

# Quests of Doom 4

## Fishers of Men

By Tom Knauss



FROG GOD  
GAMES

# Quests of Doom 4

## Fishers of Men

**Author**  
Tom Knauss

**Developer**  
Patrick N. Pilgrim

**Producer**  
Bill Webb

**Editor**  
Jeff Harkness

**Layout and Graphic Design**  
Charles A. Wright

**Front Cover Art**  
Artem Shukaev

**Interior Art**  
Artem Shukaev, Richard Thomas

**Cartography**  
Robert Altbauer

### FROG GOD GAMES IS

**CEO**  
Bill Webb

**Creative Director:**  
**Swords & Wizardry**  
Matthew J. Finch

**Creative Director:**  
**Pathfinder Roleplaying Game**  
Greg A. Vaughan

**Frog V**  
Patrick N. Pilgrim

**Art Director**  
Charles A. Wright

**Developers**  
John Ling and  
Patrick N. Pilgrim

**Customer Service Manager**  
Krista Webb

**Zach of All Trades**  
Zach Glazar

**Final Boss**  
Skeeter Green



ADVENTURES  
WORTH  
WINNING

FROG  
GOD  
GAMES

©2017 Frog God Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games and the Frog God Games logo is a trademark of Frog God Games. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

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

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game.

Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

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



# Other Products from Frog God Games

You can find these product lines and more at our website, [froggodgames.com](http://froggodgames.com), and on the shelves of many retail game stores. Superscripts indicate the available game systems: “PF” means the Pathfinder Roleplaying Game, “5e” means Fifth Edition, and “S&W” means *Swords & Wizardry*. If there is no superscript it means that it is not specific to a single rule system.

## GENERAL RESOURCES

Swords & Wizardry Complete<sup>S&W</sup>  
 The Tome of Horrors Complete<sup>PF, S&W</sup>  
 Tome of Horrors 4<sup>PF, S&W</sup>  
 Tome of Adventure Design<sup>S&W</sup>  
 Monstrosities<sup>S&W</sup>  
 Bill Webb’s Book of Dirty Tricks<sup>PF</sup>  
 Razor Coast: Fire as She Bears<sup>PF</sup>  
 Book of Lost Spells<sup>5e, PF</sup>  
 Fifth Edition Foes<sup>5e</sup>  
 The Tome of Blighted Horrors<sup>5e, PF, S&W</sup>  
 Book of Alchemy\*<sup>5e, PF, S&W</sup>

## THE LOST LANDS

Rappan Athuk<sup>PF, S&W</sup>  
 Rappan Athuk Expansions Vol. I<sup>PF, S&W</sup>  
 The Slumbering Tsar Saga<sup>PF, S&W</sup>  
 The Black Monastery<sup>PF, S&W</sup>  
 Cyclopean Deeps Vol. I<sup>PF, S&W</sup>  
 Cyclopean Deeps Vol. II<sup>PF, S&W</sup>  
 Razor Coast<sup>PF, S&W</sup>  
 Razor Coast: Heart of the Razor<sup>PF, S&W</sup>  
 Razor Coast: Freebooter’s Guide to the Razor Coast<sup>PF, S&W</sup>  
 LL0: The Lost Lands Campaign Setting\*<sup>5e, PF, S&W</sup>  
 LL1: Stoneheart Valley<sup>PF, S&W</sup>

LL2: The Lost City of Barakus<sup>PF, S&W</sup>  
 LL3: Sword of Air<sup>PF, S&W</sup>  
 LL4: Cults of the Sundered Kingdoms<sup>PF, S&W</sup>  
 LL5: Borderland Provinces<sup>5e, PF, S&W</sup>  
 LL6: The Northlands Saga Complete<sup>PF, S&W</sup>  
 LL7: The Blight<sup>5e, PF, S&W</sup>  
 LL8: Bard’s Gate<sup>5e, PF, S&W</sup>  
 LL9: Adventures in the Borderland Provinces<sup>5e, PF, S&W</sup>

## QUESTS OF DOOM

Quests of Doom (Vol. 1)<sup>5e</sup>  
 Quests of Doom (Vol. 2)<sup>5e</sup>  
 Quests of Doom (includes the 5e Vol. 1 and 2, but for PF and S&W only)<sup>PF, S&W</sup>  
 Quests of Doom 2<sup>5e</sup>  
 Quests of Doom 3<sup>5e, S&W</sup>  
 Quests of Doom 4<sup>5e, PF, S&W</sup>

## PERILOUS VISTAS

Dead Man’s Chest (pdf only)<sup>PF</sup>  
 Dunes of Desolation<sup>PF</sup>  
 Fields of Blood<sup>PF</sup>  
 Mountains of Madness<sup>PF</sup>  
 Marshes of Malice<sup>PF</sup>

\* (forthcoming from **Frog God Games**)

# Table of Contents

---

Credits .....	p. I
Fishers of Men.....	p. 4
Map Appendix .....	p. 22
Legal Appendix .....	p. 27



# Fishers of Men

*Why would someone pry open an animal that looks like a grotesque, filthy stone and devour the slimy, amorphous goo inside the misshapen carapace? I cannot give a reason, but I only regret that I cannot personally thank that courageous gastronomical explorer for bestowing the world's most heavenly culinary delight to its appreciative admirers.*

— *Irvin Latali, head chef at The Proud Snail Eatery in Endhome*

**Fishers of Men** is a 6th-level adventure that takes the characters into the Dragonmarsh Lowlands, a forsaken land blighted by the vile demon lord Tsathogga and countless foul denizens. When Quaywright Fishery inexplicably falls silent, it takes those of stout heart to determine what dire fate befell the former inhabitants and what monstrosity now lords in their place. The grisly carnage leaves even the most seasoned adventurers shaken to the core, as they witness firsthand and may personally experience what it feels like when the tables turn against humanity.

## Adventure Background

Fishermen are a breed apart from most people. Their craft is an art rather than a staid profession. For them, success depends upon the angler's mastery of subtleties. Timing and location are everything in this challenging business. Knowing where and when to drop one's hook into the murky depths are what separate the experts from the amateurs. Nonetheless, no one can control the type of fish and animals that inhabit a particular area. The average fisherman cannot afford the luxury of being finicky when it comes to selecting what particular species of fish or marine animal lands on the dinner plate. However, some wealthy individuals can afford to forego the ordinary and instead indulge their refined palates. These elite connoisseurs gladly pay any sum to dine on the finest delicacies the seas can produce, and one enterprising man eagerly caters to their every whim.

Born into extreme privilege, Oliver Quaywright, a renowned food critic and gourmet chef from Endhome, saw an opportunity to fill an underserved niche. Blessed with astounding culinary abilities, the demanding Oliver serves only the best ingredients in his kitchen, a trait he shares with other gastronomists. His eclectic pantry teems with rare meats and exotic spices, but one fare tops all others — mollusks. The simple animals' succulent meat captures his imagination. Indeed, during his youth he remembered a tantalizing flavor above all others, a particular species of oyster culled from the backchannels of the Dragonmarsh Lowlands along the northern branch of the Canyon River in Eastreach Province. From the moment he tasted the delicious delight, he vowed one day to return to the dangerous locale, where he would harvest and sell this remarkable gift to those who appreciated such marvels. When he inherited his father's vast fortune at the age of 33, Oliver's dream became reality. Alongside a retinue of men-at-arms, engineers, fishermen, and laborers, the aristocrat leveled the unkempt wetland and then constructed a fishery atop a slightly elevated mound along the marsh's fertile banks. Within a year's time, the Oliver was exporting his product throughout the region. Profits quickly soared, and many took notice of his success. They called him a visionary in some circles and a mad prophet in others. Yet one detractor viewed him in an entirely different light.

Oliver built his fishery, but an undying evil permeates the black earth throughout the Dragonmarsh Lowlands. Although his temple may lie miles away from here, the dark god Tsathogga's cloister bathes this domain in a veil of depravity. His mindless hatred held sway in the heart of Quattu, a chuul who acquired an unusual spherical scarlet-and-blue stone along with one of Oliver's shipping labels from an unfortunate victim. The bauble instantly floated around its head, expanding its warped mind. A deluge of malevolent thoughts flooded its brain. The sudden surge of intelligence led it to the epiphany that the shipping label would lead him to the site where humans had infiltrated the swamp, defiling it with their structures.

Over the course of the next several months, Quattu rallied others to its side, including a clan of crabmen and a coven of sea hags.

With its followers in place, the chuul set its plan into motion. On that fateful night ten weeks ago, Quattu and its loyal supporters systematically overran the facility's defenses, confirming the aberration's uncanny intelligence. Yet its tactical prowess belied its barbarism. Quattu and its minions tore through the fishery and savagely filleted its overmatched humanoid defenders, turning the once vibrant men and women into listless slabs of bloody, boneless flesh, and rotting organs they lustily devoured. Naturally, Quattu saved his *pièce de résistance* for Oliver Quaywright. Quattu gutted the businessman with its serrated claws and dropped his nearly lifeless body into a pool of boiling water to finish the deed.

Pleased by its display of butchery, the new master of Quaywright Fishery now takes great delight converting the mollusk fishery into a humanoid slaughterhouse. Its allies frequently patrol the neighboring branch of the Canyon River and the surrounding marshlands for fresh victims. The aquatic predators capsize passing vessels and drag their unfortunate crews ashore to face a miserable fate. Quattu's debauchery whets the voracious appetite of the twisted land's vile divine patron, Tsathogga, who sent several of his minions to aid the chuul. For the time being, Quattu's autonomy remains intact, as it entertains the demon lord's persistent overtures. Still, it is only a matter of time before Quattu falls under the Frog God's spell and ratchets up the violence.

## Adventure Synopsis

Being that the Dragonmarsh Lowlands are virtually uninhabited by civilized folk, the adventure likely begins in a more populated area somewhere else in the Lost Lands, such as Zelkor's Ferry, Rendersby further upriver, or one of the larger towns or cities in a coastal region, including Eastgate or Endhome. The characters may be drawn into investigating the events at Quaywright Fishery either traveling to or from another destination, with the fabled dungeons of Rappan Athuk or Barakus being the most noteworthy venues. Alternatively, a concerned third party contacts them for assistance regarding the controversy surrounding the distant facility. The almost-certainly lengthy trek to the isolated locale gives the PCs an ideal opportunity to gather information about their remote destination and engage in several encounters with fellow travelers and the region's monstrous denizens along the way.

When the adventurers finally reach the Dragonmarsh Lowlands, they face several choices. Those who opt to sail directly toward Quaywright Fishery via the Canyon River must brave a mischievous pack of gremlins and their sea hag mistresses who attempt to flip their vessel and butcher the craft's occupants. Alternatively, the PCs may forgo the straightforward route and steer a wide berth away from the scene of the carnage, beaching their boat farther inland or upriver. From there, they must make an overland approach, contending with the indigenous beasts and monsters who inhabit the desolate tidal marshes as well as the natural hazards blocking their path to Quattu's newly established base of operations.

With their goal now in sight, the PCs first lay eyes upon the aftermath of the chuul's rampage. Humanoid ribcages, vertebrae, and long bones bake in the sun alongside scraps of discarded offal the voracious eaters tossed aside during their rampage. Meanwhile, Quattu's minions roam the grounds in search of more victims and leftover scraps from the eviscerated carcasses strewn about the area. The PCs who step onto this macabre stage realize the butchery is more than a spontaneous, animalistic feast. They discover the aberration converted Oliver's fishery into an open-air humanoid slaughterhouse. The sickening sights and overwhelming stench of rotting men being gutted, filleted, shucked, smoked, and brined like oysters, mussels, and fish revolts even the hardest stomachs.

Despite the pervasive odor of death, the PCs must press onward into the

## FISHERS OF MEN

fishery proper where it becomes obvious Quattu stamped its imprint upon this hellish place. Still, the Frog God's corruptive whispers resonate within its heart as it dabbles in the deranged deity's forbidden rites. The PCs must overcome the chuul's servants, who are aided by the demon lord's reinforcements, before they can directly confront the monster responsible for unleashing the maelstrom of violence. In this final climactic battle, the adventurers must defeat Quattu and prevent Tsathogga's influence from spreading throughout the region.

## Starting the Adventure

Unless the characters concluded their previous adventure within the unfriendly confines of the Dragonmarsh Lowlands, they first become involved in the events at Quaywright Fishery while at another location, such as the village of Zelkor's Ferry or the distant town of Rendersby. It is also possible the heroes are en route to one of the preceding locales via the Canyon River when fate intervenes and steers them toward the wetlands' unwelcoming banks. Naturally, the preceding comments apply to adventures taking place in the **Lost Lands** campaign world from **Frog God Games**. With just some minor alternations, the GM can set the story in her own campaign setting. In this case, the opening segment can take place anywhere, though the bulk of the action is intended to unfold in the Dragonmarsh Lowlands or any other suitable wetlands' locale of the GM's choice. However, the adventure focuses on the events at Quaywright Fishery and its environs rather than recount the details of a long sea voyage or overland march.

## Hooks

The PCs can be drawn into the action in one of several ways. For adventurers not ready to tackle the rigors of Rappan Athuk, this adventure offers an opportunity for them to hone their skills before delving into the massive dungeon. In a similar vein, characters traveling to or from one of the settlements along the Canyon River may find themselves suddenly embroiled in the unsettling incidents taking place at the Quaywright Fishery while making their way down the waterway. In the case of characters farther afield, a worried third party actively seeks the assistance of adventurers to find out why shipments from Quaywright Fishery suddenly stopped. As an alternative to offering the characters payment in exchange for their assistance, one of the PCs may have a close personal relationship with an interested party that spurs their involvement. The GM is free to use one or more of the following hooks or create her own in order to get the adventure's action underway.

## Dragonmarsh Lowlands' Encounters

Deadly encounters abound within the marsh, regardless of the terrain features found in a particular area. Mosquitoes and midges are everywhere in this damp, grassy environment. In addition to these more mundane dangers, on a roll of 1 or 2 on 1d6 the PCs cross paths with at least one hostile denizen for each hour spent moving through these wetlands. The GM may use any of the following encounters. Alternatively, she may consult the **Appendix** to create different encounters, use the encounter tables that appear in the "Dragonmarsh Lowlands" section found in the Wilderness Areas chapter of *Rappan Athuk* by **Frog God Games**, or create new ones.

## Frog God's Disciples (CR 7)

Clad in distinctive green and violet robes, the vile god's followers slog through the region to spread their deity's influence throughout the region. This particular band includes **6 acolytes of Tsathogga** and **2 Tsathoggan under-priests** who have waded into the marsh to also look into the strange occurrences at Quaywright Fishery.

They claim to be pilgrims traveling to the site of a purported miracle. They profess no allegiance to any specific deity or dogma, declaring that they are "lumps of clay waiting to be shaped into something divine." It is their contention that the wondrous marvel — which they describe as

a newly formed sinkhole filled with pristine water and heavenly spirits — has the power to bestow immortality to any pure-hearted creature who drinks even a single drop of the liquid. Observant adventurers who succeed on a DC 15 Knowledge (religion) check correctly associate their garb and mannerisms with the demon lord Tsathogga.

