

RAPPAN A'THUK

Cyclopean Deeps

Chapter 1: Down to Ques Querax

By Matthew J. Finch



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RAPPAN ATHUK

Cyclopean Deeps I: Down to Ques Querax

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Table of Contents

Introduction	p. 3
Cyclopean Deeps I: Down to Ques Querax	p. 4
Hex oE Map	p. II
Monster Appendix	p. 16
Legal Appendix	p. 20

Introduction

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

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

The Cyclopean Deeps and the Under Realms

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

Most named regions in the Under Realms are quite distinct from each other, whether by geological formation or by the types of inhabitants that have established themselves in strategically important areas. Characters who enter this area expecting to find drow elves, deep gnomes, and other

“normal” features of the Under Realms will swiftly discover the error of their thinking. The vaults of the sunless sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and decidedly more unpleasant area into which the denizens of the Vaults seldom venture.

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

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

Character Level

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

Placing the Cyclopean Deeps in your Campaign

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

Cyclopean Deeps I: Down to Ques Querax

Background

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

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

For the GM

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

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

Cyclopean Deeps Main Map

The Main Map of the Cyclopean Deeps is on a hexagonal grid, and the locations of various adventure locations are identified by cross referencing the letters and numbers that run along the sides of the grid. The default starting location is in the southeast corner of the map, at the coordinates **0E** (zero from the numbered “x” axis, E from the lettered “y” axis).

Passageways in the Deeps

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

Movement

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

Types of Passageways

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

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

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

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

CYCLOPEAN DEEPS 1: DOWN TO QUES QUERAX

Wandering Monsters

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

PRIMARY PASSAGE: 1 in 10 chance of encounter.

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

SECONDARY PASSAGE: 1 in 12 chance of encounter.

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

TERTIARY PASSAGE: 1 in 12 chance of encounter.

1	1d6+10 fire beetles
2	1 giant slug
3	4d8 +4 fungus-bats
4	1d4+2 shriekers
5	2d10+20 troglodyte raiders with 2 chieftains
6	1 demon (roll 1d3 to determine vroock, hezrou or glabrezu)
7	1 syanngg
8	1d3 khryll
9	1 black pudding (01–50%) or 1 grey ooze (51–00%)
10	1 demon (roll 1d3 to determine glabrezu, nalfeshnee or marilith)

11	2d6 giant spiders
12	1 purple worm
13	1 Leng-spider
14	1d8 giant lizards
15	1 black dragon (adult)
16	1d4+1 trolls, plus a leader
17	1 neh-thalggu
18	1d2 dark stalkers each leading 1d6+2 dark creepers
19	1d2 wraiths with 1d4 wights and 1d6 ghouls
20	1d3+3 troll leaders

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

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

CARAVAN: See the detailed section on caravans, below.

DARK CREEPER CR 2
XP 600
hp 19 (*Frog God Games The Tome of Horrors Complete* 142 "Dark Creeper")

DARK STALKER CR 4
XP 1,200
hp 39 (*Frog God Games The Tome of Horrors Complete* 143 "Dark Creeper")

DEMON (VROCK) CR 9
XP 6,400
hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

DEMON (HEZROU) CR 11
XP 12,800
hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

DEMON (GLABREZU) CR 13
XP 25,600
hp 186 (*Pathfinder Roleplaying Game Bestiary* "Demon, Glabrezu")

DEMON (NALFESHNEE) CR 14
XP 38,400
hp 203 (*Pathfinder Roleplaying Game Bestiary* "Demon, Nalfeshnee")

DEMON (MARILITH) CR 17
XP 102,400
hp 264 (*Pathfinder Roleplaying Game Bestiary* "Demon, Marilith")

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

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

DUERGAR SERGEANT CR 2
XP 600
Male duergar fighter (Unbreakable) 3 (*Pathfinder*

CYCLOPEAN DEEPS 1: DOWN TO QUES QUERAX

Roleplaying Game Bestiary "Duergar", Pathfinder
Roleplaying Game Advanced Player's Guide
"Unbreakable")

CE Medium humanoid (dwarf)

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

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

hp 34 (3d10+9 plus 3)

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

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

Weakness light sensitivity

Speed 20 ft.

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

Ranged light crossbow +4 (1d8/19–20)

Spell-Like Abilities (CL 3rd)

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

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

Base Atk +3; **CMB** +5; **CMD** 16 (20 vs. bull rush and trip)

Feats Diehard, Endurance, Nimble Moves, Point Blank Shot, Weapon Focus (warhammer)

Skills Climb +4, Perception +2, Stealth +3, Survival +5; **Racial**

Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ armor training 1, slow and steady, stability

Combat Gear *potion of cure moderate wounds*; **Other Gear**

hide armor, warhammer, light crossbow, 20 bolts, 2d6gp,

20% chance of gem (1d6 x 100 gp value).

DUERGAR LEADER

XP 3,200

Male duergar fighter (Unbreakable) 8 (*Pathfinder Roleplaying Game Bestiary "Duergar", Pathfinder Roleplaying Game Advanced Player's Guide "Unbreakable"*)

CE Medium humanoid (dwarf)

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

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)

hp 92 (8d10+32 plus 8)

Fort +10, **Ref** +3, **Will** +3; +2 vs. spells and spell-like abilities

Defensive Abilities unflinching +2; **Immune** paralysis, phantasms, poison

Weakness light sensitivity

Speed 20 ft.

