

• THIRD DAWN •

• ADVENTURE PATH •



FROM THE DEEP

RULING THREE

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FOR CHARACTER LEVELS 4-7

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FROM THE DEEP

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INTRODUCTION

ADVENTURE BACKGROUND

There are few islands off the shores of Tion that have been touched by any civilized race; the Maquoran Fleet goes to great lengths to assure that the Protectorate's growing footprint does not begin to extend into the sea, and any ship capable of settling the islands along the coast finds itself quickly put to the torch.

But even without true civilization, some of these islands support intelligent life. Groups of indigenous humanoids: boggards, orcs, and lizardfolk, dot the coastline in small tribes, many not even knowing of the greater world.

To one group of lizardfolk, the revelation of a greater world has shaken their society to the core. They renamed their island Less-World, and began to doubt everything that was sacred to them – and there couldn't have been a worse time.

Dark creatures rose from the water beneath the island, extending a tentacle in supposed friendship, one the lizardfolk grasped all too eagerly. Now, months after the first contact with the unnatural beasts, the island's leaders are no longer even identifiable as the lizardfolk they once were.

These dark creatures are aboleths; Knotik, Razzah, and Jurllem, and they are survivors and refugees from a greater threat than the lizardfolk do not even know of. Massive sea serpents, under the control of Scriven's puppeteers have ransacked their city, scattering and killing most of their population. As the conflict raged, these three fled, arriving at the surface.

Over the next several weeks, they tested the mainland and the islands for anything that might help them win the war beneath the waves. It was here that they encountered the lizardfolk of Less-World. Their greed quickly overtook their desire to help their own people, and instead of returning to the fight with new weapons and knowledge, they remained on the surface, cultivating the island into a paradise for themselves.

The loosely organized orc tribes on the coast stood no chance against the superior training and alien strategies the lizardfolk employed, and quickly the raids turned into routs. With their land taken, the orc tribes pushed east into land claimed by the Protectorate.

ADVENTURE SUMMARY

As the adventure begins, the PCs have recently restored peace to the land by putting down a puppeteer hive mind that had enslaved the kobold population of Vensnak. Yet the slavery was the means to a goal, and in the puppeteer's effort to uncover an ancient sort of black stone it caused a major earthquake, crippling the surrounding land.

In the weeks since, the PCs have been granted land and titles within Arbil and the respect that comes with having these things in the protectorate. But things are not perfect within the city; tensions have been growing as Sudas resents the PCs sudden

limelight, and every day she fights off ever-growing surges of orcs from the west.

Ruling Three is presented in four parts:

In Part One, the PCs have to fight their way across the hostile landscape to stop the omnipresent attacks. However, the hunters become the hunted, and the PCs find themselves ambushed time and again before they can confront the leaders of the army.

In Part Two, the PCs arrive at Gyroth, the orc temple. They clash with the minds and bodies of bizarre creatures within, and only once the living walls themselves have been soothed do they discover that there are more of these beasts that have taken up residence here, not a dozen miles offshore.

In Part Three, the PCs recruit the aid of the Maquoran Fleet to sail out to the island of Less-World, where they will uncover the ultimate driving force behind the convoluted chain of events. The PCs must delve into the Temple of Priesthood, designed to challenge the wit and mettle of anyone who enters, in order to challenge the first of the Deep Lords.

In Part Four, the PCs must descend beneath the ground and sea, into the half-submerged tunnels beneath the temple to challenge the remaining beasts and bring peace to the island and the coast.

Ruling Three is an adventure from 4th to 7th level on the medium experience track. PCs are expected to reach level 5 as they reach the orc camp and are expected to be level 6 as they enter the temple of priesthood. The PCs should have just reached level 7 by the time they defeat the aboleths at the conclusion.

FROM THE DEEP PLAYER'S GUIDE

Before starting this adventure path, it is recommended to have your players download the *From the Deep Player's Guide*, which gives a variety of information aimed at players, including regional information, advice on what type of characters can be made within the *Third Dawn Campaign Setting*, and additional material. This Player's Guide is available for free at dreamscarredpress.com

BOXED TEXT

Text to be read aloud to the players is presented in a box like this.

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KEEP YOUR ENEMIES CLOSE

In this adventure, like many other times during this adventure path, the PCs have the opportunity to turn enemies into allies. Kobolds, lizardfolk, maenads, and even monsters like orcs and aboleths can all be turned from enemies into important allies over the course of the adventure path.

In *Ruling Three*, the PCs have the opportunity to turn the two tribes, the orcs of Gyroth and the lizardfolk of Less-World, into allies and citizens of the Protectorate. As the campaign progresses, these new allies will give the PCs a variety of bonuses – for instance the kobolds rescued in the previous adventure grant a bonus to the items available in Arbil. Ultimately, the allies of the PCs will play a larger role in both the next and the final adventures of this path where each ally gained offers the PCs a potentially critical bonus in the war being waged against the Protectorate.

CASHING IN FAVORS

Like all the other groups the PCs can aid, the kobolds rescued in *Uncertain Futures* are glad to return the favor in any way they can, though this depends heavily on the number of Kobolds rescued in the previous adventure.

If the PCs saved enough kobolds in the previous adventure for Klirissa to migrate to Arbil, they will be able to request aid of the Kobolds up to once per day, receiving a number of metalwork items. The maximum gold piece value of these items is equal to the number of migrated kobolds times the number of days since the PCs last request, up to a maximum value of 1000 gp per request. These items can be anything from weapons or armor, to items for the PCs home or simply pieces that the PCs can sell in town for additional coin.

DEVELOPING ARBIL FURTHER

As this adventure begins, Arbil is entering a stage of rapid growth. Not only are there hundreds or thousands of migrants the PCs might be recruiting, but with the accuracies of the

far-reaching prophecies and the widely felt schism in the Flow, tourists of all sorts begin visiting the city with more and more regularity, expanding the need for the businesses to accommodate them.

During this adventure, the statistics of Arbil have changed as listed below

ARBIL

LN Large Town

Corruption -2; **Crime** +0; **Economy** +2;

Law +1; **Lore** +3; **Society** -2

Qualities Racially Intolerant (non-psionic), strategic location, tourist attraction

Danger +5

DEMOGRAPHICS

Government Psionocracy

Population 2,141 (1,542 ophiduans, 300 humans, 214 kobolds, 64 dromite, 21 others)

MARKETPLACE

Base Limit 2,600 gp; **Purchase Limit** 10,000 gp;

Manifesting 6th

Minor Items 3d4; **Medium Items** 2d4;

Major Items 1d4

HOME SWEET HOME

After the events of the previous adventure, there are several weeks of downtime before the events of *Ruling Three* take place. To entice these heroes to remain in the city, Mosephi grants the PCs a small house within the city, though it is more than large enough to accommodate all the PCs' immediate needs.

The GM should decide the number and purpose of the rooms in the house as appropriate for the PCs, but should contain at least one room for each PC as well as several common spaces such as a kitchen and lounge.



Sudas,
Captain of the Guard

SIDE QUESTS

There are a number of side quests available in for the PCs in this adventure. Though the monetary rewards differ, each quest grants the party 1,200 XP. The details for each quest are detailed throughout the adventure.

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PART ONE: INTO THE WILD

Ruling Three should begin about one month after the PCs have returned to Arbil in the conclusion of *Uncertain Futures*. During this time, the PCs should be relaxing, crafting items, and generally enjoying the benefits that having a title in the Protectorate provides. Should the PCs become restless, these events can begin as early as the day after the PCs victorious return.

During the time the PCs spend in Arbil relaxing and settling in, the PCs should begin to feel a tension building between Sudas and the party – she doesn't like how much Mosephi favors them. She is also under a lot of obvious pressure, and regularly the PCs should see or hear of injured and dead soldiers from skirmishes to the west.

These skirmishes are with the indigenous orc barbarians, who are growing bolder with each passing day, and Sudas eventually concedes she needs to take more direct action and cut off the threat at the source.

She approaches the PCs one morning at their home in Arbil with a plan – the PCs will be sent as a strike force to eliminate the orc leaders. She has been eager to have the PCs prove themselves to her and sees this as a way to address a number of her concerns at once. Either they will have proven themselves and the threat will be gone, or they will have failed and Mosephi will be forced to return his favoritism to her as she saves the day.

If asked outright or tricked into revealing her true feelings, she will reveal that she actually hopes that the latter of the two situations is what occurs, but so long as the city is safe, she has done her duty and either outcome is, ultimately, acceptable.

If the PCs are resistant to confront the orcs, Sudas will tell them there will be a bounty as well as potential promotions to captain for each of them.

Even if the PCs don't ask for it, Sudas will provide them with the information Arbil has on the orcs so far – and while the information is significant, it doesn't explain the attacks.

While typically barbaric and uncivilized, about a week's travel west along the coast is a holy site for the orcs – the closest thing they have to a city. Gyroth, which in orc means 'lasting strength,'



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has been suddenly abandoned as the tribes began moving east. This migration is not just the orcs who gather at Gyroth either – every tribe in the area is moving east, perhaps two thousand orcs, and if they struck at the city, Arbil would be crippled by sheer numbers alone, especially if they continue raiding the outlying farms.

Sudas admits that something must have happened at Gyroth for the orcs to have begun their exodus, but their army needs to be stopped before it reaches the city – by any means necessary.

The overland route to reach the orcish army will take the PCs through areas A through I. As the trip will be mostly through wilderness, Sudas recommends a network of hunting trails that should lead most of the way to where the army is camped. Regardless of the route they take, the PCs encounters should be largely the same. Each day of travel should bring them to two encounters.

A. LEADING SCOUTS (CR 4)

Arbil is barely out of sight when you see the first orcs – lightly armored and lightly equipped, they have dug up a batch of potatoes from the field and seem to be assessing them.

SIDE QUESTS

THE ORCISH INVASION

The city has come under attack by orc barbarians, and Sudas insists that the PCs be the ones to stop them. She insists it is the PCs' duty, but will also offer 4,000 gp to entice them if needed.

Granted By: Sudas

Reward Given: Sudas will reward the PCs with 4,000 gp once the orcish raids have been stopped.

MISSING MAN

Sheria, an ophidian woman in the city, is grieving, but not as a wife of a soldier – her lover was stolen by a hag, and she wants to see the hag burn. Of course, she wants him back too, but having already received one of his fingers, her hopes of seeing him again are low.

Granted By: Sheria

Reward Given: Sheria will give the PCs a ring her husband gave her. The ring functions as a cognizance crystal (1 pp).

These orcs are scouts, appraising the fields nearby for the tribes, and have just decided that this particular field, right outside of Arbil, is a perfect place for the tribes to move next. When they see the PCs, they are more than eager to defend their new-found surplus of food.

ORC RAIDER (9)

CR 1/3

Orc warrior 1

XP 135 each

hp 6; *Pathfinder RPG Bestiary*

STATISTICS

Gear studded leather armor, falchion, 4 javelins, 20 gp

B. MINDLESS SOLDIERS (CR 5)

Two soldiers march in a wide arc around a lonely tree at the bottom of a vale. You can see the puppeteers on their necks even at a distance.

With the hive-mind destroyed, the puppeteers controlling these soldiers have wandered far from the Hirauu forest where they had been stationed, and confused this tree with what they were originally guarding.

ENSLAVED SOLDIER (2)

CR 2

Duergar fighter 3

XP 600 each

CG Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

AC 21, touch 11, flat-footed 20

(+8 armor, +1 Dex, +2 shield)

hp 25 (3d10+9)

Fort +6, **Ref** +2, **Will** +1

Defensive Abilities hardy, stability

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee battleaxe +6 (1d8+6)

Psi-Like Abilities (ML 3rd)

1/day—*expansion*, *cloud mind* (DC 9)

TACTICS

During Combat The two soldiers will attempt to flank with one another, but will not use advanced tactics.

Morale Unless freed, the enslaved soldiers will fight to the death.

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STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Improved Initiative, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Wild Talent

Skills Intimidate +4, Perception +5, Ride -1

Languages Common, Dwarven, Undercommon

Combat Gear healing potion (2); **Other Gear** battleaxe, light hammer, masterwork splint mail, masterwork heavy steel shield, 200 gp

PUPPETEER

CR 1

hp 5; *Psionics Unleashed*

XP 400 each

C. BRIDGE OVER THE ERITHAN

There is only one bridge across the Erithan, deep in the wilderness as it is. As you approach it, you can hear slow, sad crying and can see a distraught woman standing on its lip, tears rolling down her face.

The Erithan is not particularly wide, but it is both deep and fast-flowing – a fall from the bridge wouldn't be instantly lethal, but neither would it be slow.

Though the young woman appears on the brink of suicide, she is actually the disguised hag, Cathriel, waiting for travelers to come along so that the hags can devour them.

She will allow the PCs to console her, after claiming her husband was tricked and devoured by hags, but as she moves to step away from the edge, one of the other hags in the coven, Matriath, will leap from the water and snatch her into the water, escaping with the aid of the current at an incredible 200 feet per round.

The hag's lair is deliberately easy to find from the stream bed and should only take the PCs an hour when they search. If they don't follow, the coven will use correspond to haunt the dreams of whomever Cathriel had talked to longest, disrupting their sleep and reminding them of the hags for one week, or until the PCs return.

Inside the cave is unlit, with rough stone walls and natural stone floors.



PSIONIC COVENS

When three hags of any type gather, they can form a coven to gain increased psionic ability. Any combination of hags can form a coven, but green hags are the most common members of such foul gatherings.

Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following psi-like abilities: *control sound*, *correspond*, *ensconce*, *ethereal passage*, *fuse flesh* (DC 19), *incarnate*, *memory modification* (DC 17), *metaconcert*, *mindwipe* (DC 17), *pierce the veils*, and *psychic reformation*.

All three hags must take a full-round action to take part in this form of cooperative psionics. All coven psi-like abilities function at ML 9th (or at the highest ML available to the most powerful hag in the coven). The save DCs are Charisma-based and function as if with a Charisma score of 16 unless one of the hags has a higher Charisma score, in which case the psi-like ability DCs are adjusted by that hag's Charisma modifier.

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C1. LORAIE'S CHAMBER (CR 4)

Dried herbs and other alchemical items hang on the walls, surrounding a large cauldron that bubbles over a fire here, the smoke emerging to briefly form tortured faces before swirling away.

This is Loraie's chamber, and though she is the least vicious of the group, she will immediately flee further within the cave to warn the others of the PCs arrival.

The cauldron contains a caustic brew that is effectively 40 doses worth of acid. The PCs can also gather herbalist supplies worth 200 gp from the room.

LORAIE

CR 4

Sea hag

XP 1,200

hp 38; *Pathfinder RPG Bestiary*

TACTICS

Morale Loraie has no desire to get herself killed over Cathriel's plans. Once she is reduced to 20 hp, she will flee.

C2. MATRIATH'S CHAMBER (CR 4)

Archaic writing covers every inch of this room's walls, ceiling, and floor, the white letters standing starkly in contrast to the dark grey stone.

Though Matriath is Loraie's sister, she is faithful to their mother figure, Cathriel. If the PCs let Loraie escape, she will request the same fate, only to sneak back in and attack the PCs from behind when they fight Cathriel.

MATRIATH

CR 4

Sea hag

XP 1,200

hp 38; *Pathfinder RPG Bestiary*

TACTICS

Morale Matriath will retreat at 20 hp.

STATISTICS

Combat Gear psionic tattoos (*call to mind*, *conceal thoughts*, *thought shield*)

C3. CATHRIEL'S CHAMBER (CR 5)

Unsettling furniture of all sorts clutter this room: a torture rack, a table of half-melted candles, an empty cage, and hundreds of bones litter the floor.

If Cathriel has heard combat from the other rooms, she will collect the duplicate of her disguise, which is stuffed with meat, and when the PCs arrive, throw it through the secret passage to C4, tempting them to go and 'rescue' it from the hydra, splitting their forces. If she doesn't have time to prepare, she will simply threaten to kill the 'unconscious' dummy to trick the PCs into the hydra's pen.

If the PCs search the room, they can find amongst the bones 823 gp, 270 sp, and a faintly glowing dorje (float, 47 charges).

Also in this room are the remains of Sheria's human lover, Arven. His body is fresh, unlike the bones in this room. If the PCs return Arven's body to Sheria for burial, the PCs will earn double the XP from the quest, and Sheria will give the PCs a second ring.

CATHRIEL

CR 5

Green hag

XP 1,800

hp 58; *Pathfinder RPG Bestiary*

OFFENSE

Psi-Like Abilities (ML 9th)

Constant—float, natural linguist

At will—control flames, control light, create sound, empathy, heightened vision, mass missive, minor metamorphosis, telepathic projection

C4. HYDRA PEN (CR 4)

Scraps of fur and bone alternate with glittering gems and polished scales littering the floor of this room, where a heavy hissing sound comes from within the darkness.

The three heads of the hydra match well to the hags that have taken over its cave, and they have decided to keep it as a pet, albeit a caged one. While it favors Cathriel, it would eat either of the other two hags if given the chance.

This room is inaccessible through the hallway due to bars set into the stone. It must be accessed through a hidden door from C3, which requires a perception DC 15 to locate.

Collecting the gems, scales, and other trinkets amasses fifty-seven gems worth 20 gp each, and a platinum bracelet worth 200 gp.



