

PATHFINDER[®]

MODULE[™]



No
Response
from
Deepmar

DEERMAR PENAL COLONY



PATHFINDER[®] MODULE™

No Response from Deepmar

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No Response from Deepmar is a Pathfinder Module designed for four 8th-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG GameMastery Guide*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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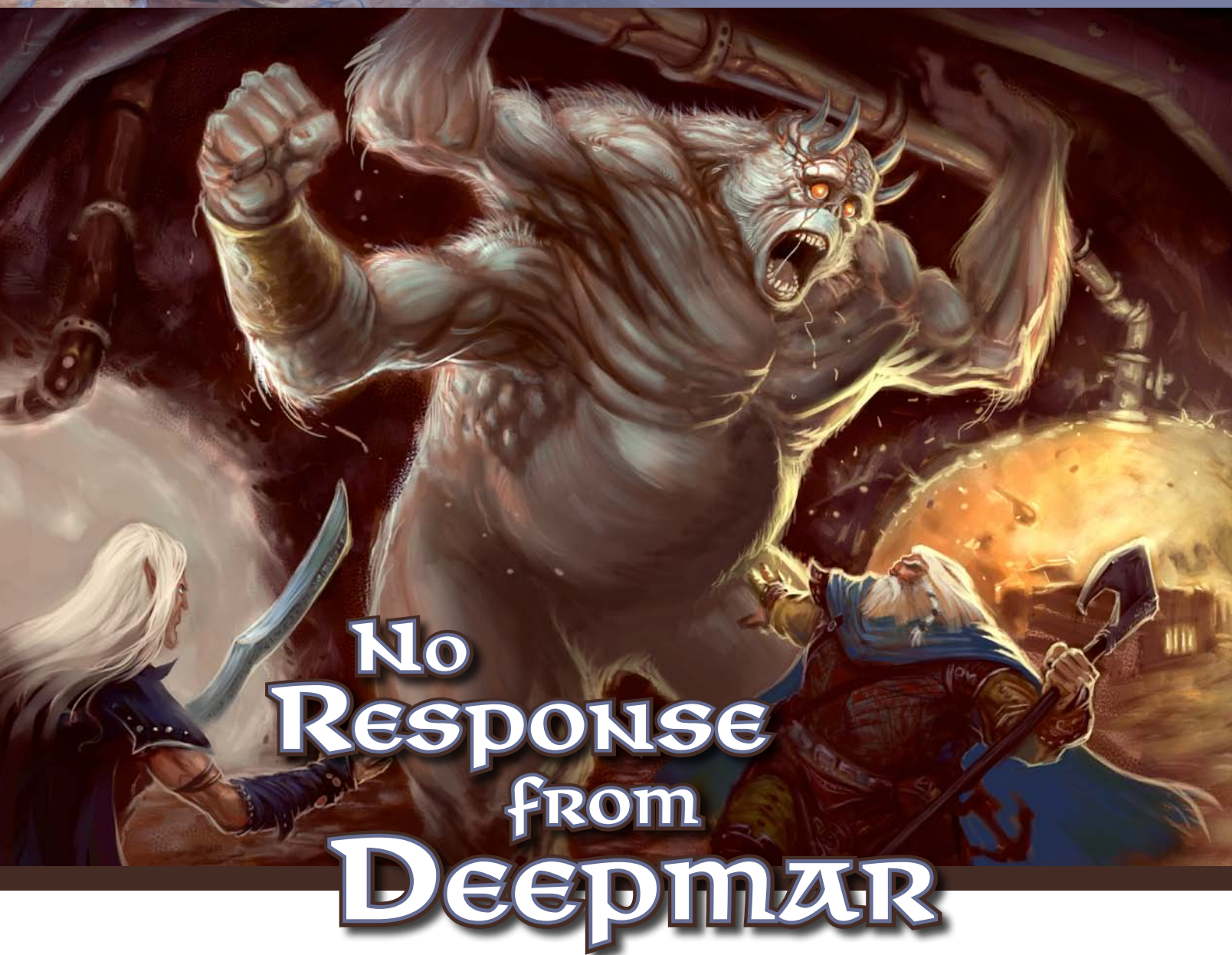
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“i’d done my crime and got pinched. they offered 10 years in a cell or a year at deepmar. i took the latter, thinking them fools for offering. ha! the past two months i’ve seen things crawl from the earth and drag folks kicking and screaming down into the darkness. i’ve witnessed bodies dashed to pieces by falling crystal columns, and i’ve taken cuts that would have bled me to death if not for the patchwork healing they give you here. by night i’m plagued with nightmares; by day i fantasize about the cozy cell that could have been mine.”

—ANONYMOUS DEEPMAR MINER

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ADVENTURE BACKGROUND

Shortly after the House of Thrune assumed leadership of Chelias, the need for magical components used by its diabolical spellcasters increased sharply. These diabolists could now openly use their craft in the summoning and consulting of infernal beings, whereas previously they had done so only discreetly behind shuttered windows and bolted doors. Consequently, the demand for the foci and other components necessary to cast such spells created a lucrative new market.

Surveyors were sent to all corners of Chelias to find new sources for these components, particularly the rarer and more valuable ones. The search turned up a rich vein of magically attenuated crystals that could be mined in the previously unsettled island of Deepmar off the northern coast of Chelias and sold as powerful foci.

At first, slaves excavated the crystal nodes, but the yield of usable crystals was low, and the mortality rate very high. Still, the concentration of crystals in Deepmar was greater than any other source in Chelias. The aristocracy experimented with paid mining crews, but soon found that no amount of monetary incentive could keep the crews working the mines. So they decided to turn Deepmar into a penal colony where criminals could work off their sentences, with the added benefit of shortening their time served if they exceeded a daily quota. Though life in the colony is harsh, this system has worked out well for everyone involved—until now.

Recently, the miners in Deepmar's Dig Site Caina breached an existing subterranean tunnel connected to a derro colony. While the miners didn't explore the tunnels or recognize the implications, it was only a matter of time before the derros began nightly forays to the surface world to capture new test subjects for their experiments. Once the derros discovered the mine that was being worked by colonists from a larger settlement, they promptly tracked the miners back to the colony. After several weeks of spying on the colonists and the comings and goings of supply ships from the mainland, the derros struck. Having dug their way up inside the colony, they streamed up from the ground late one night and easily overran the settlement, whose inhabitants were weary from the day's work. Many colonists were killed, but the majority were captured alive. Victorious, the derros returned to their lair with their new prisoners and have been busy ever since putting the captives through all sorts of experiments, or simply torturing them for their insane entertainment.

Many of the derros are intent on discovering how the surface dwellers avoid being harmed by the sun the way the derros are. Their leader, an extraordinarily vicious derro named Gravvik the Cruel, is absolutely obsessed with finding the elusive secret, and has recently focused all his energies on creating a means of transforming the

WHERE ON GOLARION?

No Response from Deepmar takes place entirely on the small coastal island of Deepmar approximately 75 miles north of Chelias, forming the western boundary of Nisroch Bay. Though relatively close to mainland Chelias, Deepmar is an uncivilized wilderness inhabited only by the prisoners in a Chelish penal colony on the island's southern coast. Despite its isolation, however, Deepmar is only a short boat ride away from the city of Vyre on Vyre Island, immediately to the south of Deepmar. For more information on the nation of Chelias, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, and *Pathfinder Player Companion: Chelias, Empire of Devils*, available in bookstores and game stores everywhere, and online at paizo.com.



surface dwellers into something similar to derro, hoping that figuring out how to cause a vulnerability to the sun in others will eventually show him how to cure it in himself. So far, his experiments have only produced mind-altering effects, but with the abundance of test subjects at his disposal from the raid on the colony, he is confident he can produce the intended results soon.

It has been several weeks since the colony's closest neighbors on Vyre Island and the people of Kintargo on the mainland have heard from Deepmar or received any of the scheduled shipments of crystals. A preliminary scouting party was sent to investigate, but they too have gone missing—captured by the derro.

Adventure Summary

The PCs travel to Deepmar to investigate the mystery surrounding the sudden silence of the mining colony and the missing scouting team. The first part of the adventure begins with an investigation of the Deepmar Penal Colony, as the empty colony has attracted its own dangers that the PCs must survive during their investigation. Their search for clues turns up a lone survivor as well as maps displaying the locations of several mining sites where the PCs can continue their investigation.

The second part of the adventure finds the PCs exploring the island to gather more clues. The PCs may face several encounters along the way, but this stage of the adventure ends with the PCs arriving at Dig Site Caina. A search of the mine reveals a trapped tunnel that takes their investigation underground.

The PCs begin the last stage of the adventure as they head into the tunnels beneath the island. As they explore the caves and tunnels, the PCs finally meet the derros and their minions face to face. Delving deeper into the derro lair, the PCs locate the missing miners and can finally piece together all the previous clues to ascertain what happened to the miners and rescue the surviving prisoners. The adventure culminates in a confrontation with Gravvik the Cruel and his minions—including the mind-controlled captain of the colony!

Getting Started

There are several ways the PCs may begin this adventure. The introduction assumes the first situation, but the others are just as easy to use.

During their travels through Cheliox, the PCs are likely to stay at a number of inns and taverns. Upon one such visit, they run across **Temara Ashferth** (LN female human commoner 2), alone at the bar and drinking herself into a stupor. If approached, it is clear she has been crying and is well into her cups. PCs who strike up a conversation with her soon learn she fears that her father, Elgin Ashferth, is dead or missing. She explains that he is the captain of a penal camp on a small island north Cheliox and that she used to receive letters from him quite regularly, but now weeks have passed with no word and the authorities tell her that they've had no response from the camp. Just today she learned that the Chelish authorities in town have posted a reward of 10,000 gp to any group willing to travel to the island and find out what is going on there. Realizing how grim the situation truly was, Temara decided to drink away her troubles. Of course, if the PCs offer to help, she would be eternally grateful. A quick investigation with the local authorities confirms Temara's story, and the PCs can take ship to the island the next morning. Passage from the mainland to Deepmar is paid for by the authorities, and the PCs can expect the ship to return in a week to pick them up again.

Alternatively, perhaps the PCs have found themselves in trouble with the law while traveling through Cheliox. Normally, the Chelish courts would send a group of able-bodied people like the PCs off to Deepmar to work off their sentences. But after hearing no response from Deepmar in almost a month, the authorities may make a deal with the PCs to find out what has happened to the colony and "fix" things in exchange for a full pardon for their crimes.

Introduction

The adventure begins when the PCs approach the island of Deepmar. Though the island lies only a short distance off the Chelish coast, the journey has been rough—storms lash the area, tossing the PCs' boat about. Just as they approach land, the storm lets up a bit and the PCs get their first look at the island. As the boat reaches Deepmar, read or paraphrase the following.

The storm abates as the crew calls out that the island of Deepmar is within sight. Over the prow, the island is just visible through the rain. Although not large, looking to be no more than thirty miles across at its widest point, the island is quite lush, covered in wind-lashed trees and shrubs. Sitting at the island's southernmost point is a small colony, surrounded by a wooden palisade in front of a single, long dock. The iron doors to the colony appear closed, but no guards can be seen. Indeed, as the boat draws closer, no one can be seen moving about the island.

The captain of the boat drops the PCs off at the dock and promises to return in 1 week to pick them up. If they miss this appointment, the captain explains that he will report the missing PCs to the authorities and they will be presumed lost. As they disembark, it is clear that the captain and his crew do not have high hopes for the PCs' success, looking upon them with pity, as if they were condemned to death.

part one: DEEPMAR PENAL COLONY

Tall, stout timbers topped with inward-facing hooks and barbs surround a small settlement of single-story wooden buildings with thatch roofs. Towers stand to either side of a large gate leading out to the docks. Chickens wander here and there, pecking at the ground—the only evidence of life within the colony.

Deepmar Penal Colony occupies a stretch of land at the top of a low hillock along the southern coast of the island, a 25-foot-tall wooden palisade surrounding the roughly 20 buildings within. Though the island has other inhabitants, its fortifications were built more to keep its occupants in than to keep other creatures out, as the majority of its occupants since its creation have been criminals working out their sentences in the Deepmar mines. Two 40-foot-tall towers flank the gate leading to the docks and another pair flanks the gate to the island's interior. Within the walls, long, simple buildings house the miners and the guards. Other basic buildings serve various functions, with the paid staff reserving use of the few nicer buildings for themselves.

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Before the derro incursion, the colony was run by Captain Elgin Ashferth (see page 25), whose personal politics offended his superior officers and landed him here as punishment. His staff included a dozen guards rotated once a week from Vyre and Kintargo, a pair of cooks, a blacksmith, and a medic to tend to the miners' daily wounds from the sharp crystals they mine in addition to seeing to their overall health.

After the miners returned from Dig Site Caina, Gravvik and his derro minions crept into the colony through the tunnel they had dug up into the garden. They took down several guards before an alarm was raised. In the ensuing skirmish, Gravvik successfully charmed Captain Ashferth. The colonists who were not killed outright were subdued and taken underground to the derros' lair. One of the two cooks that the derros captured eventually escaped and returned to the colony, though she has no memory of the event, and only a vague feeling that something horrible has happened (see A4).

A1. Gates and Walls

Both gates are 20 feet tall and consist of 3-inch-thick crisscrossed iron bars, functioning as huge double doors with a massive locking mechanism in the center where the two doors connect. A Diminutive creature may squeeze through with a DC 30 Escape Artist check. After the derros attacked the colony and charmed Captain Ashferth, he locked both gates before leaving with them, and still carries the keys.

The wooden palisade surrounding the colony is made of 1-foot-thick reinforced timber and treated with a slick resin, making it difficult to climb.

Colony Gates: hardness 10, hp 30, Break DC 30, Climb DC 25, Disable Device DC 30

Wooden Palisade: hardness 5, hp 120, Break DC 40, Climb DC 28

A2. Guard Towers

A wooden ladder ascends twenty-five feet to a simply fortified guard tower offering a clear view of the colony and the surrounding terrain. Two heavy crossbows are propped neatly against the wall, and a nearby box holds a sizable supply of crossbow bolts.

Each of these guard towers is identical in construction and armament—two masterwork heavy crossbows and a supply of 60 crossbow bolts. However, a DC 20 Perception check reveals a dark brown smudge on the floor of the northeast tower. A DC 15 Heal check identifies this as dried human blood. If the PCs thoroughly search all the towers, they notice that this one has three fewer crossbow bolts in its supply than the rest.

