

RAPPAN AT'HUUK

Cyclopean Deeps

Chapter 2: Cult of the Khryll

By Matthew J. Finch



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RAPPAN ATHUK

Cyclopean Deeps 2: Eye of the Titan

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Cyclopean Deeps 2: Eye of the Titan

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

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

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

GM Notes

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

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

Gathering Information in Ques Querax

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

Rumors

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

FURTHER RUMORS

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

Hex 3H Map 1: Ques Querax

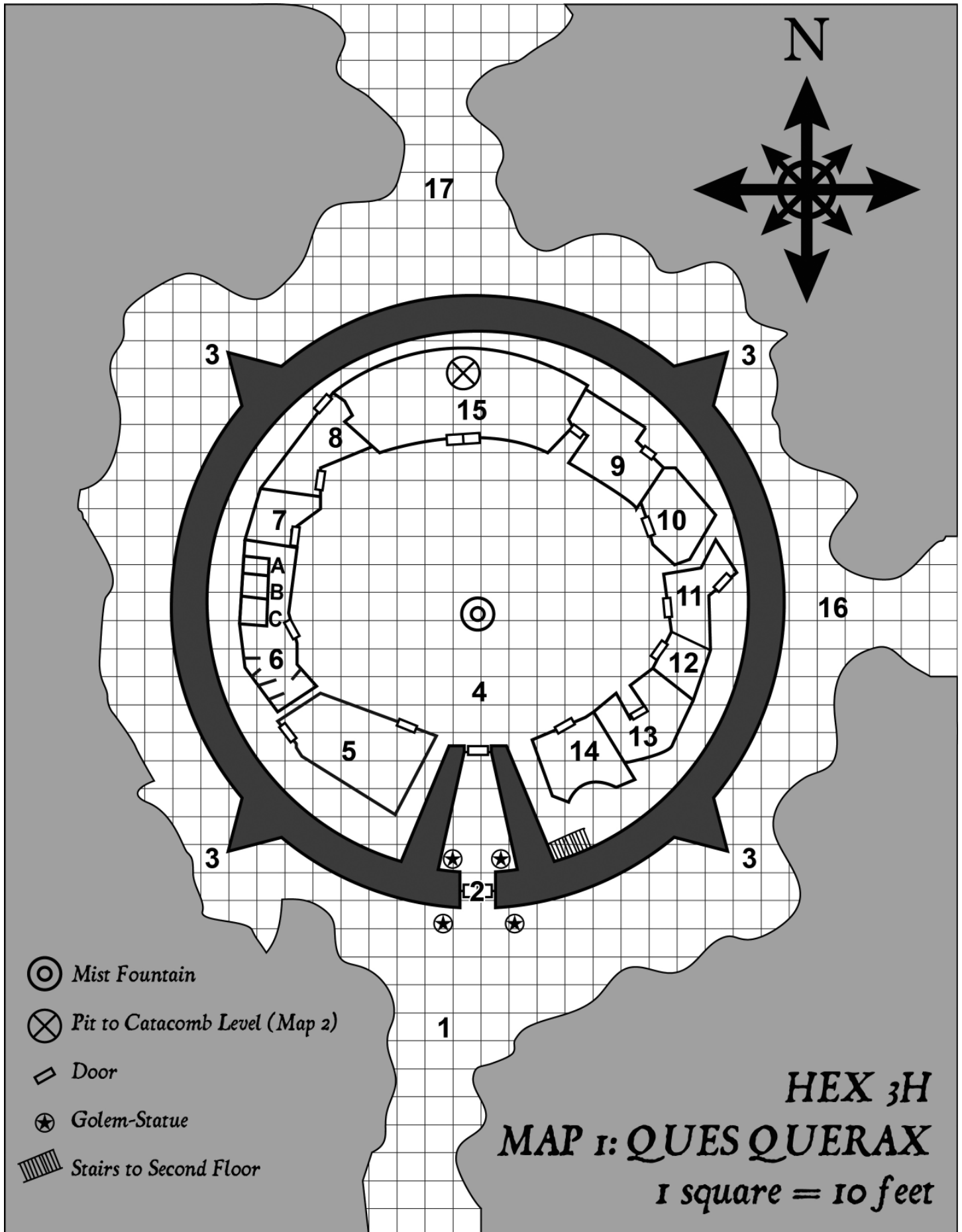
3H–1. The Approach to Ques Querax (CR 15)