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HYDRA

CR 4

hp 47; *Pathfinder RPG Bestiary*

XP 1,200

D. GAME HUNTERS (CR 5)

Almost at the same instant you see them, four orcs drop the elk they had strung between them and begin drawing their long, curved blades.

These orcs have tangled with the ophiduan soldiers recently and are on their toes before the PCs even arrive, so they will not be caught off guard.

ORC HUNTERS (4)

CR 1

Male orc ranger 2 XP 400 each
CN Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp 17 (2d10+2)
Fort +4, **Ref** +4, **Will** -1
Defensive Abilities ferocity
Weaknesses light sensitivity

OFFENSE

Spd 30 ft.
Melee scimitar +2 (1d6+2/18-20), kukri +2 (1d4+2/18-20)
Ranged shortbow +3 (1d6)
Special Attacks favored enemy (humanoid [reptilian] +2)

TACTICS

Morale The orc hunters will flee if reduced to 5 hp or below.

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 8, **Wis** 7, **Cha** 6
Base Atk +2; **CMB** +4; **CMD** 15
Feats Quick Draw, Two-Weapon Fighting
Skills Knowledge (geography) +1, Knowledge (local) +1, Perception +0, Ride +3, Stealth +3
Languages Orc
SQ track +1, wild empathy +1
Combat Gear caltrops, healing potion; **Other Gear** masterwork studded leather, scimitar, kukri, shortbow with 20 arrows, 40 gp

E. PITFALL (CR 6)

This elaborate pit trap is intended to catch large game – particularly a dire boar that lives in the area. It is hidden well, and the PCs should make perception checks to notice the pit. If they do not spot it, roll randomly to see which of them it catches.

1d4+1 rounds after triggering the trap, the boar the trap was set for will draw near. Angry at the loss of its favorite patch of mushrooms, it will attempt to charge and knock remaining PCs into the pit.

COVERED PIT

CR 4

Mechanical Trap XP 1,200
Perception DC 26
Disable Device DC 22

EFFECTS

Trigger location
Reset manual
Effect 50-ft.-deep pit (5d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

DIRE BOAR

CR 4

hp 42; *Pathfinder RPG Bestiary*

XP 1,200

F. AMBUSH (CR 4)

The clearing here is peaceful, empty, and suspiciously quiet.

As the PCs have begun to push back, the orc's chief hunter, Frag'goth has noticed the resistance. He is eager to put a stop to it and has several of his hunters waiting in the underbrush here to catch the PCs.

They have carefully camouflaged themselves, giving them a Stealth result of 23. They will attack from hiding until the PCs identify which squares they are in, only then entering melee combat.

After the fight, a survival or perception check DC 20 will reveal additional footprints, at least one of which is from a horse. Since there are no horses around, the PCs should infer these orcs weren't working alone.

ORC HUNTERS (2)

CR 1

Male orc ranger 2 XP 400 each
hp 17; see page 7

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G. IMPRISONED CYCLOPS (CR 6)

The landscape grows increasingly hilly, with jagged rocks jutting up around the sparse vegetation.

When Frag'goth didn't receive an update from his hunters, he understood he was dealing with more than a simple patrol.

Nonell the Cyclops was unfortunate enough to have fallen into one of Frag'goth's snares years ago and has been enslaved by the orc ever since. When he was told stopping the PCs would free him, he seized the opportunity, only pausing long enough to take the proffered fake puppeteer – just one more layer of Frag'goth's deception.

Nonell hides behind an outcropping of this particular hill. Though it is not large enough to hide behind, it grants him cover from ranged attacks.

NONELL

CR 6

Male cyclops barbarian 1

XP 2,400

CE Large humanoid (giant)

Init -1; **Senses** low-light vision; Perception +11

DEFENSE

AC 17, touch 6, flat-footed 17

(+4 armor, -1 Dex, +7 natural, -1 size, -2 rage)

hp 106 (11 HD; 10d8+1d12+55)

Fort +14, **Ref** +2, **Will** +6

Defensive Abilities ferocity

OFFENSE

Spd 40 ft.

Melee mwk greataxe +16/+11 (3d6+9/x3)

Ranged mwk heavy crossbow +6 (2d8/19-20/x3)

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

Special Attacks rage (7 rounds/day)

TACTICS

Before Combat Nonell is interested in finishing the battle fast. He will use Flash of Insight to immediately critically threaten the heaviest armored PC with an Awesome Blow, separating them from the party and incapacitating them.

During Combat Nonell will attempt to use his reach and the cover of the outcropping to stay at arm's length from PCs. If flanked, he will use Awesome Blow to free himself, instead of moving away.

Morale Nonell will surrender once reduced to 10 hp.

Base Statistics When not raging, Nonell has **AC** 19, touch 8, flat-footed 17; **hp** 84; **Fort** +12, **Will** +4; **Melee** mwk greataxe +16/+11 (3d6+10/x3); **Str** 25, **Con** 17; **CMB** +13; **CMB** 22

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 9, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +15; **CMD** 24

Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills Intimidate +9, Perception +11, Sense Motive +6, Survival +7; **Racial Modifiers** +8 Perception

Languages Common, Cyclops, Giant

SQ fast movement, flash of insight

Combat Gear boots of stomping, pearl of brain lock;

Other Gear masterwork hide armor, masterwork large greataxe, masterwork large heavy crossbow with 10 bolts

SPECIAL ABILITIES

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the Cyclops only, and cannot be applied to the rolls of others.

H. SECOND AMBUSH (CR 5)

Birds chirp, and the scent of flowers in the air. This small valley would be idyllic, but for the man tied to a stake in the center.

As Frag'goth's men once again did not return, he has planned another ambush for the PCs, using another of his tricks. The brain mole secretes a poison that can disable a psion on touch, and he has laced this field of flowers with it, with his non-psionic soldiers waiting within with a hostage the PCs will have to enter to rescue.

When the PCs arrive, the one visible hunter in the center of the trap will taunt the PCs of their inability to catch Frag'goth, keeping distance and the hostage between them and him as much as possible.

POISONED FIELD HAZARD

CR 3

Any creature moving more than 10 ft. in one round brushes against a poisoned leaf and is afflicted with brain mole poison. This only occurs once per round, regardless of distance moved.

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BRAIN MOLE POISON

Contact Poison

Save Fortitude DC 13

Frequency 1/round for 2 rounds

Initial Effect dazed; **Secondary Effect**

unconsciousness for 1d3 hours; **Cure** 1 save

ORC HUNTERS (2)

CR 1

Male orc ranger 2

XP 400 each

hp 17; see page 7

I. FACING OFF WITH FRAG'GOTH (CR 7)

Frag'goth is taking no chances with this last ambush, and if the PCs win, he and his last two hunters will move to intercept before the group leaves the area.

"Stop," an impossibly deep voice calls out from just over the hill. "We settle this now." The voice soon has an owner, as a huge orc crests the hill; he is eight feet tall, broad-chested, and tribal tattoos paint scenes up and down his bare arms. His tusks are capped with bronze, complimenting his bronze-studded leather chestplate. "We are struggling to survive and you cut us down like beasts? You are no better than they are. On behalf of your chief, defend yourselves."

Frag'goth is prepared to fight, even if it looks like he will lose. He prepares to attack any PC who looks hostile, but will not make the first attack.

If on the other hand, the PCs parley with him, they will learn about the troubles of the orcs. Frag'goth and his hunters have been hard pressed to feed the thousands of orcs that have banded together as they have been run out of their own lands. They steal from the protectorate only because the ophiduans are always honorable, unlike the lizardfolk who have driven them away.

Once he has parleyed this far, Frag'goth will call his last two hunters out of hiding and invite the PCs to return to Gyroth's chief with him – Chief Chul can speak on behalf of all the orcs better than he can.

If the PCs ally with Frag'goth, award them XP as if they defeated his group in combat.

While the group travels, Frag'goth can answer other questions the PCs might have as to what happened: Gyroth and many surrounding orc tribes have fallen under attack by lizardfolk recently. They appear in small well-organized groups, strike to kill, and vanish. Anyone who raises a weapon is killed, and instead of continuing to be slaughtered, the tribes began to migrate eastwards.



Frag'goth, Orc Chief

FRAG'GOTH

CR 6

Male orc

XP 2,400

barbarian 1/psychic warrior 6

LN Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 13

(+3 armor, +2 Dex, +1 dodge, +2 shield, -2 rage)

hp 60 (7 HD; 1d12+6d8+21)

Fort +10, **Ref** +4, **Will** +6

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Spd 50 ft.

Melee mwk battleaxe +12 (1d8+6/x3)

Ranged composite longbow +7 (1d8+4/x3)

Special Attacks rage (5 rounds/day), martial power

Powers Known (ML 6th, 18pp)

2—dissolving weapon, psionic lion's charge, strength of my enemy

1—biofeedback, bite of the wolf, claws of the beast, metaphysical weapon, thicken skin

TACTICS

During Combat Frag'goth opens with dissolving weapon, then enters a rage, aiming to finish his targets quickly.

Morale Frag'goth will fight to the death.

FROM THE DEEP

RULING THREE

Base Statistics When not raging, Frag'goth has **AC** 18, touch 13, flat-footed 15; **hp** 46; **Fort** +8, **Will** +4; **Melee** mwk battleaxe +10 (1d8+4/x3); **Str** 19, **Con** 12; **CMD** +9; **CMB** 21

STATISTICS

Str 23, **Dex** 14, **Con** 16, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +5; **CMB** +11; **CMD** 23
Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Power Attack, Run, Stand Still
Skills Acrobatics +10, Autohypnosis +10, Intimidate +8, Linguistics +0, Survival +13
Languages Orc, Giant, Common
SQ expanded path, fast movement, path skill, psionic proficiency, warrior's path (Feral Warrior)
Gear masterwork studded leather, masterwork heavy wooden shield, masterwork battleaxe, composite longbow (+4 Str) with 20 arrows, *hooves of the zephyr* (new magic item; see below)

ORC HUNTERS (2)

CR 1

Male orc ranger 2 **XP 400** each
hp 17; see page 7

NEW MAGIC ITEM

HOOVES OF THE ZEPHYR

Aura faint psychoportation; **ML** 3rd
Slot feet; **Price** 2,500 gp; **Weight** 3 lbs.

DESCRIPTION

These large, hairy boots have a solid heel resembling a horse's hoof. When worn, the wearer leaves tracks as if she were a horse or pony of the same size category as herself, and increases her base movement by 10 ft.

CONSTRUCTION

Requirements Craft Wondrous Item, *animal affinity*, *burst*; **Cost** 1,250 gp

J. ABERRANT SPY (CR 4)

Cresting this hill, you can see the orc tribes arrayed out below you. Between you and them, a single lizardfolk scout watches their movements from a distance; his scales are a pallid grey, covered with purple and yellow tattoos.

This lizardfolk is keeping track of the movements of the body of the orc forces for Urchag, assuring that they will be prepared if the orcs change course.

In addition to his equipment, the fanatic also carries a map of the area that includes the path the tribes have taken, the location of the temple of Gyroth, and a mark off the coastline representing Less-World.

ABERRANT FANATIC

CR 4

Male lizardfolk psychic warrior 5 **XP 1,200**
NE Medium humanoid (reptilian)
Init +0; **Senses** Perception +8

DEFENSE

AC 22, touch 10, flat-footed 22
(+6 armor, +5 natural, +1 shield)
hp 32 (5d8+10)
Fort +5, **Ref** +1, **Will** +3

OFFENSE

Spd 35 ft., swim 15 ft.
Melee trident +6 (1d8+4)
Ranged trident +4 (1d8+2) or javelin +4 (1d6+2)
Powers Known (ML 5th, 8pp)
2—*body adjustment, sustenance*
1—*distract, metaphysical weapon, offensive*
prerecognition, prevenom weapon, skate

TACTICS

During Combat The aberrant fanatic will manifest prevenom weapon and metaphysical weapon at the beginning of combat.

Morale The aberrant fanatic will fight to the death.

Base Statistics When its psionic focus is expended the aberrant fanatic's has **Melee** trident +5 (1d8 +2)

STATISTICS

Str 15, **Dex** 11, **Con** 14, **Int** 7, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 17
Feats Cleave, Defensive Combat Training, Fleet, Iron Will, Lightning Reflexes, Power Attack
Skills Perception +8, Stealth +7, Swim +4
Languages Draconic
SQ expanded path, hold breath, path skill, psionic proficiency, warrior's path (Assassin's Path)
Gear masterwork breastplate, light wooden shield, masterwork trident, 5 javelins, 300 gp

FROM THE DEEP

RULING THREE

K. ORC TRIBES

Sprawling across a dozen hilltops, the orc tribes are well organized for their size—tents and fires arranged in a repeating pattern across the countryside.

The orc tribes are currently settled in a single, massive camp here, the hunters and scouts settled around the outside for protection, and the less combat-worthy women and children in the center. With watch posts placed every hundred feet around the edge, PCs would need a DC 28 Stealth to make it into the camp undetected. More likely, they will attack the camp or attempt diplomacy, and these options are covered in more detail below.

ATTACKING THE ORC CAMP (CR 8+)

The first obstacle to the orc camps is the watch-fires around the perimeter. Though they don't burn during the day, they provide normal light in a 50-ft.-radius, which is enough to link with the fires in either direction. Each watch-group is statistically identical, as listed below, and considered a CR 4 encounter. Regardless of where the PCs attack from, it follows the same chain of events.

On the first round, all orcs draw their weapons, with the woodsmen charging the PCs, and the hunters remaining in the back. On the second round, one of the hunters breaks off from combat, running back into camp and sounding the alarm. On the third round, the watch-group to the left of the PCs arrives and on the sixth round the watch-group to the right of the PCs arrives. On the eighth round Chul and the hunter that went running for him enter the fight. Chul will accuse the PCs of being just like the lizardfolk that attacked them before he enters combat.

If the PCs defeat Chul, the remaining orcs will break off from combat, and the tribes will lose steam, which means they will no longer continue moving towards Arbil, eventually returning to their own lands.

Chul is old for an orc, but far from decrepit. He uses the haft of his halberd as a walking stick, and though he is not nearly as strong as from his youth he bears many scars, tattoos, and piercings indicating his past victories.

ORC WOODSMEN (3)

CR 1/3

Orc warrior 1 XP 135 each
hp 6; as **orc raider**, see page 4

ORC HUNTERS (2)

CR 1

Male orc ranger 2 XP 400 each
hp 17; see page 7

CHUL

CR 4

Male old orc aristocrat 5/barbarian 2 XP 1,200
CN Medium humanoid (orc)
Init +3; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 14, touch 7, flat-footed 14 (+7 armor, -1 Dex, -2 rage)
hp 69 (7 HD; 5d8+2d12+28)
Fort +7, **Ref** -1, **Will** +7
Defensive Abilities ferocity, uncanny dodge
Weaknesses light sensitivity

OFFENSE

Spd 40 ft. (20 ft. in armor)
Melee +1 halberd +10 (1d10+6/x3)
Special Attacks rage (7 rounds/day), rage power (clear mind)

TACTICS

During Combat If the PCs do not attempt to parley with him, Chul will rage and focus his attacks on psions.

Morale Chul will fight to the death.

Base Statistics When not raging, Chul has **AC** 16, touch 9, flat-footed 16; **hp** 55; **Fort** +5, **Will** +5; **Melee** +1 halberd +8 (1d10+4/x3); **Str** 15, **Con** 12; **CMB** +7; **CMD** 14

STATISTICS

Str 19, **Dex** 7, **Con** 16, **Int** 11, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +9; **CMD** 16
Feats Heavy Armor Proficiency, Improved Initiative, Intimidating Prowess, Toughness
Skills Bluff +5, Diplomacy +4, Intimidate +3, Perception +3, Sense Motive +6, Survival +8, Swim -8
Languages Orc, Common
SQ fast movement
Combat Gear alchemist fire (3), healing potion (3);
Other Gear masterwork splint mail, +1 halberd

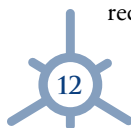
ALLYING WITH THE ORCS

If the PCs approach the orcs and ask to speak with the chief, the orcs will not attack. They will, as requested, fetch the chief. Chul will begin the confrontation unfriendly, unless Frag'goth is with the PCs, in which case he will begin indifferent.

He can explain the same background that Frag'goth can offer, but also explains that the orcs have not been able to identify the source of the lizardfolk attacks, and instead of condemning themselves to death, he has led his people east.

Chul is more than willing to return the orcs to their ancestral lands, so long as the lizardfolk are dealt with. Unless their lands are returned to them, the orcs will continue migrating east. Chul understands the PCs didn't just come to help out of the goodness of their hearts, and tells them that one of their historic weapons, the Cataclysm Maul, is theirs if they can recover it from Gyroth. Further, they can take what they want from the temple, as long as the building itself is returned to them.

If the PCs manage to resolve the situation diplomatically, they receive experience as if they had completed a CR 6 encounter.



FROM THE DEEP

RULING THREE

PART TWO: REASON AND PASSION

Whether the PCs allied with Chul or defeated him, leaving the orc camp will be followed by dozens of runners, effectively stopping the orc advance; either as a sign of alliance or as a call to choose a new chief. If the PCs return to Arbil here, they can receive their original reward from Sudas, though she will not be satisfied, as these lizardfolk obviously still pose a threat to the Protectorate.

