman, Skill Focus (Craft [alchemy]), Throw Anything, Weapon Finesse

Skills Acrobatics +10, Bluff +8, Craft (alchemy) +31 (+39 to create alchemical items), Craft (Poison) +16, Diplomacy +8, Disguise +8, Escape Artist +18, Intimidate +11, Knowledge (arcana) +13, Knowledge (dungeoneering) +10, Knowledge (engineering) +7, Knowledge (geography) +15, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +13, Knowledge (religion) +7, Linguistics +7, Perception +12, Profession (brewer) +10, Sense Motive +8, Sleight of Hand +9, Spellcraft +14, Survival +6, Use Magic Device +15; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device, alchemy
Languages Aklo, Common, Dark Folk, Draconic, Terran, Undercommon; telepathy 100 ft.

SQ discoveries (alchemical simulacrum, extend potion [5/day], lingering spirit, spontaneous healing [20hp/day]), fast poisoning, mutagen, poison use, swift alchemy, torturous transformation

Combat Gear *potion of cure serious wounds*, *potion of heroism*, 2 *potions of mage armor*; **Other Gear** cloak of resistance +2, dark red robes and scarlet hood, pouch of 7 takkas and a package of meat jerky (mouse), red snake-amulet of Sa-Heloth, *phylactery of blindness*, Authority Scepter with red snake-head gem atop it (6000 gp).

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round

CYCLOPEAN DEEPS VOLUME 1

for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

**The Tome of Horrors Complete*

#*Pathfinder Roleplaying Advanced Player's Guide*

RAA ESSANAGHI, VIZIER OF THE RED SOCIETY XP 4,800

CR 8

Male serpentfolk monk (Monk of the Sacred Mountain)
5 (*Pathfinder Roleplaying Game Bestiary* 2 "Serpentfolk";
Pathfinder Roleplaying Advanced Player's Guide "Monk of
the Sacred Mountain")

LE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +21

AC 33, touch 21, flat-footed 27 (+5 armor, +1 dodge, +5 Dex, +1 monk, +7 natural, +4 Wis)

hp 92 (5d10+15 plus 5d8+15 plus 10)

Fort +10; **Ref** +13; **Will** +12; +2 vs. enchantment

Defensive Abilities iron limb defense; **Immune** disease, mind-affecting effects, paralysis, poison; **SR** 20

Speed 40 ft.

Melee bite +13 (1d6+4 plus poison) and unarmed strike +13/+8 (1d8+3) or flurry of blows +13/+13 (1d8+3)

Special Attacks ki strike (magic), poison, stunning fist 6/day (DC 19)

Spell-Like Abilities (CL 13th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 10)

1/day—*blur*, *dominate person* (DC 13), *major image* (DC

12), *mirror image*, *suggestion* (DC 11)

Str 17, **Dex** 20, **Con** 16, **Int** 18, **Wis** 19, **Cha** 9

Base Atk +8; **CMB** +13; **CMD** 32

Feats Alertness, Blind-Fight, Deflect Arrows, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Toughness, Weapon Finesse

Skills Acrobatics +18 (+22 jump), Climb +11, Diplomacy +1, Disguise +4, Escape Artist +26, Intimidate +7, Knowledge (arcana) +9, Perception +21, Sense Motive +21, Spellcraft +9, Stealth +18, Survival +10, Use Magic Device +8; Racial Modifiers +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ ac bonus, bastion stance, fast movement, ki defense, ki pool (6 points), maneuver training, purity of body, stunning fist (stun), unarmed strike

Combat Gear *potion of heroism*, *potion of cure serious wounds*; **Other Gear** *amulet of natural armor* +3, *bracers of armor* +5, red snake-amulet of Sa-Heloth, *stone of conjuring earth elementals*, belt pouch containing 3 black Leng-rubies (worth 50 gp each, 2000 gp to a Leng-creature).

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is

Constitution-based.

If he is given 4 rounds to stay in his dome and prepare for combat, Erish uses the time to prepare *bull's strength* and *shield* extracts for Raa, who then emerges from the dome to fight, then uses another *shield* on himself. If he does not think he has a chance to prepare (e.g., he is immediately faced with attackers) he uses his prepared *potion of mage armor* to protect himself, uses his *stone* to conjure an elemental, sounds an alarm (if it has not already sounded), and returns to face the attackers.

HUGE EARTH ELEMENTAL

CR 7

XP 3,200

hp 95 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Earth")

E. Mist Generator

This long contraption is a metal pipe that seems to have been extruded or molded without any visible seams. Spiraling pipes rising from the main body to the dome's ceiling belch out the glowing green mist.

This apparatus also pumps mist through underground pipes to the other two domes. In the other domes, the mist emerges at the top of the connecting rock wall. The mist itself is completely inert, but the interior of the machine is under high pressure and contains flammable elements, including gas that has not yet been turned into its inert state. If fire or lightning manages to get inside the machine without breaching the machine's skin—in other words, through a pipe—the machine explodes, doing 6d6 points of fire damage (DC 20 Reflex save for half) to everything within 100 ft. of the pipe in all directions, and causes chunks of the dome roof to fall (each individual other than in an alcove of A or in the dome at D has a 10% chance to take an additional 3d6 points of damage (DC 20 Reflex save for half) from the huge plates of falling crystal. Poison gas begins to fill the dome from the floor up, reaching Small-height noses in 3 rounds, and Medium noses in 5 rounds. One DC 18 Fortitude save allows a person to survive in the poison gas for up to 5 combat rounds before having to make another saving throw. The gas dissipates in 1d3 days.

POISON GAS

Type poison (inhaled); **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Initial Effect 1 Con drain; **Secondary Effect** 2d6 Con damage; **Cure** 1 save.

This mini-apocalypse can also be accomplished from the other two domes by casting the right spell through the pipes.

18M-30. Yellow Society's Dome

You are entering what must be the southeast dome. Glowing green mist clings to the inside surface of the dome itself, providing a sickly illumination throughout the large space. You can see that the dome is not a full circle; it comes up to the rock wall of the cavern and stops. The vast dome has several features that draw your attention.

- To the west is a long, curving table with nasty-looking cutting tools, chains and wrist-cuffs.
- To the south is a long, S-shaped, 30 ft. tall blank wall.
- In the southeast is a pit 100 ft. across, with stairs leading down into it.
- Just north of that are some mind-bogglingly enormous giant snakes
- Another smaller dome is attached to the northern cavern wall, and beyond that is the opening to another dome.

Erish Isstha

High Alchemist of the Red Society

Long-term Goals: Conquer the Cyclopean Deeps, with the Red Society ascendant over its lesser rivals

Current plans: Accumulate treasure and trade for the Domes, allowing the serpentfolk to hire mercenaries and subvert rivals.

Allies: Weak but improving alliance with the Kshamarat dark-folk, trade with the denizens of Leng

Enemies and Rivals: Blue and Yellow Societies (minor rivalry), Green Society (potentially enemies), Avarthamna dark stalker civilization (enemies), other cultists of Isclaadra (enemies)

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

This is the dome of the Yellow Society of the serpentfolk. These are the necromancers, the dissectors, the punishers, and the executioners of the stronghold. Although it is not an official status, the Yellow Society serpentfolk are the *de facto* leaders of the complex, and the other serpentfolk follow orders given to them by one of the Yellows.

A. Sleeping Area

If the characters investigate behind the “blank wall” they discover the sleeping arrangement that is by now probably familiar to them:

The outer edge of the wall is deeply indented with alcoves that are about 10 ft. deep.

These are the sleeping alcoves for the Yellow Society. They are currently empty. As with the similar alcoves throughout the complex, if anyone steps into one, it instantly causes them to begin levitating and to fall asleep for 8 hours unless awakened (DC 20 Will save negates).

Roster of the Yellow Society

Members of the Yellow Society are:

T'sashish Aoor, the High Necromancer (18M-30C)
Dzeeza Usuu, the Dissector (18M-30B)
3 necrohemomths (18M-30D)
3 Lounging Yellow Society members (18M-30E)
Zeshir, 5HD spellcaster (18M-12)
1 patrolling spellcaster (18M-13)
2 eating (18M-22)

Roster of the Whites

Not all of the serpentfolk are members of a society. **Lash** and **Gnash** are degenerates. **Jessrahiz Ish** and **Erobard Shaoun** hold positions that require them to be non-aligned. They are considered “Whites,” with no society membership. The two non-degenerates have white amulets of Sa-Heloth that allow them to move freely through the complex. Lash and Gnash are not trusted with unrestricted access.

Lash and Gnash, T'sashish Aoor's guards (18M-30C)
Erobard Shaoun (18M-23)
Jessrahiz Ish, the Incubator (18M-31)

B. Dissection Table (CR 8)

This is a long table with racks of cutting instruments ranging from 6 ft. long saws down to small scalpels. The table has sets of handcuffs and restraints along its length, and a complex arrangement of drains, pipes and filters is attached to the underside of the table surface.

It's fairly obvious what this table is for. The Yellow Society are necromancers, and this is where they do much of the dirty work involved with that sort of interest. **Dzeeza Usuu**, the Dissector, is here. There is a 50% chance that he is working on a dissection, and if so, a 25% chance that the subject is still alive (50% goblin, 50% human).

DZEEZA USUU, THE DISSECTOR XP 4,800

Male serpentfolk alchemist (Vivisectionist) 5 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”; *Pathfinder*

CR 8

Roleplaying Game Ultimate Magic “Vivisectionist”)

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +14

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 69 (5d10+10 plus 5d8+10)

Fort +9; **Ref** +13; **Will** +7; +4 bonus vs. poison

Defensive Abilities fortification 25%; **Immune** mind-affecting effects, paralysis, poison; **Resist** poison resistance; **SR** 20

Speed 30 ft.

Melee bite +13 (1d6-1 plus poison) and unarmed strike +13/+8 (1d3-1)

Special Attacks bombs poison, sneak attack +3d6

Spell-Like Abilities (CL 10th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 11)
1/day—*blur*, *dominate person* (DC 14), *major image* (DC 13), *mirror image*, *suggestion* (DC 12)

Extracts Prepared (CL 5th):

2nd—*cat's grace*, *restoration*

1st—*cure light wounds*, *enlarge person*, *identify*, *reduce person*

Str 8, **Dex** 20, **Con** 14, **Int** 20, **Wis** 14, **Cha** 10

Base Atk +8; **CMB** +7; **CMD** 22

Feats Brew Potion, Great Fortitude, Improved Initiative, Self-Sufficient, Skill Focus (Craft [alchemy]), Throw Anything, Weapon Finesse

Skills Acrobatics +10, Craft (alchemy) +24 (+29 to create alchemical items), Craft (Poison) +9, Disguise +5, Escape Artist +18, Heal +13, Knowledge (arcana) +13, Knowledge (nature) +13, Perception +14, Profession (butcher) +10, Profession (torturer) +10, Sense Motive +12, Sleight of Hand +17, Spellcraft +15, Survival +13, Use Magic Device +13; Racial Modifiers +8 Escape Artist, +4 Use Magic Device, alchemy

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ discoveries (bleeding attack +3, preserve organs 25%), fast poisoning, mutagen, poison use, swift alchemy

Gear yellow robe, yellow snake-amulet of Sa-Heloth, belt pouch containing 2 takkas, a mirror on a bent piece of silver, a scalpel, a dried eyeball, and four teeth of an unknown sort.

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

Working together, the Dissector and the Incubator (Jessrahiz Ish, **Area 18M-31**) can implant serpentfolk eggs into a living body. These grow rapidly and kill the host in 1d4+3 days to yield a good crop of eggs that are almost ready to hatch. This is not the normal way for serpentfolk to breed; it is an accelerated process the serpentfolk of the Domes developed. They are not aware that the rapid incubation is leading to weaker-minded hatchlings.

C. Leader's Dome

This is a crystalline dome sealed by a round metal hatch.

This dome is the combined office and sleeping chamber of **T'sashish Aoor**, High Necromancer of the Yellow Society. In this capacity, he is, in effect, the leader of the entire complex of serpentfolk, for the Yellow Society is currently supreme of the four. T'sashish Aoor is a grandiose thinker and, by human standards, utterly mad. He is extraordinarily charismatic, and most of the serpentfolk (including the Green Society) consider him intense but otherwise levelheaded, which he is not. An

CYCLOPEAN DEEPS VOLUME 1

outside observer would note that, just as the simmering rebellion of the Green Society evidences the advance of social decay among the serpentfolk of the Cyclopean Deeps, so does T'sashish Aoor's madness—and the inability of the others to recognize it—represent a personal instance of advancing decay. He is in many ways an avatar of the rot within his ancient species. T'sashish Aoor's goal is nothing less than the eradication of all non-serpentfolk life (excluding plants, and “cattle” species). He is obsessed with the “annihilation” that took place in Izamne centuries ago, and broods upon the lake into which these thousands of bodies were consigned (see *Chapter 8: Flagon of the Death God*). If he could come up with a way to kill every living being in the city of Izamne, he would undertake the task. Despite his rather decayed state of mind, however, he still understands that the power of the Demon-Prince Isclaadra is greater than that of the serpentfolk. He even, vaguely, realizes that his people are becoming weaker over time rather than stronger. He has come to believe that the growing weakness is not due to any fault in the serpentfolk themselves—and certainly not his own leadership—but that Sa-Heloth requires him personally to lead the serpentfolk in a crusade against the living species of the Cyclopean Deeps, filling the tunnels with a wash of their impure, non-serpentine blood, and raising them back as an undead army to serve the newly-victorious masters of the primordial catacombs. To be led, of course, by T'sashish Aoor. The first step in his plan is to somehow retrieve the seven-page *Umpathra Manuscript* from the denizens of Leng, which—he believes—would allow him to set these events in motion.

If T'sashish Aoor believes that the Domes are about to fall to an attack by enemies, he tries to grab the scroll of the *Yellow Words* and get to **Area 18M-10** where he summon Sa-Heloth from the waters of the lake.

T'sashish Aoor

T'sashish Aoor, High Necromancer of the Yellow Society

Long-term Goals: Conquer the Cyclopean Deeps, with the Yellow Society ascendant over its lesser rivals, and all living creatures turned into undead slaves

Current plans: Retrieve the seven-page *Umpathra Manuscript* from the Leng-men to increase his wizardly power.

Allies: Weak but improving alliance with the Kshamarat darkfolk

Enemies and Rivals: Red and Blue Societies (minor rivalry), Green Society (potentially enemies), Avarthamna dark stalker civilization (enemies), other cultists of Isclaadra (enemies)

The High Necromancer is always accompanied by his two guards, **Lash** and **Gnash**, who are actually fully-degenerated serpentfolk that T'sashish Aoor smuggled out of the orchards of Yiquooloome (see *Chapter 10: Orchard of Yiquooloome*). T'sashish had the idea that breeding the “stronger stock” of the degenerated serpentfolk into the Green Society might produce a strong army of warriors to lead the serpentfolk of the domes to victories throughout the Deeps. Ophira Sahuesh, the leader of the Green Society, blocked the plan, however, refusing to have her society “infected” with degeneracy. After a days-long tantrum, T'sashish appointed the two semi-feral serpentfolk as his guards and abandoned plans to breed them.

If the characters establish an alliance with T'sashish rather than simply attacking, he is ecstatic to have some agents who are not obviously serpentfolk. He might engage them for a variety of missions:

- Scouting and mapping the Orchards of Yiquooloome, or stealing degenerate serpentfolk for study or recruitment.
- Stealing the *Book of Stonebinding* from the Duergar to trade it with the aboleth in **Hex 14L**. See *Chapter 11: Mines of the Duergar*.
- Assassinating prominent dark stalkers in Izamne, or defending the Serpentfolk embassy from an imminent attack (which does happen from time to time; Izamne is a dangerous place). See *Chapters 3* and *4*.

In return, as well as monetary rewards, T'sashish offers the characters ownership of various places; for instance, if they can kill Yiquooloome (*Chapter 11*), T'sashish offers to make the characters “barons” and honor their rulership of that area. There could even, conceivably, be some value to this if the characters decided to establish a stronghold in the Cyclopean Deeps. The serpentfolk leader would still plan to — eventually — kill everyone and raise them as undead, but in the short term he is aware that he must support his allies. If the characters are strong enough to play politics in the Cyclopean Deeps, this is actually one avenue they could exploit—none of the other potential allies are much *less* evil than T'sashish Aoor, and in the short term he is actually more reliable than most.

T'SASHISH AOR, HIGH NECROMANCER OF THE YELLOW SOCIETY XP 19,200

CR 12

Male serpentfolk necromancer 9 (*Pathfinder Roleplaying Game Bestiary 2* “Serpentfolk”)

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., life sight, scent; **Perception** +15

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 58 (5d10+9d6)

Fort +6; **Ref** +12; **Will** +12

Immune mind-affecting effects, paralysis, poison; **SR** 24

Speed 30 ft.

Melee bite +14 (1d6–2 plus poison) and unarmed strike +14/+9 (1d3–2)

Special Attacks poison

Spell-Like Abilities (CL 14th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 13)
1/day—*blur*, *dominate person* (DC 16), *major image* (DC 15), *mass suggestion* (DC 17), *mirror image*, *suggestion* (DC 14), *teleport*

Spells Prepared (CL 9th; melee touch +7, ranged touch +14):

5th (2/day)—*cloudkill* (DC 21, x2), *magic jar*^B (DC 21)

4th (3/day)—*animate dead*^B, *dimension door*, *ice storm*

3rd (4/day)—*dispel magic*, *fly*, *lesser animate dead*^B, *lightning bolt* (DC 19),

2nd (6/day)—*false life*^B, *invisibility*, *mirror image*, *spectral hand*, *touch of idiocy*, *web* (DC 18)

1st (6/day)—*charm person* (DC 17), *magic missile* (x2), *ray of enfeeblement*^B (DC 17)

0 (at will)—*bleed* (DC 16), *detect magic*, *message*, *touch of fatigue* (DC 16)

Arcane School Necromancy **Prohibited School**

Enchantment, Evocation

Str 6, **Dex** 20, **Con** 11, **Int** 23, **Wis** 14, **Cha** 14

Base Atk +9; **CMB** +7; **CMD** 22

Feats Brew Potion, Craft Wand, Craft Wondrous Item, Great Fortitude, Improved Initiative, Prodigy, Scribe Scroll, Skill Focus (Knowledge [arcana]), Turn Undead, Weapon Finesse

Skills Acrobatics +10, Craft (alchemy) +23, Disguise +10, Escape Artist +18, Fly +13, Intimidate +18, Knowledge (arcana) +26, Knowledge (dungeoneering) +11, Knowledge (engineering) +14, Knowledge (nature) +14, Knowledge (religion) +15, Linguistics +10, Perception +15, Profession (butcher) +12, Sense Motive +14, Spellcraft +23, Survival +15, Use Magic Device +19; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Abyssal, Aklo, Common, Dark Folk, Draconic, Dwarven, Goblin, Undercommon; telepathy 100 ft.

SQ grave touch, life sight

Gear yellow robes and hood, *phylactery of blindness*, yellow snake-amulet of Sa-Heloth, belt pouch with 10 takkas and yellow Leng-ruby (200 gp or 2000 gp to a creature of Leng), Authority Scepter with yellow snake-head gem atop it (8000 gp).

Poison (Ex) Bite—injury; save Fort DC 11; frequency 1/round

CHAPTER 5: DREAD DOMES OF THE SERPENT FOLK

for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

LASH AND GNASH, SERPENTFOLK GUARDS XP 2,400

CR 6

Male degenerate serpentfolk barbarian 3 (Armored Hulk) (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk"; *Pathfinder Roleplaying Game Ultimate Combat* "Armored Hulk")

NE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft., scent; **Perception** +12

AC 27, touch 11, flat-footed 26 (+9 armor, +1 Dex, +7 natural)

hp 81 (5d10+20 plus 3d12+12 plus 3)

Fort +8; **Ref** +6; **Will** +6

Immune mind-affecting effects, paralysis, poison; **SR** 18

Speed 25 ft.

Melee bite +13 (1d6+7 plus poison) and unarmed strike +13/+8 (1d3+5)

Special Attacks poison, rage (12 rounds), rage powers (surprise accuracy)

Str 21, **Dex** 12, **Con** 18, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +13 (+14 to overrun); **CMD** 24 (25 vs. overrun)

Feats Alertness, Blind-Fight, Coordinated Defense*, Defensive Combat Training

Skills Escape Artist +4, Intimidate +3, Perception +12, Sense Motive +4, Survival +6; **Racial Modifiers** +8 Escape Artist, +4 Perception

Languages Common; telepathy 100 ft.

SQ indomitable stance, resilience of steel

Gear Full plate, plumed helmets. Lash has a belt pouch with 5 takkas and a bone rattle; Gnash has a necklace pouch containing a dried human ear painted white, and a belt pouch containing 6 takkas and a piece of crystal 100 gp.

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

Scroll of the Yellow Words

This powerful magic item is used by the serpentfolk to summon forth their ancestor-spirit, the dread Sa-Heloth. It is a scroll of black vellum scribed with yellow ink in the curvilinear script of the ancient serpentfolk. When the words of the scroll are spoken aloud, there is a 50% chance that Sa-Heloth is called up from the Lake in **Area 18M-10**, even if the words are spoken elsewhere—in T'sashish Aoor's dome, for example. Summoning Sa-Heloth from a different location just means that, unbeknownst to the characters, a hungry, level-draining, giant spirit-serpent is prowling the tunnels in search of the summoner.

If the *Yellow Words* are spoken while the candles from **Area 18M-10** are lit, the chance of summoning Sa-Heloth rises to 90%. If T'sashish Aoor lights the candles and speaks the words in front of the lake, it is an absolute certainty that Sa-Heloth rises.

DESTRUCTION

If Sa-Heloth devours the scroll (perhaps in the possession of a meal), it cannot be used to summon the ancestor spirit again.

Pathfinder Roleplaying Game Advanced Player's Guide

T'sashish Aoor's dome also contains the communal treasure of the Yellow Society, which is kept in five chests.

Chest #1: 11 takkas, 4,727 gp, pouch containing 3 emeralds (worth 200 gp each).

Chest #2: 3 golden goblets (50 gp each), jeweled dagger (100 gp), sapphire pendant (1000 gp), pearl-studded bracelet (500 gp), silver toe ring (1 gp), platinum coronet (100 gp), bronze trumpet (10 gp), china statuette of serpent-woman (5 gp), gold-plated rat skull (1 gp).

Chest #3: *Potion of flying*, *potion of levitation*, 4 *potion of cure serious wounds*, *potion of protection from energy*.

Chest #4: +1 *darkfolk bane longsword*, T'sashish Aoor's haiku scroll (see below), 8 *scrolls of animate dead*, *scroll of lightning bolt*, *scroll of alter self*.

Chest #5: *The Scroll of the Yellow Words* (**New Magic Items Appendix**).

T'sashish Aoor's Haiku Scroll:

Haiku #1

Our brother snake-men

Harvested for their brains

Raised for the orchard of death

Harvested by dark fate

Yiquooloome abides

Haiku #2

City of Darkness

Annihilated

Demon Princess followers

Into the Dark Lake.

D. The Necrohemoths

A horrid sight meets your eyes. You had already seen that these were massive piles of rotting flesh mixed with bones and entrails. A closer look is much worse. The vast things are alive in some way. They are 30 ft. long serpents made up of thousands of corpses bound together by necromantically-animated sinew and bone. The entrails pulse with horrid life, pulling bile and reeking fluids through the bodies, much of it leaking out and trailing down the putrescent side of the vast monstrosity.

The heads of the vast creatures rise to alertness, their component bones and corpses grinding, shifting and squelching together as the things move. The eyes glow with hellish light as the mouths open to reveal vast fangs of elephant ivory, dripping with yellow venom that steams when drops of it strike the stone below.

NECROHEMOTHS (3)

CR 12

XP 19,200

NE Gargantuan undead (**Monster Appendix**)

Init -2; **Senses** darkvision 60 ft.; **Perception** +19

AC 26, touch 4, flat-footed 26 (-2 Dex, +22 natural, -4 size)

hp 136 (16d8+64)

Fort +9; **Ref** +3; **Will** +10

Defensive Abilities channel resistance +4; **DR** 10/magic;

Immune undead traits

Speed 20 ft.

Melee bite +21 (3d8+18 plus poison /19-20)

Space 20 ft.; **Reach** 15 ft.

Special Attacks crush (DC 30, 2d8+18), poison

Str 35, **Dex** 6, **Con** —, **Int** 3, **Wis** 11, **Cha** 18

Base Atk +12; **CMB** +28; **CMD** 36

Feats Awesome Blow, Critical Focus, Improved Bull Rush,

CYCLOPEAN DEEPS VOLUME 1

Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite)
Skills Perception +19

Crush (Ex) A necrohemoth can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the necrohemoth. A crush attack affects as many creatures as fit in the necrohemoth's space. Creatures in the affected area must succeed on a DC 30 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the necrohemoth moves off them. If the necrohemoth chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. The save DC is Strength-based. A crush attack deals the necrohemoth's slam damage (based on its size) plus 1-1/2 times the necrohemoth's Strength bonus.

Poison (Ex) Bite—injury; save DC 22; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

E. Lounging Pit

A wide pit is here, with steps that lead down to a carpeted lounge 10 ft. below the level of the rest of the dome's floor. The bottom of the sunken area is piled deep with richly patterned carpets, and five ornately curved metal stands hold hanging lamps made of semi-precious stone. Delicate tables made of human bone support glass hookahs with tubes made of what looks like translucent skin.

Unless the serpentfolk have been alerted, **3 members** of the Yellow Society recline in the cushions here.

YELLOW-SOCIETY SERPENTFOLK (3)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

Treasure: Yellow snake-amulet of Sa-Heloth, each has a *potion of cure light wounds*, bandolier-pouch with 1d4 gems 100 gp each (10% chance that one of the gems is a Leng-ruby 1000 gp to a Leng-creature). The 5 hanging lamps are worth 200 gp each, and the 10 carpets are worth 100 gp each.

18M-31. Incubator

The inside of this dome is hot and dry. It has a sunken floor with several broad steps leading to the bottom, all of them lined with head-sized gray eggs.

This dome is the incubator for all of the eggs produced by the serpentfolk, tended here by **Jessrahiz Ish**, the Incubator. No differences

can be spotted among any of the eggs; the division of young serpentfolk into societies is done after hatching based on intelligence and aptitudes.

JESSRAHIZ ISH, THE INCUBATOR

CR 10

XP 9,600

Male serpentfolk sorcerer 7 (*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk")

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +8

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 63 (5d10+5 plus 7d6+7)

Fort +6; **Ref** +11; **Will** +9; +2 luck bonus during surprise round or when unaware of an attack

Immune mind-affecting effects, paralysis, poison; **SR** 22

Speed 30 ft.

Melee bite +13 (1d6–1 plus poison) and unarmed strike +13/+8 (1d3–1)

Special Attacks poison

Spell-Like Abilities (CL 12th):

At will—*disguise self* (humanoid form only), *ventriloquism* (DC 16) 1/day—*blur*, *dominate person* (DC 19), *major image* (DC 18), *mirror image*, *suggestion* (DC 17)

Spells Known (CL 7th; melee touch +7, ranged touch +13): 3rd (5/day)—*clairaudience/clairvoyance*, *lightning bolt* (DC 18), *protection from energy*

2nd (7/day)—*blur*, *bull's strength*, *cat's grace*, *invisibility*, 1st (8/day)—*alarm charm person* (DC 16), *endure elements*, *floating disk*, *shocking grasp*, *unseen servant*

0 (at will)—*dancing lights*, *detect poison*, *mage hand*, *mending*, *message*, *open/close* (DC 15), *prestidigitation* (DC 15)

Bloodline Destined

Str 8, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 21

Base Atk +8; **CMB** +7; **CMD** 22

Feats Endurance, Eschew Materials, Great Fortitude, Improved Counterspell, Improved Initiative, Nimble Moves, Skill Focus (Profession [midwife]), Weapon Finesse

Skills Acrobatics +10, Diplomacy +7, Disguise +10, Escape Artist +18, Knowledge (arcana) +12, Knowledge (dungeoneering) +8, Knowledge (geography) +5, Knowledge (history) +10, Knowledge (local) +5, Knowledge (nature) +10, Knowledge (nobility) +5, Perception +8, Profession (midwife) +13, Sense Motive +5, Spellcraft +11, Survival +8, Use Magic Device +17; **Racial Modifiers** +8 Escape Artist, +4 Use Magic Device

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ fated, touch of destiny

Combat Gear scroll of lightning bolt, mirror image, invisibility;

Other Gear white robe, white snake-amulet of Sa-Heloth

Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

These eggs are worth 200 gp each on the open market in many other places in the Cyclopean Deeps, particularly in Izamne. There are 24 of them in the incubator dome.

Chapter 6: Converging Caverns of Leng

Introduction

Unless this particular chapter is being played as a stand-alone module, the characters already have done a bit of adventuring in the Cyclopean Deeps before arriving in the region known as the Converging Caverns of Leng. This chapter describes the major locations found along a dead-end spur of the Cyclopean Deeps, a series of tunnels that ends outside the world itself, in the deadly environs of the Plateau of Leng.

The reason the area is described as “converging” is because the two planes of existence that intersect here don’t suddenly meet each other at a clearly defined boundary-line. Instead, they bleed gradually into each other over a miles-long “convergence.” This area in which both planes somewhat co-exist is the topic of this chapter, and the reason why the chapter is called the “Converging Caverns.” It is not the caverns that converge with each other; the entire Cyclopean Deeps converges with a different plane of existence here.

The characters might be pushed into this area by the political infighting of the evil duergar, the dark dwarves who inhabit the Under Realms. The rebel “prince” of the duergar, a religious zealot named Lokragar, has chosen this part of the Cyclopean Deeps to establish his hideout. The characters might be employed as messengers, emissaries or assassins to find him, and a meeting with the prince could lead to many interesting missions and adventures depending on how the characters choose to ally themselves.

Start

Depending on how you have been running the adventure, no “Starting Text” may be required or you might prefer to make up your own. Otherwise, feel free to read or paraphrase the introductory text below, a generic description of travel through the Cyclopean Deeps:

You have been traveling for some time along a wide tunnel, usually about 30 feet across. Most of the time, the passageways were naturally formed, hanging with stalactites and subject to sudden rises or falls, crusted with fungi and mosses. In several cases, corridors had been excavated to connect these natural tunnels to each other, sometimes almost a mile long. Many small side-tunnels and corridors have led away from the main one, but you have not been exploring these, for they seem to lead into endless labyrinths.

Hex 9G. Holt of Prince Lokragar

In this hex, the rebel prince of the duergar has established his headquarters in a small complex of halls and chambers. Lokragar is a religious zealot and is almost as dangerous an ally as he is an enemy.

9G-I. “Dead End” (CR 1)

The main corridor stops here, in a chamber dominated by four statues along the west wall. A low-ceilinged corridor leads north out of the room, but it looks very unstable and is braced by two crooked piles of rocks, one on each side of the opening. The tunnel floor is covered with a fall of rubble and rocks, but it looks passable.

The four statues are, from southwest to northeast: (1) a halfling in a cloak, being eaten from within by long worms that seem to be emerging from his skin and mouth; (2) a serene human beauty in a crown; (3) a knight in full armor (the race is unclear due to the helmet); and (4) a bugbear carrying a large carpet, looking up in surprise. Nothing is unusual about the statues; they depict a children’s tale told among the drow, but only a character versed in the drow culture (a drow PC, or Izamne native, with a DC 20 Knowledge [local] check) would recognize the characters of the story.

The north corridor is actually quite stable. The unstable appearance is due to some very high-quality artistic fakery by the duergar who are hiding out in the old tunnels to the north of the opening (DC 30 Perception check to notice the falsehood). They added some mortar to make the ceiling look like it is sagging. The piles of rocks that appear to be holding up the opening are doing nothing of the kind; they are a **warning trap** to alert the duergar of intruders. A PC that specifically inspects the archway notices (with a DC 20 Knowledge [engineering] check) that the whole arrangement is fake. Furthermore, said PC has a chance to notice the trap (with a DC 25 Perception check), and a chance to notice the turning-stone for the message drop (with another DC 25 Perception check). The nature of the trap is a mystery, as is the direction the message drop’s stone is supposed to be turned (it can turn either way).

Reaching under the left-hand pile of rocks to find the one that is smoother than the others and turning it clockwise reveals the message-drop for Prince Lokragar (see **Area 13R-3** in *Chapter 4: Izamne, Secrets of the Dark City*). The drop is simply a rectangular hole with a lid. The duergar check it each day.

Going through the archway’s unsteady piles of rocks is almost certain to make someone slip (treat the area as difficult terrain; a DC 15 Reflex save avoids slipping). If that happens, a warning bell rings in **Area 9G-4**.

Takkas

Takkas have been mentioned in previous chapters, particularly **Chapters 3** and **4** about Izamne where takkas are in common use. Takkas are trade-coins minted by the duergar, and they are often used as a substitute for heavier gold coins. The coins are often inscribed with a triangle or with the mark of Zuuljj. Whatever the markings, takkas are worth 25 gp each in most parts of the Under Realms. The significance of the triangle and of Zuuljj is described elsewhere: the most succinct description is in **Chapter 4** under the heading “*Elder Things and Middle-Divinities*.”

CYCLOPEAN DEEPS VOLUME 1

Flying over the obstacle removes all risk of setting off the trap.

TUMBLING ROCKS TRAP

XP 400

Type mechanical; Perception DC 25; Disable Device DC 25

CR 1

Trigger touch; Reset manual

Effect rockfall (audible to 30 ft.; also sets off alarm bell in

Area 9G-4)

9G-2. Warnings Room

The walls of this room are scrawled all over with clumsily written words and several neatly inscribed runes.

The words are written in Common, Goblin, Dwarf, Orc and Giant, all containing warnings such as “GO AWAY,” “Your death awaits you here,” “turn back,” and “Beware of rot grubs.” The runes are in Undercommon, and all say, “Turn back.” They are neatly inscribed because the duergar cannot bring themselves to write messy script.

9G-3. Guard Post (CR 5)

A 20-foot-by-20-foot chamber opens on the east side of the corridor. It contains 8 beds and a table. Three large runes have been carved into the walls, one on the north, one on the south, and one on the east.

This chamber doubles as a barracks and sentry post for Lokragar’s advance guard, 2 sergeants and 6 normal duergar warriors. One of the sergeants and three of the guards are invisible, being on duty, and the others are visible. If they are given a chance, one of the sergeants blows the signal whistle if the group is attacked. All of the duergar have a red triangle tattooed on their faces.

The three runes are in Dwarven, reading: “Obey” (north wall), “Acquire” (east wall) and “Dominate” (south wall).

The duergar followers of Prince Lokragar are, for the most part, fanatic mystics of the cult of Zuuljj, an earth-elemental lord of Chaos. The worship of Zuuljj is common among duergar, but the mystic fundamentalists are a fanatic branch of the cult, as described in *Chapter 4* in the section “*Elder Things and Middle-Divinities*.”

If the adventurers approach peacefully and can convince the guards that they mean no harm (with a DC 25 Diplomacy check), Sergeant Oknar asks if they are interested in learning about the mystical teachings of the elemental Chaos-Lord Zuuljj.

DUERGAR SENTRIES (6)

XP 135

hp 6 (x2), 9, 8, 7, 10 (*Pathfinder Roleplaying Game Bestiary* “Duergar”)

CR 1/3

Treasure small sack of chalk dust, unholy symbol of Zuuljj, belt pouch, 2d6 gp.

EKI AND OKNAR, DUERGAR SERGEANTS (2)

XP 600

Male duergar fighters (Unbreakable) 3 (*Pathfinder Roleplaying Game Bestiary* “Duergar”, *Pathfinder Roleplaying Game Advanced Player’s Guide* “Unbreakable”)

CE Medium humanoid (dwarf)

Init +1; Senses darkvision 120 ft.; Perception +2

CR 2

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 35, 29 (3d10+9)

Fort +6; Ref +2; Will +2; +2 vs. spells and spell-like abilities

Defensive Abilities unflinching +1; Immune paralysis, phantasms, poison

Weakness light sensitivity

Speed 20 ft.

Melee warhammer +6 (1d8+2/x3)

Ranged light crossbow +4 (1d8/19–20)

Spell-Like Abilities (CL 3rd):

1/day—*enlarge person* (self only), *invisibility* (self only)

Str 14, Dex 13, Con 17, Int 8, Wis 12, Cha 8

Base Atk +3; CMB +5; CMD 16 (20 vs. bull rush and trip)

Feats Diehard, Endurance, Nimble Moves, Point Blank Shot, Weapon Focus (warhammer)

Skills Climb +5, Perception +2, Stealth +4, Survival +5; Racial Modifiers +4 Stealth

Languages Common, Dwarven, Undercommon

SQ armor training 1, slow and steady, stability +4

Combat Gear *potion of cure moderate wounds*; Other Gear

chain shirt, warhammer, light crossbow, 20 bolts, unholy symbol of Zuuljj, pouch, 10 gp, 2 blue gems (100 gp value, but one of Oknar’s gems is a Leng-ruby worth 500 gp to a Leng-creature). Oknar also has a copy of “*The Mystical Interpolation of the Creed of Zuuljj, Volume 1*.”

Treasure: Other than whatever equipment the duergar are carrying, nothing in the chamber has value. “*The Mystical Interpolation of the Creed of Zuuljj, Volume 1*” is a small, leather-bound book that interprets the use of the three words “Obey, Acquire, Dominate” that the Chaos-Lord Zuuljj placed over the three gates of the City of Malachite in the Elemental Plane of Earth.

9G-4. Council Chamber (CR 10)

This room has a short, round table in the middle of the floor, with chairs set around it. Around the walls are 10 small beds.

This is the residence of Lokragar’s core following, a band of tough duergar zealots, all of them fundamentalist mystics like Lokragar himself. As with the guards in Area 9G-3, all of the duergar here are tattooed on the face with a red triangle. One of the zealots is the utterly insane berserker Zmekkri, who hears the voice of Zuuljj in his head, and whom even Lokragar considers to be dangerously unbalanced.

Zmekkri the berserker speaks nothing but Undercommon and frequent gibberish. He tattooed his face with the red triangle and also imbedded hundreds of small stones beneath his skin, giving his arms and face a misshapen appearance.

DUERGAR ZEALOTS (9)

XP 600

Male duergar adept 3, warrior 1 (*Pathfinder Roleplaying Game Bestiary* “Duergar”)

CE Medium humanoid (dwarf)

Init +1; Senses darkvision 120 ft.; Perception +3

CR 2

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 25 (3d6+3 plus 1d10+1 plus 5)

Fort +4; Ref +1; Will +5; +2 bonus vs. spells and spell-like abilities

Immune paralysis, phantasms, poison; Resist duergar immunities

Weakness light sensitivity

Speed 20 ft.