Melee +1 *mighty cleaving warhammer* +13/+8 (1d8+6/x3)

Ranged mwk heavy crossbow +10/+5 (1d10/19–20)

Spell-Like Abilities (CL 8th)

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

Str 16, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12, **Cha** 8

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

Feats Cleave, Diehard, Endurance, Great Cleave, Heroic Recovery*, Nimble Moves, Point Blank Shot, Power Attack, Step Up, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Climb +9, Intimidate +4, Perception +3, Stealth +15, Survival +5; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ armor training 2, slow and steady, stability

Combat Gear 2 *potions of cure moderate wounds*, 2 *potions*

of cure serious wounds, 2 *potions of spider climb*; **Other Gear**

+1 *improved shadow hide armor*, +1 *light steel shield of acid*

resistance, +1 *mighty cleaving warhammer*, masterwork heavy

crossbow, 20 bolts, 4d6gp, 1d2 gems (1d6 x 100 gp value)

Pathfinder Roleplaying Game Advanced Player's Guide

DRAGON, BLACK

CR 11

XP 12,800

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

FUNGUS BAT

CR 1

XP 400

hp 16 (see the **Monster Appendix**)

GHAST

CR 2

XP 600

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

GHOUL

CR 1

XP 400

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

GIANT LIZARDS (8)

CR 4

XP 1,600

hp 42 (*Frog God Games The Tome of Horrors Complete* 409 "Lizard, Cavern")

GRAY OOZE

CR 4

XP 1,200

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

KHRYLL

CR 6

XP 2,400

hp 52 (see the **Monster Appendix**)

LENG SPIDER

CR 14

XP 38,400

hp 202 (*Pathfinder Roleplaying Game Bestiary 2 "Leng Spider"*)

NEH-THALGGU

CR 8

XP 4,800

hp 105 (*Pathfinder Roleplaying Game Bestiary 2 "Neh-Thalggu"*)

NIGHT-GHOUL

CR 3

XP 800

hp 26 (see the **Monster Appendix**)

PURPLE WORM

CR 12

XP 19,200

hp 200 (*Pathfinder Roleplaying Game Bestiary "Purple Worm"*)

SHROOM

CR 3

XP 800

hp 39 (see the **Monster Appendix**)

SLUG, GIANT

CR 8

XP 4,800

hp 102 (*Frog God Games The Tome of Horrors Complete* 561 "Slug, Giant")

GIANT SPIDERS (35)

CR 1

XP 400

hp 16 (*Pathfinder Roleplaying Game Bestiary "Spider, Giant"*)

SYANNGG

CR 7

XP 3,200

hp 52 (see the **Monster Appendix**)

CYCLOPEAN DEEPS 1: DOWN TO QUES QUERAX

TROGLODYTE

XP 400

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

TROGLODYTE CHIEFTAIN

XP 600

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

CE Medium humanoid (reptilian)

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

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

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

hp 50 (3d10+2d8+20 plus 3)

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

Speed 30 ft.

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

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

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

Feats Great Fortitude, Improved Iron Will, Iron Will

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

Languages Draconic

Gear masterwork leather, +1 *battleaxe*

TROLL

XP 1,600

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

TROLL LEADER

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

CE Large humanoid (giant)

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

Perception +7

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

hp 105 (2d10+6d8+64); regeneration 5 (fire or acid)

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

Resist fire 10

Speed 30 ft.

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

Special Attacks rend (2 claws, 1d6+12)

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

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

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

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

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

Languages Giant

Gear ring of minor fire resistance (included above)

**Pathfinder Roleplaying Game Advanced Player's Guide*

WIGHT

XP 800

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

WRAITH

XP 1,600

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

XORN

XP 2,400

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

CR 1

Caravans

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

Types of Caravans in the Cyclopean Deeps

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

Cargo

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

VARIABLE CARGO

Roll 1d20 to determine

1–3 2d10 bars of platinum worth 250 gp each

4–5 3d10 gems worth 200 gp each

6–7 1d4 rolls of silk, unearthly quality, worth 2,000 gp each

8–9 Cage of 1d4+4 adorable, furry little pet-things of unknown species or origin, worth 1,000 gp each

10–11 1d6+1 potions (determine randomly from the *Pathfinder Roleplaying Game Core Rulebook*, "Magic Items")

12–13 1d6+8 potions (determine randomly from the *Pathfinder Roleplaying Game Core Rulebook*, "Magic Items")

14–15 1d4 scrolls (determine randomly from the *Pathfinder Roleplaying Game Core Rulebook*)

16–17 1 magic item of any kind (determine randomly from tables in the *Pathfinder Roleplaying Game Core Rulebook*, "Magic Items")

18 2 magic items of any kind (determine randomly from tables in the *Pathfinder Roleplaying Game Core Rulebook*, "Magic Items")

19 3 magic items of any kind (determine randomly from tables in the *Pathfinder Roleplaying Game Core Rulebook*, "Magic Items")

20 Roll twice

Slaves

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

1 Troglodyte

2 Human

3 Bugbear

4 Duergar

5 Orc

6 Dwarf or elf (50%/50%)

DARK STALKER CARAVAN (CR 8–12)

Darkfolk caravans trade goods among other communities of darkfolk, only occasionally entering the larger trading sites such as Ques Querax. Just as the darkfolk are physically weaker than most races of the Under Realm, relying mainly on stealth and subterfuge as survival tools, so too

CYCLOPEAN DEEPS 1: DOWN TO QUES QUERAX

are their caravans less inclined to raid or enslave those they encounter when traveling. Of course, if a darkfolk caravan runs across an obviously weaker group, they will use their darkness and stealth to enslave or steal. Note that dark stalker caravans do not use pack animals; slaves carry all cargo.

A darkstalker caravan normally comprises:

1 darkstalker, 1 dark stalker shaman, 3d6 dark creepers, 1d3 bugbear guards, 1d4 slaves.

DARK STALKER XP 1,200

CR 4

hp 39 (*Frog God Games The Tome of Horrors Complete* 143 "Dark Stalker")

DARK STALKER SHAMAN XP 3,200

CR 7

Male dark stalker sorcerer 4 (*Frog God Games The Tome of Horrors Complete* 143 "Dark Stalker", *Pathfinder Roleplaying Game Advanced Player's Guide* "Deep Earth")

CE Medium humanoid (dark folk)

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

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

hp 73 (6d8+4d6+30 plus 4)

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

Weakness light blindness

Speed 30 ft.