SIDE QUEST

THE LIZARD MENACE

Sudas insists the PCs are not done with their work so long as the true source of the problem is not resolved. She orders the PCs to travel to Gyroth to search the place, and if needed, exterminate the lizardfolk with prejudice.

Granted By: Sudas

Reward Given: Sudas will reward the PCs with 4,000 gp once the lizardfolk menace is resolved.

Even from the orc camp, Gyroth is several days journey through the hills. For each day of travel, the PCs reach one encounter.

L. UDOROOT PATCH (CR 5)

A single orc seems to have collapsed here, amongst a small patch of sunflowers. The area seems otherwise empty, and there are no signs as to what might have killed him.

Examining the orc reveals that his body has been mostly hollowed out from beneath. Doing so also aggravates the udoroot that was eating him. If the PCs identify the udoroot and bypass it safely, grant them XP as if they had defeated it in combat.

Digging up the bones of the Udoroot's recent meals reveals 389 gp, 412 sp, 1,982 cp, two masterwork crystal shortwords, and a *shard* (Acrobatics +5).

UDOROOT

CR 5

hp 45; *Psionics Unleashed*

XP 1,600

M. LIZARDFOLK (CR 6)

A break in an unpleasant storm reveals a different, unpleasant surprise. Two lizardfolk have been waiting out the rain under a nearby tree, their scales washed clean of the yellow and purple paint in the rain.

The lizardfolk here will use hit and run tactics where possible, retreating into the underbrush and dragging the party in two separate directions. They will enter melee only when pinned down or if they run out of javelins.

ABERRANT FANATIC (2)

CR 4

Male lizardfolk psychic warrior XP 1,200 each
hp 32; see page 11

N. LIZARDFOLK PYROMANIAC (CR 5 OR 7)

The hills here are more wooded than not, and a thin layer of old leaves crunch underfoot, suspiciously dry despite yesterday's rain. The crackling sound of fire comes from just beyond a small outcropping.

The sound comes from a lizardfolk channeler who is attempting to start a forest fire. She has just dried out the surrounding area so that a blaze will start, hoping that the fire will drive any other locals out of their homes.

When the PCs arrive, she has just succeeded, and if not dealt with within three rounds, the blaze becomes a forest fire (as core rulebook, CR 6) beginning in the square the channeler began in with downwind being in the direction of the PCs.

ABERRANT CHANNELER

CR 5

Female lizardfolk wilder 6 XP 1,600
LN Medium humanoid (reptilian)
Init +1; **Senses** Perception +1

DEFENSE

AC 23, touch 13, flat-footed 19
(+4 armor, +2 dodge, +1 Dex, +5 natural, +1 shield)
hp 36 (6d8+14)
Fort +3, **Ref** +3, **Will** +5
Defensive Abilities elude attack (+2), improved surge bond (volatile mind)
Weaknesses psychic enervation

FROM THE DEEP

RULING THREE

OFFENSE

Spd 30 ft., swim 15 ft.

Melee quarterstaff +4 (1d6)

Ranged javelin +6 (1d6)

Special Attacks surge blast (2d6), wild surge (+2)

Powers Known (ML 6th, 43pp)

3rd—*energy burst* (fire)

2nd—*concussion blast*

1st—*hammer*, *mind thrust*

TACTICS

During Combat The channeler will attempt to draw the PCs downwind, so that they are caught in the fire.

Morale The channeler will fight to the death.

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** 9, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +4; **CMD** 15

Feats Combat Manifestation, Psionic Body, Psionic Endowment, Psionic Talent

Skills Autohypnosis +9, Swim +4, Psicraft +8

Languages Draconic

SQ surging euphoria

Gear +1 *studded leather armor*, masterwork light wooden shield, quarterstaff, javelin (5), 43 gp

O. TROLL LAIR

The hills suddenly dip into a chasm, the bottom of which is littered with bones and broken armor.

Since settling and taming the coastline lead to such struggles for the ophidians, and their inability to challenge the Maquoran Fleet for dominance over even the smallest island, it has become a low priority to clear out and settle these harsh woodlands. Without Protectorate influence, monstrous creatures like trolls carve out bits of the countryside for their own.

Instead of doors, the troll lair has animal hides nailed into the rock over several of its doorways, including the one into the main body of the cave.

O1. ATRIUM (CR 5)

Once a single large cave, a number of hallways have been dug off to the sides to expand its usefulness. In the middle of the room, a troll has an ophidian soldier roasting on a spit over a fire.



The troll is less concerned about the invasion of his lair than that the PCs might be trying to steal his hard-won food, but will attack them regardless.

TROLL

CR 5

Male troll

XP 1,600

hp 63; *Pathfinder RPG Bestiary*

O2. GYHORA'S LAIR (CR 5)

The walls of this room are not quite straight, the floor not quite flat, and the light a touch brighter than it should be. Shimmering lines crisscross along the back wall.

The ethereal plane sometimes shifts erratically, drawing close to the material plane in odd ways. This room is one of those places and Gyhora, a phase spider, takes advantage to spin this place into her web. After she claimed the space, Jrom struck a deal with her; he sacrifices some of his food to her, and she doesn't expand her lair deeper into his.

Normally, the door to this room is kept locked with a good lock in a stone door, to which Jrom has the only key.

Once Gyhora is defeated, space snaps back into its rightful place, leaving the PCs in the empty, unfinished cave room.

GYHORA

CR 5

Phase spider

XP 1,600

hp 51; *Pathfinder RPG Bestiary*

FROM THE DEEP

RULING THREE

O3. MOTHER'S ROOM (CR 5)

Piles of fur cover the floor of this room, and bits of bone and wood carved into toy weapons are scattered about.

This is the room of the mother troll. Though her children are now grown, Jrom has convinced them to work together to reap larger rewards, which keeps her fed and warm with little work herself – so she isn't arguing.

Amid her toys are two actual weapons, though Mother can't use them. A masterwork lance and a delicate sacrificial dagger, studded with sapphires worth 600 gp.

MOTHER

CR 6

Female advanced troll

XP 2,400

hp 69; *Pathfinder RPG Bestiary*

O4. TREASURY

Though grubby, these trolls have amassed a large variety of items in this room, both valuable and merely shiny.

The door to this room is locked with a good lock and a stone door. Inside this room, the trolls store everything they consider valuable – though their eye for value is less than perfect.

Though it is all broken, they have collected three suits of chainmail, two breastplates, a masterwork tower shield, six shortwords, and the crowning piece, a masterwork silver greatsword. Amid the broken armor and weapons are more immediately valuable items, coins and gems totaling 805 gp, and an unblemished psycrystal stave, still mounted with the remains of some poor soul's psycrystal.

O5. JROM'S CHAMBER (CR 6)

Large skulls and other grisly trophies adorn the walls of this room, and a fur-lined wagon sits in one corner vaguely resembling a bed.

Jrom is cleverer than an average troll by far, which is why he has formed this band of trolls. Instead of attacking the PCs on sight, he will immediately attempt to surrender, offering the PCs the key to his 'personal treasure room.' It is actually the key to Gyhora's lair in Q2, and if the PCs accept, he will follow behind them with a Stealth check of 12, charging in from behind once Gyhora has revealed herself.

Not only does Jrom keep the key to the treasury on him, he keeps the near identical key to Gyhora's lair on him as well, on a sinew cord around his neck. Though most of his trophies are worthless, one of them wears a battered silver and gold crown that would be worth 900 gp.

JROM

CR 6

Male advanced troll

XP 2,400

hp 69; *Pathfinder RPG Bestiary*

P. RAZING PARTY (CR 7)

What was once a tribal camp is now a charred wreck. A trio of lizardfolk pick through the detritus, looking for anything of value left now that the fires have died down.

ABERRANT CHANNELER

CR 5

Female lizardfolk wilder

XP 1,600

hp 36; see page 13

ABERRANT FANATIC

CR 4

Male lizardfolk psychic warrior

XP 1,200

hp 32; see page 11

LIZARDFOLK

CR 1

Male lizardfolk

XP 400

hp 11; *Pathfinder RPG Bestiary*

Q. LIZARDFOLK CAMP (CR 5)

A large space has been cleared on the hillside here and now houses sacks of fruit, dried fish, spears, and furs to supply a small army.

The camp here has been a staging point for a number of raids over the last several weeks, and houses enough food and water to last at least a dozen men another week without replenishment. Four lizardfolk are currently here in camp, maintaining it as well as resting and recovering from their own exertions.

Also amid the supplies, the PCs are able to collect five masterwork crystal spears, and four shards (Swim +4).

If the PCs remain here to wait for more lizardfolk to return, the next day the two aberrant channelers from R will arrive from the direction of Gyroth.

FROM THE DEEP

RULING THREE

LIZARDFOLK (4)

CR 1

Female lizardfolk
hp 11; *Pathfinder RPG Bestiary*

XP 400 each

R. RETURNING LIZARDFOLK (CR 7)

You can see Gyroth now, an irregular stone structure in the distance amid a blackened landscape. Marching away from the devastation with wicked grins is a pair of lizardfolk with bizarre irregular tattoos.

ABERRANT CHANNELER (2)

CR 5

XP 1,600 each
Female lizardfolk wilder
hp 36; see page 13

S. GYROTH

Though Gyroth is an impressive structure, the land around it has been flattened, trampled, and scorched. The bodies of the orcs who fell defending this sacred place rot where they fell, and the stench of death and fire hangs in the air like a pall.

Gyroth itself is assembled from ten-foot tall slabs of stone, assembled into a structure nearly circular in shape. Between each of the rocks, mature trees and vines grow, attesting to the age of the structure, and each rock itself is carved with a relief of an orc performing an act of great strength.

The interior of the structure is two levels – the main floor, and the basement. The walls and floor are smooth stone, and each room is connected by a good wooden door, though they are not locked unless indicated.

The entire interior temple is also covered with a light-suppressing effect, halving the distances of all light sources within.

S1. CHAMBER OF FORM (CR 6)

This room contains little other than a slowly rotting pile of severed limbs, sitting in a pile in the middle of the room. The bodies themselves are missing, and you can't help but wonder what would assemble this putrid collection.

When the PCs move into the room, the limbs shudder to life as a collective, hand-like mass, grasping at what they can only feel. This creature is what Urchag has cast off of his natural

form – enough that it has become this creature bereft of reason, hungering for sustenance it cannot take in.

Though it is made of hands and arms, the creature is mindless, and cannot open the door to the room if the PCs close it. Once it is woken, however, it will remain active, wandering through the hallways at random.

Once Form is defeated, the PCs can take one of its many hands for use as one of the keys in area A9. It also wears several dozen rings, worth a total 400 gp.

FORM

CR 6

CE Medium ooze **XP 2,400**
Init -2; **Senses** blindsight 15 ft.; **Perception** -5

DEFENSE

AC 18, touch 8, flat-footed 18 (-2 Dex, +10 natural)
hp 67 (9d8+27)
Fort +6, **Ref** +3, **Will** +3
Immune ooze traits

OFFENSE

Spd 20 ft.
Melee slam +12 (1d8+9 plus grab)
Reach 15 ft.
Special Attacks engulf, constrict (2d6+6)

TACTICS

Morale Form fights to the death.

STATISTICS

Str 22, **Dex** 7, **Con** 17, **Int** —, **Wis** 1, **Cha** 1
Base Atk +6; **CMB** +12; **CMD** 20 (cannot be tripped)
SQ omnidextrous

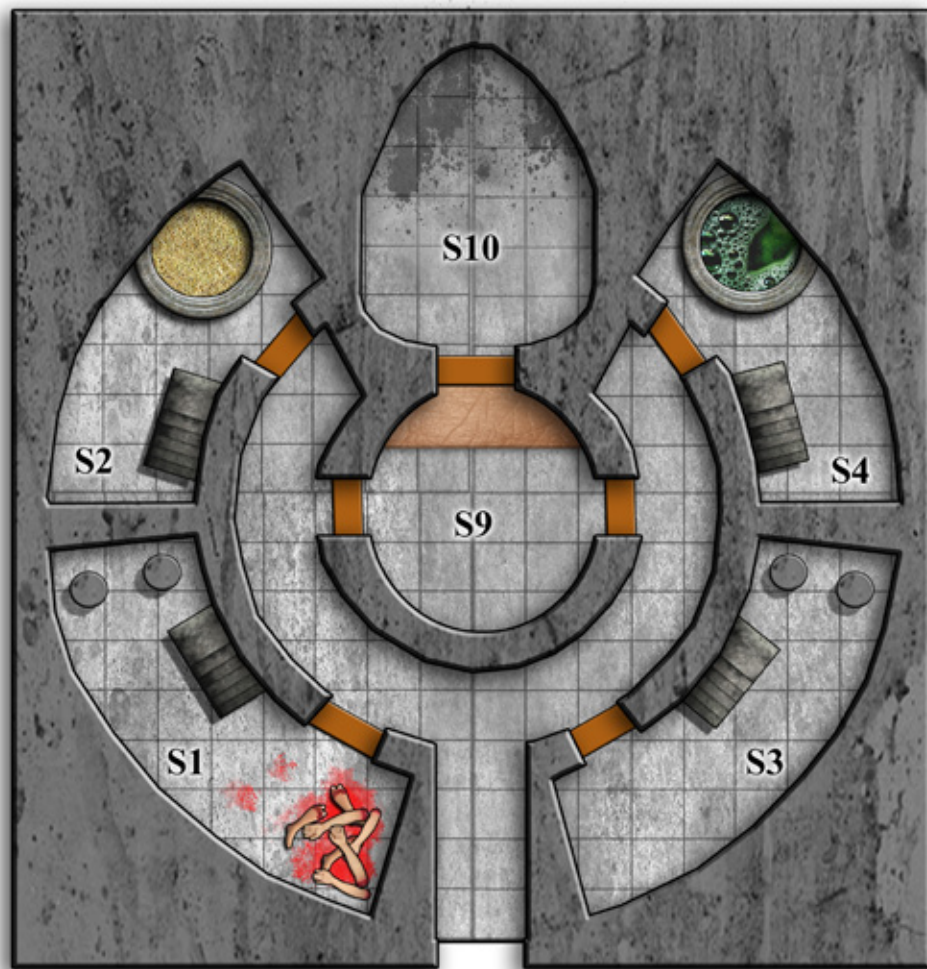
SPECIAL ABILITIES

Engulf (Ex) Although it moves slowly, Form can simply engulf Medium or smaller creatures in its path as a standard action. It cannot make any other attacks in a round in which it engulfs. Form merely has to enter an opponent's square to engulf it. Opponents may make attacks of opportunity against Form as it does so, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 16 Reflex save to avoid being engulfed – on a success, they are pushed back or aside (opponent's choice), as Form moves forward. Engulfed creatures are subject to Form's constrict damage and gain the pinned condition.

Omnidextrous (Ex) Form does not take any penalties for grappling multiple opponents at once, and may maintain as many simultaneous grapples as it desires.

FROM THE DEEP

RULING THREE



S2. RELAXATION CHAMBER (CR 4)

This room is sweet with the aroma of incense, masking the smells of death and worse from within the temple. The scent comes from a pit of sand, where a lizardfolk is burning a dozen sticks at once as he meditates.

The lizardfolk is deep in meditation, and until the PCs disturb him, he remains sitting at the sand's edge, blocking out the remainder of the room as best he can.

ABERRANT FANATIC CR 4

Female lizardfolk
psychic warrior XP 1,200
hp 32; see page 11

S3. CHAMBER OF REASON (CR 6)

"Hello?" A voice calls as you enter the room, "who's there?" Then the oppressive darkness within the room vanishes, replaced by a cloud of motes, and something far more grotesque—a large fleshy blob with a humanlike mouth and a single glistening eyestalk. "Oh good, you're not the rest of me. You see, I need help, but I can't very well ask myself, can I?"

This bloblike creature is what is left of Urchag's reason, a sharp mind and little else. As Urchag had been very clever before he fell into his destructive spiral, so now is Reason, and he remembers most of what Urchag had known before his original transformation.

If the PCs ask, Reason is able to tell the PCs of the island of Less-World, and of Urchag's position there after he usurped the previous tribe leaders. He is also able to give a vague description of the aboleths, though he will refer to them as the 'Deep Lords' more often than any other title.

Reason will continue to explain that after arriving here, Urchag has continued to devolve into something worse than unnatural, shedding off parts of himself, like Reason, to become hideous creatures on their own. He knows that Urchag spends all his time in the deepest part of the temple, and has even grown a bizarre wall to prevent intrusion. The only one who can

SIDE QUEST

A REASONABLE REQUEST

What Reason wants is to be released from its own unnatural existence, but as an extension of Urchag, he suspects any premature destruction would simply be painful and temporary. First, Urchag must fall, and then Reason can rest.

Granted By: Reason

Reward Given: Reason will bestow his very essence upon the PCs, granting each of them PR 17 against the next psionic power that includes them as a target. PCs cannot choose to save, transfer, or sell this power.

FROM THE DEEP

RULING THREE

enter or leave is Urchag, though enough of him remains spread about that Reason believes the PCs could trick the wall into letting them pass.

If the PCs smell, feel, and sound like Urchag, they will be able to pass through the wall, each sense being represented by one of the aberrations in the temple. The phrase Reason gives the PCs to say is “From below, the three have risen. They are gods among us, and only the worthy will be granted their blessing.”

Allying with Reason grants XP as if the PCs had defeated him in combat.