NOTHING OUT OF PLACE

Derros are obsessive in their desire to avoid detection by surface dwellers. Though the colony is extremely isolated, they still go to great lengths to leave no sign of their presence when venturing onto the surface world. Throughout this adventure, unless otherwise noted, the PCs' investigation of the colony and mines shows no evidence of anything being more out of place than if the colonists had simply laid their tools down, got up from meals or other activities, and simply walked away. Any messes made during the conflicts have been cleaned up and returned to their proper order—plates and utensils carefully arranged at tables, picks and shovels left neatly on the ground, books opened to where they were being read, and so on.

When the colony was attacked, the guard in this tower got off three shots from his crossbow before he was overpowered by the derros. The derros were unable to remove the bloodstain that had soaked into the wood and simply weren't concerned about the missing crossbow bolts.

A3. Mess Hall (CR 8)

The door to this long building is ajar. A sign hanging over the doorway depicts a frothy mug, a plate, and eating utensils. Within, broken plates, forks and spoons, and a few wooden mugs lie scattered about the floor around several long trestle tables.

Creature: One of the duties of the Deepmar guards was to protect the settlement from aggressive denizens of the island. With nothing to deter them, any creature inclined to explore the colony is now free to do so. Two days ago, a deranged girallon happened upon the penal colony; it scaled the wall and decided to take up residence. It has sampled some of the fruits and vegetables growing in the garden at A5 and feasted on a few chickens. Discovering more food in the mess hall, it recently ventured inside and ransacked the place.

The scent of more food beyond the door leading into the kitchen (A4) has attracted the girallon's attention, but the cook who escaped being captured by the derros has barricaded herself inside, where she has resolved to stay until help comes. As the PCs approach the building, the muffled sound of the cook's shrieks of terror are easily audible, and follow each thud of the girallon's body against the kitchen door as the beast attempts to break it down.

This girallon is one of many creatures that the derros captured and experimented on in their lair over the past months. They implanted a growth of cytillesh fungus on its head, increasing its strength and health but decreasing its ability to think and reason clearly. The fungus also

has the side effect of making the girallon's eyes glow with blue light.

AUGMENTED GIRALLON **CR 8**

XP 4,800

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 87 (7d10+49)

Fort +11, **Ref** +8, **Will** +2

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +12 (1d6+6), 4 claws +12 (1d4+6 plus rend)

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

Special Attacks rend (4 claws, 1d4+9)

STATISTICS

Str 23, **Dex** 17, **Con** 22, **Int** 2, **Wis** 6, **Cha** 7

Base Atk +7; **CMB** +14; **CMD** 27

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Climb +14, Perception +8, Stealth +5

SPECIAL ABILITIES

Derro Implant (Ex) This girallon has been augmented by derro experiments. It has a web of veinlike strands of cytillesh fungus on its scalp, granting it a +4 enhancement bonus to Strength and Constitution and a -6 penalty to Wisdom.

A4. Kitchen

This large kitchen is furnished with a pair of stoves, preparation areas, hanging cookware, and shelves stocked with enough food supplies to feed the entire population of the colony for several weeks. Both stoves have been pushed forward to create makeshift barricades that block both the door to the main dining hall and the door leading outside.

This kitchen is filled with enough supplies to last a month, although much of the fresh food has gone rotten and many of the other provisions are stale. The two cooks on staff prepared all of the meals for the colony here.

Creature: The sole Deepmar inhabitant to survive the attack and escape from the derros' clutches has barricaded herself in the kitchen—the location within the walled colony that she knows the best and where she feels safest. This frightened woman is **Delbina Rask** (LN female human expert 3). She has no memory of the night of the derro attack, nor of the past few weeks. During one of the derros' many tests on their prisoners, Delbina's guards were distracted, and she wandered off in a stupor. Despite her memory loss, she wandered back here and hid in an apple barrel. She has no memory of either her

capture or her escape. Delbina believes the mysterious incident that led to the disappearance of everyone else in the colony only happened the night before; she has no idea it was actually closer to a month ago. See the sidebar on page 14 for more information about the effects of cytillesh extract poisoning.

Once introductions have been made, Delbina explains that, as far as she knows, the inhabitants of the colony simply disappeared, but she has been haunted by an image of a pair of milky white eyes staring from the darkness, and a feeling of horror and dread every time she thinks about them. She can remember nothing else, but somehow suffered a puncture wound to her back and has several strange scars she cannot remember having before. She isn't sure if what she keeps seeing in her head has anything to do with it. All she knows is that she was preparing dinner with her fellow cook, Von, when they heard a commotion outside. The next thing she remembers was hiding in an empty apple barrel, scared out of her wits that something horrible was searching for her, and finding a scabbed-over wound in her back. As far as she can tell, there were several hours she cannot account for, since it was almost morning before she could think clearly again.

A5. The Garden (CR 8)

This fenced-in area contains a large fruit and vegetable garden, though it appears it hasn't been tended in a while, judging by the many weeds competing with the plants.

The colony supplements its food supply with the produce from this garden, and a variety of fruits and vegetables may be found here. Several rain barrels connected to a simple irrigation system ensure that the plants always get plenty of water. However, with no one tending them, some of the plants have begun to grow wild, and weeds have begun to choke out the smaller ones.

Aside from the feathers and blood from the chickens the girallon in area **A3** ate earlier, a thorough search of the garden reveals two clues. With a DC 20 Perception check, the PCs locate two of the missing crossbow bolts from area **A2** embedded up to the feathers in the soil. The angle of the bolts indicates they were fired from one of the northern guard towers.

The PCs' second discovery is evidence of a hastily filled-in hole. If the PCs excavate the hole, they find the soil is loose and gives way to a small tunnel sloping downward. The derros used this hole to get inside the colony the night they attacked it. The tunnel averages between 3 feet and 5 feet in diameter, and eventually connects with many other tunnels. The loose soil gives way to stone after a dozen feet. Small creatures may explore the tunnel

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without difficulty; Medium creatures must crawl or bend down to do so. The tunnel is too small for Large or larger creatures.

Trap: The derros have collapsed this tunnel to ensure that no one discovers the other tunnels leading back to their lair. Approximately 40 feet down, the tunnel ends in a wall of rubble. A poisoned arrow trap is concealed in the loose stone, triggered by a hidden tripwire in the dirt 15 feet from the dead end.

POISONED ARROW TRAP

CR 8

XP 4,800

Type mechanical; Perception DC 30; Disable

Device DC 26

EFFECTS

Trigger touch; Reset none

Effect Atk +20 ranged (1d8 plus blue whinnis poison/x3)

Development: Attempting to dig out this area is a fruitless and dangerous task—doing so simply causes additional collapses. Should the PCs decide to attempt it, they trigger several CR 8 cave-in hazards (*Pathfinder RPG Core Rulebook* 415).

A6. Chicken Coop

A wood-and-wire chicken coop occupies a space here along the outer wall. Only a pair of chickens now remains of what must have once been dozens. Others can be seen outside the coop, wandering through the colony.

The chickens are another means by which the colony supplements its food supplies. Without anyone tending to them, the birds have flown the coop and now wander within and without the colony searching for food.

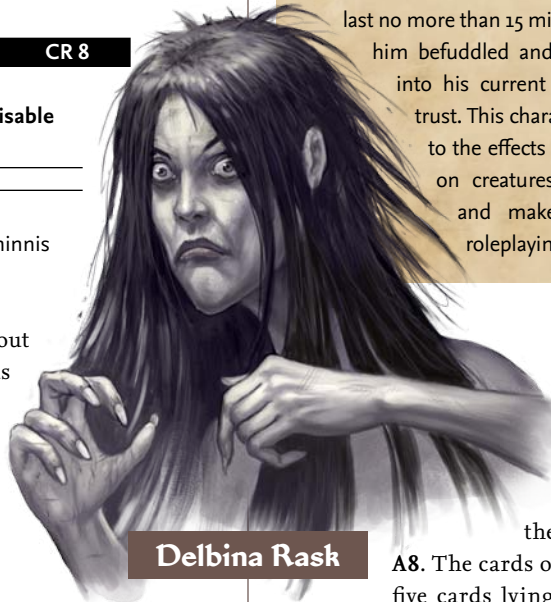
A7. Barracks

A placard hanging above the door to this building depicts a helmet over a pair of crossed swords. Several bunk beds occupy the interior. Pegs on the wall hold a few well-used cloaks. A collection of spears, swords, and a few crossbows hangs from a locked weapon rack on the far wall, next to a door leading to another room.

This building is the barracks for the colony guards. The interior door opens into a small washroom with a simple wooden tub, a table with a washbasin and wooden jug, and shelves holding towels and various grooming accoutrements.

MEDIA INSPIRATION: MEMENTO

One of the most confusing yet brilliant plots to ever grace the silver screen is that of the 2000 film *Memento*, directed by Christopher Nolan. The film's protagonist struggles with anterograde amnesia, a condition that prevents him from creating long-term memories, which resulted from a violent attack upon him and his wife. He can remember most things before the attack, including the attack itself, but new memories formed since then last no more than 15 minutes before they fade, leaving him befuddled and paranoid about how he got into his current situation and whom he can trust. This character's condition is very similar to the effects cytillesh extract poisoning has on creatures throughout this adventure, and makes for great inspiration for roleplaying memory loss.



Delbina Rask

A casual search reveals a ring of keys hanging from a hook, unmade beds, and a set of playing cards on a small table set up between two of the bunks. The keys open the locks on the doors to area

A8. The cards on the table and the two sets of five cards lying facedown on opposite lower bunks indicate at least two of the occupants were here playing a card game and suddenly left off in the middle of it.

In fact, that is exactly what happened. Upon hearing a commotion outside, the off-duty guards here simply laid their cards down and went out to investigate along with the others that were here. Alas, they never made it back to finish their game.

Footlockers under each bunk contain the personal possessions of the guards assigned to the colony at that time. Each is locked with an average lock (Disable Device DC 25). They contain mundane letters to and from loved ones and friends, pictures, a few dog-eared books, insect repellent, spare gear, and other items only valuable to their owners.

Treasure: The above-mentioned footlockers also contain the personal wealth of each of the guards—a total of 850 gp in loose silver, gold, and copper coins, a pair of platinum-plated earrings worth 150 gp, a jeweled silver letter opener worth 75 gp, a dragon-tooth necklace worth 100 gp, and a black leather book of Asmodean scripture with silver-and-gold filigree worth 300 gp. In addition, the locked weapon rack—which can be opened with a DC 25 Disable Device check—contains four light crossbows, four spears, and eight longswords.

A8. Miners' Quarters

The following description applies to both of these identical buildings.

This long building has numerous small, barred windows along its exterior walls and a covered entrance at each end. Within, a series of doors line each side of a long central corridor.

Both buildings feature 16 simply furnished 10-foot-by-10-foot sleeping chambers. Each chamber contains a small bed, pegs on the wall for hanging clothes, and a single shelf under the small barred window. Aside from a few personal belongings, there is nothing of value in these rooms.

A9. Tool Shed

This simple shack has the image of a mining pick painted on the placard hanging over its ironbound door. It is secured with a sturdy-looking padlock.

Despite its ramshackle appearance, this building is stoutly constructed and the door is quite strong. All of the colony's mining tools are locked away in here when not in use to keep possible weapons out of the hands of criminals not currently busy working.

The door to the tool shack is warded against unauthorized entry with an *alarm* spell (CL 5th). It is triggered by touching any part of the door or lock without giving the password. When triggered, loud chiming bells ring out, easily heard anywhere in the colony. Only Captain Ashferth knew the password to bypass the *alarm*, and he was the only one with a key to the padlock.

Strong Wooden Door and Padlock: hardness 5, hp 40, Break DC 25, Disable Device DC 40

The tool shed contains dozens of mining picks, shovels, work gloves, hammers, rope, chisels, spikes, knives, and pitchforks. A box here also contains all of the tools used at the smithy when it was in operation.

A10. Staff Living Quarters

This building is cheerily painted, in contrast to the rest of the structures in the colony. A variety of potted plants sit alongside the building. The door is ajar, revealing a room with a table, several chairs around it, and many hanging plants.

This building serves as the personal living quarters for the medic and cooks. A common room is furnished with a table and four chairs, a bookshelf, and a simple stone fireplace. Two doors lead to comfortably furnished private sleeping chambers, one for the colony medic and one shared by the two cooks.

The books on the bookshelf are mostly fiction and history, but one well-read tome details the medicinal uses of hundreds of plants. With a DC 20 Knowledge (nature) check, the PCs recognize the plants in and around the building as ones used in natural healing remedies.

The cooks' sleeping quarters are furnished with two simple beds, a pair of armoires, pegs on the walls, a simple desk, and a brazier for cold nights. A small connecting room separated by a curtain serves as their washroom, and contains a wooden tub, shelves with towels and other toiletries, and a table holding a washbasin and urn. A few personal decorations round out the room's furnishings.

The medic's chamber is similar to the other sleeping quarters, though furnished for a single occupant. A few more medicinal plants are in this room, and several diagrams hang on the wall detailing human anatomy.

Treasure: The cooks' valuables are kept in their individual armoires—these consist of a collection of silver, gold, and copper coins totaling 80 gp, and a small platinum brooch in the shape of a happy winged cat worth 25 gp.

A locked wooden medicine cabinet (Disable Device DC 20) in the medic's quarters contains 10 *potions of cure light wounds* and a healer's kit, as well as several bottles of ointments and tinctures made from the plants around this building useful for treating diseases and poisons. They provide a +2 alchemical bonus on Heal checks against disease and secondary saves against poison if applied quickly enough.

The medic's personal funds are hidden in a coin pouch behind the drawer in his desk (Perception DC 30). The mixed coinage totals 150 gp.

A11. Latrines

A group of small, five-foot-wide wooden shacks with shingled roofs occupies an area well away from the other buildings.

These five buildings are latrines for the colonists. Without regular maintenance, the latrines reek and attract swarms of flies.

Though the latrines smell terrible, there is nothing else of significance here.

A12. Wagon Yard

Six wagons and several mining carts are parked next to what appears to be a stable.

These wagons and carts are in bad shape, though still serviceable. The wagons are used to haul crystals back to the colony. The mining carts here were brought back from the mines for repairs.

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A13. Stable (CR 8)

A painted sign depicting a horse hangs from the eaves of this long, tall building, just above a pair of large double doors. A foul stench wafts from inside the structure.