After telling their tale, the clerics expect the characters to reciprocate and tell them the reason for their trek into the Dragonmarsh Lowlands. If the PCs mention the fishery, it takes a successful DC 20 Sense Motive check to notice that the topic piques their interest. They casually try to inquire further about the locale, but their clumsy efforts at subtlety are virtually transparent. They grasp at straws trying to keep the conversation moving forward, only to grow increasingly flustered by their obvious lack of success. In the end, Tsathogga's violent devotees cannot suppress their true nature indefinitely. When the PCs catch them in a lie or utterly fluster them, the cultists launch a wild assault. The acolytes swarm their foes, while the priests turn the battlefield into a foggy haze.

### ACOLYTES OF TSATHOGGA (6)

CR 1

XP 400

Male human fighter 2 (*Rappan Athuk* 62)

CE Medium humanoid (human)

Init +0; Perception +2

AC 10, touch 10, flat-footed 10

hp 19 (2d10+4 plus 4)

Fort +7; Ref +0; Will +0 (+1 vs. fear, +4 vs. mind-affecting effects)

**Defensive Abilities** bravery +1, fanatical

Speed 30 ft.

Melee flail +5 (1d8+2)

Str 14, Dex 10, Con 14, Int 8, Wis 10, Cha 6

Base Atk +2; CMB +4; CMD 14

**Feats** Great Fortitude, Power Attack, Toughness, Weapon Focus (flail)

**Skills** Intimidate +3, Perception +2

**Languages** Common

**Gear** flail, dark green felt robes with face-covering cowls, symbol of Tsathogga

**Fanatical (Ex)** Due to dogmatic brainwashing, acolytes of Tsathogga gain a +4 on their Will saves against mind-affecting spells.

### TSATHOGGAN UNDER-PRIESTS (2)

CR 2

XP 600

Male human cleric of Tsathogga 3 (*Rappan Athuk* 65)

CE Medium humanoid (human)

Init -1; Perception +4

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 22 (3d8+3 plus 6)

Fort +6; Ref +0; Will +5 (+9 vs. mind-affecting effects)

**Defensive Abilities** fanatical

Speed 30 ft.

Melee sickle +3 (1d6+1)

**Special Attacks** channel negative energy (2/day, 2d6, DC 10)

**Domain Spell-Like Abilities** (CL 3rd; melee touch +3)

5/day—*icicle* (1d6+1), *touch of evil*

**Spells Prepared** (CL 3rd)

2nd—*fog cloud*<sup>D</sup>, *hold person* (DC 14), *spiritual weapon*  
1st—*command* (DC 13), *bless*, *curse water*, *protection from good*<sup>D</sup>

0—*detect magic*, *detect poison*, *create water*, *read magic*

**D Domain spell Domains** Evil, Water

Str 12, Dex 8, Con 12, Int 8, Wis 14, Cha 8

## QUESTS OF DOOM 4

**Base Atk** +2; **CMB** +3; **CMD** 12

**Feats** Combat Casting, Great Fortitude, Toughness

**Skills** Knowledge (religion) +2, Perception +4, Spellcraft +1

**Languages** Common

**Combat Gear** *potion of gaseous form*, 3 doses of unholy water; **Other Gear** sickle, dark green felt robes with face-covering cowls, symbol of Tsathogga, spell component pouch

**Fanatical (Ex)** Due to dogmatic brainwashing, acolytes of Tsathogga gain a +4 on their Will saves against mind-affecting spells.

**Development:** The Frog God's disciples fight to the death, revealing nothing unless forcibly compelled to speak against their will. In that case, the worshipper grudgingly admits they were on their way to the fishery to convert the current occupants to their faith. They have no knowledge about the events at the fishery. If the PCs attempt to force them to accompany the heroes to the fishery or fight alongside them, the distraught worshippers flee into the marsh at the first opportunity. Disciples who cannot retreat commit suicide, praising their deranged demon lord with their dying breath.

### Marsh Patrol (CR 6)

Despite their hulking size, these **3 swamp trolls** are remarkably nimble and stealthy predators. The giants use their coloration and moss-like skin texture to blend into their surroundings, allowing them to sneak up on game and humanoids. The nomadic monsters typically loiter in areas animals and humanoids regularly frequent such as fresh streams and tall patches of grass that grant them concealment. When the brutes' sensitive noses pick up another creature's scent, the cunning hunters gingerly step through the fetid water and mud until they can run up and attack their victim in a single round.

Though the hungry predators can regenerate like their more common cousins, self-preservation tops their list of priorities. The giants retreat deeper into the marsh when faced with superior opposition unless they cannot safely retreat. In their haste to get away, the massive creatures drop their leather sacks of goods and flee as fast they can. The dimwitted humanoids know nothing about Quaywright Fishery or the disappearances.

#### SWAMP TROLLS (3)

**XP** 800

*The Tome of Horrors Complete* 614

CE Large humanoid (giant)

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

**Perception** +3

**CR** 3

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

**hp** 38 (4d8+20); regeneration 3 (acid or fire)

**Fort** +9; **Ref** +3; **Will** +2

**Weaknesses** swamp dependent

**Speed** 30 ft., swim 30 ft.

**Melee** bite +6 (2d6+4), 2 claws +6 (1d6+4)

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

**Special Attacks** rend (2 claws 1d6+6)

**Str** 18, **Dex** 14, **Con** 20, **Int** 6, **Wis** 9, **Cha** 4

**Base Atk** +3; **CMB** +8; **CMD** 20

**Feats** Improved Natural Attack (bite)<sup>8</sup>, Iron Will, Skill Focus (Perception)

**Skills** Perception +3, Stealth +4 (+8 in swampy or forested areas), Survival +3, Swim +12; **Racial Modifier** +4 Stealth in swampy or forested areas

**Languages** Giant

**Swamp Dependent (Ex)** Swamp trolls keep their bodies covered in a thick coating of mud and swamp water.

Without such a coating, they lose their regeneration ability and eventually suffocate. They can survive away from their murky home for 1 hour per 2 points of Constitution. After that, see the suffocation rules in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. They cannot regenerate while subject to suffocation from being away from their swamp for too long.

**Treasure:** Each swamp troll's sack contains six chunks of gold they took from a prospector panning for the precious metal from a nearby stream. Each large nugget is worth 2d6 x 10 gp.

### Pluff the Dragonmarsh Hazard Lurks by the Sea

As the PCs make their way through the tidal marsh, they may encounter several natural occurrences of quicksand — also known as pluff mud. A character moving at a normal pace spots the quicksand with a successful DC 8 Survival check. Those traveling at a faster speed walk right into it. The effects of quicksand appear in the "Marsh Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

### Snake and Shake (CR varies)

The adventurers face off against **1d6+2 venomous snakes**.

#### VENOMOUS SNAKES (1d6+2)

**CR** 1

**XP** 400

**hp** 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous")

If the PCs complete the last mile of their trip to Quaywright Fishery by trudging through the marsh proper, then the GM can skip the following **Three if by Sea** encounter and proceed directly to the next section. On the other hand, characters who opt for a water route up the fishery's wharf over that final mile face Quattu's underwater guardians.

### Three if by Sea (CR 7)

Quattu's water guards consist of **3 sea hags** who formed a coven. They attack the crews of passing ships and **8 fuath gremlins** retrieve the dead and comatose victims of the hags' attacks to lug them ashore and then scuttle the vessel. These two groups constantly patrol the waters within 1 mile of the fishery's central dock, staying within several hundred feet of each other at all times. There is a 40% chance of encountering either group for each 1,000 feet traveled within the monsters' territorial waters. The two groups alert one another whenever one of them detects an oncoming vessel. They then take up positions around the craft, being careful to remain more than 60 feet away from each other. The sea hags begin the assault, while the gremlins lag a safe distance behind them. When this occurs, the GM may read or paraphrase the following description.

The surrounding waters momentarily churn as three hideous crones with grotesquely wrinkled faces, stringy, kelp-like hair, and bulging, hate-filled eyes emerge from the river. Sickly green skin sags off the creatures' emaciated frames.

The sea hags surround the vessel or swimmers, causing everyone within 60 feet of a hag to immediately resist their horrific appearance ability. They next direct their evil eye curse against a suitable, visible target. The creatures stay mostly submerged within the river, giving them improved cover (+8 to AC and +4 on Reflex saves) against land-based opponents. If they weaken or stagger at least half of the PCs, they finally board the ship and engage their remaining opponents in melee combat. Otherwise, they continue to pepper their foes with their evil eye curse from the comparative safety of their aquatic surroundings. Meanwhile, the gremlins keep their distance from the battle as they wait for the sea hags to disable the crew.



## FISHERS OF MEN

If the sea hags fail to incapacitate the PCs with their special abilities, the trio gathers and uses their cooperative coven powers by conjuring a *forcecage* around the group's mightiest martial characters. From there, they single out obvious non-spellcasters with their *baleful polymorph*, *bestow curse*, and *charm monster* spell-like abilities. The hags retreat only when the characters slay or incapacitate a member of the trio. When this occurs, the survivors attempt to flee underwater and regroup in another stretch of the river where they await an opportunity for revenge. The fuath gremlins trail behind the ship and sabotage it when the PCs disembark. Otherwise, the fuath gremlins attack while the PCs are onboard if they kill all three sea hags and fight to the death. They currently reside in a small, underwater cave near Quaywright Fishery's dock with their monstrous leaders. It takes a DC 15 Perception check to spot the partially concealed entrance to their crowded alcove.

### SEA HAG (3) XP 1,200

CR 4

**hp** 38 (*Pathfinder Roleplaying Game Bestiary* "Sea Hag")  
(The coven's abilities appear in the *Pathfinder Roleplaying Game Bestiary* entry "Green Hag.")

### FUATH GREMLINS (8) XP 400

CR 1

**hp** 7 (*Pathfinder Roleplaying Game Bestiary* 3 "Gremlin, Fuath")

**Treasure:** One of the hags carries *flying ointment*<sup>APG</sup> on her person. The hags and gremlins keep their remaining valuables in a stone chest within their lair. This device contains 204 gp, 2,409 sp, *iron rope*<sup>UE</sup>, six pearls worth 100 gp each, and a *pearl of power* (1st level).

<sup>APG</sup> See *Pathfinder Roleplaying Game Advanced Player's Guide*

<sup>UE</sup> See *Pathfinder Roleplaying Game Ultimate Equipment*

## Quaywright Fishery

After a grueling land or sea voyage, the PCs finally reach their intended destination of Oliver's overrun fishery. PCs who overcame Quattu's underwater guardians enjoy an unobstructed view of the immense facility. Those who opted for the land route see nothing unless they climb over (DC 10 Climb check) or can otherwise look past the 10-foot-high wooden barrier protecting the perimeter. Regardless of their vantage point, the GM may read or paraphrase the following description of the enormous compound.

An immense complex consisting of a massive wharf, fishponds, conveyer belts, a processing house, and living quarters sprawls across several acres of reclaimed marshland. A 10-foot-high wooden fence protects the compound. The seaside portion includes several lines of wooden cages floating atop the surface adjacent to numerous inverted poles running from the water's surface to the riverbed. Mooring ropes lie unattended atop three wooden piers positioned at the far ends of the facility. Even in the brackish water, the exposed ribs of several capsized boats can be seen below the murky depths. Two massive wooden conveyer belts, each powered by a wheelhouse, connect the riverside part of the facility to its dry land counterpart to haul harvested fish to a large central building standing atop an elevated mound farther inland. A main door occupies the wall between the two conveyer belts. Signs of an intense and violent struggle are visible everywhere as decaying, dismembered bodies, pools of dried blood, and scattered weapons litter the entire area. Six decapitated skeletons serve to warn trespassers of the fate awaiting them.

No impediments stand in the way of seafaring adventurers, though characters who opted for the land route must overcome the wooden barrier that surrounds the entire complex with a successful DC 10 Climb check.

## Arriving at Quaywright Fishery (CR varies)

When the heroes make landfall on the wharf or set foot on the grounds proper, the PCs must contend with the locale's living guardians. The **4 retch hounds** who continuously roam the grounds act as the facility's first line of defense. These beasts benefit from extremely keen senses that allow them to see well at night and also detect the scents of unwanted intruders. It takes a successful DC 23 Stealth check to slip past them unnoticed, though even a successful skill check does not negate their scent ability. When one of them spots a trespasser, the beast barks loudly, alerting the other pack members along with their current masters, a team of **6 crabmen** who supervise their activities. These slower, larger monstrous humanoids lag behind, preferring to leave the fighting to their trained dogs. When this occurs, the GM may read or paraphrase the following description.

Four oversized, muscular dogs with matted and torn brownish-yellow fur rush forward. Sickening pus oozes from countless sores and abscesses covering their grotesque skin, while pointed yellow teeth, many of which are broken and serrated, fill its mouth. Four bulging, yellow eyes are spread evenly across its canine forehead. Meanwhile, six large bipedal humanoids with crab-like heads, splayed feet, and hands that end in vicious pincers accompany the vicious beasts. Like ordinary crustaceans, a reddish-brown exoskeleton protects their bodies. Two smaller humanoid arms protrude from their upper torso below their armored set of limbs.

It is important to note that these creatures are spread out across an extremely large area, so it may take as long as 1 minute for all of them to finally arrive on the scene. The aggressive retch hounds first engage their enemies with their breath weapon, blasting their opponents with sickening acid before lunging at them with their jaws. Whenever possible, the pack hunters surround and simultaneously attack a single foe. The crabmen attack with their claws, attempting to grab and constrict their enemies. Oddly, neither unit feels any compulsion to call for reinforcements or otherwise alert the facility about the presence of intruders. If the battle turns against them, the crabmen flee back to the river, leaving the retch hounds to fight to the bitter end. Captured crabmen compelled to speak against their will with a successful DC 13 Intimidate check or magical intervention reveal only that Quattu, the great crustacean lord, vowed to slaughter as many "soft skins" as possible. They can provide no details about the main building or Quattu's ultimate plans.

### RETCH HOUND (4) XP 800

CR 3

*The Tome of Horrors Complete* 513

NE Medium magical beast

**Init** +2; **Senses** darkvision 60 ft., scent; **Perception** +12

**Aura** stench (DC 13, 10 rounds)

**AC** 17, touch 12, flat-footed 15 (+5 natural, +2 Dex)

**hp** 22 (3d10+6)

**Fort** +5; **Ref** +5; **Will** +2

**Speed** 40 ft.

**Melee** bite +5 (1d6+2 plus trip)

**Special Attacks** breath weapon (10-ft. cone, 2d6 acid damage plus nauseated 1d3 rounds, Reflex DC 13 for half and not nauseated, usable every 8+1d4 rounds)

**Str** 14, **Dex** 15, **Con** 15, **Int** 5, **Wis** 12, **Cha** 4

**Base Atk** +3; **CMB** +5; **CMD** 17 (21 vs. trip)

**Feats** Skill Focus (Perception), Track

**Skills** Perception +12, Survival +6 (+10 scent tracking); **Racial Modifier** +4 Perception, +4 Survival when tracking by scent



## QUESTS OF DOOM 4

### CRABMAN (6)

XP 600

*The Tome of Horrors Complete* 125

N Large monstrous humanoid

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +8

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

**hp** 22 (3d10+6)

**Fort** +3; **Ref** +3; **Will** +3

**Speed** 30 ft., swim 20 ft.

**Melee** 2 claws +5 (1d6+3 plus grab)

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

**Special Attacks** constrict (claw 1d6+3)

**Str** 16, **Dex** 11, **Con** 15, **Int** 10, **Wis** 10, **Cha** 8

**Base Atk** +3; **CMB** +7 (+11 to grapple); **CMD** 17

**Feats** Alertness, Power Attack

**Skills** Craft (baskets) +6, Perception +8, Sense Motive +2,

Survival +6, Swim +21; **Racial Modifier** +4 Swim

**Languages** Crabman

**SQ** amphibious

**Treasure:** The retch hounds carry nothing, but the crabmen keep a total of four conch shells worth 25 gp each with them at all times and a bag containing 45 seashells worth 1d4 gp each.