REASON

CR 5

LE Small aberration
hp 58

XP 1,800

S4. ANOINTMENT ROOM (CR 6)

The pool in the center of the room is covered by a thin layer of algae, too much for just the short time this temple has been disused.

Though it appears to, the pool does not contain water, but in fact a dredge, which eagerly waits for someone to approach the pool to examine it more closely.

DREDGE

CR 6

NE Medium ooze (psionic) **XP 2,400**
Init -5; **Senses** blindsight 120 ft.; Perception +5

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 70 (9d8+45)

Fort +9, **Ref** +0, **Will** +1

Defensive Abilities soul-searing; Immune ooze traits, slashing and piercing damage

OFFENSE

Speed 10 ft.

Melee +9/+4 slam (2d4+3 plus soul-searing and grab)

Ranged +1 leap

Special Attacks constrict (4d4+6 plus soul-searing)

Psi-Like Abilities (ML 6th)

At Will—*telekinetic force* (Thrust only)

STATISTICS

Str 16, **Dex** 1, **Con** 18, **Int** 6, **Wis** 1, **Cha** 14

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 21

Feats Alertness, Skill Focus (Perception, Stealth), Stealthy, Toughness

Skills Perception +5, Stealth +3 (+7 in water), Swim +8;

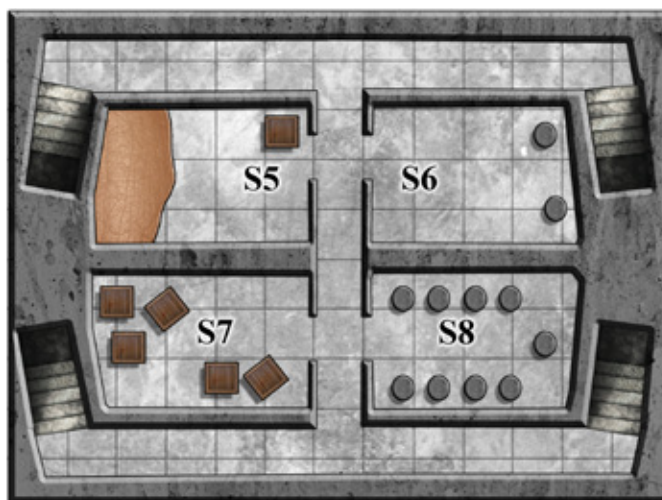
Racial Modifiers +4 Stealth in water, +4 Swim

Languages Aklo (does not speak)

SPECIAL ABILITIES

Leap (Ps) As a full-round action, a Dredge can use its psychokinetic force power to hurl itself into the air with a burst of energy, leaping at a target up to 50 feet away. The Dredge makes a ranged touch attack to hit its target, and on a successful hit deals slam damage and may immediately make a grapple attempt against that target. If the Dredge misses with this attack, it lands in the first available square beyond its target.

Soul-searing (Ex) A Dredge not only absorbs the target's body into itself, but also its mind. Any creature coming in direct contact with a Dredge, whether by attacking with a natural weapon, unarmed strike, or through being attacked or grappled by a Dredge takes 1d6 acid damage and loses 1d4 power points. Additionally, if the creature was psionically focused it must also make a DC 20 concentration check or lose psionic focus.



S5. CHAMBER OF BEAUTY (CR 5)

A mass of flesh appears to be fused to the far wall, from which a beautiful female figure emerges from within. Despite its mostly human appearance, its face opens into a vertical maw of jagged teeth, betraying its impossible nature.

FROM THE DEEP

RULING THREE

This aberration is the remains of Urchag's beauty. Though he was never a stunning lizardman, what little he cast off was enough to become something else entirely. Now the immobile creature shapes itself into what the people near it find attractive, drawing them in so it can devour their beauty as well.

When Beauty has been defeated, the PCs can take nearly any piece of it to use as a key to the door in area U9.

BEAUTY

CR 5

CE Medium aberration **XP 1,800**

Init -4; **Senses** blindsight 30 ft.; Perception +2

DEFENSE

AC 18, touch 5, flat-footed 18 (-5 Dex, +13 natural)

hp 52 (7d8+21)

Fort +5, **Ref** -3, **Will** +7

OFFENSE

Melee bite +8 (1d8+3 plus 1d3 Charisma plus grab)

Special Attacks swallow whole (2d6 plus 1d3 charisma)

Psi-Like Abilities (ML 5th)

At Will—*compelling voice* (DC 14), *demoralize* (DC 14), *converse*, *read thoughts*

3/day—*false sensory input* (DC 16)

1/day—*mind control* (DC 17)

TACTICS

During Combat Beauty will attempt to compel the PCs to get close to it using its telepathy powers, and once they have done so, it will attempt to bite and swallow them.

Morale Beauty fights to the death.

STATISTICS

Str 17, **Dex** 1, **Con** 17, **Int** 1, **Wis** 14, **Cha** 16

Base Atk +5; **CMB** +8; **CMD** 13

Languages Aklo

S6. CHAMBER OF STRENGTH (CR 5)

A glowing figure stands inches from the floor in the center of this room. Though he initially resembles an orc, he quickly transforms into a large floating bear.

Fang, one of the orc nature spirits, has been sealed away in this room, slowly losing power as the temple is defiled. He will parley with the PCs only if they open conversation immediately, otherwise he will assume they are with Urchag and attack.

FANG

CR 5

Medium Infellium

XP 1,800

hp 74 (see page 27)

OFFENSE

Melee bite +7 (1d6+5)

STATISTICS

SQ Focused Creature (Grizzly Bear)

S7. STORAGE ROOM

Cloth, wood, incense, and other supplies are stacked in crates in this room, which is pervaded by an odd rotten stench. You wouldn't be surprised to see a corpse stashed somewhere in here.

There is a corpse in this room, one of the temple acolytes, but he isn't the source of the smell. If the PCs search for it or search the supplies with a Perception of 20 or higher, they'll find a moldering rag stashed in one of the boxes. The rag itself is worthless, but is infected with the shakes.

SHAKES

Contact Disease

Save Fortitude DC 13

Onset 1 day; **Frequency** 1/day

Effect 1d8 Dex damage; **Cure** 2 consecutive saves

S8. TROPHY ROOM

Rows of stone pedestals reach to the end of the room, each one topped with some sort of trophy, from battered weapons and armor to the cracked skulls of beasts. Prominently featured at the far end is a thick club, wrapped in bands of softly glowing iron.

The trophies here are grisly reminders of the prowess of the orcs in general. None of them are worth anything other than for their spiritual significance, except for the Cataclysm Maul. The Cataclysm Maul is a +1 *vicious greatclub*.

S9. ANTECHAMBER

No longer a simple wall of stone, but instead a wall of living flesh, the faint shape of a door protrudes from the mass that is the northern end of the chamber.

FROM THE DEEP

RULING THREE

If the PCs arrive at the barrier before meeting Reason, approaching it will have the PCs receive a missive, “Come find me, I can help you fool the barrier.”

If the PCs provide the touch, smell, and sound of Urchag to the wall, it will bubble outwards, leaving the door unlocked for the PCs to enter. If the PCs would prefer to simply hack their way through, the wall is considered a mindless creature with 50 hp and fast healing 10.

S10. INNERMOST CHAMBER (CR 8)

The darkness clings to the floor and walls like oil, making them slick and black. A gurgling chuckle comes from within.

Urchag was once the least of the shamanic leaders of the lizardfolk island of Less-World. He worked hard, communed with the Infellium of the island, and resented that he did not command at least equal respect as the other leaders. When the Deep Lords arrived, his ambition won them an alliance in place of devastation, and he immediately became the tribe’s new chief.

Since then, prolonged contact with the aboleths has turned him into something hideous: bulbous growths emerge across his body, tufts of hair and nail break from beneath his natural scales, and where his left arm was, now a coiling tentacle hangs instead.

URCHAG

CR 8

Male phrenic aberrant lizardfolk shaper 6 **XP 4,800**
CN Medium humanoid (aberrant, psionic, reptilian)
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 25, touch 12, flat-footed 23
 (+6 armor, +7 natural, +2 Dex)
hp 45 (6d6+24)
Fort +6, **Ref** +6, **Will** +5
Immunities disease, fear

OFFENSE

Spd 30 ft. (20 ft. in armor), swim 15 ft.
Melee club +8 (1d6+4), tentacle +2 (1d8+2)
Special Attacks tentacle
Psi-like Abilities (ML 6)
 1/day—*animal affinity*, *prevenom*, *psionic scent*
Psion Powers Known (ML 6, 41pp)
 3rd—*ectoplasmic cocoon*, *body adjustment*, *mind trap*
 2nd—*concussion blast*, *mental disruption*, *minor metamorphosis*, *reconstruction*, *sustenance*

1st—*astral construct*, *ectoplasmic creation*, *far hand*, *telepathic projection*, *telepathic lash*
 0 (at will)—*ectoplasmic creation*, *entangling ectoplasm*
Reach 5 ft. (10 ft. with tentacle)

TACTICS

Before Combat Once the barrier has been breached, Urchag manifests *minor metamorphosis* to gain Improved Trip, and if he has time, *astral construct*, then *mind trap*.

During Combat Urchag keeps opponents at a distance using his tentacle to trip them and trapping them with ectoplasmic cocoon.

Morale Urchag fights to the death.

STATISTICS

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

Base Atk +3; **CMB** +7; **CMD** 19

Feats Combat Manifesting, Lightning Reflexes, Light Armor Proficiency, Medium Armor Proficiency, Speed of Thought, Unconditional Power

Skills Autohypnosis +11, Bluff +6, Psicraft +9, Intimidate +6, Swim -3

Languages Draconic, Orc, Common

SQ detect psionics, hold breath

Combat Gear *healing potion* (2); **Other Gear** masterwork chainmail, masterwork club, masterwork silver dagger, masterwork cold iron dagger, 390 gp

When Urchag is defeated, the darkness vanishes like a bursting bubble, and the PCs are able to see the maddening diagrams he has been inscribing on the wall. Not only has he drawn the coast of Tion, along with one particular island, but also terrible visages of three distinct horrors that vaguely resemble aboleths.



Urchag, the Mad Shaman

FROM THE DEEP

RULING THREE

PART THREE: DISTANT ISLAND

With Urchag's maps, by asking Reason, or even by closely analyzing the maps taken from one of the lizardfolk spies outside the orc camp, the PCs should be able to identify a particular island off the coast of Tion as the apparent home of the lizardfolk.

However, the island being off the coast presents the PCs with a new problem—how to reach it. It is much too far to swim or build a simple raft, which leaves the PCs only the option of a real boat, and if the island is as far out as it appears, it would have to be sanctioned by the Maquoran Fleet lest it be mistaken for another attempt to settle off the mainland. If the PCs contemplate how the lizardfolk crossed to the mainland without a boat themselves, they can conclude that these Deep Lords must have some capacity to travel safely beneath the waves.

The PCs will have to return to Arbil to both charter a boat and receive the blessing of the Maquoran Fleet before they can strike out towards the island.

Arbil is home to many fishermen and traders, each of whom works within the limits set by the Fleet, never straying beyond sight of the coastline, few of these ships are seaworthy enough for the long trip to the lizardfolk island.

Among all the ships in the dock, one stands out in particular: the Spectral Pearl. This ship happens to belong to a recent arrival in Arbil—Captain Parithian. Having spent several months aboard while crossing the ocean, he has been enjoying the shore leave, and only recently has started seeking cargo and passengers for a trip back to distant Femon.

The cutter is more than capable of crossing to the island, and Captain Parithian is more than willing to help, so long as the PCs reimburse him for the supplies it would take to travel out to the island and back—about 1,000 gp.

However, the captain can see the potential of the PCs and how well respected they are in the city. He is willing to let the PCs travel for free if they are willing to owe him a favor later, in case he ever finds himself in a sticky spot. This favor will come into play when the Maquoran Fleet requests Arbil's aid during *Dead Captain's Chest*.

Though it is far from a continent, Less-World is no small island, and the captain has no difficulty locating it on one of his detailed

maps. There is similarly little trouble navigating the ship to its coast, where the mainland is just a green line across the northern horizon. The captain is forced to put in on the beaches along the northern side of the island, not wanting to damage his ship, or even the rowboats, on the jagged rocks and sheer cliff that make up the majority of the southern side of Less-World.

Not only is this beach more inviting of a place to put in, it is also the location of the tribal village Simara, home to the lizardfolk of Less-World.

T. SIMARA

There is a simple village at the edge of the thick forest, several dozen mud huts gathered in a rough circle. Facing the sea, a wide pit takes a bite out of the village's space, nearly a hundred feet across.

This island, and the village of Simara, has been the home of this tribe of lizardfolk for longer than they can remember, where they have maintained a careful balance with nature so that they never exhausted the island's resources.

However, the arrival of the Deep Lords changed that, and they are being forced to make major changes to their island—in particular they have been commanded to dig a massive underground structure for the Deep Lords directly beneath their village, and to banish the nature spirits that have been a part of their lives for so long.

When the PCs arrive in Simara, the lizardfolk think them another force of nature, like the Deep Lords before them, and unless the PCs speak Draconic, the lizardfolk will begin worshipping at the ground, and bringing the PCs offerings of fruit and fish.

The lizardfolk here do not speak any language except Draconic, and communication will be difficult at first. If the PCs met and spared Sharasa in the previous adventure, she will arrive at the village center after several minutes, and immediately recognize them as those she had met on the mainland. Since then, she has learned Common and can communicate with the PCs easily. She has watched the Deep Lords slowly destroy more and more of the island, and she wants nothing more than to return to their previous, peaceful way of life, but the Deep Lords have called other dangerous creatures from beyond the island to guard them, and sent all the talented lizardfolk hunters away, and she cannot do this



Captain Parithian



Feather

FROM THE DEEP

RULING THREE

LESS-WORLD



herself. She will point the PCs to the edge of the village and tell them to look for the glowing bird – someone who can help.

If the PCs did not help Sharasa escape the underground, she will not have made it back safely. Instead of her meeting the PCs, they will see a persistent bird flitting around, glowing a reddish color, and slightly transparent. The bird will lead the PCs to the edge of the village, where it will become the infellium, Feather.

Feather is the most powerful infellium of the island, as a bird who is not bound by the land or the sea. She is eager to reclaim her place as the most important spirit on the island, and claims her powers are already slipping away. She has tried before to attack the Deep Lords herself, but has been beaten back. She insists that time is of the essence; each day the lizardfolk and the creatures of this island lose what they were in favor of the aberrations that have arrived.

She will tell the PCs the Deep Lords have claimed the temple of priesthood as their lair, and she can lead the PCs there, should they ask, though the trail itself is clear.

If the PCs ask about the temple of priesthood, she will briefly explain the traps and challenges within, allowing the PCs to prepare, though she will neglect to mention the unusual front door.

In addition to helping overthrow the Deep Lords, there are a number of other items that Feather would ask the PCs to assist with, should they seem willing.

SIDE QUEST

DESTROY THE DEEP LORDS

Even with the lizardfolk on the mainland neutralized, Mosephi and Sudas agree—the root of the problem must be exterminated, be it the lizardfolk's leader, or whatever else drives them.

Granted By: Sudas

Reward Given: Sudas will give the PCs another 8000 gp once the lizardfolk have been neutralized.

FROM THE DEEP

RULING THREE

SIDE QUEST

COLLAPSE THE HAVEN

The massive pit in the center of town is to be a haven for aboleths, and it brings only bad memories for the villages inhabitants.

Granted By: Feather

Reward Given: When the PCs collapse the haven and have defeated the Deep Lords, the lizardfolk of Simara will agree to return to the mainland with the PCs.

PASS THE RITE OF PRIESTHOOD

The rite of priesthood is used by the lizardfolk to determine leadership within their tribe. If the PCs pass it, they could take leadership or choose who would lead. Those taking the right are told to prepare in the following way: "Drink of blood, cleanse in the sea, and submerge yourself in knowledge. Devote yourself to serve with your body and serve with your mind, for the benefit of all."

Granted By: Feather

Reward Given: The lizardfolk will provide the PCs a masterwork deep crystal scythe, intended for execution of criminals – they all agree the Deep Lords would count.

The exotic plants here are not just rare, but also dangerous. Just before the final bend to the temple, two assassin vines hang from the boughs of trees flanking the path.

ASSASSIN VINE (2)

CR 3

hp 30; *Pathfinder RPG Bestiary*

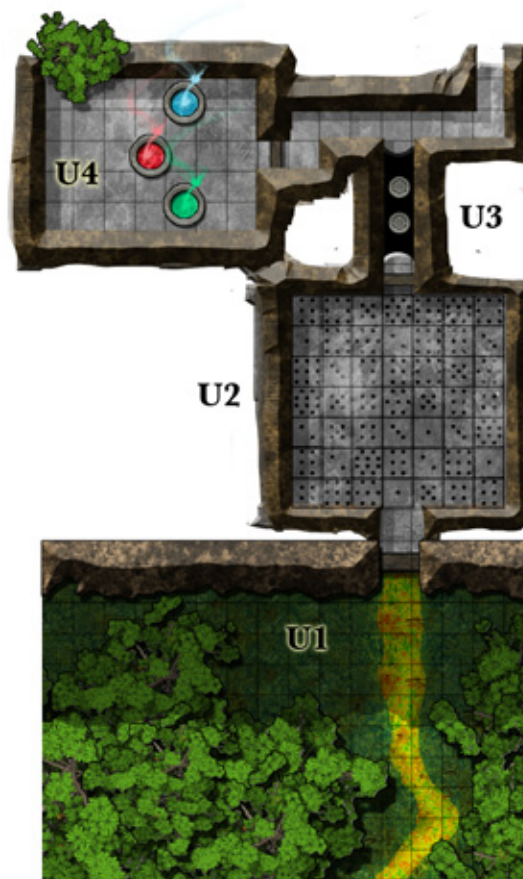
XP 800 each

U1. TEMPLE ENTRANCE

The temple is not built atop the hillside, but rather into it. A sheer stone cliff casts a shadow across the path that leads directly into a set of handle-less doors.