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

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

As the party approaches the gate (or the side passages), the minotaurs step forward to collect tolls. One has a huge metal strongbox chained to its leg,

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which it will pick up as it moves forward. When the characters are within 20 ft. or so, the minotaur opens the strongbox, hold it out for treasure, and wait. If the characters try to ignore the minotaur and keep going, the other minotaur blocks their way. If the characters persist in their attempts to ignore the demand, they are attacked. The tax for passing through the cavern of Ques Querax, even without entering the fortress itself, is one-twentieth of all value carried.

MINOTAUR GOLEMS (2)

CR 13

XP 25,600

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

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

3H–2. Gates and Gatehouse (CR varies, 15+)

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

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

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

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

MINOTAUR GOLEMS (2)

CR 13

XP 25,600

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

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

BUGBEAR GUARDS (20)

CR 2

XP 600

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

GUARDS (4)

CR 3

XP 8

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

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

hp 44 (4d10+12 plus 4)

Fort +7; Ref +2; Will +2 (+3 vs. fear)

Defensive Abilities bravery +1

Speed 30 ft.

Melee mwk longsword +9 (1d8+6/19–20)

Ranged mwk shortbow +6 (1d6/x3)

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

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

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

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

Languages Common

SQ armor training 1

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

Gear masterwork chainmail, masterwork longsword, masterwork shortbow, 20 arrows

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CAPTAIN BORKISH

CR 7

XP 3,200

Male human fighter 8

NE Medium humanoid (human)

Init +5; Perception +4

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

hp 84 (8d10+24 plus 8)

Fort +9; Ref +3; Will +3 (+5 vs. fear)

Defensive Abilities bravery +2

Speed 30 ft.

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

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

Special Attacks weapon training (heavy blades +1)

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

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

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

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

Languages Common

SQ armor training 2

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

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

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AKN-A-NANGISH-TE (KHRYLL)

CR 6

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, Knowledge (dungeoneering) +15, Perception +14, Sense Motive +11, Stealth +11, Survival +14

Languages telepathy 100 ft.

SQ limited flight

Limited Flight (Su) A khryll can float and maneuver in the air

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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.

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

3H-3. Side Passages.

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

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

3H-4. The Caravanserai

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

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

If this module is being used in conjunction with *Cyclopean Deeps 1: Down to Ques Querax*, refer to the wandering monster tables in that section to generate 2 caravans that are camped in the caravanserai area.

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

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

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

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

A room with one bed costs 50 gp per night, and a room with two beds

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

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

NAUGR
XP 4,800

CR 8

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

AC 17, **touch** 13, **flat-footed** 14 (+4 armor, +2 Dex, +1 dodge)
hp 94 (9d10+27 plus 9)
Fort +9; **Ref** +5; **Will** +3 (+5 vs. fear)
Defensive Abilities bravery +2

Speed 30 ft.
Melee +1 keen bastard sword +15/+10 (1d10+6/17–20)
Special Attacks weapon training (heavy blades +2, light blades +1)

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

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

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

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

Languages Common, Dark Folk

SQ armor training 2

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

TWO-HEADED TROLLS (2)

CR 7

XP 3,200

hp 95 (*Frog God Games The Tome of Horrors Complete* 615 “Troll, Two-Headed”)

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

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

EXPLODING CHEST TRAP
XP 1,600

CR 5

Type magic; **Perception** DC 28; **Disable Device** DC 28

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

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

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WORG

XP 600

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

CR 2

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

At any given time, the guests of the Sunworm might include

Patrons of the Sunworm

Patrons of the Sunworm at any given time may include:

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

01–20	1d4 drow
21–30	1d3 duergar
31–35	1 syanngg
36–50	1d4 wererats
51–60	huggermuggers
61–85	human mercenaries/slavers
86–87	humanoid chief (bugbear) with 1d4 bugbear guards
88–90	humanoid chief (orcs) with 1d6 orc guards
91–99	shroom
00	demon (vrock)

DEMON (VROCK)

CR 9

XP 6,400

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

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

DROW GUARDS

CR 1/3

XP 135

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

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

DUERGAR

CR 5

XP 1,600

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

CE Medium humanoid (dwarf)

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

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

hp 64 (6d10+18 plus 6)

Fort +8; **Ref** +3; **Will** +4

Immune paralysis, phantasms, poison

Weakness light sensitivity

Speed 20 ft.