Melee warhammer +3 (1d8+1/x3)



Ranged light crossbow +2 (1d8/19–20)

Spell-Like Abilities (CL 4th):

1/day—*enlarge person* (self only), *invisibility* (self only)

Spells Prepared (CL 3rd; melee touch +3, ranged touch +2):

1st—*command* (DC 13), *cure light wounds*, *protection from law* 0 (at will)—*create water*, *guidance*, *touch of fatigue* (DC 12)

Str 13, **Dex** 10, **Con** 12, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 13 (17 vs. bull rush, 17 vs. trip)

Feats Toughness, Warrior Priest*

Skills Climb +0, Craft (armor) +3, Craft (weapons) +3, Intimidate +2, Knowledge (dungeoneering) +6, Knowledge (religion) +5, Perception +3, Sense Motive +3, Spellcraft +5, Stealth +0, Survival +6; **Racial Modifiers** +4 Stealth

Languages Common, Dark Folk, Dwarven, Undercommon
Gear masterwork chainmail, masterwork heavy steel shield, warhammer, light crossbow, 20 bolts, unholy symbol of Zuuljj, pouch, 1d6 gems (worth 50gp each).

**Pathfinder Roleplaying Game Ultimate Magic*

ZMEKKRI, DUERGAR CULT-BERSERKER

CR 7

XP 3,200

Male duergar adept 1, barbarian 8 (*Pathfinder Roleplaying Game Bestiary* "Duergar")

CE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; **Perception** +10

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 114 (1d6+5 plus 8d12+40 plus 8)

Fort +11; **Ref** +2; **Will** +6; +2 bonus vs. spells and spell-like abilities

Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—; **Immune** paralysis, phantasms, poison; **Resist** duergar immunities

Weakness light sensitivity

Speed 30 ft.

Melee +1 adamantite dwarven waraxe +12/+7 (1d10+4/×3) or boulderhead mace +12/+7 (1d8+4)

Special Attacks rage (35 rounds/day), rage powers (auspicious mark*, reckless abandon**, renewed vigor 2d8+5, scent)

Spell-Like Abilities (CL 9th):

1/day—*enlarge person* (self only), *invisibility* (self only)

Spells Prepared (CL 1st; melee touch +11, ranged touch +8):

1st—*cure light wounds* (x2)

0 (at will)—*guidance*, *purify food and drink* (DC 12), *touch of fatigue* (DC 12)

Str 16, **Dex** 10, **Con** 20, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 21 (25 vs. bull rush, 25 vs. trip)

Feats Diehard, Endurance, Extra Rage, Extra Rage, Intimidating Prowess

Skills Acrobatics +9, Climb +10, Intimidate +13, Knowledge (dungeoneering) +4, Knowledge (religion) +4, Perception +10, Sense Motive +3, Stealth +9, Survival +8; **Racial Modifiers** +4 Stealth

Languages Undercommon

SQ fast movement, tireless rage

Gear mithral shirt, +1 adamantite dwarven waraxe, boulderhead mace, unholy symbol of Zuuljj, small copy of "The Mystical Interpolation of the Creed of Zuuljj, Volume 1," belt pouch, 2 diamonds (each is worth 1000 gp).

**Pathfinder Roleplaying Game Ultimate Combat*

***Pathfinder Roleplaying Game Advanced Player's Guide*

A warning bell rings here if anyone sets off the trap in **Area 9G-1**.

Treasure: Each of the beds has a small, wooden footlocker underneath it, unlocked. A neatly stacked pile of mining tools is in the corner. The footlockers only contain spare clothes, hairbrushes, and other such items. The mining implements include 3 picks, a shovel, 10 iron spikes, 2 sledgehammers, and three tin buckets. None of it is magical, although all the tools are in good condition and could be used for mining.

9G-5. Prince Lokragar (CR Varies, 8 to 13)

This room is decorated in spartan fashion, with no furniture other than five beds and a fireplace. There are cooking implements at the hearth, and a red triangle painted on the wall over the fireplace, with words around it.

Prince Lokragar is the leader of the duergar rebels, those who reject the duergar king's sudden departure from ancient tradition and wish to return to the old ways. Details about the duergar King Okarm Ettek may be found in *Cyclopean Deeps 11: Mines of the Duergar*.

Prince Lokragar, Pretender to the Duergar Throne

Long-term Goals: Become king of the duergar of the Cyclopean Deeps

Current Plans: Build up forces by hiring mercenaries, finding allies, and/or persuading duergar that King Okarm Ettek should be deposed in his favor.

Allies: The Kshamarat darkfolk (slight, untrustworthy allies); Moggar Kchak (in Izamne); very slight connection with chthonic earth-beings such as Yiquooloom or CHOA-THOOM.

Enemies and Rivals: Okarm Ettek, king of the duergar; the Avarthamna darkfolk (minor enemies); the Cult of Isclaadra (which supports Okarm); bounty hunters

This room, as well as being the kitchen for the rebel army, serves as the barracks for **Lokragar**, his closest **advisers**, and his **bodyguard**.

PRINCE LOKRAGAR

XP 4,800

CR 8

Male duergar fighter (Unbreakable) 9 (*Pathfinder Roleplaying Game Bestiary* "Duergar", *Pathfinder Roleplaying Game Advanced Player's Guide* "Unbreakable")

CE Medium humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; **Perception** +2

AC 20, touch 10, flat-footed 20 (+10 armor)

hp 90 (9d10+27 plus 9)

Fort +9; **Ref** +3, **Will** +4; +2 bonus vs. spells and spell-like abilities, +2 vs. mind-affecting effects

Defensive Abilities unflinching; **Immune** paralysis, phantasms, poison; **Resist** duergar immunities

Weakness light sensitivity

Speed 20 ft.

Melee +1 *striking warhammer* +14/+9 (1d8+5/x3)

Spell-Like Abilities (CL 9th):

1/day—*enlarge person* (self only), *invisibility* (self only)

Str 15, **Dex** 11, **Con** 17, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +9; **CMB** +11; **CMD** 21 (25 vs. bull rush, 25 vs. trip)

Feats Deep Sight, Diehard, Endurance, Fortified Armor Training, Greater Weapon Focus (warhammer), Heroic Defiance, Heroic Recovery, Improved Initiative, Leadership, Persuasive, Stalwart, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Bluff +7, Climb +3, Diplomacy +9, Intimidate +10, Knowledge (dungeoneering) +11, Knowledge (local) +11, Knowledge (nobility) +8, Knowledge (planes) +4, Knowledge

(religion) +10, Perception +2, Sense Motive +3, Stealth +1, Survival +6; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Undercommon

Combat Gear 2 potions of cure serious wounds; **Other Gear** +1 dwarven plate, +1 *striking* warhammer, belt pouch, roster disk (see below), unholy symbol of Zuulji, small copy of "The Mystical Interpolation of the Creed of Zuulji, Volume 1," 1 ruby (Leng-ruby worth 1000 gp or 5000 gp to a Leng-creature).

*Frog God Games *The Lost Lands: Stoneheart Valley* (and see **Appendix**)

**Pathfinder Roleplaying Game Ultimate Combat*

**Pathfinder Roleplaying Game Advanced Player's Guide*

TYAK TAMAKIN

CR 9

XP 6,400

Male duergar sorcerer 10 (*Pathfinder Roleplaying Game Bestiary* "Duergar")

CE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; **Perception** +3

AC 13, touch 11, flat-footed 13 (−1 Dex, +2 natural, +2 deflection)

hp 77 (10d6+30 plus 10)

Fort +9; **Ref** +5; **Will** +11; +2 bonus vs. spells and spell-like abilities

Immune paralysis, phantasms, poison; **Resist** duergar immunities, acid 20

Weakness light sensitivity

Speed 20 ft.

Melee unarmed strike +5 (1d3)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks bloodline arcana

Spell-Like Abilities (CL 10th):

1/day—*enlarge person* (self only), *invisibility* (self only)

Bloodline Spell-Like Abilities (CL 10th; melee touch +5, ranged touch +4):

7/day—*elemental ray* (1d6+5 acid)

1/day—*elemental blast* (10d6 acid; DC 19 Reflex for half)

Spells Known (CL 10th; melee touch +5, ranged touch +4):

5th (3/day)—*summon monster V*

4th (6/day)—*elemental body I*, *fear* (DC 18), *wall of ice* (DC 18)

3rd (7/day)—*dispel magic*, *fly*, *protection from energy*, *slow* (DC 17)

2nd (7/day)—*bear's endurance*, *blindness/deafness* (DC 16), *mirror image*, *scorching ray* (x2; acid damage)

1st (7/day)—*break* (DC 15), *burning hands* (DC 15; acid damage), *charm person* (DC 15), *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 14), *breeze*, *detect magic*, *detect poison*, *ghost sound* (DC 14), *mage hand*, *message*, *read magic*

Bloodline Elemental (earth)

Str 10, **Dex** 9, **Con** 16, **Int** 14, **Wis** 13, **Cha** 18

Base Atk +5; **CMB** +5; **CMD** 16 (20 vs. bull rush, 20 vs. trip)

Feats Alertness, Arcane Blast, Combat Casting, Eschew Materials, Improved Initiative, Skill Focus (Fly), Toughness

Skills Bluff +10, Craft (stonemasonry) +4, Diplomacy +5, Fly +10, Intimidate +8, Knowledge (arcana) +10, Knowledge (dungeoneering) +7, Knowledge (engineering) +3, Knowledge (local) +6, Knowledge (nobility) +4, Knowledge (planes) +11, Knowledge (religion) +3, Perception +3, Sense Motive +4, Spellcraft +15, Stealth +3, Survival +2, Use Magic Device +10; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Undercommon

Combat Gear 3 potions of cure light wounds, wand of fireball (CL 6th); **Other Gear** masterwork light crossbow, 10 crossbow bolts, *amulet of natural armor* +2, *cloak of*

CHAPTER 6: CONVERGING CAVERNS OF LENG

resistance +3, ring of protection +2, spell component pouch, tunic, 15 gp, 2 takkas, 1 sapphire (250 gp).

*Pathfinder Roleplaying Game Advanced Player's Guide

Note: Tyak's *summon monster V* is not a special version of the spell, but when Tyak casts it, the being it summons is a **xole**. This is due to Tyak's connection with Zuuljj.

XOLE

XP 2,400

CR 6

CE Medium outsider (extraplanar, earth) (**Monster Appendix**)
Init +1; **Senses** darkvision 60 ft.; **Perception** +16

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 76 (8d10+32)

Fort +10; **Ref** +7; **Will** +6

DR 10/magic; **Immune** cold, fire

Speed 30 ft., burrow 20 ft.; earth glide

Melee stone mace +11/+6 (1d10+4/19–20), tail slap +6 (2d6+1 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks constrict (2d6+4)

Str 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)

Skills Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16,

Sense Motive +13, Stealth +12; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

Languages Common, Terran

PIERS THAKTAK

XP 4,800

CR 8

Male duergar cleric of Zuuljj 9 (*Pathfinder Roleplaying Game Bestiary* "Duergar")

CE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; **Perception** +4

Aura Chaos

AC 22, touch 10, flat-footed 22 (+9 armor, +3 shield)

hp 71 (9d8+27)

Fort +9; **Ref** +3; **Will** +10; +2 bonus vs. spells and spell-like abilities

Immune paralysis, phantasms, poison; **Resist** duergar immunities, acid 10

Weakness light sensitivity

Speed 20 ft.

Melee +1 unholy heavy mace +8/+3 (1d8+2)

Special Attacks chaos blade 1/day (4 rounds), channel negative energy 7/day (DC 16, 5d6)

Spell-Like Abilities (CL 10th):

1/day—*enlarge person* (self only), *invisibility* (self only)

Domain Spell-Like Abilities (CL 9th; melee touch +7, ranged touch +6):

7/day—*acid dart* (1d6+4 acid), *touch of chaos*

Spells Prepared (CL 9th; melee touch +5, ranged touch +4):

5th—*insect plague*, *wall of stone*^D (DC 19)

4th—*cure critical wounds*, *inflict critical wounds* (DC 18),

spike stones^D (DC 18), *unholy blight* (DC 18)

3rd—*blindness/deafness* (DC 17), *cure serious wounds* (x2),

invisibility purge, *stone shape*^D

2nd—*align weapon*, *bull's strength*, *cure moderate wounds*,

hold person (DC 16), *silence* (DC 16), *soften earth and*

stone^D

1st—*bless*, *cure light wounds*, *inflict light wounds* (DC 15),

protection from law^D, *remove fear*, *shield of faith*

0 (at will)—*bleed* (DC 14), *guidance*, *stabilize*, *virtue*

D Domain spell **Domains** Chaos, Earth

Str 12, **Dex** 10, **Con** 16, **Int** 13, **Wis** 19, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 17 (21 vs. bull rush, 21 vs. trip)

Feats Armor Proficiency (heavy), Channel Smite, Combat Casting, Extra Channel, Selective Channeling

Skills Bluff +7, Diplomacy +10, Heal +10, Knowledge

(dungeoneering) +4, Knowledge (local) +2, Knowledge

(planes) +9, Knowledge (religion) +13, Spellcraft +9, Stealth

–2; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

Combat Gear 2 potions of cure moderate wounds; **Other**

Gear dwarven plate, +1 *determination** heavy steel shield,

+1 *unholy* heavy mace, silver unholy symbol of Zuuljj, belt

pouch, 2 takkas, 1 yellow sphere-gem worth 50 gp.

*Pathfinder Roleplaying Game Ultimate Equipment

KOREKIPP AND KRAGAMOG,

ZUULJJ FANATICS AND BODYGUARDS (2)

CR 5

XP 1,600

Male duergar fighter 6 (*Pathfinder Roleplaying Game Bestiary* "Duergar")

CE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; **Perception** +7

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 48, 51 (6d10+18)

Fort +8; **Ref** +2; **Will** +3; +2 vs. fear, +2 bonus vs. spells and spell-like abilities

Defensive Abilities bravery +2; **Immune** paralysis, phantasms, poison; **Resist** duergar immunities

Weakness light sensitivity

Speed 20 ft.

Melee +1 heavy mace +11/+6 (1d8+6)

Ranged heavy crossbow +6/+1 (1d10/19–20)

Special Attacks weapon training abilities (hammers +1)

Spell-Like Abilities (CL 6th):

1/day—*enlarge person* (self only), *invisibility* (self only)

Str 15, **Dex** 10, **Con** 16, **Int** 11, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +8; **CMD** 18 (20 vs. bull rush, 20 vs. trip)

Feats Alertness, Deep Sight, Fight On*, Furious Focus, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)

Skills Acrobatics +0 (–4 jump), Intimidate +3, Knowledge

(dungeoneering) +4, Knowledge (local) +1, Perception +7,

Sense Motive +4, Stealth +5, Survival +6; **Racial Modifiers** +4

Stealth

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear *potion of bull's strength*; **Other Gear** mithral shirt, +1 heavy mace, heavy crossbow, 10 bolts, belt pouch,

20 gp, 2 striated black gems (200 gp value, but one of

Kragamog's gems is a Leng-ruby worth 1000 gp to a Leng-creature). Both have copies of "The Mystical Interpolation of the Creed of Zuuljj, Volume 1."

*Pathfinder Roleplaying Game Advanced Player's Guide

Treasure: The roster disk in Lokragar's pouch is a disk of mother-of-pearl cut from a giant oyster. It has an intrinsic worth of 25 gp, but the minute carvings of duergar runes all over it are of more interest. Anyone with even basic knowledge of the Dwarf language recognizes that these are hundreds of names (also can be discovered with a DC 15 Linguistics check). Since the names are also encoded, it is not possible to find out who is listed in Lokragar's "address book," but one of the names is, mistakenly, not coded. This name is "Moggar Kchak." (See *Chapter 4: Izamne, Secrets of the Dark City, Area 13R-21*).

Treasure Chests: Tyak, Piers and Lokragar have locked chests stored beneath their beds (DC 20 Disable Device):

Tyak Tamakin's chest: This chest is **trapped** with a wire underneath that causes a *fireball* to go off if the wire is not removed before opening or moving the chest. The chest contains 178 gp, 20 takkas, copies of Volumes 1 and 2 of "*The Mystical Interpolation of the Creed of Zuuljj*."

FIREBALL TRAP

XP 1,600

Type magic; Perception DC 28; Disable Device DC 28

CR 5

Trigger proximity (alarm); **Reset** none

Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

Piers Thaktak's chest: There is no trap on the chest, but it is locked (DC 20 Disable Device). It contains 4 holy symbols of Zuuljj, 125 gp, 12 takkas, embroidered prayer-garment (25 gp), a small light brown gemstone (an *elemental gem*), Volumes 1, 2 and 3 of "*The Mystical Interpolation of the Creed of Zuuljj*."

Prince Lokragar's chest: A gray stone orbits Lokragar's chest. If the word "Zuuljj" is not spoken before opening the chest, a **xole** forms from the stone in which it has been trapped for a century. The xole is commanded to kill whoever opens the chest without speaking Zuuljj's name, so it fights to the death to achieve its freedom. The stone cannot be bypassed with Disable Device, although *dispel magic* (cast against a CL16) would cause it to cease functioning for 1d4 rounds. The chest contains 11 gp, 34 takkas, 12,672 sp, 22,395 cp, 5 crystals (10 gp), 2 rubies (250 gp), 3 sapphires (500 gp), and 3 granite marbles (1 is a Leng-ruby worth 800 gp to a Leng-creature, nothing to anyone else). Finally, this chest contains all three volumes of "*The Mystical Interpolation of the Creed of Zuuljj*."

XOLE

XP 2,400

hp 76 (Monster Appendix)

CR 6

The red triangle painted over the fireplace conceals the mechanism for a secret door at the back of the fireplace itself (DC 22 Perception check). Even if the characters detect the presence of the secret door, the triangle must be pressed (and the name "Zuuljj" spoken) in order to open the door. If Lokragar is faced with overwhelming odds, he tries to escape invisibly through the secret door, hoping it takes pursuers some time to figure out how to open it.

The red triangle has six words around it, with the words "Obey," "Dominate" and "Acquire" at the sides, with "Zuuljj," "Opens" and "All" at the points. It likely appears to the characters that reading around the triangle yields the following string of words: Zuuljj (top point); Obey (right side); Opens (right point); Dominate (bottom side); All (left point); Acquire (left side). Smart characters hopefully realize that "Zuuljj opens all" gives them a key to opening the secret door (and the chests).

Hex 5C: The Collapse

The large cavern on this bypass route is usually held as a convenient lair by dangerous creatures. At the moment it is inhabited by a **neh-thalggu** named, as best one can translate, "Redhair." Indeed, there are strange growths of red hair in patches on the creature's underbelly, poking out between plates of chitin.

5C-1. Tertiary Passage

This passageway connects to a secondary tunnel in **Hex 6D**, a mile away. The passage is naturally formed: It is about 10 ft. wide and is an extremely rough route with several elevation changes, slippery areas and an uneven floor throughout (treat all tertiary passages as difficult terrain).

5C-2. Secondary Passage

The collapsed walls of the main cavern are breached here, allowing entry into (or exit from) a 20-foot-wide corridor. The corridor has straight walls and even ceilings and floors, but the stone has an oddly melted quality to it. A DC 15 Knowledge (Arcana) check immediately recognizes that the passage was excavated by the use of magic.

5C-3. Collapsed Chamber (CR 8)

This huge cavern space is apparently what remains after the partial cave-in of an even larger excavated chamber. One or two parts of the original walls are visible. Mortared stones are bowed inward by the force of whatever once shook this area into ruins. A few scattered structural pillars remain in the middle of the chamber, reaching up almost 100 feet to the ceiling.

Just as it appears, this chamber was once much larger but suffered a structural failure and partial collapse. The pillars are magical, but the magic does nothing more than reinforce the pillar, which is far too tall for its width (which is only 3 ft.).

Cave-ins and Collapses

Throughout the Cyclopean Deeps, cave-in and collapses are relatively common events. However, in this portion of the Deeps, such things are even more common, due to the 'attention' paid by the Chaos-lord Zuuljj.

CAVE-IN / COLLAPSE

XP 4,800

CR 8

A weakened ceiling can be spotted with a DC 20 Knowledge (engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

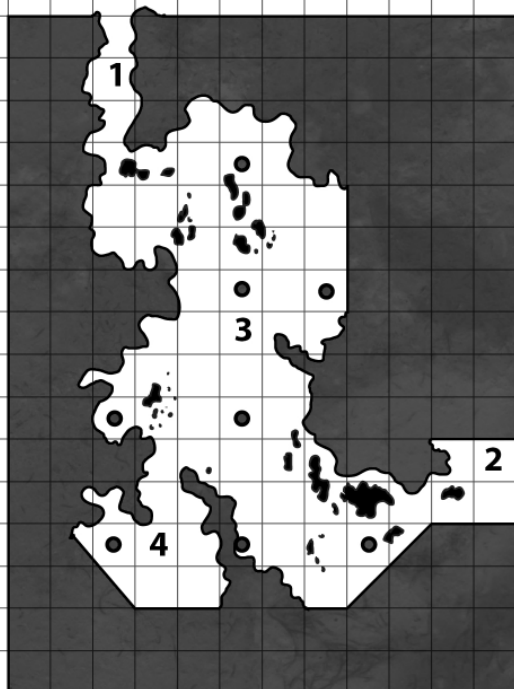
A weakened ceiling might collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding up the ceiling.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

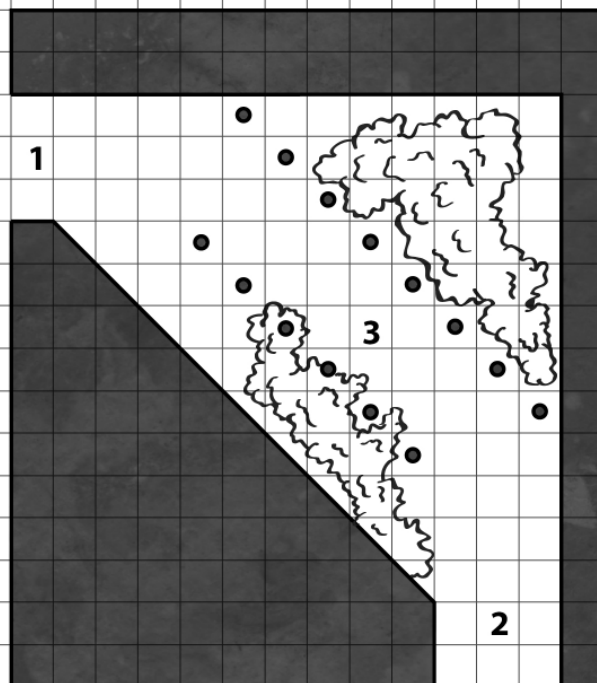
Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

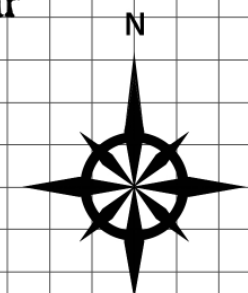
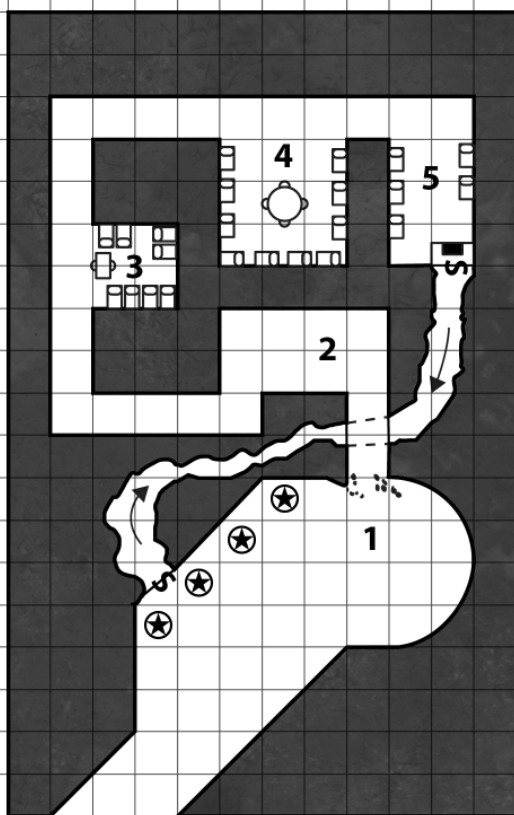
Hex 5C - The Collapsed Hall



Hex 5F - The Air of Leng

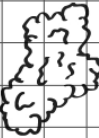


Hex 9G - Holt of Prince Lokragar



1 square = 10 feet

Map Key

-  Air of Leng
-  Pillars
-  Rubble
-  Bed
-  Table
-  Fireplace
-  Slope Down
-  Passes Beneath
-  Secret Door

CYCLOPEAN DEEPS VOLUME 1

Any violent magic used in this area causes siftings of dirt, dust and a few small stones to fall from the ceiling. Deliberate attempts to affect the chamber's structure with spells of lower than 5th-level generate small rock falls (6d6 points of damage in a 10-foot area; DC 15 Reflex save for half). Use of spells level 5 or higher causes a partial cave-in (see **Sidebox**). An *earthquake* spell directed specifically at one or more of the supporting pillars causes the entire cavern to collapse, killing everything within and making this hex impassable (no saving throw if PCs are inside the chamber).

SC-4. Lair of the Neh-Thalgggu (CR 9)

This is a blocked-off part of the collapsed chamber where falling rocks separated off a new room. The area smells bad, and the reason is obvious: **30 serpentfolk zombies** stand against the back wall of the chamber, all of them facing the wall, their heads opened.

This area was partitioned off from the larger cavern during the collapse. The resulting "room" is the lair of the neh-thalgggu **Redhair** and her **4 offspring**. The family recently received a shipment of serpentfolk zombies from Yiquooloome, but the zombies do not follow orders. They remain inert during any battle. Their brains are already inserted into the neh-thalggus' bodies.

NEH-THALGGU YOUNGSTERS (4)

CR 2

XP 600

CE Small aberration (*Pathfinder Roleplaying Game Bestiary* "Neh-Thalgggu")

Init +9; **Senses** darkvision 60 ft.; **Perception** +7

AC 17, touch 17, flat-footed 12 (+5 Dex, +1 insight, +1 size)
hp 15 (2d8+6)

Fort +4; **Ref** +5; **Will** +5

DR 5/magic; **Immune** confusion effects; **SR** 13

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +3 (1d4+1 plus poison), 2 claws +3 (1d3+1)

Special Attacks rend (2 claws, 2d3+1)

Spells Known (CL 1st):

(3 of the youngsters)

1st (4/day)—*charm person* (DC 12), *magic missile*

0 (at will)—*acid splash*, *bleed* (DC 11), *mage hand*, *touch of fatigue* (DC 11)

(4th youngster)

1st (4/day)—*magic missile*, *sleep* (DC 12)

0 (at will)—*detect magic*, *mage hand*, *message*, *prestidigitation*

Str 12, **Dex** 20, **Con** 17, **Int** 15, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +1; **CMD** 16 (can't be tripped)

Feats Eschew Materials^a, Improved Initiative

Skills Fly +20, Knowledge (arcana, dungeoneering, planes) +7, Perception +7, Spellcraft +6, Stealth +14, Use Magic Device +7

Languages Aklo, Common, Protean, Undercommon; telepathy (100 feet)

SQ brain collection, strange knowledge

Brain Collection (Ex) A neh-thalgggu youngster can store one humanoid brain and use it to enhance its knowledge and power. A stored brain grants a neh-thalgggu youngster a +1 insight bonus to AC, concentration checks, and Knowledge checks. A neh-thalgggu youngster can extract a brain from a helpless opponent with a coup de grace attack, or as a

standard action from a body that has been dead for no more than 1 minute. A neh-thalgggu youngster that has no stored brain gains a negative level. This negative level can never become permanent, but it can only be removed by replacing its collected brain. The stats presented here assume a monster with a full collection.

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Strength damage and staggered; cure 2 consecutive saves. The save DC is Constitution-based.

Spells A neh-thalgggu youngster casts spells as a 1st-level sorcerer. A neh-thalgggu youngster with no collected brains cannot cast any of its spells.

Strange Knowledge (Ex) All Knowledge skills are class skills for neh-thalgggu youngsters.

REDHAIR

CR 8

XP 4,800

Female neh-thalgggu (*Pathfinder Roleplaying Game Bestiary* "Neh-Thalgggu")

CE Large aberration

Init +7; **Senses** darkvision 60 ft.; **Perception** +17

AC 21, touch 19, flat-footed 18 (+3 Dex, +7 insight, +2 natural, -1 size)

hp 95 (10d8+60)

Fort +9; **Ref** +6; **Will** +11

DR 10/magic; **Immune** confusion; **SR** 19

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +13 (1d8+7 plus poison) and 2 claws +13 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks rend (2 claws, 2d6+10)

Spells Known (CL 7th; melee touch +13, ranged touch +9):

3rd (5/day)—*dispel magic*, *slow* (DC 16)

2nd (7/day)—*acid arrow*, *mirror image*, see *invisibility*

1st (7/day)—*charm person* (DC 14), *expeditious retreat*, *magic missile*, *obscuring mist*, *ray of enfeeblement* (DC 14)

0 (at will)—*acid splash*, *bleed* (DC 13), *detect magic*, *mage hand*, *open/close*, *ray of frost*, *touch of fatigue* (DC 13)

Str 24, **Dex** 16, **Con** 23, **Int** 19, **Wis** 18, **Cha** 17

Base Atk +7; **CMB** +15; **CMD** 35 (can't be tripped)

Feats Arcane Strike, Combat Reflexes, Eschew Materials, Extend Spell, Improved Initiative, Power Attack

Skills Fly +15, Knowledge (arcana) +23, Knowledge

(dungeoneering) +23, Knowledge (planes) +23, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +12, Use Magic Device +16

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy 100 ft.

SQ brain collection

Brain Collection (Ex) A neh-thalgggu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalgggu a cumulative +1 insight bonus to AC, concentration checks, and Knowledge checks. A neh-thalgggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalgggu that has fewer than seven brains gains one negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

Poison (Ex) Bite—injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d2 Strength damage and staggered; cure 2 consecutive saves. The save DC is Constitution-based.

Spells A neh-thalgggu casts spells as a 7th-level sorcerer. For each negative level it takes from missing brains, its caster

CHAPTER 6: CONVERGING CAVERNS OF LENG

level is reduced by 1. A neh-thalguu with no collected brains cannot cast any of its spells.

Tactics: Redhair prepares for battle as much as possible from the point that she decides to attack the characters — or that they appear likely to attack her and her brood. She uses *mirror image* and *see invisibility* before emerging with a ray of *enfeeblement* targeting an armored foe. The younger ones are the size of large dogs, and Redhair herself is the size of a large cow. If the family decides to attack the characters while they are still in **Area 5C-3**, they unleash a barrage of spells, and then the younger ones charge, leaving the whirling images of Redhair to continue hammering spells into the melee. The initial barrage starts with a *slow* spell (from Redhair), with the youngsters casting whatever mix of *charm* (on armored foes) or *magic missile* (to disrupt spells) makes sense.

Treasure: Ten of the zombies are designated as carriers of the treasure boxes, although since all the zombies are turned to the wall, the treasure boxes aren't visible (although a DC 10 Perception check can see they are holding *something*). The boxes are made of strange blue metal and are worth 25 gp each. Each is locked (DC 25 Disable Device to open).

Treasure Box 1: 1 serpentfolk brain (somewhat, but not entirely fresh)

Treasure Box 2: empty

Treasure Box 3: 302 gp, 302 sp, 302 cp, 302 small pieces of gravel

Treasure Box 4: 14 mouse skulls and 3 takkas

Treasure Box 5: 4 jhoat-sticks (30 gp each — see the **Appendix**, but basically they are narcotic chew-sticks) and a *rod of wonder*

Treasure Box 6: 1784 gp

Treasure Box 7: 4 sapphire gems (200 gp), 1 diamond (1000 gp) and 1 Leng-ruby (1000 gp, or 5000 gp to a Leng-creature)

Treasure Box 8: 12 cp and a *veil of Leng* (**New Magic Items Appendix**)

Treasure Box 9: 15,831 sp and a spool of thread

Treasure Box 10: Folded cloth-of-gold (1 square yard) worth 500 gp.

If the characters appear powerful and they approach peacefully, Redhair might choose to talk with them rather than to attack (a successful DC 25 Diplomacy check will help). If they offer her something of value (over 1000 gp, or something she needs; GM's discretion), she might offer to trade her *veil of Leng* for it since she has no particular use for the item. She can also give the adventurers some idea about what the Convergence is, namely an area where the material plane intersects and overlaps with the plane of existence that contains the Plateau of Leng. Redhair is something of an expert on matters involving the planes of existence, but she is dulled from her attached brains.

Hex 5F. The Air of Leng

The main feature of the corridors traversing this hex is the 90-degree bend known as the “Hall of Pillars,” or more recently as the “Air of Leng.” Traders and travelers seeking to deal with the denizens of Leng take this route in preference to the way through **Hex 5C**, which is often (and currently) inhabited by dangerous predators.

5F-1. Primary Corridor (Away from Leng)

This 30 ft. corridor leads from the convergence with the Plateau of Leng back toward the main tunnels of the Cyclopean Deeps. For most creatures, this is the preferred direction.

5F-2. Primary Corridor (Deeper toward Leng)

If followed to the south and west, this primary corridor leads deeper into the convergence between the Material Plane and the Plane of Leng.

The convergence becomes complete in **Hex 2C**.

This hex is where the convergence between the Material Plane and the Plane of Leng truly becomes palpable. It can occasionally be sensed by touch, smell and intuition, although the characters don't know what is happening unless they are very experienced planar travelers (and make a successful DC 25 Knowledge [planes] check). The planes here partially overlap, and there are points of direct contact where travelers experience what feels like the touch of a large, cold insect. The sensation is momentary, but repeats if the character deliberately touches the same spot in the air. Travel toward Leng makes these experiences more frequent as the characters draw nearer to **Hex 2C**.

5F-3. Hall of Pillars (CR Varies, see below)

You enter a wide area where two lines of pillars form a corridor down the middle of the broadened tunnel. The space between the pillars is approximately 25 ft. wide.

As shown on the map, much of the area outside these protective pillars is occupied with **air from the Plane of Leng** that has blown in through the tunnels and is trapped here by the sharp bend and the protective magic of the pillars. The pillars were built and enchanted in ancient times to keep this room safe. Anyone in between the pillars is kept safe from being hit by arrows, inflicted with diseases, cursed by spells, or poisoned (no save or defense required!). While between the pillars, any ongoing effects of spells, curses, transformations (other than true shape-changes), diseases, poisons and implanted eggs (but not normal parasites) are all be held in abeyance until the person leaves the area between the pillars.

Beyond the pillars, however, drifts the air of the Plateau of Leng. The air is extremely hallucinogenic. Anyone making contact with it must make a Will save at –5 or be affected. Anyone who has been affected once by the air of Leng may, in the future, make the save without the penalty, and anyone who has the misfortune to be affected three times is subsequently immune to its effects. Roll on the following table to determine what an affected character experiences:

Hazard: The Air of Leng

CR Varies

Die Roll	Result
1–2	The character is attacked by a floating, pinkish-colored snake 10 ft. long. An affected character sees visions that are real <i>for that character</i> but which quite literally <i>do not exist</i> for the other members of the party. Any other character affected by the air of Leng also sees the snake and can fight it. PINK PHANTASM SNAKE OF LENG CR 5 XP 1,600 hp 51 (Pathfinder Roleplaying Game Bestiary 2 “Emperor Cobra”)
3	The character gains a certain degree of understanding about the underlying reality of things; a DC 20 Will save is required to avoid insanity. An insane character becomes worse at combat (–1 to hit and on damage) until being rescued by a <i>cure disease</i> , <i>remove curse</i> or similar magic. The insane character is also able to see <i>invisible</i> while insane, although they all appear to be piles of ants and beetles (only while they are invisible). The character has a 25% chance to gain one point of Intelligence once the insanity is cured.

Die Roll	Result
4	The character begins to shake with an uncontrollable palsy and has great difficulty holding anything. The character has a 90% chance to drop anything held and must check again each combat round (or minute, as applicable). The condition persists for 4d6 minutes, and is considered a curse for purposes of getting rid of it (CL 16th).
5	The character's skin turns blue, and so does the skin of the next living being the character touches (no save). The blue skin is considered a disease for purposes of getting rid of it (CL 16th).
6	The character is paralyzed and also weighs 2000 pounds due to a change of material density. This condition persists for 3d6 minutes. During the period of paralysis, the character can shoot <i>lightning bolts</i> from the eyes with a range of 100 ft. that inflict 2d6 points of damage (DC 15 Reflex save for half). Keep in mind that the character's head cannot turn, so the range of vision/lightning is limited to roughly a 90-degree arc, the movement of the eyeballs.
7	The character is attacked by 1d3 giant ants that have twisted, feral human features. These visions are real for that character but <i>do not exist</i> for the other members of the party except others that have been affected by the air of Leng. The first ant attacks the affected character, but the next two choose to attack another character affected by the air of Leng (if there are any). If no other characters are affected by the air of Leng, all of the ants attack the character that rolled this result. HUMAN-FACED GIANT ANT SOLDIERS CR 2 XP 600 hp 18 (<i>Pathfinder Roleplaying Game Bestiary</i> "Ant, Giant Soldier")
8	The character attacks, and attempts to eat, another randomly determined character in the party. The cannibalistic impulse fades within 1 hour, except for the very occasional (and quite controllable) urge every once in a while for the next year or so.
9	A character not affected by the air of Leng (if there is one) appears to exhale a green, glowing stirge once every 3 melee rounds (or minutes, as applicable). The stirge only exists for characters affected by the air of Leng. GREEN, GLOWING STIRGE OF LENG CR 1/2 XP 200 hp 5 (<i>Pathfinder Roleplaying Game Bestiary</i> "Stirge")
10	The character is turned to stone for 1d6 melee rounds and then starts to get better, able to move at one-quarter normal speed for 2d6 minutes, then half speed for 3d6 minutes, after which the character goes into convulsions for 1 minute, then is cured of the result. Keep in mind that the character might be affected/attacked by hallucinations from Leng that have been summoned forth by others in the party.

Hex 11F.

The Twitching Throne

11F-1. Primary Corridor

This primary corridor connects the rest of the Cyclopean Deeps to the Converging Caverns of Leng.

11F-2. Primary Corridor

This primary corridor leads to **Hex 9G**, the Holt of Prince Lokragar.

11F-3. Primary Corridor

This primary corridor leads southeast and deeper into the Converging Caverns.

11F-4. Hall of the Twitching Throne (CR Varies, possibly 10)

At this intersection of corridors is a wide chamber opening from the west wall, with a throne at the back, raised on a dais. Three hooded denizens of Leng stand on the dais around the throne, which contains a drooling, twitching creature that was once human, or something similar.