## Quaywright Fishery (CR varies)

After dealing with the complex's outer defenses and inhabitants, the PCs are free to explore the grounds, provided of course that they do so in an expeditious manner. Every 10 minutes thereafter, there is a 25% chance that **2d4 crabmen** or **1d8 fuath gremlins** emerge from the waters to feast on scraps of dead humanoids. Likewise, for each hour spent exploring the area, there is a 40% chance **1d3 fey giant toads** leap over the fence or make their way out of the main building in search of intruders. The large map of Quaywright Fishery details the complex's seaside and outdoor areas, while more-descriptive maps outline the features of areas **G**, **L** and **Q**. Although not listed on the map, the ground slopes at a gentle 10-degree angle from the shoreline to area **Q**. Overgrown rushes and grasses dominate the landscape. Nonetheless, the fishery's extensive dredging operations and drainage capacity allow the PCs to treat all of the squares on its grounds as dry land rather than difficult terrain. The following section describes the outdoor areas in greater detail.

### CRABMEN (2d4)

XP 600

**hp** 22 (see *Arriving at Quaywright Fishery*)

### FUATH GREMLINS (1d8)

XP 400

**hp** 7 (*Pathfinder Roleplaying Game Bestiary* 3 "Gremlin, Fuath")

### FEY GIANT TOADS (1d3)

XP 800

**hp** 22 (*Pathfinder Roleplaying Game Bestiary* 3 "Fey Creature")

## Fr: Riverbank (CR 6)

Muddy water laps against the shore. The waterlogged frames of sunken vessels along with the skeletal remains of their crews litter the riverbed.

Characters exploring the riverbed discover the remnants of five different ships, including all three of Oliver's transport ships (the *Smug Snail*, the *Brawny Mussel*, and the *Oyster's Shell*), a small rowboat with

CR 2

no identification, and the *Flighty Amalie* a missing fishing vessel out of the Amrin Estuary. Spotting the names of the vessels on the waterlogged wrecks requires a successful DC 15 Perception check, while correctly associating the names with Quaywright Fishery's operations or a local fishing enterprise demands a successful DC 20 Knowledge (local) check.

Unfortunately the horrible circumstances surrounding the deaths of these ships' sailors left some of them hungry for revenge. A **draugr captain** with his remaining crewmembers serving as his **2 draugr** mates hide within the wreckage of the *Flighty Amalie*, emerging to attack encroaching humanoids. The trio focuses their attacks on one or two individuals. They try to keep their opponents underwater, but if the PCs move onshore, the undead monstrosities follow. On dry land, the captain uses his *obscuring mist* spell-like ability to disorient the PCs.

### TYLER EBBENSFLOW

CR 3

XP 800

Male advanced draugr captain (*Pathfinder Roleplaying Game Bestiary* 2 "Draugr")

CE Medium undead (water)

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

**AC** 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)

**hp** 25 (3d8+12)

**Fort** +4; **Ref** +3; **Will** +5

**DR** 5/bludgeoning or slashing; **Immune** undead traits

**Resist** fire 10

**Speed** 30 ft., swim 30 ft.

**Melee** short sword +7 (1d6+5/19–20 plus energy drain) or

slam +7 (1d10+7 plus energy drain)

**Special Attacks** energy drain (1 level, DC 14)

**Spell-Like Abilities** (CL 5th)

3/day—*obscuring mist*

**Str** 21, **Dex** 14, **Con** —, **Int** 10, **Wis** 14, **Cha** 17

**Base Atk** +2; **CMB** +7; **CMD** 19

**Feats** Power Attack, Toughness

**Skills** Climb +11, Perception +8, Stealth +8, Swim +16

**Languages** Common (cannot speak)

**Gear** leather armor, short sword

### DRAUGR (2)

CR 2

XP 600

**hp** 19 (*Pathfinder Roleplaying Game Bestiary* 2 "Draugr")

**Treasure:** Tyler and his crew wear leather armor and carry short swords. In addition, Tyler has a diamond pendant worth 500 gp. Searching the wrecks of the five ships yields 2d4 x 10 gp of salvageable sundry items per vessel. Finding these objects requires a successful DC 10 Perception check.

## F2: Oyster Farm

Hundreds of bone cages attached to enormously long wooden poles float atop the water's surface. The containers' doors were forcibly opened, and their former contents removed.

Quattu and its crabmen followers placed some of their victims' skulls within the oyster cages. It takes a successful DC 15 Perception check to spot one of these gruesome surprises. The character finds an additional skull for every point by which the Perception check result exceeds 15, up to a maximum of 12. If the PCs examine the skulls, a successful DC 15 Heal or Knowledge (nature) check confirms the remains are human and the victims suffered severe head injuries before death, most likely from a powerful, serrated pincer or bite wounds.

More importantly, if the characters wade into the waters searching for clues, there is a 10% chance each minute the commotion attracts the interest of either the sea hags or the fuath gremlins from the **Three if by**

## FISHERS OF MEN

Sea encounter above, if the PCs avoided these combatants earlier. The sea hags approach first, resorting to the same tactics they use against those encountered aboard a vessel. The monstrous humanoids continue to chase after their enemies when they retreat farther inland, keeping their gremlin allies at a safe distance throughout the combat.

### F3: Mussel Farm

Vertical wooden poles attached to stabilizing horizontal poles rise out of the riverbed. They stretch from the shoreline up to 120 feet into the river. Clusters of mussels cling to isolated portions of the structures that resemble a stair's banisters.

Oliver's mussel farm consists of interconnected wooden poles the mussels use to attach themselves to a stable structure. The mussels are an extremely rare variety native to this part of Akados. A successful DC 25 Knowledge (nature) check identifies them as a species connoisseurs refer to as "blue magic." They are renowned for their sweet taste, firm texture, and remarkable juiciness. As in the case of area F2, spending more than 1 minute underwater attracts the hags from **Three if by Sea**.

### F4: Wharf

Coils of thin rope and a gangplank sit atop a wooden pier that juts out into the river. Massive pylons presumably pounded deep into the riverbed support the sturdy platform. Congealed pieces of baked flesh, skeletal appendages, broken shields, chitinous plates, scraps of armor, and bloodstains mar the dock's surface and confirm that a ferocious battle raged across the wharf.

Quattu's crabmen allies attacked the fishery from the water, where they met and ultimately defeated Oliver's outnumbered men-at-arms. The remnants of the clash lie strewn about the pier, as silent testimony to the brave souls who lost their lives defending the fishery against the chuul and its minions.

**Treasure:** The two mooring ropes on each dock are 50-foot lengths of silk rope.

### F5: Staging Area

Wooden decking covers the ground connecting the wharf and pools with the conveyer belts. Two well-made, unattended longswords rest atop the bloodstained planks clustered near the central wharf. A barely visible message written in dried blood covers several large planks.

Oliver's employees used this expansive, alder wood deck as a staging area, where they gathered oysters and mussels from the farm and loaded them onto the conveyer belts. They also transported shipping crates from the main facility to the ships for transport to various ports throughout the region. The fishery's guards made their last major stand against the invaders here. When the struggle ended, Quattu used the blood of its enemies to scrawl its dire message on the wooden surface. Written in Common, it reads, "Manlings shall be meat!"

**Treasure:** The garrison's commanders fought to the bitter end. Quattu cared little for them manling equipment and left their two +1 *longswords* where they fell.

### F6: Fish Ponds (CR 7)

Twelve pools of water teeming with different fish species flank the conveyor belts.

Quaywright Fishery specialized in shellfish delicacies, yet Oliver raised fish as well. The water is remarkably clean, and observers can peer down to the bottoms of these 15-foot-deep reservoirs during the daylight hours. Each pond is segregated by species allocated in accordance with popularity. There are three pools each of salmon and trout, two pools each of catfish and bass, and one pool of pike and another of perch.

The pool filled with pike also contains the earthly remains of the scuttled rowboat's only occupant, **William the Mad Crowdad** — a notorious saboteur, sailor and murderer on the run from distant Endhome. Confident he shook his dogged pursuers, the fugitive blissfully set sail for the shores of the Dragonmarsh Lowlands only to come face to face with a greater horror than a hangman's noose. The scoundrel ran afoul of the disgusting sea hags, but even their revolting appearance and dread curse could not overcome his evil. He swam toward the wharf and climbed onto dry land, where he outran his enemies straight into Quattu's waiting tentacles. The aberration and its allies finally meted out justice to William, but even death could not suppress his despicable spirit. The lifelong mariner longed to be buried at sea, a fate the chuul foolishly denied him. Instead, the despicable William's spirit rose from the grave as a **duppy**.

Sunlight renders the undead monstrosity powerless, meaning the PCs encounter him only at night. Oddly, the miserable sailor harbors no ill will toward Quattu and the crabmen who killed him. Nonetheless, they steer a wide berth around his fishy grave during the overnight hours. Instead, he directs his ire toward other humans. The vengeful spirit calls upon his legion of spectral hounds to harass his enemies. Meanwhile, he taps into his connection to the netherworld to deal negative energy damage to his foes, while draining them of their Strength. If the PCs vanquish William and search the pike pool, they spot his skeletal remains at the bottom of the pool with a successful DC 16 Perception check.

**DUPPY**  
**XP 3,200**

**CR 7**

**hp 76** (*Pathfinder Roleplaying Game Bestiary 5* "Duppy")

**Treasure:** Despite being submerged beneath the water for 5 weeks, William's mortal body still has a *ring of protection +1* on his left hand, a +1 *chain shirt*, and a masterwork greataxe that has not yet rusted.

### F7: Conveyer Belt

Powered by a wooden wheel large enough to accommodate two men, this simple contraption made from wood and rope spans a distance of 300 feet, connecting the riverbank to the complex's main building. The device's massive belt consists of wooden boards with attached baskets that are held together by strands of rope wrapped around two pulleys positioned at opposite ends of the belt. The belt's northern section opens into a hole built into the south face of the main building on each side of the structure's main door.

Oliver's employees used the massive conveyor belt to move oysters and mussels from the wharf into the processing house. Likewise, the engineering marvels can be reversed, allowing them to also move packaged products from the facility to the wharf for transport onto the fishery's fleet of vessels. The conveyor belt consists of 20-foot-wide and 6-inch-long planks with a basket attached to the bottom of each unit. They are held together by thin strands of rope, allowing the beveled and grooved edges to flip over smoothly when they reach the end of the device. In addition to the support structures on both ends, support posts and rods are also positioned at 20-foot intervals along the way.



The conveyor belt ascends from the wharf at a gradual 10-degree angle. The wheelhouse has an open design, so a humanoid can easily step into the wheel and start the conveyor belt simply by walking. Of course, starting the conveyor belt immediately attracts the interest of Quattu's minions inside area **Q1**, causing them to react to the unexpected event as described in that area. In a similar vein, the PCs may also attempt to enter area **Q1** through the openings in the main building's south wall. However, these openings were built to allow the mussel- and oyster-carrying baskets to pass through the barrier rather than passengers. The tight space is 20 feet wide, but only 18 inches high. Therefore, any creature of Small or Medium size must crawl through the opening on his or her belly to get inside the building. Creatures of Tiny size and smaller can walk into area **Q1** with no difficulty, while creatures of Large size and larger are too big to squeeze through the opening.

## F8: Fishery Grounds (CR varies)

Overgrown grasses and rushes dominate the grounds, though a few well-worn paths connect the outer buildings to the central building and the riverbank. The soil here is comparatively drier than the saturated earth outside the fence. There is a gradual but noticeable incline from the riverbank to the northern fence. Six inverted humanoid skeletons planted into the ground deliver an ominous warning to unwelcome guests.

The crabmen pounded the vertebrae into the ground like sinking a pylon for a pier. The neck bones function as the base, while the limbs dangle like tree branches in the breeze. The exact cause of death cannot be determined from the skeletal remains. However, a successful DC 10 Heal or Knowledge (nature) check confirms they are human.

The ground's overgrown and unkempt state has no effect on movement

## New Hazard

### PURPLE ROT (INFESTATION, PLANT [FUNGUS])

CR 3

The fungus, known as "purple rot," affects the respiratory tracts of humanoid creatures only. Despite its colorful moniker, the parasitic species actually looks like a gooey, brown slime. Indeed, the name actually comes from its ability to cause hypoxia, which turns the victim's skin blue or purplish in extreme cases. It releases its destructive spores throughout the day and night. Though a prolific reproducer, the fungus quickly dies when exposed to too much water. PCs can identify the odd fungus with a successful DC 20 Knowledge (nature) check, which also reveals its harmful properties to humanoids. The minute spores are invisible to the naked eye and fill the air within 1d6 x 10 feet of the fungus.

### PURPLE ROT

**Type** infestation; **Save** Fort DC 16

**Onset** 10 minutes; **Frequency** 1/min. for 6 min.

**Effect** staggered and 1d2 Con damage

through the area, but the lack of proper maintenance let an invasive fungus and mosquito swarms take root in the area; the fishery's dry conditions aid in the fungus's reproductive cycle. PCs wandering the grounds have a cumulative 10% chance of encountering this hazard for every 10 minutes spent wandering the grounds.

In addition to this hazard, colonies of mosquitoes also inhabit the area. For every 10 minutes spent in this area, there is a 20% chance of encountering **1d3 mosquito swarms**.



## MOSQUITO SWARMS (1d3)

XP 800

hp 31 (*Pathfinder Roleplaying Game Bestiary 2* "Mosquito Swarm")

## FISHERS OF MEN

CR 3

**Treasure:** Quaywright Fishery's armory has 9 longswords and a masterwork longsword. Likewise, there are 7 chain shirts and a masterwork chain shirt.

## Area G: Garrison

Oliver constructed this wooden, one-story structure to provide comfortable housing and living space for the resident wizard and his security detail of 10 men-at-arms including the unit's two commanders. Most of the fishery's defenders died on the wharf in a futile effort to fend off Quattu's attack. However, a handful of the guards and the hired spellcaster, made their last stand within the garrison.

Built for durability and functionality, this one-story wooden building has two entrances on both the east and the west walls, although all four wooden doors are currently ajar. A stale, musty odor emanates from inside the structure.

The ceilings are 10 feet high throughout the building. The walls, floor, and ceiling are made from wood. There is no illumination inside other than natural sunlight peeking through the open doors on the eastern and western face. Lamp sconces built into the walls at 10-foot intervals are either unlit or unoccupied. The portals are strong wooden doors that are currently ajar.

Free access into the building has allowed unwanted pests and scavengers to take up residence within the now-abandoned structure. While moving through the garrison, there is a 25% chance the PCs encounter one of the following creatures scavenging on carrion or rotting leftovers. Check once every 10 minutes that they remain in the building.