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

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

Spell-Like Abilities (CL 6th)

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

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

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

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

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

Swim +2; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear 4 potions of cure light wounds; **Other Gear**

masterwork chain shirt, masterwork dwarven waraxe

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Treasure: 1d10 gp each

HUGGERMUGGER

CR 1

XP 400

hp 9 (*Frog God Games The Tome of Horrors Complete*

374 "Huggermugger")

Treasure: 1d10+10 gp each.

HUMAN MECENARIES (4)

CR 3

XP 600

Male human fighter 4

NE Medium humanoid (human)

Init +1; Perception +0

AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)

hp 42 (4d10+16 plus 4)

Fort +8, **Ref** +3, **Will** +2 (+3 vs. fear)

Defensive Abilities bravery +1

Speed 30 ft.

Melee mwk falchion +8 (2d4+5/18–20)

Ranged composite longbow +5 (1d8+2/x3)

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

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

Feats Dodge, Combat Expertise, Mobility, Quick Draw, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Acrobatics +5, Handle Animal +6, Knowledge

(local) +4, Linguistics +4, Profession (hunter) +7, Ride +8

Languages Common, Goblin, Gnome, Orc, Undercommon

SQ armor training 1

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

Treasure: 1d100 gp each

BUGBEAR CHIEF

CR 3

XP 800

Male bugbear barbarian 2 (*Pathfinder Roleplaying Game Bestiary* "Bugbear")

CE Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft., scent; Perception +5

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)

hp 49 (2d12+3d8+15 plus 7)

Fort +7; **Ref** +4; **Will** +2

Defensive Abilities uncanny dodge

Speed 30 ft.

Melee mwk greatclub +10 (1d10+7)

Patrons of the Sunworm, Continued

Special Attacks rage (9 rounds/day), rage power (knockback)

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

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

Feats Improved Bull Rush, Power Attack, Toughness

Skills Climb +8, Intimidate +9, Perception +5, Stealth +8, Survival +6, Swim +3; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Common, Goblin

SQ fast movement

Gear masterwork hide armor, masterwork greatclub

BUGBEAR GUARDS

CR 2

XP 600

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

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

ORC CHIEF

CR 2

XP 600

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

CE Medium humanoid (orc)

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

AC 15, touch 10, flat-footed 15 (+4 armor, +1 natural)

hp 35 (3d12+6 plus 3)

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

Defensive Abilities ferocity

Weakness light sensitivity

Speed 30 ft.

Melee unarmed strike +8 (1d3+5)

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

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

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

Feats Improved Unarmed Strike, Ironhide*

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

Languages Common, Orc

SQ fast movement

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

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

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ORC GUARDS

CR 1

XP 400

Male orc fighter 2 (*Pathfinder Roleplaying Game Bestiary* "Orc")

NE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; **Perception** +1

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

shield)

hp 13 (2d10+2)

Fort +2, **Ref** +2, **Will** +1 (+2 vs. fear)

Defensive Abilities bravery +1, ferocity

Weaknesses light sensitivity

Speed 20 ft.

Melee mwk battleaxe +6 (1d8+2/x3)

Ranged shortbow +4 (1d6/x3)

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

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

Feats Cleave, Power Attack, Weapon Focus (battleaxe)

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

Languages Common, Orc

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

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

Treasure: 1d4 gems worth 1d3 x100 gp each

SHROOM

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

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 *feeblesh* 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.

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

SYANNGG

CR 7

XP 3,200

CE Medium aberration

Patrons of the Sunworm, Continued

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, Syannngg, Undercommon

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

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

WERERATS CR 2

XP 600

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

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

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

3H–6. Stables (CR 9)

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

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

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

A. Empty

B. Manticore
MANTICORE
XP 1,600

CR 5

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

C. Gorgon
GORGON

CR 8

XP 4,800

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

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

GIANT LIZARDS (8)

CR 4

XP 1,600

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

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

HUMAN SLAVES (4)

CR 1/3

XP 135

Male human commoner 1

NG Medium humanoid (human)

Init +0; **Perception** +0

AC 10, touch 10, flat-footed 10

hp 7 (1d6+2)

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

Speed 30 ft.