No one knows why the throne does what it does, but anyone who sits in it becomes an oracle for the voices that drift upon the planes of existence.

The **3 hooded Leng-men** are in attendance upon the current oracle as a sort of honor guard, mentally recording anything interesting that they hear. If the characters investigate more closely, they find that the drooling, twitching thing in the throne is not a human, but is actually a **dark stalker**. At this point, the difference is minimal; the body is atrophied, and the mind is gone. The body is merged into the throne by organic-looking filaments that pass from the body into the back of the stone seat. The thing in the throne twitches constantly, but every so often it speaks in different voices, echoing what it hears in the voids and the alien places of the planes of existence.

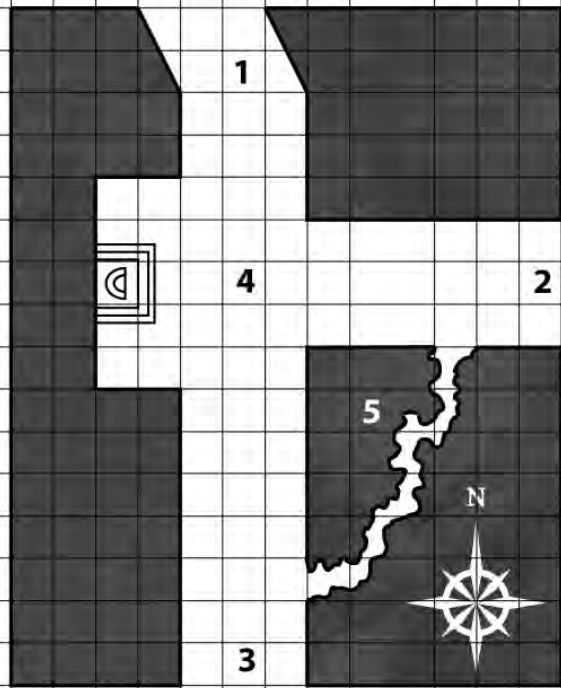
The Leng men have to translate the spasmodic movements and broken speech of the thing in the chair. The thing works like a *commune* spell for the characters if they decide to ask questions. If it is ripped from the chair, it dies. If the characters pull the oracle out of the throne, neither the throne nor the Leng-men react. The oracle dies, and within a few days, the throne begins to emit a slight, beckoning mental call. For the first week, anyone passing by must make a DC 15 Will save or sit curiously upon the throne. In the second week, the save is DC 16, and in the third week only DC 17. This progression continues until the save is DC 30. By this point, though, it is almost certain that the throne acquires itself a new oracle.

The archmage Jupiter Kwan occasionally uses the oracle as a means of communication, which is one of the reasons that the Leng-men are in attendance here. If the characters have met Jupiter Kwan, he may have told them to contact him from the oracle. Calling Kwan's name to the twitching thing in the throne eventually draws the wizard's attention, and he answers, forcing the oracle to repeat his words as they are spoken into the astral plane (see *Chapter 9: Hidden Worlds of Jupiter Kwan*). The Leng-men only defend themselves if attacked.

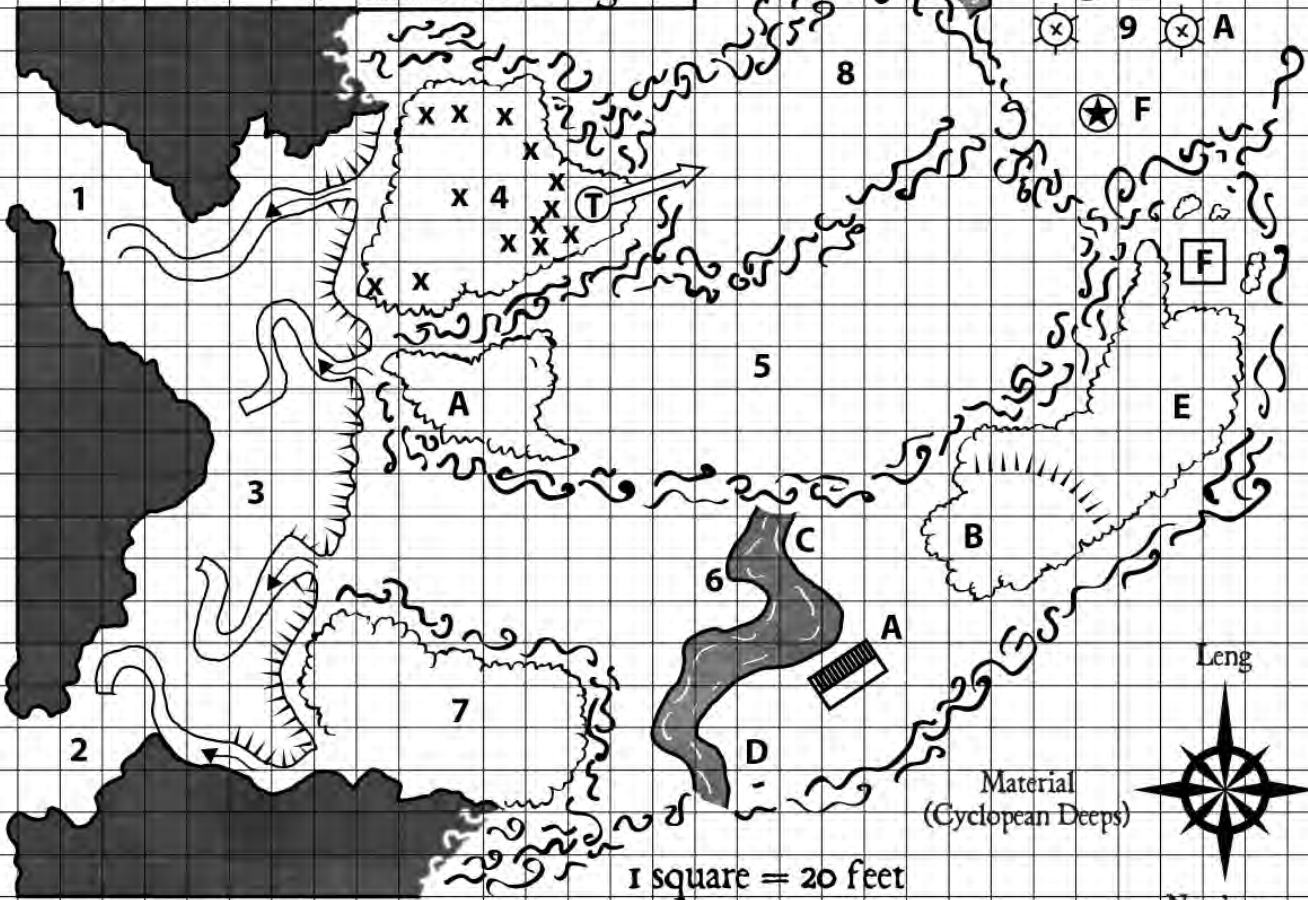
Monsters: The phase spiders from **Area 11F-5** almost certainly emerge and attack the party unless the adventurers spend no time in this area. The spiders won't step onto the dais where the throne is, nor attack the Leng-

Hex 11F - The Twitching Throne

1 square = 10 feet



Hex 2C - The Plateau of Leng





men or anyone on the throne itself. If the battle goes badly for them, they phase into the ethereal plane and return to their lair through the stone.

DENIZENS OF LENG (3)

XP 4,800

hp 95, 85, 99 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

CR 8

Treasure/Gear: *Swa Oom* robe, turban, veil, *potion of invisibility*, four-foot-long pipe slung on his back, belt pouch containing 25 takkas, 3 Leng-rubies (50 gp value, worth 500 gp to a Leng-creature).

Porm Patoi robe, turban, veil, domino-mask encrusted with diamonds (4000 gp), a *periapt of proof against poison*, belt pouch, 6 gp, what appears to be the preserved flayed skin of a human finger (or something).

Mool Awa robe, turban, veil, a delicate, magical origami bird that folds itself up and then flattens again on command, belt pouch, 4 takkas, 3 gp, 20 sp, 1 cp.

II F-5. Side Tunnel (CR 10)

A dark tunnel 4 feet tall and 4 feet wide seems to have been hacked out from the main tunnel.

This side tunnel is the home of **6 giant phase spiders**, although they clearly weren't the original miners who decided to create a shortcut here. They are almost certain to emerge and attack a group of adventurers either here or in the main room.

PHASE SPIDERS (6)

XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary* "Phase Spider")

CR 5

Treasure: The middle of the tunnel is actually blocked by skeletons; the spiders simply phase through the pile of "garbage." Among the skeletons, the characters may find 8 takkas, 214gp, 800sp, 2118cp, 1 opal worth 200gp, a +1 *undead bane longsword*, 8 sets of varied outfits, all with bite-holes, a folded piece of parchment that entitles the bearer to 10,000 gp if presented to the king of the duergar along with the head of the "Would-be Usurper, Prince Lokragar." There is also an IOU stating that Uzox Loam of the Fortress of Ques Querax owes 3000 gp to the holder, Thang-Jama (see description of Uzox Loam in *Chapter 2: Eye of the Titan*).

Hex 2C: The Plateau of Leng

In this Hex, the realities of the Material Plane and of the Plateau of Leng converge completely. The characters find themselves physically at the edge of Leng's supernatural plateau, perceiving it as the edge of a physical cliff. Once they ascend to the top, they are entirely in the realm of Leng.

The Dreaming Mists of Leng

The Dreaming Mist is a plane of existence that drifts through parts of the Plateau of Leng. Wherever it is, it co-exists with Leng, just as the ethereal plane co-exists with material reality. If it is present, then Leng has a "higher reality" in that spot. If the Dreaming Mist is elsewhere, no higher level of reality is present.

As perceived in the Plateau of Leng, the Dreaming Mist is not a single, continuous reality. There are many parts of Leng that are not suffused with the Dreaming Mist — although the mist could drift in at any time, filling the area with a higher reality. Very few regions are resistant to the drifting otherness of the Dreaming Mist — such areas are often called "mountains" by the denizens of Leng, as if the Dreaming Mist has a "sea level" of sorts that does not reach above these psychic elevations.

2C-1. Passageway to Hex 5F.

If the party is entering the Hex from the West:

Note that this is the identical text as for **Area 2C-2**: if you read the text to the players, don't accidentally get caught reading it aloud twice!

As you travel eastward along the passageway, the limestone rock of the tunnel begins to show cracks of some other bluish mineral tracing through it. The blue mineral becomes more prevalent until it pervades the native limestone in whorls and veins of different widths and lengths, a bizarre tracery that seems almost unnatural.

The minerals in the rock are showing signs of the convergence between reality and Leng as the two continue to overlap. The traceries of these strange minerals are not dangerous. The minerals themselves would be interesting and useful to alchemists, but only in quantities that would be extremely heavy and cumbersome to extract.

2C-2. Passageway to Hex 5C

The stone of this passageway undergoes the same transformation as the passageway at **Area 2C-1**:

As you travel eastward along the passageway, the limestone rock of the tunnel begins to show cracks of some other bluish mineral tracing through it. The blue mineral becomes more prevalent until it pervades the native limestone in whorls and veins of different widths and lengths, a bizarre tracery that seems almost unnatural.

See **Area 2C-1**, above.

2C-3. Edge of the Worlds (CR Varies)

The passageway opens into a cavern with, apparently, a very tall ceiling that is wreathed in mist at least 60 feet overhead. The cavern's western wall is a cliff of natural stone that rises into the mist above. Four ramps lead upward from the cavern floor. They are extremely steep and also disappear into the mist overhead.

This cavern is the final, complete convergence of the characters' normal plane of existence and the edge of the otherworldly Plateau of Leng. Here at the intersection of the two worlds, normal physical laws are badly bent, although they are not utterly bizarre as they are on the Plateau itself. The main, obvious oddity is the ramps that appear to be so steep. Once anyone sets foot upon them, the ramps are found to rise at quite a gentle slope. The apparent steepness of the slope isn't an illusion: It is a reflection of the way in which two separate worlds interact with each other right at this place. Another effect of the interaction of planes is that there is simply no way to determine the height of the plateau from the cavern floor at the base of the cliff. The cliff's height is a meaningless concept in Leng.

The entire cavern is suffused with the **Air of Leng**, which pours down from the plateau in a constant waterfall of mist. See **Hex 5F**, **Area 5F-3**, for a description of the mist's effects. The party may have encountered this hazardous menace earlier, and anyone who was previously affected can smell that the supernatural air is nearby. It is also possible that some characters are already immune to the air.

Once the party is able to reorganize itself after encountering the Air of Leng, they may proceed up the ramps to the Plateau of Leng — or retreat back to the Cyclopean Deeps, which might be the wiser course of action.

2C-4. Dream-Ticks and the Ear of the Old One (CR 9)

You reach the top of the ramp to find yourselves standing outside beneath the night sky. Overhead, strange constellations wheel slowly around. The ground is covered in long, yellow grass, although occasionally a spike of naked rock reaches 10 to 20 feet into the air. To your left, a cliff rises to the sky, as high as the eye can see.

Determine whether any characters exist simultaneously in the Dreaming Mist (see description below). If so, they see a second reality overlaid upon the first:

In addition to the strange sky, the cliff and the yellow grass, you can see that the tall spikes of "rock" are actually piles of horrible bug-like creatures, clicking and climbing. They look like blue-colored ticks, but each one is the size of a person's clenched fist. About 100 feet from you, but very high in the air, a giant, translucent green ear hangs in the sky. It is 150 feet from the ground, 50 feet across and 100 feet tall.

At this point, the characters have left the material plane and are now on the Plateau of Leng. This part of the plateau exists in Leng, and *also* in the Dreaming Mist. A character has a 2 in 6 chance to be extant in the Dreaming Mist (simultaneously with an existence on the Plane of Leng) by chance; otherwise, if the character wants to be able to perceive into (or act within) the Dreaming Mist, some sort of artifact, item, spell, psychic power or other means is required.

As one can perceive (if one exists in the Dreaming Mist), the spikes are made of towers of **dream-ticks** (**Monster Appendix**). Each spike of dream-ticks is marked on the map with an **X**, and each contains **1 swarm**. The ticks are feeding on the dreams of sleeping people; each tower of arachnids represents a dreaming person. Since they are already feeding, the ticks only attack if they feel threatened. Passing within 10 feet of one of the spikes causes the ticks from that tower to swarm to the attack. It is impossible to reach the Ear without getting close to the last group of spikes, unless the characters can all fly. Flying poses a lesser danger, which is covered later.

The hole in the floating ear is a way to reach another part of the Plateau of Leng; it is large enough to walk through, and if anyone flies up to the Ear to investigate, the ear-hole is clearly a tunnel of some kind. There is a bit of ectoplasmic wax buildup in the hole, which is extremely sticky, but otherwise harmless. It sticks for 1d3 days before it hardens and drops off. Going through the Ear brings the characters to **Area 2C-8**.

The infinitely high wall to the left of the characters is still the wall of the cavern in **Area 2C-3**. It is still physically present here at the intersection of the two planes, but under the physical laws of Leng, it simply goes up forever. If the characters decide not to proceed into Leng from this juncture, they can still retreat down the ramp. Otherwise, they move on, through the **Ear of the Old One**.

DREAM-TICK SWARM

CR 9

XP 6,400

N Fine vermin (extraplanar, swarm) (**Monster Appendix**)
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +0

AC 23, touch 20, flat-footed 21 (+2 Dex, +3 natural, +8 size)

hp 120 (16d8+48)

Fort +13; **Ref** +7; **Will** +5

Defensive Abilities dual-planar existence, swarm traits;

Immune mind-affecting effects, weapon damage

Speed 30 ft., climb 30 ft.

Melee swarm (4d6 plus distraction, and blood drain)

Special Attacks blood drain (1d4 Con), cling, distraction (DC 21)

Str 1, **Dex** 14, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** —; **CMD** —

Skills Climb +10; **Racial Modifiers** uses Dex on Climb checks

Cling (Ex) If a creature leaves a dream-tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several dream-ticks cling to the victim.

A creature with dream-ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the dream-ticks with a DC 20 Reflex save. At least 10 points of damage from any area effect destroys all clinging dream-ticks. The save DC is Dexterity-based.

Create Swarm (Ex) A victim reduced to 0 hit points by

a dream-tick swarm begins to break up into a swarm of dream-ticks, a process that becomes almost irreversible after 1d4+1 rounds, and is completed within 1d2+1 days. In the meantime, the body is catatonic, dreaming and muttering. During the short period of time before the process becomes "irreversible," the victim may be cured by use of a *remove curse* spell or by healing the victim to full hit points. After the "curable" period, only a *remove curse* spell can kill the growing dream ticks.

Dual-Planar Existence (Ex) Dream-ticks can partially exist on the Material Plane. A dream-tick swarm that enters the Material Plane is effectively incorporeal, but is still capable of making physical attacks. While on the Material Plane, however, the dream-tick's attacks inflict only minimum damage (4 hp, 1 Con).

2C-5. Perilous Parlor

A. The Blue Figurine (CR 4)

You reach the top of the ramp to find yourselves standing in the middle of a wide plain. Behind you, the cliff that seemed reasonable in height suddenly appears to drop into infinite space, a terrifying emptiness. The ramp is still there, thankfully, although it dwindles into nothingness below. About 20 feet away from you stands one of the eerie **denizens of Leng**, staring slack-jawed at a point in space ahead of it. Even with the subtle differences between humans and Leng-denizens, you can tell that this one is starved almost to death.

As with **Area 2C-4**, this part of the plateau exists in Leng, and *also* in the Dreaming Mist. There is a somewhat higher likelihood here that any individual character exists in/perceives the Dreaming Mist. A character has a 3 in 6 chance to be extant in the Dreaming Mist (simultaneously with an existence on the Plane of Leng) by chance; otherwise, if the character wants to be able to perceive into (or act within) the Dreaming Mist, some sort of artifact, item, spell, psychic power, or other means is required.

Any character that exists in the Dreaming Mist and in Leng is able to see the edge of the Dreaming Mist no more than 30 ft. away:

You have a strange double-vision and the feeling that you are looking into two different realities at the same time. Sixty feet in front of you, one of the realities appears to end, a boundary made of mist, and you are inside it. The other reality still continues beyond that border. You can also see that the emaciated denizen of Leng is not staring off into space. Right in front of it is a shifting figurine made of blue light.

The figurine of light is a **trap**, but one that only affects the denizens of Leng. Even night-ghouls and Leng-spiders are not affected by it. Denizens of Leng, however, are captivated by the light and watch it until they die of thirst or starvation. "Ordinary" denizens do not get a save against this trap, and even denizens that get a save (those with more than 8HD or with class levels) do so at a DC 25 Will save. The only way to rescue a Leng-denizen that has fallen under the spell of the blue figurine is to drag the victim out of the Dreaming Mist for a full 24 hours. If the denizen re-enters the Dreaming Mist, at any place, before the 24 hours elapses, a second blue figurine forms rapidly at that point, trapping the victim again. The new figurine remains where it formed, and the original one has, effectively, "reproduced."

The trapped denizen of Leng is **Iadro of the Ulmai**. He dies within 24 hours if he does not receive food and water. If he is rescued, he is grateful, although not as much as a human would be.

IADRO OF THE ULMAI

XP 4,800

hp 87 (currently 6) (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

CR 8

Treasure/Gear: *potion of cure light wounds*, robe, turban, veil, waterskin (1 quart, full), belt pouch, 3 rubies (200 gp each), and 1 Leng-ruby (100 gp or 1000 gp to a Leng-creature).

Rescuing Iadro from this trap permanently is the same as overcoming a CR 4 encounter.

B. Beyond the Figurine (CR 14)

When the characters leave the Dreaming Mist (or look past the border of it):

You are looking at a large meadow covered with bright yellow grass. A few sinister-looking black flowers rise to a height of 10 feet on slender stems, dripping purple liquid from their broad petals. Nearby, bat-like creatures wheel in the sky, making circles over a massively giant spider. The thing's body is almost 20 feet in diameter, and its seven legs are easily as long as the body. It appears to be moving fluidly from one stylized position to another, holding each position for several seconds before moving on to the next.

The spider is a **Leng-spider**, and the bats are **Leng-bats**. The spider is meditating, moving through a sequence of ritualized movements to settle its mind, while its *charmed* bats fly overhead. The bats are no more intelligent than a falcon, but they attack anything that threatens the spider.

When the Leng-spider sees the characters, it welcomes them and happily discusses whatever topics the characters choose to pursue. It inquires if they have any Leng-rubies and offers to buy any that the characters might have. It does not, however, allow them to leave with the rubies; the spider wants them too much, especially if it actually sees them.

The **black flowers** in the field are markers where the Leng-spider has buried its treasure. There are 30 of the flowers, and it takes half an hour for one person to dig up one flower assuming that he has a decent tool for the purpose. The flowers themselves are not sentient or animated. They are, however, incredibly poisonous. The Leng-spider's treasures under each of the flowers have been slowly encased in root-sacs that have turned all of the treasure poisonous to touch. A *neutralize poison* spell is required to make the stuff touchable without making a DC 30 Fortitude save (effects below).

LENG BLACK DAHLIA ROOTSACK

Type poison (contact); **Save** Fortitude DC 30 (to non-Lengians)

Onset 1 round; **Frequency** 1/minute for 6 minutes

Initial Effect catatonic for 1 year; **Secondary Effect** 5d6 Con; **Cure** 1 save

Note: The poison effect wears off after 3 days. If the players think of it, they have a pretty cool set of poisoned missile weapons for a three-day period.

Flower #1: 7 cp and a *dream-gobbet* (**New Magic Items Appendix**) of a person standing in his underwear in a throne room

Flower #2: 23 gp and 1 takka

Flower #3: 2 *dream-gobbet*s, both of a person falling

Flower #4: a chest containing a rotted serpentfolk egg and a set of rusted surgical instruments

Flower #5: 1 Leng-ruby worth 50 gp, 2,000 gp to a Leng-creature

Flower #6: 432 sp

Flower #7: Chest containing 3 potion bottles with broken seals. All that is left is sediment. Add water and you get a potion. 1 is a *potion of cure moderate wounds*, 1 is a *potion of gaseous form*, and 1 is a *potion of heroism*.

Flower #8: Chest contains an invisible *wand of invisibility* with 3 charges

Flower #9: 10 sapphires worth 100 gp each

CHAPTER 6: CONVERGING CAVERNS OF LENG



Flower #10: Chest contains dirt. It is now **poison dirt**. It would work to throw it in someone's eyes, but not for much else. It is a completely decomposed cockatrice.

POISONOUS DIRT

Type poison (contact); **Save** Fortitude DC 15

Onset 1 round; **Frequency** 1/minute for 6 minutes

Initial Effect 1d6 damage; **Secondary Effect** blindness for 1d6 hours; **Cure** 1 save

Flower #11: 56 cp and a picture of a drow etched in bronze (5 gp value)

Flower #12: Holy symbol of Teratashia, holy symbol of Isaclaadra, holy symbol of Zuuljj (red triangle), and a bugbear skull with the eight-pointed Chaos-symbol carved into the forehead.

Flower #13: 3 pearls (200 gp each)

Flower #14: A manuscript of seven pages bound in dragonskin leather. The book contains strange notes written in Draconic and the spell *ice storm*. The notes are a description of the fact that the darkfolk in the city of Izamne slaughtered one out of the three civilizations that once lived in the city. The civilization that was wiped out worshipped a demon-princess called Teratashia, and the bodies were ceremonially dumped into a lake. The manuscript does not describe or name the lake. This event, according to the manuscript, is called "The Annihilation." See *Chapter 4: Izamne, Secrets of the Dark City*, and *Chapter 8: Flagon of the Death God*. This is *not* the *Umpathra Manuscript* that the serpentfolk want to obtain (see *Chapter 5: Dread Domes of the Serpentfolk*).

Flower #15: Bag with 10 seeds to grow more Leng Black Dahlia flowers like these. They only grow well in the Plateau of Leng; growing them in the Material Plane causes the flowers to wither within 1 day (they do not produce poison sacks).

Flower #16: A scroll-tube containing six pages of drow-skin vellum. It is titled "*Umpathra*" and it is the sought-after *Umpathra Manuscript* (New Magic Items Appendix). However, it is missing the seventh and last page. If the Leng-spider is alive when the characters discover the manuscript (admittedly not likely, but perhaps they purchased it), it can tell them that the remaining page is still in the possession of Lopanthor Obo, leader of the Ulmai tribe of denizens (see *Area 2C-9A*). He keeps it "wrapped up" with his other treasures.

Flower #17: Box with loose tea leaves. These are normal and only worth 5 sp.

Flower #18: Box with quill pens, ink and 3 sheets of parchment. Also contains an iron nail and a desiccated eyeball that smells faintly of perfume.

Flower #19: **Mummified remains** of a dark stalker (wears necklace worth 1000 gp)

MUMMY

XP 1,600

hp 60 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

CR 5

Flower #20: Bag with 1 *dream-gobbet* of something lurking in the shadows of a farmer's cottage, and another that conveys the view of a person being burned alive. Also, 5,517 gp.

Flower #21: 217 gp glued together by some sort of smelly, viscous substance

Flower #22: Some teeth and 7 mummified tongues, one of which is forked. Also 27 gp and 2 takkas

Flower #23: 2000 cp wrapped in giant-rat skins.

Flower #24: A rolled-up painting of a serpent man standing in front of a shadowy serpent-like figure rising from a lake (100 gp value).

Flower #25: 3 opals (50 gp) and a Leng-ruby worth 10 gp (1000 gp to a Leng-creature)

Flower #26: 2 Leng-rubies (50 gp each or 2000 gp each to a Leng-creature)

Flower #27: *Potion of poison* (this cures a Leng-creature of 1d6+1 hit points, but it's poisonous to everyone else)

Potion of Leng-Healing type poison (ingested); save Fortitude DC 13; **onset** 10 minutes; **frequency** 1/minute for 4 minutes; **effect** 1d2 Con damage; **cure** 1 save

Flower #28: Small, dead, purple worm remnants. The remnant is 10 ft. in length but curled up, and the inside is rotted away. It contains 3 *dream-goblets*, all of which convey nightmares about being eaten by a purple worm.

Flower #29: Gold goblet chased with silver, with 4 small emeralds on base (2000 gp), 2609 gp, 3267 sp, and 4,798 cp.

Flower #30: 6 amulets carved in the image of a snake-head: 1 is painted yellow, 2 are blue, 1 is red, and 2 are green. These are *amulets of Sa-Heloth* (see *Chapter 5: Dread Domes of the Serpentfolk*).

IZASHIQUIXEL, LENG SPIDER

XP 38,400

hp 202 (*Pathfinder Roleplaying Game Bestiary* 2 "Leng Spider")

CR 14

LENG BATS (4)

XP 800

hp 12, 8, 11, 3 (*Monster Appendix*)

CR 3

Tactics: Depending on the combat situation, Izashiquixel probably uses *mirage arcana* to surround the characters with the illusion of fast-growing black flowers, creating a forest obstacle to delay being forced into melee combat. It hopes that this works long enough to try *charming* one of the characters, then turning invisible.

Reminder for when the characters are ready to leave!

Remember that if Iadro the Leng-man is taken through the Dreaming Mist after having been rescued, this causes a second blue figurine to come into existence.

2C-6. Reality of the River's Edge

If the characters engaged a night-ghoul captain in *Area 13R-6* of *Chapter 4: Izamne, Secrets of the Dark City*, it is most likely that the

CYCLOPEAN DEEPS VOLUME 1

riverboat docks at this location. The characters might or might not be aware that they have drifted across planes of reality and into the Plateau of Leng, depending on whether they bothered to ask any questions before they embarked.

If the party arrives by river, they enter the map at **Location C**, to find the river running uphill to Baba Hara's Shack of Holding.

A river (or "the" river) runs uphill to a poorly constructed wooden dock next to a shanty, then back downhill where it disappears into the depths of a green bank of heavy mist.

A. Baba Hara's House of Holding (CR Varies, up to 15)

The shanty is a rickety wood building with a porch in front, where a night-ghoul sits in a throne-like chair made of bones. When he sees you coming, he hurriedly throws a blanket over the throne and then sits back down and crosses his legs nonchalantly.

This is the **night-ghoul Baba Hara**. He trades various goods, and his shack is a frequent stopping point for night-ghoul merchants. The house, which is a *house of holding* (**New Magic Items Appendix**), contains lots of valuable material and some very dangerous guardians. A list of contents for the house is provided below, but there are other miscellaneous items available for sale (any item from the *Pathfinder Roleplaying Game Core Rulebook* can be had here, at 125% of list price. GMs wishing to incorporate items from the *Pathfinder Roleplaying Game Ultimate Equipment* book are encouraged to do so). If there is a particular item the characters are looking for, there's a decent chance that Baba Hara has it and is willing to overcharge for it.

Baba Hara's chair is within a permanent *anti-magic field*, and the entire porch is enchanted with *protection from law*. Baba Hara invites the characters to come sit in the chairs on the porch (there are 10, but the quasit can fetch more from inside the house if more are needed). Baba Hara is a hospitable fellow for a cannibal, and like most of his ilk, he avoids talking about the fact that he eats people. He avoids talking about his chair made of human bones. He does not want anyone to go into the house (partly because there are some dead people hanging on hooks with the other foodstuffs). All his business dealings are done from the porch, with the quasit **Smarm** going in and out of the house to fetch and return with items.

If Baba Hara is threatened, he uses his *amulet of dimension door* (allows the wearer to cast one *dimension door* per charge; CL 16th) to get inside the house where he can be protected by his menagerie. The amulet has 2 charges, but can be recharged by the green serpentfolk in the domes (see **Chapter 5: Dread Domes of the Serpentfolk**). Whenever the amulet is emptied of charges, he sends it back for recharging in the hands of a trustworthy night-ghoul river captain.

The Menagerie:

- 1 quasit (Smarm)
- 1 bottled glabrezu demon
- 4 purple cave bears
- 2 behirs
- 1 human berserker
- 1 xorn

BABA HARA, NIGHT-GHOUL XP 4,800

Male night-ghoul rogue 6 (**Monster Appendix**)
CE Medium monstrous humanoid
Init +6; **Senses** darkvision 60 ft.; **Perception** +13

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 59 (4d10+4 plus 6d8+6)

Fort +6; **Ref** +11; **Will** +6

Defensive Abilities evasion, trap sense +2, uncanny dodge;
DR 5/magic

Speed 30 ft.

Melee bite +10 (1d6+2 plus poison) and 2 claws +10 (1d4+2)

Special Attacks sneak attack +3d6

Str 14, **Dex** 15, **Con** 13, **Int** 19, **Wis** 11, **Cha** 15

Base Atk +8; **CMB** +10; **CMD** 22

Feats Extra Rogue Talents* (hard to fool, honeyed words), Great Fortitude, Improved Initiative, Persuasive

Skills Appraise +15, Bluff +15, Climb +7, Diplomacy +19, Disable Device +11, Escape Artist +12, Intimidate +9, Knowledge (history) +7, Knowledge (local) +14, Knowledge (planes) +8, Knowledge (religion) +7, Perception +13 (+16 to locate traps, +17 to hear the details of a conversation or to find concealed or secret objects (including doors and traps)), Profession (merchant) +13, Sense Motive +10, Sleight of Hand +10, Stealth +10, Survival +10, Use Magic Device +10

Languages Common, Night-Ghoul

SQ trapfinding +3

Combat Gear *amulet of dimension door* (2 charges), *bottled glabrezu demon* (breaking the glass bottle releases the demon, which can attack on that Initiative turn).

Night-Ghoul Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect sleep 1 hr.; cure 1 save. The save DC is Constitution-based.

**Pathfinder Roleplaying Game Advanced Player's Guide*

SMARM THE QUASIT

CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Demon, Quasit")

GLABREZU

CR 13

XP 25,600

hp 196 (*Pathfinder Roleplaying Game Bestiary* "Demon, Glabrezu")

PURPLE CAVE BEARS (4)

CR 7

XP 600

hp 96, 80, 87, 102 (*Pathfinder Roleplaying Game Bestiary* "Bear, Dire")

BEHIRS (2)

CR 8

XP 600

hp 106, 95 (*Pathfinder Roleplaying Game Bestiary* "Behir")

GROMMR THE BERSERKER

CR 1/2

XP 200

Male human barbarian 1
CN Medium humanoid (human)
Init +1; **Perception** +5

AC 12, touch 9, flat-footed 11 (+3 armor, +1 Dex)

hp 17 (1d12+5)

Fort +6; **Ref** +1; **Will** +3

Speed 40 ft.

Melee battleaxe +6 (1d8+5/×3) or morningstar +6 (1d8+5)

Special Attacks rage (6 rounds/day)

Str 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +6; **CMD** 15

Feats Cleave, Power Attack

Skills Climb +8, Knowledge (nature) +4, Perception +5, Survival +5, Swim +8

CHAPTER 6: CONVERGING CAVERNS OF LENG

Languages Common

SQ fast movement, tireless rage

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather armor, battleaxe, morningstar

Base Statistics When not raging, Grommr's stats are **AC** 14, touch 11, flat-footed 13; **hp** 15; **Fort** +4; **Will** +1; **Melee** battleaxe +4 (1d8+3/×3) or morningstar +4 (1d8+3); **Str** 17, **Con** 14; **CMB** +4; **Skills** Climb +6, Knowledge (nature) +4, Perception +5, Survival +5, Swim +6.

XORN

XP 2,400

hp 66 (*Pathfinder Roleplaying Game Bestiary* "Xorn")

CR 6

Treasure:

- Wooden urn with 4,358 gp and 22,843 sp (this urn is what he uses as a cash register; it is out on the porch with him).
- Earthenware pot with 999 gp and 1 wooden disk painted gold
- Chest with **poison needle trap** contains 142 gp, 464 sp, 1,229 cp, 2 takkas, 1 silk cloak with a rip (10 gp).

POISONED NEEDLE TRAP

XP 400

CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger touch; **Reset** none

Effect Atk +10 (poison needle; 1 plus purple worm poison)

- 14 bales of hay
- 50 10-pound bags of rice
- 5 gutted wild boars, hanging on hooks
- 2 gutted humans, hanging on hooks
- 23 pheasants, hanging on hooks
- 15 miniature bronze castles (1 gp each; Baba Hara sells for 10 gp)
- 3 rubies (Leng-rubies worth 10 gp each, or 1,000 gp to a Leng-creature). These are well-concealed under a floorboard (DC 25 Perception check to notice).
- Box of 4 cameo brooches (100 gp each)
- Crate of picks and other mining tools (100 gp)
- Crate of 144 torches
- 10 crates of 50 flasks of oil each
- Stone statue of a lion, 5 feet tall (20 gp, very heavy)
- 40 ceramic gnomes, 1 foot tall (1 gp each)
- 10 plaster statuettes of pigs
- Snake-amulet, pink (this is a fake *amulet of Sa-Heloth*)
- Snake-amulet, green (this is a real *amulet of Sa-Heloth*)
- 7 page manuscript (this is actually a true copy of the *Umpathra Manuscript*, and although it is not as strong as the original, it is still useful to the serpentfolk; they'll pay 1,000 gp for it). Baba Hara sells it for 25 gp and can be haggled down to 20 gp.
- A horse
- Ship in a bottle, detects as magical but does nothing (Baba Hara sells it for 50 gp; it's worth 1 gp)
- *Cloak of elvenkind* (wrapped around 14 pounds of salt herring)
- 3 barrels of flour
- 3 pitchforks
- Jar containing 4 *dream gobbets* (dreams of flying)
- 4 jhoat-sticks (25 gp each, see the **Appendix**)
- Bag of 12 assorted gems (1d12 x 100 gp value each)
- Painting of a knight being eaten by a dragon with princess-carcass nearby (50 gp)
- Green silk robes with ostrich plumes and burgundy tassels, small hole in back, can be repaired by Baba Hara if noticed, 250 gp
- *Potion of heroism*
- 2 *potions of healing*
- 3 buckets
- 2 casks of beer (50 gp each)

- 10 bottles of fine wine (50 gp each)
- 3 bottles of finer wine (100 gp each)
- 1 plow
- Bottle containing caviar, 2 eggs are actually froghemoth eggs
- Hat rack
- +1 *longsword humanoid (halfling) bane*
- +1 *full plate armor*+2 *leather armor*
- Hookah carved from salt (10gp)
- *Scroll of anti-magic field, control weather and death spell*
- Tapestry (50 pounds) of unicorns, worth 100 gp
- Tapestry (50 pounds) of skulls and roses worth 100 gp

Between (a) a *house of holding*, (b) a strange menagerie of creatures, and (c) a canny night-ghoul merchant, virtually anything can happen in this encounter. It may be that the characters employ Baba Hara as nothing more than a local seller and buyer, or they might be in for the fight of their lives if they decide to attack. As with many of the possibilities in other planes of existence, whatever happens is likely to be strange.

If the characters circle around the house and head for the cliff in **Area E** (and possibly thence to the secret shack at **Area F**), Baba Hara warns them away, claiming that it is his land, and that they would be trespassing. If they continue despite his warning, they may have trouble in **Area F**, as described below.

B. Misty Woods (CR 5)

Behind the wooden shanty is a stand of beech trees. A **strange mist** drifts between the tree trunks.

Anyone entering the grove emerges in **Area 2C-6E**.

Determine which members of the party exist in the Dreaming Mist when they enter the forest. For this part of the mist, all characters except magic-users have a 2-in-6 chance to also exist in the Dreaming Mist. Magic-users have a 5-in-6 chance.

In the woods is a **dreamslang**, a venomous snake that exists in the Dreaming Mist but not in the "real" world of the plateau itself.

DREAMSLANG

CR 5

XP 1,600

N Large animal (extraplanar) (**Monster Appendix**)

Init +6; **Senses** low-light vision, scent; **Perception** +13

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 51 (6d8+24)

Fort +9; **Ref** +7; **Will** +5

Defensive Abilities dual-planar existence

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +10 (2d6+9 plus poison plus constrict)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+9)

Str 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +11; **CMD** 23 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; **Racial Modifiers** Acrobatics+8, +4 Perception, +4 Stealth

Dual-Planar Existence (Ex) Dreamslangs can partially exist on the Material Plane. A dreamslang that enters the Material Plane is effectively incorporeal, but is still capable of making physical attacks. While on the Material Plane, however, the dreamslang's attacks inflict only minimum damage (11 hp), it cannot use its constrict attack, and the effects of its poison

are diminished (see below).

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; *initial effect* 1d3 Wis and sickened (convulsions) for 3d6 rounds; *secondary effect* 1d6 Wis (death occurs at 0 Wis); *cure* 2 consecutive saves. On the material plane, the victim suffers only the initial effect.