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

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 10th)

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

7/day—*tremor* (CMB +8)

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

2nd (4/day)—*web* (DC 16)

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

obscuring mist, *ventriloquism* (DC 15)

0 (At will)—*bleed* (DC 14), *daze* (DC 14), *ghost sound* (DC

14), *mage hand*, *prestidigitation* (DC 14), *read magic*

Bloodline Deep Earth^{*}

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

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

Feats Brew Potion, Combat Casting, Dodge, Eschew Materials^{*}, Great Fortitude, Improved Initiative

Skills Climb +12, Diplomacy +5, Escape Artist +6, Intimidate +10, Knowledge (arcana) +5, Knowledge (dungeoneering)

+5, Linguistics +2, Perception +8, Sense Motive +6, Spellcraft +10, Stealth +10, Survival +5, Use Magic Device +10; **Racial**

Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Common, Dark Folk, Undercommon

SQ bloodline arcana, death throes (DC 18), poison use, rockseer

Other Gear wand of ice storm (CL 6th, 27 charges)

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

Poison use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them. *Black Smear*—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution based.

See in Darkness (Su) A dark stalker can see perfectly in

darkness of any kind, including that created by *deeper darkness*.

Pathfinder Roleplaying Game Advanced Player's Guide

DARK CREEPER

CR 2

XP 600

hp 19 (*Frog God Games The Tome of Horrors Complete* 142 "Dark Creeper")

BUGBEAR GUARDS

CR 2

XP 600

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

DROW CARAVAN (CR 7–10)

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

Drow caravans will be constituted as follows:

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

DROW MERCHANT

CR 7

XP 3,200

Male drow fighter 4, sorcerer 4 (*Pathfinder Roleplaying Game Bestiary* "Drow", *Pathfinder Roleplaying Game Advanced Player's Guide* "Shadow")

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

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

hp 48 (4d10+4d6 plus 4)

Fort +8; **Ref** +8; **Will** +8 (+9 vs. fear; +2 vs. enchantment)

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

Weaknesses light blindness

Speed 30 ft.

Melee +1 rapier +11/+6 (1d6/18–20)

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

Special Attacks shadowstrike (7/day)

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

1/day—*dancing lights*, *darkness*, *faerie fire*

7/day—*shadowstrike* (1d4+2)

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

2nd (4/day)—*invisibility*

1st (7/day)—*charm person* (DC 15), *disguise self*, *obscuring*

mist, *ray of enfeeblement*^{*} (DC 15)

0 (At will)—*bleed* (DC 14), *detect magic*, *mage hand*,

message, *read magic*, *resistance*

Bloodline Shadow^{*}

Str 8, **Dex** 17, **Con** 10, **Int** 13, **Wis** 10, **Cha** 18

Base Atk +6; **CMB** +5; **CMD** 18

Feats Eschew Materials^{*}, Persuasive, Point Blank Shot, Skill Focus (Intimidate), Skill Focus (Profession [merchant]), Spell Penetration, Weapon Finesse, Weapon Focus (rapier)

Skills Appraise +5, Diplomacy +6, Disguise +7, Intimidate +15, Perception +4, Profession (merchant) +9, Sense Motive +3, Sleight of Hand +6, Spellcraft +7, Use Magic Device +10;

Racial Modifiers +2 Perception

Languages Elven, Undercommon

SQ armor training 1, bloodline arcana, poison use

Combat Gear wand of magic missile (CL 5th, 30 charges);

Other Gear mithral shirt, +1 rapier, +1 hand crossbow, 10 bolts, cloak of resistance +3

Poison use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves.

Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to

CYCLOPEAN DEEPS 1: DOWN TO QUES QUERAX

capture slaves with great ease. *Drow Poison*—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save. *Pathfinder Roleplaying Game Advanced Player's Guide*

DUERGAR CARAVAN (CR 10)

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

A duergar trading party will be constituted as follows:

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

DUERGAR MERCHANT

CR 6

XP 2,400

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

NE Medium humanoid (dwarf)

Init –1; **Senses** darkvision 120 ft.; **Perception** +5

AC 18, touch 9, flat-footed 18 (+9 armor, –1 Dex)

hp 53 (7d10+7 plus 7)

Fort +6; **Ref** +1; **Will** +6 (+8 vs. fear; +2 vs. spells and spell-like effects)

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

Weakness light sensitivity

Speed 20 ft.

Melee +1 warhammer +12/+7 (1d8+4/x3)

Special Attacks weapon training (hammers +1)

Spell-Like Abilities (CL 7th)

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

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

Base Atk +7; **CMB** +9; **CMD** 18

Feats Iron Will, Lunge, Skill Focus (Appraise), Skill Focus (Profession [merchant]), Step Up, Stone-Faced, Weapon Focus (warhammer)

Skills Appraise +10, Bluff +5, Diplomacy +3, Intimidate +5, Perception +5, Profession (merchant) +13, Sense Motive +4, Stealth +0, Survival +8; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Goblin, Undercommon

SQ armor training 2, slow and steady, stability

Combat Gear *potion of barkskin* +4, 2 *potions of cure moderate wounds*; **Other Gear** dwarven plate, +1 warhammer

DUERGAR GUARDS

CR 1/3

XP 135

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

OGRE GUARDS

CR 3

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

LENG CARAVAN (CR 13)

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

Leng-caravans will generally include the following:

1 merchant, 1d2 denizen guards, 1d4 Leng-Bats, 1d6 night-ghoul

guards, 1d6+6 slaves, 1d6 giant lizards.