The stable contains stacks of hay bales across from six sturdy stalls—too sturdy, in fact. Each stall contains the rotting carcass of a horse. With the disappearance of the miners, these poor animals, unable to break free from their stalls, slowly succumbed to dehydration and died. The building is full of flies buzzing around the decaying bodies, and the scent is so strong that any who enter must succeed at a DC 12 Fortitude save or become nauseated while they remain inside. PCs who make their saves are still sickened while they are in the building (*Core Rulebook* 568).

Creature: The strong aura of death and decay from the horses has attracted a greater shadow that now haunts the stable. When it manifests, it takes on the form of an emaciated horse. It attacks any living creatures that investigate the building.

GREATER SHADOW CR 8
XP 4,800
hp 58 (*Pathfinder RPG Bestiary* 245)

Treasure: A small locked room within the stable acts as the tack room (Disable Device DC 30). Among the normal riding gear and grooming tools are a masterwork saddle with silver-and-gold filigree and an ivory saddle horn, together worth 2,500 gp. The saddle belongs to Captain Ashferth, and only he has the key to the room's lock.

A14. Smithy

This open stone building contains a stone forge at its center, surrounded on three sides by slab-topped worktables, as well as numerous hooks on the walls for tools. A small building connected to it appears to serve as living quarters.

The pegs and hooks on the wall where tools would be kept are all conspicuously empty. As a safety precaution, the tools are locked in the tool shed when not in use.

The adjacent building is simply furnished with a bed, a table with two chairs, a washroom with a small wooden tub, a small stove that serves both for heating the room and cooking meals, and a large collection of paintings and sketches of scantily clad figures hanging on the walls.

A15. The Vault (CR 7)

This stone building is surrounded by a tall fence. It occupies a spot of land well away from the other buildings in the colony.

Its door is also made of stone and has no apparent latch or lock. Large red letters painted multiple times on every side of the fence spell out, "Danger—Keep away!"

The stone building serves as the vault in which the crystals hauled back from the mines are stored. The stone is magically treated, and the door only opens to the utterance of a secret password known to Captain Ashferth.

Magically Treated Reinforced Masonry Walls: 1 foot thick, hardness 16, 360 hp, Break DC 65, +12 on saves vs. spells.

Trap: The vault is guarded against theft by a *heightened stinking cloud* trap that reacts to any living creature coming within 5 feet of the building without first speaking the password. Once it is disarmed, the trap remains inactive for 30 minutes before automatically resetting.

HEIGHTENED STINKING CLOUD TRAP CR 7
XP 3,200

Type spell; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger proximity; **Reset** automatic

Effect spell effect (*heightened stinking cloud*, nauseated while inside the cloud plus 1d4+1 rounds afterward, Fort DC 19 negates, save each round spent in the cloud); multiple targets (all targets within 20 feet of the vault)

Treasure: At this time, the vault contains only a small number of crystals. The colony was taken by the derros shortly after the last shipment of crystals was sent to the mainland, hence the miners couldn't accumulate more than a small collection. Though not large, the cache is worth 5,000 gp if sold to the right person.

A16. Mining Office

A flag bearing the Chelish coat of arms flutters in the sea breeze over this small wooden building.

This building is the colony's mining office. Ledgers, correspondence, pens, and ink bottles clutter a large desk. A tall candelabrum with a *continual flame* where each candle should stand serves to illuminate the office. The walls are covered with maps of the various mines, each designated with the name of one of the layers of Hell. In addition to these, a simple, scantily detailed map of the island itself shows the locations of each mine in relation to Deepmar as a whole.

Development: A search of the papers and ledgers (DC 20 Perception check) reveals a few helpful bits of information. Dig sites Avernus, Dis, and Erebus have not been mined in some time. A note about dig site Phlegethon states that there were problems with large, aggressive apes led by a four-armed mutant ape with



white fur that resulted in the mine being shut down and filled in. Dig sites Malebolge and Cocytus have had pockets of vermin unearthed that poisoned some of the miners. Dig sites Stygia and Caina were the current sites of mining before everyone went missing. They are also the farthest sites from the colony.

The rest of the paperwork contains tedious accounts of daily production at the mines, supply lists and requisition orders, inventory, and other information about the daily administration of Deepmar's operations.

A17. Captain's Quarters

This building is constructed of wood and stone. Though simple in design, it appears opulent compared to the other buildings in the colony. A sign over the porch depicts a pair of white swords on a field of red and black.

This is Captain Elgin Ashferth's home. The large front chamber contains a couch, a dining table that seats eight, a stone fireplace, bookshelves full of military curios and a few books, and paintings of pastoral settings. Aside from the decorations in the front room, Captain Ashferth's private quarters are spartanly furnished. An armoire contains several changes of clothing, but little more than that. The back of the building serves as the captain's sleeping chambers, with an adjacent washroom similar to the others in the colony. Next to his bed, on a small table, is a half-finished letter to his daughter Temara describing rather routine events at the prison. There is nothing in the note that indicates any sort of trouble, although it ends in the middle of a sentence talking about the poor weather.

Treasure: A loose flagstone under the captain's bed (Perception DC 30) conceals a shallow hole in which a

No Response from Deepmar

leather sack holds his valuables—340 gp in mixed coins and three medals worth 25 gp each.

PART TWO: ISLAND EXPLORATION

After the PCs have had time to investigate the colony and piece together the clues, the only logical thing left to do is head out across the island to the mines. With the maps and Captain Ashferth's notes about the mines (see area A16), the characters can narrow their investigation down to the areas that stand out from the rest.

Should they need supplies, plenty of equipment and food remains in the colony that the PCs may help themselves to before they begin their journey.

As the PCs travel across the island, they may have encounters with many of the denizens living in the wild. A random encounter table is provided below, though you may substitute one of your own if you wish. Along with the Deepmar Encounters table, Part Two also details a number of encounters you may use as the characters make their way across the island. These encounters may occur in any sequence at nearly any place on the island—feel free to develop them further.

DEEPMAR ENCOUNTERS

d20 Roll	Type of Monster	CR	Source
1–4	1d4+2 dire apes	7	<i>Bestiary</i> 17
5–6	1d4+2 assassin vines	7	<i>Bestiary</i> 22
7–9	1d6+2 dire wolves	8	<i>Bestiary</i> 278
10–12	Giant tarantula	8	<i>Bestiary</i> 2 256
13–14	2 hangman trees	8	<i>Bestiary</i> 2 152
15–16	Aurumvorax	9	<i>Bestiary</i> 2 35
17–18	Tick swarm	9	<i>Bestiary</i> 2 265
19–20	Bronze dragon (young)	9	<i>Bestiary</i> 104

Animal Mutilation (CR 8)

This encounter takes place near the colony, most likely during the first day of exploration into the island's interior.

A horrible stench fills the air, wafting from the remains of a herd of indigenous animals. More distressing than the horrible odor of death and decay is the condition of the animal carcasses. All of them are so mutilated as to seem far beyond natural predation.

The dead animals are a type of antelope closely related to a bison that live here on the island. Frequently, their grazing brings them within a mile or two of the colony. This unfortunate herd fell prey to the vicious moods of several members of the derro enclave.

Creatures: PCs who succeed at a DC 20 Perception check notice slight movement or twitching in some of the carcasses. Thousands of larger-than-normal maggots

infest the decaying flesh. Disturbing any of the animal remains causes swarms of maggots to squirm from the bodies and attack. The maggot swarms use the stats for a leech swarm.

MAGGOT SWARM (4)

CR 4

XP 1,200 each

Leech swarm (*Pathfinder RPG Bestiary* 187)

hp 39 each

Reaching Hands Trap (CR 8)

This encounter occurs at the first dig site the PCs investigate.

A forty-foot-wide hole extends vertically into the earth, a narrow path corkscrewing down around its inner edge. The shaft drops nearly a hundred feet into the darkness below, growing only slightly narrower as it reaches its bottom. Massive chunks of unearthed crystal formations poke out from the cold stone along the mine's floor.

All of the active and inactive mines on Deepmar appear as described above, though those in less frequent or recent use are now overgrown with weeds. With the exception of Dig Site Caina, the bottoms of the mines offer no ingress deeper into the earth, and most of the crystals remaining at any inactive mine are simple quartz and not worth enough to justify the effort needed to remove them from the pit floor.

Trap: The derros have trapped the first dig site the PCs investigate, using a variation of *black tentacles* to conjure a mass of giant grasping arms and aklys-like hooks to draw creatures toward the hole and over the edge. The trap triggers when any creature comes within 10 feet of the chasm's ledge, and extends in a 10-foot-wide band around the entire circular edge of the mine shaft. In addition to grappling any targets within the area of effect, the *black tentacles* spell has been commanded to move grappled targets toward the edge while maintaining its hold on them instead of dealing additional damage to them. Grappled targets are held suspended over the chasm by the giant arms until the spell effect ends or is dispelled, at which point the targets fall 100 feet to the shaft floor, taking 10d6 points of falling damage.

REACHING HANDS TRAP

CR 8

XP 4,800

Type magic; Perception DC 32; Disable Device DC 32

EFFECTS

Trigger proximity; Reset none

Effect spell effect (widened *black tentacles*, CMB +18); multiple targets (all targets within 10 ft. of the mine shaft ledge)

The Fugitive Miner (CR Varies)

For some, personal freedom is so important that it trumps all other considerations, no matter what. Blue-Eyes Tammerak is just such an individual. His freedom is more important than anything else, even if it means spending the rest of his life on this island as a fugitive from the authorities. Blue-Eyes escaped the crystal mines about 2 years ago, and stays on the move to elude anyone who might be searching for him. In truth, he was presumed dead long ago, but he is obsessed with the idea that he is still being hunted.

This encounter begins when the PCs trigger one of Blue-Eyes' traps, which are located in the vicinity of his current lair (which can be anywhere the GM desires), thus alerting him to their presence on the island. Blue-Eyes assumes the PCs have come to capture him. Rather than facing them directly, he hopes to weaken and/or divide them with the traps around his current hideout until he has a distinct advantage over them.

Creature: Blue-Eyes is a little bit crazy and unwilling to be reasoned with. He is convinced that anyone he encounters is going to try to capture him and take him back to the penal colony. If the PCs encounter him and Blue-Eyes manages to escape, the characters undoubtedly have more traps and attempts on their lives in store for them until Tammerak either dies or puts enough distance between himself and the player characters to no longer see them as a threat.

Should the PCs manage to subdue him, they find he knows little about the colony and what happened there, as he avoids the place at all costs. He does know that about a month ago, the digging teams stopped traveling to the various dig sites. He also knows that horrid things prowl the island at night. He claims these are the spirits of those who died working here, transformed into malevolent shadow beasts. He has never seen a derro and made up this tale to explain the strange noises he sometimes hears in the distance at night.



Blue-Eyes Tammerak

BLUE-EYES TAMMERAK CR 7

XP 3,200

Male human rogue 8

NE Medium humanoid (human)

Init +7; **Senses** Perception +8

DEFENSE

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

hp 55 (8d8+16)

Fort +3, **Ref** +9, **Will** +1

Defensive Abilities evasion, trap sense +2, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee dagger +10/+5 (1d4+2/19–20) or

spear +8/+3 (1d8+3/x3)

Ranged spear +9/+4 (1d8+2/x3)

Special Attacks sneak attack +4d6

Rogue Spell-Like Abilities (CL 8th, concentration +10)

3/day—*ghost sound*

TACTICS

Before Combat Blue-Eyes applies a dose of poison to his dagger and spear. He uses Stealth to set up a sneak attack.

During Combat Blue-Eyes attempts a sneak attack on the weakest-looking opponent, adding bleeding attack to it and to any subsequent sneak attacks he makes. He tries to lure enemies into any untriggered traps around his hideout if possible.

Morale Blue-Eyes only sticks around to fight if he's got the edge. If he loses half his hit points or has to fight two or more opponents, he flees and uses Stealth to elude pursuers.

STATISTICS

Str 15, **Dex** 16, **Con** 13, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 22

Feats Agile Maneuvers, Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +14, Bluff +11, Climb +13, Craft (traps) +13, Disable Device +14, Escape Artist +14, Knowledge (nature) +10, Perception +8, Sleight of Hand +14, Stealth +14, Swim +9, Use Magic Device +9

Languages Common, Halfling

SQ rogue talents (bleeding attack +4, finesse rogue, minor magic, trap spotter), trapfinding +4

Combat Gear black adder venom (7 doses); **Other Gear** leather armor, stone dagger, spear, backpack, bedroll, hemp rope (150 ft.), hammer, trail rations (4 days), waterskin, 30 gp

Traps: Lacking most tools and better materials, Blue-Eyes can only build very basic traps. The traps presented here are ones he has already made. Given enough time, he can make others to fit the situation.

CAMOUFLAGED SPIKED PIT TRAP CR 7

XP 3,200

No Response from Deepmar

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+2 damage each plus poison); black adder venom (Fort DC 11, 1d2 Con/round for 6 rounds, save cures); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. square)

FALLING LOG TRAP

CR 6

XP 1,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

FALLING BOULDER TRAP

CR 8

XP 4,800

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (8d6); multiple targets (all targets in a 10-ft. square)

SWINGING BRANCH TRAP

CR 7

XP 3,200

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +20 melee (1d4 spikes per target for 1d4+2 damage each); multiple targets (all targets in a 10-ft. line)

The Pirate Graveyard (CR 9)

This encounter can take place anywhere and at any time during the trek across the island.

The undergrowth suddenly opens up into a stretch of ground that appears to be a very old graveyard. Simple grave markers of stone, and even of weathered planks joined together with rusty nails, indicate the graves of the dead buried here. Old necklaces and jewels decorate some of the markers. Oddly, no plant life grows anywhere within the graveyard, though around its perimeter the scrub is wild and tangled.

This old graveyard predates the Chelish mining operations here. This island has long been the haunt of pirates that prey on the ships traveling along the trade routes of the Arcadian Ocean. Long ago, one such pirate used this small, out-of-the-way patch of earth to bury deceased members of his crew. The memory of this graveyard has passed with the pirates who buried their dead here.

PCs who succeed at a DC 20 Perception check notice a few small bones scattered about the graveyard, the remains of animals that wandered into this area.

Creatures: The remains of the vilest of the pirates laid to rest here haunt this area as wights. They are tied to this cursed place, so they cannot roam far from it. Whenever they sense living beings entering this area, they erupt from the earth to attack in a savage frenzy.