C. River to Izamne

The river flows away from Baba Hara's *house*, through dark tunnels to the City of Izamne. Various other tunnels branch away, which the boat might be able to follow, but the night-ghoul captain (or whatever sort of captain the party might have engaged) always shakes his head and refuses to follow any of the side passages, muttering about subterranean sea serpents.

D. Strangely, this is also the River to Izamne

The river flows away from Baba Hara's *house*, exactly as described in C, above. As far as the characters can tell, the river is a loop between Izamne and Baba Hara's. If the characters decide to explore the river's tributaries, they might find themselves far to the north, riding the dark waves of the Sunless Sea. Moreover, the concerns about sea serpents are quite valid.

E. Cliff (CR 5+)

Through the trees, you arrive at the top of a cliff. The strange mist around you is apparently heavier than air, because it pours slowly down the side of the cliff like a slow-motion waterfall. At the bottom of the cliff you can see treetops, but the mist obscures everything beneath.

The cliff is 100 ft. high, and as the party descends they are attacked by **2 Leng-bats** that wheel down from a much larger flock. Presumably the party deals with this threat in short order, and the rest of the flock chooses not to engage this dangerous prey. If the party somehow manages to lose anyone to the Leng-bats, things turn ugly as the flock senses weakness. Another **5** of the creatures fly down to the attack, arriving 1 round after the character was taken down. **Three more Leng-bats** swoop down for every character that is rendered unconscious or killed.

LENG BATS

XP 800

hp 11 (**Monster Appendix**)

CR 3

F. Forbidden Appetites (CR Varies, 10+)

Ahead of you is a shack in a small clearing. In front of the shack is a large fire-pit with two massive iron spits over it, each one big enough to cook a wild boar.

The ghouls don't cook wild boar here; they cook people. The shack contains jars of a spicy basting sauce (truly delicious and free of human content), cooking implements and a shovel. The ghouls are only here at special occasions, and they do not mention this place to anyone other than ghouls.

The only way there might be an encounter here is if Baba Hara saw the characters going in this direction, warned them off, and they ignored him. If this is the case, Baba Hara calls out a number of night-ghouls, and they converge on the cooking shack. The initial attack (which is not immediate, of course; the ghouls have to get there) comprises **10 night-ghouls**, with another **1d3** arriving each round for 3 rounds. Baba Hara remains in his house.

NIGHT-GHOULS (10)

XP 800

hp 26 (**Monster Appendix**)

CR 3

Treasure: loincloth, ragged hat, necklace of teeth, 1d4 gems (never rubies) worth 1d2 x 100 gp each.

If the characters search behind the shack — perhaps tipped off by the presence of the shovel — they find evidence of a fairly large excavation covered over with earth. This is a mass grave of the people the ghouls barbecued. Approximately 100 skeletons are buried in the grave, mostly humans, but with several orcs, goblins and bugbears as well. No treasure remains in the mass grave (it's all in Baba Hara's house).

2C-7. Ledge of the Leng-fossils (CR Varies, 7+)

You reach the top of the ramp to find yourselves standing on a huge ledge 60 ft. across. Behind you, the cliff apparently drops away into nothingness. To your right, another cliff wall rises into eternity. It is riddled with tiny holes and bizarre fossils. The downward ramp is still there, thankfully, although it dwindles into what is apparently — even though you know it can't be — an infinite distance below.

This entire area is suffused with the Dreaming Mist. Each character has a 2-in-6 chance to exist in both planes of existence, and clerics (or any divine spellcaster) have a 5-in-6 chance.

In the Dreaming Mist

You have a strange double-vision, and the feeling that you are looking into two different realities at the same time. [*If the characters have already encountered the Dreaming Mist, they recognize this.*] What is a barren ledge of rock in one vision is something quite different in the other vision. In the second vision, the **strange fossils** in the wall are moving, shifting and slithering. A gate of some kind is in the stone, a massive devil face with an open mouth 20 ft. tall. The bottom of this yawning void is flush with the ledge; one could step into it easily. You cannot see into the mouth; it is utterly black inside.

The fossils in the wall are alive, in some strange way that is neither animation nor undeath, a state of being peculiar and unique to the plane of existence that comprise the Plateau of Leng (with the sole exception of the **ghost-ammonites**). A **fossil** emerges immediately from the cliff face and attacks; another 1d2 come through to join the battle every 1d6+2 rounds. Roll and refer to the table to see what emerges from the walls:

Roll	Fossil Encounter
1	Segmented 10-foot-long snake-thing
2	Human-like
3	Trilobite (Medium)
4	Trilobite (Large)
5	Ghost-ammonite
6	Sabre-toothed, five-legged skeleton-thing

GHOST-AMMONITE

XP 3,200

N Medium undead (**Monster Appendix**)

CR 7

CHAPTER 6: CONVERGING CAVERNS OF LENG

Init +0; **Senses** darkvision 60 ft.; **Perception** +6

AC 19, touch 10, flat-footed 19 (+9 natural)

hp 27 (6d8); fast healing 1 (withdrawn into shell)

Fort +2; **Ref** +2; **Will** +5

Defensive Abilities shell retreat; **DR** 5/adamantine; **Immune** undead traits

Weakness stone shell

Speed 30 ft., fly 30 ft. (average), burrow 20 ft.; earth glide

Melee 6 tentacles +5 incorporeal touch (energy drain)

Special Attacks energy drain (1 level; DC 13)

Str —, **Dex** 11, **Con** —, **Int** 3, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 14 (can't be tripped)

Feats Lunge, Step-Up, Weapon Focus (tentacle)

Skills Fly +6, Perception +6

Energy Drain (Su) This ability only triggers once per round, regardless of the number of attacks a ghost-ammonite makes.

Shell Retreat (Ex) If a ghost-ammonite suffers damage from positive energy channeling, it retreats into its shell for 1d6 rounds. While it is withdrawn into its shell, it heals at a rate of 1 hit point per round but cannot make any attacks.

Stone Shell (Ex) A ghost-ammonite is killed if its stone shell is destroyed (reduced to 0 hp). Although the actual ghost-ammonite inside the stone shell is incorporeal, this physical disadvantage denies it the benefits of the incorporeal subtype. A ghost-ammonite cannot make grapple checks, but it can make other combat maneuvers that rely on physical impact such as bull-rush, disarm, overrun, sunder, and trip attempts.

LENG-FOSSIL (HUMANOID)

CR 5

XP 1,600

N Medium outsider (earth, elemental, extraplanar) (**Monster Appendix**)

Init +5; **Senses** darkvision 60 ft.; **Perception** +9

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 57 (5d10+25 plus 5)

Fort +9; **Ref** +5; **Will** +2

DR 5/adamantine; **Immune** elemental traits, mind-affecting effects

Speed 30 ft., burrow 20 ft.; earth glide

Melee bite +7 (1d6+6 plus poison), or 2 slams +7 (1d6+4)

Str 18, **Dex** 13, **Con** 20, **Int** 4, **Wis** 12, **Cha** 3

Base Atk +3; **CMB** +7; **CMD** 18

Feats Improved Initiative, Power Attack, Toughness

Skills Perception +9, Sense Motive +9, Stealth +9

Languages Terran (understand only)

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; initial effect sickened 1d4 minutes; secondary effects nauseated 1d4 minutes; cure 1 save. Even if the saving throw succeeds, the victim suffers intense hallucinations and is sickened for 2 rounds.

Fossil Types

Leng fossils come in four general types. The stat block above is for a humanoid Leng fossil. These were never human, but they are bipedal. Their bite is weaker than that of the other types of Leng-fossils, and they do not use weapons. Their skulls are usually long, narrow, and almost entirely open-fronted. Their legs are double-jointed like a dog's.

Saber-Toothed, Five-Legged Types: The saber-tooth type is some kind of animal that once thrived on Leng. They do not have much variation between specimens. Saber-toothed Leng fossils have a ground speed of 40

ft., 3 claw attacks (1d4 damage) rather than 2 slam attacks, and have a +6 bonus to CMD vs. trip attacks.

Serpentine: The serpentine form of Leng-fossil is anything with a long spine, made of bones rather than solid stone (e.g., no carapace or shell), and if they have limbs, these limbs are not long enough to be used to attack. The most common type is a snake-like skeleton with a very large skull that looks like that of a vast fish. However, some fossils have an odd number of many short legs, like those of a centipede (skull-types vary on these). Some have spines that fork halfway down their body. Serpentine Leng fossils have a ground speed of 40 ft., cannot be tripped, and their bite deals 1d8 damage instead of 1d6 damage. They have no slam attacks.

Trilobite-Types: The chief characteristic of the trilobite-type of Leng-fossils is that they are solid all the way through: a carapace of some kind that turned to stone along with everything inside. These Leng fossils have DR 5/bludgeoning and adamantite and cannot be tripped. They have no slam attacks. Trilobite-type Leng fossils come in a variety of sizes, but the most common are Medium (3–6 HD) and Large (7+ HD).

The devil-face in the cliff side is a teleportal — or perhaps a means of traveling across demi-planes, depending on one's paradigm — that leads to **Area 2C-8**. One person can go through the portal every other round; the portal needs time to re-gather its energy.

2C-8. Edge of Between and the Walls of Ata-Memphir

Whether the characters reach this part of the Plateau through the Ear of the Old One (**Area 2C-4**) or from the Ledge of the Leng-fossils (**Area 2C-7**), they emerge in the same place, a rather awful place known as the Edge of Between.

You suddenly slide downward several feet and find yourself thrown out the bottom of a metal chute onto the ground. The chute emerges from the wall of a huge city. You can hear the braying of donkeys and the gabbling murmur of hundreds of voices, although the language is strange. The wall itself is ornately carved with spiraling patterns and whorls. The door of the chute is hinged at the top and is made of iron; the bottom of the chute is 1 ft. above the ground, and the square door is 4 ft. across.

The chute is a one-way transit. From this side, there is only solid stone inside the iron door.

The terrain outside the city appears to be an endless plain of scrub and sand, which it almost is. The characters are looking out at the Barrens of Between. This part of Leng, the Edge of Between, is almost infinitely far away from everywhere else. There is a physical connection, but it would take years of travel to get anywhere. Moreover, the Barrens of Between are infested (in this area, at least) with **purple worms**, **Leng-spiders** and **fossils** that rise from the earth to dismember travelers.

If the characters travel around the city in either direction, they find that there is apparently no gate. The wall is apparently frictionless and attempts to fly upward succeed for about 10 feet, with the flight becoming progressively slower until it slows down to an infinitesimal speed. It takes just as long to come down as it took to fly upward, even if the character is falling. Teleportation has an even more dramatic paradox of motion: The character slams forward about 1 inch, stopping so rapidly as to take 1d4 hit points of damage.

The guards on the wall are interested in the characters, and several gather to watch them. The guards are all **denizens of Leng** and are heavily swathed in colorful robes, veils and turbans. The denizens can move freely in and out through the stone wall, needing no gate or door. Hence, there is none; and the stone of the plateau is impenetrable to outsiders (and, as it happens, to ghosts and Leng-spiders). If the characters seem to be lost or confused, after a while some of the denizens walk out through the wall to chat with these visitors. Assuming that the characters don't attack them, the denizens — if asked — explain that the statues (see below) are teleportals. One (the human) leads to the Flagon of the Death God. The

other, the denizen of Leng, leads to the tents of the Ulmai. They might also volunteer that this is the City of Ata-Memphir on the Plateau of Leng, and in the Mists of Myriad, and in the land of Ykhemet. Unfortunately, as the characters discover, there is no entrance to Ata-Memphir in this place.

The only real landmarks outside the city are two oases, surrounded by palm trees and long grass. The liquid in each oasis is **iodine** (which is poisonous in this concentration, and so are the tiny minnows that swim in it). In the middle of each iodine-pond is a **red-stained statue**. One of these is a thin, bald human wearing robes. The other is a denizen of Leng, shrouded in robes. Both statues have a hand outstretched and open, palm upward.

Anyone placing anything into the hand of one of these statues is instantly transported to the statue's corresponding location. The statue of the bald wizard teleports the user to **Hex 35S, Area 35S-33**, in the Aerie of Aouc Jamac. The statue of the denizen of Leng transports the user to **Area 2C-9**, the Tents of the Ulmai.

IODINE POISON

Type poison (ingested); **Save** Fortitude DC 11
Onset 60 minutes; **Frequency** 1/minute for 4 minutes

Effect 1d2 Con damage; **Cure** 1 save

Note to the GM: Several apparent options are denied to the characters in this area: They cannot fly, cannot *teleport*, cannot enter the city, cannot climb the wall, etc. So, beware! In game terms, things have the potential to get boring, annoying or frustrating very quickly. The denizens of Leng will (and should) come out from the walls fairly quickly so the characters have someone to interact with. The Leng-men watch the characters discover a few limitations of this place, and then they come out. It suffices that this area, which appears so very wide and open with a city and a broad horizon, is actually a constrained and dangerous prison. Don't let the players keep bashing their heads against the limits here.

People are Strange When You're a Stranger

The creatures of the Plateau of Leng do not have the same aspirations, motivations, greeds or fears as human beings. Of them all, only the night-ghouls even approach a human type of thinking. The Leng-spiders and the eerie denizens are simply not understandable in any sort of human terms. Their behaviors range from the catatonically uninterested (with respect to your moral or dietary sensibilities, for instance) to the fanatically self-destructive (acquisition of Leng-rubies).

If the characters attempt to negotiate with the Leng-men, only one certain way catches their interest: Leng-rubies. They happily hire the characters to find Leng-rubies, and willingly pay outrageous sums even for the lower-quality gems. Otherwise, their responses may be unsettlingly random or at least recklessly off topic.

The denizens of Leng think in stark dualisms, and above all else is the dualism of having or not having a Leng-ruby. When they can see a Leng-ruby, the time is "shining;" when no Leng-ruby is there to contemplate, then the time is "dark." The best analogy to explain the denizens of Leng, perhaps, is to compare them to heroin addicts. Leng-rubies are their heroin. One example of denizen-thinking is the letter from Lopanther Obo to Tuthumbuu Red-mask, which the characters may find in **Chapter 5, Area 18M-7**.

2C-9. Tents of the Ulmai

Anyone arriving by teleportation arrives in **C**, the "Tent of Arrivals." When they leave the tent, they see the following:

This is an open area, an oasis with a small, shallow river draining away from it down a gentle slope. The liquid in the oasis is a dark red. Scrubland stretches away in all directions, with spiky bushes growing from the rocky ground. Four very large tents are pitched near the edge of the oasis, which is also ringed with eight palm trees.

Near the tents there is a 40-foot-tall golden statue of a fat man holding up an ivory globe.

The liquid in the oasis is iodine. Somehow, the otherwise-normal palm trees are gaining sustenance from the poisonous liquid.

A. Tent of Lopanther Obo (CR Varies, up to 16)

Exterior:

This is a large, round tent, ornately embroidered with ugly, clashing colors and asymmetrical patterns. A scarlet diamond shape is embroidered all over the place. One of the **denizens of Leng** stands guard outside.

DENIZEN OF LENG XP 4,800

CR 8

hp 95 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

Interior:

The inside of this tent is larger than the outside, being far taller than possible. The diameter is 20 ft, just like the outside of the tent. The height inside, however, is 100 ft. The ceiling is invisible because it is crawling with large, strange-looking bats. Thousands of shelves rise up the entire height of the tent's inside walls. The shelves are filled with mummies. In the middle of the room sits one of the denizens of Leng wearing the tallest turban you have ever seen, with several long centipedes — each several feet long — crawling over him. His face is veiled over the nose and mouth, and something shifts unnaturally where his mouth ought to be.

This tent belongs to the leader of the Ulmai clan of the denizens of Leng, **Lopanther Obo**.

There are **30 Leng-mummies** on the shelves, **18 Leng-bats** clinging to the roof, and **7 giant centipedes**. Leng-mummies are the same as ordinary mummies unless unwrapped. Anyone who unwraps a Leng-mummy to look inside must make a DC 20 Will save or lose 1d6 points of Wisdom due to intense horror and automatically be stricken with mummy rot (as per the touch, but with no save). All of the creatures are under Lopanther's control, but he has to yell at the mummies to exert themselves; only 1d6+5 of them initially obey his orders to attack, and another 1d4 join the fray each round thereafter as Lopanther continues to berate them (if Lopanther is silenced, only 1 additional mummy per round joins the battle). The mummies return to their shelves if Lopanther is killed and ignore the characters to the best of their ability thereafter.

Lopanthor Obo, Leader of the Ulmai

Long-term Goals: Obtain Leng-rubies, kill Leng-spiders

Current plans: Find a way to kill the Leng-spider that lairs in the Narrows of Braath (see *Chapter 7: Narrows of Braath*).

Allies: Friendly with Jupiter Kwan and with night-ghouls, but no real allies, so to speak

Enemies and Rivals: Rivalry with other clans/groups/societies of the denizens of Leng. Leng-spiders are deadly enemies, and relations with the Cult of Isclaadra are tenuous at best. Culinary at worst.

Notes: It is not possible to determine the number of Ulmai denizens, nor what it exactly means to be "Ulmai." The Ulmai could be described as those who share the belief that working with Lopanthor Obo is the best way to find Leng-rubies, but there appears to be a religious or irrational component to being "Ulmai" as well. In the area where the Plateau of Leng converges with the material plane of existence, almost all the denizens of Leng identify themselves as "Ulmai," so it is possible that there is a territorial component to it. Essentially, it's not something that anyone other than the denizens of Leng can comprehend.

LOPANTHOR OBO XP 25,600

CR 13

Male denizen of Leng oracle 6 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Oracle")

CE Medium outsider (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +18

AC 23, touch 17, flat-footed 18 (+2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 146 (10d10+40 plus 6d8+24); fast healing 5, planar fast healing

Fort +13; **Ref** +13; **Will** +13

Defensive Abilities unusual anatomy; **Immune** poison; **Resist** oracle's curses (tongues), cold 30, electricity 30; **SR** 19

Speed 40 ft.

Melee bite +18 (1d6+2 plus 1d6 Dex drain) and 2 claws +18 (1d4+2)

Special Attacks sneak attack +5d6

Spell-Like Abilities (CL 16th):

Constant—*tongues*

3/day—*detect thoughts* (DC 18), *hypnotic pattern* (DC 18), *levitate*, *minor image* (DC 18)

1/day—*locate object*, *plane shift* (DC 21, self only)

Spells Known (CL 6th; melee +16, ranged +18):

3rd (4/day)—*cure serious wounds*, *locate object*, *tongues*

2nd (7/day)—*cure moderate wounds*, *dread bolt* (DC 18),

dust of twilight (DC 18), *spiritual weapon*

1st (8/day)—*cure light wounds*, *entropic shield*, *know the enemy*, *protection from law*, *ray of sickening* (DC 17), *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *read magic*, *resistance*, *stabilize*, *virtue*

Mystery Dark Tapestry

Str 14, **Dex** 18, **Con** 19, **Int** 20, **Wis** 20, **Cha** 23

Base Atk +14; **CMB** +16; **CMD** 33

Feats Deceitful, Dodge, Master Craftsman, Mobility, Persuasive, Rending Claws, Skill Focus (Appraise), Weapon Finesse

Skills Appraise +13, Bluff +23, Craft (gemcutting) +7, Craft (jewelry) +7, Diplomacy +8, Disable Device +12, Disguise

+16, Intimidate +16, Knowledge (arcana) +13, Knowledge (dungeoneering) +7, Knowledge (History) +15, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (nobility) +10, Knowledge (planes) +15, Knowledge (religion) +13, Perception +18, Perform (wind instruments) +13, Profession (gambler) +14, Profession (medium) +15, Profession (sailor) +13, Profession (torturer) +13, Sense Motive +18, Sleight of Hand +17, Spellcraft +15, Stealth +17, Survival +9, Use Magic Device +19; **Racial Modifiers** +4 disguise when disguised as a medium humanoid

Languages Aklo, Dark Folk, Dwarven, Night-Ghoul, Terran, Undercommon; tongues

SQ no breath, revelations (many forms [6 min/day], pierce the veil)

Gear robe, turban, veil, *ring of protection* +2

Dexterity Drain (Su) The otherworldly teeth and tongue of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 19 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

Planar Fast Healing (Su) A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.

Unusual Anatomy (Ex) A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

"Pathfinder Roleplaying Game Ultimate Magic

"Pathfinder Roleplaying Game Advanced Player's Guide

GIANT CENTIPEDES (7)

CR 1/2

XP 200

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Centipede, Giant")

LENG BATS (18)

CR 3

XP 800

hp 15, 13 (x4), 12, 11 (x3), 10 (x2), 9 (x4), 8 (x2), 7 (**Monster Appendix**)

LENG-MUMMIES (30)

CR 5

XP 1,600

hp 50 (*Pathfinder Roleplaying Game Bestiary* "Mummy", with the following exceptions: **mummy #1** wears a *ring of fire resistance*; **Special Attacks Unwrapped Fear [Su]** Anyone who views an unwrapped Leng-mummy, or the inside of a mummy, must make a DC 20 Will save or lose 1d6 Wisdom due to intense horror, and is automatically stricken with mummy rot)

The wrappings of the mummies bulge strangely, for Lopanthor Obo hides his treasures under their bandages. **Mummy #24** has 2 arrows stuck in it and **mummy #27** obviously has a big book stuffed underneath the wrappings. This might provide the characters with a clue that treasure is underneath the wrappings of the other mummies as well. Remember that the curse of Leng-mummies has no saving throw, but it isn't cumulative, either. A single character can loot all the mummies without suffering more than he would from the curse of a single desecrated mummy.

Mummy #1: The seventh page of the Umpathra manuscript (**New Magic Items Appendix**), along with a scroll of spells (*cure light wounds*, *cure serious wounds*, *cure disease*, *neutralize poison*, *remove curse*, and *restoration*) and a *ring of fire resistance*.

Mummy #2: No treasure

Mummy #3: 5 bird-skeletons, pouch containing 3 takkas

Mummy #4: pouch containing 2 beautiful rubies (Leng-rubies worth 200 gp each or 2,000 gp each to a Leng creature)

CYCLOPEAN DEEPS VOLUME 1

- Mummy #5:** No treasure
Mummy #6: No treasure
Mummy #7: Twisting copper wire (1 cp) and blue crystal (2 sp) all wrapped around 1 cp
Mummy #8: 2 takkas (over eye sockets)
Mummy #9: No treasure
Mummy #10: *Potion of cure light wounds*
Mummy #11: Potion bottle filled with water, but with a turquoise stone in the bottom (Leng-ruby worth 10 gp or 500 gp to a Leng-creature)
Mummy #12: No treasure
Mummy #13: 2 large sapphires in eye sockets (100 gp each)
Mummy #14: Carved ivory stirge, 3 inches long (200 gp)
Mummy #15: Wears gold circlet under wrappings
Mummy #16: No treasure
Mummy #17: 2 takkas (over eye sockets)
Mummy #18: +2 *evil outsider bane short sword* (scabbarded, worn on back under wrappings). The sword is engraved with the name “*Shankara*”
Mummy #19: 2 copper pieces (over eyes) and opal on necklace (necklace is worth 40 gp with gem, opal is a Leng-ruby worth 10 gp or 500 gp to a Leng-creature)
Mummy #20: No treasure
Mummy #21: No treasure
Mummy #22: Mummy’s right hand is gold (100 gp)
Mummy #23: *Gauntlets of sight and sound* (New Magic Items Appendix)
Mummy #24: 2 +2 *arrows* sticking out of the mummy from an earlier battle
Mummy #25: No treasure
Mummy #26: Pouch containing 99 takkas
Mummy #27: Spell book (*comprehend languages*, *shield*, *detect thoughts*, *knock*, *magic mouth*, *arcane lock*, *clairaudience*, *fly*, *water breathing*, *dimension door*, *plant growth*).
Mummy #28: No treasure
Mummy #29: Rusted breastplate (no value; no armor bonus)
Mummy #30: 2 takkas (on eye sockets), 5 bracelets (100 gp each), yellow snake-amulet of Sa-Heloth (New Magic Items Appendix), and black dagger engraved with the words “*Last Resort*” (is actually a +1 *vermin bane dagger*).

Talking with Lopanther Obo: If the characters ask Lopanther Obo about the seven-page *Umpathra Manuscript* (which is sought by the Yellow Society of the Serpentfolk), he tells them that it was lost to a Leng-spider. He refuses to discuss how this happened, exactly. If the characters offer him one or more Leng-rubies (with a value to Leng-creatures of 2,000 gp or more), he mentions that he has the seventh page of the manuscript and sells it to them for 1,000 gp (in Leng-terms) worth of Leng-rubies.

If the characters establish themselves as willing to perform a dangerous task (another way to get hold of the seventh page of the *Umpathra Manuscript*), Lopanther might charge them with the rescue of a younger denizen of Leng, one of the Ulmai by the name of Iadro. Iadro is located in **Area 2C-5A** (Lopanther does not know Iadro’s location, other than that he is somewhere in Leng). Depending upon the characters’ appearance and past actions, Lopanther offers a reasonable reward for Iadro’s return.

B. Tent of Ten (CR Varies, up to 15)

Exterior:

This is a round tent, 20 ft. in diameter, made of leather. The shapes of the pieces of leather stitched together to make the tent are remarkably human-like.

Interior:

There are 10 sleeping-carpet inside. A round table in the middle of the tent holds a hookah, a ceramic tea service, and a box of plates and small cages (the cages being about the size of a rabbit).

This tent is the communal property of **10 Ulmai**. In case the characters treat this area as a peaceful encounter and parlay with the denizens, the names of the individual denizens are listed below. “Of the Ulmai” is considered part of each name.

ULMAI OF LENG (10)

CR 8

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary 2* “Denizen of Leng”)

Treasure/Gear: **La Oaan (of the Ulmai)** *potion of cure serious wounds*, *potion of lesser restoration*, *potion of levitation*, mouth-tentacle-piercings are diamonds (5 worth 100 gp each), turban-brooch is carved ivory (250 gp), belt pouch contains Leng-ruby (worth 20 gp or 2,000 gp to a Leng-creature).

Paqua Ladi (of the Ulmai) *potion of cure light wounds*, face-veil is encrusted with tiny emerald fish-skeletons (30 worth 50 gp each), turban-brooch is copper (1 gp), belt-pouch.

Lamazi Pazu (of the Ulmai) belt pouch contains 2 Leng-rubies (100 gp each, or 1,500 gp to a Leng-creature) and 12 takkas (duergar trade-coins worth 25 gp each).

Ika Paal (of the Ulmai) cloth-of-gold sash (1,000 gp), belt pouch contains 10 takkas, 4 gp, 15 sp and 3 cp.

Moa Neea (of the Ulmai) *ring of protection +1*, belt pouch, 4 playing cards (non-magical “King” of each suit), a disk of wood and 3 takkas.

Patawu Lapata (of the Ulmai) lamp containing an *efreet* (whomever frees the *efreet* may command it for 1d4 minutes, then it leaves), veil has seed-pearls embroidered into it (worth 250 gp), and belt pouch contains 4 takkas and 22 gp.

Ola Kazi (of the Ulmai) belt pouch contains 2 takkas (Ola Kazi recently lost a bet to La Oan, and owns virtually nothing).

Otaa Matwa (of the Ulmai) *potion of invisibility*, *potion of restoration*, belt pouch contains 3 shrunken heads of dark stalkers with the eyes replaced with clusters of seed pearls held together with golden wire (6 worth 300 gp each).

Utam Ohama (of the Ulmai) belt pouch, four unremarkable stones (Leng-rubies worth 10 gp, or 1,000 gp to a creature of Leng), a rat skull encased in amber (10 gp), 2 takkas, 5 gp, a pressed rose (worth 50 gp in the Under Realms as a curiosity from the surface world), a normal ruby (250 gp), and a normal sapphire (500 gp).

Wa Tiwathu (of the Ulmai) belt pouch, *ring of feather falling*, 21 takkas.

The sleeping carpets are worth 200 gp each.

C. Tent of Arrivals

You are standing in what is apparently a large, round tent about 20 ft. in diameter. The supporting pole in the center is made of bones of all kinds, from hundreds of different creatures, fused together along with thousands of green bird feathers glued randomly into the mess. The tent has one exit.

The inherent magic of the tent’s bizarre center pole acts to pull people in from the teleports in nearby parts of Leng (**Area 2C-8** being one of these, and the GM may create more if desired). If anyone casts *detect magic* here, the power of this magic item actually causes 1 point of damage to the caster and anyone within 10 ft. of the pole itself. Any attempt to teleport within 100 miles of the tentpole (nothing is within 100 miles anyway) causes the person to arrive here; the tentpole hauls the teleporting individuals away from their intended location. The tentpole also — although it is very hard to discern this — anchors this part of the Plateau of Leng to the material plane. If it is destroyed, the convergence between Leng and the Cyclopean Deeps ends. The two planes of existence begin to drift apart, with the disruptions beginning roughly a month after the removal of the tentpole.

CHAPTER 6: CONVERGING CAVERNS OF LENG

D. The Iodine Oasis

This river runs down to **Area 2C-6** but does not return here if the characters attempt to travel back upstream. They instead arrive in the **City of Izamne** (see **Chapters 3 and 4**) regardless of what direction they actually attempt to travel.

E. Tent of Five (CR Varies, up to 12)

Exterior:

This large round tent is stitched together from what appears to be huge snakeskins.

Interior:

The tent contains five sleeping carpets around the perimeter. A central table bears a tall hookah that appears to be made from the dried and mummified body of a kobold.

This is the tent of 5 denizens of Leng, one of whom stands guard over Lopanther Obo's tent at **Location A**. The **4 denizens** in the tent react with understandable hostility if anyone simply walks in.

DENIZENS OF LENG (4)

CR 8

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

Treasure/Gear: **Mothoa Mathuwa** *amulet of protection from cold* (provides resist cold 30; only functions on the Plateau), robe, turban and face veil, holy symbols of Isclaadra, Tsathogga, Zuulij and Teratashia.

Epethi Apawi robe, turban and face veil, bag of 4 hallucinogenic mushrooms (any non-natives of Leng consuming a mushroom suffer *confusion* for 4–24 hours; no save).

Thuwa Thoon *potion of heroism*, robe, turban and face veil, belt pouch, vial of perfume (100 gp).

Repuet Pothowah robe, turban and face veil, belt pouch containing a small ruby (500 gp, or 10,000 gp to a creature of Leng).

F. Golden Statue

This is a golden statue of a fat man, 40 feet tall, smiling and holding an orb above his head in both hands. The orb is made of ivory and contains other carved orbs within it. There are thousands of these, so tiny and delicate that they resemble threads crossing and interweaving throughout the orb's interior with a complexity that pulls the mind into the patterns.

Touching this orb immediately transports the characters into the planar-dimensional realms of the archmage Jupiter Kwan where they arrive at the Edge of Reality in **Hex 29U, Area 29U-1**. Reaching the ivory globe, of course, might cause some minor difficulty, since it requires either a 40 ft. climb or the use of flight/levitation.

Purple Worm Hunt

If the characters remain with the Ulmai denizens of Leng for more than a few days, one or two of the denizens might decide to hunt **purple worms** out on the veldt. (One of the places that Leng-rubies can be found is in the gut of a purple worm.) In this sort of a hunt, the denizens usually find a worm-trail within 1d3 hours (a DC 25 Survival check is required for non-native Lengians to discover a worm-track), but following the trail itself (a DC 30 Survival check, for anyone) takes 1d100 hours. Every 4 hours, there is a 1-in-10 chance that an encounter takes place. If an encounter is indicated, roll 1d10 on the table below to see what the characters encounter:

Encounters on the Plateau of Leng

Die Roll	Encounter
1	Phase spiders (50% for a hunt of 1d8, 50% for a nest of 1d10+6)
2	Dream ticks* (1d6 swarms)
3	Leng-bats (2d10)
4	Leng spider (1d2)
5	Night-ghouls (caravan of 1d100)
6	Purple worm (1d6): There is a 25% chance that the one being hunted doubles back and is included in this group
7	Dreamslangs* (2d6)
8	Leng-fossils** (1d6)
9	Denizens (not of the Ulmai) (1d4+1)
10	Beginning or ending of a Dreaming Mist region [#]
*If the characters are not in a region of Dreaming Mist, treat dream ticks and dreamslangs as "no encounter." **Roll 1d6 for each fossil independently to determine type: 1–2: serpentine; 3: human-like; 4: trilobite (Medium); 5: trilobite (Large); 6: five-legged sabre-tooth. [#]The first result of 10 indicates that the worm hunt is entering an area of Dreaming Mist; subsequent results of 10 indicate more such boundaries. Each character has a 50% chance to enter the Dreaming Mist itself, or that character simply is vulnerable to attacks by creatures of the Dreaming Mist until the hunt reaches the edge of the cloud again (i.e., rolls a 10).	

NON-ULMAI DENIZENS OF LENG

CR 8

XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary 2* "Denizen of Leng")

Treasure: 1d4 Leng-rubies (1d3 x 100 gp in actual value, worth 1d10+5 times that amount to a denizen of Leng or a Leng-spider).

DREAMSLANG

CR 5

XP 1,600

hp 51 (*Monster Appendix*)

DREAM-TICK SWARM

CR 9

XP 6,400

hp 120 (*Monster Appendix*)

PHASE SPIDERS

CR 5

XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary* "Phase Spider")

LENG BATS

CR 3

XP 800

hp 11 (*Monster Appendix*)

CYCLOPEAN DEEPS VOLUME 1

LENG SPIDER

XP 38,400

hp 202 (*Pathfinder Roleplaying Game Bestiary 2* "Leng Spider")

NIGHT-GHOULS

XP 800

hp 26 (*Monster Appendix*)

Treasure: loincloth, ragged hat, necklace of teeth, 1d4 gems (never rubies) worth 1d2 x 100 gp each.

PURPLE WORM

XP 19,200

hp 210 (*Pathfinder Roleplaying Game Bestiary* "Purple Worm")

LENG-FOSSIL (HUMANOID)

XP 1,600

hp 57 (*Monster Appendix*)

LENG-FOSSIL (SABRE-TOOTH)

XP 1,600

hp 45 (*Monster Appendix*)

LENG-FOSSIL (SERPENTINE)

XP 1,600

hp 52 (*Monster Appendix*)

CR 14

LENG-FOSSIL (MEDIUM TRILOBITE)

XP 1,600

hp 37 (*Monster Appendix*)

CR 5

CR 3

LENG-FOSSIL (LARGE TRILOBITE)

XP 1,600

hp 67 (*Monster Appendix*)

CR 5

Conclusion

CR 12

Here ends the discussion of the Converging Caverns and of the strange double-reality where the plane of Leng intersects and co-exists with the material plane far beneath the surface of the earth. It is most likely that the characters return to the main tunnels of the Cyclopean Deeps after their sojourn in Leng, but the players might also consider the possibilities of adventuring in the river system between Leng and the City of Izamne. They might even think about traveling across the veldt from the tents of the Ulmai to explore the Plateau itself. You might not choose to allow much adventuring in those directions; the Ulmai obviously live in an isolated and desolate part of Leng, and there is no reason to assume that the river system has all that many branches to it. And if you decide not to leave these options open, don't feel bad about it: Just because a pathway might lead somewhere doesn't mean that it actually does. On the other hand, if you decide to allow these areas to be used as bizarre, other-planar ways out of the Cyclopean Deeps, by all means go for it!

CR 5

CR 5

CR 5

Appendix I: Glossary

Annihilation, the: At a point in time four centuries ago, there was a third civilization of the dark stalkers in the City of Izamne, other than the Avarthamna and the Kshamarat. This third civilization worshipped the Demon-princess Teratashia as their patroness. During a sudden, ten-day period of mass murders, street-battles, and carnage, the Teratashian civilization was entirely annihilated.

Avarthamna: The largest darkfolk civilization in the Cyclopean Deeps, although their dominance in the City of Izamne is very slight. All Avarthamna encountered are female. The Avarthamna are a far-flung culture; darkfolk of this civilization may be encountered outside the Cyclopean Deeps. The Avarthamna play a wind instrument called the azamarthi, which might play a role in encounters with the jack-in-irons in Hex 9L. The Avarthamna dark stalkers are servants of the demon prince Isclaadra, and many of their reliquary-houses are aware of the secret activities described in *Chapter 12: Font of Darkness*.

Azamarthi: musical wind instrument of the Avatharma darkfolk civilization.

Darkfolk: A general name for the dark stalkers, dark creepers, and their less common ilk.

Darkmist: A few areas in the Cyclopean Deeps contain and produce a subterranean gas called “Darkmist.” The substance is not magical, and is thus not subject to dweomers such as *detect magic* or *dispel magic*. Its most unusual feature is that it subdues and swallows light. Even magical light in the vicinity of darkmist will become shadowy and emit illumination no farther than 30 ft. Any light from normal flame is dimmed to a distance of 10 ft. Moreover, darkmist affects infravision/darkvision as well as normal sight; these abilities still work in darkmist, but only to a distance of 30ft. The mist is heavier than air, and large quantities of the stuff make their way through hidden rills and rivulets in the limestone to collect in certain places like the unusually dramatic example of Izamne, where a huge basin is filled with the mist. The presence of large reservoirs of darkmist in the Cyclopean Deeps is important to some degree to many of the denizens of the Cyclopean Deeps. The mist can even be sold, although it is a long and complicated process to refine it well enough to survive long outside the environment of the Deeps. Some demi-planes have similar physical laws almost identical to the Deeps, and the demon prince Isclaadra has from time to time employed such demi-planes as storage areas.

Gaaros-Uaazath: The titanic being known as Gaaros-Uaazath was not originally of this plane of existence. It emerged into the dark caverns of the Cyclopean Deeps almost a thousand years ago, whereupon it gave birth to a large number of khryll. It is now dead and rotted away. The very history of this being is a religious secret of the local khryll, and they will kill to prevent any other species from learning of it.

Isclaadra: Isclaadra is the demon prince of mists. He is a tall, human-like figure with the horns and legs of a goat, and massive bat wings. Of the various demon princes, Isclaadra is one of the weakest, but his plans are subtle and devious, a characteristic that has allowed him to survive and increase his relative power in the underworlds over the last several centuries.

Izamne: A subterranean city in the Cyclopean Deeps, ruled by the darkfolk (see *Chapters 3* and *4*).

Jhoat Stick: These are pressed-fungus sticks that are chewed as a mild narcotic by many denizens of the Deeps. The cost of a cheap jhoat-stick is 10gp. They range in price up to 100 gp, depending on the strength and qualities of the narcotic.

Khe-Nantak: A beverage favored by the Khryll, khe-nantak is the liquefied internal organs of various creatures, mixed together and alchemically purified. It is less nutritious for the khryll than organs directly liquefied and eaten directly from the living victim, but it is tastier. In effect, it is junk food for them. There is a lively trade in khe-nantak that goes on in the Cyclopean Deeps, mainly to supply the khryll living in Ques Querax and Izamne. Khe-Nantak sells for 250 gp to the gallon.