The doors have no obvious hinges, lock, or handle, and are in fact, not even locked – though they are heavy enough that anyone 'testing' the door to see if it is locked should arrive at the conclusion that they are. Opening these heavy, blank doors requires nothing beyond a DC 12 strength check.

When the PCs do manage to open the doors, award them experience as if they had completed a CR 5 encounter.



U. THE TEMPLE OF PRIESTHOOD

Though the island is twelve miles across, it is only three miles across from Simara to the temple of Priesthood. This rarely travelled road has been engineered to test the strength, ingenuity, and devotion of any who wish to join the shamanic ranks that lead the Lizardfolk tribe.

U1. THE JUNGLE PATH (CR 5)

The only path cleared through the jungle is narrow; exotic plants push onto the trail from both sides, and tall trees obscure the sky above.

FROM THE DEEP

RULING THREE

U2. ENTRY HALLWAY (CR 5)

Though the walls of this room are covered with elaborate paintings of lizardfolk heroes, the floor catches your attention. The large stone tiles fit almost seamlessly together, each one sporting a different number of holes, and each hole sports a sharpened flint point.

Each of the tiles has between one and ten holes in it, arranged in such a way that there is only one route that allows the PCs to step from 1 to 2, and so on to 10 at the far end. A DC 22 perception check can identify the first tile inside is a 1 and the last tile is a 10.

NUMBERED TILE TRAP

CR 5

Mechanical Trap

XP 1,600

Perception DC 5

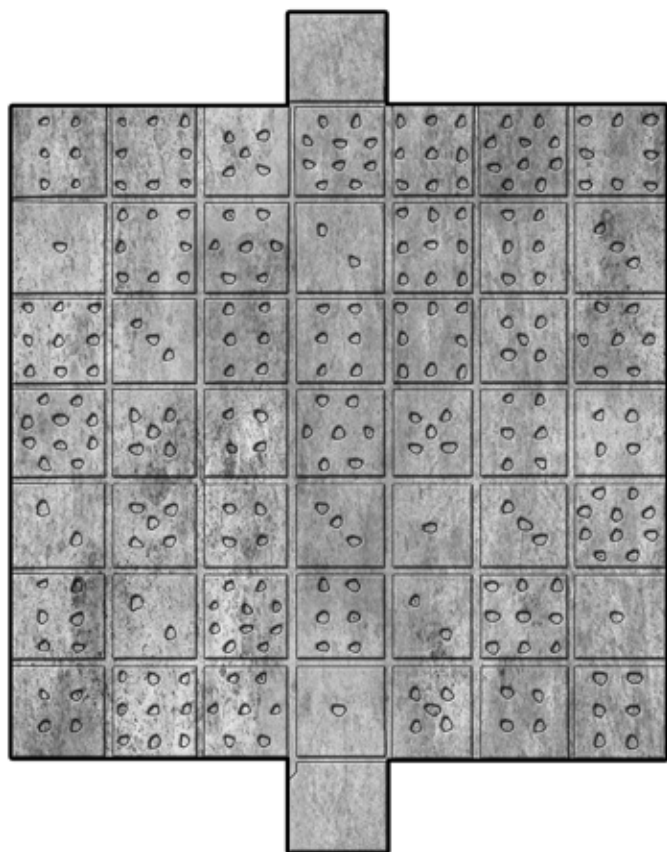
Disable Device DC 30

EFFECTS

Trigger any incorrect square

Reset repair

Effect spear +20 melee (1d8+6). Each incorrect tile can be triggered only once.



U3. BOTTOMLESS HALLWAY (CR 5)

This long hallway is missing any sort of floor, save for a series of narrow pillar stepping-stones.

This tests the agility or ingenuity of the potential shaman, as the platforms are the tops of 50 foot tall pillars. The wall at the far end of the room, and the sides of the pillars themselves are smooth stone, though from the entrance door there is a ladder to the bottom of the pit.

STEPPING STONE PIT HAZARD

CR 5

Crossing between the platforms or the doorway requires a total of three DC 15 Acrobatics checks. Failure means falling into the pit, 50 feet down.

U4. RITE OF PRIESTHOOD

Crepuscular rays of light shine through the branches of a large tree both hiding and sheltering this room from outside. The light falls almost exclusively on three pools, and different colored steam rises from each: blue, red, and green.

The pools are normal clean water, save for the psionic mist that slowly roils off of them as the light hits them. Following the lesson earlier, "Drink of blood, cleanse in the sea, and submerge yourself in knowledge," the PCs must drink from the red pool, wash from the blue one, and then submerge themselves in the green.

Once they have done so, a tile in the back of the room will be knocked ajar as a bowl on a pedestal rises out of the floor.

The bowl contains only a small crystal and some brown flecks that a DC 14 heal check will reveal to be dried blood. Continuing to follow the lesson, "Devote yourself to serve with your body and serve with your mind, for the benefit of all," the PCs need to sacrifice 5 hp of blood into the bowl, and channel 5 pp into the crystal. Once they have done so, the blood will suddenly turn clear, allowing the PCs to reach down through it, into the base of the pedestal itself, and retrieve the Phylactery of Priesthood from within.

If the PCs retrieve the phylactery, grant them XP as if they had completed a CR 5 encounter.

FROM THE DEEP

RULING THREE

PHYLACTERY OF PRIESTHOOD

Aura faint telepathy; **ML** 3rd
Slot neck; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

A jade dream catcher tied to a leather thong, the Phylactery of Priesthood is both crude and beautiful. Once per day when the wearer is targeted by a mind-affecting power, she may activate the phylactery, causing the original manifester to immediately lose 3 power points, as the energy is funneled through the phylactery, she must then make a DC 13 Will save or become confused until the end of their her turn. If she fails, she must also immediately make a confusion roll, and lose her power unless she is able to act normally this round.

CONSTRUCTION

Requirements Craft Wondrous Item, *id insinuation*, *mind trap*; **Cost** 2,000 gp

U5. WHIRLING BLADES (CR 5)

Pouring water and grinding stone are a shallow din in the background of this hallway where huge whirling blades pass at regular intervals through the passage.

These blades are powered by a small waterfall inside the temple, just around the corner and out of sight from the hallway. It can be disabled from the other side by pulling the wheel off the gear that powers the system.

WHIRLING BLADE TRAP

CR 5

Mechanical Trap XP 1,600
Perception DC 5
Disable Device DC 24

EFFECTS

Trigger automatic
Reset automatic
Effect Acrobatics DC 20 or Reflex DC 16 or take 4d6+6 slashing damage.

U6. SOUL CRUSHING TRAP (CR 3 OR 6)

The only ornament in this small room is crystal, hanging from a small bronze chain in the center of the room. The instant the door finishes opening you hear a tumbling mechanism somewhere behind the walls.

The tumbling noise is actually a lock to the opposite door, which will unlock automatically after five rounds.

The crystal is the lingering spirit of an ancient lizardfolk shaman, who tests the will and determination of those passing through the chamber. At the end of each of those five rounds anyone standing in the room will be subject to a mind thrust effect (DC 13). Each round the effect is one power point more powerful than before, from the minimum to 5d10 in the last round. After five rounds, the spirit is satisfied and becomes dormant just as the lock clicks. When it does, award the PCs experience for a CR 3 encounter.

If the crystal or the chain is broken, the mind of the shaman will materialize and angrily attack whoever destroyed his resting place.

CRYSTAL SHAMAN

CR 5

Unbodied
hp 26; *Psionics Unleashed*

XP 1,600



FROM THE DEEP

RULING THREE

U7. HIDEOUS SPIRAL (CR 7)

The doorway opens to the sound of crashing waves and the smell of surf on the breeze. This room cuts through to the back of the cliff and is open to the sky and the sea hundreds of feet below.

A cavernous spiral winds down into the depths of the island, emptying into some deeper chamber, and a large pool has been built halfway down, into which a single lizardfolk peers.

Knotik, the youngest of the three aboleths, has been 'volunteered' to guard the entrance to their lair, and though he is well taken care of by the lizardfolk, his pool is small and murky – hardly befitting one of the Deep Lords. The pool itself is so murky that Knotik and the PCs receive concealment from one another.

The lizardfolk here is scrubbing Knotik's scales, being careful not to submerge herself in the water, lest she inhale the aboleth slime.

Knotik is less than happy with his co-conspirators, and being unable to flee, will parley with the PCs if given the chance. He will betray the others, telling the story of their escape from the sea-beasts and their arrival here, as well as about the ogres they recruited from the mainland. If the PCs make a truce with Knotik, award them XP as if they had defeated him in combat.

Once Knotik is defeated, the pool provides what might be the only opportunity for the PCs to breathe underwater – aboleth slime. PCs can make a Knowledge (psionics) check to identify the effects of the murky water, and will shortly come across a need for such a skill, for the aboleths' lair is a series of underwater catacombs directly below the temple.

Around Knotik's pool are offerings: twelve crystals and gems collectively worth a total of 700 gp.

KNOTIK

CR 6

Young aboleth

XP 2,400

hp 76; *Pathfinder RPG Bestiary*

ABERRANT CHANNELER

CR 5

Female lizardfolk wilder

XP 1,600

hp 36; see page 13

FROM THE DEEP

RULING THREE

PART FOUR: IN THE SEA BREEZE

Beneath the temple, a natural series of caves has eroded, filling naturally with both seawater and predatory beasts. The aboleths have taken to this dark underwater area and have a number of creatures from the mainland to enforce their will amongst the lizardfolk and in preparation for further attacking the mainland.

V. UNDERWATER CATACOMBS

The catacombs beneath the temple are naturally eroded, save for several recently carved rooms, and the walls and floors within are smooth stone.

These catacombs also contain three depths of water. Shallow water is no more than a foot deep, and reduces movement speed within by 10 feet for all creatures. Deep water is at least five feet deep, but surfaces to the air. Creatures can swim in these squares normally. Underwater rooms are seven feet of water, and do not open to the air. Characters must hold their breath if they breathe air, and must swim or climb along the walls. Underwater rooms are noted in their entries.

V1. SPIRAL BASE (CR 6)

The narrow spiral opens into a small platform, where two lizardfolk stand at alert, waiting for any movement from the wide pool they stand in front of.

ABERRANT FANATIC (2)

CR 4

**Female lizardfolk
psychic warrior**
hp 32; see page 11

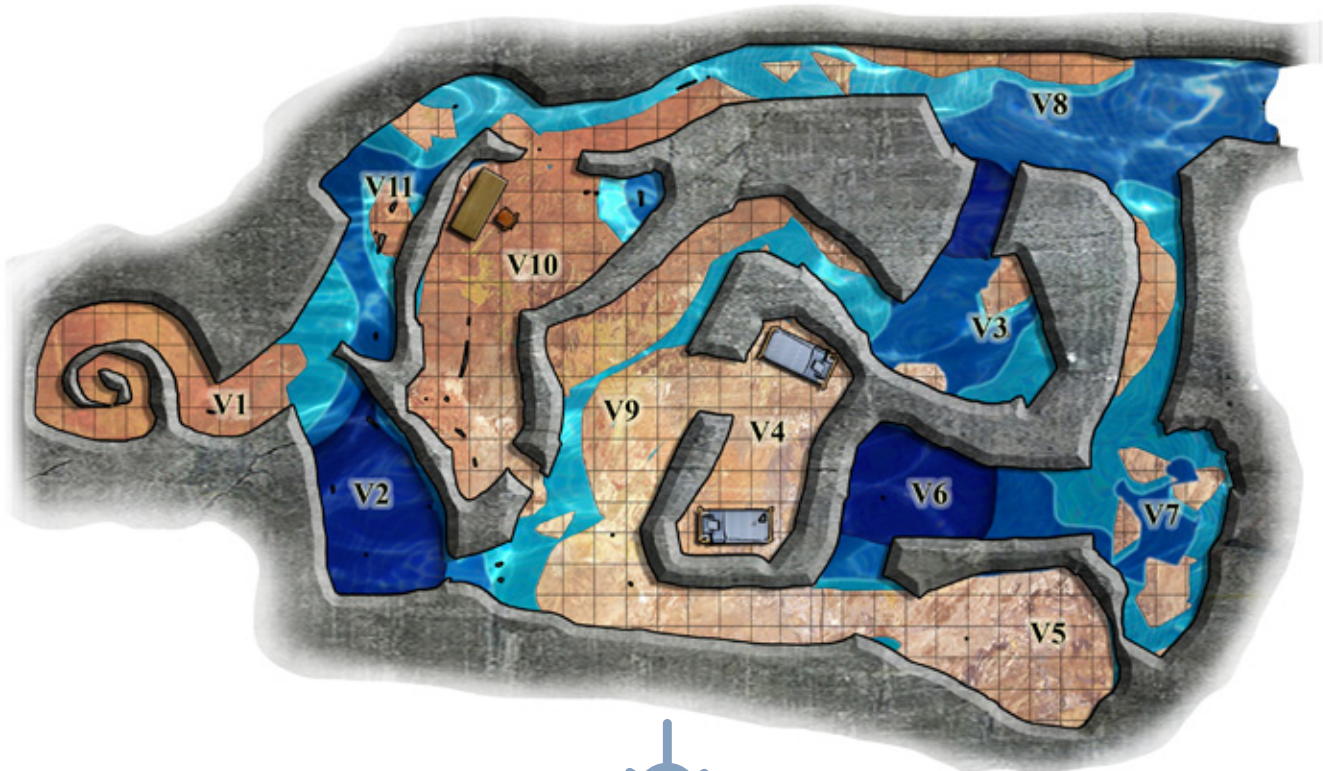
XP 1,200 each

V2. UNDERWATER PREPARATION ROOM (CR 5)

This short underwater passage is lined with flasks, some containing a murky grey liquid, the others air.

This room is underwater.

Each flask of aboleth mucus allows anyone who drinks it to breathe only underwater for the next three hours. The flasks of air allow those holding their breath to take a breath, even underwater. There is ten of each type of flask, carefully arranged and tied down by a lizardfolk acolyte.



FROM THE DEEP

RULING THREE

ABERRANT CHANNELER

CR 5

Female lizardfolk wilder

XP 1,600

hp 36; see page 13

V3. PSYCHIC SHOCK TRAP (CR 6)

The water in this chamber is unnaturally clear, empty of even the normal algae and weeds that float in the water.

The aboleths have prepared a curse in this room that will fill the room with energy whenever anyone without the aberration type or aberrant subtype enters this chamber. They come to reset the trap daily and are mentally alerted when it is triggered.

PSYCHIC SHOCK

CR 6

Psionic Trap

Perception DC 30

Disable Device DC 30

EFFECTS

Trigger proximity (alarm, non-aberrations)

Reset none

Effect spell effect (*energy burst*, 5d6 electric damage, DC 19 Reflex save for half damage); multiple targets (all targets in the room)

V4. LACKEY CHAMBER (CR 5)

Filthy, soaking bunks are crammed into this too small space, and despite the mining tools stacked in one corner, the ogres don't seem to have made much of a point in making it comfortable for themselves.

The ogres are far too large for this room and must squeeze to fit or to fight, even as they chew idly on the bones of some once-disrespectful lizardfolk.

YIGGBAR'S LACKEYS (3)

CR 3

Ogre

XP 800 each

hp 30; *Pathfinder RPG Bestiary*

Despite them being thick-headed, Yiggbar has been making sure the ogres are paid well enough to avoid complaints, and beneath one of the beds is a chest containing 1,800 gp.

V5. YIGGBAR'S SCREAM CHAMBER (CR 5)

The high walls of this round room are sculpted to amplify every sound: each footfall is a crash, each breath a howl.

Yiggbar doesn't work for the aboleths for money; he works for them because he enjoys his job. Regularly being ferried between the mainland and this island just to gather and torture lesser creatures is more than he could have ever hoped for in a job. The other ogres are just his thugs, and though he knows they can be useful, he would throw away their lives like rotten fruit if needed.

YIGGBAR

CR 4

Advanced ogre

XP 1,200

hp 34; *Pathfinder RPG Bestiary*

OFFENSE

Melee +1 *greatclub* +9 (2d8+9)

TACTICS

During Combat Yiggbar will call for his lackeys from V4 if reduced to 15 hp.

Morale Yiggbar fights to the death.

STATISTICS

Gear hide armor, +1 *greatclub*

YIGGBAR'S LACKEY

CR 3

Ogre

XP 800

hp 30; *Pathfinder RPG Bestiary*

V6. TAINTED DEPTHS (CR 5)

The floor gives out, dropping at least fifty feet below the surface, shimmering as if coated with oil.

The aboleths store their ill-gotten gains in the bottom of this sixty-foot deep underwater chasm, protected by two of their pets from the deep oceans.