DENIZEN OF LENG

CR 8

XP 4,800

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

LENG BAT

CR 3

XP 800

hp 11 (see the **Monster Appendix**)

NIGHT-GHOUL

CR 3

XP 800

hp 26 (see the **Monster Appendix**)

GIANT LIZARDS (8)

CR 4

XP 1,600

hp 42 (*Frog God Games The Tome of Horrors Complete* 409 "Lizard, Cavern")

SERPENTFOLK CARAVAN (CR 10–12)

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

Serpentfolk caravans are generally constituted as follows:

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

SERPENTFOLK MERCHANT

CR 10

XP 9,600

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

NE Medium monstrous humanoid

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

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

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

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

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

Speed 30 ft.

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

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

Spell-Like Abilities (CL 12th):

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

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

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

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

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

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

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

unseen servant

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

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

Bloodline Serpentine*

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

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

Feats Combat Casting, Eschew Materials⁸, Great Fortitude, Improved Initiative, Skill Focus (Knowledge [dungeoneering]), Skill Focus (Profession [merchant]), Toughness, Weapon Finesse

Skills Acrobatics +10, Appraise +15, Bluff +12, Diplomacy +15,

CYCLOPEAN DEEPS 1: DOWN TO QUES QUERAX

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

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

SQ bloodline arcana, serpentfriend

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

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

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

**Pathfinder Roleplaying Game Advanced Player's Guide*

***Pathfinder Roleplaying Game Ultimate Magic*

SERPENTFOLK GUARDS

CR 4

XP 1,200

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

TROGLODYTE GUARDS

CR 1

XP 400

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

GIANT LIZARDS (8)

CR 4

XP 1,600

hp 42 (**Frog God Games** *The Tome of Horrors Complete* 409 "Lizard, Cavern")

Hex 0E Map

Start

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

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

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

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

“What do you do?”

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

0E-1. The Singing Faces

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

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

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

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

A. Top (First Harmonic) Tier:

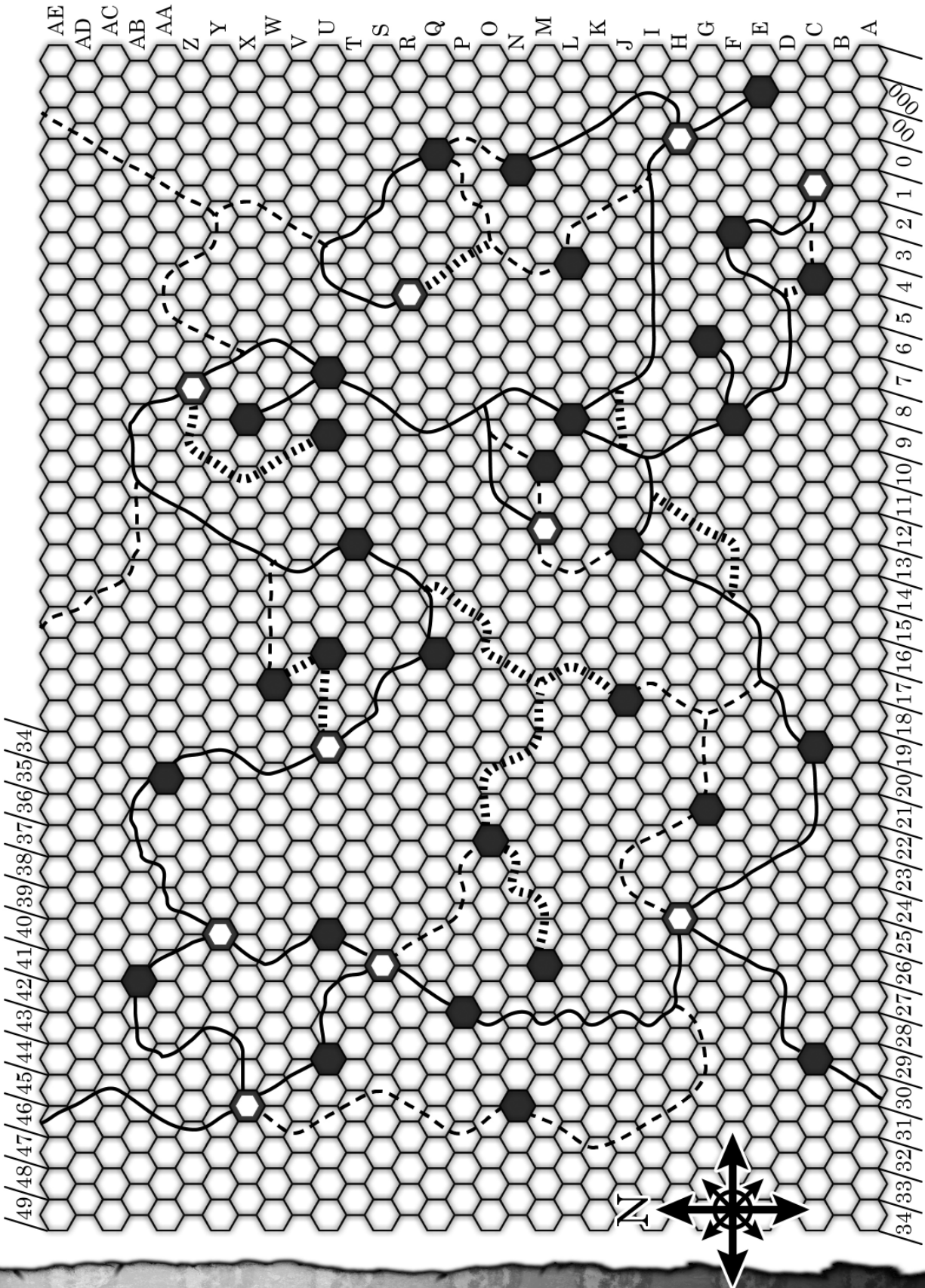
As soon as anyone steps onto this tier, the Face of the First Harmonic (location **AA**) will begin emitting a high, soprano note of sound. The face will continue to sing this note for some time, and will only stop ten minutes after the top tier is vacated by all living creatures larger than 50



The Cyclopean Deep

Major Encounter Areas
Minor Encounter Areas

1 Hex = 1 Mile



HEX OE MAP

pounds. It is not possible to keep the stone face singing by leaving a small animal or an object on the tier, and this is true of the other tiers as well.