Kshamarat: The Kshamarat are a darkfolk civilization found in the Cyclopean Deeps; the mysteries of the Kshamarat are not as widespread as the Avarthamna culture either in the Deeps or beyond in the rest of the Under Realms. They worship Noagana the Unseen. The Kshamarat reproduce by combining a captured soul (kept in “*soul nets*”, **Magic Items Appendix**), darkmist, and a dark creeper infant.

Mnemopods: Mnemopods are magic items that allow a telepath to record a few moments of direct thought for another to “read” later on.

Noagana the Unseen: patron deity of the Kshamarat darkfolk; one of the Seven Primordial Nagas. Noagana is also sometimes referred to as the “Third” of the Primordial Nagas. The worship of Noagana involves twelve sacred “fundamental shapes” that are traced in the air, much as a mantra is repeated in words. Some priest-followers of the Third Naga can use these symbols to cast spells in silence.

Primordial Nagas: the Seven Primordial Nagas are central to the myths of the Kshamarat darkfolk, who revere the third of these deities, Noagana the Unseen. Some other darkfolk civilizations share the same myths but worship a different one of the seven.

Ques Querax: Ques Querax is a subterranean fortress, currently ruled by the Eye of Gaaros.

Rune of Touch: Dark stalkers do not have a written language, but over time, each of them develops a particular rune that is traced with the finger onto another dark stalker’s skin, much like a signature or confirmation of identity. This rune is occasionally used to make a permanent record by cutting or chiseling it deeply enough that it can be traced by feel. Many ancestor-tokens are inscribed with the dead stalker’s rune of touch. The much less formal “touch-rune” refers to a large number of commonly-known runes that the darkfolk cut into surfaces to provide warnings or information — these are basically the equivalent of street signs, and many other denizens of the Cyclopean Deeps are as familiar with them as the darkfolk.

Script of the Ancients: The script of the Ancients (the ancient race of primordial serpentfolk, that is) appears in several places throughout the Domes, for this is an area that has been continually inhabited by the serpentfolk since truly ancient times, as witnessed by some of the deterioration of the complex and its magical powers. The script is non-magical, but it is very difficult to make sense of it even when it is translated, due to its alien logic that — to humans, in any case — contains multiple ambiguities, double meanings, contradictions, and bizarre inferences. A DC 25 Linguistics check has only a 5% chance per level to get the full meaning of the writing, and the use of a *comprehend languages* spell has an unmodified 90% chance to interpret the meaning correctly. If such an attempt fails then the character might still discern some of the meaning contained in the writing. It is up to the GM to decide what information, exactly, is understood. Failing the check should not mean that the character gained incorrect information; just that less information was conveyed, or even none at all.

Appendix II: Monsters

Carrion Fly

This creature is five feet long and resembles a large, white grub with wings and no legs. Its head has large black eyes and a small mouth ringed with four long tentacles.

CARRION FLY

XP 600

N Medium vermin

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

CR 2

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 30 (4d8+12)

Fort +7; **Ref** +1; **Will** +1

Immune mind-affecting effects

Speed 10 ft., fly 50 ft. (poor)

Melee 4 tentacles +4 (paralysis)

Ranged spit +3 touch (2d4 acid)

Special Attacks paralysis (DC 15), regurgitate (2d4 acid)

Str 12, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 14 (can't be tripped)

Skills Fly –4

Environment any

Organization solitary or group (2–5)

Treasure none

A carrion fly attacks with its tentacles, attempting to paralyze its prey. Once its victim is paralyzed, it lands and begins vomiting digestive acids to melt the victim into a suitable meal of goo. It can also spit these digestive acids at its target from a distance.

Dark Confessor

Swathed from head to toe in dark rags and scarves, this tall humanoid has disturbingly spindly arms. It has a longsword clenched in the spidery fingers of its right hand.

DARK CONFESSOR

XP 1,600

CN Large humanoid (dark folk)

Init +3; **Senses** see in darkness; **Perception** +9

CR 5

AC 19, touch 15, flat-footed 15 (+3 armor, +2 deflection, +3

Dex, +1 dodge, +1 natural, –1 size)

hp 60 (8d8+24)

Fort +5; **Ref** +9; **Will** +3

Defensive Abilities shadow-shroud

Weaknesses light blindness

Speed 40 ft., shadow-shift

Melee longsword +7/+2 (1d8+1 plus poison/19–20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks death throes, sneak attack (+4d6)

Spell-like Abilities (CL 8th):

Constant—see *invisibility*

At will—*blur*, deeper darkness, detect magic

Str 13, **Dex** 17, **Con** 16, **Int** 15, **Wis** 13, **Cha** 15

Base Atk +6; **CMB** +8; **CMD** 24

Feats Combat Expertise, Improved Feint, Skill Focus (Stealth), Weapon Focus (longsword)

Skills Climb +12, Knowledge (any four) +12, Perception +9, Sleight of Hand +7, Stealth +14; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ long memory, poison use

Gear longsword, 6 doses black smear poison

Environment any underground

Organization solitary, gang (2–5 dark confessors), or clan (20–80 dark creepers plus 1 dark stalker per 20 dark creepers and 1 dark confessor)

Treasure standard (longsword, black poison [6 doses], other gear)

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Long Memory (Ex) A dark confessor adds half its racial HD to all Knowledge skill checks and may make all Knowledge skill checks untrained. The dark confessor can also use this ability when making an Intelligence check to remember something. All Knowledge skills are class skills for a dark confessor.

Poison Use (Ex) Dark confessors are skilled in the use of poison and never risk accidentally poisoning themselves. Like their kin, dark confessors use black poison on their weapons and generally carry six doses on them. Black Smear—*injury*; save Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark confessor can see perfectly in darkness of any kind, including that created by deeper darkness.

Shadow-Shift (Su) As a full-round action that provokes an attack of opportunity, a dark confessor can meld into any adjacent shadow. The confessor cannot attack or be attacked while shadow-shifting, but it can step through it into any other shadow within 60 ft. The confessor need not actually see the targeted shadow — the perception is through the Shadow Plane — so the dark confessor can shadow-shift through walls and solid substances in this manner. This ability otherwise functions as the *dimension door* spell.

Shadow-Shroud (Ex) A dark confessor is constantly surrounded by a shadowy aura, and adds its Charisma bonus as a deflection bonus to AC and CMD.

Dark confessors are the highest point of the hierarchy of the dark ones. Unlike the outward-directed activities of the creepers and stalkers, the dark confessors remain with the main group and await the return of the stalkers and their creepers. After any raid or journey, the stalkers tell the tale of their adventures to the confessors, who have an almost perfect ability to recall what they have heard, although remembering can take several days.

APPENDIX II: MONSTERS

Dark confessors are slender, as the dark stalkers are, and when sitting down they can be mistaken for a rather tall stalker. However, when a dark confessor stands to full height the difference is unmistakable; a dark confessor ranges from 8–9 feet in height. They tower over the dark stalkers just as the stalkers tower over their faithful creepers. Unlike the relationship between the creepers and the stalkers, stalkers do not particularly revere the confessors. They follow orders and respect the judgment of the confessors, but the relationship is nothing like the link between the creepers and the stalkers.

It appears that dark confessors occasionally change not just their clans, but their entire civilization. It would be rare but fascinating if a Kshamarat or Avarthamna dark confessor's choice to change alliances and practice to the other civilization came during the adventurers' visit to the city. Riots, murders, and gambling usually follow such events, and no one feels secure for quite some time. Even more oddly, some of the dark confessors who have moved to the Avarthamna side were definitely believed to have been male, beforehand, when they were Kshamarat. A number of possible explanations could be correct.

Demon, Nebunorne

Branching masses of tentacles made of some black, semi-solid matter extend from this cloaked demon's hood and sleeves. One mass of tentacles reaches outward from the hood, where a face ought to be, and other branching tentacles serve as long-fingered hands where they extend from the sleeves of the cloak. These tentacles wrap around a long staff with another mass of waving tentacles at one end. Most disturbing, perhaps, are the eight large tentacles, ten feet long, which writhe beneath the hooded figure as if its lower half were a massive octopus.

NEBUNORNE

XP 3,200

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; **Perception** +16

Aura darkness (10 ft., concealment)

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)

hp 105 (10d10+50)

Fort +8; **Ref** +10; **Will** +10

DR 5/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Speed fly 30 ft. (average)

Melee 2 tentacles +13 (1d6+4 plus grab), or tentacle staff +15/+10 (1d8+7 plus poison)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

Special Attacks Constitution damage, constrict (1d6+4), hypnotic voice

Spell-like Abilities (CL 12th):

3/day—deeper darkness

1/day—summon demon (nebunorne, 40%)

Str 18, **Dex** 16, **Con** 20, **Int** 14, **Wis** 17, **Cha** 18

Base Atk +10; **CMB** +15 (+19 to grapple); **CMD** 28

Feats Cleave, Great Cleave, Power Attack, Step Up, Weapon Focus (tentacle staff)

Skills Acrobatics +11, Bluff +16, Fly +9, Intimidate +17, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +16, Sense Motive +16, Stealth +2

Languages Abyssal, Celestial, and Draconic; telepathy

Combat Gear +1 tentacle staff

Environment underground (Abyss)

Organization solitary or pair

Treasure standard

Constitution Damage (Ex) A creature pinned by a nebunorne takes 1d4 points of Constitution damage on each round the demon maintains the pin unless it succeeds

on a DC 20 Fortitude save.

Poison (Ex) The Bloat; type poison, injury; save Fortitude DC 20; onset 1 round; frequency 1/hour for 6 hours; effect 1d2 Dex damage; cure 2 consecutive saves. A creature affected by the bloat swells over the course of several hours to twice normal size. A creature reduced to 0 Dex by the bloat explodes into a pink mist that eventually dissipates, leaving nothing to raise or resurrect. Despite its demonic origin, the poison will respond normally to spells that affect ordinary poisons.

Hypnotic Voice (Su) A nebunorne can speak in hypnotic tones as a standard action. Any creature that hears a nebunorne's voice must succeed on a DC 19 Will save or be paralyzed. The creature remains paralyzed for as long as the nebunorne dedicates a standard action each round to speaking, or the sound is blocked in some way. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

The terrifying nebunornes are mist-demons in the service of the demon prince Isclaadra. They are always found wearing hooded robes. Some scholars of demonkind — intrinsically unreliable as such individuals might be — propose that the hooded cloak is actually the substance of the demon, and the rest merely an agglomeration of mist. All of the black tentacles, arms, face, and “legs” dissolve into trailing bands of dark mist at the ends. Their voices are like smooth silk, hypnotic and captivating.

The demons drift slowly through the air like the mist-substance they are, but if they are in contact with the ground they can pull themselves forward along the ground using the suckers of their lower tentacles. When they can pull themselves in this fashion, they can move with astonishing speed.

In battle, a nebunorne uses the tentacles from one “hand” and from the “face” as weapons. The other “hand” could be used, but ordinarily the demons carry a tentacle-staff in this “hand,” as a weapon. The tentacle-staff is an eight-foot rod of solidified mist, with a mass of tentacles at the top end, waving in the air as if floating in water. A nebunorne's tentacle-staff has stingers that deliver a demonic poison.

Dhuulgh

This demonic creature has a massive body with leathery bat-wings. Despite having a very small wingspan, it is capable of slow flight. Its face is little more than eyes and a writhing mass of tentacles, with a great squid-like brain case at the back of the head.

DHUULGH

XP 4,800

CE Large outsider (chaos, demon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft.; **Perception** +15

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)

hp 115 (10d10+50 plus 10)

Fort +12; **Ref** +6; **Will** +11

DR 5/lawful; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Speed 40 ft., fly 20 ft. (poor)

Melee 2 claws +16 (1d8+7/19–20), tentacles +16 (slow)

Space 10 ft.; **Reach** 10 ft.

Special Attacks disincorporate transformation, rend (2 claws, 1d8+10)

Str 24, **Dex** 12, **Con** 20, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +10; **CMB** +18; **CMD** 29

Feats Flyby Attack, Improved Critical, Iron Will, Lightning Reflexes, Toughness

Skills Fly +8, Intimidate +16, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +15, Sense Motive +15, Stealth +10

Languages Abyssal, Aklo

Environment Under Realms

Organization solitary, pair, or troop (2–20)

Treasure none

Discorporate Transformation (Su) A slowed creature struck by a dhuulgh's tentacles must succeed on a DC 20 Fortitude save or be transformed into a mist-like substance. A discorporate creature is effectively paralyzed, but is otherwise affected as if by the *gaseous form* spell for 1d4 rounds. An adjacent dhuulgh can take a standard action to inhale a discorporate creature. The creature is sucked like air into the dhuulgh's lungs and takes 5d6 damage (no save). If the discorporate creature survives this damage, the dhuulgh immediately coughs it out as a free action and the creature returns to its normal state, prone in any legal square adjacent to the dhuulgh. The save DC is Constitution-based.

Slow (Su) A creature hit by a dhuulgh's tentacles is slowed as the spell for 2d4 rounds unless it succeeds on a DC 18 Will save. The save DC is Charisma-based.

The dhuulghs are elder organisms that were spawned, like the elder being Yiquooloome, from the seepage of raw Chaos-material into the Material Plane, deep beneath the earth in the Cyclopean Deeps. Centuries ago, Yiquooloome began removing some of the seepage and bringing the poisonous Chaos-material to its laboratory, where it shapes and constructs the dhuulghs. Dhuulghs bear an uncanny resemblance to the being known as Cthulhu, which is the result of Cthulhu's indirect influence on Yiquooloome's dreams. Just as mad human cultists make statues of Cthulhu from its influence on their dreams, so did Yiquooloome — but Yiquooloome's statues are made of Chaos-substance, and they are horribly and undeniably alive.

Despite the size of the brain case, dhuulghs are of average intelligence, in human terms, and utterly obedient to Yiquooloome's will. It would be theoretically possible to derive the elder runes and complex spell trceries required to dominate the alien mind of a dhuulgh, but thus far no one has succeeded in such an attempt. All such visionaries are dead or insane.

In combat, dhuulghs wade into melee combat with their massive, claw-tipped hands and with their tentacles.

Dream-Tick Swarm

A large tick, about the size of a human hand, blinks in and out of existence as it approaches. Suddenly, many other ticks appear as well.

DREAM-TICK SWARM

XP 6,400

N Fine vermin (extraplanar, swarm)

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +0

AC 23, touch 20, flat-footed 21 (+2 Dex, +3 natural, +8 size)

hp 120 (16d8+48)

Fort +13; **Ref** +7; **Will** +5

Defensive Abilities dual-planar existence, swarm traits;

Immune mind-affecting effects, weapon damage

Speed 30 ft., climb 30 ft.

Melee swarm (4d6 plus distraction, and blood drain)

Special Attacks blood drain (1d4 Con), cling, distraction (DC 21)

Str 1, **Dex** 14, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** —; **CMD** —

Skills Climb +10; **Racial Modifiers** uses Dex on Climb checks

Environment Dreaming Mists

Organization solitary, pair, or colony (3–6)

Treasure none

Dual-Planar Existence (Ex) Dream-ticks can partially exist

on the Material Plane. A dream-tick swarm that enters the Material Plane is effectively incorporeal, but is still capable of making physical attacks. While on the Material Plane, however, the dream-tick's attacks inflict only minimum damage (4 hp, 1 Con).

Cling (Ex) If a creature leaves a dream-tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several dream-ticks cling to the victim.

A creature with dream-ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the dream-ticks with a DC 20 Reflex save. At least 10 points of damage from any area effect destroys all clinging dream-ticks. The save DC is Dexterity-based.

Create Swarm (Ex) A victim reduced to 0 hit points by a dream-tick swarm begins to break up into a swarm of dream-ticks, a process that becomes almost irreversible after 1d4+1 rounds, and is completed within 1d2+1 days. In the meantime, the body is catatonic, dreaming and muttering. During the short period of time before the process becomes "irreversible," the victim may be cured by use of a *remove curse* spell or by healing the victim to full hit points. After the "curable" period, only a *remove curse* spell can kill the growing dream ticks.

Dream-ticks are native only to the Plane of Dreaming Mist, which partially co-exists with the Plateau of Leng. They are about the size of a person's fist and are only truly dangerous in places where they congregate.

During combat, ticks flicker in and out of a victim's body, sucking themselves through the piercing mouth-tube to be inside-out inside the victim's body. This is painful, but only lasts for a moment if the victim is not yet dead. It is very clear, however, what's going to happen if the dream-ticks kill the victim.

One merciful aspect of these nasty inhabitants of the Dreaming Mist is that they are large enough to be attacked physically without harm to the person being swarmed. On the downside, attacking a swarm physically probably brings the attacker within range of the swarming attacks.

Dreamslang

This powerful and graceful serpent dangles innocently from a tree branch.

DREAMSLANG

CR 5

XP 1,600

N Large animal (extraplanar)

Init +6; **Senses** low-light vision, scent; **Perception** +13

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)

hp 51 (6d8+24)

Fort +9; **Ref** +7; **Will** +5

Defensive Abilities dual-planar existence

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +10 (2d6+9 plus poison plus constrict)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+9)

Str 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +11; **CMD** 23 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; **Racial Modifiers** Acrobatics+8, +4 Perception, +4 Stealth

Environment Dreaming Mists

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

APPENDIX II: MONSTERS

Treasure none

Dual-Planar Existence (Ex) Dreamslangs can partially exist on the Material Plane. A dreamslang that enters the Material Plane is effectively incorporeal, but is still capable of making physical attacks. While on the Material Plane, however, the dreamslang's attacks inflict only minimum damage (11 hp), it cannot use its constrict attack, and the effects of its poison are diminished (see below).

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; *initial effect* 1d3 Wis and sickened (convulsions) for 3d6 rounds; *secondary effect* 1d6 Wis (death occurs at 0 Wis); *cure* 2 consecutive saves. On the material plane, the victim suffers only the initial effect.

Dreamslangs are serpents that live in the drifting plane of existence known as the Dreaming Mist. Dreamslangs can only be effectively attacked by someone who exists in the Dreaming Mist, while their venom can be injected, weakly, across the boundaries of the planes of existence. If the victim has no way to make an attack into the plane of the Dreaming Mist, the dreamslang could conceivably still kill the person.

Grue, Reliquary

Grues have no specific shape or form, save for the large, ravening, slaving jaws that close around the unsuspecting victims.

GRUE, RELIQUARY
XP 800

CR 3

CE Large outsider (chaos, evil, extraplanar)
Init +3; **Senses** blindsight 60 ft.; **Perception** +9
Aura darkness (10 ft.)

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)
hp 51 (6d10+18)
Fort +5; **Ref** +8; **Will** +7
Defensive Abilities darkness, feast; **DR** 5/magic
Weaknesses light blindness, fear of light

Speed 30 ft.
Melee bite +9 (1d8+7 plus feast)
Space 10 ft.; **Reach** 10 ft.
Special Attacks create spawn

Str 20, **Dex** 17, **Con** 16, **Int** 6, **Wis** 14, **Cha** 17
Base Atk +6; **CMB** +12; **CMD** 25
Feats Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Intimidate +10, Perception +9, Sense Motive +9, Stealth +9 (+19 in darkness); **Racial Modifiers** +10 to Stealth in darkness
Languages Grue

Environment any
Organization solitary
Treasure none

Create Spawn (Su) Any creature that is slain by a grue becomes a full strength, free-willed grue itself in only 1d4 days. They do not possess any of the abilities they had in life.

Darkness (Ex) Grues are constantly surrounded by an aura of pitch black darkness. This darkness is not magical, but innate to the grue itself, thus it cannot be dispelled or negated by any means. Because of its aura of darkness, a grue always has total concealment (50% miss chance).

Feast (Ex) A grue heals 1 hp for each hp it deals with its bite attack. These are not temporary hit points, and the grue cannot exceed its normal maximum hp.

Vulnerable to Light Grues have the light blindness weakness,

and must succeed on a DC 20 Will save or be panicked for 1d4 rounds if a source of bright light is adjacent to them.

A Reliquary-Grue is a type of vengeful spirit that can arise only where a large number of dark folk ancestor tokens are located — its substance is the collective spirit-power of these ancestor tokens. If, for some reason, the collective semi-intelligence of a large number of dark folk ancestor tokens becomes angered (usually by the attempted desecration of their resting place), a reliquary grue will form in the area.

From *Monstrosities*:

Grues are the essence of Chaos and Darkness given form by evil and a ravenous appetite for living souls. Grues have no specific shape or form, save for the ravening, slaving jaws that close around the unsuspecting, or those who would venture into the darkness without a torch or match in their inventory. Grues are chaotic spirits that exist in a 10 ft. x 10 ft. area of pure darkness. Any light source brought into that same area forces the grue to flee to the nearest dark area. Any creature within the area of darkness is subject to attack by the grue's jaws. For all intents and purposes, grues are invisible to anyone within the area of darkness, but outside of the area, a grue looks like "living darkness." Grues are only affected by magical weapons or weapons that emit light of some kind, including a torch (which would act like a club). They are resistant to all spell attacks, save those that have some sort of light component (a light spell, prismatic spray or even fireball). Grues can magically extinguish one normal light source per round at a distance of 100 ft. A grue's attack will replenish its hit points with any hit points "eaten" from its victims. A grue cannot replenish beyond its starting hit points. Anyone killed by a grue will vanish, including all of his equipment. In 1d4 days, he will become a grue.

— *Author: Chgowiz*

Fossil, Lengian

These skeletal remains rise up from the surrounding stone and attack.

LENG-FOSSIL (HUMANOID)
XP 1,600

CR 5

N Medium outsider (earth, elemental, extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +9

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 57 (5d10+25 plus 5)
Fort +9; **Ref** +5; **Will** +2
DR 5/adamantine; **Immune** elemental traits, mind-affecting effects

Speed 30 ft., burrow 20 ft.; earth glide
Melee bite +7 (1d6+6 plus poison), or 2 slams +7 (1d6+4)

Str 18, **Dex** 13, **Con** 20, **Int** 4, **Wis** 12, **Cha** 3
Base Atk +3; **CMB** +7; **CMD** 18
Feats Improved Initiative, Power Attack, Toughness
Skills Perception +9, Sense Motive +9, Stealth +9
Languages Terran (understand only)

Environment Leng Plateau
Organization group (3–7) or herd (4–40)
Treasure none

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; *initial effect* sickened 1d4 minutes; *secondary effects* nauseated 1d4 minutes; *cure* 1 save. Even if the saving throw succeeds, the victim suffers intense hallucinations and is sickened for 2 rounds.

Whatever might be the unrecorded history of the Plateau of Leng, its substance contains enough potential magical energy to animate many of the bizarre fossils entombed in the rock. These fossils are not undead

CYCLOPEAN DEEPS VOLUME 1

creatures; they are more akin to animated rocks. However, the substance of Leng imbues the bones with a more-than-rudimentary intelligence. As a part of the stone, they move effortlessly through the earth. Most attacks by the more predatory of the Leng-fossils are conducted as ambushes from the sides of cliffs or from under a rock floor.

The common characteristic of these fossils — other than the fact that they can move through stone, are semi-intelligent and draw their energy from the Leng Plateau — is that their bites cause hallucinations.

Fossil Types

Leng fossils come in four general types. The stat block above is for a humanoid Leng fossil. These were never human, but they are bipedal. Their bite is weaker than that of the other types of Leng-fossils, and they do not use weapons. Their skulls are usually long, narrow, and almost entirely open-fronted. Their legs are double-jointed like a dog's.

Saber-Toothed, Five-Legged Types: The saber-tooth type is some kind of animal that once thrived on Leng. They do not have much variation between specimens. Saber-toothed Leng fossils have a ground speed of 40 ft., 3 claw attacks (1d4 damage) rather than 2 slam attacks, and have a +6 bonus to CMD vs. trip attacks.

Serpentine: The serpentine form of Leng-fossil is anything with a long spine, made of bones rather than solid stone (e.g., no carapace or shell), and if they have limbs, these limbs are not long enough to be used to attack. The most common type is a snake-like skeleton with a very large skull that looks like that of a vast fish. However, some fossils have an odd number of many short legs, like those of a centipede (skull-types vary on these). Some have spines that fork halfway down their body. Serpentine Leng fossils have a ground speed of 40 ft., cannot be tripped, and their bite deals 1d8 damage instead of 1d6 damage. They have no slam attacks.

Trilobite-Types: The chief characteristic of the trilobite-type of Leng-fossils is that they are solid all the way through: a carapace of some kind that turned to stone along with everything inside. These Leng fossils have DR 5/bludgeoning and adamantite and cannot be tripped. They have no slam attacks. Trilobite-type Leng fossils come in a variety of sizes, but the most common are Medium (3–6 HD) and Large (7+ HD).

Fungus Bat

A strange mass of what appears to be mushrooms trailing long, tentacle-like tendrils flies out of the darkness towards you.

FUNGUS BAT

XP 400

N Medium plant

Init +1; **Senses** low-light vision;

Perception +4

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 16 (3d8+3)

Fort +4; **Ref** +2;

Will +1

Immune plant traits

Speed 30 ft., 60 ft. fly (poor)

Melee bite +3 (1d6 plus poison)

Special Attacks poison

Str 11, **Dex** 12, **Con** 13, **Int** 1, **Wis** 10, **Cha** 1

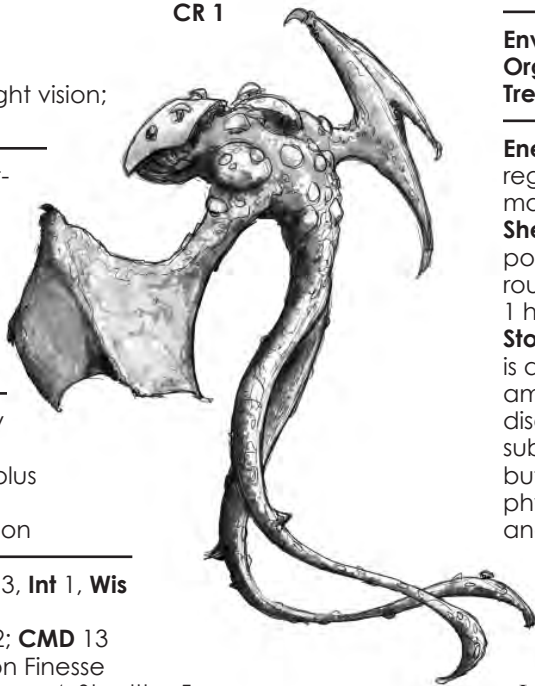
Base Atk +2; **CMB** +2; **CMD** 13

Feats Hover, Weapon Finesse

Skills Fly –2, Perception +4, Stealth +5

Environment underground

CR 1



Organization solitary, pair, patch (3–6) or field (6–15)

Treasure none

Fungus Bat Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/round for 4 rounds; effect staggered; cure 1 save. The save DC is Constitution-based, and includes a –2 racial modifier.

Fungus-bats are most commonly found in the Under Realms, for they are a very deep-dwelling creature. They may be found in any subterranean environment, of course, but more rarely and generally in smaller numbers. Fungus-bats are plant creatures, resembling a mass of lumpy mushroom-heads with leathery wings, trailing a pair of long tails. They bite, and while their venom is not lethal it causes air-passages to constrict, leaving the victim struggling for air after the bite.

Ghost Ammonite

This large, nautilus-shaped spirit seemingly swims its way through the air to attack, its incorporeal tentacles waving about menacingly.

GHOST-AMMONITE

CR 7

XP 3,200

N Medium undead

Init +0; **Senses** darkvision 60 ft.; **Perception** +6

AC 19, touch 10, flat-footed 19 (+9 natural)

hp 27 (6d8); fast healing 1 (withdrawn into shell)

Fort +2; **Ref** +2; **Will** +5

Defensive Abilities shell retreat; **DR** 5/adamantine; **Immune** undead traits

Weakness stone shell

Speed 30 ft., fly 30 ft. (average), burrow 20 ft.; earth glide

Melee 6 tentacles +5 incorporeal touch (energy drain)

Special Attacks energy drain (1 level; DC 13)

Str —, **Dex** 11, **Con** —, **Int** 3, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 14 (can't be tripped)

Feats Lunge, Step-Up, Weapon Focus (tentacle)

Skills Fly +6, Perception +6

Environment Plateau of Leng (rarely, any)

Organization solitary or haunt (2–5)

Treasure none

Energy Drain (Su) This ability only triggers once per round, regardless of the number of attacks a ghost-ammonite makes.

Shell Retreat (Ex) If a ghost-ammonite suffers damage from positive energy channeling, it retreats into its shell for 1d6 rounds. While it is withdrawn into its shell, it heals at a rate of 1 hit point per round but cannot make any attacks.

Stone Shell (Ex) A ghost-ammonite is killed if its stone shell is destroyed (reduced to 0 hp). Although the actual ghost-ammonite inside the stone shell is incorporeal, this physical disadvantage denies it the benefits of the incorporeal subtype. A ghost-ammonite cannot make grapple checks, but it can make other combat maneuvers that rely on physical impact such as bull-rush, disarm, overrun, sunder, and trip attempts.

Unlike Leng-fossils, which are virtually unique to the Leng Plateau, ghost-ammonites are apparently the remnants of some unspeakably ancient race that once traveled through many planes of existence. These remnants are truly undead, unlike the Fossils of Leng. For reasons unknown, ghost-ammonites often lie quiescent for centuries then become active for a century or two before returning to hibernation deep within the alien rock of unknown realities.

APPENDIX II: MONSTERS

Ghost-ammonites have curling, nautilus-like shells made of elemental stone, but the “meat” of the creature inside is wholly insubstantial. The squid-like, incorporeal creature inhabiting the shell has six tentacles and resembles an ammonite.

Khryll

Before you floats a bizarre, lobster-like creature suspended from a mass of writhing tentacles extending from its chitinous central mass to the walls and floor. As your mind struggles to make sense of the creature, a wave of pure mental energy washes over you, nearly bringing you to your knees.

KHRYLL

XP 2,400

CR 6

CE Medium aberration

Init +4; **Senses** darkvision 60 ft.; **Perception** +14

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 52 (8d8+16)

Fort +4; **Ref** +4; **Will** +9

SR 17

Speed 30 ft., fly 30 ft. (poor)

Melee 8 tentacles +8 (grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Special Attacks liquefy organs, psychic ripple (60 ft. cone, Will DC 17)

Str 12, **Dex** 11, **Con** 15, **Int** 18, **Wis** 17, **Cha** 16

Base Atk +6; **CMB** +7 (+11 to grapple); **CMD** 17 (can't be tripped)

Feats Hover, Improved Initiative, Lightning Reflexes, Weapon Focus (tentacles)

Skills Fly +7, Intimidate +14, Knowledge (arcana) +12, Knowledge (dungeoneering) +15, Perception +14, Sense Motive +11, Stealth +11, Survival +14

Languages telepathy 100 ft.

SQ limited flight

Environment underground

Organization solitary, gang (2–3), pod (4–9), or community (10–40)

Treasure standard

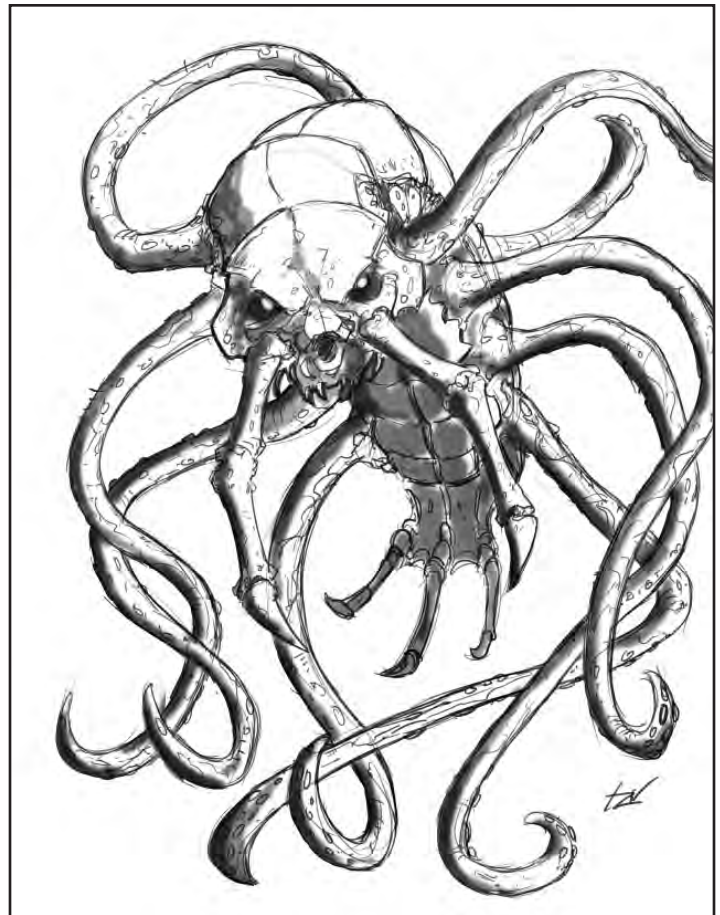
Limited Flight (Su) A khryll can float and maneuver in the air provided that at least two of its tentacles are in contact with the ground or a wall. They cannot rise higher than the length of the 10 ft. tentacles.

Liquefy Organs (Ex) A khryll that begins its turn with at least two tentacles attached to a Large or smaller opponent jabs its tube-like tongue down the victim's throat into the body cavity as a free action. With a successful grapple check, the khryll can begin liquefying the victim's organs. This inflicts 1d8 points of Constitution damage per round for as long as the grapple is maintained.

Psychic Ripple (Su) A khryll can generate a psychic ripple that causes mental feedback in a 60 ft. cone. A successful DC 17 Will save negates the effect. The effects of the psychic ripple vary based on the number of creatures caught in the cone. The save DC is Charisma-based.

# Creatures	Effect
1–2	Shaken 3d6 rounds
3–4	Frightened for 2d6 rounds
5+	Panicked for 1d6 rounds

Khrylls are bizarre subterranean creatures, possessed of a malevolently



genius-level intellect. They have curving, jointed shells like that of a crayfish or lobster, but without claws; rather than legs, the creature has squid-like tentacles emerging from each segment of the armored body. The tentacles of a khryll permit some kind of limited levitation.

The origin of these creatures in the deep underworld is unknown, but they are rapacious harvesters of most other intelligent species, even to the extent of breeding slaves to serve as food. They communicate telepathically.

The khryll's primary attack is to produce a mental shockwave. In melee combat (or at leisure if all its foes are incapacitated), Khryll hold prey with their tentacles and insert a mouth-tube into the victim to suck out all bodily fluids, leaving a desiccated husk behind.

Khryll society is quite complex and byzantine; in general no more than six of them will be encountered together at one time, but in the deepest caverns beneath the earth there are unquestionably much larger populations of them. Their cities are said to be as much vertical as horizontal, with vast schools of khryll floating up the sides of underground cliffs where they have built bizarre structures and tunnels directly into the sides of their great caverns.

Necrohemoth

A massive pile of corpses pulses and moves before you.

NECROHEMOTH

XP 19,200

CR 12

NE Gargantuan undead

Init –2; **Senses** darkvision 60 ft.; **Perception** +19

AC 26, touch 4, flat-footed 26 (–2 Dex, +22 natural, –4 size)

hp 136 (16d8+64)

Fort +9; **Ref** +3; **Will** +10

Defensive Abilities channel resistance +4; **DR** 10/magic;

Immune undead traits

Speed 20 ft.

CYCLOPEAN DEEPS VOLUME 1

Melee bite +21 (3d8+18 plus poison /19–20)
Space 20 ft.; **Reach** 15 ft.
Special Attacks crush (DC 30, 2d8+18), poison

Str 35, **Dex** 6, **Con** —, **Int** 3, **Wis** 11, **Cha** 18
Base Atk +12; **CMB** +28; **CMD** 36
Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite)
Skills Perception +19

Environment underground
Organization solitary (rarely 2–4)
Treasure none

Crush (Ex) A necrohemoth can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the necrohemoth. A crush attack affects as many creatures as fit in the necrohemoth's space. Creatures in the affected area must succeed on a DC 30 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the necrohemoth moves off them. If the necrohemoth chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. The save DC is Strength-based. A crush attack deals the necrohemoth's slam damage (based on its size) plus 1-1/2 times the necrohemoth's Strength bonus.

Poison (Ex) Bite—injury; save DC 22; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Necrohemoths are massive creatures formed of thousands of corpses and bits of corpses, all bound together by necromantically-animated sinew and bone. The entrails pulse with horrid life, pumping bile and reeking fluids through the body, much of which leaks out and trails down the putrescent side of the vast monstrosity. Usually necrohemoths are shaped like serpents or are just enormous piles of horror, but extremely powerful necromancers have created some that are bipedal — albeit still largely formless.

These colossi bite with huge jaws filled with elephant tusks or sharpened-bone teeth, dripping with venom. Anyone bitten by a necrohemoth suffers 3d10 points of damage from the ripping teeth alone and must make a saving throw or die from the poison in 2d6 rounds. The creatures do not, mercifully, swallow prey whole; digestive systems aren't needed in an undead construction. On the other hand, the size of a necrohemoth is itself a weapon, for they can crush their opponents just by moving. When a necrohemoth moves, anyone in its path is subject to being caught beneath it. A crushed victim must make a saving throw or suffer 2d6 points of damage (in which case they must make a second saving throw to avoid being pinned and completely helpless for the following combat round, dragged along if the necrohemoth moves).

Due to their conglomerate nature, necrohemoths are only partially affected by being successfully turned. They are turned as ghouls, and if the result is “destroyed,” a chunk of 1d6 points of damage is blasted away from the necrohemoth in a spray of guts and liquids. The creature itself is not actually turned away, and results of less than “destroyed” have no effect on them at all.

The unspeakably evil process for creating a necrohemoth is known only to a few of the great, dark necromancers of the serpentfolk.

Night-Ghoul

A bipedal traveler approaches, shoulders slightly hunched forward, with a clopping gait. The being looks at least partially, if not completely, human except for the greenish pallor of its skin, and the bestial shape of

its head and face.

NIGHT-GHOUL
XP 800

CR 3

CE Medium monstrous humanoid
Init +5; **Senses** darkvision 60 ft.; **Perception** +6

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 26 (4d10+4)
Fort +4; **Ref** +6; **Will** +5
DR 5/magic

Speed 30 ft.
Melee bite +6 (1d6+2 plus poison), 2 claws +6 (1d4+2)
Special Attacks poison

Str 14, **Dex** 12, **Con** 13, **Int** 9, **Wis** 11, **Cha** 12
Base Atk +4; **CMB** +6; **CMD** 17
Feats Great Fortitude, Improved Initiative
Skills Climb +7, Intimidate +6, Perception +6, Stealth +7, Survival +5
Languages Night-Ghoul

Environment underground
Organization pair, crew (3–6), pack (7–10), or clan (11–30)
Treasure standard

Night-Ghoul Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect sleep 1 hr.; cure 1 save.

