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rs of Faith

By Gary Schotter & Jeff Harkness



A new adventure brought or Connes.



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Special Thanks

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- Adventure 8: Pains of Scalded Glass -

By Gary Schotter & Jeff Harkness

PCs journey deep into an abandoned mine to retrieve a special pane of glass. The glass is required to restore a temple's worship room. But insect worshippers inhabiting the mine have their own agenda — and it doesn't include interloping PCs. Plus, the mine's deep denizens are pushing upward to reclaim their home. The adventure is designed for characters of 8th to 12th level.

The land drops away into a 50-foot-deep, massive crater scarred by an active geyser field. Steaming water erupts upward from hundreds of openings scattered inside the volcanic caldera. A town sits perched on the edge of the cliff, some of the buildings no more than half a structure – the other half having fallen into the crater many years ago.

Sitting in the middle of the dangerous geysers, a delicate looking lotus-blossom shaped building rises into the air. Seven teardrop pools filled with bubbling water surround the structure. The stone walls of the temple are blasted and burned, pocked with pellet-sized holes.

A blast of superheated water erupts upward - straight from between the petal-like eves of the flowering roof. The geyser hangs like a cloud above the temple, then the water droplets fall in a hot rain over the temple's grounds. Even from the crater's lip, the geyser is spectacular, a natural wonder to behold.

The Lady of the Searing Waters

Location: Seismically active ground (mountainous). Nickname: The Holy Water Spout, The Steam Maiden Deity: Ninevah, Lady of Miasma; goddess of Water, Volcanoes Worship Domains: Water, Fire, Earth

Leader: Chihule Evás the Scalded (NG male human Clr12)

Servants: 25 initiates (Clr2); 10 water-minders (Clr6); 6 underpriests (Clr9-11).

Dress: Priests wear woolen robes dyed a dark gray, with wispy lengths of blue and white silk draped atop it.

Unique characteristic: The Lady of the Searing Waters is built upon an active geyser, which erupts regularly through a special funnel



How to Use This Adventure

This adventure is part of the Splinters of Faith campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against the death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*)

At this point in the campaign, the relic – called the *Scepter* of *Faiths* – is equivalent to a +3 adamantine masterwork heavy mace with the *undead bane* ability, with the ability to cast *bless, magic circle versus evil* and *cure serious wounds* 3 times each per day. It also has *deathwatch* and *detect undead* (30-ft. radius) and is able to *locate creature* (the death-priest Akruel) with no range limits as long as the wielder and Akruel are on the same plane.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure in the campaign follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt. built through the center of the temple's worship room.

Temple Background

The Lady of the Searing Waters sits in the middle of a one-mile wide volcanic caldera, with the village of Doan sitting on the rim of the cliff overlooking it. A safe road to the temple allows visitors to worship or watch the geysers erupt.

The temple is a new construction, built five years ago after a massive volcanic eruption immolated the temple and part of the village of Doan where the corrupt priests caroused. Rumors say the fallen priests had pushed the goddess Ninevah too far — and she destroyed them for it. The rest of the village was untouched, despite the force that collapsed the land in a massive volcanic caldera. Many buildings in Doan crumbled when the land fell away beneath them.

The new temple is built in the caldera's center, where the surviving priests toiled for long hours to appease Ninevah after their order's dalliances. The temple is built from the crushed and broken ruins of the destroyed village and pieces of the former temple, but despite this burned and battered construction material, the sanctuary is a magnificent creation, rising into a towering lotus blossum in the middle of the geyser field.

Area A: The Lady of the Searing Waters

The Lady of the Searing Waters is a lotus blossom-shaped temple with many gutters hidden in its ornate roofline. The building is built around a central column that allows the geyser's spume to erupt out of the apex of the temple where the roof "petals" converge. The gutters capture the water and then redirect it into pipes to provide hot



ADVENTURE 8: PAINS OF SCALDED GLASS

water to the temple priests.

Chihule Evás the Scalded (NG male human Clr12) leads the priests and watches every eruption personally. At night, he sleeps in a bedchamber on the second floor where a spyhole lets him hear the eruptions even as he slumbers.

The temple is a testament to Ninevah, Lady of Miasma. Many workers died in the scalding steam while building the central glass viewing area. Evás is one of the few remaining priests who actually helped build the temple. His body's many scars show the pain he suffered for his goddess during the construction of the holy site. He wears an eye patch over his left eye; he lost the orb when a blast of scalding steam caught him in the face.

Area A1: The Entries

Steam-scoured mahogany panels line these seven entryways. The priests placed these heavy planks atop the geyser during eruptions to direct some of the scalding water away from the builders. The boards were later collected to decorate the temple walls. The priests were amazed to find that each steam-and-water blasted plank showed beautiful scenes of Ninevah blessing her priests, healing the sick or standing amid the geysers.

A greeter (male human Clr4) waits on visitors.

Area A2: Viewing Room

Floor-to-ceiling panes of dark glass stand in the center of this worship chamber. Each pane is 10 feet wide and stands more than 20 feet tall, and is pushed against another to form an octagon around the geyser's upward blast. The glass is warm to the touch and steams after each eruption. The geyser erupts 12 times per day, once every two hours.

The priests who rebuilt the temple discovered these glass panes in the nearby Mines of Honn. Chihule Evás found by accident that the panes perfectly contained the scalding waters, but still allowed someone to see the steaming eruption through the dark glass.

Arranged around the central glass are rows of low wooden benches. Visitors line these seats during the eruptions to get a firsthand view of nature's fury in action. During a yearly festival, special guests are invited to witness the eruptions and participate in daylong prayers. Chihule always starts the festival with an opening prayer that culminates with the day's first eruption. The floor vibrates as the priest intones Ninevah's blessings and the geyser gathers strength below the worshippers. The room can hold up just over 100 visitors, although this packs them shoulder to shoulder in the worship chamber. Not too many travel to the temple to witness the eruptions these days, however, so it is mainly priests who attend.