Table 11-1: Garrison Wandering Monsters

Roll (1d3)	Result
1	1d3 rat swarms
2	2d3 giant flies
3	1d3 cockroach swarms

### RAT SWARM (1d3)

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Rat Swarm")

CR 2

### GIANT FLY (2d3)

XP 400

hp 15 (*Pathfinder Roleplaying Game Bestiary 2* "Fly, Giant")

CR 1

### COCKROACH SWARM (1d3)

XP 600

hp 26 (*Pathfinder Roleplaying Game Bestiary 2* "Cockroach Swarm")

CR 2

## Gr: Armory/Training Room

Dozens of splintered spears and javelins are strewn about the floor around two weapons racks closest to the entrance. Conversely, ten longswords and eight chain shirts remain in their slots and on their hangers on the next weapons rack. Two wooden swords lie in front of two badly damaged wooden combat dummies.

Oliver's troops trained in this chamber, using the wooden weapons to strike their wooden targets in combat drills. While Quattu and its minions destroyed the spears and javelins, they oddly spared the practice weapons and left the metal weapons and armor intact.

## G2: Wizard's Quarters and Laboratory (CR 6)

Spattered blood coats large portions of the far wall along with an adjacent bed, ransacked wooden dresser and sundered iron chest. The fully stocked bookshelf and a crowded cabinet filled with beakers, vials, and jars on the near walls as well as a small workbench and hearth in the near corner escaped the struggle unscathed.

The physical evidence confirms Oliver's hired wizard fought to the bitter end within the cramped confines of his quarters. Despite the copious amounts of blood in the confined chamber, the body is nowhere to be found. After the battle ended, Quattu took the wizard's corpse to the processing house, while its minions looted his personal belongings. They neglected to pilfer his extensive supply of spell components and books, most notably his spellbook, which remains on the shelf. The clothing and undergarments spilling out of the drawers are stained with blood and riddled with holes from the colony of moths feeding on them.

Although the wizard's body is no longer here, his horrific demise left its lasting impression on his quarters, giving rise to a sinister **haunt**. (See the "Haunts" section in Chapter 8 of the *Pathfinder Roleplaying Game GameMastery Guide* for additional details regarding haunts.) The haunt terrorizes the entire chamber; characters attempting to recover the spellbook, laboratory equipment, or magical supplies must withstand the frightening encounter with the traumatized soul.

### EATEN ALIVE HAUNT

CR 6

XP 2,400

CE haunt (20-ft.-by-10-ft. chamber)

**Caster Level** 8th

**Notice** Perception DC 18 (a sickening feeling in the pit of the stomach)

**hp** 12; **Trigger** proximity; **Reset** 1 hour

This haunt affects only humanoid creatures. When this haunt triggers, its victims experience ghastly visions of bloody meat and incessant chewing that arouse the sensation that insect-like mandibles and vicious hounds are tearing at the subject's flesh. The creepy sensation targets all witnesses with *fleshworm infestation* (save DC 16, *Pathfinder Roleplaying Game Ultimate Magic*).

**Destruction** A heroes' feast spell allows the tormented spirit to rest at ease.

**Treasure:** The collection of spell components and equipment functions as an alchemist's laboratory. In addition, four potions — bear's endurance, fly, mage armor, and protection from arrows — are also on the cabinet. The wizard's library contains an eclectic collection of works from diverse fields of study. There are 16 books worth an average of 2d4 gp each, plus the spellbook.

**Spellbook:** 0—all; 1st—*endure elements*, *grease*, *mage armor*, *obscuring mist*, *ray of enfeeblement*, *shield*, *silent image*, *unseen servant*; 2nd—*acid arrow*, *bear's endurance*, *fog cloud*, *make whole*, *protection from arrows*, *web*; 3rd—*dispel magic*, *flame arrow*, *fly*, *phantom steed*, *sleet storm*

## G3: Barracks

Two beds with ripped sheets and pillows rest against the far wall, while an overturned wooden footlocker lies on the floor at the foot of each bed. The contents of two dressers, including their broken drawers, litter much of the floor.



## QUESTS OF DOOM 4

Two men-at-arms shared each of these rooms. Quattu and the crabmen searched their quarters for valuables, leaving the battered rooms in shambles after their departure. Worthless clothes and sundry items are all that remain in their aftermath.

### G4: Commander's Quarters

This bedchamber appears to have once been as luxurious as any found in a country estate. An upholstered chair and candle stand upon a soft carpet that covers much of the floor. A wooden dresser with its two drawers removed stands against the opposite wall. Clothing and other personal effects are strewn about.

Oliver spoiled his commanders with accommodations fit for nobility, though the angry chuul ruined much of the furnishings. Neither commander was present to witness Quattu's rampage, as both died fighting on the wharf in a heroic defense of Oliver and his terrified employees.

**Treasure:** The gold candle stand, upholstered chair, and carpet are worth 50 gp, 75 gp, and 100 gp respectively.

### G5: Common Room (CR 5)

Four painted wooden columns support the ceiling of a large common room. Two tapestries depicting epic sea battles cover the entirety of the far wall and one of the near walls, while another tapestry lies in a heap against the other wall. Two long wooden, overturned tables are positioned between the rear columns. Shards of broken glass and pottery litter the area along with several stray cutlery pieces, gnawed fish bones, and empty mussel shells. The remnants of broken javelins and spears, as well as copious pools of dried blood and several decomposing fingers confirm a desperate battle took place here. An extensive bar on the near wall between two archways still contains an impressive collection of wines and spirits.

The last three surviving guards and a handful of fishery workers waged a furious combat here in a failed effort to beat back Quattu's forces. In a last gamble, they turned the tables on their sides and hurled their remaining ammunition at their armored foes to no avail. Though they ultimately lost the battle, they took consolation in slaying four crabmen. As in previous instances, the enemy removed the corpses from the scene and hauled them to the processing plant.

The PCs' more immediate concern is the **ochre jelly** that now lives beneath the tapestry that fell from the wall. The monster moved in shortly after the fishery's demise and subsists on a steady diet of vermin, rodents, and scavengers who wander into its lair. Using its blindsight, the mindless ooze waits for a target to approach within 10 feet of its hiding spot before it emerges from underneath the heavy cloth and lashes out with its pseudopods. The monster fights until destroyed.

#### OCHRE JELLY

XP 1,600

hp 63 (*Pathfinder Roleplaying Game Bestiary* "Ochre Jelly")

CR 5

**Treasure:** There are 4 bottles of gin, 3 bottles of absinthe, 2 bottles of brandy and 25 bottles of wine behind the bar with a total value of 450 gp. The tapestry that spans the length of the far wall measures almost 40 feet in length and weighs 350 pounds, and is worth 250 gp. The smaller tapestry is half that size and weight. It is worth 100 gp.

### G6: Kitchen

Scraps of rotting food, dust, and rust cover a charcoal-filled grill with iron grating and a hardwood cutting surface that also doubles as a storage cabinet for utensils, cookery, crockery, and glassware. Congealed oil and globules of decaying meat float atop the stagnant water in a sink stuffed with unwashed dishes and cutlery. A rusty iron kettle hangs over a stone hearth.

At the height of the fishery's operations, three cooks prepared meals here. The dinnerware, cooking equipment and drinking vessels stored in the island are functional but worthless.

### G7: Pantry

Swollen oak barrels and crates line the walls and most of the floor. The reek of rancid fish bombards the senses as entrails and oils ooze from them onto the floor. More disturbing, however, is the presence of a scrawled word written in blood on the wall.

Quattu's unwelcome intrusion prevented the cooking staff from timely preparing the day's catch from the fishpond, thus accounting for the horrible odor wafting out of the barrels. A successful DC 15 Strength check can smash apart or open the barrels and crates (hardness 5, hit points 10). Inside are hundreds of smoked, brined, and salted fish products, along with wilted grains and vegetables.

After slaughtering Oliver's defense force, Quattu himself used human blood to write the word "murderers" in Common on the wall to indicate its displeasure with the fishery operation. A successful DC 15 Perception check also notices deep scratches in the wall's surface beneath the bloody etching, indicating that the author used a claw or similar instrument to pen the macabre message.

## Area L: Living Quarters

These accommodations include comfortable personal quarters in addition to a lounge, dining hall, and a common room.

The two wooden doors on the building's western face are smashed open, allowing some sunlight to pierce the shadows within. The one-story building is made entirely from wood. Its most distinctive feature is a hemispherical addition that extends from the east wall.

The one-story building is made entirely from cypress. The ceilings are 10 feet high. Oil lamp niches appear at 10-foot intervals and within each room, but they are all unlit. The assailants smashed every good wooden door in the complex; almost all of the doors, including the two front portals, are ajar. The only exceptions are the two doors leading into area L4.

As is the case of the garrison, intrusive vermin and rodents moved into the unsecured living quarters searching for scraps of food and refuse. While moving through the living quarters, there is a 20% chance the PCs encounter one of the following creatures during the course of their exploration. Check once every 10 minutes for encounters.

## FISHERS OF MEN

**Table 11–2: Living Quarters Wandering Monsters**

Roll (1d3)	Result
1	1d3 rat swarms
2	2d3 giant flies
3	1d3 cockroach swarms

**RAT SWARM (1d3)** **CR 2**  
**XP 600**  
**hp** 16 (*Pathfinder Roleplaying Game Bestiary* "Rat Swarm")

**GIANT FLY (2d3)** **CR 1**  
**XP 400**  
**hp** 15 (*Pathfinder Roleplaying Game Bestiary 2* "Fly, Giant")

**COCKROACH SWARM (1d3)** **CR 2**  
**XP 600**  
**hp** 26 (*Pathfinder Roleplaying Game Bestiary 2* "Cockroach Swarm")

### L1: Employee Quarters (CR varies)

The wooden door tenaciously clings to its bent hinges. An overturned dresser with its drawers removed and contents spilt onto the floor rests on the floor adjacent to a ransacked bed stripped of its sheets and nearly reduced to splinters.

During the attack, many of Oliver's workers tried to barricade their doors in a futile attempt to keep the intruders at bay. Their efforts failed. When the PCs explore these rooms, there is a 35% chance the occupant died in the room with the attendant blood stains to show it.

Quattu and its minions removed the mangled corpses and the unfortunate soul's valuables from every chamber, but they occasionally missed a personal memento or a hidden object. There is a 40% chance the occupant left behind one of the items from the following table in his or her personal quarters. (Reroll any result the PCs have already encountered.) However, it still takes a successful DC 15 Perception check to actually find it.

**Table 11–3: Living Quarters Contents**

1d20	Item Found
1	A leather pouch hidden under a loose floorboard contains a pearl worth 100 gp.
2	A stylus and scrap of parchment stuffed inside a loose sock contains a message written in Common that states, "The walking crabs are here! Their monstrous leader calls us murderers! Why? Gods preserve us."
3	The words "Employee of the Month" written in Common are etched across the face of a meticulously polished and flattened oyster shell.
4	A hollow bedpost conceals a small jar that contains <i>unguent of timelessness</i> .
5	Splotches of glue carefully placed on each of a sheet of vellum's four corners attach it to the bottom of a dresser drawer. This oyster recipe, written in Common, is one of Oliver's proprietary signature dishes and a well-kept secret in gastronomic circles. It is worth 250 gp in a major city.
6	Tucked among worthless scraps of clothing is a silk bodice worth 10 gp.

1d20	Item Found
7	The attackers failed to recognize the value of a gambler's kit ( <i>Pathfinder Roleplaying Game Ultimate Equipment</i> ) left out in the open.
8	Some creature scrawled a phrase in Crabman on the far wall. Written in blood, the ominous warning proclaims, "Death to men for slaughtering our brothers."
9	The glint of gold emanates from a small nugget forcibly inserted between two knots in adjacent floorboards. The gold nugget is worth 75 gp.
10	The faint scent of perfume gently floats in the air. The smell's source is not apparent.
11	The upper appendage of a large pincer lies beneath the bed sheets. A successful DC 15 Knowledge (nature) check identifies the source as a crabman.
12	Someone scratched a message onto the wall with a sharp object. Written in Common, the statement reads, "They came from the water. There were so many of them. I know death draws near, but I lived a good life. Tell my wife Janie and my children that I love them." If the PCs successfully use magic to identify the author, they learn that he is Alpheus Clutterbuck, a human laborer from Zelkor's Ferry.
13	Two empty halves of a human skull rest atop the bed with some pieces of blood and tissue still attached. The jaw and teeth are missing.
14	The wooden door lies in splinters on the floor. A wooden spear protrudes through a putrid crustacean-like arm. The weapon is firmly embedded into the wall. The appendage belonged to a crabman killed during the fight.
15	When a human enters this room, a mouth suddenly appears on the far wall. The booming voice says, "Beware of the crabmen's monstrous leader! Flee here before you face him. The Frog God controls him!" The effect is a <i>magic mouth</i> spell cast by the room's novice bard who died during the struggle.
16	This clever occupant removed the lower part of one bedpost and replaced it with a sturdy ceramic vial that closely resembles a piece of wood. The vial is actually a <i>potion of protection from energy</i> . It takes a successful DC 15 Disable Device check to remove the vial without breaking the container and spilling the magical contents onto the floor.
17	Dried blood smeared on the wall vaguely resembles a bloated frog. This represents a crabman's feeble attempt to depict Tsathogga.
18	A valiant defender filled a bedsheet with small sundry objects to create a makeshift sap. The jury-rigged weapon lies on the floor.
19	Quattu and the crabmen tortured and brutalized Oliver's devoted foreman, Thalius Degeneres. The agonizing ordeal transformed the formerly genial man into a seething pulp filled with hatred. When he finally succumbed, the vengeful spirit arose as a <b>spectre</b> that still haunts his bedchamber (see <b>Spectral Spectacle</b> below for more details).
20	After witnessing the carnage around them, Joy Montez and her sister Lily decided it would be better to take their own lives than face a gruesome demise. The act caused their souls to linger in this place as <b>2 allips</b> (see <b>Suicide Solution</b> below for more details).

## QUESTS OF DOOM 4

### Spectral Spectacle (CR 7)

The ghostly, translucent outline of a badly beaten, burly man suddenly materializes from the furniture. His swollen face is twisted into a grotesque visage burning with unbridled wrath.

Thalius, the **spectre**, may converse with the PCs if they ask him about the circumstances surrounding his murder. Though he continues his attack, he tells the characters that crabmen and a much-larger lobster-like creature with writhing tentacles on its face killed him. He describes the latter as the group's leader. Thalius's description of Quattu is vague. Therefore, it takes a successful DC 22 Knowledge (dungeoneering) check, instead of the normal DC 17 check, to identify Quattu as a chuul solely based upon the spectre's ambiguous details. However, the ability to recall useful information about the monster is still based on a DC 17 check. The spectre has nothing else of value other than his important clue.

#### SPECTRE

XP 3,200

hp 52 (*Pathfinder Roleplaying Game Bestiary* "Spectre")

CR 7

### Suicide Solution (CR 5)

Two wisps of roiling shadows emerge from the darkness. Gibbering words drip from them as sinister claws manifest from pure nothingness.