WIGHTS (8)

CR 3

XP 800 each

hp 26 each (*Pathfinder RPG Bestiary* 276)

Treasure: The antique necklaces and jewels hanging on the grave markers are in need of cleaning, but still valuable. One of the old necklaces is an *amulet of natural armor* +1. The rest of these old baubles are collectively worth 2,250 gp.

Development: This pirate graveyard has long been cursed. If the wights are destroyed, they simply return within 48 hours to continue haunting this lonely place. The curse may be broken by casting a *hallow* spell at the center of the graveyard.

Story Award: If the PCs break the curse of the pirate graveyard, award them 6,400 XP.

Forsaken Temple (CR 8)

This encounter works best when the PCs are traveling through a hilly area.

What at first appeared to be a simple cave opening in this forested hillside is upon closer inspection revealed to be clearly worked stone covered in swirling, concentric engravings and archaic symbols. A faint purple light emanates from deeper within the opening.

This perfectly round cave opening measures 8 feet in diameter. It enters a cylindrical tunnel that slants downward toward the source of the purple light: a large, oval-shaped chamber with tall, narrow niches lining the walls, each containing a vaguely insectlike, tentacled figurine carved from obsidian.

At the center of the chamber squats a smooth-sided well from which the purple light emanates, a swirling cloud of glowing purple mist about 10 feet down. Above the well, a writhing mass of dark shapes skitters and crawls across the ceiling. No matter what light sources are brought to bear, the mass of darkness on the ceiling remains shadowy and obscure, stubbornly refusing to be illuminated.

Long ago, this chamber served as a temple to the Kytton demagogue Morrobahn, the Parasite Seed, but whatever cultists built and maintained it are long gone from Deepmar's shores.

DERRO POISON: CYTILLESH EXTRACT

Derros create a unique poison from their favorite fungus, cytillesh, which has memory-altering properties. While cytillesh extract is normally only an ingested poison, Gravvik and his allies discovered an alchemical means of making it effective as an injury poison as well. Cytillesh extract first appeared in *Pathfinder Campaign Setting: Classic Horrors Revisited*.

CYTILLESH EXTRACT

Type poison, ingested or injury; **Save** Fortitude DC 18

Frequency 1/hour for 8 hours

Effect victim loses all memory of events that took place in the previous hour and cannot form new memories for 8 hours; these lost and prevented memories might return later as dreams, and can be returned with a *restoration* or *heal* spell; **Cure** 2 saves; **Cost** 800 gp

Detect magic reveals an overpowering aura of Conjunction magic from the well.

Creatures: Anyone that disturbs the well either by touching it, reaching into it, or dropping something into its depth triggers an attack by a mihstu that lurks there in the comforting purple vapors.

MIHSTU

CR 8

XP 4,800 each

hp 92 (*Pathfinder RPG Bestiary* 2 190)

Treasure: There are 20 ancient obsidian figurines in the niches, each of them worth 100 gp.

Development: PCs who find themselves lost in the tunnels beneath the island may encounter a similar pool of purple mist. Anyone who touches the mist is instantly transported to this chamber, and the mihstu attacks if it has not already been slain. This is a one-way transport. Touching the mist inside the well does not send the PC to the tunnels underneath the island.

Derro Ambush (CR 10)

This encounter should take place when the PCs are getting close to the Stygia and Caina dig sites. Regardless of where it takes place, however, the encounter happens during the night.

Creatures: A team of derros has noted the movements and activities of the PCs. They have come to spy on them a bit and report back to Gravvik. However, they cannot watch their surface-dwelling enemies without inflicting a bit of mischief on them before departing. They target a single character to attack with their blowguns, firing darts dipped in cytillesh extract.

DERRO SCOUTS (3)

CR 7

XP 3,200 each

Derro rogue 4 (*Pathfinder RPG Bestiary* 70)

CE Small humanoid (derro)

Init +9; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 22, touch 16, flat-footed 17 (+4 armor, +5 Dex, +2 natural, +1 size)

hp 66 each (7d8+35)

Fort +6, **Ref** +10, **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge; **SR** 18

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee mwk short sword +12 (1d4+2/19-20)

Ranged mwk blowgun +11 (1 plus poison) or
+1 repeating light crossbow +12 (1d6+1/19-20)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 3rd, concentration +6)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

TACTICS

Before Combat The derros poison the darts in their blowguns.

During Combat The derros attack a single target with their poisoned blowgun darts. If the attacks fail and the PCs are still unaware of them, the derros try again.

Morale Once they have done what they came to do, the derros report back to Gravvik.

STATISTICS

Str 15, **Dex** 20, **Con** 20, **Int** 8, **Wis** 7, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Stealthy, Weapon Finesse

Skills Acrobatics +12 (+8 when jumping), Bluff +10, Climb +9, Disable Device +12, Escape Artist +7, Perception +8, Stealth +21, Use Magic Device +11

Languages Aklo, Common, Terran, Undercommon

SQ madness, poison use, rogue talents (bleeding attack, fast stealth)

Combat Gear cytillesh extract (5 doses); **Other Gear** +1 studded leather armor, +1 repeating light crossbow with 20 bolts, masterwork blowgun with 10 darts, masterwork shortsword

Development: A PC affected by cytillesh extract poison loses short-term memories (see the sidebar). Roleplaying memory loss can be fun and enhance the sense of mystery even more. Because the blowgun darts are very small, if played up with the mosquitoes and other stinging bugs that inhabit the island, a single dart may go unnoticed by the PCs, though its effects won't.

No Response from Deepmar

Rogue Worker Golem (CR 11)

This encounter works best near one of the active mines.

A large statue of a humanoid that appears to be made of baked mud stands vigil here. Its jeweled eyes sparkle in the sunlight. No nearby structures or other clues as to its purpose are evident.

Creature: The mining operations often require the use of heavy machinery. Worker golems have long been a part of the standard mining operations on the island. They are useful both for labor and as protection against some of the more dangerous denizens of the island.

This “statue” is a worker golem that has wandered away from a nearby mine. The derros encountered the golem a few weeks ago and attempted to capture it, but in doing so, they caused the elemental spirit within the construct to go berserk. It has begun aggressively defending the area around the mine from creatures it perceives as threats. Its steadily increasing malfunctioning has led it farther and farther from the mine and from its original purpose. At this point, it sees most living creatures larger than a rabbit as threats that must be terminated.

CLAY GOLEM CR 11
XP 12,800
hp 101 (currently 89) (*Pathfinder RPG Bestiary* 159)

Treasure: The clay golem has large, faceted sapphires for eyes that are worth 5,000 gp as a set.

part three: into the derros' lair

While all the active mines on Deepmar are similar in construction, Dig Site Caina is unique among them because it contains a passage to the network of derro tunnels running beneath the island. When the PCs arrive at this location, read the following.

Natural vegetation gives way to a large clearing dominated by a massive pit in the earth—one of the Deepmar mines. A wooden sign near the start of the path that winds its way down the sides of the gaping hole reads simply “Caina.” A nearby wooden shack surrounded by mining carts appears to serve as the foreman’s office.

The mine in its present condition is the result of months of hard digging. An investigation of Dig Site Caina reveals evidence of the most recent mining efforts on Deepmar. The only signs of the miners, however, are the picks and shovels left near where they were last used. There are puddles of water scattered about the area; the

rain has long since washed away any tracks that may have been left behind.

Foreman’s Office

This small building contains a table with four chairs, two barrels of clean drinking water, a large stone box for storing food, and a meager supply of weapons such as spears, heavy crossbows, and swords. The stone box is stocked with various food items, most of which have already gone bad or are starting to spoil. The stone box otherwise has served well to protect the food inside it from vermin, though there is no magical effect on it.

A DC 20 Perception check while searching the building turns up a small dart that missed its target embedded in one of the walls. If, during the Derro Ambush encounter in Part Two (see page 14), the PCs recovered one of the derros’ darts, they notice the two darts are identical.

Concealed Derro Tunnel (CR 10)

With a DC 20 Perception check, the PCs discover a tunnel partially concealed by a large crystal column at the bottom of the mine. The derros used this tunnel to overrun the miners near the end of the miners’ work day when the shadows were deepening toward dusk and the sun wasn’t a nuisance to them. The derros led the miners and overseers they captured down to their subterranean lair through this tunnel, which eventually joins others deep below the surface.

Trap: The derros have rigged poison crystals from the column concealing the tunnel to fall on intruders attempting to enter. Setting off this trap also alerts derro scouts in area B1 to the presence of intruders.

POISONED CRYSTALS TRAP CR 10
XP 9,600

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; **Reset** repair

Effect Atk +20 melee (1d4 crystal shards per target for 1d8 damage each); poison (sassone leaf residue, Fort DC 16, 1/minute for 6 minutes, onset 1 minute, 2d12 damage plus 1 Con); multiple targets (all targets in a 10-ft. square)

Treasure: The crystals used in this trap are very valuable. They are worth a total of 5,400 gp.

The Derro Tunnels

Unless otherwise noted, the tunnels of the derro lair are 7 feet high and vary from 5 feet to 8 feet wide. The tunnel has been widened and made taller in places by the derros to allow them to move freely through the tunnels while mounted, but no more than is necessary. The walls vary between hewn and unworked stone surfaces throughout

ACQUIRING CRYSTALS

The player characters may be tempted to do a bit of mining on their own and try to leave Deepmar with a huge stash of crystals to sell for profit. While this is certainly possible, mining usable crystals takes a lot of time and a certain amount of training. The miners of Deepmar have either attained such training or have been closely instructed by the trained miners and foremen in charge. Either way, mining salable crystals requires a DC 25 Profession (miner) check and a full week of mining (see Chapter 4 of the *Core Rulebook* for specific rules about using the Profession skill). Succeeding at the check mines crystals worth a total of 5d10 gp. If the PCs attempt to mine before defeating the derros below the island, for each day the PCs mine, there is a 20% chance of attracting a derro scouting party (see page 14) that investigates the activity.

the tunnel complex (*Core Rulebook* 411). Unless noted in an area's description, there is no light in these tunnels.

B1. Derro Guard Post (CR 9)

Chunks of crystal jut from the walls and hang from the ceiling of this tall cave, reflecting light in a dazzling display of rainbow-hued colors. A series of narrow ledges marks the southern entrance to the chamber—a passage some forty feet above the cavern floor. Two narrow passages lead out of the area to the north and west.

The ledges that lead down to the cave bottom each descend approximately 10 ft. to the next lower ledge. With a successful DC 20 Perception check, the PCs notice small handholds and footholds that have been carved out of the rock, making this a DC 15 Climb check instead of a DC 25 Climb check to descend the 40 feet of smooth rock walls down to the cave bottom.

Two tunnels exit the cave through the opposite wall, the western one significantly taller—nearly 15 feet high.

Creatures: The derros use this cave to guard their lair from trespassers from the surface world. A team of three derros and a rock troll are on guard duty when the PCs arrive. The rock troll and the derros were initially hostile to each other, but they forged an alliance when the derros offered to guide the rock troll to deposits of special crystals it enjoys eating more than any other food—the same crystals the Chelish miners are digging up. Since the substratum of the island is rich in crystal deposits, the arrangement works well for both parties.

When the PCs get about halfway down the ledges, the rock troll springs forward to attack by grabbing the closest opponent and dropping him the remaining 20 feet,

dealing 2d6 points of falling damage. The derro guards fire on the fallen PC with their repeating crossbows while the rock troll tries to grab another enemy and crush it (this is a grapple attempt). The derros prefer to make ranged attacks from the shadows and let the rock troll handle things up close for as long as possible.

Once the derros are forced into melee, one of them attempts to flee and warn Gravvik and other nearby derros of the intruders.

DERRO GUARDS (3) CR 3

XP 800 each

hp 25 each (*Pathfinder RPG Bestiary* 70)

ROCK TROLL CR 6

XP 4,000

hp 80 (*Pathfinder RPG Bestiary* 2 272)

Treasure: The rock troll carries a filthy sack at his side containing 10 medium-quality gemstones (worth 100 gp each) that he likes to snack on, as well as an adamantite short sword he uses to scratch himself.

B2. The Stagnant Pool (CR 8)

This sodden cavern reeks of decay. Stagnant greenish-brown water fills much of the chamber, while bones, splintered wood, rotting bits of cloth, and broken weapons and armor—all covered in fungus and mold—choke other areas. A makeshift path, made up of little more than adjacent dry spots of ground, meanders across the cavern, connecting the tunnels leading into the area from the east and west.

A third tunnel from the south enters this cavern far above the surface of the murky water, near the ceiling about 70 feet up, detectable with a DC 20 Perception check. The derros often come to the opening of this tunnel and toss their garbage down into it. Searching among the green sludge and detritus here turns up bits of clothing bearing the Chelish symbols adorning the uniforms of the guards from the Deepmar penal colony.

Creatures: Since the derros never actually go any farther than the opening of this tunnel, they are unaware of the infestation of phycomid fungus the decaying refuse has attracted. There are four individual patches of phycomids here, each within 5 feet of the pathway that crosses the cavern floor. The purple-capped mushrooms attack any passing creatures with their acid pellets in an attempt to spread their spores and expand the colony's size.

PHYCOMIDS (4) CR 4

XP 1,200 each

hp 39 each (*Pathfinder RPG Bestiary* 2 210)

No Response from Deepmar

Treasure: Among the filthy castoffs is a battered metal flask—actually a *decanter of endless water* the derros ignorantly threw away.

B3. Dangerous Crossing (CR 9)

At the center of this large cavern, a wood-and-rope bridge spans a thirty-foot-wide chasm. Tunnels in the north and south walls lead out of the cavern.

The chasm is 60 feet deep and stretches the length of the cavern, dividing it in half. The passageway on the north side of the room leads steeply down after leaving this room, and is choked with debris and webs; it is obviously not often frequented. The derros do not use this tunnel, which leads to caves beyond the scope of this adventure.

Creature: Months ago, the derros encountered a black pudding that came looking for a meal in their lair. They managed to lure the thing to this chasm, where it dropped to the bottom and could not climb the slick walls, which had been worn smooth from years of water erosion. The derros built a fake bridge to trap and kill those who would intrude on their lair. They figure if the fall doesn't do the job, then the hungry black pudding will.

BLACK PUDDING CR 7
XP 3,200
hp 39 (*Pathfinder RPG Bestiary 2* 210)

Trap: This wood-and-rope bridge is designed to collapse and fall into the chasm when 30 or more pounds of pressure are applied to its center.