The plumes of boiling water burst through the central glass chamber, then passes through an opening in the roof. It rises an additional 50 feet above the temple's roof in a blossoming spray. The falling water sluices into interior pipes where it feeds the temple's needs and drains into seven shallow pools surrounding the building.

Area A3: Kitchen

Numerous pipes bring water from outside troughs into the kitchen. The priests take turns cooking meals, and the heated water greatly speeds up the process. The menu consists of lots of steamed vegetables, boiled potatoes and hot teas.

Derskin Millitus (LG human male Pal12), a former Shield Basilica commander, oversees the dining hall. Millitus provides bountiful meals for the faithful and all who come to witness the eruptions. Millitus is an imposing figure, despite getting on in years, with rings of scars down his arms from years battling the gnoll presence in the Kanderi Desert (See *Splinters of Faith 7: The Heir of Sin* for more on the Shield Basilica).

Area A4: Dining Hall

The priests take their meals here, seated at a massive scarred plank that serves as a table. The top of the table shows the myriad details of Ninevah's life and expectations of her priests. Low stone benches pocked by geyser blasts provide seating.

Area As: The Baths

Pipes converge in two water chambers where priests bathe and relax. The rooms are steamy, and the water always hot, bordering on scalding. Separate rooms are maintained for men and women. The temple occasionally allows visitors to bathe, provided they are respectful of the blessed water during their bath. Water drains through grates, where it runs back into the geyser to be "cleansed" during the next eruption.

Area A6: Upper Access

Two steep staircases in these otherwise empty chambers allow the priests to climb to their bed lofts on the second floor.

Area A7: Relics of Ninevah

The priests store holy trinkets found in the geyser field in this chamber. The "icons" — blast-polished rocks, precious stones and assorted oddly shaped objects — are kept on shelves filling the chamber.

Area A8: The Loft, Inner Ring

Temple priests sleep closer to the center of the temple, in large rooms with viewing panels that let them look out over the geyser. The priests (male human Clr5-9) direct daily temple ceremonies and are required to attend at least one eruption service each day. The ceilings of the sleeping rooms are made of frosted glass so they may look up into the myriad "blossoms" of the roof and contemplate the messages written in the geyser's billowing steam.

Area A9: The Loft, Outer Ring

Initiates sleep in this massive communal loft. The younger priests sleep closer to the edges and must crouch to get to their beds under the sloping roof. Visitors sleeping in the loft can listen to the water running down the roof tiles after each eruption.

Area A10: Stairs

These steep stairs drop into Area A6 on the first floor. The stairs are pulled up to seal the upper loft when the priests sleep.

Area B: The Sinkhole

The caldera sinkhole is a 50-foot drop from the forest plateau to a seismically active field of geysers. The land dropped after a "supervolcano" eruption that destroyed the original temple and half of Doan. Instead of a normal cone-shaped volcano pushing through the earth, magma built under a one-mile-wide expanse, then exploded upward along natural fault lines. When the magma expended itself, the land dropped into the crater, forming the caldera. Doan barely survived; the former temple didn't.

ADVENTURE 8: PAINS OF SCALDED GLASS



Since the eruption, Doan has become little more than a forest outpost overlooking the temple's volcanic grounds. Stunted, sickly pines surround the sinkhole for a quarter mile, the trees suffering from the heavy sulfur and mineral concentrations dredged up by the geysers. Farther out from the sinkhole, the trees take on a more natural appearance.

Geysers erupt throughout the sinkhole, each plainly visible as a five- to 10-foot-wide hole in the ground. The ground rumbles and shakes two rounds before an eruption. Anyone within 50 feet of an exploding geyser suffers 10d6 points of damage from the steam and boiling water. Anyone within 100 feet suffers 1d6 points of splash damage. Eruptions last two to five rounds. The priests maintain a safe road through the geyser field to avoid being injured.

Area C: The Stone Stairs

A stone staircase descends 50 feet from the upper rim of the sinkhole to the geyser-filled base of the caldera. The priests and Doan's villagers built the stairs from cracked paving stones and broken foundations left over from Doan's fall into the caldera.

Area D: The Safe Road

The Safe Road winds through the geyser field, its edges marked by 10-foot-tall poles. At night, initiates light candles placed in holders atop the poles to mark the path. Anyone staying within the Safe Road's boundaries is safe from the spray of erupting geysers, although they may feel droplets of the blessed water strike them when the wind is up.

Area E: Village of Doan

Doan's remaining structures sit in a half circle at the edge of the sinkhole. Half the town tumbled into the depression when the volcano erupted and collapsed, leaving the other half on the cliff face overlooking the geyser field. A wooden palisade forms a half-circle around the village, although there's little that threatens the meager town.

Doan (village): Conventional; AL NG; 200-gp limit; Assets 8,000 gp; Population 800; human 80%, half elf 15%, halfling 3%, elf 2%.

Authority figure: Greda Piltar (CN female human Ftr8, mayor). Important characters: Simonis (female half-elf Sor9, educator); Karrisa (human female Rog8/Sor2, tavern proprietor); Ethanie

Area E1: Ninevah's Statue

(female human Rgr6, guide).

A statue of the goddess Ninevah stands in the center of what's left of Doan. The statue is composed of mercury, and flows and changes its shape throughout the day. The most common form shows Ninevah standing atop a spur of rock, surrounded by an ever-changing cloud of steam and spraying water. A mysterious traveler arrived shortly after the caldera collapsed and "carved" the statue from a deposit of mercury seeping from the ground. The village adopted the statue after the artist vanished.

New Deity: Ninevah

Lady of Miasma, Goddess of Elements Alignment: Chaotic Good and Chaotic Neutral Domains: Fire, Earth, Water, Air Typical Worshippers: Humans, druids Favored Weapons: Pick or spear

Ninevah is the goddess of elemental forces and usually associated with natural anomalies and disasters. She is the sustainer of life and characteristically appears as a semicorporeal female composed of mist. Ninevah is peculiar in that she is most widely known as a goddess of fire, but typically represented by boiling water and steam. She is generally regarded as good, but her chaotic and random acts make her unreliable.