Melee unarmed strike +1 (1d3+1)

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

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

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

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

Languages Common

Gear *continual flame* necklace

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

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

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

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

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

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

THE HEAD OF TERROR

XP 9,600

NE Tiny undead

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

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

hp 133 (14d8+70)

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

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

Speed 0 (does not move under its own power)

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

Spell-like Abilities (CL 20th)

At will—any divine spell (see above)

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

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

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

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

Languages telepathy (100 ft.)

SQ rejuvenation

Immunity to Magic (Ex)

The Head is immune to any spell or spell-like ability that allows spell resistance.

Rejuvenation (Su)

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

PROJECTED-FLESH "PRIESTS" (3)

XP 3,200

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

CR 7

Treasure: There is no treasure in this room.

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

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

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

At any given time there will be **1d6+10 ordinary serpentfolk** (all of the civilized type) staying in the Den along with **1d2 leaders**.

HASSASHA TAK

XP 4,800

Male serpentfolk summoner (master summoner) 5

(*Pathfinder Roleplaying Game Bestiary 2* "Serpentfolk", *Pathfinder Roleplaying Game Advanced Player's Guide* "Summoner", *Pathfinder Roleplaying Game Ultimate Magic* "Master Summoner")

CE Medium monstrous humanoid

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

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

hp 92 (5d10+5d8+40 plus 5)



CYCLOPEAN DEEPS 2: EYE OF THE TITAN

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

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

Speed 30 ft.

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

Spell-Like Abilities

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

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

mirror image, *suggestion* (DC 17)

11/day—*summoning monster I*

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

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

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

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

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

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

Feats Alertness, Augment Summoning⁸, Great Fortitude, Improved Initiative, Iron Will, Weapon Finesse

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

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

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

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

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

SERPENTFOLK LEADER

XP 2,400

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

CE Medium monstrous humanoid

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

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

hp 82 (5d10+3d6+40 plus 3)

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

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

Speed 30 ft.

Melee bite +12 (1d6-1)

Spell-Like Abilities

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

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

mirror image, *suggestion* (DC 18)

8/day—*tremor* (CMB +8)

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

1st (7/day)—*expeditious excavation** (DC 16), *expeditious*

retreat, *mage armor*, *magic missile*

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

Bloodline Deep Earth

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

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

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

Skills Acrobatics +11, Disguise +10, Escape Artist +19,

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

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

SQ bloodline arcana, stonecunning

Combat Gear wand of searing light

**Pathfinder Roleplaying Game Advanced Player's Guide*

SERPENTFOLK GUARDS

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary 2*

"Serpentfolk")

CR 4

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

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

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

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

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

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

YWHOON OF THE ULMAI

XP 9,600

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

CE Medium outsider (chaotic, evil, extraplanar)

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

CR 10

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

hp 109 (10d10+3d8+39 plus 3); fast healing 5, planar fast

CYCLOPEAN DEEPS 2: EYE OF THE TITAN

healing

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

Defensive Abilities evasion, trap sense, unusual anatomy;

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

Speed 40 ft.

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

Special Attacks sneak attack +7d6

Spell-Like Abilities (CL 13th)

Constant—*tongues*

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

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

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

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

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

Deceitful, Dodge, Mobility, Persuasive, Weapon Finesse

Skills Bluff +25, Diplomacy +15, Disable Device +22, Disguise +18, Intimidate +18, Knowledge (dungeoneering) +11,

Knowledge (local) +18, Knowledge (planes) +16, Linguistics +12, Perception +19 (+20 to find traps), Profession (gambler)

+16, Profession (innkeeper) +10, Profession (sailor) +11, Sense Motive +16, Sleight of Hand +19, Spellcraft +13, Stealth

+19, Survival +8, Use Magic Device +24; **Racial Modifiers** +4 Disguise when disguised as a medium humanoid

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

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

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

Dexterity Drain (Su) The otherworldly teeth and tongue of



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

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

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

* *Pathfinder Roleplaying Game Advanced Player's Guide*

DENIZEN OF LENG

CR 8

XP 4,800

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

LENG BAT

CR 3

XP 800

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

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.