TIGER SHARK (2)

CR 3

Giant shark

XP 800 each

hp 30; *Pathfinder RPG Bestiary*

FROM THE DEEP

RULING THREE

At the bottom of the pit, alongside the detritus of the sharks and the bones of dozens of creatures, is the trove of treasure that the aboleths have amassed in their reign: *dorje* (energy ray [fire]), *power stone* (object reading), *power stone* (dimension swap), *power stone* (energy missile), *power stone* (prerecognition), *power stone* (astral construct), *power stone* (biofeedback), *power stone* (mind link), *power stone* (ectoplasmic sheen), *crystal mask of language* (Aklo, Draconic, Dwarven, Orc, Undercommon), *pearl of personality parasite*, 3,110 gp, 3,846 sp, and 4,648 cp.

V7. CROCODILE LAIR (CR7)

The sun shines down onto these half submerged rocks, and crocodiles lounge in the warm water.

CROCODILE (5)

CR 2

hp 22; *Pathfinder RPG Bestiary*

XP 600 each



Jurlem

V8. COASTAL CHAMBER (CR 9)

Even though it opens up to a picturesque ocean view, the smell of the sea is overpowered by the filth coating the walls and stranger smells too.

Beneath the water, on a throne like structure are two hideous fishlike creatures: one bare, the other tattooed and pierced like a tribal warrior.

Razzah, the tattooed one, is much more in touch with the nature of surface-worlders, and if Jurlem is killed first will attempt to surrender – telling the PCs of the great sea beasts that attacked their homes and that this is simply them attempting to survive. However, as soon as the PCs let their guard down, he will resume the attack, using the distraction to move close to vulnerable PCs.

Defeating Razzah and Jurlem is the end of this adventure, freeing the lizardfolk from the demand to assault the mainland, and then removing the means to do so.

Though the PCs may still have quests to complete and rooms to explore, at any time after the aboleths are killed or driven off, the PCs can return to Simara and then Arbil and conclude this adventure.

JURLEM

CR 7

Aboleth

XP 3,200

hp 84; *Pathfinder RPG Bestiary*

RAZZAH

CR 7

Aboleth

XP 3,200

hp 84; *Pathfinder RPG Bestiary*

DEFENSE

AC 21, touch 9, flat-footed 20;
(+1 Dex, +12 natural, –2 size)

STATISTICS

Gear *amulet of natural armor +1*

FROM THE DEEP

RULING THREE

V9. CHAMBER OF THE MACHINE

The large metal device in this room would be alien to you if not for the recent earthquake. Though the two machines are far from identical, the same curved plates of bronze-like metal and inscrutable markings are the same as the machine the puppeteers had hidden at the bottom of the kobold mines.

In even worse shape than the one in the kobold mines, this machine is useless, covered with rust and ancient barnacles. The aboleths do not know what the machine was intended for; they only know that they stole it from the sea serpents that had attacked their group as they fled, and carried it here as a prize.

V10. ASSHAIN'S CHAMBER (CR 7)

Elaborate maps of the mainland are stacked on tables in this room, surrounded by writing supplies that could not have originated here on the island – like bottles of ink.

Asshain was a fisherman before the Deep Lords arrived, but his aptitude with battle strategy and lack of empathy made him an excellent pawn for the aboleths to use, planning every nuance of the attacks on the mainland.

ABERRANT FANATIC CR 4

Male lizardfolk psychic warrior XP 1,200
hp 32; see page 11

ASSHAIN CR 6

Male advanced lizardfolk wilder XP 1,600
hp 42; as aberrant channeler, see page 13

V11. TAINTED SHALLOWS (CR 6)

The six-inch deep murky water coating the floor of this room isn't just dirty; the murky grey substance clings to the walls, and the long reptilian creatures in the room seem to have a mottled blue hide instead of scales.

PHRENIC ABERRANT CROCODILE (3) CR 3

Phrenic aberrant crocodile XP 800 each
hp 25; see page 37

CONCLUDING THE ADVENTURE

When the PCs return to Simara, after the Deep Lords have been driven off, the lizardfolk will be ecstatic. They finally have their freedom from the monsters that have been controlling them for so long. They will hold a festival for the PCs: a long night of singing, dancing, drinking, and feasting.

Still, if the PCs had destroyed the haven, Simara will be in shambles; the underground chambers continue to collapse further in on themselves. The lizardfolk will suggest that they return to the mainland with the PCs, perhaps even work under them if they have also completed the rite of priesthood. Parithian is receptive to this idea and has room on his ship, provided the lizardfolk don't mind a few days in the cargo hold.

Returning to Arbil is less of a major celebration, though Sudas will begrudgingly agree the PCs are more than capable for their positions. She will pay them their reward(s) and promote each of them to the rank of captain.

If the PCs allied with Chul's orcs, the PCs will discover that just outside of the walls a large camp has sprung up, five hundred orc barbarians have decided to be annexed into the Protectorate, including, if he survives, Frag'goth. They pledge themselves to the Protectorate armies, vowing to protect the land from any incursions and never to again become one.

The next adventure, *A Dragon's Orders*, will begin without warning only about a week after the PCs return to Arbil – on the heels of the news, refugees will arrive from the destruction of Lirasse, telling tales of a terrible draconic beast leading an unstoppable army.

FROM THE DEEP

LIZARDFOLK OF KSAREN

LIZARDFOLK IN KSAREN

By Jeremy Smith

Although historical records do not exist to prove it, many of the residents of Ksaren believe that the lizardfolk are an early form of the ophiduan race. Sharing similar physical traits and living in adjacent regions of the continent of Tion, and with the well-known history of kobolds being a modified version of the ophiduan race, it is an easy assumption to make that lizardfolk are the precursors to the dominant ophiduan race of present-day Ksaren. Fewer in number than the ophiduans, the lizardfolk linger at the edges of civilization, yet keep apart from it.

Primitive in nature, the lizardfolk of Ksaren are a primarily tribal race inhabiting the coastal regions of Tion, especially the islands that dot the coast just beyond the bounds of the Ophid Protectorate. Their relatively isolated homes have insulated them from the growth and development of the rest of the continent, leaving them to their primitive traditions and culture where others must adapt or be crushed under the progress of the Protectorate.

The tribes of lizardfolk that still survive are primarily hunters, eating what they can catch in their remote corners of the world. Most lizardfolk have no idea that there are other races beyond the shores, believing that they are the rulers of all that they see and no others could be above the greatness of the tribe.

LIZARDFOLK HERITAGE

Although they have no books or other written records, the history of the lizardfolk is passed down as stories from the elders of the tribe to a new clutch of young. While the stories vary slightly between the tribes, the history is consistent that the lizardfolk fought against and defeated demonic serpent men, which might be a reference to the rise of the Ophid Protectorate. The lizardfolk then cleansed their lands of these demonic enemies and have been the rulers of the lands ever since.

A common theme within the lizardfolk history is that of the worship of the spirit of nature, rather than the godminds or Flow that the rest of the world of Ksaren reveres. Lizardfolk believe that the spirits of nature watch over them and can give guidance. This has resulted in the psionic power of tribes being inadvertently channeled into creatures known as infellium, psionic entities of nature formed by the combined mental energies of a tribe and given the form of the aspect of nature being revered. As each tribe has a different focus, the infellium of a particular tribe tends to resemble their spirit.

LIZARDFOLK PHYSIOLOGY

The lizardfolk of Ksaren are not much different from traditional lizardfolk, although they tend to be of the larger breeds. Most lizardfolk in Ksaren nearly 7 feet tall and weigh about 250 pounds, although the females tend to be slightly slither in build from the males. Both genders have powerful muscles covered in scales of green or brown, and most lizardfolk in Ksaren have some form of brightly colored frills. All lizardfolk have 4-foot-long tails that give them a natural talent as swimmers, a trait they use to hunt for food in the ocean.

Cold-blooded in nature, the lizardfolk tend to hunt in the day and rest at night, when the colder air saps their energy. The coastal and island regions where they reside tend to be warmer climates, allowing them to thrive and give sufficiently warm areas where they can store their clutches of eggs for their next generation.

In the all-psionic world of Ksaren, lizardfolk are not themselves naturally psionic, although they have the capacity to learn the psionic arts. It is believed that this lack of psionic power is why the lizardfolk and the ophiduan race may have separated initially, with the ophiduan emphasis on psionic might and the lizardfolk lack of innate psionic talent.



FROM THE DEEP

LIZARDFOLK OF KSAREN

LIZARDFOLK PSYCHOLOGY

After centuries of isolation from the mainland and the civilized societies of Ksaren, the lizardfolk tribes have come to believe that theirs is the only civilization in the world. Their histories of other races, wars, and conflict are believed to be proof that they have overcome all of those former enemies and that they are now the only culture left, having annihilated all others. This belief is so central to their culture that those rare tribes who do encounter other civilized societies tend to respond in either denial and retreat to an even more remote section of the world, or they are so shaken that they stop functioning and perish after a few months.

While the lizardfolk have learned how to develop psionic talent, they do not view it as internal power, as the other civilizations of Ksaren do, but instead view it as magic granted to them by the spirits of nature. Because of this, some tribes view those with psionic talent as having been “gifted” by their infellium spirits, although the tribe leader and elders keep the tribe from revering these psionic tribe members, as tradition states that these powers are tools to be used for the benefit of the tribe, and not a reason to glorify the individual.

LIZARDFOLK SOCIETY

Physically stronger and more resilient than ophidians, lizardfolk society is one based primarily on strength and intimidation, rather than the ophidian practice of psionic talent and power. The strongest male leads the tribe, occasionally challenged by other males, with the loser of the challenge being banished from the tribe. Although the lizardfolk of Ksaren are just as likely to learn the ways of psionics, it is not as important to their society as it is in that of the Protectorate. Physical prowess alone determines who leads, with all others following the rule of the tribe leader. As a result, the view of the tribe leader on psionics tends to determine how a particular tribe of lizardfolk treats the study and use of psionic power.

The tribe will tend to live in dug-out mounds within the earth, although some make use of naturally formed caves and other natural structures as housing. Hunting for food rather than cultivating crops, the lizardfolk are as transient as necessary, so permanent homes are a foreign concept to most tribes.

Although there is only one tribe leader, the oldest generation in the tribe has a group of elders who are respected for their experience and wisdom, for they are the ones who hold the knowledge of the tribe’s past and can teach the traditions held dear.

Overall, the society of the lizardfolk is one that clutches tightly to tradition and refuses to evolve. From the perspective of the tribe leader and elders, the tribe’s traditions have kept the tribe throughout the centuries, so they should never be abandoned, or else the tribe will be lost.

With the rapid changes that have come to Tion with the discovery by the Maquoran Fleet and the continent of Femon, as well as the continued expansion and growth of the Protectorate, the lizardfolk of Ksaren today march toward a likely confrontation with the civilized societies they have largely avoided.

FROM THE DEEP

PROTECTORATE COASTLINES



PROTECTORATE COASTLINES

By Michael McCarthy

The Ophid Protectorate is a constantly expanding place, with duels and shifts in power a nearly everyday occurrence. The sea, however, is an insurmountable border, especially with the Maquoran Fleet so adamant that the Protectorate remain out of their waters.

Yet even with the inability to travel further than a few leagues from the shoreline, life in the coastal regions of the Protectorate is good. The land is fertile, the seas are plentiful, and there is nothing the Protectorate as a whole is terribly bothered by, its armies more than capable of banding together to deal with the few indigenous tribes unwilling to become members of the nation.

INTERESTING LOCALES

The coast of Tion stretches for thousands of miles, and the Ophid Protectorate spans only a small portion along the rich southern border of it. Listed here are a number of interesting locales along the Protectorate coastline

KOBOLD MINES

The coast is rich in resources both above and below the ground. Dozens of kobold mining settlements exist within only a few miles of the coastline, within and without of official Protectorate rule. Typically, they prefer to live isolated beneath the ground, trading with the Protectorate only to ensure that they are not forced to learn the trades of farming or animal taming when they do not want to.

MISTY MANOR

While the sun shines, the Misty Manor is no different than any small human fort along the coast of any other portion of the world. Yet, each night without fail, a mist falls upon the keep and the small village around it.

Not as simple as fog, the mist is a veil between this world and the ethereal plane, tied to the very stones the small village is built upon. During the full moon, the shadows dance and play on the walls unpredictably, but during the new moon the shadows have been known to dance all the way down the street. Doors don't always lead where they should, and even on a calm night, more than a few people can go missing. And so, every night, every single person in the city remains safely indoors, lest they slip through a crack into another world.

SAMAEL'S LIGHTHOUSE

Lighthouses run along the entirety of the coast of the Protectorate, marking both the shoreline and the invisible border where the Maquoran Fleet claims definitive control. The small islands they are built on have been in conflict for generations, though few as fiercely as Samael's.

Samael was an enterprising ophiduan who began building boats to tame the seas. The Fleet wasn't terribly happy with this, and over the course of a decade burned two dozen of Samael's ships.

In an act of bravery and defiance, Samael built one last ship, sailed out to a small island and began building a lighthouse well within the Fleet's claimed waters. When the Fleet came to raze this as well, they found their fires turned back on them, and while Samael himself didn't survive the blaze, the lighthouse did.

Today, the lighthouse has become a graveyard for ships and sailors alike, figureheads and graves interspersed along the small island's shores, protected still by Samael's anguish.

FROM THE DEEP

PROTECTORATE COASTLINES

SILVER SCALES

Glittering silver and unquestionably dangerous, the Silver Scales is a reef possibly like no other in the world, where an ancient astral construct is said to slumber deep within its center. This not only gives the reef its unusual metallic color, but even the unconscious aura of this impossibly old location scares away predators that may unintentionally damage the reef.

Though many do not believe in this mythical construct at the center of the reef, nobody can dispute the sense of unease that comes from simply approaching the ever-growing underwater entity, and most keep a good distance, lest something is actually hiding within.

TEMOCHIT

Though the Maquorans are very defensive of their waters, they vary widely in their ways of doing so. In Temochit, instead of fighting against the ophidians, they instead aim to remove the need for them to go out to sea entirely.

This small city on the coast was founded three generations ago and remains to this day a joint venture between the Protectorate and the Fleet, providing the Maquoran Fleet a safe place to land and the ophidians a location for trade to flourish. Despite the unusual governments of both countries, neither argues that Temochit is not a boon to both. On the flip side, being a city of two complex nations leads to endless levels of bureaucracy, with even vital decisions taking months or years to be made.

ZIMBAE

There have been few ophidian cities founded on the coast in the last several years, due to mysterious disappearances and the constant threat of Fleet law. This count is further reduced by the Protectorate refusing to acknowledge one of their own cities that has survived the recent rigors of the coast – because it is a city they do not want to acknowledge at all.

Zimbae is a city that no above-the-board trader would ever want to willingly put into. Its overseer, Lincoss, is a brutal and unethical thrallherd who is willing to turn a blind eye to anything for the right amount of coin and isn't above doing most of the things he forgives, either.

Not only are there rumors of a major slavery circle running through the heart of the dark city, but the city is home to the infamous Devil's Hole, a pit of depravity and blood-sport where many unruly mercenaries and thugs go to test and prove their mettle against others of their ilk.

COASTAL CREATURES

Though the Protectorate would never admit it, the wilderness around the coasts of Tion is far from safe. With their expansion filling up every other usable portion of land, the uncivilized tribes have been moving further and further south, where the coastline has become the last place they can run before being forced to submit to the Protectorate's rule. Alongside them, more monstrous denizens lurk, preying on anyone unwise enough to travel alone.

ORCS

Orcs are easily the most proliferant of the races scattered across the Tion coastline. Though tamer than their ancient brethren, the difference accounts for little – they remain uneducated and unsophisticated, and it is rare to see a group of orcs construct more than a cluster of fur tents.

There are exceptions; small groups of more evolved orcs often band together to act as leaders of entire tribes, settling down into what might be considered villages. These orcs are few and far between, and though they may influence orcs across wide swaths of land, they still lead little other than nomads, hunters, and warriors.

LIZARDFOLK

The lizardfolk of the protectorate are few and far between; their more bestial features and less pervasive psionic ability giving most citizens of the protectorate little cause to see them as anything more than crude imitations of themselves. Others see them as a missing link of evolution – from lizard to lizardfolk to ophidian.

HYDRA

These serpentine creatures are plentiful in the damp locales along the coastline, though, thankfully, they prefer their solitude instead of collecting in large nests. The Protectorate army needs to regularly dispatch groups to deal with the hydras that leave their nests and lairs in search of new food and stumble into a farm or cottage of one of the Protectorate's citizens.

SEA SERPENTS

The ocean is deep, mysterious, and unquestionably dangerous. Though not common by any stretch, sea serpents are known to live off the coast, devouring boats of both the Maquoran Fleet and the Protectorate's fishermen alike.

The serpents prefer to spend much of their time underwater, surfacing mostly during storms along with their smaller prey, but they have been seen during clear days too, perhaps seeking the challenge of tackling an ocean vessel by itself.

CRABS

The crabs on the coastline of Tion vary widely in size, from a few inches across to larger than a rowboat, and though none have ever been recorded, some claim to have seen crabs scuttling up on land large enough to pick up entire cows in a single claw.