Temples to her are found around springs, geysers and in seismically active terrains. Her symbol is that of a tearshaped drop of billowing clouds. Her priests normally wear colors of red, blue, white and brown, with red reserved for high priests.

Area E2: The Common House

This hall was a warehouse. When the main inn fell into the sinkhole, the remaining villagers turned the building into a community center for dining, storytelling and gatherings. Wooden tables comfortably seat 70 people. A kitchen provides food and drink. A large fireplace awkwardly built along the far end provides heat.

Jonus (human male Com2) cooks and care for customers. His daughter, **Jayme** (human female Exp3) serves, but really is the brains behind maintaining the aging facility.

Area E3: Mayor's House

Mayor Greda Piltar (human female Ftr8) is a retired adventurer who found her calling running the shrinking town. She inherited the job after the former mayor died when his home collapsed. Greda's home nearly fell into the pit, but somehow survived with one wing hanging precariously over the edge. She has since propped up the room with heavy oaken timbers hammered into the side of the cliff.

Greda is a tough woman who was raised in the wilderness and taught to fight by her father. She dislikes people trying to "pull one over on her" and likes to threaten to throw "cheats and sneak-thieves" into the sinkhole. Greda has wide shoulders and short-cropped brown hair. She looks more than capable of tossing people bodily over the ledge if provoked.

Area E4: Trader Gus

This dilapidated building is the town's trading post. **Old Man Gus** (human male Exp5, trader) trades and sells most normal items. He has a keen eye and likes to haggle, starting his sales 1 1/2 times above normal prices. Gus is eager for tales of the road, and often makes deals for private storytelling sessions from adventurers passing through.

Area Es: The Traitors (CR 12)

Unbeknownst to the villagers, two worshippers of the insect lord Rachiss live in this house. They serve as the eyes and ears for the Pillar of Vermin temple to Rachiss deep within the Mines of Honn.

New Deity: Rachiss

Mogul of Parasites, Father Host Alignment: NE Domains: Evil, Animal Typical Worshippers: Evil druids Favored Weapons: Scimitar, short spear

Few deities are lower in power and stature than the loathsome Rachiss, the deity of plagues and parasites. Feeding on the sweat and blood of others is the sustenance of Rachiss and his sparse followers. Those who follow Rachiss are opportunists who go to any lengths to achieve their insatiable goals. The god often appears as a huge, bloated leech with human-like features. Two massive arms protrude from the sides of the slug-like torso. Four fingers on each hand end in toothy sucking orifices.

Rachiss grants his druids powers over vermin and other invertebrates. His druids gain vermin companions and the ability to shape change into one vermin chosen at the time they begin serving him. They cannot cast spells with the Plant descriptor.

Rachiss' unholy symbol is a black silhouette of a mosquito.

The pair single out bums, the homeless and other travelers to be taken to labor in the Pillar to create armor for the vermin priests. **Ilban** and **Ethea** pose as husband and wife, but actually despise one another. They are good at their mission, however, and make sure to space their kidnappings apart and to only take the truly down-on-their-luck few who won't be missed. They often kidnap travelers, though, so as not to draw undue attention to themselves if villagers go missing.

CR9

ILBAN XP 6,400 NE Medium humanoid Male human druid 10 Init +2; Perception +16

AC 25, touch 15, flat-footed 22 (+8 armor, +2 Dex, +2 natural, +2 deflection, +1 Dodge) hp 72 (8d8 + 10) Fort +8, Ref +5, Will +10 Immune venom

Speed 35 ft.

Melee masterwork sickle +11/+6 (1d6+3) Special Attacks spontaneous casting [summon nature's ally (vermin)] Domain Spell-like Abilities (CL 10): speak with animal (vermin) 13 rounds /day Spells Prepared (CL 10th): 5th-beast shape III^D, insect plague, stone skin 4th-flame strike (DC 17), giant vermin, rusting grasp, summon *nature's ally IV*^D (vermin only) 3rd-dominate animal^D, greater magic fang, poison (DC 16), protection from energy, sleet storm 2nd-bear's endurance, bull's strength, chill metal (DC 15), flaming sphere, hold animal^D, soften earth and stone 1st-calm animal^D, endure elements, faerie fire, jump, longstrider, produce flame 0 (at will)-know direction, light, resistance, stabilize **D** domain spell; **Domain** animal (vermin)

Str 17, Dex 14, Con 13, Int 8, Wis 17, Cha 16 Base Atk +7; CMB +10; CMD 22 Feats Augment Summoning, Dodge, Eschew Materials, Fleet, Natural Spell, Spell Focus (conjuration)

ADVENTURE 8: PAINS OF SCALDED GLASS

Skills Fly +15, Handle Animal (vermin) +16, Perception +16, Survival +16

Languages Common, Druidic

SQ nature bond (domain), nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (4/day), woodland stride

Combat Gear: masterwork sickle, chitin half plate armor (+5), heavy insect-carapace shield (+2), *ring of mind shielding, ring of protection* +2, *amulet of natural armor* +2

Description: Ilban is strikingly handsome and confident. He resents this assignment and detests Ethea and her crude manners. Ilban prides himself on his appearance. He is served by a trained ankheg.

ILBAN (MANTIS FORM)

XP 6,400

NE Huge augmented humanoid (praying mantis) Male human druid 10 Init +2; Senses darkvison 60ft.; Perception +16

AC 19, touch 11, flat-footed 16 (+2 deflection, +1 Dodge, +8 natural, -2 size) hp 72 (8d8 + 10) Fort +8, Ref +3, Will +10 Immune venom

Speed 35 ft., climb 95ft., fly 90ft.