COLLAPSING BRIDGE TRAP CR 7
XP 3,200
Type mechanical; Perception DC 25; Disable Device DC 20
EFFECTS

Trigger touch; **Reset** repair
Effect 60-ft.-deep pit (6d6 falling damage); DC 25 Reflex avoids; multiple targets (all targets in a 30-ft. line)

Treasure: With a successful DC 25 Perception check, the PCs discover a *clear spindle ioun stone* at the bottom of the chasm—the only thing that survived the ooze's corrosive attacks on the trap's previous victims.

B4. The Fisher's Cave (CR 9)

This winding tunnel opens into a vast cavern with no visible ceiling. The passage gives way to a ledge hugging the side of the cavern and which eventually becomes a natural rock bridge spanning the unfathomable depths below, before

leading to a tunnel opening lit by a faintly glowing lichen covering the walls.

This area marks the farthest boundaries of the areas claimed by the derros. This cavern drops 200 feet to a shallow subterranean stream, then plunges deeper into the earth. The passage on the far side of the cavern leads to other winding tunnels, some of which eventually narrow and end, while others continue much deeper into the earth and beyond the scope of this adventure.

A fall from the ledge or bridge deals 20d6 points of falling damage. The PCs are not in danger of falling unless they are dropped by the rock fisher or they break the filament while it is pulling one of them up to its ledge.

Creature: The derros do not venture into this area. This cavern is one of many favorite hunting spots for a very old cave fisher that preys on creatures traveling through the passage. The cave fisher perches on a deep ledge about 50 feet above the bridge. It can reach prey with its filament anywhere along the stone bridge. The cave fisher's perch gives the creature improved cover while it attacks PCs below it (+8 to AC, +4 on Reflex saves). If it leaves the ledge or the PCs move up to it to fight the creature on its level, it loses these bonuses.

ANCIENT CAVE FISHER CR 9
XP 6,400
N Large vermin
Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)
hp 104 (11d8+55)
Fort +12, Ref +3, Will +3
Immune mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft.
Melee 2 claws +14 (1d6+4)
Ranged filament +7 touch (drag)
Space 10; Reach 10 ft.
Special Attacks pull (filament, 10 ft.)

TACTICS

During Combat The creature uses its filament to attack the smallest or least-armored target and pull this victim up to its ledge 50 feet above the lower ledge and feast on its meal. It then targets enemies that significantly damage it with a filament attack designed to pull the opponent up over the chasm and then drop it.

Morale If reduced to 30 hit points or fewer, the cave fisher flees.

STATISTICS

Str 25, Dex 10, Con 21, Int —, Wis 10, Cha 4
Base Atk +8; CMB +16 (+20 with pull); CMD 26 (38 vs. trip)
Skills Climb +15

SPECIAL ABILITIES

Filament (Ex) A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a successful DC 20 Strength check. A caught creature can also attempt to escape a filament by succeeding at a DC 25 Escape Artist check. A filament has AC 18 (touch 10), 20 hit points, and DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

Pull (Ex) A cave fisher has a +4 racial bonus on combat maneuver checks made using its pull special attack.

Treasure: Among the bones and ruined gear of its past meals is a Small +1 *steel shield of bashing* shaped like the front of a clenched fist, a masterwork cold iron longsword, a scroll containing two castings of *cure serious wounds*, an *elixir of fire breath*, a leather sack filled with seven thin everburning torches made of dark iron, and 50 gp of mixed coins scattered about the ledge.

B5. Not Right in the Head (CR 9)

Several passages intersect here, forming a small cave. The walls of the cave are painted with scenes of blue-skinned creatures holding spears and swords. Symbols have been painted above the pictures.

This junction marks one of the edges of Gravvik's territory. The two southernmost passages lead farther underground to areas not covered in this adventure. The pictures depict Gravvik's enclave in threatening postures intended to ward off intruders. The symbols are messages written in Aklo and Undercommon stating that this area is the territory of Gravvik's enclave, and trespassers who value their lives are warned to stay out lest they become one of the derros' experiments.

Creature: After several weeks of derro experiments and torture, a Deepmar guard named Daris Hulior somehow escaped his captors and fled into the nearby maze of tunnels. Unfortunately for this guard, he ran afoul of an intellect devourer named Oluthol that had been exploring this area, looking for a new host body.

Oluthol is aware of the disorientation, torture, and experiments performed on its host. Upon meeting the PCs, it plays up these facts, studying the PCs' responses until it learns more about the situation from them. Once it knows they are here to find and rescue the other colonists, it begins "deep baiting" them, telling them that the derros are responsible and offering to take the PCs to the other prisoners. If the PCs decide to follow, Oluthol leads them deeper underground, into one of the southern tunnels the derros no longer use, then attacks in a narrow corridor that allows it to fight only one PC at a time.

Unfortunately for Oluthol, its irritation with the local derros and its damaged host body has made it impatient, and it's only a DC 15 Sense Motive check to tell something is wrong. If the PCs seem at all suspicious, Oluthol gives up the ruse and attacks.



Daris Hulior

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DARIS HULIOR

CR 5

XP 1,600

Male human fighter 6

CE Medium humanoid (human)

Init +5; Senses Perception -1

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 67 (6d10+30)

Fort +8, Ref +5, Will +3; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee heavy pick +9/+4 (1d6+4/x4)

Special Attacks weapon training (heavy blades +1)

Spell-Like Abilities (CL 8th; concentration +9)

Constant—*detect magic*

At will—*confusion* (DC 17, single target only), *daze monster*

(DC 15, no HD limit), *inflict serious wounds* (DC 16)

3/day—*cure moderate wounds*, *globe of invulnerability*

TACTICS

Before Combat Daris uses *detect magic* to determine magical auras and strengths and stays invisible to watch and listen to the PCs.

During Combat Daris Hulior uses his *confusion* spell-like ability on heavily armored characters, then rotates between casting *inflict serious wounds* on weaker opponents and utilizing Power Attack to make devastating melee attacks.

Morale If reduced to fewer than 15 hit points, Daris tries to flee. If Daris is slain, the intellect devourer Oluthol emerges from his body and attacks.

STATISTICS

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

Base Atk +6; CMB +9; CMD 21

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +12, Intimidate +10, Stealth +7

Languages Common

SQ armor training 1

Gear masterwork chain shirt, heavy pick

OLUTHOL

CR 8

XP 4,800

Intellect devourer (*Pathfinder RPG Bestiary* 180)

hp 84

TACTICS

During Combat When Daris dies, Oluthol uses the element of surprise to attack the PCs and upgrade to a more powerful host body.

Morale If reduced to 30 hit points or fewer, Oluthol casts *invisibility* and flees to a safe place where it can heal and plot to steal a new body.

LONG-TERM EXPOSURE TO CYTILLES

As the PCs are exposed to the cytillesh patches growing throughout the derro lair, they risk suffering the harmful side effects the spores cause in most living organisms. Cytillesh can cause brain damage as well as a variety of other problems. A patch of cytillesh provides bright light in a 20-foot radius and dim light in a 10-foot radius beyond that. A creature within the illumination of cytillesh requires a DC 15 Will save (+1 for each previous save) every 24 hours to avoid taking 1d4 points of Wisdom damage to a minimum Wisdom of 5. If the creature's Wisdom is reduced to 5 and it fails three more consecutive saving throws, then the Wisdom damage becomes permanent and the creature is affected as if by an *insanity* spell.

B6. Cytillesh Caves (CR 10)

This large, oddly shaped cavern is illuminated by a soft blue glow emanating from patches of fuzzy fungal growths along the ground, walls, and ceiling. Numerous tunnels lead off in all directions.

This is one of the many caves the derros use for growing cytillesh fungus. The entire cave is illuminated in its soft blue glow.

Creatures: A pair of derro scouts riding cytillipedes patrol through this cave when the PCs arrive here. The scouts immediately attack the intruders as soon as the derros spot them. If one of the scouts is killed, the other attempts to flee to the nearest occupied cave for reinforcements to deal with the PCs.

DERRO SCOUTS (2)

CR 6

XP 2,400 each

hp 60 each (see page 14)

CYTILLIPEDE (2)

CR 6

XP 2,400 each

hp 84 each (see page 29)

B7. Failed Experiments (CR 6)

This narrow passageway ends at a set of iron bars that have been clumsily yet efficiently bolted in place to form what appears to be a prison cell. The cell's entrance is secured by a rusty padlock.

The prison bars are 1 inch thick, and have hardness 10, 30 hp, and a Break DC of 25. Though the padlock is in poor condition, it still functions normally (Disable Device DC 25).

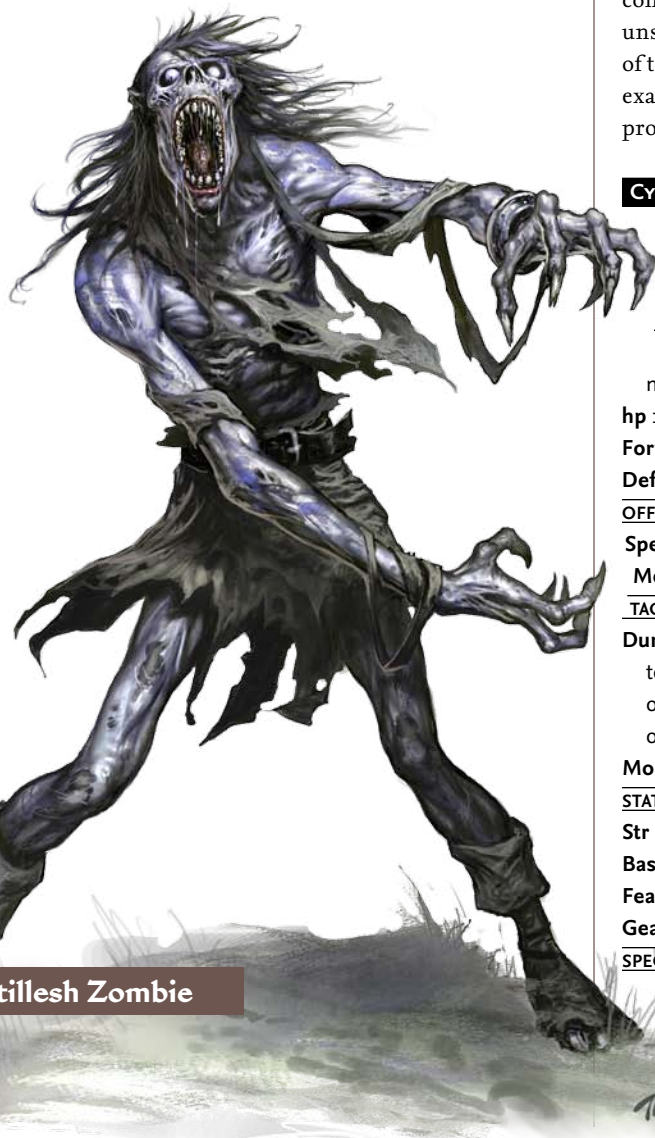
Creatures: A decrepit-looking group of six human miners huddle at the back of the prison cell. Their skin gives off a faint blue glow—the results of experiments by their derro captors and being subjected to long exposure to the cytillesh patches cultivated throughout the derro lair. With a successful DC 25 Perception check, the PCs notice patches of hair that have been shaved to reveal cruel incisions in their scalps and stitched-up wounds on other areas of their bodies.

The miners are in fact no longer living. One of Gravvik's concoctions has caused a reaction in the cytillesh spores that infested their bodies. The miners were killed, but the fungus growing in their bodies gained sentience and animated their corpses.

The derros had hoped to create and breed a surface-dwelling race which they could use to carry out certain

daytime activities without subjecting themselves to the hateful effects of sunlight. What they got instead were zombie warriors with some formidable attributes. This in itself was not a bad thing. However, any attempt to interact with them or to assert nonmagical control over them causes the creatures to lash out violently. The derros have locked the zombies here for now until they can figure out a way to control their creations.

The zombies huddle at the back of the cave, ignoring the PCs unless the PCs loudly call for their attention or enter the cell and attempt to interact with them. If the PCs attempt the former and the cell door has not been opened yet, the zombies charge against the iron bars and make slam attacks through them until their opponents move out of range. The zombies then focus on breaking down the cell door. If left unchecked, the zombies succeed within 2 minutes, at which point they continue trying to kill their targets. If this basic need is unsatisfied but there is no further antagonism (because of their targets moving out of visual or hearing range, for example), the zombies return to their silent huddle until provoked again.



Cytillish Zombie

CYTILLES ZOMBIE (6)

CR 1

XP 400 each

NE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 18, **touch** 12, **flat-footed** 14 (+2 armor, +4 Dex, +2 natural)

hp 12 each (2d8+3)

Fort +0, **Ref** +4, **Will** +3

Defensive Abilities +4 turn resistance; **Immune** undead traits

OFFENSE

Speed 40 ft.

Melee slam +6 (1d6+5 plus poison)

TACTICS

During Combat A cytillesh zombie attacks any creature trying to interact with it verbally or physically. Once it targets an opponent, it continues attacking its target until the target or the zombie is dead or destroyed.

Morale A cytillesh zombie fights to the death.

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +6; **CMD** 20

Feats Toughness^B

Gear leather armor

SPECIAL ABILITIES

Cytillish Symbiosis (Su) The cytillesh fungus infesting the host creature's body acts as the dead flesh's animating force. It grants the creature a +4 enhancement bonus to Strength and Dexterity and a poisonous touch. The

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slam of a cytillesh zombie releases spores that subject the creature to a mild dose of cytillesh poison. The creature must succeed at a DC 18 Fortitude save or become dazed for 1d3 rounds as it suffers memory loss of the previous moments. Multiple poisoning effects do not stack, but rather only extend the duration.

Quick Strikes (Ex) Whenever a cytillesh zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

B8. The Hatchery (CR 9)

A heavy iron grate blocks the opening into a large cavern lit by patches of glowing blue fungus. Several shallow craters near the center of the cavern appear to contain clusters of luminescent pale blue pods.

The derros breed their favorite creations—the cytillipedes—in this cavern (see Appendix I on page 29). The “pods” are actually cytillipede eggs. The iron grate is 3 inches thick, and has hardness 10, 90 hp, and a Break DC of 30. The gate is secured with a thick chain and a padlock (Disable Device DC 30). Gravvik and the Hatchery Master (see below) both have keys to the lock.

Creatures: When not out on patrol with the derros, the cytillipedes are kept within this cave, which serves as both hatchery and a makeshift paddock. When the PCs arrive to investigate this cave, there are two cytillipedes within the cavern, as well as Telriz the Hatchery Master.