FROM THE DEEP

BESTIARY

BESTIARY

The coastal regions of the Ophid Protectorate tend to be wilder and less pacified than the regions near the cities. While the cities themselves are typically clear of dangerous creatures, the lands just a few miles outside the protection of the guards are another matter. Psionic creatures of a vast array make their homes in the wilderness of Tion: from the thought eater, to the vicious dire deep hound, the untamed lands of the Protectorate house creatures that could cause injury or death to the unwary.

MONSTERS OF THIRD DAWN

The *From the Deep Adventure Path* makes heavy use of the psionic monsters presented in *Psionics Unleashed: Core Psionics System*. To minimize the need to cross-reference, those psionic monsters from *Psionics Unleashed* used in this installment of *From the Deep* are presented in full below. Because Ksaren, the world of the *Third Dawn Campaign Setting*, is all-psionic, many of the creatures found in the *Pathfinder RPG Bestiary* are not found in Ksaren. Generally speaking, creatures which have spellcasting or spell-like abilities are not found in Ksaren. This includes non-psionic dragons, most undead, and many outsiders.

Because of the unique nature of the *Third Dawn Campaign Setting*, new monsters will be introduced as part of the *From the Deep Adventure Path*. New monsters presented in this installment are the infellium and the phrenic aberrant template.

WANDERING MONSTERS

The area around Arbil and the coastal regions of Tion are not always the safest of environments. Although the patrols of the Protectorate keep the roads and the area immediately surrounding the cities safe, they can't keep the entire countryside cleared, especially as the Protectorate expands and adds new territories. Because Arbil is a newer city, the countryside around it is particularly dangerous, with only the area within a half day's ride from the city itself pacified. As the party ventures into and through the coastal regions, it is not uncommon for curious, hungry, or malicious indigenous creatures to be encountered. Because Arbil is on the ocean, the area around the city is a mix of jungle, marsh, and grassland, giving a wide assortment of creatures that might be encountered when adventuring in the countryside.

BANDITS

Characters might encounter a wide variety of scavengers, criminals, miscreants, and other unsavory types in their exploration of the outer regions surrounding Arbil. These might be disorganized brigands, thugs, con men, or thieves. Such enemies might use the statistics for maenad rogues, presented below. An encounter with 1d10 CR 1/2 bandits is a CR 3 encounter.

PUPPETEERS AND SLAVES

A puppeteer encountered will have a maenad rogue enthralled as part of the encounter. Freeing the maenad from the puppeteer control is just as legitimate of a way to overcome the encounter as killing the maenad.

RANDOM WANDERING MONSTERS

d%	Monster	CR	Source
1-4	Giant Black Widow Spider	3	PFB2
5-8	Phrenic Aberrant Crocodile*	3	FtD:R3
9-10	Puppeteer + Slave	3	PU
11-15	Temporal Filcher	3	PU
16-18	Assassin Vine	3	PFB
19-22	1d4 Venomous Snakes	3	PFB
23-30	1d10 Bandits	3	FtD:UF
31-33	Giant Mantis	3	PFB
34-39	Mosquito Swarm	3	PFB2
40-44	Centipede Swarm	4	PFB
45-49	Crab Swarm	4	PFB
50-54	Giant Stag Beetle	4	PFB
55-59	Leech Swarm	4	PFB
60-64	1d3 Thought Eaters	4	PU
65-69	Army Ant Swarm	5	PFB
70-72	Giant Frilled Lizard	5	PFB
73-75	Infellium*	5	FtD:R3
76-80	Udroot	5	PU
81-84	Giant Mosquito	6	PFB2
90-92	Shambling Mound	6	PFB
93-94	Chuul	7	PFB
95-97	Phthisic	7	PU
98-99	Giant Slug	8	PFB
100	Giant Tarantula Spider	8	PFB2

* New creature detailed below.

FtD:R3: *From the Deep: Ruling Three*; presented below

FtD:UF: *From the Deep: Uncertain Futures*

PU: *Psionics Unleashed*

PFB: *Pathfinder RPG Bestiary*

PFB2: *Pathfinder RPG Bestiary II*

FROM THE DEEP

BESTIARY

INFELLIUM

A translucent humanoid figure floats just above the ground, in many ways looking otherwise human – but the eyes are those of a wild animal.

INFELLIUM

CR 5

CN Medium fey (psionic) **XP 1,800**
Init +3; **Senses** low-light vision; Perception +2

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 Deflection)
hp 68 (8d6 + 40)
Fort +6, **Ref** +9, **Will** +8
DR 10/psionics

OFFENSE

Speed 30 ft.; fly 20 ft. (good)
Melee slam +3 (1d4 -1)
Psi-Like Abilities (Sp) (ML 5th)
 At Will—*energy push* (DC 17), *energy ray* (DC 15)
 3/day—*body adjustment*, *dispel psionics*, *energy missile* (DC 17)
 1/day—*empathic feedback* (DC 18), *energy bolt* (DC 17)

STATISTICS

Str 8, **Dex** 16, **Con** —, **Int** 6, **Wis** 14, **Cha** 18
Base Atk +4; **CMB** +3; **CMD** 16
Feats Combat Manifestation, Ghost Attack, Opportunity Power, Psionic Body
Skills Fly +15, Disguise +12, Knowledge (local) +6, Knowledge (nature) +6
SQ ectoplasmic, ever-changing visage, focused creature, weightless
Languages Common plus any one

ECOLOGY

Environment Any
Organization Single or Pantheon (2 to 8)
Treasure Standard

SPECIAL ABILITIES

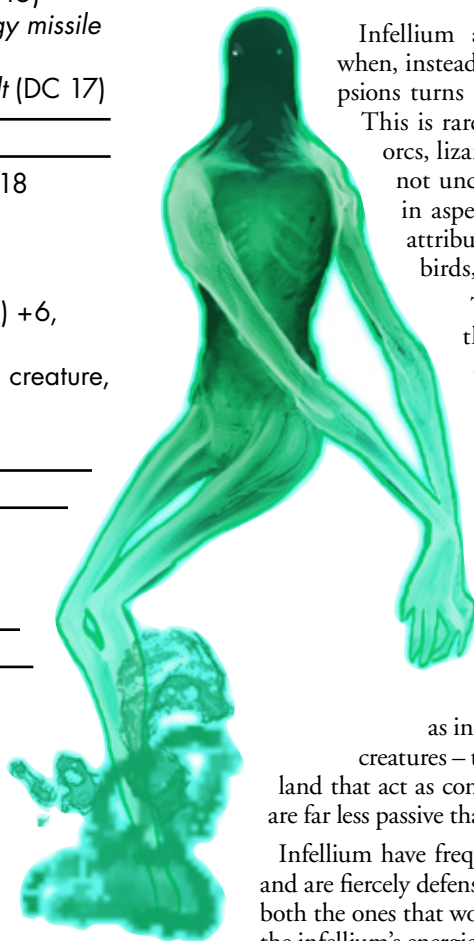
Ectoplasmic (Ex) Infellium are creatures of ectoplasm, without a true physical body. They do not have Constitution scores, and in place use their Charisma modifier for all relevant checks including Fortitude saves and bonus hp. They are immune to disease and poison, but are still affected by spells and abilities that affect corporeal creatures or effects that require Fortitude saves. They

cannot wear armor or wield weapons, but gain a deflection bonus to their AC equal to their Charisma modifier. Infellium do not need to eat, breath, or sleep.

Ever-changing Visage (Su) Infellium can change their appearance to the form of their focused creature as a standard action. Regardless of the normal size of the focused creature, the infellium's form and size remain unchanged. Their abilities to not change when transformed.

Focused Creature (Ex) Infellium are each created from one type of natural creature, plant or animal. When an infellium comes into existence, choose one plant or animal. The Infellium gains the general appearance of that creature. If the creature is aquatic, the infellium loses its fly speed and instead gains a swim speed of 20. Finally, the infellium also gains the ability to use one primary natural attack of its focused creature, exactly as listed in that creature's stat block.

Weightless (Su) Infellium are weightless ectoplasm. They never leave tracks and never take falling damage or trigger effects based on weight.



Infellium are psionic nature spirits created when, instead of worshipping an ideal, a group of psions turns their worship to the natural world.

This is rare in the civilized world, but among orcs, lizardfolk, and other tribal societies it is not uncommon for infellium to be created in aspects of local creatures with desirable attributes – strong bears, fast foxes, nimble birds, and patient trees.

Though infellium have control over their form, they almost always appear as a humanoid representation of their nature selves, albeit off-color and slightly transparent due to being created from ectoplasm.

In many ways, infellium could be considered the weakest of godminds. They are psionic energy given form and mind as a result of constant worship and fear, and they are sustained in power only by the continuing focus of many minds working together. However, as infellium are typically bound to mortal creatures – the physical plants and animals of the land that act as conduits for their psionic energy – they are far less passive than their more powerful counterparts.

Infellium have frequent and fierce emotional outbursts, and are fiercely defensive of the creatures they are tied to – both the ones that worship them and the ones that harbor the infellium's energies.

FROM THE DEEP

BESTIARY

Ultimately, the innate mortality of the creatures they are tied to prevent any infellium from attaining more than trifling power. Though it may survive for generations, the power passes from living thing to living thing, changing form, focus, and often name each time.

MAENAD

This tall man lets loose a tremendous shot as he draws his sword. Tiny flecks of crystal glinting in his skin reveal that he is something more than human.

MAENAD	CR 1/2
Maenad rogue 1	XP 200
NE Medium humanoid (psionic) Init +3; Senses Perception +5	
DEFENSE	
AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) hp 10 (1d8+2) Fort +2, Ref +5, Will +1	
OFFENSE	
Speed 30 ft. Melee short sword +3 (1d6+1/19–20) Ranged light crossbow +3 (1d8/19–20) Special Attacks sneak attack +1d6 Psi-Like Abilities (ML 1st); 1/day—energy ray (sonic)	



STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 14

Feats Wild Talent⁸, Weapon Finesse

Skills Acrobatics +7, Bluff +3, Escape Artist +7, Intimidate +3, Perception +5, Sense Motive +5, Stealth +7, Swim +7; **Racial Modifiers** +2 Profession (sailor), +2 Swim

Languages Alyrian, Ophiduan

SQ outburst, sonic affinity, trapfinding

ECOLOGY

Environment any coastal

Organization solitary, pair, or gang (3–5)

Treasure NPC gear (studded leather armor, short sword, light crossbow with 20 bolts)

SPECIAL ABILITIES

Outburst (Ex) Maenads can dampen their mental processes for an increase in raw power called an outburst. As a result, they take a -2 penalty to Intelligence and Wisdom but gain a +2 bonus to Strength. The maenad must spend one power point at the beginning of each round during an outburst and may stop an outburst at any time.

Sonic Affinity Maenads add a +1 to the DC of any power with the sonic descriptor.

Maenads are a race of sea-faring humanoids who typically make their homes on coastal regions or island chains. They are prone to violent outbursts, as their psyche is a roiling cauldron of extreme emotions. Maenads look mostly human except for their skin, which is covered in flecks of sparkling crystals, giving them a peculiar sparkle.

PHRENIC ABERRANT

No longer any sort of natural creature – bulbous eyes, splotchy skin and a distinct musk identify this creature as an abomination against nature.

PHRENIC ABERRANT CROCODILE CR 3

CN Large animal (aberrant, psionic) **XP 800**

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 10, flat-footed 15
(+1 Dex, +6 natural, -1 size)

FROM THE DEEP

BESTIARY

hp 25 (3d8 + 12)
Fort +7, **Ref** +4, **Will** +2
Immune disease

OFFENSE

Speed 20 ft., swim 30 ft.; sprint
Melee bite +6 (1d8 +5 plus grab) and tail slap +1 (1d12+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks death roll (1d8+7 plus trip)

STATISTICS

Str 21, **Dex** 12, **Con** 19, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +8 (+12 grapple); **CMD** 19 (23 vs. trip)
Feats Skill Focus (Perception, Stealth)
Skills Perception +8, Stealth +5 (+13 in water), Swim +12;
Racial Modifiers +8 on Stealth in water
SQ hold breath

ECOLOGY

Environment coastal or underground
Organization solitary or float (2-6)
Treasure incidental

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a phrenic aberrant crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a phrenic aberrant crocodile may sprint, increasing its land speed to 40 feet for 1 round.

Though many creatures defy nature in many ways, none are so innately anathema to nature as the phrenic aberrant. These once natural creatures have been perverted by monstrous and unfathomable aberrations into things further and further from what they once were.

This transformation typically takes place over a period of several months as a result of both close contact and continued effort on behalf of an existing aberration or phrenic aberrant.

CREATING A PHRENIC ABERRANT

"Phrenic aberrant" is an inherited or acquired template that can be added to any living, corporeal creature. A phrenic aberrant retains all the base creature's statistics and special abilities except as noted here.

CR: HD 5 or less, as base creature + 1; HD 6–10, as base creature + 2; HD 11 or more, as base creature + 3.

Alignment: Any chaotic.

Type: The creature gains the aberrant and psionic subtypes (if 10HD or less); the creature's type changes to Aberration (if 11HD or greater). Do not recalculate HD, BAB or saves.

Senses: A phrenic aberrant gains darkvision 60 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: the creature gains darkvision 60 ft. and immunity to disease (if 5HD or less); it gains immunity to fear effects (if 6-10HD); it gains immunity to compulsion effects (if 11HD or more)

Attacks: A phrenic aberrant (at 6HD or more) gains the following:

Tentacle (Ex): A long and sinuous tentacle sprouts from the phrenic aberrant's body. This tentacle grants a secondary natural tentacle attack that does 1d8 + ½ the phrenic aberrant's Strength bonus. A phrenic aberrant's tentacle has reach 5 feet larger than the base creature.



FROM THE DEEP

BESTIARY

Special Attacks: A phrenic aberrant gains the following:

Frightful Presence: A phrenic aberrant (at 11HD or more) gains Frightful Presence, as listed under Universal Monster Rules.

Psi-Like Abilities: A phrenic aberrant with a Charisma score of 8 or higher has a cumulative number of psi-like abilities depending on its HD. Unless otherwise noted, an ability is usable once per day. Manifest level equals the creature's HD (or the manifest level of the base creature's spell-like abilities, whichever is higher). Save DCs for these powers are Charisma-based.

HD	Abilities	HD	Abilities
1-2	<i>Prevenom</i>	11-12	<i>Claw of energy</i>
3-4	<i>Animal affinity</i>	13-14	<i>Truevenom</i>
5-6	<i>Psionic scent</i>	15-16	<i>Adapt body</i>
7-8	<i>Duodimensional claw</i>	17-18	<i>Breath of the black dragon</i>
9-10	<i>Vampiric blade</i>	19-20	<i>Form of doom</i>

Abilities: A phrenic aberrant gains +2 to Strength and Constitution for every 5 HD or fraction thereof up to a maximum of +6 to Strength and Constitution.

Skills: A phrenic aberrant gains a +4 to all intimidate checks, but a -4 to all other charisma-based skills.

PHTHISIC

Covered in a hide of frost crystals with dagger-like claws and spikes, the creature before you stands 10 feet tall and vaguely reminds you of someone familiar.

PHTHISIC

CR 6

CE Large monstrous humanoid 2,400 XP
(psionic)

Init +5; **Senses** darkvision 60 ft., scent, Perception +14

DEFENSE

AC 18, touch 10, flat-footed 17

(-1 size, +1 Dex, +8 natural)

HP 63 (6d10 + 30); regeneration 5 (acid or fire)

Fort +9, **Ref** +6, **Will** +8

DR 10/magic; **Resist** cold 10

OFFENSE

Speed 30 ft.

Melee 2 claws +11 (1d6+6) and bite +11 (1d6+6 plus mind feed)

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

Special Attacks mind feed

Psi-like Abilities (ML 6th)

3/day—*brain lock* (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 15*), *dimension slide*, *ego whip* (1d4, DC 15*), *mental barrier*, *mind thrust* (ML 4th, 4d10, DC 15*), *skate*

1/day—*body adjustment* (heal 1d12*), *catapsi* (DC 18).

The save DCs are Charisma-based.

*Includes augmentation for the phthisic's manifest level.

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 10, **Wis** 16, **Cha** 16

BAB +6; **CMB** +13; **CMD** 24

Feats Alertness, Great Fortitude, Improved Initiative

Skills Climb +15, Perception +14, Stealth +10, Swim +15

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure standard

SPECIAL ABILITIES

Mind Feed (Ex) A phthisic that hits with its bite attack deals 1d4 points of Intelligence damage. If this effect reduces the opponent's Intelligence score to 0, the ability damage becomes ability drain.



FROM THE DEEP

BESTIARY

Standing 10 feet tall and weighing over 600 pounds, a phthisic is a repressed neurosis that has been forcefully shunted from the subconscious and turned into a living creature. They feed off mental energy, permanently damaging the psyches of their victims.

A phthisic will faintly resemble the person from whose mind it came, but is a warped, twisted version of that person (a DC 25 Perception check to note the resemblance allows someone who knows the source individual to recognize the source of the phthisic).

A phthisic feeds off the intelligence of a living creature, temporarily assuaging its constant craving for the sanity that can calm its own mental torment.

PUPPETEER

You notice a small, purplish slug at the base of the neck of the person in front of you. Only the slight pulse of the slug gives evidence that it is alive.