Melee 2 claws +11 (1d8+6 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks lunge, mandibles, sudden strike spontaneous casting [summon nature's ally (vermin)]

Domain Spell-like Abilities (CL 10):

speak with animal (vermin) 13 rounds /day

Spells Prepared (CL 10th):

5th–beast shape III^D, insect plague, stone skin

4th-flame strike (DC 17), giant vermin, rusting grasp, summon

nature's ally IV^D (vermin only)

3rd-dominate animal^D, greater magic fang, poison (DC 16), protection from energy, sleet storm

2nd-bear's endurance, bull's strength, chill metal (DC 15), flaming sphere, hold animal^D, soften earth and stone

Ist-calm animal^D, endure elements, faerie fire, jump, longstrider, produce flame

0 (at will)–*know direction, light, resistance, stabilize* **D** domain spell; **Domain** animal (vermin)

Str 23, Dex 10, Con 13, Int 8, Wis 17, Cha 16

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 25 (29 vs. trip) **Feats** Augment Summoning, Dodge, Eschew Materials, Fleet, Natural Spell, Spell Focus (conjuration)

Skills Fly +11, Handle Animal (vermin) +16, Perception +16, Survival +16

Languages Common, Druidic

SQ nature bond (domain), nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (4/day), woodland stride

Combat Gear: masterwork sickle, chitin half plate armor (+6), heavy insect-carapace shield (+2), *ring of mind shielding, ring of protection* +2, *amulet of natural armor* +2

Lunge (Ex) Ilban's limbs are capable of reaching much farther than normal for a creature of his size. As a full attack action, he can make a single attack with his claws at double the normal reach. When he attacks with a claw in this manner, he gains a +4 bonus on his attack roll. He cannot make attacks of opportunity with his lunge.

Mandibles (Ex) When Ilban grabs a foe, he can make a bite attack against that foe as a secondary attack. The bite has a +6 attack that inflicts 2d6+3 points of damage on a hit.

Sudden Strike (Ex) As a giant mantis, he is particularly adept

at moving quickly when his foes are surprised. During a surprise round, Ilban may act as if he had a full round to act, rather than just one standard action.

TRAINED ANKHEG XP 800

hp: 42 (*Pathfinder Roleplaying game Bestiary* "Ankheg") The ankheg remains in a burrow below the house that the druids live in within Doan. The broken land under the village allows it ample space to move around without being noticed.

ETHEA XP 6,400

CR9

NE Medium humanoid Female human druid 6/fighter 5 Init +1; Perception +11

AC 22, touch 13, flat-footed 21 (+9 armor, +1 Dex, +2 deflection) hp 67 (6d8 + 6 plus 5d10+ 5) Fort +6, Ref +3, Will +7

Speed 30 ft.

Melee +3 scythe +18/+13 (2d4+12/19-20) **Special Attacks** spontaneous casting [summon nature's ally (vermin)]

Spells Prepared (CL 6th):

3rd-greater magic fang, poison

2nd-barkskin, bear's endurance, bull's strength, cat's grace 1st-cure light wounds, jump, longstrider, obscuring mist 0 (at will)-detect magic, light, resistance, virtue

Str 19, **Dex** 12, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10 **Base Atk** +9; **CMB** +13; **CMD** 24

Feats Augment Summoning, Cleave, Great Cleave, Dodge, Improved Critical (scythe), Natural Spell, Power Attack, Spell Focus (conjuration), Vital Strike, Weapon Focus (scythe), Weapon Specialization (scythe)

Skills Climb +13, Fly +10, Handle Animal (vermin) +14, Perception +11, Survival +16

Languages Common, Druidic

SQ armor training 1, bravery +2, nature bond, nature sense, orisons, resist nature's lure, trackless step, weapon training 1 (blades), wild empathy, wild shape (2/day), woodland stride

Combat Gear: +3 scythe, +2 chitin full plate armor (+9), ring of protection +1

Description: This large woman constantly scowls. She persistently badgers and belittles Ilban and anyone else crossing her path. She is gruff and robust with an attitude and voice resembling a seasoned sailor. Ethea's vermin companion died during an unfortunate geyser eruption — which she still blames on Ilban.

ETHEA (SCORPION FORM) XP 6,400

CR 10

CR3

CR 10

NE Large augmented humanoid (scorpion) Female human druid 6/fighter 5

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +15

AC 22, touch 11, flat-footed 22 (+7 armor, +4 natural, +2 deflection, -1 size) hp 67 (6d8 + 6 plus 5d10+ 5) Fort +6, Ref +2, Will +7

Speed 50 ft.

Melee 2 claws +15 (1d6+6 plus grab), sting +15 (1d6+6 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d6+6)

Special Attacks spontaneous casting [summon nature's ally (vermin)]

ADVENTURE 8: PAINS OF SCALDED GLASS

Spells Prepared (CL 6th):

3rd–greater magic fang, poison 2nd–barkskin, bear's endurance, bull's strength, cat's grace 1st–cure light wounds, jump, longstrider, obscuring mist 0 (at will)–detect magic, light, resistance, virtue

Str 23, Dex 10, Con 12, Int 11, Wis 15, Cha 10 Base Atk +9; CMB +16 (+28 grapple); CMD 26 (38 vs. trip) Feats Augment Summoning, Cleave, Great Cleave, Dodge,

Improved Critical (scythe), Natural Spell, Power Attack, Spell Focus (conjuration), Vital Strike, Weapon Focus (scythe), Weapon Specialization (scythe)

Skills Climb +17, Fly +9, Handle Animal (vermin) +14, Perception +15, Stealth +0, Survival +16 Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Common, Druidic

SQ armor training 1, bravery +2, nature bond, nature sense, orisons, resist nature's lure, trackless step, weapon training 1 (blades), wild empathy, wild shape (2/day), woodland stride

Poison (Ex) Sting—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Area E6: Common Houses

Villagers live in single-story wooden dwellings. The buildings are small, with a couple of bedrooms and a living area around a fireplace. Most are in poor shape.

Area E7: Abandoned Houses

When the land fell away, a number of buildings collapsed into the sinkhole, leaving some with just half-rooms. Other houses have been cut completely in half, the remaining portion sitting atop the sinkhole ledge. The structures are abandoned, although an occasional rat or stray dog can be found within.

Area E8: Rubble and Ruin

Rotten wood, stone foundations and splintered beams lie in heaps at the base of the cliff. Doan's villagers scavenge the debris to make repairs on their surviving homes. Very little can be found in the mounds. The wood is unusable after sitting out for nearly six years, and has the consistency of stone.