TELRIZ THE HATCHERY MASTER CR 7

XP 3,200

Female derro fighter 4 (*Pathfinder RPG Bestiary* 70)

CE Small humanoid (derro)

Init +6; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 20, touch 13, flat-footed 18 (+5 armor, +2 Dex, +2 natural, +1 size)

hp 77 (7 HD; 3d8+4d10+42)

Fort +11, **Ref** +4, **Will** +8 (+1 vs. fear)

Defensive Abilities bravery +1; **SR** 17

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee mwk short sword +11/+6 (1d4+1/19–20)

Ranged +1 repeating light crossbow +11/+6 (1d6+1/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

TACTICS

Before Combat Telriz mounts a nearby cytillipede and readies her crossbow.

QUICK RULES:

MAKING A CYTILLESH ZOMBIE

The cytillesh zombies presented here use a hybrid monster template that is easy to duplicate. The base creature gains the fast zombie template presented on page 289 of the *Pathfinder RPG Bestiary*. It also gains +4 Turn Resistance and Cytillish Symbiosis (see the Cytillish Zombie stat block). The cytillesh zombie template increases a zombie’s challenge rating by 1. In the context of this adventure, this template can only be added to a creature suffering the effects of exposure to cytillesh fungus that imbibes concentrated cytillesh with caphorite and lazurite granules (see area B12).

During Combat The derro fires her crossbow at the nearest PC and blows a shrill-sounding whistle, commanding the other cytillipedes to attack the intruders. She continues to make ranged attacks until one of the cytillipedes is killed, at which point she flies into a rage and makes ride-by attacks with her short sword (she makes Ride checks to avoid attacks of opportunity). In later rounds, she urges her mount to close for bite attacks while she attacks with her sword. She attempts to make sneak attacks on any opponents stunned by her mount’s cytillesh flashes.

Morale The hatchery master fights to the death to defend the cytillipedes and unhatched eggs in her charge.

STATISTICS

Str 16, **Dex** 15, **Con** 22, **Int** 12, **Wis** 3, **Cha** 18

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

Feats Combat Reflexes, Improved Initiative, Mounted Combat, Ride-By Attack, Skill Focus (handle animal), Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow)

Skills Climb +9, Handle Animal +15, Perception –1, Ride +12, Stealth +13

Languages Aklo, Common, Undercommon

SQ armor training 1, madness, poison use

Combat Gear cytillesh extract (5 doses); **Other Gear** +1 chain shirt, +1 repeating light crossbow with 20 bolts, masterwork short sword

CYTILLIPEDES (2) CR 6

XP 2,400

hp 84 each (see page 29)

Development: One of the clusters of eggs is ready to hatch. If the PCs investigate the eggs, they break open, spilling out four young cytillipedes that are extremely hungry. Use the stats for giant centipedes (*Pathfinder RPG Bestiary* 43), but change their type to Magical Beast and replace their poison attack with cytillesh venom (Fort DC 13).

B9. The Derro Lab (CR 9)

This expansive cavern is dimly lit by patches of glowing fungus here and there along the walls, floor, and ceiling. It appears to serve as some sort of laboratory sized for a small person. Contraptions of tubes, wires, glass bottles, and beakers—all of which bubble and steam with glowing chemicals and fluids—top low slab tables arrayed about the cavern. Three large cylindrical tanks contain glowing blue liquid, the northernmost of which holds a humanoid body that periodically twitches as electrical currents flash through the tank.

Bedraggled men and women in miners' work clothes huddle together miserably within an iron cage held twenty-five feet above the ground by a thick iron chain attached to a pulley in the ceiling. From the pulley, the chain runs back down to a lifting-and-lowering mechanism bolted to the ground.

The majority of the derros' experiments on their prisoners take place in this cavern. There are seven different tables, each made of flat stone slabs supported by 2-foot-high blocks—the perfect functional height for the derros. Among these worktables are a total of four complete alchemist's labs made up of stolen parts, bits jury-rigged from other items, or parts created by the derros themselves. Some of the tables include straps that look like pale leather (cytillesh fibers) used for restraining test subjects.

The cage suspended from the ceiling can be lowered using the mechanism described above by succeeding at two consecutive DC 18 Strength checks, each of which lowers the cage 10 feet. A check failed by 5 or more causes the cage to drop to the ground, dealing the appropriate amount of falling damage to the prisoners within.

Creatures: A group of four derros is absorbed in the work of tending to the various chemical admixtures they are cooking up and conferring with each other in Aklo about it. They frequently gesture to the tank holding the humanoid body. It has been soaking in a chemical bath of cytillesh and arcane powders and fluids, which in turn have been electrically charged via the activities of more than a dozen electric eels in a separate tank connected to it by glass tubes filled with arcs of electricity.

The body in the tank belonged to the colony's burly blacksmith, named Jerno, who was locked inside it more than 2 weeks ago. The derros' experiment killed the blacksmith and turned his corpse into an alchemical flesh golem. The derros are eager to test Jerno out and have been debating about taking him to area B10 for a few experiments on the miners imprisoned there.

As soon as the derros become aware of the PCs, one of them runs to Jerno's tank and releases him. At first the flesh golem simply drops from the tank to the ground and lies there lifelessly. After 2 rounds, however, Jerno opens his eyes—which now glow with eldritch blue light—and attacks the nearest creature, whether it is a PC or one of the derros, as if under the effects of his berserk ability. Because of a miscalculation in the formulation of the cytillesh brine in his glass tube, there is no way to end Jerno's berserk rampage save by destroying him.



Telriz the Hatchery Master

ARGENT
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The derros flee to area **B11** for reinforcements if two or more of them are killed or Jerno turns on them, whichever occurs first.

DERRO LAB WORKERS (5) CR 3

XP 800 each

hp 25 each (*Pathfinder RPG Bestiary* 70)

JERNO CR 7

XP 3,200

Flesh golem (*Pathfinder RPG Bestiary* 160)

hp 179

Treasure: If the PCs can find a way to transport them from here, there are a total of 4 complete alchemist's labs split up among the different worktables and a dose of *oil of gentle repose* in a small clay pot—enough for a single use.

B10. The Pits (CR 10)

Several wide pits dominate this cavern. Long stalactites covered in glowing blue fungus hang from the ceiling high above. More of the blue fungus grows in patches on the walls, casting a blue glow throughout the cavern but doing little to illuminate it.

A wooden ladder lies on the ground near the closest pit. A rack near the ladder holds a collection of long poles tipped with cruel-looking hooks and blades.

There are a total of five 15-foot-deep pits within this cavern. Each of the pits contains more patches of cytillesh fungus. The derros use the pits both for holding prisoners and for a few of their experiments. The pits range from 15–20 feet deep and have smooth, slick clay walls that require a DC 30 Climb check to scale.

Creatures: Six prisoners from the Deepmar colony are being kept here in four of the pits, very close to succumbing to the madness that comes from overexposure to cytillesh fungus. Their Wisdom scores have each dropped to 5. Unless they are healed within 2 more days, the Wisdom damage becomes permanent and insanity ensues.

A gug named Drekliik serves as the jailer for the prisoners in the pits. Drekliik and the derros share many of the same interests and became allies several months ago. The creature enjoys the pain and suffering of the prisoners he gets to guard, often taking up one of the long poles to poke at them so it can hear them shriek in pain and terror.

When the PCs enter this cave, Drekliik is dangling from the ceiling over the pits watching the prisoners. Unless the PCs succeed at a DC 25 Perception check, the gug is easily mistaken for one of the stalactites. The gug watches the

PCs for a moment or two to see what they are up to before quietly climbing down a nearby wall to attack.

DREKLIK CR 10

XP 9,600

Gug (*Pathfinder RPG Bestiary* 2 151)

hp 127

TACTICS

During Combat Drekliik attempts to get the jump on the PCs as they focus their attention on the prisoners in the pits. The gug uses Bull Rush and Awesome Blow to knock enemies into nearby pits or to force them to move through its threatened space to close with it. It then focuses its attacks on the strongest-looking opponent or whichever foe is dealing the most damage. The gug uses Power Attack when making attacks with its claws and bite.

Morale Once combat has begun, Drekliik fights to the death, making strange hooting sounds as it attacks. If the PCs attempt to flee, the gug pursues them throughout the tunnels and caves, relishing the hunt.

B11. The Feast (CR 10)

This cavern is filled with the sweet scent of roasting mushrooms. Fungus-filled lanterns that shed soft blue light illuminate several tables sized for small creatures. Overlapping fur rugs cover the rough stone floor, giving this area a feel of opulence.

A central fire ringed by large stones warms the cavern comfortably and the air is filled with soft laughter and the hum of conversation.

This cavern serves as the main living area for the derros. They do the majority of their sleeping and eating here when they can.

Creatures: Unless the derros here have already responded to an alarm, the PCs arrive in this area during one of their feasts. There are a total of 12 derros eating slices of roasted fungus from spits over the fire and drinking beverages brewed from subterranean mosses and molds as they relax and socialize at the tables or sprawled out on the soft fur rugs.

If the derros are attacked here, one of them runs up the nearby tunnel to area **B12** to alert Gravvik to the intruders.

DERROS (12) CR 3

XP 800 each

hp 25 each (*Pathfinder RPG Bestiary* 70)

Treasure: A total of 16 fur rugs are collected here, each of them from exotic Darklands creatures most surface dwellers have never heard of or even imagined. The rugs are bulky, but if the PCs can remove them from the caves, they are worth 800 gp in total. The derros are carrying a



total of 450 gp between them in mixed coins minted both above and below Golarion's surface.

B12. Gravvik's Lab (CR 12)

Lanterns full of glowing cytillesh fungus hang from hooks in the ceiling, illuminating the tunnel to this chamber as well as the spacious laboratory itself.

The smell of chemicals, unwashed bodies, and decay fill this large, smoky cave. Numerous rugs cover the rough cave floor. The tables along the walls are littered with a maze of alchemical equipment, bubbling and hissing with activity—the obvious source of the smoke and chemical odor filling the air.

A thick column of stone occupies a point near the center of the cave, and three humanoid bodies hang limply from iron manacles bolted to it. One of the bodies twitches occasionally, its head covered in what looks like a helmet made of glowing blue fungus. A metal surgical table stands

in an alcove at the north end of the room, the many arms and attachments branching from its base moving aimlessly, apparently without external manipulation.

Gravvik conducts his personal experiments in this laboratory. The cave contains several worktables for Gravvik's cruelties; two of the tables are covered with alchemist's labs while the others contain vats and bottles of various chemical mixtures, cytillesh being the common ingredient in each of them. A body suit made from human skin that Gravvik thought he could wear to protect him from the harmful effects of the sun hangs from one of the walls. It didn't yield the results he hoped for, so it hangs limply on its hook, forgotten for now.

A 3-foot-wide hole in the floor is covered over with a plank of wood (Perception DC 25), which in turn is hidden by one of the rugs decorating Gravvik's lab. The hole drops 6 feet to area **B13**.

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The three unfortunates manacled to the stone column have had a variety of experiments done on them, mostly to transform them into derros. Of the trio, two are now dead (one is a shriveled up, blue-skinned husk, while the other is horribly deformed but still mostly human-looking). The third is a half-orc barbarian named Klangin who was arrested in Kintargo after a barroom brawl and sentenced to a short stint in Deepmar. Klangin still lives, though not for much longer. She is the subject of a different experiment, which entailed keeping her head covered for many days with a makeshift helmet of cytillesh compound and force-feeding her massive amounts of the blue fungus. The chemicals have made her ill and are slowly killing her. She will be dead within 24 hours unless a *greater restoration*, *heal*, or more powerful spell is used to restore her health.

Creatures: Unless called away from his cave, Gravvik is here performing experiments on Klangin the half-orc barbarian and Captain Ashferth, who has become the derro's favorite pet and henchman. Exposure to cytillesh has weakened the captain's mind, making it easy for Gravvik to maintain his magical control of him. Other than the damage to his mind, Captain Ashferth has not been physically harmed during his time with the derros. Klangin, while not actually under Gravvik's control, is nevertheless a near-witless ally of the derro leader. She is friendly to creatures tainted with cytillesh, but extremely hostile to those that are not. In addition to the three humanoids, the room also contains one of Gravvik's twisted inventions: an animated surgical table designed to perform less-than-meticulous procedures on test subjects when Gravvik is otherwise occupied. At the derro's command, the table wheels itself at the PCs, its jointed metal arms flailing.

GRAVVIK THE CRUEL CR 9

XP 6,400

Male derro sorcerer 7 (*Pathfinder RPG Bestiary* 70)

CE Small humanoid (derro)

Init +8; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 19, touch 17, flat-footed 15 (+2 deflection, +4 Dex, +2 natural, +1 size)

hp 87 (10 HD; 3d8+7d6+50)

Fort +8, **Ref** +7, **Will** +13

SR 20

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee +1 *aklys* +11 (1d6 plus poison)

Ranged mwk injection spear +11 (1d6–1 plus poison)

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

Special Attacks sneak attack +1d6

Derro Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 16)

1/day—*daze* (DC 16), *sound burst* (DC 18)

Bloodline Spell-Like Abilities (CL 7th; concentration +12)

8/day—*acidic ray* (30 ft., 1d6+3 acid damage)

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*hold person* (DC 19), *lightning bolt* (DC 19), *tongues*

2nd (8/day)—*alter self*, *bull's strength*, *invisibility*, *see invisibility*

1st (8/day)—*charm person* (DC 17), *enlarge person*, *hypnotism* (DC 17), *mage armor*, *ray of enfeeblement*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 16), *dancing lights*, *detect magic*, *detect poison*, *mage hand*, *message*

Bloodline aberrant

TACTICS

Before Combat Gravvik casts *mage armor* and *shield* and uses his *scroll of haste* on himself and as many of his allies as he can.

During Combat Gravvik casts *hold person* and *ray of enfeeblement* on obvious fighter types. Thereafter, he casts *lightning bolt* and *acidic ray* on opponents. If forced into melee, he uses his injection spear to poison enemies repeatedly with blue whinnis.

Morale If reduced to half of his hit points, Gravvik casts *invisibility* and flees to safety, where he uses his *potion of cure serious wounds* and plots another attack with reinforcements, if any are available. If cornered, he fights to the death.