Consumed with madness, the **2 allips** babble incessantly throughout the combat, attacking the nearest creature. Unlike Thalius, the insane sisters are too deranged to convey any details about their deaths or the fishery's final moments. The vengeful spirits continue to fight until destroyed.

#### ALLIPS (2)

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* 3 "Allip")

CR 3

## L2: Lounge

Splintered barstools and broken bottles litter the floor. Two wooden bars span roughly half the length of the near walls, while the six seats that surrounded each lie in ruins. Two overturned upholstered chairs and a sofa arranged in a defensive posture occupy the far end of the chamber. Only a single bottle rests within the slots of an expansive wine rack adjacent to the far wall. Pools of dried blood and shards of broken glass almost completely cover the entire floor.

Those who fled from their rooms attempted to rally in the lounge, where they hurled bottles and furniture at their attackers. In the aftermath of the battle, the sharp, jagged glass strewn throughout the room makes it difficult to walk through here, duplicating the effects of caltrops. (See the "Adventuring Gear" section in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding caltrops.) A PC who succeeds on a DC 15 Perception check or Survival check notices that marks on the floor indicate at least some of the victims were dragged into the adjoining chamber. The wooden door connecting this room to area **L4** is jammed shut from this side.

**Treasure:** The lone bottle of red wine on the rack is worth 5 gp.

## L3: Mess Hall

Plates, utensils, crockery, and ceramic drinking vessels cover two tables surrounded by ten chairs apiece. Mussel and oyster shells along with fruit rinds and bowls of water sit upon another table at the far end of the dining hall. In contrast to the rest of the building, the furniture here is remarkably undisturbed.

Because the mess hall served meals at scheduled times throughout the day, no one was here or fell back to this location when the attack occurred. Since the assault 10 weeks ago, the food already on the table in preparation for the workers' arrival has spoiled or fallen prey to the numerous scavengers roaming through the building. Likewise, the dinnerware on the tables shows signs of extensive use and marginal cleaning, rendering it worthless. The fact that someone jammed shut the door to the adjoining room is the only indication anyone set foot in the room since the carnage began.

## L4: Common Room (CR 7)

The doors to this room have been jammed shut.

**Good Wooden Door:** 1-1/2 in. thick; hardness 5; hit points 15; Break DC 21

The overpowering stench of decay saturates the stale air. The sickening odor comes from three heaps of festering entrails and decomposing flesh. A nearly intact humanoid skeleton accompanies each of these ghastly piles of rotting organs and offal. The bodily materials' apparent sources are three shambling humanoid abominations molded from muscle, sinew and loose patches of excess skin. The crushed and nearly pulverized remains of four crustacean-like humanoids lie propped up against the curving far wall, which also supports an extensive library of books resting upon two sets of shelves. A pair of easels stands between the shelves, while two thin palettes covered in dried paint sit upon a pedestal between the two wooden frames. Chess pieces carved from stone and bone are scattered about the floor near two tables whose surfaces bear black-and-white chess boards along with two small chairs tucked neatly beneath them. Six chairs surround two wooden tables in the near corners.

Quattu and the crabmen deliberately jammed the doors in order to prevent the **3 human meat puppets** they inadvertently created from escaping their confines. During the struggle, Quattu ordered the crabmen to subject three of the facility's fish processors to the horrific fate of being gutted and filleted alive. Unbeknownst to the chuul, the revelry of carnage infused the boneless corpses with the necromantic energy that suffuses the marshlands here and animated them as revolting undead creatures. Every time the crabmen beat the monsters into submission, they mysteriously regenerated and continued the fight anew. The now-fearful chuul hastily jammed the doors shut, leaving four of its minions alone with the relentless killers.

#### HUMAN MEAT PUPPETS (3)

XP 1,200

*Tome of Horrors* 4 269

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +9

CR 4

**AC** 13, **touch** 13, **flat-footed** 10 (+2 Dex, +1 dodge)

**hp** 30 (4d8+8 plus 4); **regeneration** 4 (cold iron or good)

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

**Defensive Abilities** channel resistance +4; **DR** 5/slashing or



## FISHERS OF MEN

piercing

**Immune** undead traits

**Speed** 30 ft.

**Melee** 2 slams +6 (1d6+3 plus grab)

**Special Attacks** constrict (1d6+3)

**Str** 17, **Dex** 14, **Con** —, **Int** 3, **Wis** 14, **Cha** 14

**Base Atk** +3; **CMB** +3 (+7 grapple); **CMD** 19

**Feats** Dodge, Improved Initiative, Toughness<sup>8</sup>

**Skills** Perception +9

**Treasure:** The common room's two handcrafted chess sets feature pieces carved from onyx and bone. Though it takes some searching to find all the pieces for each set (successful DC 12 Perception check), each set is worth 150 gp. The palettes, paints, art equipment, and easels are worth a total of 50 gp. The library's books include a wide range of topics ranging from the fantastical to the mundane. Of the 108 books in the collection, only 4 are worth much. These include *A History of Tsar*, *Marvels of Akados*, *Tales of Broadaxe the Adventurer*, and the extremely rare poetry work *Woes of Suqri*. The preceding books are worth 25 gp, 35 gp, 5 gp, and 300 gp respectively. The remaining books each have a value of 1d4+2 sp.

## Area Q: Quaywright Processing House

In the aftermath of the epic struggle, the chuul quickly set about the task of transforming the shellfish processing plant into a humanoid slaughterhouse.

Stone walls rise from the marsh, giving shape to an immense structure. Two conveyor belts stretching from the river to the south wall grant entry to the building. These crawlspaces flank a large wooden door in the center of the building's south face. A stone plaque hung above the door bore the inscription, "Quaywright Fishery." However, deep gouges and scratches have nearly removed the word "Fishery," while adding the word "Mannery" beside the original moniker. The building consists of two stories, though the upper floor appears to be substantially smaller than the lower floor. In addition, large portions of the first floor's roof are shaped like giant cisterns. A chimney built into the roof still belches out foul-smelling smoke.

The obvious entrances into the processing house are the front door and the two conveyor belts, which are described in area **F7**. It is impossible for any creature larger than a Diminutive one to shimmy down the 3-inch-diameter chimney on the first-floor roof that opens into area **Q2**. Likewise, trying to access the main processing building through the plumbing pipes connecting the rooftop cisterns filled with water in addition to circumventing the watertight shutoff valves inside the piping.

Quattu's lackeys toiling inside the building do not lock or otherwise secure the 10-foot-wide front door, though the weather conditions and humidity frequently cause the door to swell. It takes some effort to force the portal open. Doors encountered in the first floor's interior share the same statistics as the front door, though they are only 5 feet wide rather than 10 feet wide.

**Masonry Walls:** 1 ft. thick; hardness 8; hp 90; Break DC 35

**Good Wooden Door:** 1-1/2 in. thick; hardness 5; hp 15; Break DC 16

Quaywright Fishery differs from the outlying buildings in several

important aspects. The ceilings here are 15 feet high on the first floor, and 10 feet high on the second floor. Likewise, torch sconces embedded into the walls are unused or unlit. Open flames are the only light sources within the structure. The processing plant emphasizes efficiency and ease of access; hence, most chambers connect to adjoining rooms and corridors through archways rather than doors. This open design allows creatures from adjacent and nearby chambers to hear and possibly even see a commotion taking place near their location. Therefore, a small combat can escalate into a wild melee within the span of a few rounds as reinforcements steadily join the fray. It is crucial that the GM become familiar with the first-floor layout in order to determine how the chuul's defenders react to the characters' intrusion into Quattu's stronghold. Most creatures simply wade into battle alongside their counterparts, but a few clever adversaries may attempt to gather allies and muster a sizable force to fight back against the trespassers. On the other hand, the organized activity within the building coupled with the lack of easily accessible entrances keeps vermin and rodents at bay.

## Q1: Processing Room (CR 7)

The powerful smell of shellfish instantly bombards the senses. The two gaps in the wall adjacent to the conveyor belts spill into a roughly triangular-shaped receptacle in close proximity to several long, metallic workstations. Two stations parallel the west wall. Scrubbing implements rest atop one station, while water slowly drips onto its surface from eight overhanging brass pipes attached to the ceiling before disappearing beneath metallic mesh built into the surface. Two large, bipedal humanoids with crab-like heads labor at the task of scrubbing flesh and hair from four humanoid skulls. The neighboring workstation also has the same overhead brass pipes and mesh surface, but it has flat, stubby knives sitting on it instead of scrubbing implements. In addition, the workstation slopes from south to north at a 10-degree angle. The workstations on the opposite side of the chamber mirror these with the scrubbing station positioned closest to the south wall and its counterpart 10 feet away from it. A lengthy utility station is also near the entrance, and another station farther away is covered with discarded, oval black shells. Two enormous toads rest in two of the three 4-wheeled carts scattered throughout the area. Their membranous wings, mauve skin and bright, shining eyes immediately reveal that these are not ordinary animals.

Oysters traveled up the western conveyor belt, where they were collected and first deposited on the scrubbing station. There, employees cleaned their shells and passed them on to the next station where expert workers carefully shucked the delicate animal. Mussels rolled up the eastern conveyor belt where they underwent a similar cleaning and shelling procedure. Employees then used the handcarts to move the product to the next stage of processing. Rainwater from the roof cisterns provides the water needed to clean and rinse the shells of any unwanted debris. The water then drains through the metallic mesh and into the ground beneath the floor. Rotating a small nozzle at the end of the tube in a counterclockwise direction opens the spigot, and twisting it in a clockwise direction cuts off the water supply. A successful DC 5 Disable Device check or good old-fashioned trial and error reveals how to operate the brass pipes.

Quattu shut down the fishery and converted it to a humanoid abattoir as evidenced by the **2 crabmen** scrubbing flesh and hair from the heads of four men their colleagues captured from a foolhardy hunting expedition several days earlier. It takes a successful DC 10 Knowledge (nature) or Heal check to identify the skulls as being human. When the crabmen notice the intrusion, they immediately drop the skulls and rush into combat, rousing the **2 fey giant toads** from their catnaps. Before wading into melee, the oversized toads cast *glitterdust* at as many characters as possible. Despite their remarkable nature, these fey creatures lack any intelligence, so they do not run for help or make a deliberate attempt to



## QUESTS OF DOOM 4

alert the rest of the facility. A combat that lasts 2 rounds or less does not attract any attention from nearby colleagues as they attribute the ruckus to the crabmen's clumsiness. However, if the combat continues or spills into a neighboring chamber, the occupants therein react accordingly.

### CRABMEN (2)

XP 600

hp 22 (see the **Arriving at Quaywright Fishery**)

CR 2

### FEY GIANT TOADS (2)

XP 800

hp 22 (*Pathfinder Roleplaying Game Bestiary 3* "Fey Creature")

CR 3

## Q2: Smoking/Brining Room

Aromatic smoke rises from three stone pits filled with smoldering wood. The smoke rises into a pyramid-shaped hood and then departs the room through a tiny vent in the ceiling. An iron grillwork is positioned several feet above the smoldering wood, supported in place by four 5-foot stone columns. Fat periodically sizzles and drips from four hunks of meat slowly cooking atop the grill. Several large planks of wood piled into the far corner are next to another mound of smaller wood chips. Something bobs and floats near the watery surface of two wide, oak barrels against the near wall.

In order to facilitate the smoking process, the crabmen keep the door closed at all times. The smoke is not dense enough to impair breathing or vision, but it is warm enough to increase the temperature within the chamber to just under 140° F, making a prolonged stay here very uncomfortable. In addition, the hot stone surface deals 1d3 points of fire damage each round to anyone touching it. The slabs of meat cooking atop this material are deboned and strange to look upon. A successful DC 10 Knowledge (nature) or Heal check confirms the obvious — they are the torsos of four human males. Likewise, the deboned limbs of these same four individuals soak in the brine barrels.

## Q3: Workshop

Dozens of tools of varying shapes, sizes, and conditions rest upon the shelves lining the walls. A pair of workbenches that also double as sawhorses represents the only freestanding pieces of equipment here.

The workshop boasts a complete selection of tools for a variety of trades. Oliver's workers used these objects to repair the fishery buildings, build barrels and packing crates, create shipping labels, and perform countless other functions throughout the facility.

**Treasure:** In all, the PCs find 32 sets of common artisan's tools (of various trades)<sup>UE</sup> and 6 sets of masterwork artisan's tools (of various trades)<sup>UE</sup>. There are also 12 *stubborn nails*<sup>UE</sup>, *sovereign glue*, and a *mallet of building*<sup>UE</sup>.

<sup>UE</sup> These items appear in *Pathfinder Roleplaying Game Ultimate Equipment*.

## Q4: Salt Depository

A mound of salt that reaches a maximum height of 8 feet almost entirely fills this oddly shaped niche.

Oliver's workers piled salt into this closet for later usage in the brining process. It has no special properties and its exposure to air and moisture has made it worthless as a commodity.

## Q5: Boiling Room (CR 7)

Steam pours out of two of three 6-foot-high metal vats. Two iron ladders are built into the opposing sides of each vat. Two bulbous, massive frogs with blackish-green skin bask in the warmth generated by the bubbling cauldrons. The 12-foot-long beasts constantly ooze milky-white slime from their skin, while a spark of intelligence glistens in their glowing red eyes. A vent opens into the ceiling.

The fishery's architects used buried coal ovens to fuel these enormous cooking vats. The vent pipe does not lead outside. Oliver's engineers used the escaping steam and heat to warm the water stores upstairs.

When the fishery was operational, workers used these enormous vats to boil spare oysters and mussels for broths and stews. Quattu and its minions use the scalding water to strip the flesh from humanoid ribcages and vertebrae, as demonstrated by the fact that two sets of human remains roil in each of the boiling baths. The temperature in the remaining vat is uncomfortable, but not hot enough to inflict damage. This balmy bath makes for a refreshing bath for the **2 crabmen** asleep inside it. Meanwhile outside, **2 giant dire abyssal frogs** soak in the invigorating vapors. Quattu's grudging allegiance to Tsathogga inspired the extraplanar pair to partake in the ghastly festivities as well.

They immediately react to the sight of intruders by attempting to knock over at least one of the vats and deluge their enemies with boiling water. It takes a successful DC 19 Strength check to tip the enormous container onto its side, spilling out the contents in a 30-foot cone. The water deals 3d6 points of fire damage to any creature or object in its path. A successful DC 16 Reflex save halves the damage.

### CRABMEN (2)

XP 600

hp 22 (see **Arriving at Quaywright Fishery**)

CR 2

### GIANT DIRE ABYSSAL FROGS (2)

XP 1,200

*The Tome of Horrors Complete* 295

CE Large outsider (augmented animal, extraplanar)

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

**Perception** +8

CR 4

**AC** 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)

**hp** 58 (4d8+36)

**Fort** +13; **Ref** +10; **Will** +4

**Resist** cold 5, fire 5; **SR** 9

**Speed** 40 ft., swim 40 ft.

**Melee** bite +10 (1d8+8 plus grab) or tongue +10 touch (grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tongue)

**Special Attacks** pull (tongue, 10 ft.), smite good 1/day (+4 damage), swallow whole (1d8+8 bludgeoning damage, AC 12, 2 hp), tongue

**Str** 27, **Dex** 19, **Con** 28, **Int** 5, **Wis** 16, **Cha** 14

**Base Atk** +3; **CMB** +12 (+16 grapple); **CMD** 26 (30 vs. trip)

**Feats** Improved Initiative, Lightning Reflexes

**Skills** Acrobatics +13 (+17 jumping), Perception +8, Stealth +4, Swim +16; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

**Language** Abyssal

## FISHERS OF MEN

### Q6: Mussel Packaging Room

Four long, metal workstations are scattered throughout a spacious area. Eight scales rest upon the benches, along with spools of twine and hempen bags. There is a 4-wheeled handcart between two of the workstations.