The Druids of Rachiss

The druids of Rachiss are evil men and women who worship the loathsome Mogul of Parasites and the blight the insect god brings to the earth. Rachiss appears as a huge, bloated leech with human-like features. He has two massive arms that protrude from the sides of the slug torso.

Granted power: Druids of Rachiss cast spells with the animal descriptor against vermin with the same results. Mindaffecting effects and spells cast by a Druid of Rachiss work normally against vermin usually immune to these effects. However, vermin are still mindless; they just act favorably toward the druid, whom they see as one of their own kind. Spells such as *speak with animals* simply reveal a vermin's attitude (aggression, fear, hunger, etc. ...). Furthermore, a Druid of Rachiss' wild shape ability allows the druid only to take the form of one Medium or Small vermin. Once chosen, the Druid of Rachiss may change his selection only once a new size category is attained. The druid gains the ability to take the shape of a Large vermin at 6th level, a Tiny vermin at 7th level, Huge at 10th, Gargantuan at 14th, and Colossal at 18th. A druid can use this ability an additional time per day at 6th, 7th, 10th, 14th and 18th level. In addition, this wild shape ability grants the abilities and powers of the vermin chosen (i.e. tremorsense, poison, movement etc. ...)

Druids of Rachiss cannot cast spells with the plant descriptor.

Chitin armor: Druids of Rachiss typically wear armor made from the carapaces of giant insects. While wearable by druids, the armor does not protect as well as metal. Chitin armor (not shields) always provides an armor bonus of 2 less than metal armor of the same type, but otherwise replicates metal armor's penalty checks and arcane spell failure. For example, full chitin plate offers an AC bonus of +7, but has the same -6 armor check penalty and 35% change of arcane spell failure.

Any single attack of 25 or more points of damage completely ruins the armor.

SUMMON NATURE'S ALLY (RACHISS)

Druids of Rachiss cast altered *summon nature's ally* spells. Rachiss has warped these creatures to serve his worshippers' needs. These spells summon giant vermin and other arthropods instead of animals as follows:

1st level: giant fire beetle; monstrous centipede (small); monstrous scorpion (tiny); monstrous spider (tiny); stirge.

2nd level: giant ant (soldier); giant bee; giant bombardier beetle; monstrous centipede (huge); monstrous spider (large).

3rd level: giant ant (queen); giant praying mantis; giant wasp; locust swarm; monstrous scorpion (large); rust monster.

4th level: ankheg; centipede swarm; giant stag beetle; giant bee (fiendish).

5th level: giant praying mantis (half-fiend); phase spider; spider eater; monstrous spider (huge).

6th level: ankheg (half-fiend); giant stag beetle (half-fiend); monstrous centipede (gargantuan); rust monster (half-fiend).

7th level: chuul; monstrous scorpion (huge); monstrous spider (gargantuan); phase spider (half-fiend); remorhaz

8th level: chuul ttean (See New Monsters Appendix); hell wasp swarm; monstrous centipede (fiendish, gargantuan)

9th level: chuul ttean (half-fiend); frost worm; purple worm; remorhaz (half-fiend).

Adventure Background

The Mines of Honn have a long history of misery and pain, from its early days when miners broke through its granite walls to delve its dark depths, to the recent visits by the priests of Ninevah who suffered its stale air to bring forth the great panes of black glass to rebuild their holy temple. For more than 100 years, the mines broke the backs and sapped the wills of the strongest men and dwarves.

When Ninevah's priests finally closed the mines for good, many who'd survived the deep pits and stifling tunnels thought their nightmares had been put to rest.

None realized the horrors that would soon infest the shuttered mines.

The latest "owners" of the ill-fated mines are a small sect of druid worshippers who venerate the loathsome parasite god Rachiss. Their leader, Phyllox, is intent on establishing an insect shrine to the Father Host within the deep mine on a natural stone column. Phyllox considers this column a holy site to Rachiss since it naturally bears myriad carvings of horrid insects. He claims visions sent from his god led him to the mines, and considers it his destiny to establish the vermin lord's dark temple.

But the remote locale of the mines is working against Phyllox's grand schemes. A lack of followers is further slowing his vision.

To that end, Phyllox sent two agents to Doan to gain potential converts if possible or to kidnap laborers if necessary. Phyllox uses these abductees as "volunteer acolytes" if they willingly convert to Rachiss or as slaves tasked with expanding the Pillar of Vermin if they don't. Phyllox eventually plans to march on Doan to enslave the city and force the populace into the mines to finish the temple. Phyllox also lured a band of bugbears into the mines from their mountain caves, promising them riches if they helped him.

The temple was beginning to take shape when Phyllox's workers ran afoul of the long-time denizens of the deep mines. A group of aboleths felt Phyllox was intruding on their domain and fought back, killing several druids before the druids were forced to retreat.

Phyllox knew his small band couldn't stand against the aboleths, so he summoned aid in the form of a derghodaemon named Ssaracclak. Phyllox thought he was getting an unstoppable weapon to use against the aboleths. What he got was a fugitive on the run from a life of drudgery and a powerful demon lord who didn't like losing his property.

Shortly after Ssaracclak arrived, the furious demon lord retaliated, sending a retriever into the mines to bring back his property. Now, the derghodaemon is on the run, trying to stay two steps ahead of the deadly retriever. The running battles through the mines between the derghodaemon and the retriever was the final straw for the frustrated bugbears, who rebelled after Phyllox ordered them to stop the retriever.

In the chaos, the aboleths made their move, pushing upward from the deep mines to expand their territory. Now, Phyllox is facing trouble on many fronts: a retriever wandering the mines, a derghodaemon that refuses to return to the lower planes but also refuses to fight, a bugbear rebellion and an aboleth invasion.

Phyllox's dream of a grand temple to Rachiss is quickly falling apart.