CYCLOPEAN DEEPS 2: EYE OF THE TITAN

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

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

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

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

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

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

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

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

UZOX LOAM

CR 8

XP 4,800

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

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

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

hp 102 (12d8+48)

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

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

Weaknesses susceptible to salt

Speed 20 ft.

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

Ranged spit acid +3 (10d6 acid)

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

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

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

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

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

SQ malleable

Languages telepathy (100 ft.)

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

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

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

HUMAN SLAVES (4)

CR 1/3

XP 135

Male human commoner 1

NG Medium humanoid (human)

Init +0; **Perception** +0

AC 10, touch 10, flat-footed 10

hp 7 (1d6+2)

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

Speed 30 ft.

Melee unarmed strike +1 (1d3+1)

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

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

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

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

Languages Common

Gear *continual flame necklace*

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

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

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

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

BRONDIGNAVEN THE DUERGAR

CR 6

XP 2,400

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

CE Medium humanoid (dwarf)

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

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

hp 81 (7d10+21 plus 14)

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

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

Weakness light sensitivity

Speed 20 ft.

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

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

Special Attacks weapon training (hammers +1)

Spell-Like Abilities (CL 7th)

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

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

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

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

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

Modifiers +2 Perception relating to stonework, +4 Stealth
Languages Common, Dwarven, Terran, Undercommon

CYCLOPEAN DEEPS 2: EYE OF THE TITAN

SQ armor training 2, slow and steady, stability

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

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

3H-12. Vacant Building

This building has no unusual identifying features.

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

3H-13. Perfume Manufactory (CR 10)

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

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

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

ELUMIOS THRAM

CR 10

XP 9,600

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

CE Medium humanoid (human)

Init +5; **Senses** see in darkness; **Perception** +15

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

hp 69 (11d8+11 plus 11)

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

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

Speed 30 ft.

Melee unarmed strike +9/+4 (1d3-1)

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

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

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

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

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

1st (7/day)—*cure light wounds* x2, *endure elements*, *identify*,

keen senses, *shield*, *true strike*

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

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

Feats Brew Potion, Extra Bombs**, Extra Discovery x3**, Improved Initiative, Skill Focus (Craft [alchemy]), Throw Anything⁸, Weapon Finesse

Skills Appraise +13, Craft (alchemy) +26, Diplomacy +2, Disable Device +4, Disguise +2, Fly +9, Heal +15, Knowledge (dungeoneering) +16, Knowledge (local) +16, Knowledge (nature) +19, Perception +15, Sense Motive +6, Sleight of Hand +10, Spellcraft +19, Survival +13, Use Magic Device +9

Languages Common, Dark Folk, Draconic, Dwarven, Elven, Terran, Undercommon

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

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

⁸*Pathfinder Roleplaying Game Ultimate Magic*

^{**}*Pathfinder Roleplaying Game Advanced Player's Guide*

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

3H-14. Vat Animals (CR 12)

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

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

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

THIN PO

CR 12

Male elf necromancer 13

CE Medium humanoid (elf)

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

Perception +10

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

hp 54 (13d6-13)

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

Immune sleep

Speed 30 ft.

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

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

Necromancer Spell-Like Abilities (CL 13th: melee touch +6):

CYCLOPEAN DEEPS 2: EYE OF THE TITAN

10/day—grave touch (6 rounds)

Spells Prepared (CL 13th: melee touch +6, ranged touch +8):

7th—finger of death (DC 24), finger of death^B (DC 24),

greater teleport

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

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

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

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

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

1st—charm person (DC 18) x2, mage armor, magic missile x2, ray of enfeeblement (DC 18), ray of sickening^B (DC 18)**

0 (At will)—bleed (DC 17), detect magic, mage hand, read magic

Arcane School Necromancy **Opposition School** Illusion

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

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

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

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

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

SQ elven magic

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

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**Pathfinder Roleplaying Game Ultimate Magic

BHAN-RKA (KHRYLL)

CR 6

XP 2,400

hp 52 (see **Area 3H–2**, above)

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

3H–15. Palace (CR varies, 12–15)

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

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

The palace is the lair of the **Eye of Gaaros**, ruler of Ques Querax. The parchment on the door post is the “Bounty of the Week.” This is not an actual weekly bounty, it is just the name that the denizens of Ques Querax have given to the Eye’s custom of posting rewards for those who bring it specific ingredients it needs for its projects (see sidebar).