STATISTICS

Str 9, **Dex** 19, **Con** 20, **Int** 12, **Wis** 5, **Cha** 21

Base Atk +5; **CMB** +3; **CMD** 17

Feats Brew Potion, Combat Casting, Craft Wondrous Item, Eschew Materials, Improved Initiative, Silent Spell, Weapon Finesse

Skills Craft (alchemy) +14, Heal +5, Knowledge (dungeoneering) +9, Perception +2, Spellcraft +9, Stealth +15

Languages Aklo, Common, Terran, Undercommon

SQ long limbs (+5 ft.), madness, poison use

Combat Gear blue whinnis (6 doses), cytillesh extract (4 doses), *potions of cure serious wounds* (2), *scroll of fireball* (CL 7th), *scroll of haste*; **Other Gear** +1 *aklys*, masterwork injection spear, *handy haversack*, *ring of protection* +2, key to the lock in area B13

CAPTAIN ASHFERTH CR 7

XP 3,200

Male human fighter 8

LN Medium humanoid (human)

Init +5; **Senses** Perception –2

DEFENSE

AC 23, touch 14, flat-footed 21 (+7 armor, +2 deflection, +1 Dex, +1 dodge, +2 shield)

hp 72 (8d10+24)

Fort +8, **Ref** +3, **Will** +0; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 longsword +15/+10 (1d8+8/17–20 plus 1d6 fire) or
mwk short sword +13/+8 (1d6+4/19–20)

Special Attacks weapon training (heavy blades +1)

TACTICS

Before Combat Captain Ashferth imbibes his *potions of bear's endurance* and *bull's strength* if he has time to prepare for intruders.

During Combat Captain Ashferth uses Power Attack on every swing with his longsword. Because of his dulled wits, there is only a 50% chance each round that he will remember to

use Spring Attack and Mobility when he would tactically benefit from it.

Morale If Captain Ashferth is brought to half his total hit points, his sense of self-preservation kicks in, allowing him an opposed Charisma check against Gravvik to break the enchantment on him. Whether or not the charm is still in effect, if brought below 20 hit points, Captain Ashferth surrenders. If given no quarter, he fights to the death.

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 6, **Cha** 13

Base Atk +8; **CMB** +12; **CMD** 26

Feats Cleave, Dodge, Improved Critical (longsword), Improved Initiative, Mobility, Power Attack, Shield Focus, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +10, Handle Animal +6, Profession (guard) +7, Ride +7, Survival +5, Swim +10

Languages Common

SQ armor training 2

Combat Gear *potion of bear's endurance*, *potion of bull's strength*; **Other Gear** +1 breastplate, masterwork light steel shield, +1 longsword, masterwork short sword, ring of protection +2, Chelish officer's uniform (stained and ripped), keys to the colony locks



Gravvik the Cruel

KLANGIN

CR 7

XP 3,200

Female half-orc barbarian 4/rogue 4

NE Medium humanoid (human, orc)

Init +3; **Senses** blindsight 60 ft., fungal sight; Perception +8

DEFENSE

AC 13, touch 11, flat-footed 10 (+2 armor, +3 Dex, –2 rage)

hp 93 (8 HD; 4d12+4d8+44)

Fort +9, **Ref** +8, **Will** 1

Defensive Abilities evasion, improved uncanny dodge, orc ferocity, trap sense +2

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+2), unarmed strike +11/+6 (1d3+4)

Special Attacks rage (12 rounds/day), rage powers (animal fury, powerful blow +2), sneak attack +2d6, vomit (+10 ranged touch)

TACTICS

During Combat Overwhelmed by the stimulus of battle, Klangin goes into a rage when fighting breaks out and breaks out of her manacles. She attacks the nearest creature that does not have the taint of cytillesh using powerful blow to deal an extra 2 points of damage. She uses Power Attack on all attacks she makes. While raging, she makes bite attacks anytime she can make a full-attack action.

Base Statistics When not raging, Klangin's statistics are **AC** 15, touch 13, flat-footed 12; **hp** 85; **Fort** +7, **Will** –1, **Melee** unarmed strike +9/+1 (1d3+2); **Str** 14, **Con** 15; **CMB** 9, **CMD** 22; Climb +13.

No Response from Deepmar

STATISTICS

Str 18, **Dex** 17, **Con** 19, **Int** 12, **Wis** 5, **Cha** 10

Base Atk +7; **CMB** +11 (+13 grapple); **CMD** 22 (24 vs. grapple)

Feats Improved Grapple, Improved Unarmed Strike, Power Attack, Toughness

Skills Acrobatics +14, Climb +15, Intimidate +13, Perception +8, Sleight of Hand +14, Stealth +14, Survival +8; **Racial Modifiers** +2 Intimidate

Languages Common, Giant, Orc

SQ fast movement, fungal sight, orc blood, trapfinding +2, weapon familiarity

Gear leather armor

SPECIAL ABILITIES

Fungal Sight (Ex) The long exposure to cytillesh and the chemical admixtures Klangin has been subjected to have destroyed her eyes and replaced them with glowing fungal growths. Her normal vision has been replaced with blindsight and an ability to see the taint of cytillesh or absence of it in other creatures. Both abilities have a range of 60 feet.

Vomit (Ex) As a standard action every 1d3 rounds, Klangin may spew noxious fungus-filled vomit from her mouth to a distance of 10 feet at a single target. This is a ranged touch attack that does not provoke attacks of opportunity. A creature struck by the vomit must succeed at a DC 17 Fort save or become nauseated for 1d4 rounds. With a successful save, the creature is sickened instead for the same amount of time. The save DC is Constitution-based.

CHIRURGEON TABLE

CR 9

XP 6,400

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +5, **Will** -1

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 40 ft.

Melee 2 scalpels +17 (1d6+6/19-20), 2 syringes +17 (1d2+3 plus poison), strap +17 (1d3+3 nonlethal plus grab)

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

Special Attacks constrict (1d3+6 nonlethal)

TACTICS

During Combat The table targets one PC at a time as directed by Gravvik. It uses its syringes to sedate the target and its strap to restrain it, slashing constantly with its scalpels, whether or not the target is restrained or unconscious.

Morale An unintelligent machine, the table fights until Gravvik instructs it to stop. If Gravvik is killed before disengaging

GRAVVIK'S CONCOCTIONS

The six alchemical vials on Gravvik's workbench have the following labels and properties.

"Troll blood and cytillesh with blightburn granules":

This bluish-green glowing concoction is held in a tall, skinny bottle that is warm to the touch. If imbibed, the liquid is very spicy. After 1 minute, it deals 1d6 points of fire damage and the imbiber must succeed at a DC 22 Fortitude save every 24 hours until it receives a *neutralize poison* or similar spell. Failed saves result in 1d6 points of Constitution and Charisma damage each day as the creature's skin blisters and withers. The vial contains 1 dose.

"Troll blood and cytillesh": Three doses of this concoction, which glows blue with hints of purple, are contained in a short, thick bottle. It tastes bitter and earthy and acts as a *potion of bear's endurance*.

"Poison": This conical bottle has been mislabeled. The contents glow blue and occasionally flare brightly; the liquid functions as a *potion of blink*, but drinking it deals 2d6 points of electricity damage to the imbiber. The vial contains 2 doses.

"Concentrated cytillesh with elemental essence": The "poison" label was intended for this small dark bottle. The concoction has a dull blue glow, and if it is imbibed, the creature is affected as if by *confusion* for 1d6 minutes, after which it takes 1d6 points of Con damage each round for 6 rounds; a single DC 22 Fortitude save ends the effect. The vial contains 2 doses.

"Concentrated cytillesh with caphorite & lazurite granules": This concoction is kept in a large bottle. The chemicals glow a light purple with occasional orange flashes. If a creature under the effects of cytillesh fungus imbibes it, the creature must succeed at a DC 22 Fortitude save every 24 hours or suffer 1d6 points of Constitution damage on each failed save. When its Constitution score reaches 0, the creature becomes a cytillesh zombie (see area B7). There are 2 doses in the bottle.

"Cytillesh with powdered ogre gland": The contents of this small, round bottle glow a very light lavender color and function as a *potion of bull's strength*. The bottle contains 1 dose.

the surgeon table, it fights until destroyed.

STATISTICS

Str 22, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +19 (+23 grapple); **CMD** 30

SPECIAL ABILITIES

Poison (Ex) The surgeon table's syringe attacks inject a target with blue whinnis poison on a successful hit. The table can inject 2 doses of the poison before needing to be refilled.

Hazard: One of the alchemist's labs along the west wall is filled with volatile chemicals that explode if violently shaken or jarred. If any part of the lab equipment is damaged (for example, if the alchemist's lab is within the affected area of a damaging area of effect spell) or jostled, the chemicals explode and release poisonous vapors into the air. The explosion affects all creatures in a 30-foot radius centered on the worktable. This explosion deals 6d6 points of acid damage, although a DC 20 Reflex save halves this damage. In addition, anyone caught in the blast must succeed at a DC 20 Fortitude save or take 1d3 points of Constitution damage from the noxious reagents.

Treasure: There are three complete alchemist's labs, each valued at 200 gp, spread throughout the lab. Atop one of the worktables is a set of six bottles separated from the other sets. Each glowing vial holds a different cytillesh admixture that functions like a potion; all six are labeled with descriptions written in Aklo. If exposed to sunlight, the contents of all six vials are ruined. Because of their volatile nature and dubious qualities, it is unlikely anyone would want to buy them, but the PCs might be able to find future uses for some of them. None of the vials radiate magic. Each concoction's properties can be identified with a successful DC 25 Craft (alchemy) check; the properties of the vials are detailed in the sidebar on page 27.

Development: If Klangin and Captain Ashferth are subdued rather than killed, they are still very confused due to the effects of cytillesh. Once they have had their wounds healed and Wisdom scores restored, they can be of help to the PCs. No matter what alignment differences may exist between them and the adventurers, these two know when they are in someone's debt and cooperate until they are satisfied their debt has been paid. However, in the case of Klangin, unless she receives a powerful restorative spell, she will die within 24 hours.

Ad Hoc XP Award: If the PCs were able to defeat Klangin and Captain Ashferth without killing them, award half again (150%) the XP that each character is worth as a story award.

B13. Gravvik's Bolt Hole

A hole in the ground drops six feet into a tiny cave lit by patches of glowing fungus. The ceiling of the cave is barely high enough for a human to stand. A rumpled pile of furs and a pillow sit atop a rug that covers the cave floor. The ends of numerous scrolls poke out of small cubby holes in the walls. A loose pile of weapons and clothing sits next to a badly dented iron chest.

This small cave serves as both Gravvik's sleeping quarters and his personal treasure trove. Barely legible

schematics for his animated surgeon table with notes in Aklo cursing the surface dwellers are pinned up all over the walls. The iron chest is locked (hardness 10, 30 hp, Break DC 25 or Disable Device DC 30), but if Gravvik was slain, the PCs can find the key to it within his haversack. The chest contains 3 vials of antitoxin, a drow house banner of black spider silk with the symbol of a white centipede over a red diamond worth 300 gp, a stoppered green bottle that contains a *campfire bead**, a white cloth pouch holding two *ioun torches**, a *wand of lightning bolt*, a *hat of disguise*, a *ring of feather falling*, a small wooden box that contains two sets of *bandages of rapid recovery**, a pouch full of low-quality and semiprecious gems worth a total of 765 gp, and several belt pouches with a total of 225 gp worth of mixed coins in them.

The cubby holes in the walls contain the following spell scrolls: *ant haul** (CL 3rd), *burning gaze** (2 copies), *enlarge person* (2 copies), *greater restoration*, *scorching ray* (CL 4th), *speak with dead*, and *summon monster III*.

*See the *Advanced Players Guide*.

Concluding the Adventure

If the PCs defeat the derros, they prevent Gravvik from realizing his ambition to transform the surface-dwelling races of Golarion into derros. Unfortunately, most of these same people will live on in blissful ignorance of the PCs' heroic role in thwarting the hateful machinations of creatures like Gravvik.

With the threat of the derros neutralized, the mining operations on Deepmar may resume once again, though the miners never look down into the earth in quite the same way. It will take some time for the colony to be up and running once again. Any survivors the PCs manage to rescue have been severely traumatized. Though the exposure to cytillesh fungus has made their memories of the experience hazy and confused, they are each haunted by barely formed nightmare images skulking in their heads. It will take years for them to overcome the emotional trauma.

The promised reward awaits the PCs back in Kintargo—or a pardon if they started off in trouble with the Chelish authorities. Temara is elated to hear of her father's rescue, or grave and somber if the PCs were forced to put an end to the captain's life. In either case, she is grateful to the PCs for their assistance in this matter.

If Gravvik survived his fight with the PCs, it may take some time, but he will eventually find his way to civilized areas once again to prey on surface dwellers and make good on the plans he had for transforming them into derros like himself. As the PCs continue on with their adventuring careers, Gravvik may be used as a villain who has a grudge to settle with them at higher levels.

Appendix i: New Monster

Cytillipede

This long, segmented creature writhes and twists, its chitinous body covered in patches of glowing blue fungus. Its mandibles splatter syrupy bluish venom around it as they twitch violently in search of prey.