And the danger to the shrine isn't over: The damage caused by Ssaracclak and the retriever was extensive, especially near the Pillar of Vermin. Even worse, the retriever hasn't given up and is still intent on capturing its prey. It has been sealed away in the mines, but is already taking steps to get to the derghodaemon. Phyllox fears what might happen if the pair again face off in the mine.

All of Phyllox's plans are on hold until these new threats are dealt with. PCs will be walking into an abandoned mine filled with these warring factions.

Chaos at the Temple (CR 13)

An impurity in a glass pane holding back the geyser's steaming waters recently broke during morning worship, splashing the priests with burning water. Many died as the surge of superheated water engulfed them, while others were horribly burned. Doan's villagers rescued the survivors but many more priests died writhing in pain from their third-degree burns. Mysteriously, some of the priests who suffered only minor burns also died unexplainably after being pulled from the worship chamber. Villagers whisper that Ninevah must be punishing the priests again, just like the eruption that destroyed the temple in the past.

The villagers are completely off base this time, however.

Actually, many of the recent deaths were caused by an agent of Akruel Rathamon who is hiding among the priests. Several months ago, Sivad-Uj' joined the Lady of the Searing Waters temple after dark visions "urged" him to do so. He awoke with vague memories of a goat-headed, bloated demon lord standing over a lotus-blossom temple, and then slowly grinding it into dust beneath his massive palm. After several nights of the same dream, Sivad-Uj' sought out the Lady of Searing Waters temple and joined it as an initiate. He quickly moved up through the church hierarchy after other initiates met "unfortunate" accidents. Many priests avoid Sivad-Uj', whispering that the quiet man is cursed.

They aren't far from the truth: Sivad-Uj' is actually a cleric-assassin sent to destroy them. All the while he was "serving" in the temple, Sivad-Uj' was waiting for the summons he knew must surely come. He didn't have to wait long.

Sivad-Uj' recently was contacted by Daznashal the Vicious (See Splinters of Faith 2: Burning Desires and Splinters of Faith 10: **Remorse of Life**) and told to eliminate the priesthood for the temple's role in creating the original Scepter of Faiths. Sivad-Uj' was devising a plan to poison the entire temple at dinner, but the glass shattering offered an irresistible opportunity that the assassin immediately seized. When the villagers rescued the priests from the burning water, Sivad-Uj' used the opportunity to move among the wounded, offering "healing prayers." Actually, he administered lethal doses of poison to each survivor to finish them off.

If Sivad-Uj' is used, he is helpful and concerned – and readily reports any information about PCs to Akruel at the first opportunity he gets. He's not above accompanying PCs in their quest so he can learn more information to present to his master. Given the chance, he tries to slay one or all of the PCs before he flees. Sivad-Uj' has no connections with the Pillar of Vermin or the priest Phyllox. If the assassin escapes, GMs could use him again in Splinters of Faith 10: Remorse of Life.

SIVAD-UJ', DOG OF ORCUS

CR 12

XP 19.200 CE Medium humanoid Male human Cleric 3, Rogue 5, Assassin 5 **Init** +8; **Perception** +16 Aura evil

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge) **hp** 90 (3d8+3 plus 5d8+5 plus 5d8+5) Fort +7(+9 vs. poisons), Ref +14, Will +9

Speed 30 ft.

Melee +2 spell storing dagger of venom +15/+9 (1d4+5/17-20 plus poison, DC 14)

Range +13 masterwork light crossbow (1d8 + poison)

11

1

2

3

4

Special Attacks channel negative energy [4/day (DC 12, 2d6)], death attack, sneak attack (+6d6), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 3th): 6/day-bleeding touch, touch of evil (1d6 1-round) Unholy Spells Prepared (CL 3th): 2nd-death knell^D (DC 15), cat's grace, silence 1st-bane, cause fear^D (DC 14), divine favor, obscuring mist 0 (at will)-bleed, light, resistance, virtue D domain spells; Domains death, evil,

Str 16, Dex 18, Con 12, Int 15, Wis 16, Cha 13 Base Atk +8; CMB +11; CMD 25

Feats Dodge, Improved Critical (dagger), Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Vital Strike, Weapon Finesse

Skills Acrobatics +17, Bluff +9, Climb +13, Disable Devise +17, Disguise +14, Escape Artist +17, Knowledge (arcana) +8, Knowledge (religion) +8, Perception +16, Sense Motive +14, Sleight of Hand +17, Spell Craft +8, Stealth+22, Use Magic Devise +12 Languages Common, Orc, Goblin

SQ evasion, hidden weapons, improved uncanny dodge, poison use, rogue talent (fast stealth, Weapon Focus (dagger), trapfinding, trap sense +1, true death, uncanny dodge

Combat Gear: cloak of the bat, spell storing dagger of venom (deep slumber DC 17, CL 12), wand of deep slumber (CL 12, 35 charges), improved shadow leather armor +2, ring of mind shielding, masterwork light crossbow, 24 bolts, 5 daggers, 3 vials of poison (death blade), 2 vials of poison (blue whinnis).

Description: Sivad-Uj' is a well-fed, seemingly jolly little man. He plays the part of a simple, pleasant friar who genuinely wants to bring peace to the world. In fact, he is just the opposite of what he seems. His cruelty and vengeance are matched only by his patience and dedication to Orcus.

Replacing the Glass

High Priest Chihule Evás was again fortunate enough to survive the scalding eruption that claimed so many of his brethren. He also escaped the lethal dose of "aid" administered by Sivad-Uj'. But his heart is heavy at the destruction to his beloved temple. Each new eruption is a chance missed to worship Ninevah's beauty. For PCs hoping to bless the Scepter of Faiths, the broken glass also means that the Consecration of Water ritual cannot be performed until the worship room is restored and again able to channel the geyser's power.

Chihule beseeches PCs to journey into the Darikeer Peaks to the abandoned Mines of Honn to retrieve a replacement pane of volcanic glass. The temple builders found the panes in the coalmines, but the mines haven't been entered in years. The high priest is sure that some of the panes must remain. As the panes are large and heavy, he offers the use of 2 oxen and a cart.