Bounty of the Week

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

The Eye is a living thing, apparently a complete organism unto itself, although science would be unable to explain why or how it survives or



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

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

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

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

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

If the Eye of Gaaros-Uaazath is NOT present:

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

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

BUGBEAR GUARDS (20)

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Bugbear”)

CR 2

GUARDS (4)

XP 1,200

Male human fighter 5

LN Medium humanoid (human)

Init +5; Perception +6

CR 4

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

hp 52 (5d10+20 plus 5)

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

Defensive Abilities bravery +1

Speed 20 ft.

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

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

Special Attacks weapon training (heavy blades +1)

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

Base Atk +5; CMB +9; CMD 20

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

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

Languages Common

SQ armor training 1

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

CAPTAIN CULVERV

XP 3,200

Male human fighter 8

N Medium humanoid (human)

Init +6; Perception +8

CR 7

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

hp 80 (8d10+24 plus 16)

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

Defensive Abilities bravery +2

Speed 20 ft.

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

Ranged javelin +10 (1d6+3)

Special Attacks weapon training (heavy blades +1)

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

Base Atk +8; CMB +11; CMD 23

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

Skills Intimidate +7, Knowledge (dungeoneering) +5,

Perception +8, Profession (soldier) +5, Ride +8, Survival +10

Languages Common

SQ armor training 2

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

IKGIL-OTAKTI (KHRYLL)

XP 2,400

hp 52 (see **Area 3H–2**, above)

CR 6

THE EYE OF GAAROS-UAAZATH

XP 38,400

CE Medium aberration

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

CR 14

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

hp 250 (20d8+140 plus 20)

Fort +13, Ref +8, Will +19

Immune illusion, mind-influencing spells; SR 15

Speed fly 30 ft. (poor)

Melee none

Special Attacks gaze of most utter domination

Spell-Like Abilities (CL 12th)

Constant—zone of truth (DC 16)

At will—mage hand, open/close

3/day—charm monster

2/day—lightning bolt

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

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

Base Atk +3; CMB +5; CMD 15

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

Skills Appraise +20, Bluff +17, Diplomacy +17, Fly +12, Intimidate +20, Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (engineering) +21, Knowledge (history) +31, Knowledge (local) +27, Knowledge (planes) +20, Knowledge (religion) +20, Perception +21, Sense Motive +19, Stealth +16

CYCLOPEAN DEEPS 2: EYE OF THE TITAN



3H-16. Tunnel

A broad tunnel leads away into darkness.

This tunnel leads to the areas described in *Cyclopean Deeps 3: Izamne, City of Endless Dark*.

3H-17. Tunnel

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

This tunnel leads to the areas described in *Cyclopean Deeps 4: Dread Domes of the Serpentfolk*.

Languages telepathy (250 ft.)

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

The Catacombs

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

3H-18. The Underthrone

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

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

3H-19. Practice Titan

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

A DC 20 Knowledge (arcana) check confirms that this mind-numbing construct is designed to be activated or brought to life in some fashion, much like a golem. As it happens, this is no more than a scale model; the real re-creation of the titan is in **Area 22**. Many of the internal working parts of the practice titan are made of organic material, and the slow rotting of this material is what causes the bad smell, for no effort is being made to preserve it. For thinking players, this might offer a clue to the fact that this is no longer a first-priority project. If anyone specifically asks about the eyes of the titan, that character discovers that the beast has two eye sockets, that only one has an eye in it, partly organic and backed with metal ... and that the size of the titan’s eye is about one and a half feet in diameter (in other words, only half the size of the Eye of Gaaros).

If the PCs want to search and poke around in the practice titan’s innards, there are several gaps between the metal plates through which a person can squeeze (unless wearing heavy armor or larger than a human). For

each minute a character spends searching (DC 20 Perception check), one of 10 things happen. The events do not repeat, and once all of them have transpired the hulk of the model titan has effectively been stripped of all its interesting qualities.