PUPPETEER

CR 1

LE Fine Magical Beast (psionic) **XP 400**
Init +2; **Senses** blindsight 60 ft., Perception +7

DEFENSE

AC 20, touch 20, flat-footed 18 (+8 size, +2 Dex)
hp 5 (1d10)
Fort +2, **Ref** +4, **Will** +5
Defensive Abilities hide mind, host protection

OFFENSE

Speed 5 ft.
Melee bite +4 (1d2-5)
Space 1/2 ft.; **Reach** 0 ft.
Special Attacks enthrall
Psi-like Abilities (ML 1st)
3/day—*detect psionics, mental barrier, empathic connection* (DC 13).
Save DCs are Charisma-based.

STATISTICS

Str 1, **Dex** 15, **Con** 11, **Int** 14, **Wis** 16, **Cha** 14
Base Atk +1; **CMB** -12; **CMD** -1
Feats Iron Will
Skills Bluff +3, Perception +7, Sense Motive +7, Stealth +22
Languages telepathy 20 ft.

ECOLOGY

Environment underground
Organization solitary or pack (2-8)
Treasure none



SPECIAL ABILITIES

Enthrall (Ex) If a puppeteer is in physical contact with a person it has charmed (the puppeteer establishes a physical hold by means of slender infiltrating tendrils), the subject acts as if dominated. (Puppeteers often seek to charm victims first and then “ask” to be picked up.) So long as the puppeteer remains in contact with the victim, the domination remains in effect, even if a check would normally indicate that the effect is broken.

Hide Mind (Su) A puppeteer cannot be identified as psionic by divination spells or clairsentience powers.

Host Protection (Ex) A puppeteer in control of a host is treated as an attended magic item for the purpose of making saving throws, even if the puppeteer is specifically targeted. A puppeteer that is attached to its host is treated as a creature in a grapple for the purpose of striking at the puppeteer instead of the host (but the host is not considered grappled in turn).

FROM THE DEEP

BESTIARY

With large, fleshy bodies, puppeteers resemble large, slightly purple slugs.

Created by the phrenic scourges, puppeteers seek out suitable slaves and breeding grounds for their phrenic scourge masters and then bring these hosts back to their nest. Most puppeteers will drop down onto a passerby from a tree or precipice, or use their psionic powers to coerce a target, mentally asking them to come pick up the seemingly harmless slug. Once they establish physical contact, the puppeteer takes over its host by inserting very thin infiltrating tendrils into the flesh of the target.

A puppeteer rarely fights; if attacked, it will try to charm an attacker and ask to be protected, hoping to find a guardian amongst its assailants. Otherwise, it will try to flee, but in direct combat a puppeteer is rarely dangerous. If it can, it will manifest mental barrier as a last ditch effort to save itself.

TEMPORAL FILCHER

The single-horned creature before you stands 8 feet tall and is balanced on a single leg, a leg which appears to end in a prehensile foot. Four elongated, multijointed arms extend outward from its body, its clawed hands reaching toward you.

TEMPORAL FILCHER

CR 3

NE Large aberration (psionic) **XP 800**
Init +7; **Senses** darkvision 60 ft., Perception +12

DEFENSE

AC 16, touch 13, flat-footed 12
(–1 size, +3 Dex, +1 dodge, +3 natural)
hp 52 (8d8+16)
Fort +4, **Ref** +5, **Will** +7

OFFENSE

Speed 40 ft.
Melee 4 claws +6 (1d6+1 plus grab) and bite +6 (1d8+1) and horn +1 (1d4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks time filch
Psi-like Abilities (ML 8th)
At will—*chameleon*, *distract* (DC 13), *fold space*,
defy gravity, *wall walker*
3/day—*mental barrier*
Save DC is Charisma-based.

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 7, **Wis** 12, **Cha** 14
Base Atk +6; **CMB** +8 (+12 to grapple); **CMD** 22
Feats Alertness, Dodge, Improved Initiative, Mobility
Skills Acrobatics +14, Perception +12

ECOLOGY

Environment any
Organization solitary
Treasure standard

SPECIAL ABILITIES

Time Filch (Su) If a temporal filcher successfully grapples a large or smaller creature, it latches onto the opponent's body and shifts 7 minutes forward in time as a free action. Observers (if any) see the temporal filcher and its prey disappear in a shimmer, then reappear 7 minutes later in exactly the orientation and condition they left. For the filcher and its prey, no time passes at all. The victim must succeed on a Will save (DC 16) or be dazed for 1 round from temporal disorientation. The ability is otherwise identical to time hop manifested by an 8th-level manifester.

Grab (Ex) To use this ability, a temporal filcher must hit a creature of Large size or smaller with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and uses its time filch ability.



FROM THE DEEP

BESTIARY

Yellowish in appearance, with gray and blue markings, temporal filchers use their psionic abilities to hop their prey forward in time, preventing the prey's allies, should there be any, from offering aid.

Large, aggressive, and dangerous, temporal filchers are predators that hunt by using its chameleon power, waiting for prey. Preferring to ambush the rear of a group, the temporal filcher uses surprise as part of its strategy, then hopping forward in time to confuse any other possible opponents.

If wounded, a temporal filcher will use its time filch ability on itself in an attempt to confuse its opponents and then retreat to safety once its enemies have departed.

THOUGHT EATER

This small creature appears to be roughly three feet in length, and its skeleton is visible through the wispy, ethereal flesh that covers its form. Its body resembles a feline, while its head has a decidedly avian cast.

THOUGHT EATER

CR 2

N Small aberration (psionic) **XP 600**
Init +8; **Senses** darkvision 60 ft., Perception +7

DEFENSE

AC 17, touch 15, flatfooted 13 (+1 size, +4 Dex, +2 natural)
hp 13 (3d8)
Fort +1, **Ref** +5, **Will** +4
Defensive Abilities ethereal jaunt

OFFENSE

Speed 40 ft.
Melee touch +4 (eat thoughts)
Psi-like Abilities (ML 3rd)
At will—*detect psionics*, *distract* (DC 13),
precognition, *telepathic lash* (DC 13*)
3/day—*thought shield*
Save DCs are Charisma-based.
*Includes augmentation for the thought eater's manifester level.

STATISTICS

Str 12, **Dex** 18, **Con** 11, **Int** 7,
Wis 12, **Cha** 14
Base Atk +2; **CMB** +2; **CMD** 14
Feats Alertness, Improved Initiative
Skills Perception +7, Stealth +14

ECOLOGY

Environment Ethereal Plane
Organization solitary or group (1-3)
Treasure none

SPECIAL ABILITIES

Eat Thoughts (Su) A thought eater can drain psionic power points with a successful melee touch attack. Each touch drains 6 power points from the opponent (or fewer, if the opponent has fewer than 6 points remaining). Against a nonpsionic creature or a psionic creature that currently has no power points, this touch attack instead deals 1 point of Intelligence damage, which provides nourishment equivalent to 6 power points. A thought eater requires 12 power points per day to survive but will gorge itself on weak prey.

Ethereal Jaunt (Su) A thought eater can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the psionic ethereal jaunt power.

Bizarre in appearance, thought eaters feed on the mental energy of creatures. They are capable of transporting rapidly between the Material Plane and the Ethereal Plane and use this to deadly effect.

Although they possess intelligence, thought eaters do not speak.

Thought eater tactics revolve around waiting in the Ethereal Plane for intelligent, or preferably psionic, creatures to come near. It will then shift to the Material Plane in an attempt to ambush its intended victim. If this ambush proves successful, the thought eater returns back to the Ethereal Plane to digest its newly acquired meal.

A thought eater can only stay in the Material Plane continuously for one minute before it dies due to its flesh dissipating. A thought eater prefers to retreat back to the Ethereal Plane rather than continuing to fight if it is badly injured.



FROM THE DEEP

BESTIARY

UDOROOT

What look to be a handful of sunflowers grow from an empty patch of grass.

UDOROOT

CR 5

N Huge plant (psionic) 1,600 XP
Init +0; **Senses** blindsight 60 ft., low-light vision, Perception +10

DEFENSE

AC 11, touch 3, flatfooted 11 (–2 size, –5 Dex, +8 natural)
HP 45 (6d8+18)
Fort +10, **Ref** +4, **Will** +5
Immune electricity, plant traits; **Resist** cold and fire 10

OFFENSE

Speed 0ft.

Space 15 ft.; **Reach** 0 ft.

Special Attacks double manifest

Psi-like Abilities (ML 6th)

At will—*energy stun* (electricity, 2d6, DC 15*), *false sensory input* (DC 15), *id insinuation* (two targets, DC 15*), *mind thrust* (ML 4th, 4d10, DC 14*), *telekinetic force* (275 lb., DC 15*), *thought shield* (power resistance 16*)

3/day—*astral construct* (3rd level*), *body adjustment*, *mental barrier*

The save DCs are Charisma-based.

An udoroot can use its body adjustment power to repair damage to one of its crowns, as long as the crown has not been severed or destroyed.

*Includes augmentation for the udoroot's manifester level.

STATISTICS

Str —, **Dex** —, **Con** 16, **Int** 4, **Wis** 13, **Cha** 14
BAB +4; **CMB** +0 (cannot use maneuvers); **CMD** 0 (cannot be tripped, grappling has no effect)
Feats Iron Will, Lightning Reflexes, Great Fortitude
Skills Perception +10
SQ crown regeneration, udoroot traits

ECOLOGY

Environment temperate forest

Organization solitary or patch (2-4)

Treasure half

SPECIAL ABILITIES

Udoroot Traits (Ex) An udoroot can be killed only if its root is dug up or exposed, then burned, hacked

apart, or otherwise destroyed. Severing or destroying all six crowns puts the plant out of commission, allowing excavation of the helpless root. The crowns are Medium objects with a hardness of 5 and 7 hit points. To sever a crown, an opponent must use the sunder action. The crowns can also be affected by spells or effects that affect an area or targeted by spells that affect an individual target.

Crown Regeneration (Ex) An udoroot takes no damage from having a crown severed or destroyed. A severed crown dies and can no longer be used to attack, but the udoroot takes no other penalties. As long as the root system remains intact, the crown regrows in about a month.

Double Manifest (Ex) An udoroot senses its surroundings and manifests its psi-like abilities through its crowns. It can manifest two psi-like abilities per round, as long as it has at least two crowns remaining.

Udoroots are carnivorous plants that use psionic powers to overcome creatures that it then devours. The majority of the udoroot's body is its root system which hides below the surface of the ground, leaving only a few stalks that resemble sunflowers exposed. In subterranean environments, an udoroot can essentially grow upside down, with its stalks coming from the ceiling, rather than the floor.

The exposed stalks of an udoroot have white petals with reddish seeds that are tough, but nutritious and can be made into a bread if ground down and cooked.



FROM THE DEEP

CAMPAIGN SUMMARY

CAMPAIGN OVERVIEW

Warning! This section is for a GM overview and is intended to spoil the adventure as thoroughly as possible!

The Ophid Protectorate is a place where the prominent members of society are determined by their psionic strength. Those who have the power rise to high stations; and those without it, fall. Nearly every member of the Protectorate has some measure of psionic talent, and it is not just a factor in determining who you can be in the Protectorate, but the factor.

While it is not the rule, it is the norm that anyone without the ability to use psionic power falls to the very bottom of Protectorate society, and is typically treated as second-class citizens, or worse. They are the outcasts and beggars, looked upon more as the Protectorate's trash rather than its citizens.

Thirty years ago, an infant was born in the just-founded city of Arbil to parents of mixed race. An ophidian mother and a human father saw their child, and knew this chimairan would never be a true member of society – for chimairans cannot use the power of the mind, and though they wept over the decision, they abandoned him.

The half-breed child grew up on the streets, begging and stealing, working what labor he could, but never finding enough to survive. He had no psionic talent, but he was strong, clever, and was skilled with a knife. But these talents were nothing in a society such as the Ophid Protectorate, people saw his mottled skin and knew what he was, and cast him out over less qualified workers with the merest sliver of psionic talent.

By the time he was eighteen, on a date he had chosen along with the name Scriven, he had saved enough money to leave the city, and planned to do so. But it wasn't enough for the guards to kick him out – they stole all he had just because he had no talent, and cast him into the wilderness alone and defenseless.

In this wretched state, Scriven made his way into the countryside, miserable, but freer than he had ever been. Until he fell into a trap.

While most puppeteer traps seek merely flesh for their phrenic masters, the particular puppeteers that found the miserable Scriven were beyond that – they were free of the compulsion to return home, and the whim of their hive-mother was their only command.

The trap would have turned any normal person into a slave, through the manipulation of the very same psionic talent that Ophid society so treasures – but Scriven was free of that talent, and this irony saved him from the domination that befalls any careless enough to travel unawares.

And in the puppeteer reaching into his mind, something changed. Scriven found he could also reach back into the puppeteer, and learn what it knew. Grasping onto this sliver of

power, he returned to the puppeteer's hive, and challenged the hive mother to enrapture his mind. When it could not, it took Scriven as its master instead of as its slave.

Over the next months and years, Scriven remained in the embrace of the hive-mother; poring through her mind and having her enslave creatures to sustain Scriven instead of herself. Together they grew mad, and together they remembered something that could change the world.

Embedded in the hive-mother were memories from centuries ago, perhaps even as old as the Impact itself. These memories told a story of ancient machines of war, remnants of the sorcerings scattered across the sea. Machines so fearsome that a single one could cripple the whole of the Protectorate, showing them that psionic power wasn't all it was cracked up to be.

With the prospect of revenge close at hand, Scriven, now nearly as alien as the hive-mother surrounding him, commanded the puppeteers to dig. And beneath the rock and soil and sea they captured creatures to dig: duergar, dromites, kobolds, and larger beasts still, each one seeking the same things – the ancient machines.

Years further still, Scriven has found more than one of the machines. He toils night and day to restore them, ancient memories and terrifying experiments his only recourse to uncover what they do.

UNCERTAIN FUTURES

LEVELS 1-3

A swarm of puppeteers, under the control of Scriven's hive, has descended upon the kobold community of Vensnak, and commanded that they dig for the soft black rock he suspects the ancients used to power their machines. Into the one working machine Scriven has provided them, the kobolds have thrown every conceivable stone, until it belched forth a foul smoke in protest and exploded, collapsing the mines around it.

This same smoke is the cloying poison leaking into the land above, disrupting the Flow. The PCs must stop or even save the kobolds, and destroy the machine before it poisons the land too deeply, all the while guessing why they find so many puppeteers underground.

RULING THREE

LEVELS 4-6

Beneath Arbil has not been the only place Scriven's puppet slaves have begun to dig. By using enslaved beasts of the sea, he digs and scavenges further abroad each day, searching for the ancient machines. But his digging has drawn the attention of something more ancient still – the aboleths. Ancient beyond measure yet young to the world above the waves, what was once a border conflict quickly escalated to a fully fledged war.

And from that war, castoffs of Aboleth society have arrived at a small island off the coastline. Rather than directly attacking this

FROM THE DEEP

CAMPAIGN SUMMARY

new unknown place, they seize the chance for power of their own, and have sent the lizardfolk natives to the coast, to wreak havoc and drive the orcish tribes into a frenzy. The PCs must follow the trail back to the source, and make powerful allies along the way.

A DRAGON'S ORDERS

LEVELS 7-9

While dragons are massive beasts, in Ksaren they are as simple-minded as they are vicious. When a hungry dragon wandered into Scriven's hive, it was a simple matter to enslave the beast and use it to fuel his schemes – particularly to use it as a figurehead for an army he will use to cleanse the continent of the city of Arbil – for his former home must be the first to go.

With the fanatical army following this 'draconic godmind' being too fierce a foe to fight head on, the PCs must cut off the beast at its head, literally. They must track down and destroy the beast before the city of Arbil falls to the army that consumed the city of Lirasse weeks before.

DEAD CAPTAIN'S CHEST

LEVELS 10-12

A favor must always be repaid, and much like the dromites ferried north to the freedom of Tion, the Maquorans ask for repayment of favors given to help them fight a delicate battle on the seas themselves.

One dromite, Kixthran, wants to sever the tradition of repaying for flight across the ocean. In his fury at being once again in debt, he killed the captain of a Maquoran ship and enslaved his crew. With the fleet on his tail seeking revenge, he fled to one of the few pirate strongholds in the ocean, where the PCs will need to break apart the power structure that now protects one of the most vicious pirates in generations.

IT CAME FROM BELOW

LEVELS 13-15

With the Maquoran Fleet spread far across the ocean, cleaning up the mess the pirates left, a new terror rises from the bottom of the ocean. A hundred gaping maws, aboleths hungry from a long war against Scriven seek to take more than a figurative bite out of the Protectorate coastline in revenge.

With every ship in a hundred miles pulled beneath the waves to fuel the awakening of a long dormant volcano, the PCs must dive beneath the waves to stop them. Or, will they ally against a stronger threat still rising?

NIGHTMARES OF STEEL

LEVELS 16-18

A shadow falls across the land, both new and ancient. An impossible machine of war has risen from the depths with a madman at its helm – Scriven. With the ancient memories of the hive-mother used to repair the pre-Impact war machine, belching a cloying smoke that no psionics can seem to penetrate.

The PCs must separate Scriven from his machine, and even while it still rages war on the Ophid Protectorate around it, chase him back to his lair. Inside they will find the puppeteer hive-mind he has so closely bonded with, and further ancient machines besides. They must stop him and his machine before they level the entire country.

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