B. Second (Second Harmonic) Tier:

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

C. Third (Third Harmonic) Tier:

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

D. Fourth (Fourth Harmonic) Tier:

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

E. The Symphonic Circle:

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

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

If all four of the stone faces are singing at the same time, the inscriptions around the magic circle begin to glow with the same green light as the faces. When the glow has reached its full intensity (which requires a full minute), everyone and everything inside the magic circle is teleported to **Area 0E-7**, just outside the fortress of Ques Querax. Although it might prove startling to the adventurers, teleporting to the city is far more pleasant than braving the trip downward through the Green Canyon.

0E-2. The Green Canyon

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

The walls of this corridor do indeed glow. This is a natural, rather than a magical, quality of the rock, and detecting magic will be unsuccessful.

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

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

0E-3. First Drop-off.

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

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

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

0E-4. Lower Cavern

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

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

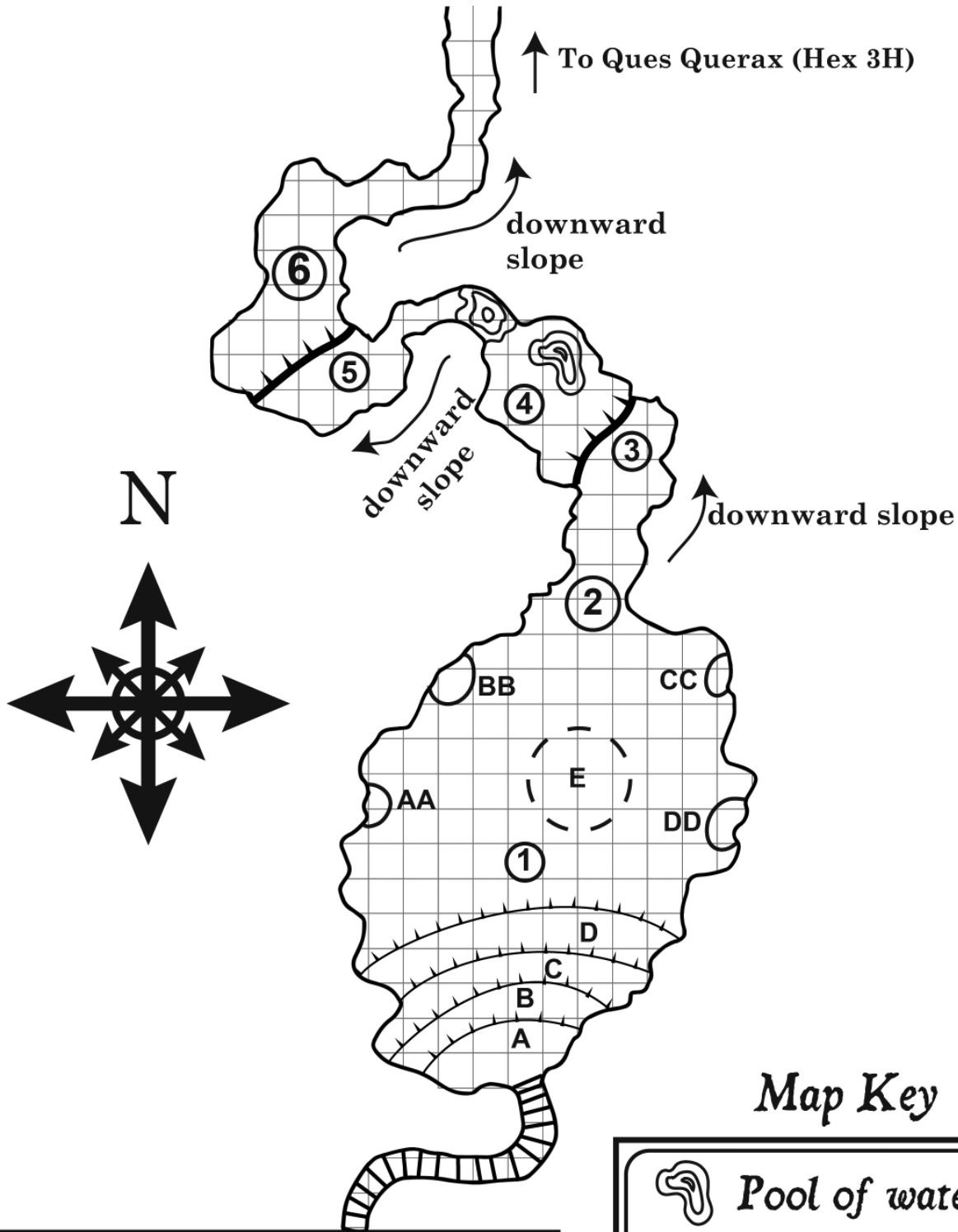
The influence of the whispering sounds in this cavern makes it nearly impossible to cast spells (DC 25 + double spell level Concentration check), but otherwise it is merely an inconvenience and a distraction.