The fishery's workers measured and weighed the mussels on the scales before packing them into bags and sealing them with the twine. The packaging room is otherwise empty.

### Q7: Fish Processing Center

An immense wood-burning oven behind a carving station stands cold and idle. An opening in the ceiling above the oven vents excess heat out of the room.

There **4 crabmen** working at the station remove the entrails from the unfortunate victims their tribe captured a few days earlier. They immediately react to any intrusion or the telltale sights and sounds of a scuffle in an adjacent chamber. They drop their small filleting knives and race to the scene to aid their brethren.

The grates at the foot of the filleting station open into a narrow sluice that the fishery's engineers designed for the purpose of flushing unwanted garbage out of the facility. The vent above the oven connects with the pipe from area **Q5**, where the heat warms the water supply on the second-story roof.

**CRABMAN (4)**  
**XP 600**

**CR 2**

**hp 22** (see **Arriving at Quaywright Fishery** "Crabman")

### Q8: Metal Shop

Soot stains the far wall and ceiling in close proximity to a small cast iron forge and anvil that are next to a tool bench covered with metalworking equipment. Several stacks of pig iron rest upon the floor near the anvil.

The fishery's ironworkers and carpenters made wooden crates, barrels, and tools. There are 504 pounds of pig iron on the floor.

### Q9: Packing Room (CR varies)

There are ten large, wooden shipping crates spread throughout the room in five rows of two apiece. Unsettling thumping sounds emanate from inside at least two of the packing containers. Nine of the crates are tightly closed, but one is a battered skeleton of its former self as large parts of it were reduced to splinters. In addition, four of the crates have a tube connected to a water bottle delicately threaded through the crate's lid. Four small frogs with sharp claws scurry about the room. Two sets of steep stairs ascend to a landing on the second floor.

The chuul subjected the five plumpest human captives to the horrific fate of sealing them alive within the packing crates. Much to Quattu's chagrin and the crabmen's terror, the first crate unsealed three days ago created a frightful ghost who slew a crabman before the disappointed aberration personally destroyed it. Unnerved by the unexpected

outcome, the crabmen refused to stay in the room, and instead delegated the frightening assignment to the oblivious **4 killer frogs** that now dwell here. Though the animals lack sentence, their instincts and keen sense of smell tell them to steer clear of the two crates closest to the southeast corner of the room. The foul stench and thumping sounds emanating from inside these containers are telltale signs the two former occupants also underwent the hideous transformation into **2 ghosts**. They ferociously pound on the shipping crates (hardness 5, 15 hp) in a desperate bid to escape. Alternatively, the ghosts may burst out of the crate with a successful DC 16 Strength check. When freed, they immediately attack the closest humanoid and continue fighting until they slay every humanoid in sight or the PCs destroy them.

Meanwhile, two emaciated, nearly catatonic men reside within the two crates closest to the northern wall. If the PCs liberate them, the weak and traumatized victim greets the characters with a vacant stare. Scabrous wounds and bloody ooze cover their biceps and forearms, as the starving humans literally ate their own flesh to stay alive. The harried victims, **Abraham Tapol** (CG male human expert 4) and **Simon Thalgrond** (N male human commoner 3) suffer from ghoulish fever and require extensive rest and a *remove disease* spell or similar magic to bring them back to responsiveness. Still, the ordeal's effect on their minds is so potent that both victims remember nothing about the initial attack or the complex itself. They can only confirm that a hideous lobster-man imprisoned them within the crates.

The stairs against the north wall lead to the second-floor landing designated as area **Q11** on the map of that particular floor.

**KILLER FROGS (4)**

**CR 1**

**XP 400**

*The Tome of Horrors Complete* 671

N Small animal

**Init** +1; **Senses** low-light vision, scent; **Perception** +3

**AC** 14, touch 12, flat-footed 13 (+2 Dex, +1 natural, +1 size)

**hp** 6 (1d8+2)

**Fort** +4; **Ref** +3; **Will** -1

**Speed** 10 ft., swim 30 ft.

**Melee** 2 claws +2 (1d4+1 plus grab), bite +2 (1d4+1)

**Special Attacks** rake (2 claws +2, 1d4+1)

**Str** 12, **Dex** 13, **Con** 14, **Int** 2, **Wis** 9, **Cha** 6

**Base Atk** +0; **CMB** +0 (+4 grapple); **CMD** 11 (15 vs. trip)

**Feats** Improved Natural Attack (claw)

**Skills** Acrobatics +5 (+9 jumping), Perception +3, Stealth +9, Swim +12; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

**GHOSTS (2)**

**CR 2**

**XP 600**

**hp 17** (*Pathfinder Roleplaying Game Bestiary* "Ghoul")

### Q10: Cold Storage (CR 5)

Billowing clouds of chilly condensation instantly pour out of the door when it opens. Strangely, ice and frost coat the surfaces of eleven neatly arranged and closed shipping crates. In an even odder twist, three men dressed in loose-fitting skins and furs are chained to separate walls. Each wears a leather patch over one eye and has stringy, filthy hair.

The **3 frost men** shackled to the walls account for the storage room's unnaturally cold climate. The arctic-dwelling humanoids emit an aura of cold out to 30 feet, thus Oliver positioned each of his unwilling slaves at precise locations, so they could keep the entire room at a constant temperature of just above freezing. He purchased these creatures from the slave pens of the north so they would radiate cold to preserve his food products.

Despite its hatred of humanoids, Quattu spared the frost men's lives. Indeed, Quattu even directs its crabmen underlings to provide food and

## QUESTS OF DOOM 4

water regularly to the prisoners while deliberating its ultimate plans regarding the cold-storage room. Meanwhile, the bitter captives long for the chance to return home to the mountains of the Northlands. Naturally, they hold a deep-seated grudge against the people who initially captured and restrained them, so they treat humans and their kind with great disdain. Still, they harbor no love for the chuul and its minions either. For their part, the frost men demand the PCs immediately free them, though they can offer the adventurers nothing in return. They refuse to fight against the aberration and its cronies, and they can offer no useful information about Quattu or the complex in general. The unarmed humanoids' only bargaining chip is their ability to generate an ice blast that deals cold damage. If the characters ignore their pleas, the closest frost man unleashes an ice blast at the ceiling as a warning. Characters who opt to free them must overcome their manacles (hardness 10, 10 hp, Break DC 26, Disable Device DC 26). In this case, the ungrateful frost men hastily leave the complex on their quest back to the Northlands. Characters who do not heed the frost men's warning discover that their bark is worse than their bite. They realize they cannot escape without outside intervention, so killing their only hope for freedom is intrinsically counterproductive. Rather than fight, they resort to begging and pleading for their lives.

Quattu's uncertainty regarding the cold-storage room's fate becomes readily apparent if the PCs unseal the packing crates, which have the same game statistics as those encountered in area **Q9**. Instead of finding chilled oysters, mussels and fish fillets, the heroes discover refrigerated and raw humanoid ears, noses, feet, and hands inside of four shipping containers. The other seven containers are empty.

### FROST MEN (3)

CR 2

XP 600

*The Tome of Horrors Complete* 297

LE Medium humanoid (cold)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +3

**AC** 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

**hp** 22 (4d8+4)

**Fort** +5; **Ref** +2; **Will** +1

**Immune** cold

**Weaknesses** vulnerability to fire

**Speed** 30 ft.

**Melee** unarmed strike +3 (1d3)

**Special Attacks** ice blast, 3/day (30-ft. cone, DC 13 half, 3d6 cold)

**Str** 10, **Dex** 12, **Con** 12, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +3; **CMB** +3; **CMD** 14

**Feats** Blind-Fight, Skill Focus (Survival)

**Skills** Perception +3, Stealth +5, Survival +7

**Languages** Common, Nørsk

**Ice Blast (Su)** Three times per day as a standard action, a frost man can release a blast of freezing mist in a 30-ft. cone from the eye underneath its eye patch. A frost man can remove its eye patch as a free action. A creature in the area takes 3d6 points of cold damage (DC 13 Reflex for half). The save DC is Constitution-based.

## Q11: Landing Corridor

The landing opens into a 25-foot-long corridor. Five wooden doors line the entire length of the east wall as opposed to the lone door on the west wall.

The simple wooden doors on the east wall open into the privies (area **Q12**), while the good wooden door on the west wall leads into Oliver's old meeting room (area **Q13**).

## Q12: Privy

A tiny stool rests in front of an elevated seat with a hole cut into the center of it. A copper pipe built into the opposite wall swivels so it can be positioned against the wall or directly over the cavity in the seat.

These privies are akin to a modern water closet. Water collected in roof cisterns flows through the pipe to flush any refuse down a drain through the floor and out to the exterior wall.

## Q13: Converted Shrine (CR 9)

A child-like scrawl clearly written in blood covers most of the entire far wall, presumably replacing a crumpled, stained tapestry that now rests on the floor in the far corner. The other artworks scattered throughout the room fared no better as two exquisite oil paintings of marsh landscapes and a bronze statue of a beautiful woman emerging from a clamshell appear to have been deliberately damaged. Twelve glass bottles are visible inside a liquor cabinet in the near corner. A sofa, two chairs, and an upholstered divan placed atop a thick carpet around a carved oval table. The revolting sight and smell of a partially mummified and vivisected human corpse lying upon the table overshadows everything else in the room. To make matters worse, two clouds of sickly, green mist contort into demonic faces that hover above the grisly scene.

Quattu and the crabmen transformed Oliver's former meeting room into a gruesome display worthy of Tsathogga. The chuul's depraved acts captured the attention of at least one of the Abyss's malevolent denizens, as the wicked entity dispatched **2 demonic mists** and **2 abrikandilu demons** (see area **Q16**) to the site of the brutal crimes. When living creatures first encounter the outsiders, they attempt to batter the mind of a non-spellcaster foe with their psychic crush ability. The monsters also take fiendish delight draining opponents, especially spellcasters, of their life energy and vigor with their *enervation* and *vampiric touch* spell-like abilities. The intelligent demonic mists communicate telepathically with their enemies throughout the combat. They bombard them with messages about Tsathogga's thirst for carnage and Quattu's hatred for humanity. When faced with imminent defeat, the creatures slip through the western door and join Quattu in area **Q16**.

The poor soul literally laid bare on what is now an examining table is none other than Oliver Quaywright. Unfortunately, the Quattu decapitated the renowned chef and removed most of his internal organs, making it impossible to identify his decaying, mangled remains. Furthermore, the removal of his head also negates the possibility of speaking with him via *speak with dead* or similar magic. However, the eviscerated body is not the only disturbing image in the meeting room. The graphic, bloody message covering the entirety of the western wall is written in inexpert Common. Quattu wrote the rambling message within hours of its violent takeover. It reads as follows:

*"Manling meat for harvesting. Vengeance is ours. Death to humans!"*

### DEMONIC MISTS (2)

CR 5

XP 1,600

*Tome of Horrors* 4 55

CE Medium outsider (chaotic, evil, extraplanar)

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

**AC** 16, touch 16, flat-footed 10 (+5 Dex, +1 dodge)

**hp** 47 (5d10+20)

**Fort** +8; **Ref** +9; **Will** +2

**Defensive Abilities** amorphous; **DR** 5/magic; **Immune** acid, cold; **Resist** fire 10; **SR** 16



## FISHERS OF MEN

**Weaknesses** vulnerability to wind

**Speed** fly 50 ft. (perfect)

**Melee** touch +10 (5d6)

**Special Attacks** psychic crush

**Spell-like Abilities** (CL 5th; melee touch +10)

At will—*detect magic*

2/day—*enervation*, *vampiric touch*

1/day—*cause fear* (DC 14), *confusion* (DC 17)

**Str** —, **Dex** 21, **Con** 18, **Int** 11, **Wis** 13, **Cha** 16

**Base Atk** +5; **CMB** +5; **CMD** 21 (cannot be tripped)

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +13, Escape Artist +13, Fly +21, Knowledge (planes) +8, Perception +9, Stealth +13 (+21 in fog or mist);

**Racial Modifiers** +8 Stealth in fog or mist

**Languages** Abyssal, Common; telepathy 100 ft.

**SQ** gaseous

**Gaseous (Ex)** A demonic mist can pass through small holes, even cracks, without reducing its speed. It cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects.

**Psychic Crush (Su)** Three times per day as a standard action, a demonic mist can attempt to crush the mind of a single creature within 40 feet. The target must make a DC 15 Will save or take 3d6 points of damage and become sickened for 1d4+1 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

**Vulnerability to Wind (Ex)** A demonic mist is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

### ABRIKANDILU DEMONS (2)

CR 3

XP 800

**hp** 32 (*Pathfinder Roleplaying Game Bestiary 5* "Demon, Abrikandilu")

**Treasure:** During his eventful lifetime, Oliver Quaywright amassed a collection of artistic pieces that the envious abrikandilu demons intentionally destroyed including the two oil paintings and tapestry. The bronze statue depicts Freya, the goddess of love and fertility. Identifying her as the sculpture's subject requires a successful DC 10 Knowledge (religion) check. It is now worth only 10 gp for scrap metal. Blood now stains the once-grand carpet, slashing its worth to 25 gp from 150 gp. The large furnishings, including the sofa, divan, and two chairs, are worth 150 gp, 250 gp and 50 gp each. The last treasure trove is Oliver's personal collection of fine liquors. In all, the twelve bottles of spirits are worth 150 gp.

### Q14: Quaywright's Office (CR 4)

Two bookshelves nearly span the entire length of two walls in this spacious office. A massive, cypress desk adorned with carvings of mussels, oysters and fish occupies the center of the room. Two golden candleholders shaped into the likeness of a ship's mast flank the oversized desk. An upholstered wooden chair with arms resembling writhing eels faces two smaller, less-exceptional chairs on the opposite side. Two large, crab-like humanoids sharing a pair of spectacles stand over the desk and pour through weathered ledger pages in two enormous journals.

With Quaywright Fishery firmly under its control, Quattu now considers also taking out its revenge against Oliver's largest shipping clients. The 2 **crabmen** thumbing through the fishery's financial records meticulously search for the names and locations of the individuals and businesses that made bulk purchases. The two monstrous humanoids use magical eyeglasses to read the otherwise incomprehensible text. Eager to prove their worth to

their chuul overlord, the two brutes charge headlong into battle. As noted in area **Q13**, the demonic mists completely bypass the crabmen and pass through the secret entrance into Quattu's personal abode.

A cursory review of the books and records on the desk confirm they detail the fishery's financial transactions since its inception several years earlier. A successful DC 15 Profession (bookkeeper), Profession (merchant), Intelligence check or other appropriate skill check verifies Oliver made a fortune with his specialty seafood trade. The desk has a single drawer containing parchment, quills, and vials of ink. Unlike the two ledgers on the desk, the tomes and volumes occupying the bookshelves contain no accounting entries or other business-related information. Instead, they proudly display Oliver's eclectic tastes in fiction, knowledge, and the culinary arts. One particular book stands out from all others. The fishery's resident wizard cast *phantom trap* on the work's simple locking mechanism. The unique work titled *Recipes* contains all of Oliver's trademark cooking techniques, making it extremely valuable in the culinary world.