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

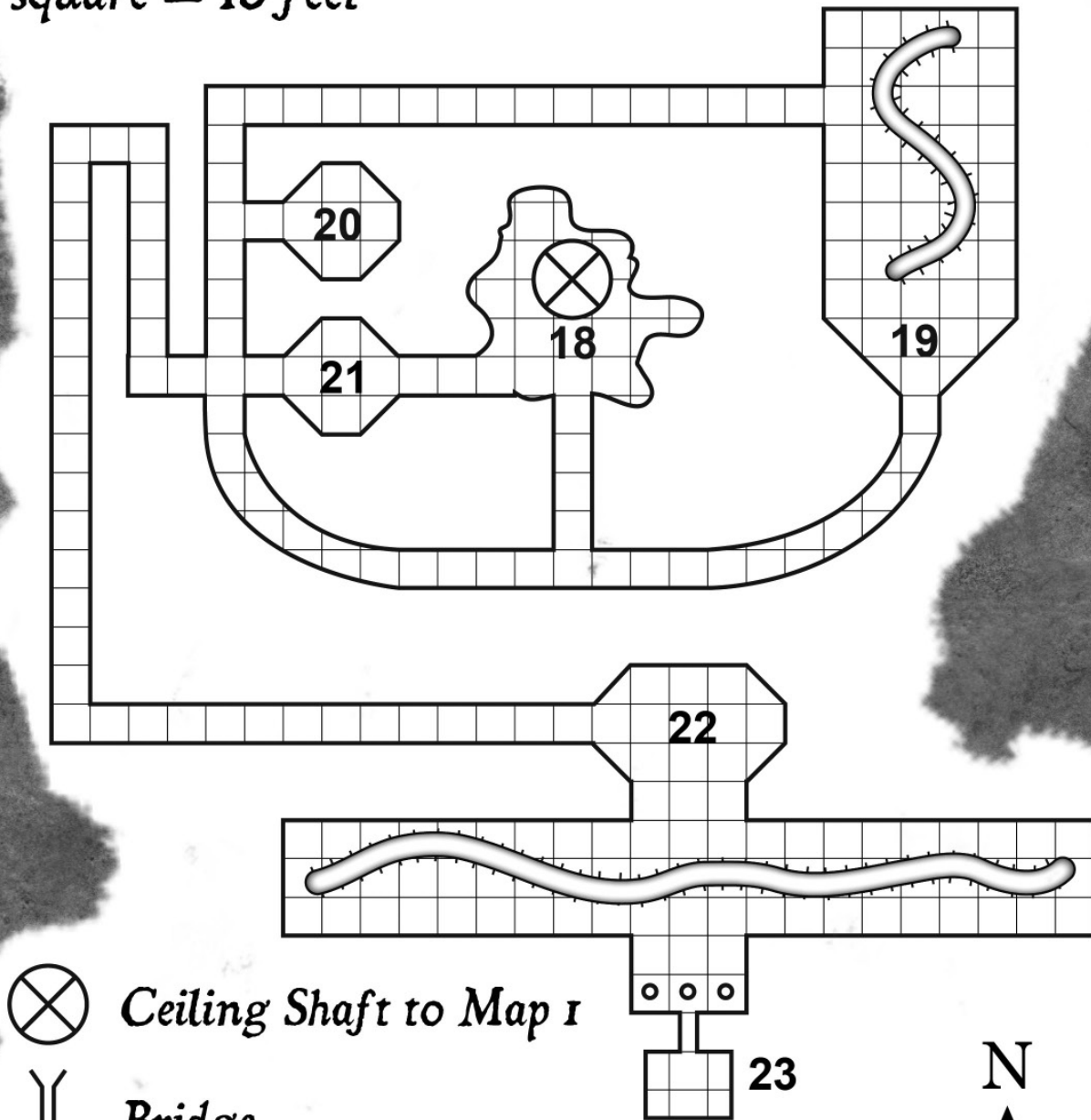
3H-20. Equipment Room (CR 6)

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

The creature in the room is a **khryll**, and the characters have most likely already met one of their kind in Ques Querax, either at the gate or almost certainly in the palace above. If not, the encounter is a very nasty surprise. It may not be possible to persuade the khryll that the characters have business down here in the catacombs, since it is capable of reading minds.