0E-5. Second Drop-off (CR 4)

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

If the players are considering the use of flying or levitation magic, but seem to have forgotten about the extremely high ceiling, remind them

HEX OE MAP



MAP OE
THE GREEN CANYON
1 square = 10 feet

Map Key



Pool of water

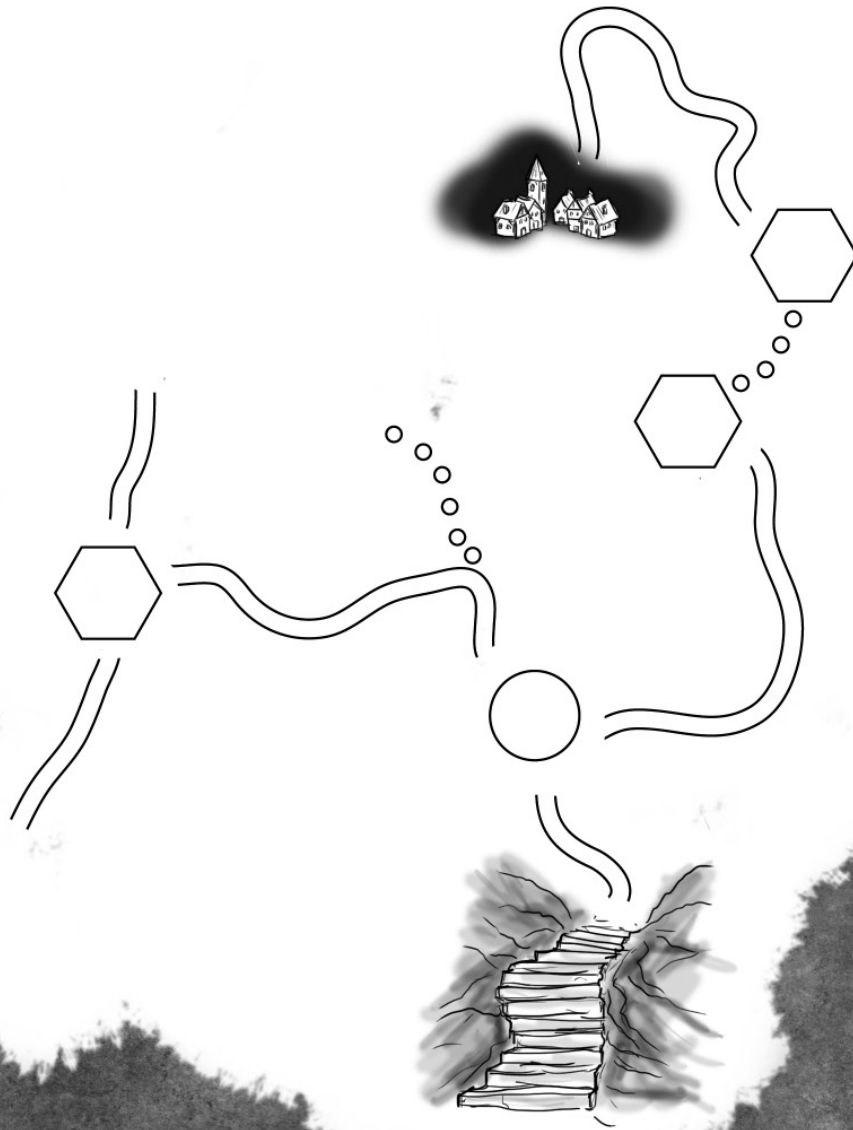


20 Feet terrace



Drop-off (see text)

Player Map 1



about this obvious feature of their surroundings. The height of the cavern may affect the method by which the adventurers approach this obstacle, and the fungus-bats that retreated from the characters in **Area 0E–1** are waiting high above to attack these strange beings that have intruded into their lightless territory.

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

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

This hazard is less deadly (but more frustrating) if the characters are attempting to travel up the Green Canyon toward the surface without using some sort of magical flight. Using a grappling hook, the stalagmites first cut the rope (100% chance), and then the grappling hook will most likely (90%) come sliding back off the edge ... use normal chances to determine if anyone is hit when it comes back down.

FUNGUS BATS (4)

CR 1

XP 400

hp 16 (see the **Monster Appendix**)

Treasure: None.

0E–6. Canyon Floor.

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

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

Monster Appendix

Fungus Bat

A strange mass of what appears to be mushrooms trailing long, tentacle-like tendrils flies out of the darkness towards you.

Fungus-bats are most commonly found in the Under Realms, for they are a very deep-dwelling creature. They may be found in any subterranean environment, of course, but more rarely and generally in smaller numbers. Fungus-bats are plant creatures, resembling a mass of lumpy mushroom-heads with leathery wings, trailing a pair of long tails. They bite, and while their venom is not lethal it causes air-passages to constrict, leaving the victim struggling for air after the bite.

FUNGUS BAT

XP 400

N Medium plant

Init +1; Senses low-light vision; Perception +4

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

hp 16 (3d8+3)

Fort +4; Ref +2; Will +1

Immune plant traits

Speed 30 ft., 60 ft. fly (poor)

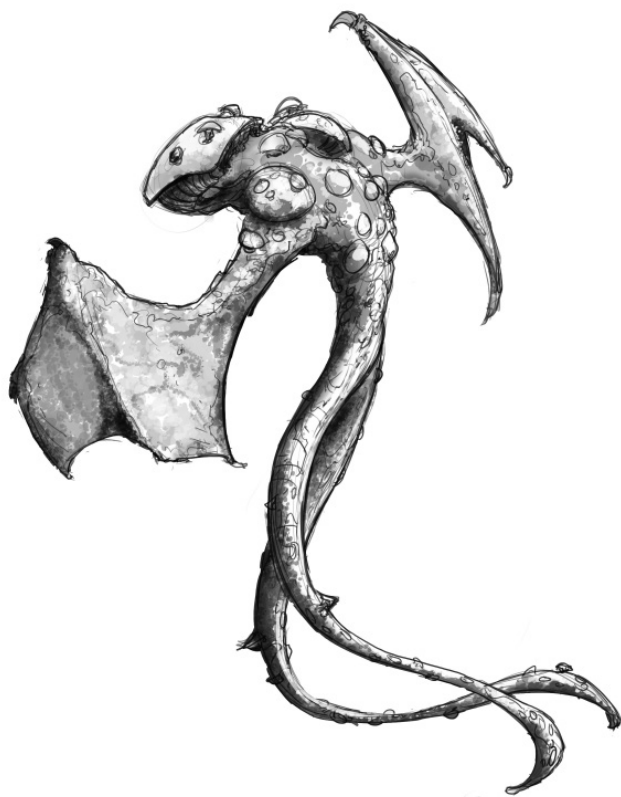
Melee bite +3 (1d6 plus poison)

Special Attacks poison

Str 11, Dex 12, Con 13, Int 1, Wis 10, Cha 1

Base Atk +2; CMB +2; CMD 13

Feats Hover, Weapon Finesse



Skills Fly -2, Perception +4, Stealth +5

Environment underground

Organization single, patch (2-5), or field (5-20)

Treasure none

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

Khryll

Before you floats a bizarre, lobster-like creature suspended from a mass of writhing tentacles extending from its chitinous central mass to the walls and floor. As your mind struggles to make sense of the creature, a wave of pure mental energy washes over you, nearly bringing you to your knees.