Night-ghouls are as intelligent as the average human, and are living creatures completely unrelated to normal (undead) ghouls. They bear a striking resemblance to the denizens of Leng, having a humanoid figure with cloven hooves. The canine-looking facial cast of the ghouls is considerably more feral than that of a denizen, however, and the skull is much flatter, indicating a smaller brain. Their skin is similar to that of humans, but gains a greenish tint as the night-ghoul ages. Night-ghouls are carrion eaters and cannibals; these are attributes they try to conceal if they find themselves among civilized folk, but their self-control is poor and their hunger is great.

Night-ghouls speak their own language, but some can converse haltingly in the common tongue. Especially intelligent night-ghouls can speak Undercommon.

These beings are only found very deep in the Under Realms of the earth, or on other planes of existence where denizens of Leng may also be found. They are often employed as crewmen on the ships of Leng.

Sa-Heloth

A semi-corporal, snake-like form coalesces into an ancient, powerful spirit.

SA-HELOTH, ANCESTOR SPIRIT
XP 19,200

CR 12

CE Huge undead (chaotic, evil, extraplanar, incorporeal)
Init +2; **Senses** darkvision 60 ft.; **Perception** +26

AC 16, touch 16, flat-footed 13 (+5 deflection, +2 Dex, +1 dodge, –2 size)
hp 189 (18d8+90 plus 18); fast healing 1
Fort +11; **Ref** +8; **Will** +16
Defensive Abilities incorporeal; **Immune** undead traits

Speed fly 40 ft. (perfect)
Melee incorporeal touch +14 (energy drain)
Space 15 ft.; **Reach** 10 ft.
Special Attacks energy drain (1 level, DC 24)

Str —, **Dex** 15, **Con** —, **Int** 18, **Wis** 21, **Cha** 20

APPENDIX II: MONSTERS

Base Atk +13; **CMB** +11; **CMD** 29 (can't be tripped)
Feats Combat Expertise, Dodge, Combat Reflexes, Flyby Attack, Improved Critical (touch), Improved Initiative, Mobility, Toughness, Weapon Focus (touch)
Skills Diplomacy +23, Fly +27, Intimidate +26, Knowledge (arcane) +25, Knowledge (history) +22, Knowledge (religion) +25, Perception +26, Sense Motive +26
Languages telepathy 100 ft. (serpent-folk only)

Environment underground
Organization solitary
Treasure none

Sa-Heloth is a powerful ancestor spirit, held anchored in the Cyclopean Deeps by the necromantic powers of the serpentfolk Yellow Society. Sa-Heloth has been subtly guiding its nest of descendants toward greatness, tyranny over their foes, and unstoppable arcane power. It

may be, of course, that Sa-Heloth's efforts to affect the course of their actions are actually sapping the inherent energy of his children, slowly pushing them toward hubris and ruin. Sa-Heloth, although a terrifying and mighty thing, only barely fits into the scope of this particular section, for it is not quite as powerful as a demon-lord. However, it is physically present within the Cyclopean Deeps, and the characters could very well come face-to-face with Sa-Heloth in the course of their adventures.

Shroom

What looks like a large, bipedal mushroom waves its stubby arms in strange motions, much like a surface dwelling spellcaster preparing to destroy his foes.

SHROOM **CR 3**
XP 800
 CE Medium plant
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 39 (6d8+12)
Fort +7; **Ref** +2; **Will** +3
Immune plant traits

Speed 30 ft.
Melee spear +5 (1d8+1/x3)
Ranged spear +4 (1d8+1/x3)
Spell-like Abilities (CL 8th):
 1/week—control plants (DC 19)
 1/day—plant growth

Str 12, **Dex** 11, **Con** 14, **Int** 17, **Wis** 12, **Cha** 12
Base Atk +4; **CMB** +5; **CMD** 15
Feats Combat Expertise, Iron Will, Martial Weapons Proficiency
Skills Perception +7, Stealth +6
Languages Shroom
SQ edible flesh

Environment underground or dark forests
Organization single, pair, or coven (3–6)
Treasure standard plus spear

Edible Flesh (Ex) The flesh of a shroom is delectable, but potentially deadly. A living creature that eats shroom-flesh must succeed on a DC 15 Fortitude save or be affected as if by a *feeblemind* spell. The condition may be reversed by a *heal* or *restoration* spell. Once cured, there is a 5% chance that an affected creature permanently gains a point of Intelligence from the effects of the shroom-flesh.

Shrooms are evil geniuses, toadstool creatures with considerable

magical powers. They lurk in the deep places of the earth and in dank forests, plotting ruin against surface dwellers and scheming to gain power for themselves by any means possible. They are highly adept with magic that influences plants, and most of them are knowledgeable in various forms of arcane study of other kinds, such as alchemy. Many, too, surround themselves with strange minions that they have created, grown, or bred. Shroom leaders are arcane spellcasters or alchemists of at least 4th level ability.

Shrooms have strange powers to create and shape the plants of their environments (growing and controlling them). Although these powers take time to employ and are not relevant in combat, they can be used to create a considerably hazardous lair.

Syangg

Miles from any sea, this creature looks like a giant starfish with twelve writhing appendages, half of which support small heads with oddly but deeply intelligent eyes.

SYANNGG **CR 7**
XP 3,200
 CE Medium aberration
Init +3; **Senses** darkvision 60 ft.; **Perception** +18

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)
hp 52 (8d8+16)
Fort +4; **Ref** +5; **Will** +9
Defensive Abilities all-around vision

Speed 30 ft.
Melee 6 bites +6 (1d6)
Special Attacks heads
Spell-Like Abilities (CL 8th)



CYCLOPEAN DEEPS VOLUME 1

At Will—charm monster (DC 17), dispel magic, hold monster (DC 18), lightning bolt (DC 16), slow (DC 16)
3/day—flesh to stone (DC 19)

Str 11, **Dex** 16, **Con** 15, **Int** 20, **Wis** 16, **Cha** 17
Base Atk +6; **CMB** +6; **CMD** 20 (28 vs. trip)
Feats Combat Casting, Dodge, Mobility, Spell Penetration
Skills Acrobatics +14, Climb +11, Escape Artist +14, Intimidate +14, Knowledge (dungeoneering) +16, Perception +18, Stealth +14, Survival +14; **Racial Modifiers** +4 Perception
Languages Aklo, Syannngg, Undercommon

Environment underground
Organization solitary, council (2–5), or sinful convergence (5–30)
Treasure double standard

Heads (Su) A syannngg can bring 1d4 of its six heads to bear on any given 90-degree quarter around itself. Five heads can utilize one spell-like ability at will as a free action each round (CL 8th). Its main head can cast *flesh to stone* three times a day as a spell-like ability. The save DCs are Charisma-based.

The syannngg is a radially-symmetrical creature a bit like a starfish, with six backbones running upward through its central body to form six serpentine necks above the body and six reptilian tentacles below. The bottom tentacles are connected by a circular fan of leathery skin that runs approximately halfway down the length of the tentacle, giving the creature a strangely cone-like shape. It has six heads.

Syannnggs are ferocious creatures, dedicated to accumulating power and treasure by whatever means they can contrive. They are quite intelligent, and it is not uncommon for a syannngg to be found as the tyrannical mastermind behind the activities of weaker minions. Their plans are not devilishly intricate, reflecting the single-minded brutality of the syannngg mindset, but they are usually well considered and practical. In particular, syannnggs do not hesitate to risk themselves in battle, since they glory in victorious slaughter just as much as they lust after gold and power.

Xole

This snake-bodied humanoid grumbles with anger, sounding like a minor tremor. Spikes line the creature's back, and jutting crags cover its exterior.

XOLE **CR 6**
XP 2,400
CE Medium outsider (extraplanar, earth)
Init +1; **Senses** darkvision 60 ft.; **Perception** +16

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 76 (8d10+32)
Fort +10; **Ref** +7; **Will** +6
DR 10/magic; **Immune** cold, fire

Speed 30 ft., burrow 20 ft.; earth glide
Melee stone mace +11/+6 (1d10+4/19–20), tail slap +6 (2d6+1 plus grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)
Special Attacks constrict (2d6+4)

Str 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13
Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)
Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)
Skills Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16,

Sense Motive +13, Stealth +12; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)
Languages Common, Terran

Environment any (Plane of Earth)
Organization solitary, pair, or cluster (3–5)
Treasure standard (stone mace, other treasure)

Xoles bear a close physical resemblance to the salamanders of the Plane of Fire, having a somewhat human head, human arms, and a serpentine body. Rather than being creatures of fire, however, the xoles are creatures of stone, being native to the Plane of Earth. As such, they are immune to fire and cold, and can be affected by *protection from evil*.

A xole is only slightly larger than a salamander; the torso of a xole is equivalent to that of a seven-foot tall, but massive, person. The tail is almost ten feet in length. Xoles generally carry heavy stone maces as weapons; even xoles can only wield these weapons two-handed, and they cannot be lifted by any creature not from the Plane of Earth. If one of the weapons is dropped to the ground, it dissolves into the stone after a period of a year and one day. If a xole hits successfully with its tail, it inflicts automatic constriction damage thereafter.

Xoles can move through solid rock or earth, although it takes a full round to enter solid stone.

There is no allegiance between xoles and xorns beyond the fact that both types of creatures are native to the elemental plane of earth. Xoles, obviously, are more organized than xorns, and are generally found on the Material Plane in the service of some evil purpose, as contrasted to the neutral and relatively purposeless wanderings of the xorns.

— Author: Matt Finch

Elder Things and Middle-Divinities

Between the realms of humankind and the realms of the gods, there lies an oft-forgotten realm of “middle” powers: the demi-gods, the almost-gods, the princes of elemental Chaos and Law, the princes of the underworld and the saints. The blindingly angelic on the one hand; the sanity-crushing relicts of primordial Chaos upon the other. These forces move upon the Earth and in the higher and the lower planes, striving for dominance amongst each other — and beings such as human kith and kind are the playing pieces in their intricate games. These forces shift like tectonic plates in the Cyclopean Deeps, a place where the stakes are higher than the surface world, where the more powerful playing pieces are gathered, where the subtler players make their more significant moves.

CHOA-THOOM

CHOA-THOOM is an elder creature that lives physically within the Cyclopean Deeps. One could describe CHOA-THOOM as a death-godling with necromantic or death/life powers. Best not to get too deep in *Chapter 8: Flagon of the Death God*.

Eye of Gaaros-Uaazath (commonly, “Eye of Gaaros”)

The Eye of Gaaros is the sapient remnant of a titanic being, possibly one that brought Khryll into the world as passengers or vermin. More information may be found in *Chapter 2: Eye of the Titan*. The Eye's current goal is to rebuild the rest of its original body. It is being assisted in this goal by a cult-like following of khryll. Only the khryll worship this being, if worship is even an accurate description.

Isclaadra, Demon-Prince of Mists

Isclaadra's presence is felt throughout the Cyclopean Deepes. The Deepes are vitally important to his schemes on this world, for they are a source of darkmist (see *Chapter 3: Izamne, City of Endless Dark*). Isclaadra's main forces comprise his nebunorne demons and the Vessals, his eerie priestesses, although he can muster small armies of darkfolk (mainly the Avarthamna).

It is important to understand that describing Isclaadra's goal of dominating the Cyclopean Deepes is a bit like describing a Chess Grand Master's intentions as "planning to move King's Pawn from K-2 to K-3." It might be very important to the characters, since they are, by analogy, located in K-3. However, the existence of a grand master strategist, the arrangement and even the existence of the rest of the chess board, and the implications of an opening move from K-2 to K-3 ... all these are utterly beyond the characters' initial understanding of matters. At least, that's where matters stand at the beginning. By the time they have traversed the tenebrous corridors and chambers of the Cyclopean Deepes, they might understand a bit more about demonic politics and strategies at the "Middle-Divinity" level of the cosmos. There are more things in Heaven and Earth, Horatio ...

Noagana the Unseen

Noagana is an abstract concept with inherent power, rather than an actual being. As such, it is entirely unlike the other middle powers listed here. The Noagana-concept is affiliated with darkness and the number three. A detailed description is included in the glossary.

Sa-Heloth, Ancestor-Spirit of the Serpentfolk

Sa-Heloth is a powerful ancestor spirit, held anchored in the Cyclopean Deepes by the necromantic powers of the serpentfolk Yellow Society. Sa-Heloth has been subtly guiding its nest of descendants toward greatness, tyranny over their foes, and unstoppable arcane power. It may be, of course, that Sa-Heloth's efforts to affect the course of their actions are actually sapping the inherent energy of his children, slowly pushing them toward hubris and ruin. Sa-Heloth, although a terrifying and mighty thing, only barely fits into the scope of this particular section, for it is not quite

as powerful as a demon-lord. However, it is physically present within the Cyclopean Deepes, and the characters could very well come face-to-face with Sa-Heloth in the course of their adventures.

Teratashia, Demon-Princess of Dimensions

The aspirations of this demon-princess to control the Cyclopean Deepes were shattered when her darkfolk followers in the City of Izamne were massacred in a single night, an event called the Annihilation. There are still remnants of the Teratashian civilization in Izamne, for those who might look. The architectural theme of roaches, in particular, was a characteristic of the Teratashians. Teratashia wields virtually no power here, and it would take a very interesting proposition by forces or followers of Chaos to lure her attention back to the site of a significant and humiliating defeat at the hands of another demon-lord (Isclaadra). Teratashia's only real ally in the Cyclopean Deepes is the wizard Aouc Jamac, who is playing a very deep and very dangerous game of high-stakes demonic politics. See *Chapter 8: Flagon of the Death God* for more details about Aouc Jamac.

Zuuljj, Elemental Prince of Earth-Chaos

Zuuljj is a tremendously powerful denizen of the Elemental Plane of Earth, akin to the great nobles who rule the efreet and the djinn. He is a grey-skinned being who wields a pair of stone hammers, and he is venerated by many clans of the duergar, the dark dwarves. Zuuljj dwells in the legendary City of Malachite, lord of Xoles and Xorn, and of the nomadic Xandjinni (Kzand-jeeni). Zuuljj once wrote his motto (the "Creed of Zuuljj") on stone tablets, and placed them at the gates of the city. They read: "Obey, Acquire, Dominate." Some duergar fundamentalists have created a book called "The Mystical Interpolation of the Creed of Zuuljj," which is a broad, so-called "explanation" of the three words of the creed and the order in which they appear. Some of the conclusions they have reached are at best stretched, and at worst peculiar. The Zuuljjan Mystics believe (of course) that the duergar are destined to rule the entire world, wipe out all dwarves, follow the commands of their leaders as long as the leaders are true to the doctrines of Zuuljj, and wear a red triangle — representing the three words of the creed — tattooed (or at least painted) on their faces.

Unfortunately, the characters are likely to encounter some of the fanatical Mystics of Zuuljj as they explore the Deepes.

Appendix III: New Items

Non-magical Items

Dream-Gobbets

Dream gobbets are solidified bits of dreams that are — it must be said — the solid excrement of dream-eating plants and organisms. If touched, they impart a moment or so of the dream that was eaten. If someone eats the *dream gobbet*, that person has the dream incessantly while sleeping until the *gobbet* has passed fully through the gastro-intestinal system. Due to the restless nature of a repetitive dream, the character is unable to heal hit points naturally while suffering from the dreams. It takes about 24 hours for the *gobbet* to get through the digestive system and make its departure.

The *gobbets* have a texture like lumps of fat (hence the name).

Jhoat-Sticks

Some of the serpentfolk carry jhoat-sticks: fungus paste pressed into sticks and then dried, producing a wand about 1 ft. long. These wands release a mild narcotic when chewed. The Red Society is the only one to possess the secret of manufacturing good jhoat, a commodity they sell to merchant caravans passing through the Domes. Normal jhoat-sticks cost 10 gp in the Domes and can usually be sold for 20 gp elsewhere in the Cyclopean Deeps. This might seem an easy way for the characters to make money if they want to turn their talents toward trade. Unfortunately, no more than 100 jhoat-sticks are usually available at a time, and there are occasionally others who want to purchase them from the Red Society. When more than one caravan is present here, fights have broken out over who gets to buy the limited supply.

It is very easy to mistake a jhoat-stick for a magic wand. However, anyone with much experience of jhoat eventually can identify them by their distinctive smell.

Takkas

Takkas are mentioned particularly in **Chapters 3 and 4**, where takkas are in common use as currency in the city of Izamne. Takkas are trade-coins minted by the duergar, and they are often used as a substitute for heavier gold coins. The coins are inscribed with a triangle or with the mark of Zuuljj. Whatever the markings, takkas are worth 25 gp each in most parts of the Under Realms. The significance of the triangle and of Zuuljj is described elsewhere: the most succinct description is in **Chapter 4** under the heading “*Elder Things and Middle-Divinities*.”

New Magical Items

Amulets of Sa-Heloth

Aura faint transmutation; **CL** 5th
Slot —; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

These amulets are worn as medallions by all the serpentfolk of the Dome complex. The amulets are bronze disks with a prominent bas-relief serpent head on the front of the

medallion. They are worn by the serpentfolk to identify the individual snake-person's society (red, blue, green, yellow, and sometimes white) but also for use as a key throughout the serpentfolk complex. The amulets are magical, although the magical aura is quite faint. Sa-Heloth was the legendary builder of these domes and is now their ancestor-spirit. According to legend, it is his face carved onto the amulets.

CONSTRUCTION

Requirements Craft Wondrous Item, *knock*, must be created by a follower of Sa-Heloth; **Cost** 1,500 gp

Earring of Shadowleaping

Aura moderate conjuration; **CL** 12th
Slot ring; **Price** 22,500 gp; **Weight** —

DESCRIPTION

This ring grants the wearer the supernatural ability to shadowjump, as a 4th level shadowdancer. The wearer may travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some dim light. The wearer can jump up to a total of 40 ft. each day in this way; this may be a single jump of 40 ft. or four jumps of 10 ft. each.

CONSTRUCTION

Requirements Forge Ring, creator must have the shadowjump ability; **Cost** 11,250 gp

Gauntlets of Sight and Sound

Aura moderate divination; **CL** 10th
Slot hands; **Price** 81,000 gp; **Weight** 5 lbs.

DESCRIPTION

These jointed metal gauntlets may be worn by any PC, but they require a full turn to remove due to a strange system of intricate clasps — apparently the clasps were designed specifically to make the gloves hard to remove quickly. When the wearer holds their hands up with the fingers touching in a circle, anyone looking through the circle formed by the two hands sees — as if through a lens — the truth of what lies ahead. The effect is identical to that of a *gem of seeing*, but of course both hands must be unencumbered to use the gauntlets. Anyone looking through the gauntlets for more than 5 minutes at a time (or for a total of more than 1/2 hour in a single day) suffers debilitating headaches and has tired arms (no spellcasting and all attacks with melee weapons at –2 for 24 hours).

The gauntlets have a second ability that allows the wearer to understand spoken languages, as a *comprehend languages* spell. To employ this power, the wearer simply cups his hands behind his ears. This power operates once per day for no more than a half hour.

CONSTRUCTION

Requirements Craft Wondrous Item, *comprehend languages*, *true seeing*; **Cost** 40,500

Jupiter Kwan's Admonishing Lanthorn

Aura faint divination, faint necromancy; **CL** 16th
Slot none; **Price** 33,000 gp; **Weight** 2 lbs.

DESCRIPTION

These rather nasty items are shrunken heads imbued with necromantic powers. The head's eyes project a beam of invisible light, like a lantern, in a cone shape. The light acts as a *detect magic* spell, and also reveals invisible creatures and items. The *Lanthorn* works at full capacity for 3 hours, but after this the light dims and no longer shows anything except within an inch of the head's eyes. Even that ability fades within an hour. If the head's eyelids are pushed down over the eyes, and the head is allowed to "sleep" for 6 hours, the eyes will once again provide their eerie magical light.

The name of the items is perhaps deceptive, for the magic of the lanthorns provides no admonishment when used. It was the *creation* of the lanthorn that provided the admonishment — to the person whose head was used to make it. Jupiter Kwan's rebukes are somewhat infamous.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect magic*, see *invisibility*; **Cost** 16,250 gp

Phylactery of Blindness

Aura faint necromancy; **CL** 5th
Slot headband; **Price** 6,000 gp; **Weight** —

DESCRIPTION

A *phylactery of blindness* is a one-use magic item that cannot be recharged. It is a rune carved into a wax disk that is tied to the wearer's forehead. When the wearer speaks a command word (often scribed on the phylactery itself, as an aid to memory), the wax disk flashes with intolerable brightness for a split second and is then gone. Anyone in front of the *phylactery's* wearer must make a DC 15 Fortitude save or be blinded for 3d6 rounds.

Only the Red Society serpentfolk of the Cyclopean Deepes know the proper formulation of the magical wax used in crafting these items, and only the Blue Society retains the mystical knowledge required to scribe the rune of power into the soft substance. However, it might be possible for a skilled wizard, provided that the character or hire possesses an undamaged phylactery, to duplicate the material and the rune.

Any sort of fire or very intense heat damages or destroys a *phylactery of blindness*.

CONSTRUCTION

Requirements Craft Wondrous Item, *blindness*; **Cost** 3,000 gp

Scepter of Stunning

Aura moderate transmutation; **CL** 13th
Slot none; **Price** 91,000 gp; **Weight** 8 lbs.

DESCRIPTION

A *scepter of stunning* is a +1 light mace that on a roll of a natural 20 stuns the target as a *symbol of stunning* (no saving throw).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *symbol of stunning*; **Cost** 46,000 gp

Sentry's Spear

Aura faint evocation; **CL** 5th;
Slot none; **Price** 705 gp (not for sale to outsiders of the Domes); **Weight** 7 lbs.

DESCRIPTION

The *Sentry's Spear* is a magic weapon designed by the serpentfolk for use by their guards. The spears are relatively ornate by the standards of non-serpentfolk, with carved metal serpents twisting around the copper shaft to the pike-length point. Due to the spear's nature, it has to be passed from hand to hand when the guard changes. If any person touching the spear dies (whether it's the holder or someone being impaled on the point), or if there is no one holding it at all, the spear emits an unbelievably loud howling. The noise subsides after a full minute, but by then it alerts anyone and anything in the area. The spear confers no bonuses to hit or damage; its only enchantment is the warning scream it utters.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *alarm*, must be created by a serpentfolk from the Domes; **Cost** 352 gp

Smoke-pipe of Leng

Aura faint abjuration; **CL** 5th;
Slot none; **Price** 12,000 gp; **Weight** 2 lbs.

DESCRIPTION

This magic item comes from the Plateau of Leng, and only creatures from that strange place can use it without the risk of dangerous consequences. The pipe is slightly more than a foot in length, is made of a metal that is ordinarily only found on the Plateau of Leng, and is carved to function as a tobacco pipe. When the pipe is lit with any type of smoke-producing substance in the bowl, the smoke can be exhaled in a line 5 ft. wide and 60 ft. long, requiring anyone in that area to make a DC 15 Fortitude save or be turned to stone. After each such exhalation, the pipe requires 2 rounds before it can produce another such mouthful of smoke.

Any creature not of the Plateau of Leng has a 50% chance to be potentially affected by the petrifying smoke (although a DC 15 Fortitude saving throw is allowed). This sort of "backfire" is not the result of a curse; it is simply due to the fact that the item was crafted in a place where not every natural law operates entirely ... naturally.

CONSTRUCTION

Requirements Craft Wondrous Item, *flesh to stone*, can only be created in Leng; **Cost** 6,000 gp

Soul Nets of the Kshamarat

Aura strong necromancy; **CL** 17th;
Slot none; **Price** 15,000 gp (never for sale); **Weight** —

DESCRIPTION

If a Kshamarat dark stalker manages to knock an opponent unconscious, or to kill it, the stalker quickly undertakes two tasks. First, a trophy is needed, so the stalker will smash out or cut out several teeth, if there is not time, then a scalp will suffice. Secondly, the victim's soul needs to be collected. Most dark stalkers carry a wispy grey net with their other possessions; this innocuous-looking wisp is one of the most feared

CYCLOPEAN DEEPS VOLUME 1

accoutrements of the Kshamarat. When the stalker strokes it across the nose and mouth of a dead or dying person, that person's soul is caught within the net rather than being freed to go to its final destination in the cosmos. Souls can be sold to various buyers, from necromancers to demons. One might even wonder where the souls of Izamne have been going.

CONSTRUCTION

Requirements Craft Wondrous Item, *trap the soul*, creator must be a Kshamarat dark stalker; **Cost** 7,500 gp

Veil of Leng

Aura faint abjuration; **CL** 10th;

Slot head; **Price** 23,000 gp (never for sale); **Weight** —

DESCRIPTION

These veils, when no one is wearing them, are diaphanous and almost invisible. If the wispy cloth is placed over (or relatively near) a person's face, the veil suddenly comes to life, squirming parts of itself into the new wearer's nose and mouth. The wisps of veil inside the wearer's face draw blood into the rest of the item, so that the entire veil darkens and appears to be a crimson cloth over the bottom two-thirds of the face. Once the veil is in place and charged with blood, it begins to work its subtle, otherworldly magic upon the wearer. The wearer is protected in the following ways, and senses when it is possible to use one of the veil's powers:

- The wearer gains a +2 on any Will saves against illusions.
- The wearer is immune to the effects of the Air of Leng
- The wearer can move in and out of the Dreaming Mist, at will.

CONSTRUCTION

Requirements Craft Wondrous Item, *dimension door*, *endure elements*, creator must be native to the Plateau of Leng; **Cost** 11,500 gp

Lesser Artifacts

Barding of Surtur

Slot body; **Aura** strong (enchantment); **CL** 20th; **Weight** 500 lbs.

DESCRIPTION

Thrallé, the hell-born steed of the fire giant king, was slain in the deeps of Muspelheim in times forgotten. In those lost depths, the steed was taken and its armor, crafted by the giants, became part of the treasure hoard of an unknown thing of darkness. Such was the balor Hajjirtha, a demon of the deep places, stranded in the islands of the material planes by bands and curses of inconceivable power laid upon him. Hajjirtha took the armor and brought it to the sun-washed surface of the world to find himself a mount, and this is where he found Ulam, the great three-horned beast, skin black as coal, cunning and fierce, a king among the triceratops dinosaurs. And Hajjirtha took the king of the three-horned beasts and clad it in the armor of Surtur's dreaded steed, and the armor fitted the dinosaur as if it had been forged for him.

The *Barding of Surtur* fits any steed that is as large as an ox; it cannot become smaller than this, but can easily fit a creature as large as an elephant. It grants the steed a +9 armor bonus, and immunity to fire. The barding is currently in the possession of the balor Hajjirtha.

DESTRUCTION

There is currently no known way to destroy the *Barding of*

Surtur. It is rumored amongst the great chiefs of the Far North that a mighty barbarian chieftain will one day come from Valhalla, and ruin the armor with his warhammer.

The Octopus Diadem

Slot head; **Aura** strong (indeterminate); **CL** 20th; **Weight** 3 lbs.

DESCRIPTION

The diadem resembles a golden octopus with eyes of sapphire. The octopus body is the size of a small cat, and the sapphires are massive, a profoundly dark blue that somehow seems miles deep. The diadem is a thing of unearthly beauty, clearly intended to be worn as a crown, with the curved tentacles swept gracefully around the wearer's head to hold itself in place.

Before it was claimed by the demon-princess Teratashia, the diadem had been lost for aeons, fashioned by some unknown and forgotten race of slaves to depict their master, an elder thing whose appearance was far more horrible than the image on the diadem would suggest. The dark paladin known as Priest-Killer discovered it and brought it to his dread mistress, who in turn gifted it to her High Priestess among the dark stalkers of the Cyclopean Deeps, in the City of Izamne.

This doomed, decadent creature wore the Octopus Diadem in her hair on the night of the great Annihilation. As the thousands of dark stalkers and creepers of her civilization were slaughtered and the streets of Izamne ran black with blood, the diadem soaked into itself the mystical power of a thousand deaths. The high priestess fled; a beckoning hand, the urgent offer of a hidden door; safety. She was never heard from again.

The current high priest of Tsathogga, when he was but an acolyte, heard the story of her long death from his own high priest many times; a fond retelling of the man's greatest and most secret triumph. No other living person, save one, knows.

DESTRUCTION

Unknown, if even possible.

The False Diadem

Aura moderate evocation; **CL** 13th

Slot head; **Weight** 1 lb.; **Price** 30,480 gp

DESCRIPTION

The false diadem is found in a secret chamber underneath the altar of Tsathogga in the City of Izamne. It allows the wearer to cast *finger of death* once per day, using one charge. The headdress has 20 charges, and cannot be recharged.

CONSTRUCTION

Requirements Craft Wondrous Item, *finger of death*; **Cost** 15,240 gp

The Rune-Chains of Gnagga

Slot none; **Aura** strong (enchantment); **CL** 20th; **Weight** 1000 lbs.

DESCRIPTION

The *rune-chains* were forged in the realms of the gods, by the duergar smith Gnagga. The treacherous smith incised the chains with runes of power at Thyr's orders, but added other runes whose existence he kept secret in the depths of his black heart. When Thyr bound the fallen einherjar Hajjirtha in the chains, and threw him into the

APPENDIX II: NEW ITEMS

Ginnungagap, the secret runes of Gnagga allowed the chains to catch and anchor the demon to a piece of the material planes, where he emerged as a balor demon, wreathed in flame and wearing one of the rune-chains hanging from each wrist.

As long as the rune-chains are in contact with stone, the wearer is immune to any damage caused by metal or stone. They are intensely painful to wear, and cannot be removed unless the wearer is dead.

If the command word "Gnagguldra" is spoken within 100 ft. of the rune-chains, they ignite with blue fire (causing 1 hit point of damage per round, provided that the wearer is not immune to fire), and they only protect the wearer from half of any damage caused by stone or metal (for a period of one hour following the speaking of the command word).

DESTRUCTION

The *Rune-Chains of Gnagga* can be destroyed if placed upon the Stone of Tircople, and smashed flat with *Thyr's Gavel*.

The Umpathra Manuscript

Slot none; **Aura** strong (enchantment); **CL** 20th; **Weight** —

DESCRIPTION

This manuscript is an ancient artifact of old ones that lived before the advent of humanity.

Anyone actually reading page by page through the manuscript rather than just "skimming" it must make a series of die rolls. When a roll is "versus" an attribute, this means that the die roll must be less than or equal to the attribute score to succeed. In other words, you're trying to roll under (and/or equal to).

Die Roll	If Succeed	If Fail
5d6 vs. Wisdom	Lose 1d4+1 hit points, but stop rolling	Lose 1d4+1 hit points and 1 Wisdom point, paralyzed, keep rolling.
4d6 vs. Wisdom	No effect and stop rolling	Lose 1d4+1 more hit points, 1 point of Wisdom, keep rolling

Die Roll	If Succeed	If Fail
4d6 vs. Wisdom	No effect and stop rolling	Lose all sanity, 1 point of Wisdom, and become invisible, keep rolling
3d6 vs. Wisdom	No effect and stop rolling	Lose 1d4+1 hit points, 1 point of Wisdom, and become ethereal.
1d6 vs. Wisdom	No effect and stop rolling	Die and keep rolling
1d6 vs. Wisdom	If raised from the dead, gain 1 level of experience	Cannot be raised from dead

The manuscript is incomplete, missing the seventh page. If the manuscript is joined with the missing seventh page, the reader will gain a dangerous but useful understanding of the primordial powers of Chaos and how they continue to interact with material reality and various other dimensions. Such knowledge could be useful for a wizard willing to take the risks of dabbling in these unthinkable powers. A wizard may use the manuscript in an attempt to create Primordial-Chaotic magic items, dimensions, and/or creatures. In general, such powers cannot be tapped by humans without the help of a blasphemous tome like this one, and even with the help of the manuscript the wizard will be contending with forces that threaten sanity and existence itself. The manuscript cannot be copied any further than it already has been: the minor inconsistencies introduced by copying will cause anyone using a copy to turn into a Leng-spider (DC 35 Fortitude save negates).

DESTRUCTION

If the manuscript is ever taken to the outer Planes of Law, it instantly vaporizes. It will reform on the Prime Material plane in 10 years.

Appendix IV: New Spells

The Manifold Curse of Jupiter Kwan

School necromancy (curse); **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S

Range close (25 ft. +5 ft./2 levels)

Target one creature

Duration see below

Saving Throw Fortitude negates; **Spell Resistance** yes

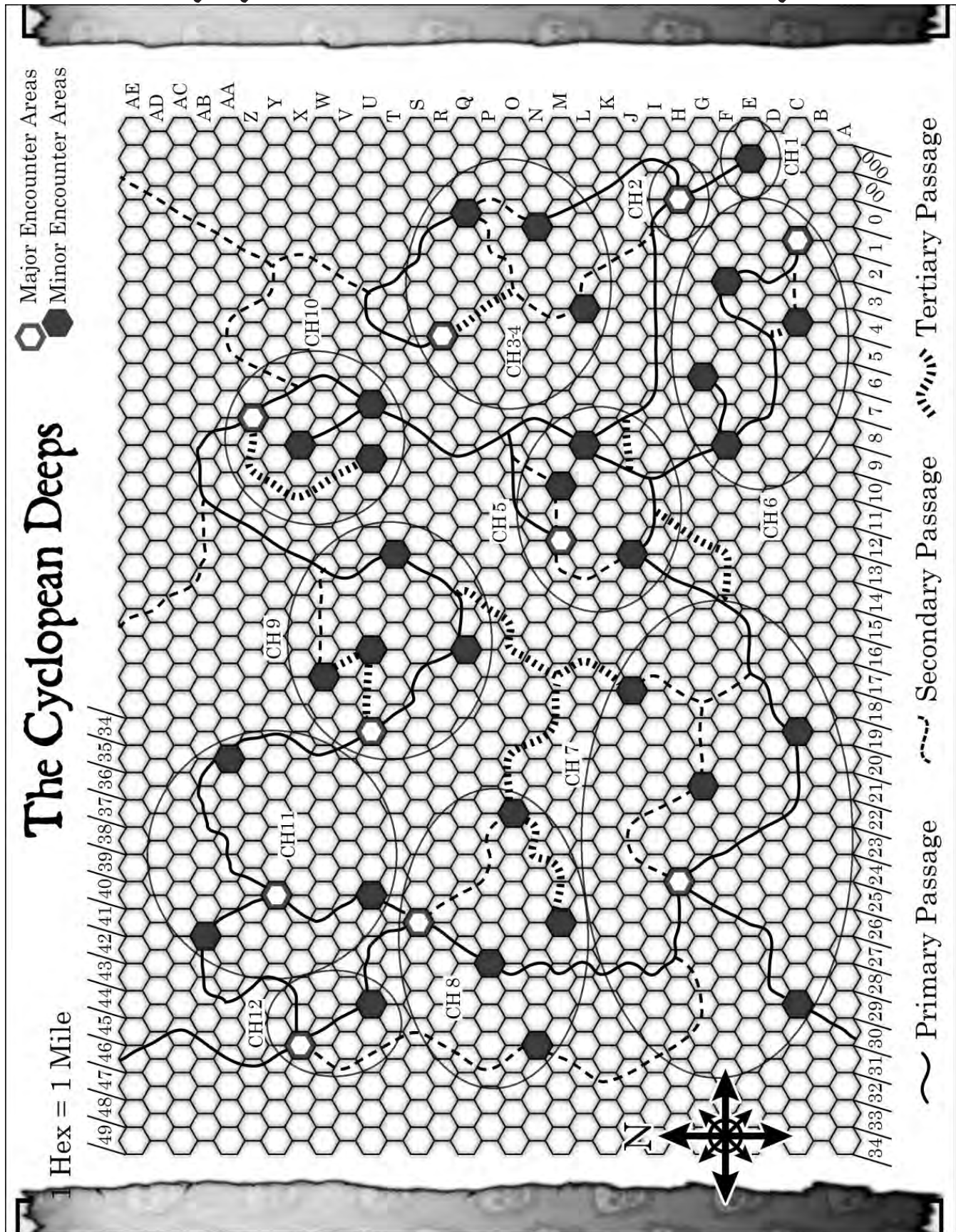
This spell causes the victim to fold up into a little ball the size of an apple. As the spell takes effect, there is approximately one minute of

transition, which is an odd, explosive combination of certain elements of taffy-pulling and complex origami. A successful Fortitude saving throw allows the victim to avoid the spell's main effect, although some mild nausea is likely in the days following, not serious enough to cause any actual penalties. The victim remains in the ball shape for 1d6 weeks. If the caster chooses to keep the victim on a shelf, perhaps as a decoration or *objet d'art*, and continues casting the spell every week or so, the victim receives no saving throw if he or she is already in ball form.

The ball can be useful during the 1–6 week duration of the curse, for it has 1d2 internal compartments that can hold a 5 ft. cube of volume without increasing the weight of the ball.

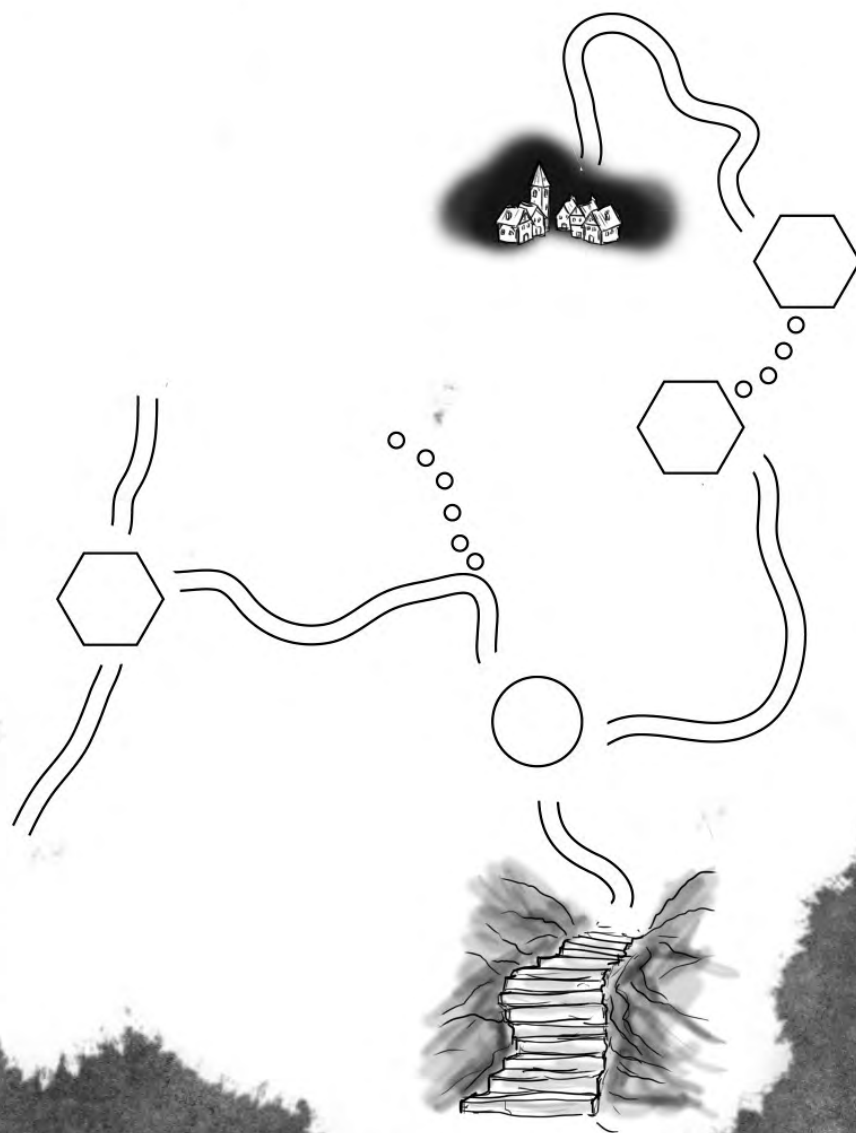
The spell can be undone by use of *remove curse* from a higher level spellcaster, but the procedure has only a 50% chance of success.