HEX 3H Map 2 CATACOMBS OF QUES QUERAX

1 square = 10 feet



Ceiling Shaft to Map 1



Bridge



Orb



Titan



THE CATACOMBS

However, if every character in the party manages to make a DC 20 Will save, then they have managed to block the khryll's mental probing, and might succeed in telling a lie (opposed Bluff vs. the khryll's Sense Motive check). If they fail to persuade (or don't even try) then the khryll attacks using its mental blast.

EKA-KNAU (KHRYLL)

XP 2,400

CR 6

hp 52 (see **Area 3H-2**, above)

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

3H-21. Mnemopods.

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

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

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

Sphere 1 (lowest):

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

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

Sphere 2:

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

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

Sphere 3:

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

See **Area 3H-23**.

Sphere 4 (highest):

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

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

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

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

If the Eye of Gaaros was not above in the palace when the characters entered the catacombs, then it will be found in this room, working on the titan. For details on the Eye of Gaaros, see **3H-15**. The Eye uses several tools at one time, manipulating them all by *telekinesis*.

The organic and mechanical innards of this titanic construct are in good shape. The metal parts are polished, and the living tissue is a healthy-looking mixture of greens, yellows, and pink. It is apparently not functional



yet, although some of the organs are twitching or otherwise showing signs of life. If anyone attempts to explore the interior of this titan, the innards defend themselves. One internal organ will ooze to the attack every other round until the intruder retreats from the titan's body. The internal organ is for all intents and purposes the same as a **black pudding**. If a character remains in the body despite the attacks of the internal organs, the character may find one item each round (DC 20 Perception check for 1d10 rounds, or whatever seems appropriate under the circumstances):

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

TITAN'S INTERNAL ORGAN

XP 3,200

hp 105 (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

Across the bridge, the characters are able to see the room's southern chamber, which is blocked off by the bulk of the titan. The southern chamber contains a stone dais with three orbs floating in the air directly

above it. Each of the three orbs glows with white light. This is the prison from the "prisoner" memory in **3H-21**, but do not volunteer this fact to the players unless there is reason to do so.

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

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

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

Saja Kha sneaked into the catacombs as a spy for the Blue Clan of the serpentfolk, in an attempt to learn whatever useful secrets might be learned about the ruler of Ques Querax. He got much more than he bargained for, however, when he used a spell to listen in on a telepathic conversation between two of the khryll, and learned the true nature of the Eye of Gaaros — or, at least, the belief of the Ques Querax khryll that the titan Gaaros-Uaazath was a quasi-god of Chaos and Evil that came to the material plane of existence from elsewhere, and gave birth to a special, elite generation of khryll. These khryll are destined, according to their beliefs, to enslave the entire world, turning all other sapient beings into cattle for their consumption and breeding. This attitude is common to

CR 7

THE CATACOMBS

virtually all khryll, but the khryll of Gaaros take the objective as a divine mandate rather than merely a desirable outcome. They are zealots, biding their time in Ques Querax until the titan is completed and the Eye can take its place in the new body. At that point, the khryll of Ques Querax will engage in the next phase of their plan to invade and breed throughout the world.

The Blue Clan of the serpentfolk (see *Cyclopean Deeps 4: Domes of the Serpentfolk*) pay a reward of 10,000 gp for the safe return of Saja Kha to them, but if the adventurers rescue the serpent-man and escape toward the Domes of the Serpentfolk, they are be relentlessly pursued by the khryll.

SAJA KHA

CR 8

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

CE Medium monstrous humanoid

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

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

hp 77 (5d10+5d8+20)

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

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

Speed 30 ft.

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

Special Attacks spellstrike

Spell-Like Abilities (CL 10th):

At will—*disguise self* (DC 15), *ventriloquism* (DC 15)
1/day—*blur*, *dominate person* (DC 18), *major image* (DC 17), *mirror image*, *suggestion* (DC 17)

Spells Prepared (CL 5th; melee touch +9, ranged touch +13):
2nd—none

1st—none

0 (At will)—none

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

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

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

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

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

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

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

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

Conclusion

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

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