Khrylls are bizarre subterranean creatures, possessed of a malevolently genius-level intellect. They have curving, jointed shells like that of a crayfish or lobster, but without claws; rather than legs, the creature has squid-like tentacles emerging from each segment of the armored body. The tentacles of a khryll permit some kind of limited levitation.

The origin of these creatures in the deep underworld is unknown, but they are rapacious harvesters of most other intelligent species, even to the extent of breeding slaves to serve as food. They communicate telepathically.

The khryll's primary attack is to produce a mental shockwave. In melee combat (or at leisure if all its foes are incapacitated), Khryll hold prey with their tentacles and insert a mouth-tube into the victim to suck out all bodily fluids, leaving a desiccated husk behind.

Khryll society is quite complex and byzantine; in general no more than six of them will be encountered together at one time, but in the deepest caverns beneath the earth there are unquestionably much larger populations of them. Their cities are said to be as much vertical as horizontal, with vast schools of khryll floating up the sides of underground cliffs where they have built bizarre structures and tunnels directly into the sides of their great caverns.

KHRYLL

XP 2,400

CE Medium aberration

Init +4; Senses darkvision 60 ft.; Perception +14

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 52 (8d8+16)

Fort +4; Ref +4; Will +9

SR 17

Speed 30 ft., fly 30 ft. (poor)

Melee 8 tentacles +8 (grab)

Space 5 ft.; Reach 5 ft. (10 ft. with tentacles)

Special Attacks liquefy organs, psychic ripple (60 ft. cone, Will DC 17)

Str 12, Dex 11, Con 15, Int 18, Wis 17, Cha 16

Base Atk +6; CMB +7 (+11 to grapple); CMD 17 (can't be tripped)

Feats Hover, Improved Initiative, Lightning Reflexes, Weapon Focus (tentacles)

Skills Fly +7, Intimidate +14, Knowledge (arcana) +12,

Leng Bat

What appears to be an enormous bat or some kind of flying dog turns its attention to you, and you glimpse three long tentacles emerging from its drooling maw.

Leng-bats resemble small dogs with elongated jaws; their back legs end in hooves rather than paws, and they have wings resembling those of bats. They would greatly resemble the archetypal demon if it were not for the three slender tentacle-tendrils that extend from deep in the canine throat. The creatures are apparently used by the denizens of Leng as raptors for hunting, much like falcons, although Leng-bats are semi-intelligent in their own right.

LENG BAT

CR 3

XP 800

CE Tiny magical beast

Init +3; Senses darkvision 60 ft., low-light vision; Perception +8

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 11 (2d10)

Fort +3; Ref +6; Will +0

Immune magic

Speed 20 ft., fly 60 ft. (good)

Melee bite +7 (1d4–1 plus attach)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks attach, tentacles (1d4–1)

Str 8, Dex 16, Con 11, Int 3, Wis 11, Cha 10

Base Atk +2; CMB +3 (+11 to grapple when attached); CMD 12

Feats Weapon Finesse

Skills Fly +15, Perception +8, Stealth +11; Racial Modifiers +4 Perception

Environment underground

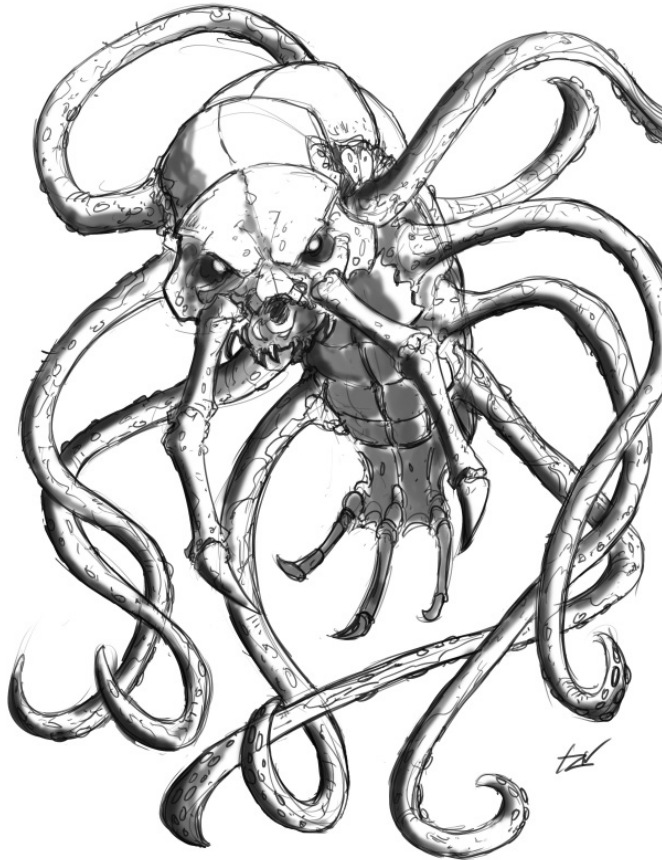
Organization single, pair, swarm (3–12), or blight (4–40)

Treasure none

Attach (Ex) If a Leng-bat successfully bites an opponent, the three throat-tendrils insinuate themselves into the wound, anchoring it in place. An attached Leng-bat is effectively grappling its prey. The Leng-bat loses its Dexterity bonus to AC and has an AC of 13, but holds on with great tenacity and inserts its tentacles into the grappled target's flesh. A Leng-bat has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached Leng-bat can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the Leng-bat is removed.