Journey to the Mines

The trail to the Mines of Honn leads through granite quarries into the Darikeer Peaks. Shale and granite cliffs surround the trail. The mine's entrance sits approximately one day's journey from the Lady of the Searing Waters.

Wandering Monsters

Use the following table to check for wandering monsters during the overland trek toward the mine entrance. Roll 1d20 for every six hours spent traveling.

d20 Encounter

- Brym Dray, Adult Blue Dragon (1): CR 13; hp 205.
- Bulette (2): CR 7; hp 94.
- Lost and Violent Iron Golem (1): CR 13; hp 139.
- Manticore (1d4): CR 5; hp 72 each.
- 5-7 Hill Giant (2d4): CR 7; hp 98.
- 8-9 Ogre marauders (2d6): CR 3; hp 38 each.

10-11 Dwarven Miners (7) (CG Exp4): CR 1/2; hp 12 each.

- They are peaceful prospectors seeking treasure.
- 12 Troll Gang (1d4+1): CR 5; hp 65.
- 13-20 No encounter

Adult Blue Dragon: Brym Dray is a wandering female blue dragon. Although she is not currently looking for a fight, she may feel like softening up adventurers with a flyby or two using her breath attacks before flying back to her lair at the edge of the Kanderi desert.

BRYM DRAY (ADULT BLUE DRAGON) CR 13 XP 25,600

hp 205 (Pathfinder Roleplaying Game Bestiary, "Blue Dragon, Adult")

Bulette: This landshark disturbed an iron golem that had gone dormant in a nearby forest. The bulette was struck repeatedly across the head, and now "swims" through the land in ever-widening circles. It can straighten its path to attack, but always tends to circle opponents as it fights.

BULETTE **CR 7** XP 3,200

hp 84 (*Pathfinder Roleplaying Game Bestiary*, "Bulette")

Iron Golem: This golem has ravaged the countryside for centuries, alternating between blindly attacking and then going dormant for decades. It is covered in vines and overgrowth from its latest dormant period. Its history and purpose are long forgotten. It was recently awakened by a tunneling bulette that got the worst of the encounter.

LOST AND VIOLENT IRON GOLEM **CR 13** XP 25,600

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

Trolls: These trolls are fleeing a group of hill giants that they cheated out of a large sum of treasure with a game of "head bonk". The trolls carry 8,950 gp and a few bloodied rocks.

TROLLS XP 1,600

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

Hill Giants: These angry hill giants have large lumps and bruises about their heads. They are tracking a group of trolls, seeking revenge and their stolen treasure. The dimwitted giants agreed to a game of "head bonk" with the trolls, but found their belongings gone when they woke up. Only then did they realize they'd been swindled after one of them remembered that trolls regenerate.

HILL GIANT **CR 7** XP 3,200

hp 85 (Pathfinder Roleplaying Game Bestiary, "Giant, Hill")

Manticore: These manticore are flying away from their home in the Kajaani Forest after a lightning strike caused a small forest fire. The manticores are angry and hungry.

MANTICORE XP 1,600

CR 5

CR 5

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

Ogre: These ogres walked away from the Pillar of Vermin and the Mines of Honn to find easier treasure. They have no desire to return

to the dangerous mines, and attack anyone they meet. They are little more than highway robbers these days.

OGRE CR 3 XP 800 hp 30 (Pathfinder Roleplaying Games Bestiary, "Ogre")

Area F: The Mines of Honn

The Mines of Honn is an ancient abandoned colliery. For years, the mines supplied high-quality coal from the rich volcanic terrain. The volume and purity of coal was large enough that miners were able to stay closer to the surface compared with other mines. Anvil Plunge bought the most coal to fuel its prestigious forges.

During the War of Divine Discord, a seismic eruption destroyed the mines. Geysers of scalding water, collapsing ceilings and clouds of poisonous gases terrorized the miners, leading them to abandon the tunnels to a succession of dark denizens.

The mine's upper level is dry and dusty, with stagnant and dangerous air filling some areas. Ten-foot-wide passages with 12-foot ceilings are hewn from the solid rock. Veins of coal still show in seams that lace the walls, floor and ceiling.

Wooden support columns and crossbeams line the halls at 10-foot intervals. Every 30 feet, extinguished empty lanterns hang from the beams. The mine is mostly dark and filled with choking coal dust.

The floors are hard, compact dirt with a stone floor two feet under the surface. A majority of the mine collapsed or is sealed off by recent quakes.

The druid cult of Rachiss claims the upper level. The druids and their insect minions roam the caverns, although not all areas are completely under their control. They seek to rid the lower mines of danger so they can claim that area as well.

Area F1: Mine Entrance

Deep gouges scar this rock-and-earth entryway, as if giant claws slashed the rock. The marks are ancient, left by miners slashing at the stone for luck before heading into the tunnels. Deep ruts mar the righthand side of the 10-foot-wide passage as it slopes downward where heavy mining carts carved grooves in the hard-packed dirt floor.

Area F2: Junction Tunnel (CR 6)

This stone chamber broadens into a rough room with passages that extend into the mines. Scaffolding and a winch contraption dominate the 30-foot-tall chamber.

Ruined mining equipment lies in heaps along the stone walls. A few usable tools remain among the junk: 5 mining carts, a rowboat and two oars, 10 pickaxes, 8 sledgehammers, 5 shovels, 10 lanterns, 9 helmets (hardhats), 26 various spikes and chisels, a grappling hook, 13 10-ft. planks, 2 10-ft. poles, 32 support timbers of various lengths and a sack of 20 candles.

A ledge of rising steps runs around the edge of a great pit. The pit drops 300 feet into Area G10. A scaffold attached to a wooden 10-foot-wide bucket sits on the far side of the pit. The scaffolding is old, but sturdy. The bucket has a bench inside it to carry miners to the caverns below. Fungus and lichens encrust the scaffolding and bucket.