Oliver concealed the entrance to his private chambers behind the western bookshelf. In classic fashion, the secret door opens when someone pushes a specific book, *Folklore of Akados*, into the back wall. Locating the door itself is much easier than finding the mechanism to open it. While it takes a DC 25 Perception check to spot the outline of the hidden portal, locating the exact means of opening it takes a successful DC 30 Perception check or 2d4 minutes of searching in that localized area of the bookshelf.

**Secret Door:** 2 in. thick; hardness 5; hp 20; Break DC 25; Perception DC 25

### CRABMEN (2)

CR 2

XP 600

**hp** 22 (see the **Arriving at Quaywright Fishery**)

**Treasure:** The crabmen carry four pearls worth 100 gp each. In addition, they use *spectacles of understanding*<sup>UE</sup> to read the ledger book. There are 128 books on the shelves worth a total of 500 gp. The unique work *Recipes* is worth 2,500 gp.

<sup>UE</sup> See *Pathfinder Roleplaying Game Ultimate Equipment*

### Q15: Guest Quarters

This roughly oblong bedchamber contains a luxurious four-poster bed against the far wall, a dresser, a shattered silver mirror and marble bathing vessel.

Oliver's guest quarters are the envy of any renowned inn. Originally built to serve as his personal quarters, the chef later decided to reserve this room for guests and also to give would-be thieves the impression they found his personal quarters. To further this ruse, he stuffed the dresser's two drawers with magnificent clothing articles. Otherwise, nothing significant is in this bedchamber.

**Treasure:** The dresser contains the equivalent of three noble's outfits and one royal outfit. The bed's luxurious linen sheets are worth 10 gp. The broken silver mirror, smashed by the two demons, weighs 30 pounds and is worth 2 gp for scrap metal. Likewise, the extremely heavy marble bathing vessel weighs 200 pounds, and is worth 250 gp.



## Q16: Quattu's Quarters (CR varies)

A singular flame dancing in the near corner's hearth illuminates the room in light and shadow. Two upholstered chairs, placed at the edge of a massive fur rug covering most of the floor, face each other in front of the stone fireplace. A bronze standing mirror facing backward occupies the opposing near corner next to a cypress armoire. The walls are undecorated save for a shredded oil painting of a vast marsh bathed in the sun's dying rays. The breathtaking scene fails to match the wonder of an extraordinary alabaster bathtub shaped into the likeness of an oyster shell. A valve built into the ceiling above the receptacle presumably provides its water supply. In similar fashion, the neighboring bed resembles a mussel shell with luxurious pillows and silk sheets. A pile of items in the far corner includes a sword, shield, and crown, along with an assortment of coins and other small objects. An iron chest a few feet away from the treasures is left out in the open.

If Quattu expects the PCs' arrival, the outraged **chuul** is awkwardly relaxing in the alabaster tub, while the 2 **abrikandilu demons** stand near the entrance, vigorously debating their shared dislike of art. Any demonic mist that retreated here from area **Q13** currently hides underneath the rug, waiting to emerge when the PCs make their entrance. Quattu takes advantage of Oliver's mistrust of others with a wicked trap installed in the frame of the secret door that can be activated by a conspicuous switch on the wall just behind the bathtub or one behind his bed. When the characters enter the room, Quattu uses a move action to flip this switch to trigger the **azure lily pollen trap**.

### AZURE LILY POLLEN TRAP

XP 3,200

Type mechanical; Perception DC 20;  
Disable DC 20

**Trigger** touch (manual switches);

**Reset** repair

**Effect** poison gas (**Azure Lily Pollen**): inhaled; save Fort DC 15; frequency 1 minute for 2 minutes; initial effect nauseated for 1 minute; secondary effect paralyzed for 2d4 hours; cure 1 save; never miss; multiple targets (all targets within 10 feet of the secret door)

The alabaster tub is an artistic wonder. The valve built into the ceiling above it connects to the roof cistern above the privy that provides its water supply. The escaped heat from areas **Q5** and **Q7** warm the bathwater. If the PCs examine the oyster-shaped tub, they find a drain on the bottom that connects to the privy pipes from area **Q12**. More distressingly, they discover a glass bowl filled with brine that contains a severed human head. A successful DC 15 Knowledge (local) check identifies the victim as Oliver Quaywright, thus confirming his tragic fate. A *continual flame* spell cast upon the hearth lights part of the room, though the magical fire emits no heat.

The wily and slightly paranoid Oliver built the iron chest as a decoy to slay unwelcome intruders. He actually used the unlocked chest as a stepping stool to reach his hidden treasure vault concealed within the ceiling. Locating the sliding, secret panel directly above the chest requires a successful DC 25 Perception check. A PC who attempts to flip open the iron chest encounters a nasty surprise.

### AMNESIA MIST TRAP

CR 6

XP 2,400

Type mechanical; Perception DC 25; Disable DC 25

**Trigger** touch (opening the chest); **Reset** no reset

**Effect** poison cloud (affects all creatures within 20 feet of the chest; Fort DC 15; 1d4 Int/2d6 Int)

### QUATTU

CR 7

XP 3,200

hp 85 (*Pathfinder Roleplaying Game Bestiary* "Chuul").

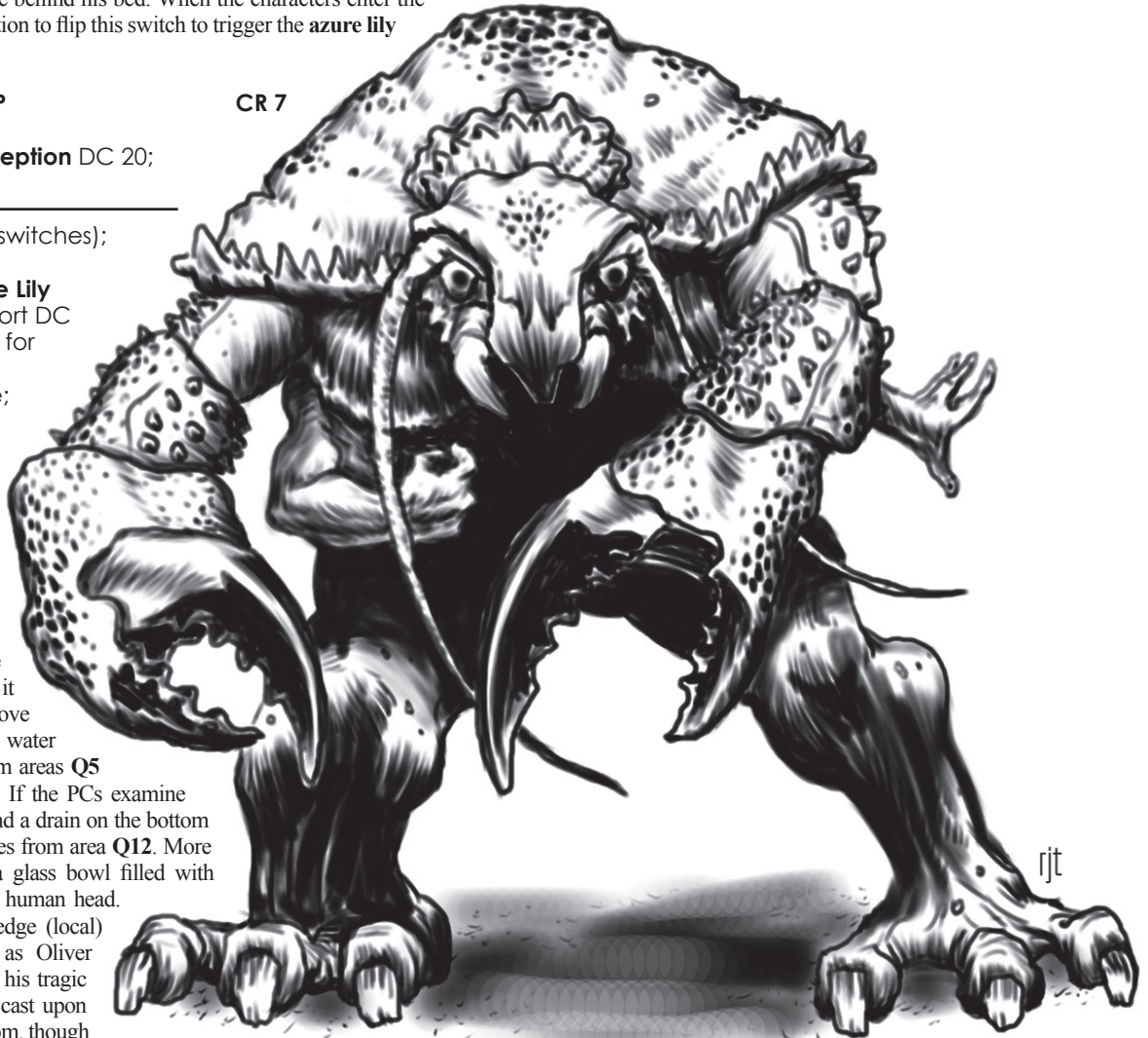
**Gear** Quattu has a *scarlet and blue ioun stone* that grants it the ability to speak Aquan as well as increasing all of its listed skill checks by +2. Its enhanced Intelligence score grants him a +1 bonus on all Intelligence-based skills. The stone is attuned to the Linguistics skill.

### ABRIKANDILU DEMONS (2)

CR 3

XP 800

hp 32 (*Pathfinder Roleplaying Game Bestiary* 5 "Demon, Abrikandilu")



## FISHERS OF MEN

**Tactics:** The demons attempt to summon more of their kin. If their reinforcements fail to appear, they try to fight in the doorway. The destructive outsiders deliberately shattered the mirror and positioned it so the reflective surface faces the corner. The vandals also shredded the painting, but Quattu forbade them from damaging the alabaster tub. If the PCs confront them with any object that captures their reflection, the impulsive demons feel an irresistible compulsion to destroy the mirror above all else.

Throughout the battle, the loathsome aberration taunts the characters in its odd, burling dialect of Common. It boasts about killing manlings. Despite its intelligence and ego, Quattu never retreats or surrenders. It dies content in the knowledge it took far more humanoids with him into death. For their part, the demonic mist and the demons flee in the hopes of seeking revenge at a later time if Quattu falls.

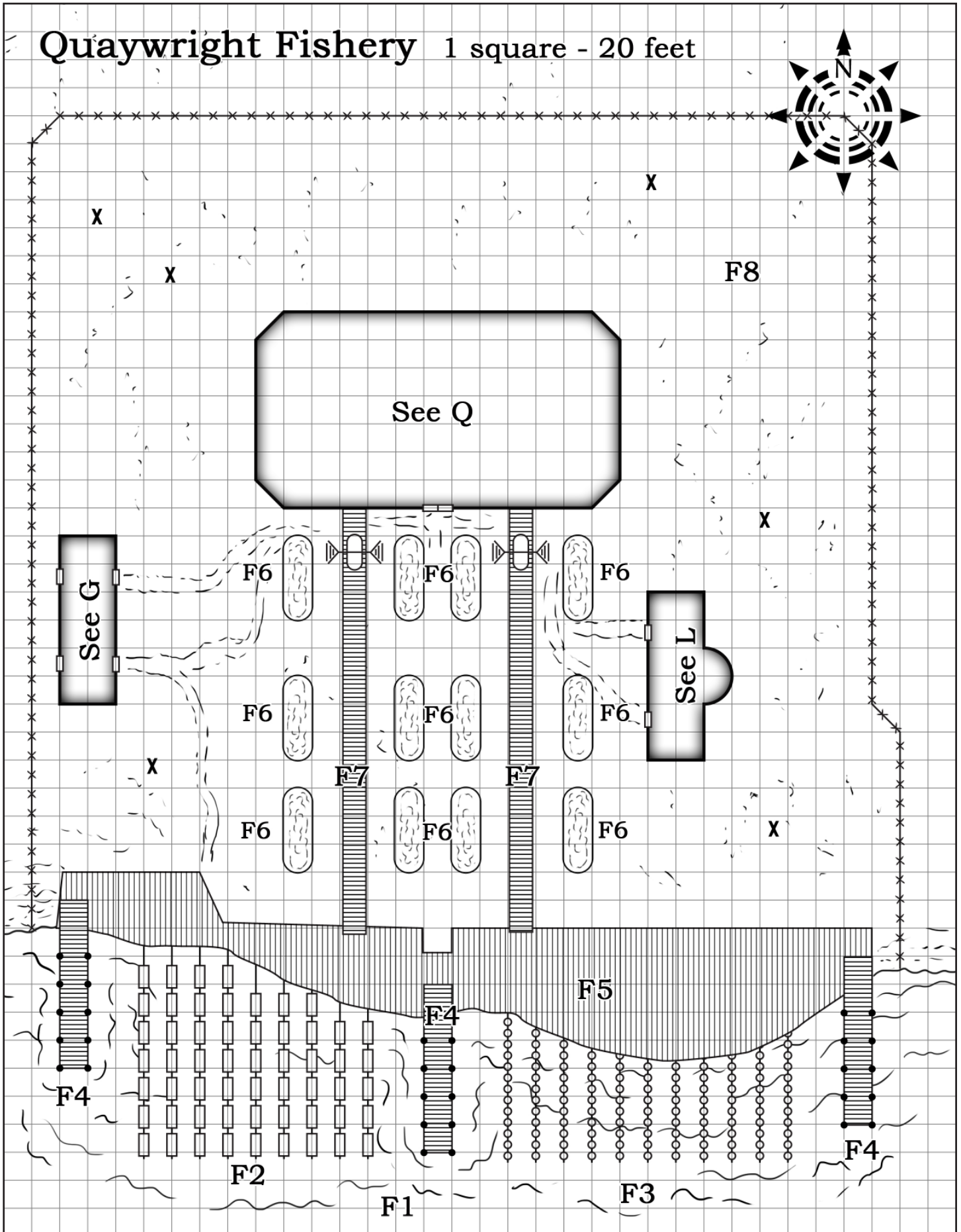
**Treasure:** There are 6 noble's outfits and 2 royal outfits in the armoire. The bearskin carpet covering the floor is worth 150 gp, though it also weighs 200 pounds. The oil painting depicting the sun setting over the Dragonmarsh Lowlands is a rare work worth a remarkable 50 gp in its mutilated state or 500 gp if it is somehow restored. The greedy chuul then piled up all of the treasures it stole from the fishery's defenders and others in the corner. These items include 654 gp, 4 rubies worth 250 gp each, 6 pearls worth 100 gp each, and 22 agates worth 10 gp each. There are also a *+1 impervious longsword*<sup>UE</sup>, a *+1 mirrored heavy steel shield*<sup>UE</sup>, a *crown of swords*<sup>UE</sup>, a *wand of slow* (CL 6: 12 charges) and 2 *arcane scrolls* (CL 7: *clairaudience/clairvoyance*, *knock*, and *summon monster III*) and (CL 10: *arcane sight*, *dismissal*, *ice storm*, and *ray of exhaustion*).