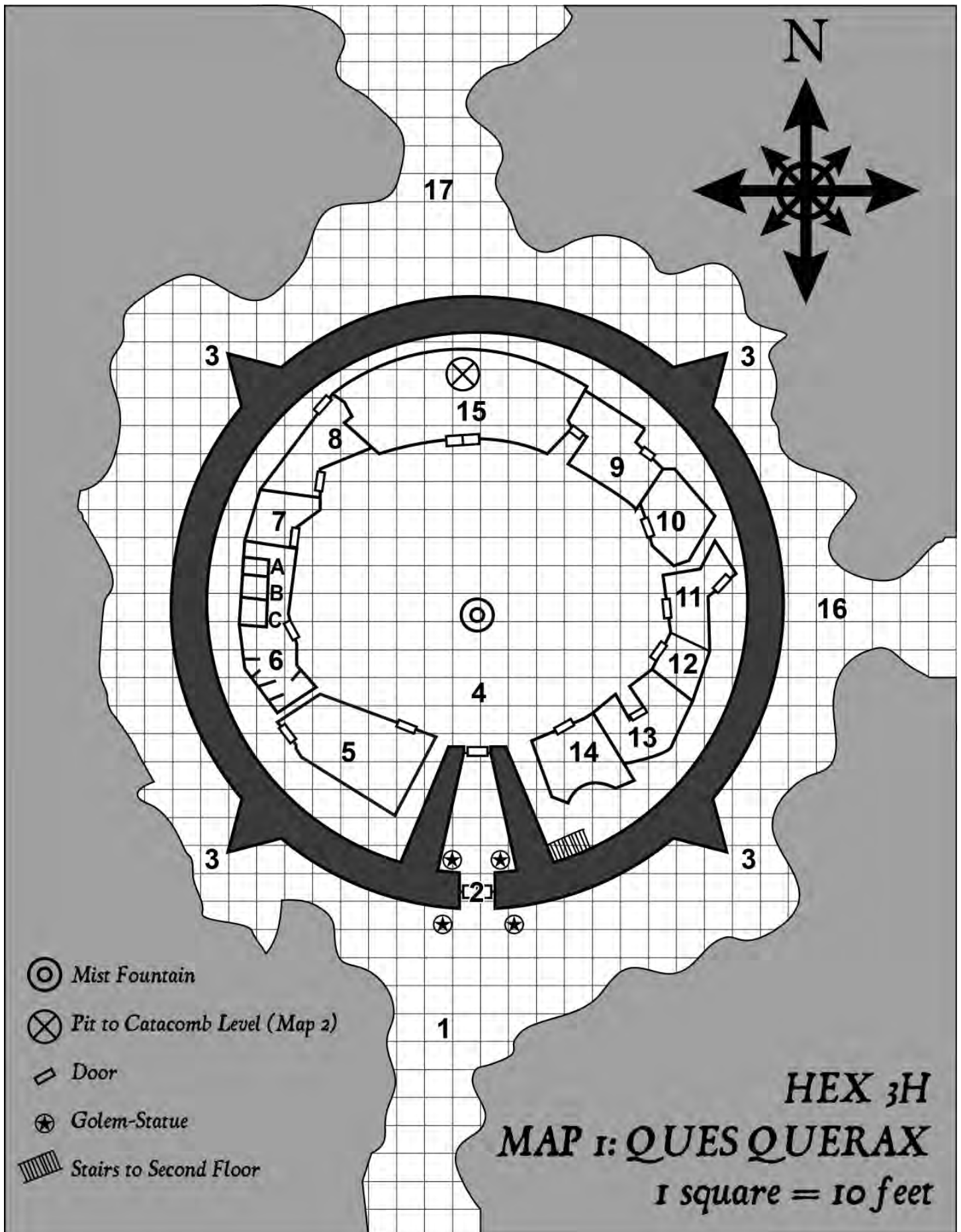
Appendix V: Maps

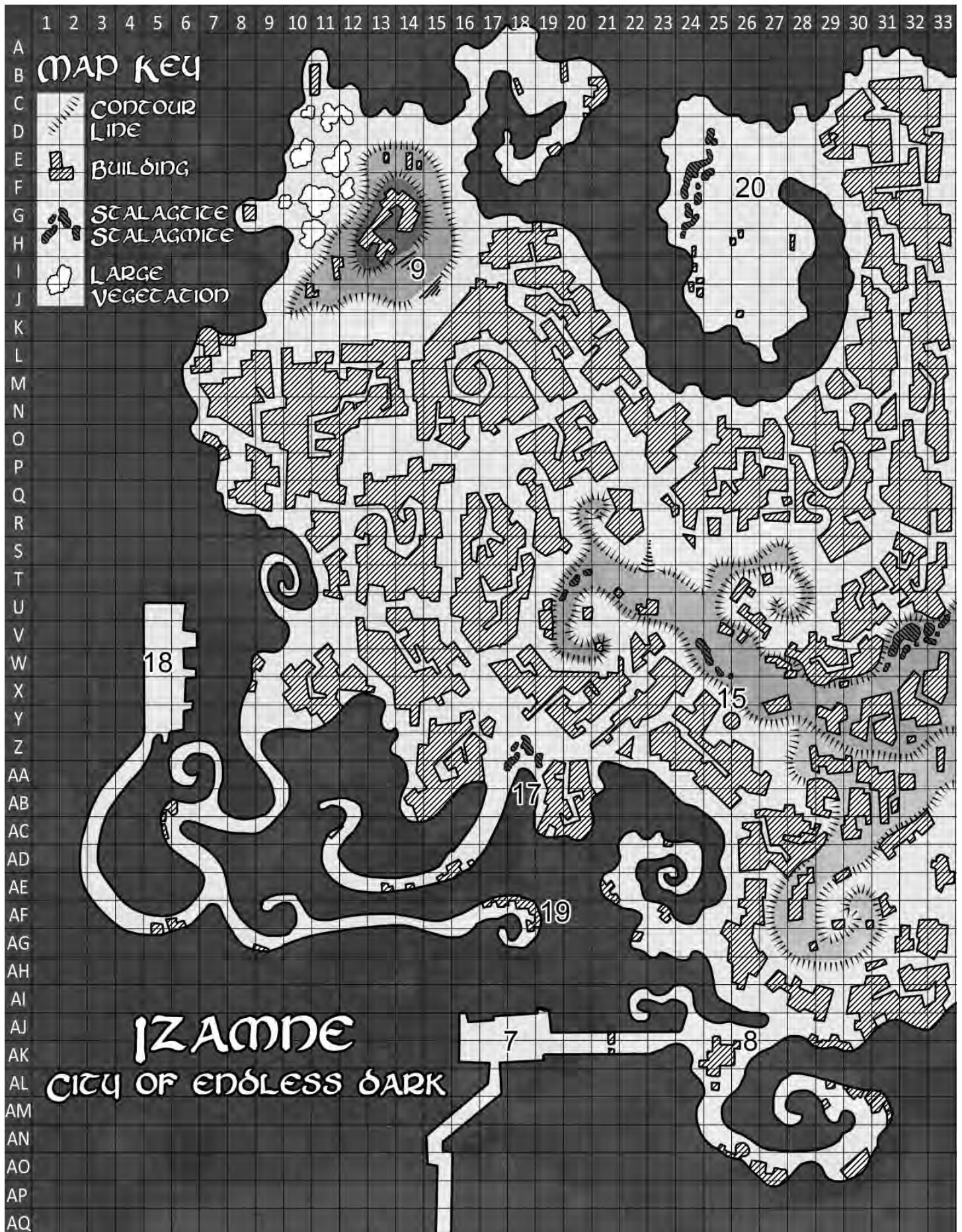




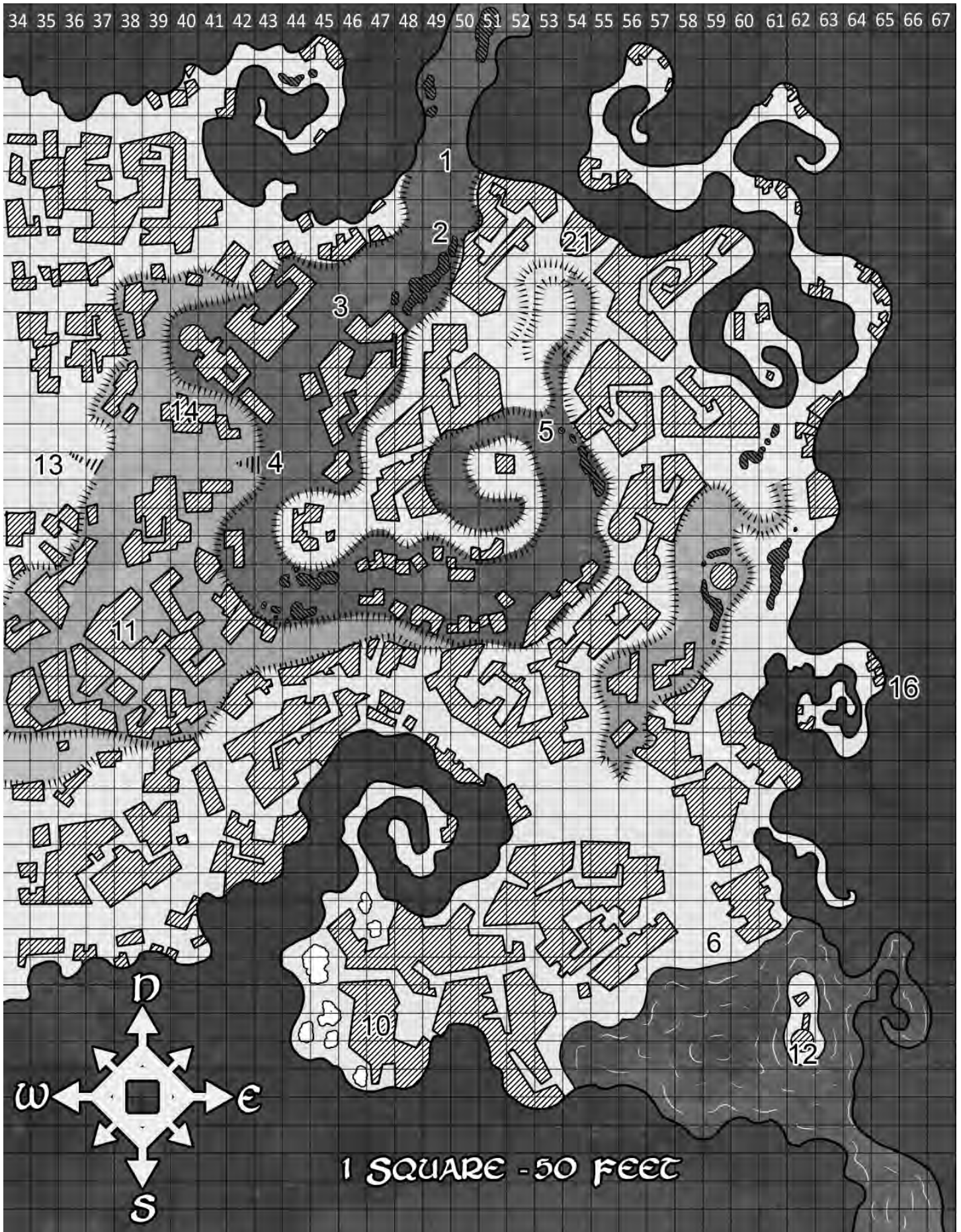
Player Map 1

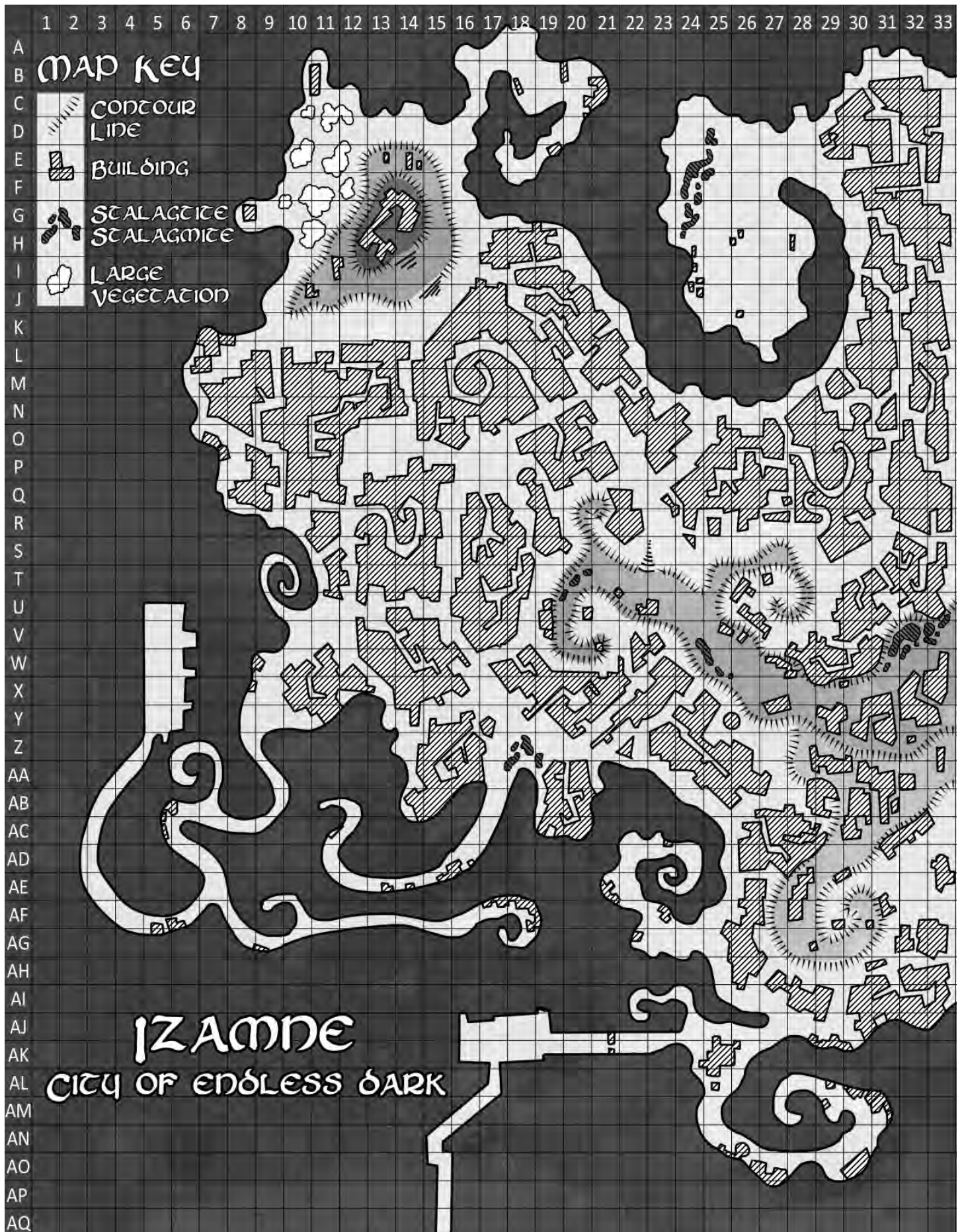




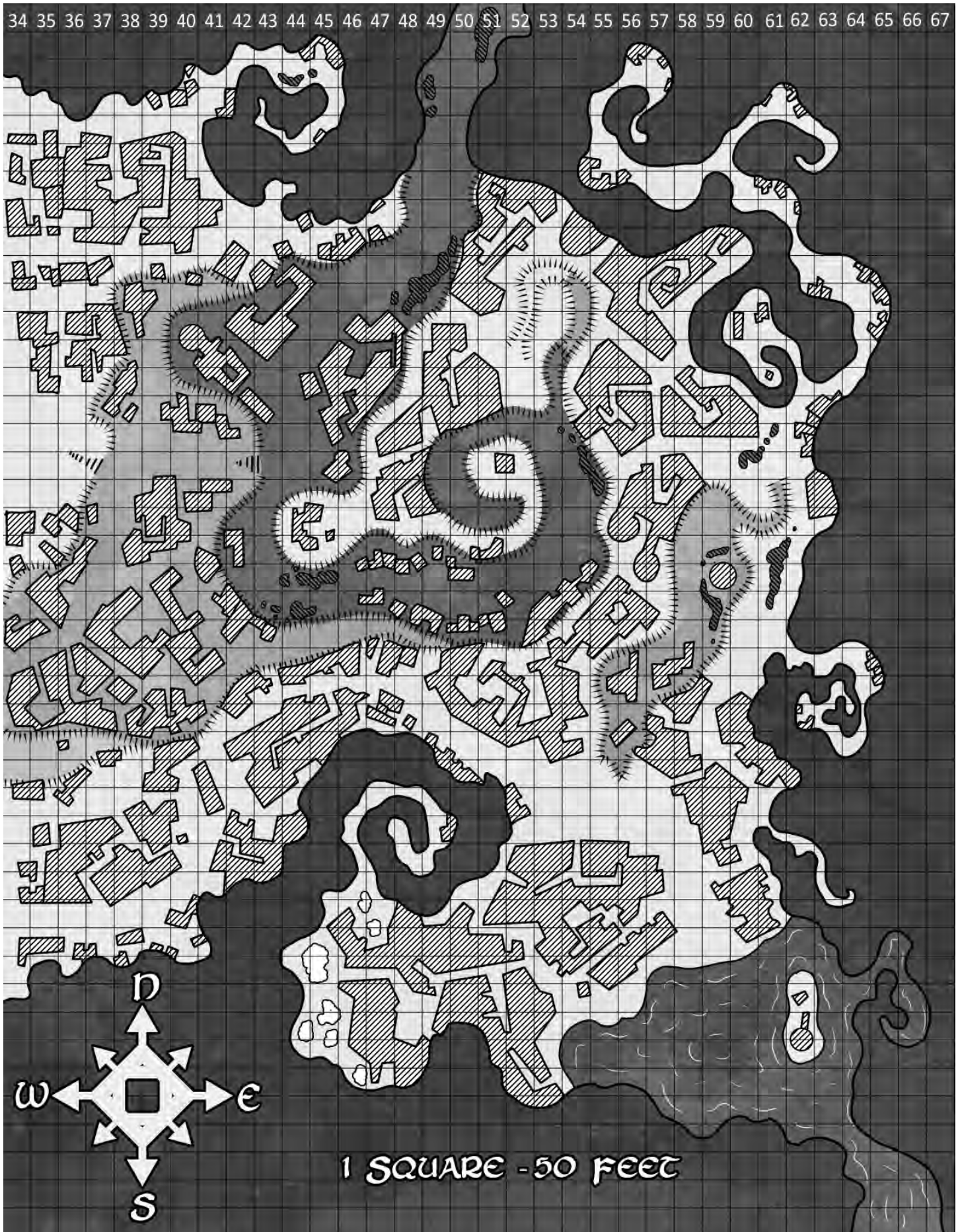


APPENDIX V: MAPS





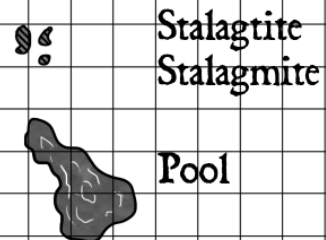
APPENDIX V: MAPS



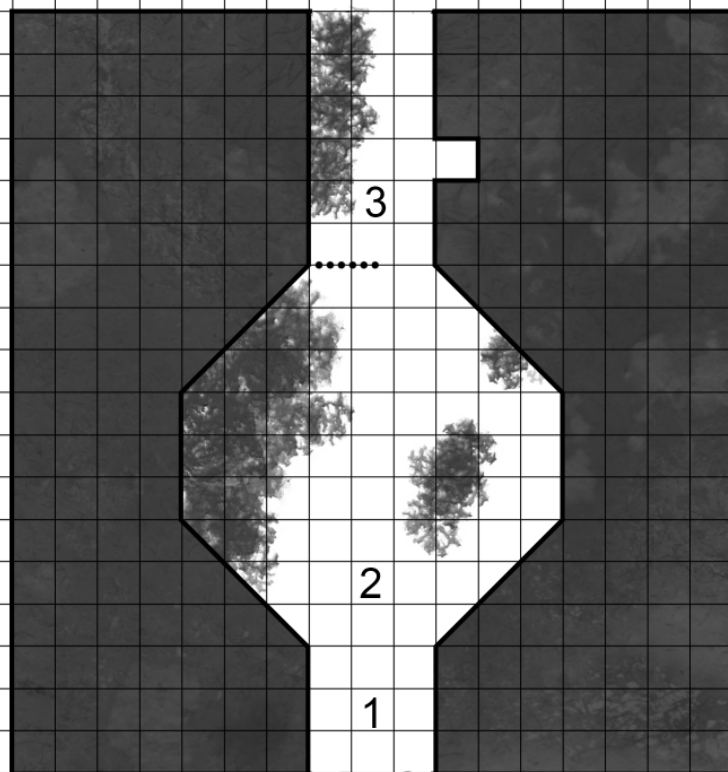
Hex 9L - Jack in Irons



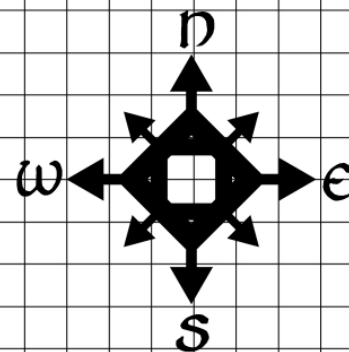
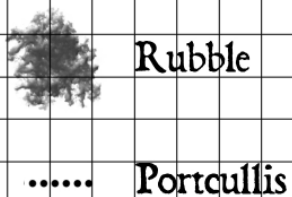
Map Key



Hex 7N - The Broken Gates

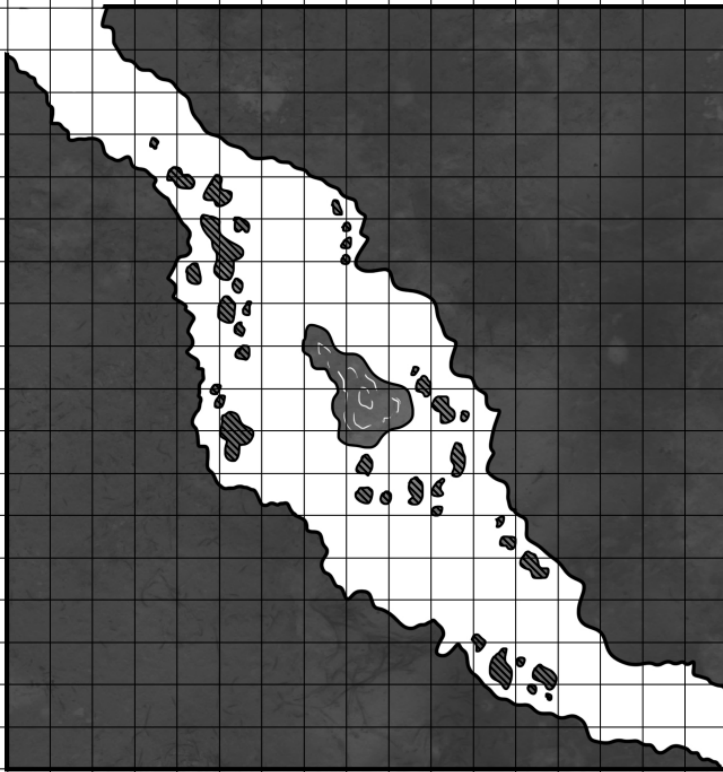


Map Key

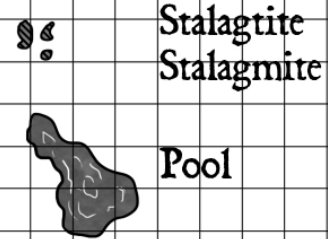


1 Square - 10 Feet

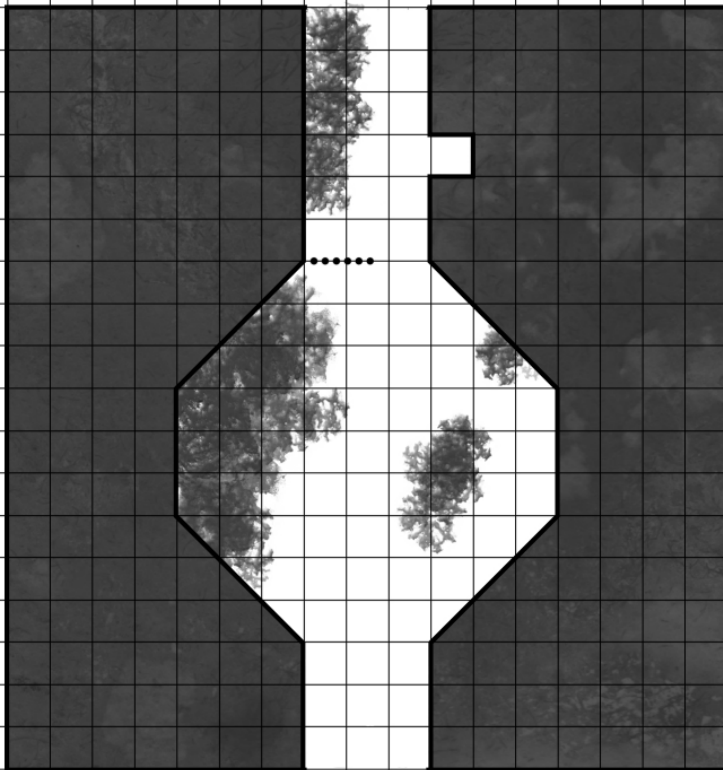
Hex 9L - Jack in Irons



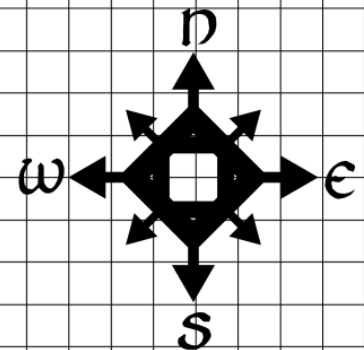
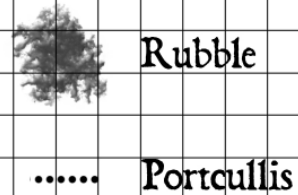
Map Key



Hex 7N - The Broken Gates

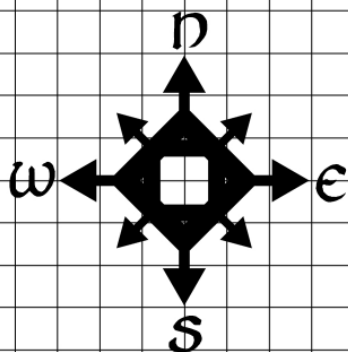
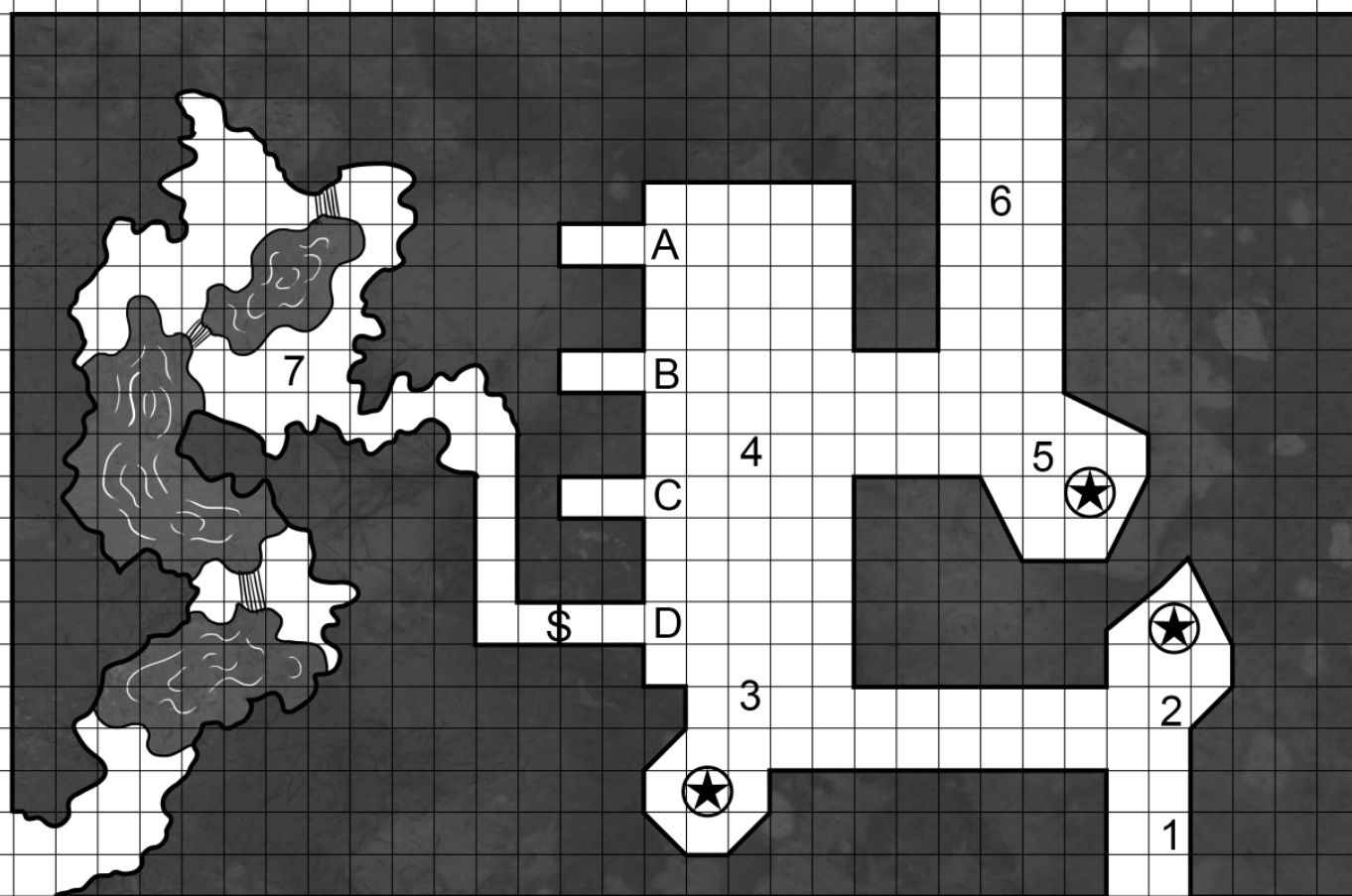


Map Key



1 Square - 10 Feet

Hex 8Q - The Shrines



1 Square - 10 Feet

Map Key



Waterfall



Water

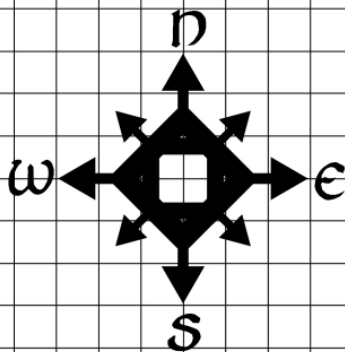
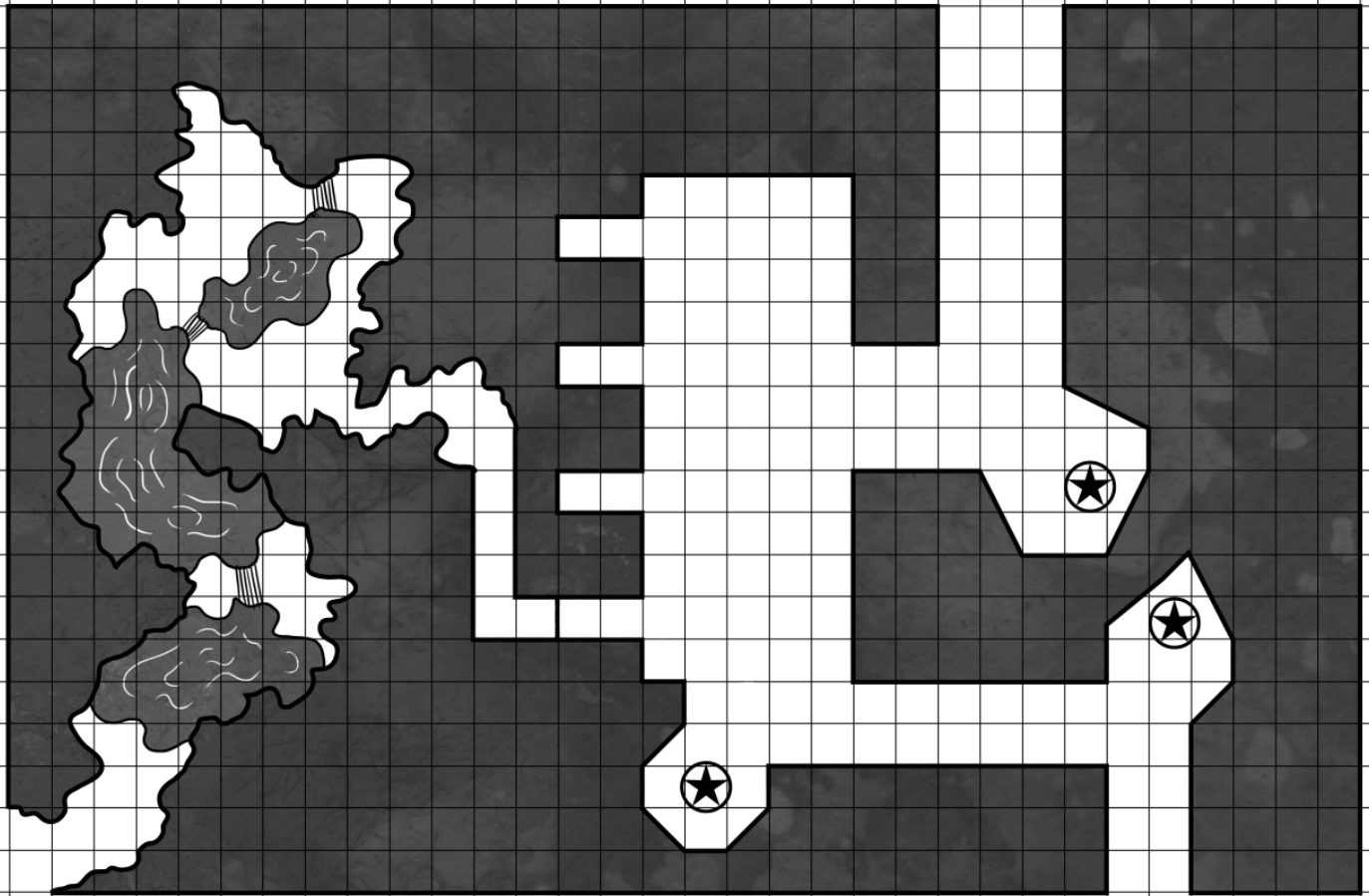