Immune to Magic (Ex) A Leng-bat is immune to any spell or spell-like ability that allows spell resistance.

Tentacles (Ex) An attached Leng-bat's tentacles automatically deal bite damage at the end of its turn.



Knowledge (dungeoneering) +15, Perception +14, Sense Motive +11, Stealth +11, Survival +14
Languages telepathy 100 ft.
SQ limited flight

Environment underground

Organization solitary, gang (2–3), pod (4–9), or community (10–40)

Treasure standard

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

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

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

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

Night-Ghoul

A bipedal traveler approaches, shoulders slightly hunched forward, with a clopping gait. The being looks at least partially, if not completely, human except for the greenish pallor of its skin, and the bestial shape of its head and face.

Night-ghouls are as intelligent as the average human, and are living creatures completely unrelated to normal (undead) ghouls. They bear a striking resemblance to the denizens of Leng, having a humanoid figure with cloven hooves. The canine-looking facial cast of the ghouls is considerably more feral than that of a denizen, however, and the skull is much flatter, indicating a smaller brain. Their skin is similar to that of humans, but gains a greenish tint as the night-ghoul ages. Night-ghouls are carrion eaters and cannibals; these are attributes they try to conceal if they find themselves among civilized folk, but their self-control is poor and their hunger is great.

Night-ghouls speak their own language, but some can converse haltingly in the common tongue. Especially intelligent night-ghouls can speak Undercommon.

These beings are only found very deep in the Under Realms of the earth, or on other planes of existence where denizens of Leng may also be found. They are often employed as crewmen on the ships of Leng.

NIGHT-GHOUL

CR 3

XP 800

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +6

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

hp 26 (4d10+4)

Fort +4; **Ref** +6; **Will** +5

DR 5/magic

Speed 30 ft.

Melee bite +6 (1d6+2 plus poison), 2 claws +6 (1d4+2)

Special Attacks poison

Str 14, **Dex** 12, **Con** 13, **Int** 9, **Wis** 11, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 17

Feats Great Fortitude, Improved Initiative

Skills Climb +7, Intimidate +6, Perception +6, Stealth +7, Survival +5

Languages Night-Ghoul

Environment underground

Organization pair, crew (3–6), pack (7–10), or clan (11–30)

Treasure standard

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

Shroom

What looks like a large, bipedal mushroom waves its stubby arms in strange motions, much like a surface dwelling spellcaster preparing to destroy his foes.

Shrooms are evil geniuses, toadstool creatures with considerable magical powers. They lurk in the deep places of the earth and in dank forests, plotting ruin against surface dwellers and scheming to gain power for themselves by any means possible. They are highly adept with magic that influences plants, and most of them are knowledgeable in various forms of arcane study of other kinds, such as alchemy. Many, too, surround themselves with strange minions that they have created, grown, or bred. Shroom leaders are arcane spellcasters or alchemists of at least 4th level ability.

Shrooms have strange powers to create and shape the plants of their environments (growing and controlling them). Although these powers take time to employ and are not relevant in combat, they can be used to create a considerably hazardous lair.

SHROOM

CR 3

XP 800

CE Medium plant

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

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

hp 39 (6d8+12)

Fort +7; **Ref** +2; **Will** +3

Immune plant traits

Speed 30 ft.

Melee spear +5 (1d8+1/x3)

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

Spell-like Abilities (CL 8th):

1/week—*control plants* (DC 19)

1/day—*plant growth*

Str 12, **Dex** 11, **Con** 14, **Int** 17, **Wis** 12, **Cha** 12

Base Atk +4; **CMB** +5; **CMD** 15

Feats Combat Expertise, Iron Will, Martial Weapons

Proficiency

Skills Perception +7, Stealth +6

Languages Shroom

SQ edible flesh

Environment underground or dark forests

Organization single, pair, or coven (3–6)

Treasure standard plus spear

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

Syanngg

Miles from any sea, this creature looks like a giant starfish with twelve writhing appendages, half of which support small heads with oddly but deeply intelligent eyes.

The syanngg is a radially-symmetrical creature a bit like a starfish, with six backbones running upward through its central body to form six serpentine necks above the body and six reptilian tentacles below. The bottom tentacles are connected by a circular fan of leathery skin that runs approximately halfway down the length of the tentacle, giving the creature a strangely cone-like shape. It has six heads.

Syannggs are ferocious creatures, dedicated to accumulating power and treasure by whatever means they can contrive. They are quite intelligent, and it is not uncommon for a syanngg to be found as the tyrannical mastermind behind the activities of weaker minions. Their plans are not devilishly intricate, reflecting the single-minded brutality of the syanngg mindset, but they are usually well considered and practical. In particular, syannggs do not hesitate to risk themselves in battle, since they glory in victorious slaughter just as much as they lust after gold and power.

SYANNGG

CR 7

XP 3,200

CE Medium aberration

Init +3; Senses darkvision 60 ft.; Perception +18

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

hp 52 (8d8+16)

Fort +4; Ref +5; Will +9

Defensive Abilities all-around vision

Speed 30 ft.

Melee 6 bites +6 (1d6)

Special Attacks heads

Spell-Like Abilities (CL 8th)

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

3/day—flesh to stone (DC 19)

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

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

Feats Combat Casting, Dodge, Mobility, Spell Penetration

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

Languages Aklo, Syanngg, Undercommon

Environment underground

Organization solitary, council (2–5), or sinful convergence (5–30)

Treasure double standard

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



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