CYTILLIPEDE	CR 6
XP 2,400	
N Large magical beast	
Init +5; Senses darkvision 60 ft., low-light vision; Perception +7	
DEFENSE	
AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)	
hp 84 (8d10+40)	
Fort +10, Ref +7, Will +2	
Immune mind-affecting effects	
OFFENSE	
Speed 40 ft., climb 40 ft.	
Melee bite +13 (2d6+7 plus poison)	
Space 10 ft.; Reach 5 ft.	
Special Attacks cytillesh flash, poison	
STATISTICS	
Str 21, Dex 13, Con 18, Int 7, Wis 10, Cha 2	
Base Atk +8; CMB 14; CMD 25 (can't be tripped)	
Feats Ability Focus (cytillesh flash), Improved Initiative, Toughness, Weapon Focus (bite) ^b	
Skills Climb +20, Perception +11; Racial Modifiers +4 Perception	
ECOLOGY	
Environment underground	
Organization solitary, pair, or colony (3–6)	
Treasure none	
SPECIAL ABILITIES	

Cytillesh Flash (Su) Once per day, a cytillipede can cause the cytillesh patches that grow along its body to release a bright flash of blue light that provides bright light in a 20-foot radius and dim light in a 40-foot radius. All creatures within the area of effect must succeed at a DC 22 Will save. Those within the area of bright light are stunned for 1d4 rounds. Creatures within the area of dim light are confused for 1d2 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

Cytillipede Poison (Ex) Bite— injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex and dazed; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Derros have long used other creatures in their experiments with alchemical and

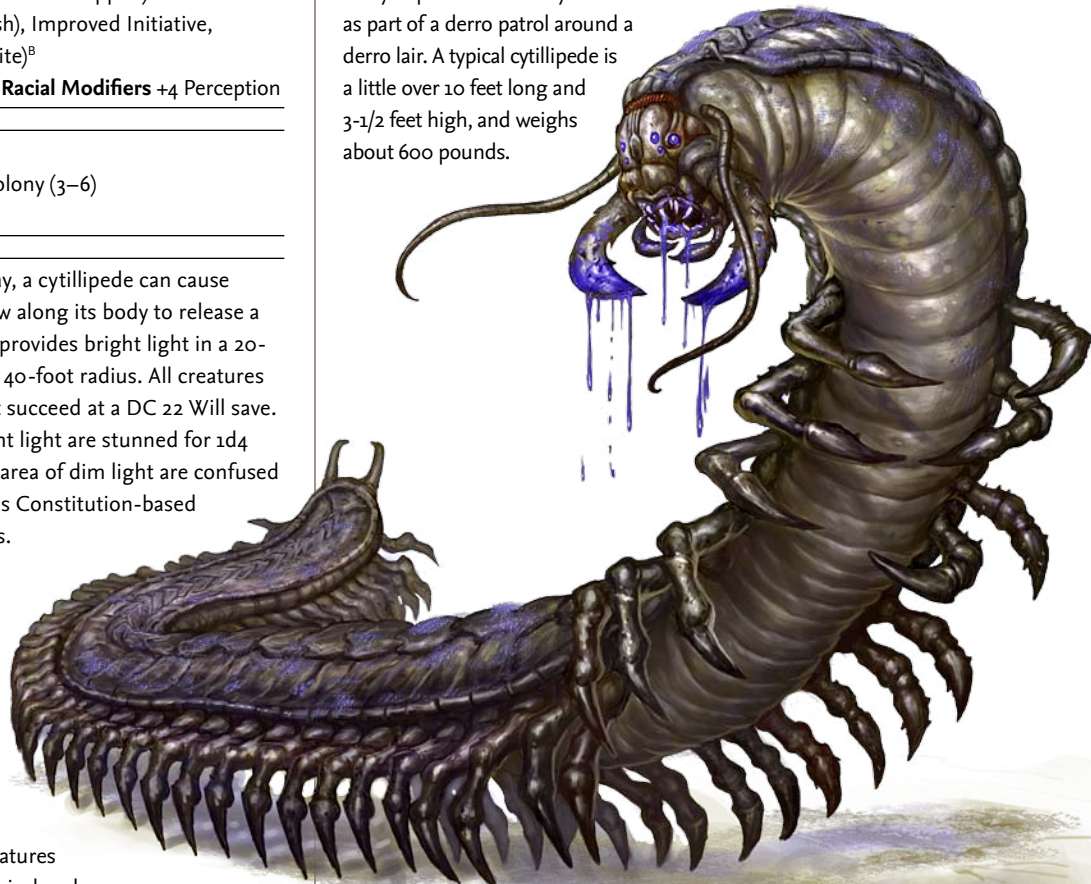
magical augmentations. For the most part, these experiments are not altogether failures, though they don't usually have the results the derros had in mind. However, on rare occasions they actually get it right.

The cytillipede is one of those rare occasions. For years, they adapted the diet of a species of giant centipede to eat nothing but cytillesh fungus. After years of exposure to the fungus and certain magical augmentations, the result was an entirely new breed of giant centipedes that the derros named cytillipedes.

A cytillipede has a gray segmented body of hard chitin. Patches of cytillesh fungus grow along its back, which gives the creature an eerie blue glow. Because of its constant glowing, a cytillipede out in the open is fairly easy to spot. Most of the time, a cytillipede is encountered in the company of derro patrols that use their creations as mounts or to guard their lairs.

In combat, a cytillipede simply rushes at its opponent and makes bite attacks, relying on its cytillesh venom to stun its enemies so it can bite them repeatedly while they deal with the disorientation of sudden short-term memory loss. A cytillipede normally only uses its cytillesh flash ability when it has been seriously wounded or threatened by multiple opponents. A trained cytillipede may also be commanded to use this ability by its rider. Because of their long exposure to cytillesh, derros are unaffected by the cytillesh-based attacks of cytillipedes.

Cytillipedes are usually encountered as part of a derro patrol around a derro lair. A typical cytillipede is a little over 10 feet long and 3-1/2 feet high, and weighs about 600 pounds.



DEEPMAR

5 Miles



Appendix II: Deepmar

The island of Deepmar is located roughly 75 miles from the mainland of northern Cheliox and near enough to the coast of Nidal within Conqueror's Bay that both nations could make legitimate claims to it. However, Cheliox has maintained its hold on Deepmar by virtue of the tiny, armed colony along its southern coast. Over the years, changing policies have molded this onetime mining town into its present state as a small but important penal colony where Cheliox harvests the island's valuable crystals for use as arcane foci for various diabolical spells.

Deepmar is approximately 30 miles across at its widest point. It lies within a temperate zone; during the colder months of the year, temperatures average from 45–60° F, while in hotter times, temperatures average from 55–85° F. Light rainstorms keep the island green and lush year round. Hurricanes ravage the island on

occasion, claiming the lives of those unlucky enough to be caught out in the open.

Deepmar has numerous stretches of forest as well as expansive meadows covered in tall grass and wildflowers. Fruit trees and other edible plant life grow in abundance in the volcanic soil covering the island.

Though the island has had no volcanic activity for nearly a thousand years, deep beneath its surface, pools of magma bubble and vents occasionally send steaming blasts of air up to the surface at the hot springs found around the central rocky hills.

Civilization

Though there have been sightings of and occasional run-ins with other humanoids living on the island, the only known area of civilization is Deepmar Penal Colony. The colony resembles a frontier fort, its palisade and buildings constructed of wood cut from the nearby forests.

No Response from Deepmar

DEEPMAR PENAL COLONY

LE thorp

Corruption -3; **Crime** -4; **Economy** -4; **Law** -3; **Lore** -4;

Society -4

Qualities strategic location

Danger -10

DEMOGRAPHICS

Government overlord

Population 48

Notable NPCs

Captain Elgin Ashferth (LN male human fighter 8)

MARKETPLACE

Base Value 50 gp; **Purchase Limit** 500 gp; **Spellcasting** 1st

Minor Items 1d4; **Medium Items** —; **Major Items** —

The stat block above reflects the penal colony when it is operating normally. Currently, only a single occupant lives in the colony. Though the colony doesn't really boast a marketplace, occasionally it gets visitors to the island or shipments from nearby Vyre. At such times, the staff is more than happy to trade or purchase items that may be useful to them. Deepmar Penal Colony is detailed fully in Part One of this adventure.

Geography

Though the island of Deepmar is small, it holds several areas of interest or danger for those curious or brave enough to go exploring.

1. Skulltop Hill

Some say the largest hill on the island is named Skulltop because of the bleached white rock at its summit—from certain angles, they claim, the hill resembles a bleached human skull. Other rumors suggest that it was first given this name because of the fearsome creature that lives within a cave near the top of the hill. Popular stories say it is a dragon, but no one has yet seen anything to prove this claim.

2. Blue Lake

This large lake nestled between the central hills and Twitchwood is a popular place to visit. The startling blue waters are always comfortably warm thanks to the steam vents at the bottom of the lake. Though the lake appears free of danger, it actually contains several hostile water elementals that attack any creatures that encroach on their territory.

3. Marsh Lake

This lake is an unhealthy brownish-green color and surrounded by a marsh full of noxious, sucking mud. Unwholesome creatures skulk among the weeds and cattails bordering the lake. An unconfirmed rumor

claims a coven of hags lives beneath the tangled roots of a giant tree at the edge of the lake.

4. Red Hills

These hills get their name from the ogres that frequent the area, who are noted for covering their bodies in the blood of the creatures they kill. The ogres tend to stay clear of the colony and the mines throughout the southern half of the island, but have been known to capture and torture escaped prisoners who elude their human captors.

5. Northern Woods

The largest forest on the island, these woods are known to be the home of many dangerous beasts, some of which are not altogether natural. Rumors among Deepmar guards and prisoners alike speak of spiteful fey, mutated vermin, and even demons.

6. Beast Meadow

This meadow is a popular place for the wild animals of the island to graze and drink from the small lake—and also a favorite of the island's predators, since game here is so plentiful.

7. Twitchwood

The second largest forest on the island, Twitchwood takes its name from its large population of sentient plant life. Assassin vines, hangman trees, and tendriculoses are the most commonly encountered species, but numerous other dangerous plants grow there as well.

8. Fruit Forest

Numerous adjacent groves of fruit trees make up this small forest. Whether some lost civilization cultivated them long ago or they grew naturally, the trees provide a great variety of delicious fruits.

9. 'Squito Swamp

During heavy rains, runoff from Blue Lake collects here, creating a swampy area that serves as a breeding ground for about 75% of the island's mosquitoes. These vermin often grow to large sizes and sometimes form into swarms that can be a great threat to warm-blooded creatures venturing too near the swamp.

10. The Black Breaker

A 90-foot-tall monolith of black stone rises from the surf off the island's northern coast. Those who have attempted to study the monolith report being afflicted by severe headaches while in its proximity, sometimes attributing the sickness to faint engravings along the stone's surface that are too eroded to make any sense of.

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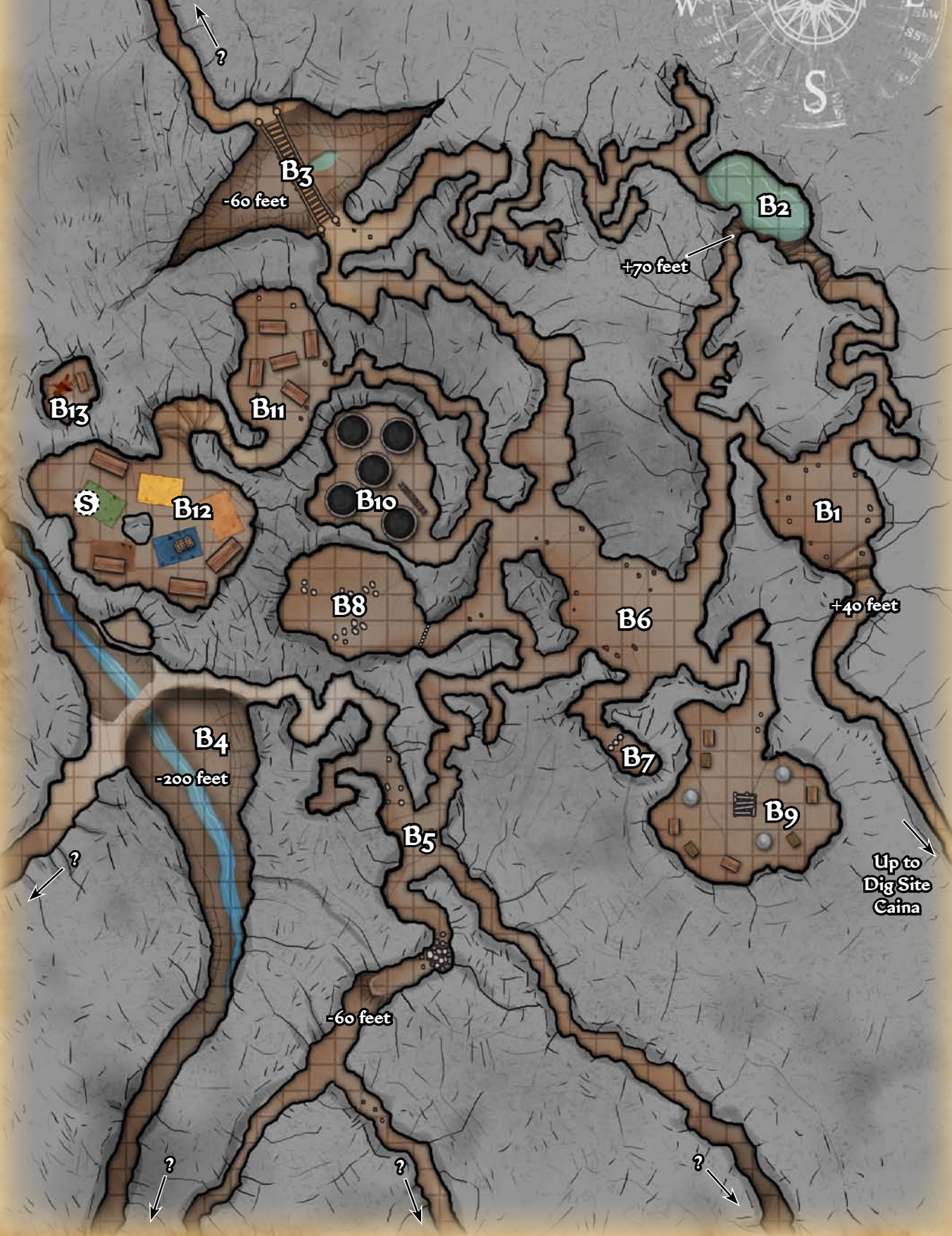
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1 square = 10 feet



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Pathfinder Module

NO RESPONSE FROM DEEPMAR

A hundred miles off the Chelish coast lies the remote island of Deepmar, where the House of Thrune sends prisoners to work in crystal mines, wresting valuable spell components from the depths of the earth. A month ago, all contact with the penal colony ceased, and now someone must discover what mysterious fate has befallen the prisoners and guards of this isolated mining operation. The abandoned colony shows no signs of struggle yet something is clearly not right: Herds of animals lie mutilated in the surrounding fields. The savage beasts of the island have run amok inside the compound. And the silent, gaping mines—each named for a different layer of Hell—lead to new threats beyond anyone's imagining. As the PCs explore the island in search of the missing miners and their jailers, what they discover may unhinge their very minds. If left unchecked, the new masters of Deepmar could bring about a new era of madness for all of Cheliax—and beyond.

No Response from Deepmar is an adventure of horrifying dungeon-and-wilderness exploration for 8th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. This volume also contains a gazetteer of the island of Deepmar, a detailed description of the abandoned penal colony, and a brand-new monster, all of which can be easily adapted for use in any campaign setting.

paizo.com/pathfinder



3.5 • D&D
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PATHFINDER
ROLEPLAYING GAME