Secret Door



Statue

Hex 8Q - The Shrines



1 Square - 10 Feet

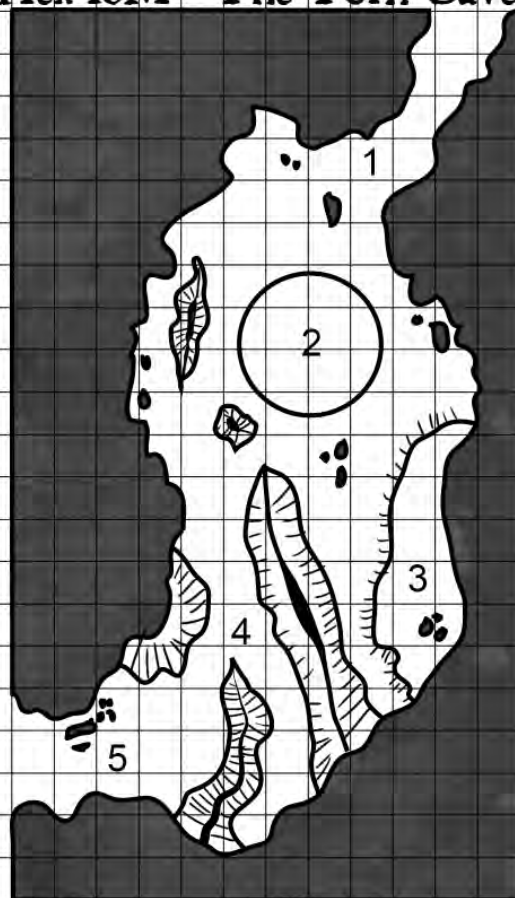
Map Key

-  Waterfall
-  Water
-  Secret Door
-  Statue

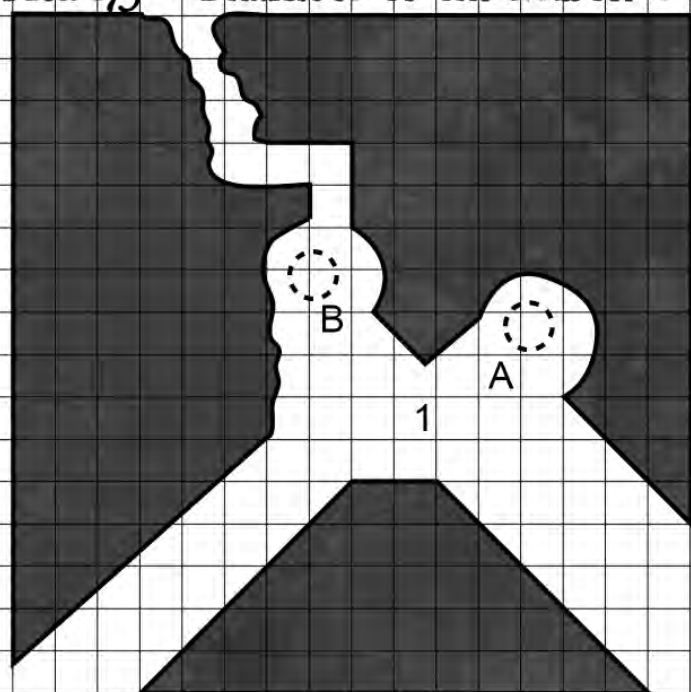
Hex 14L - The Aboleth's Lair



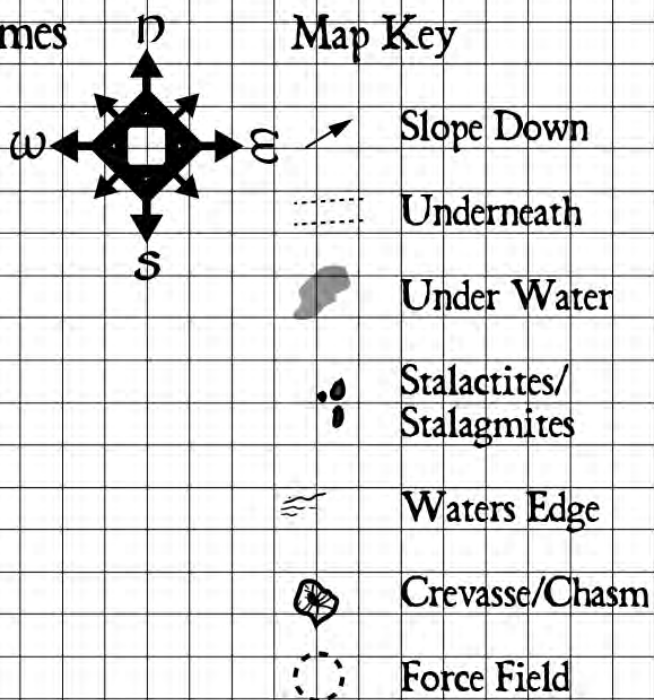
Hex 16M - The Torn Cavern



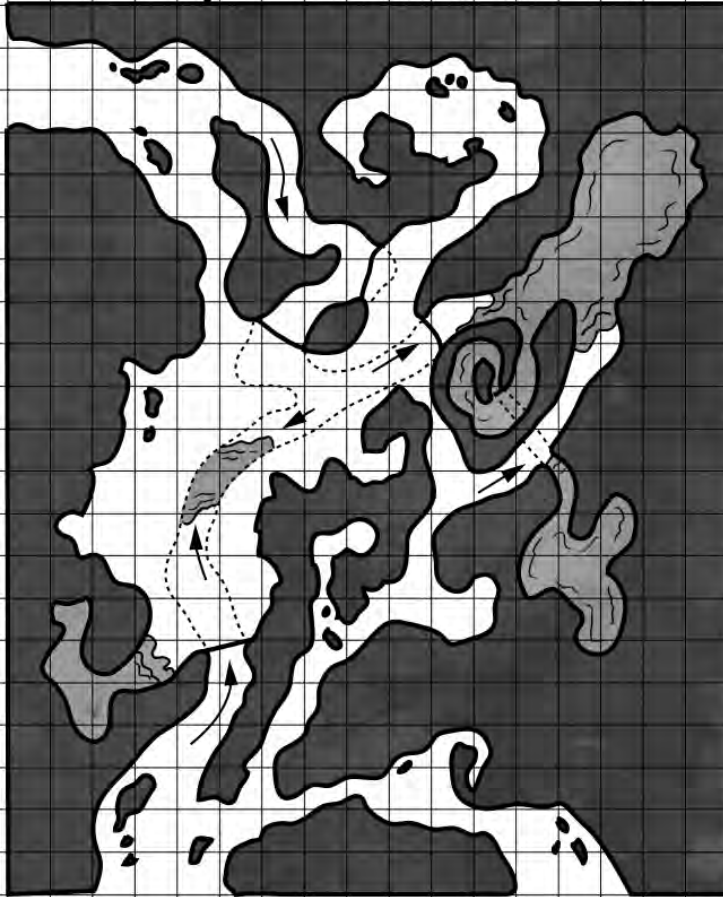
Hex 17J - Chamber of the Prison Domes



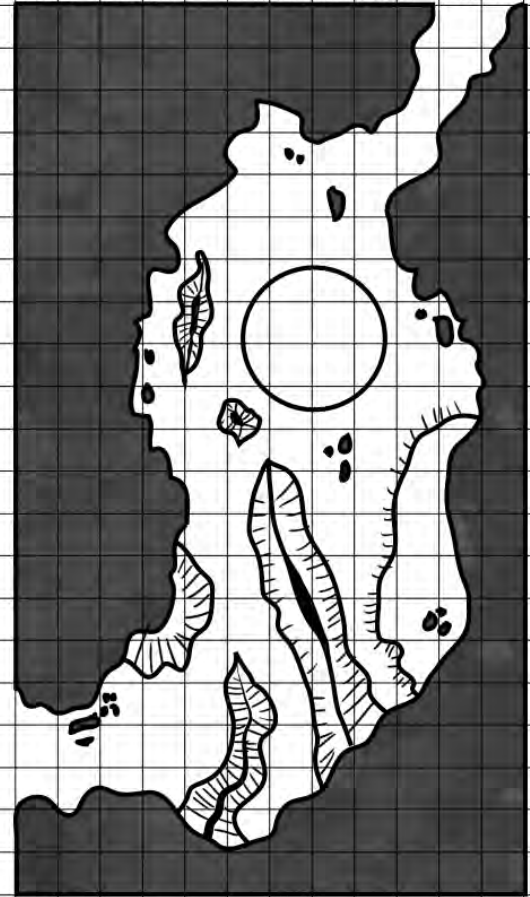
1 Square - 10 Feet



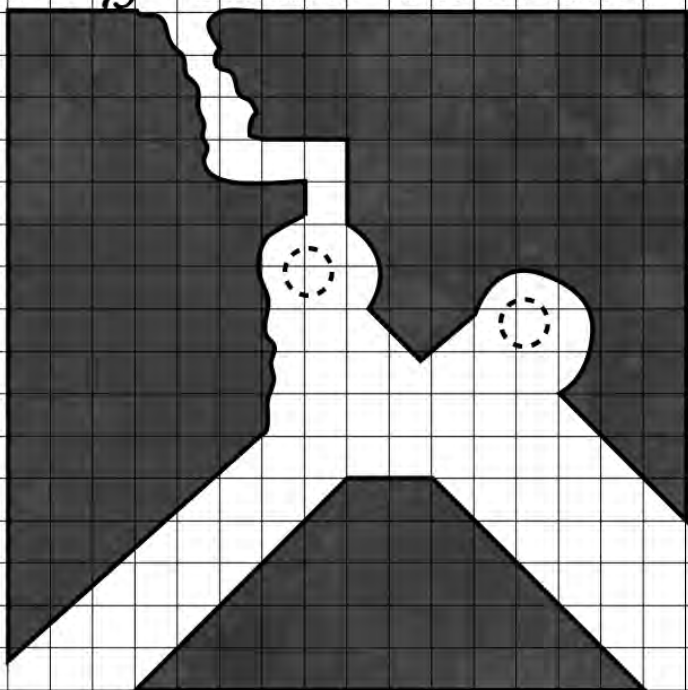
Hex 14L - The Aboleth's Lair



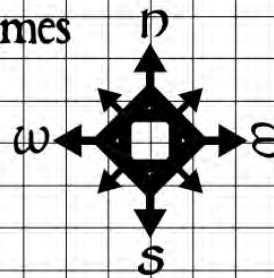
Hex 16M - The Torn Cavern



Hex 17J - Chamber of the Prison Domes

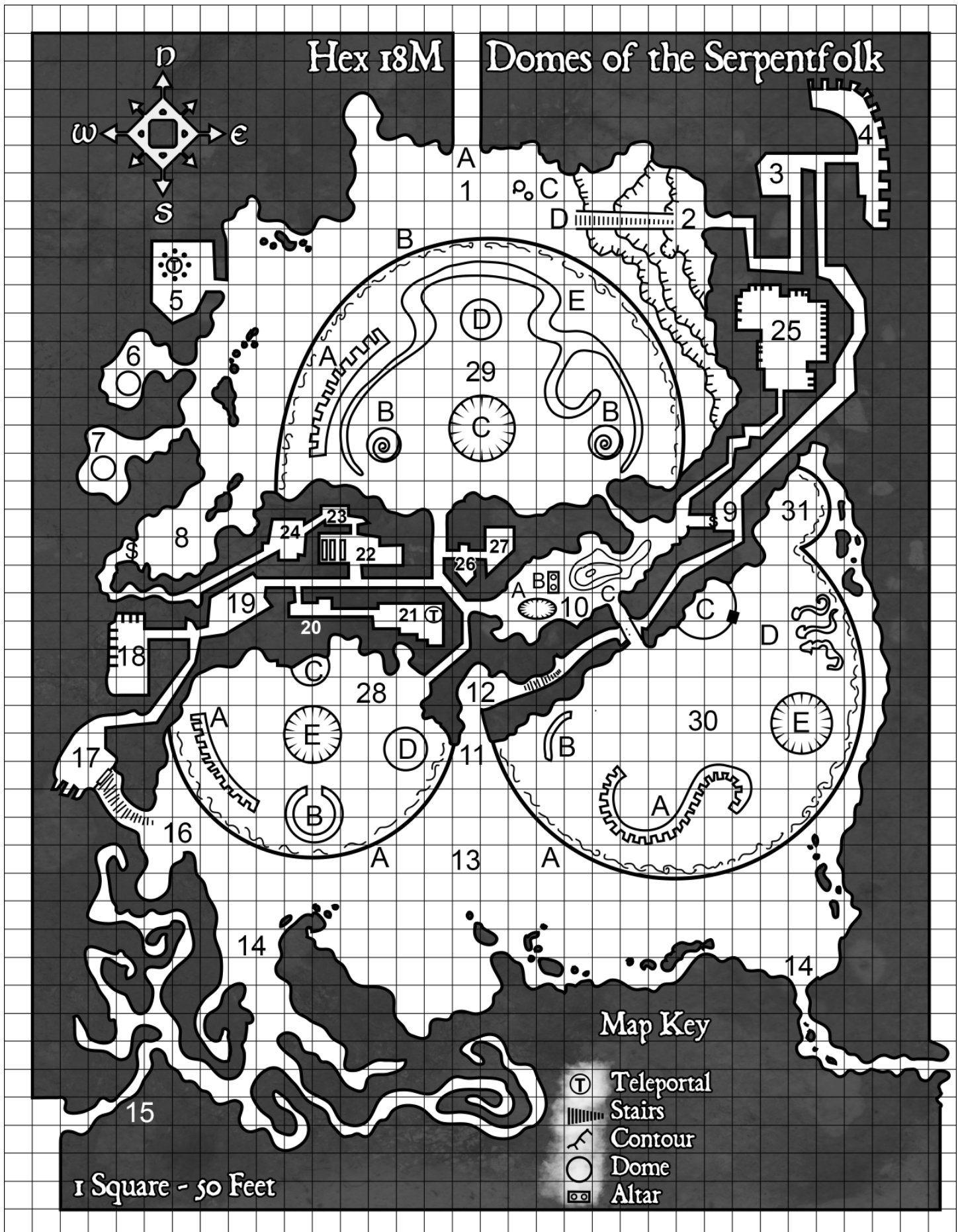


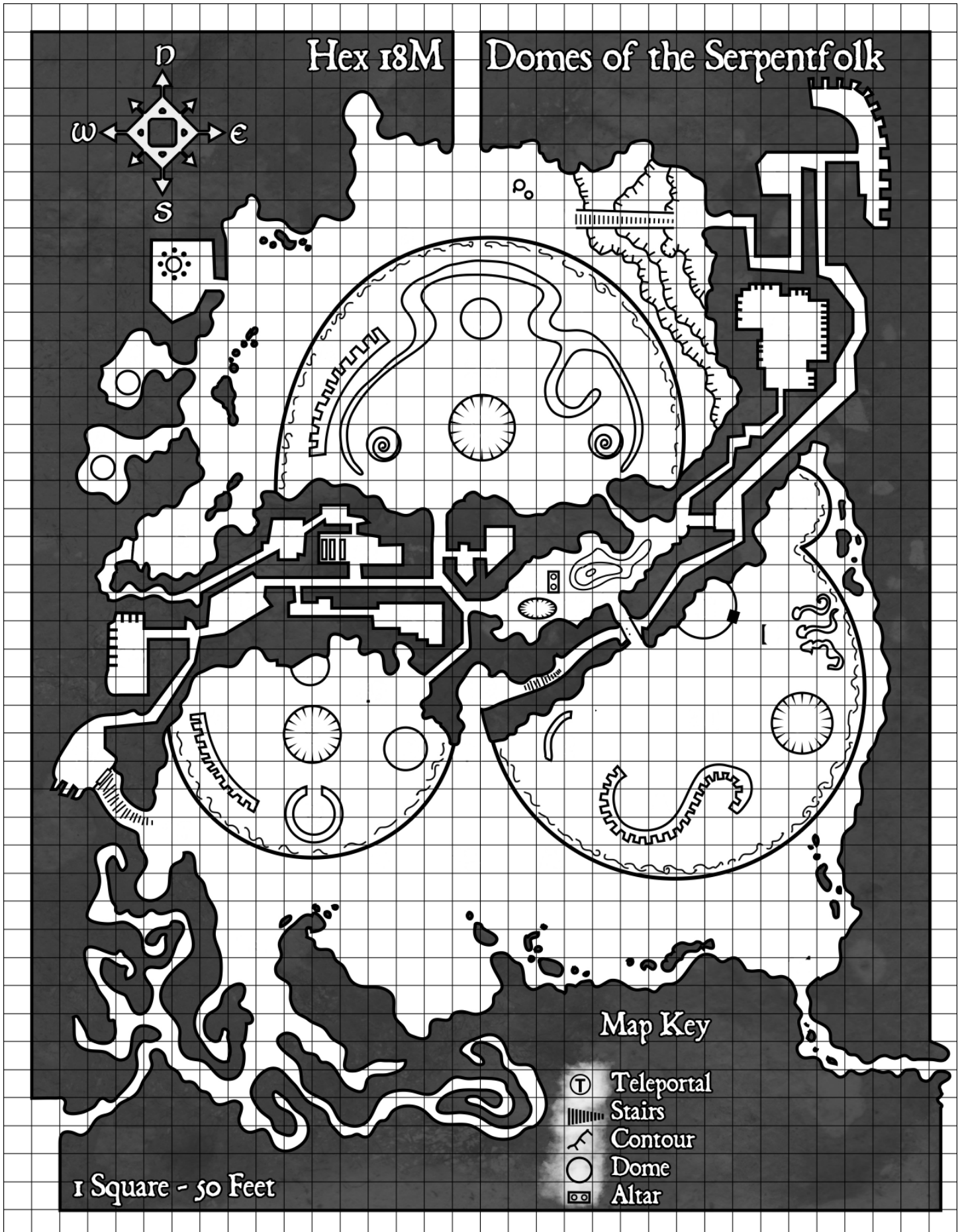
1 Square = 10 Feet



Map Key

-  Slope Down
-  Underneath
-  Under Water
-  Stalactites/
Stalagmites
-  Waters Edge
-  Crevasse/Chasm
-  Force Field

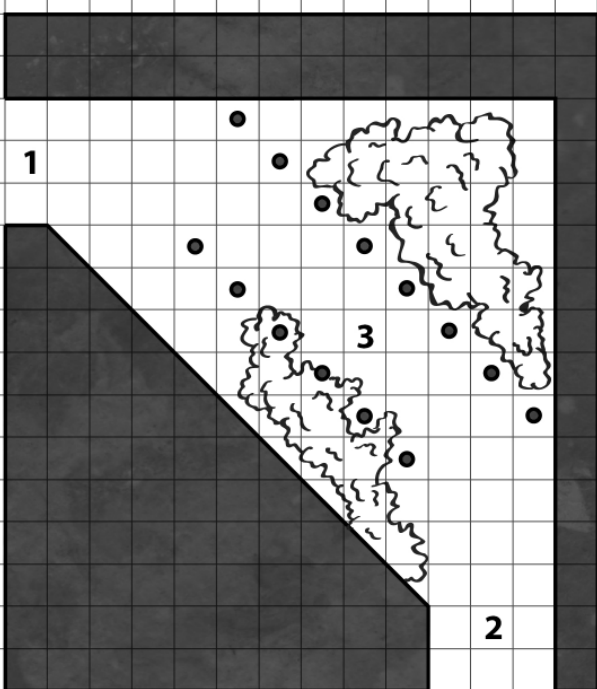




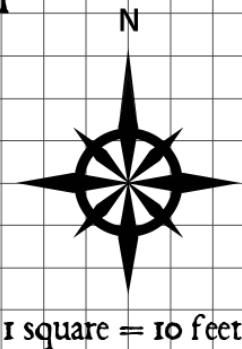
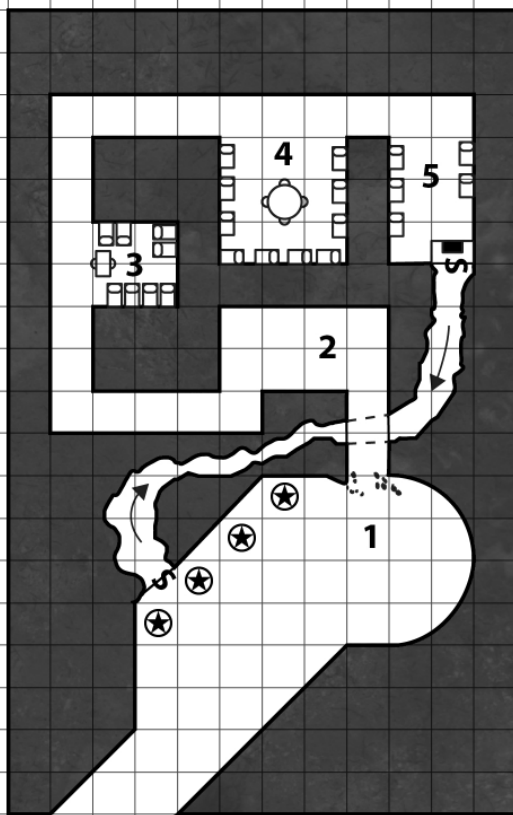
Hex 5C - The Collapsed Hall



Hex 5 F - The Air of Leng



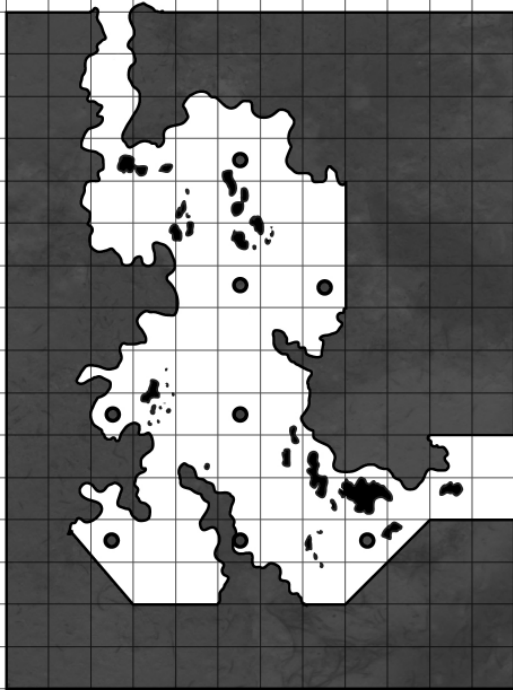
Hex 9G - Holt of Prince Lokragar



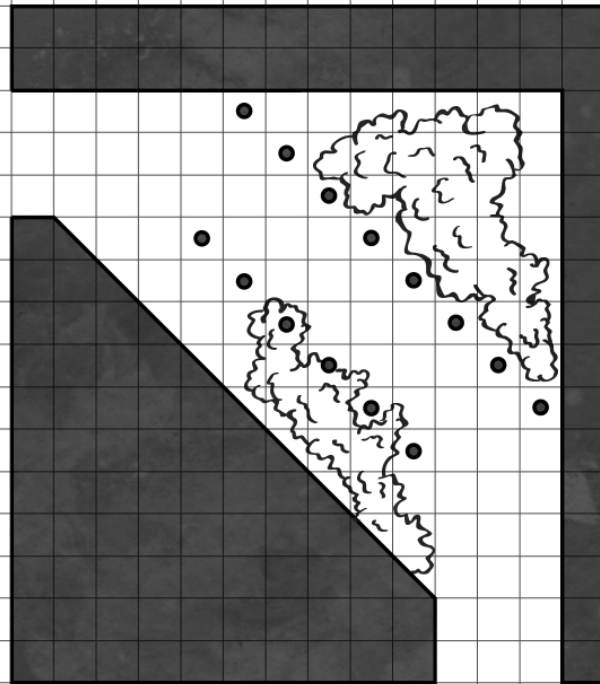
Map Key

- Air of Leng
- Pillars
- Rubble
- Bed
- Table
- Fireplace
- Slope Down
- Passes Beneath
- Secret Door

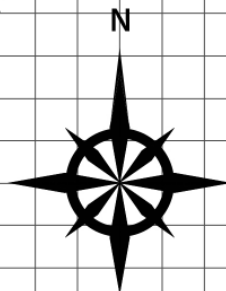
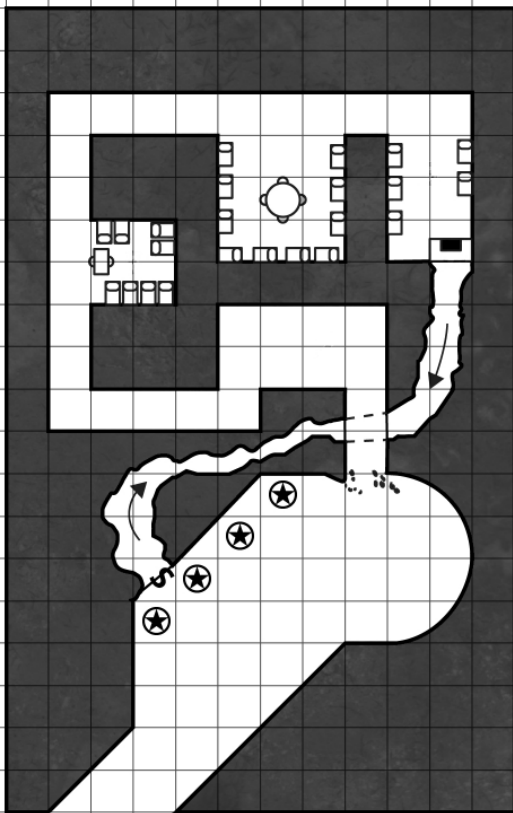
Hex 5C - The Collapsed Hall



Hex 5F - The Air of Leng

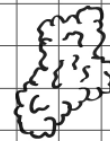


Hex 9G - Holt of Prince Lokragar



1 square = 10 feet

Map Key



Air of Leng



Pillars



Rubble



Bed



Table



Fireplace



Slope Down



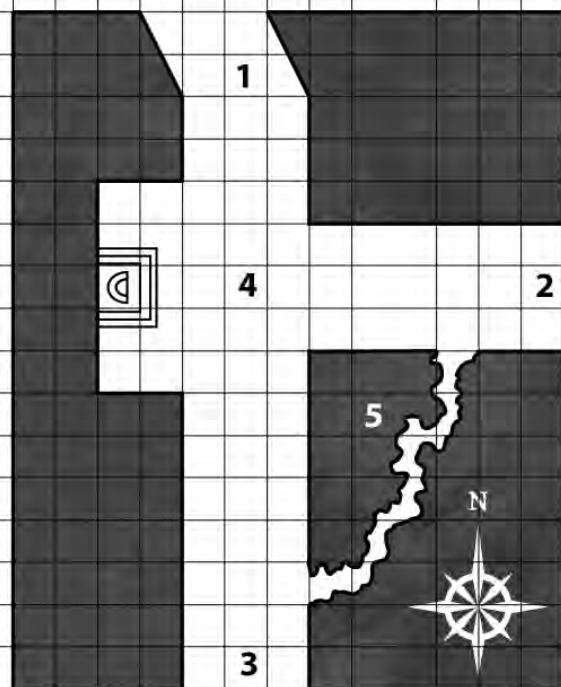
Passes Beneath



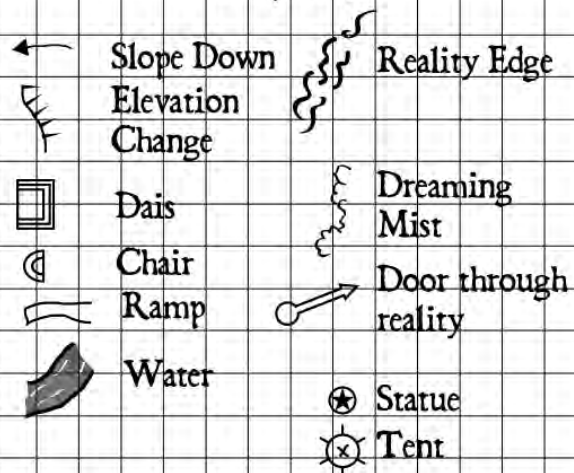
Secret Door

Hex 11F - The Twitching Throne

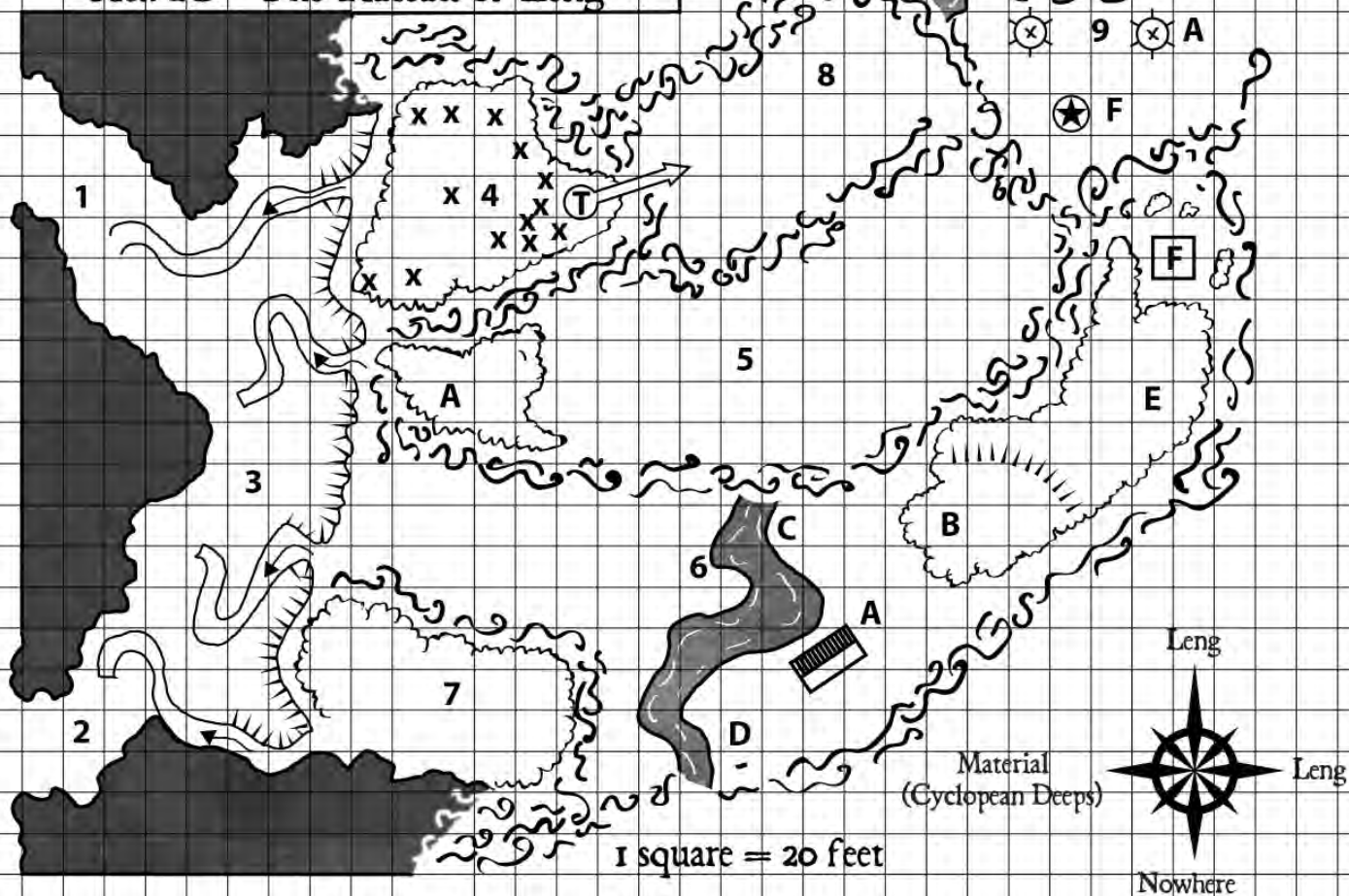
1 square = 10 feet

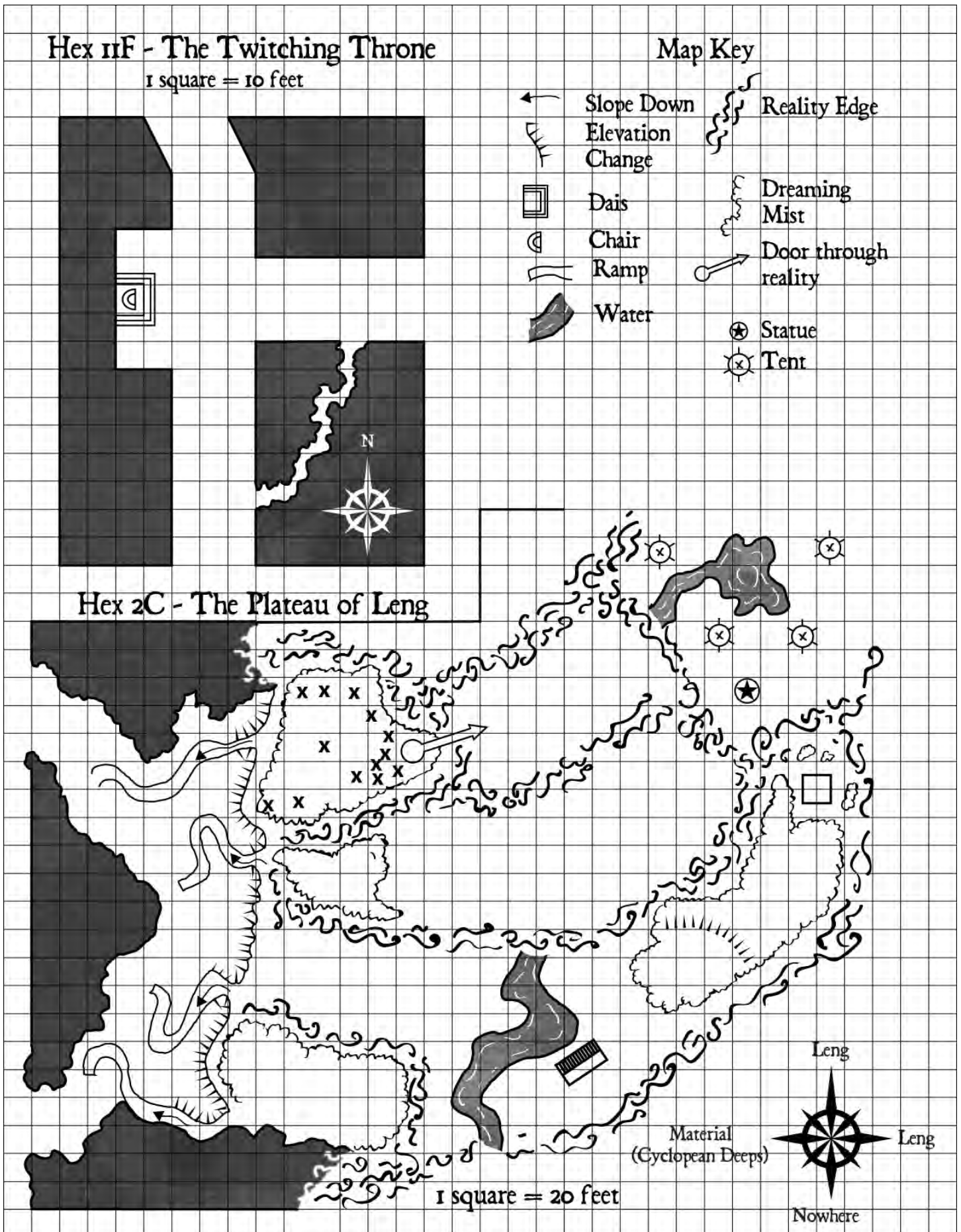


Map Key



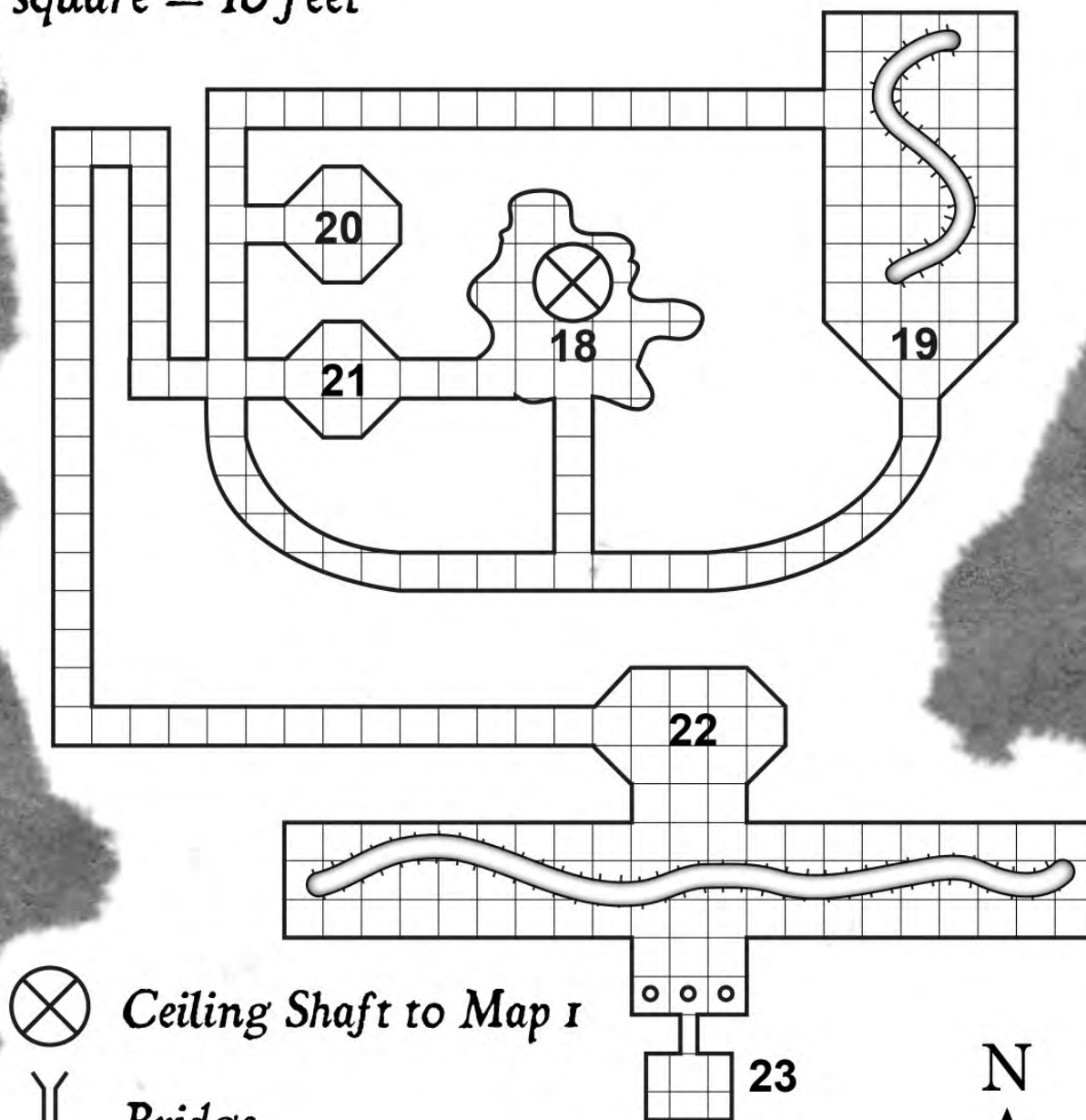
Hex 2C - The Plateau of Leng





HEX 3H Map 2 CATACOMBS OF QUES QUERAX

1 square = 10 feet



Ceiling Shaft to Map 1



Bridge



Orb



Titan



Appendix VI: Legal

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to: **1.** The name “Frog God Games” as well as all logos and identifying marks of Frog God Games, LLC, including but not limited to the Frog God logo and the phrase “Adventures worth winning,” as well as the trade dress of Frog God Games products; **2.** The product name “Cyclopean Deep,” as well as any and all Frog God Games product names referenced in the work; **3.** All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps or cartography; **4.** The proper names, personality, descriptions and/or motivations of all artifacts, characters, races, countries, geographic locations, plane or planes of existence, gods, deities, events, magic items, organizations and/or groups unique to this book, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in monster, spell or feat names. **5.** Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

This printing is done under version 1.0a of the Open Game License, below.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: All text within this product—excluding any text on the inside or outside of the front or back cover or on the Credits page—is hereby designated as Open Game Content, subject to the Product Identity designation included in this Legal Appendix.

Use of Content from *Tome of Horrors Complete*: This product contains or references content from the *Tome of Horrors Complete* and/or other monster *Tomes* by Frog God Games. Such content is used by permission and an abbreviated Section 15 entry has been approved. Citation to monsters from the *Tome of Horrors Complete* or other monster *Tomes* must be done by citation to that original work.

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic

designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Anger of Angels. © 2003, Sean K Reynolds.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

The Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Green.

Cyclopean Deeps: Volume 1 - Copyright 2014 Matthew J. Finch, Frog God Games LLC

CYCLOPEAN DEEPS

Volume I

“Far below the darkest of dungeons, in those regions where the echoes of mankind’s feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of humanity breed and multiply...

The Cyclopean Deeps is a high-level campaign “sandbox” in the Under Realms near Rappan Athuk. Here you will find the dark city of Izamne, the Domes of the Serpentfolk, and even the twisted double-reality where the material plane touches upon the bizarre Plateau of Leng. Dark secrets abound!”



FROG GOD
GAMES

ISBN 978-1-62283-209-5