Oliver's personal cache hidden in the small secret niche within the ceiling holds a locked iron coffer that contains 2,609 gp. There is also a *divine scroll* (CL 9: *neutralize poison*, *remove curse*, *remove disease*, and *restoration*) that Oliver, a novice oracle, kept in the event of a dire emergency. In addition, he kept a *ring of spell knowledge (type II)*<sup>UE</sup>.

<sup>UE</sup> These items appear in the *Pathfinder Roleplaying Game Ultimate Equipment*.

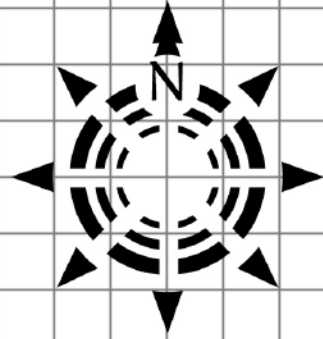
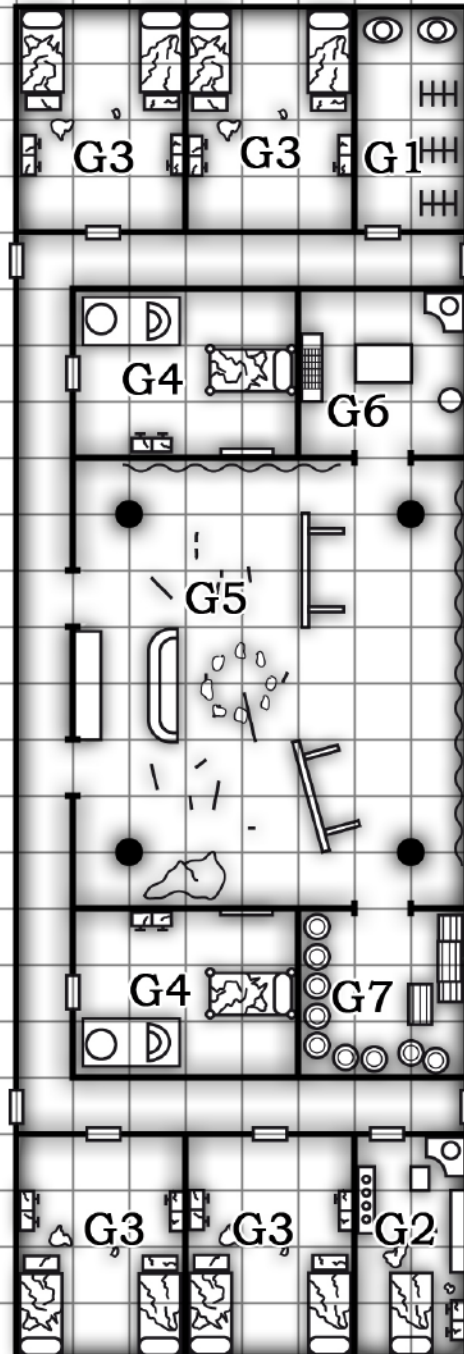
## Concluding the Adventure

With Oliver Quaywright permanently out of the picture, the fishery bearing his name falls into ruin as the creeping vegetation and wildlife surrounding it steadily reclaim the territory it ceded to the ambitious chef. Of course, if someone steps into his place, the formerly thriving business can be made operational once more with committed restoration. Nonetheless, several threats still loom on the horizon. Tsathogga's cultists still control their forsaken cloister no more than a day's travel from the fishery. Deprived of an excellent opportunity to spread their influence throughout the region, the god's mad devotees may seek vengeance at a later time. Likewise, other savage monsters may also set their sights on the humanoid enclave, though likely for different, more banal reasons than the demented chuul who inflicted so much carnage over the area.



## Garrison

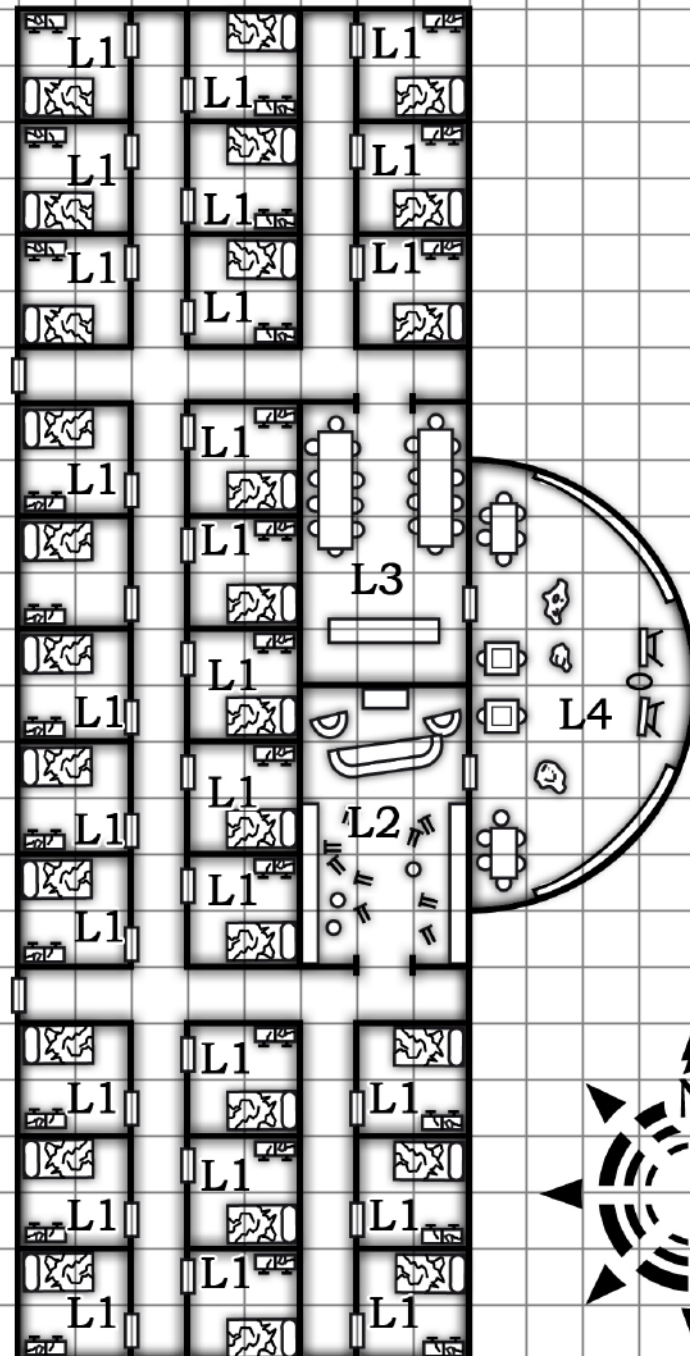
1 square - 5 feet





# Living Quarters

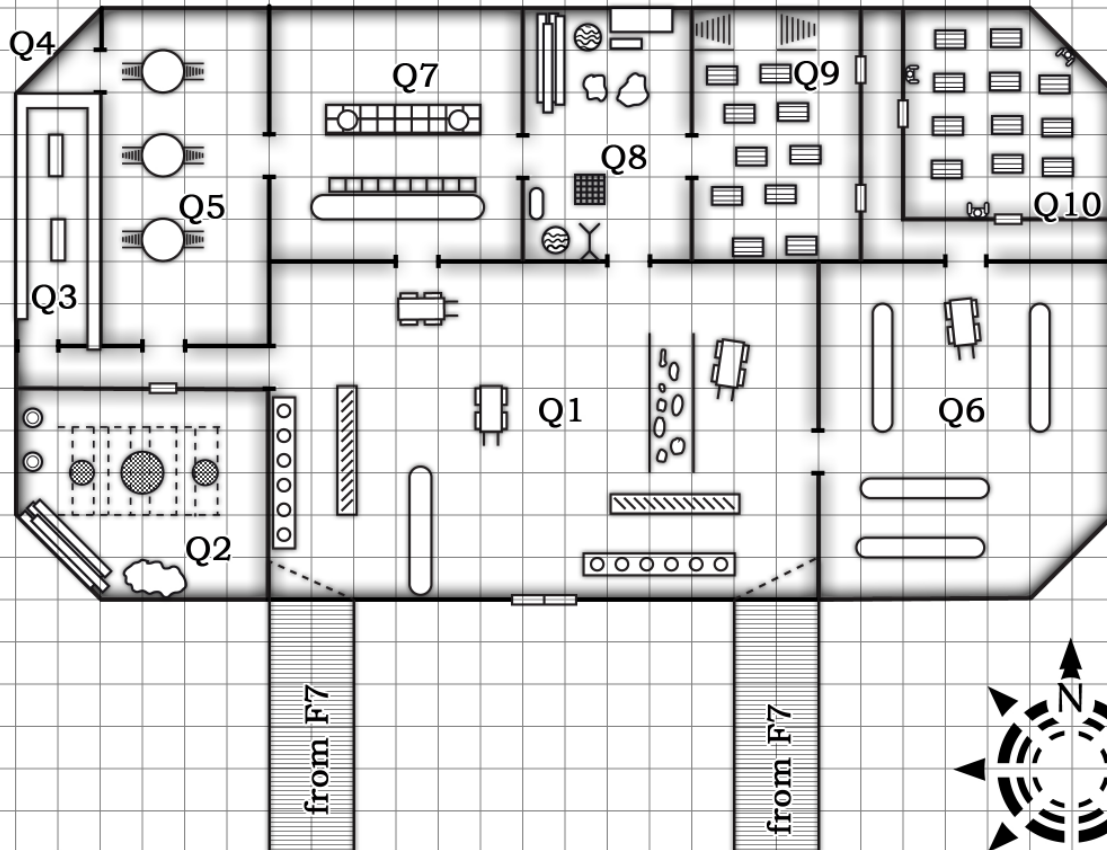
1 square - 5 feet



# Quaywright Fishery Processing Plant

## Main Floor

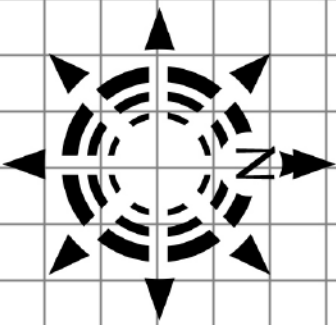
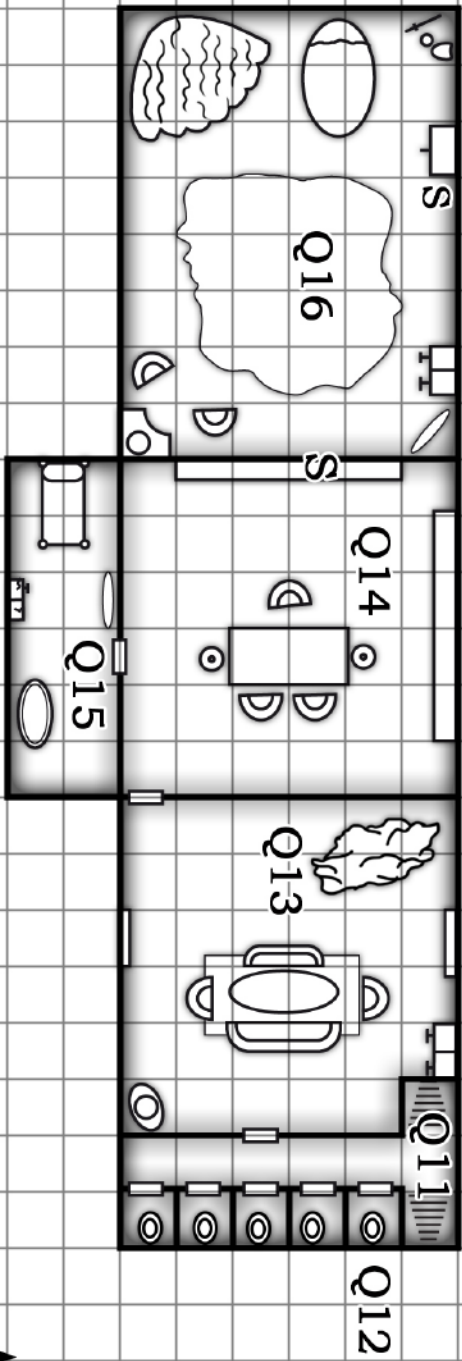
1 square - 10 feet



# Quaywright Fishery Processing Plant

## Upper Floor

1 square - 5 feet





# FISHERS OF MEN

**Designation of Product Identity:** The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to: 1. The name “Frog God Games” as well as all logos and identifying marks of Frog God Games, LLC, including but not limited to the Frog God logo and the phrase “Adventures worth winning,” as well as the trade dress of Frog God Games products; 2. The product name “The Lost Lands,” “Quests of Doom 4: Fishers of Men” as well as any and all Frog God Games product names referenced in the work; 3. All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps or cartography; 4. The proper names, personality, descriptions and/or motivations of all artifacts, characters, races, countries, geographic locations, plane or planes of existence, gods, deities, events, magic items, organizations and/or groups unique to this book, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in monster, spell or feat names. 5. Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

This printing is done under version 1.0a of the Open Game License, below.

**Notice of Open Game Content:** This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

**Designation of Open Game Content:** Subject to the Product Identity Designation herein, the following material is designated as Open Game Content. (1) all monster statistics, descriptions of special abilities, and sentences including game mechanics such as die rolls, probabilities, and/or other material required to be open game content as part of the game rules, or previously released as Open Game Content, (2) all portions of spell descriptions that include rules-specific definitions of the effect of the spells, and all material previously released as Open Game Content, (3) all other descriptions of game-rule effects specifying die rolls or other mechanic features of the game, whether in traps, magic items, hazards, or anywhere else in the text, (4) all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text.

**Use of Content from *The Tome of Horrors Complete*:** This product contains or references content from *The Tome of Horrors Complete* and/or other monster *Tomes* by Frog God Games. Such content is used by permission and an abbreviated Section 15 entry has been approved. Citation to monsters from *The Tome of Horrors Complete* or other monster *Tomes* must be done by citation to that original work.

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

**1. Definitions:** (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) “You” or “Your” means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain

all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** Copyright 2000. Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**The Book of Experimental Might** Copyright 2008, Monte J. Cook. All rights reserved.

**Pathfinder RPG Bestiary**, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 2**, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 3**, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 4**, © 2013, Paizo Publishing, LLC; Authors Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

**Pathfinder Roleplaying Game Bestiary 5** © 2015, Paizo, Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben MacFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

**Pathfinder Roleplaying Game Ultimate Magic**. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Combat**. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Monster Codex** © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

**The Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Green.

**Quests of Doom 4: Fishers of Men** © 2017, Frog God Games, LLC; Author: Tom Knauss

QoD4e

# Quests of Doom 4

## Fishers of Men

**Fishers of Men** is a 6th-level adventure that takes the characters into the Dragonmarsh Lowlands, a forsaken land blighted by the vile demon lord Tsathogga and countless foul denizens. When Quaywright Fishery inexplicably falls silent, it takes those of stout heart to determine what dire fate befell the former inhabitants and what monstrosity now lords in their place. The grisly carnage leaves even the most seasoned adventurers shaken to the core, as they witness firsthand and may personally experience what it feels like when the tables turn against humanity.



FROG GOD  
GAMES

ISBN 978-1-62283-434-1