The winch and bucket are still operable. The bucket and rope provide stable transport for most of the distance down the mineshaft. However, the bucket and rope is a **huge animated object** that follows and remembers any order given in dwarven. The bucket's last order was to dump its contents 80 feet above the floor (Area G10). The



bucket elevator can be operated normally until it reaches the 80-foot mark, where it tips by itself and the rope then returns it to the top of the shaft. A long-standing order allows the bucket and rope to defend themselves only in self-defense.

Guarding the winch room are **4 bugbears**. Each is relaxed and carefree, thankful for the "safe" guard duty they've drawn. The bugbears do not immediately attack, but instead request information about PCs and their business visiting the Pillar of Vermin. They escort non-hostile PCs to Area F14.

BUGBEARS (4) XP 600

CR 2

hp 23 each (Pathfinder Roleplaying Game Bestiary, "Bugbear")

 BUCKET AND ROPE, HUGE ANIMATED OBJECT
 CR 7

 Pathfinder Roleplaying Game Bestiary, "animated object"
 XP 3,200

 N Huge construct
 Init -2; Senses darkvision 60 ft., low-light vision; Perception -5

AC 15, touch 6, flat-footed 17 (+9 natural, -2 Dex, -2 size) hp 93 (7d10+40) Fort +1, Ref -1, Will –4 Defensive Abilities hardness 5 (or more); Immune construct traits

Speed 40 ft., climb 40ft. Melee slam +18 (2d6+15) Special Attacks constrict, grab

Str 30, Dex 6, Con —, Int —, Wis 1, Cha 1 Base Atk +10; CMB + 22; CMD 15 SQ construction points

Construction Points: additional movement, constrict, faster, grab

Area F3: Sloping Passage

This 900-foot-long passage slopes downward at a 30-degree angle, descending 300 feet to Area G1.

Area F4: Supply Room (CR 6)

The druids of Rachiss store twenty barrels of fresh water here along the walls. Two unmarked barrels, however, contain crude oil. Stationed here to guard against the return of the retriever are **4 frightened bugbears**. The bugbears are terrified and shaken (-2 to attacks, saves skill and ability checks), and jump at noises and shadows.

BUGBEARS (4)CR 2XP 600hp 21 each (Pathfinder Roleplaying Game Bestiary, "Bugbear")

Area F5: Collapsed Room

The room lies in shambles, with destroyed support columns lying at odd angles. A rubble-filled passageway is impassable without a great deal of effort to clear the path. The druids sealed the passageway to try to contain the retriever after it entered the mines.

Area F6: Yellow Guard (CR 8)

Small mushrooms and thick feathery mold fill this 15-foot-tall room. Water drips from the ceiling into a pool in a depression in

the center of the floor. Rocks and debris lie on the floor, covered in harmless moss.

The druids of Rachiss placed a guard here to alert them if the retriever should return. A monstrous gargantuan centipede's animated exoskeleton covered in a layer of yellow mold waits on the ceiling. This colossal beast covers the majority of the ceiling. A DC 10 Perception check reveals the creature if PCs actively scan the room before entering. The centipede was slain by the retriever and then animated by followers of Rachiss. The priests carefully cultivated the yellow mold on the centipede's shell, hoping it might have some effect on the retriever if it should return.

Each attack by the centipede releases a cloud of yellow mold spores. The spores fill a 10-foot area surrounding the gargantuan insect.

GARGANTUAN GREAT FOREST CENTIPEDEEXOSKELETONCR 3XP 800NE Gargantuan undead (skeleton)Init +5; Senses darkvision 60 ft.; Perception +0

AC 24, touch 7, flat-footed 23 (+17 natural, - 4 size, +1 Dex) hp 56 (7d8) Fort +2, Ref +3, Will +5 Defensive abilities: undead traits, DR 5/bludgeoning Immune

Speed 40 ft., climb 40 ft. **Melee** bite +12 (2d8+16 plus yellow mold)

mind-affecting effects, cold

Str 33, Dex 13, Con —, Int —, Wis 10, Cha 10 Base Atk +5; CMB +20; CMD 30 (can't be tripped) Feats Improved initiative^B

YELLOW MOLD

XP 2,400 (See *Pathfinder Core Rulebook*, Chapter 13, "Environment," *Slimes, Molds and Fungi.*)

CR 6

All creatures within 10 feet of the centipede when it attacks or is attacked must make a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds to avoid taking 1d3 points of Constitution damage each round. A successful save ends this effect. Fire normally destroys the yellow mold, but the interior of the centipede is also covered in mold and protected by the creature's exoskeleton. Only by slaying the animated centipede can the interior yellow mold be dealt with once and for all.

Area F7: Resting Chamber (CR 6)

Dilapidated wooden bunks surrounded by clutter are pushed against the walls, creating an open space in the center of the room. Scattered among the debris are chitin full plate armor (+6 AC), a masterwork scimitar, a *necklace of natural armor* +2, a *potion of darkvision*, and a *potion of remove disease*. A small 1-foot-diameter ventilation shaft in the center of the ceiling leads to the surface. An iron grate covers the shaft at both ends. Leaves and rubbish now cover the upper grate, blocking light and air.

An **id gray ooze** resides 50 feet up the shaft. It dines on unsuspecting inhabitants that wander into the room. The ooze shoved the furniture and junk aside when it occupied the room before it slid into the shaft. The ooze waits until it senses creatures below it and then drops out of the shaft.

ID GRAY OOZE	CR 6
Pathfinder Roleplaying Game, "Gray Ooze"	
XP 2,400	
N Medium ooze	
Init +1; Senses blindsight 60 ft.; Perception -3	

AC 9, touch 7, flat-footed 7 (-3 Dex, +2 natural armor)

hp 70 (4d8+40 plus 4) Fort +11, Ref -2, Will -2 Defensive Abilities ooze traits; Immune cold, fire

Speed 10 ft. Melee slam +8 (1d6+5 plus 1d6 acid and grab) Special Attacks acid, constrict (1d6+5 plus 1d6 acid) Spell-like Ability (CL 4) At-will *lesser confusion* (DC 9)

Str 20, Dex 5, Con 30, Int 2, Wis 5, Cha 5 Base Atk +3; CMB +8 (+12 grapple); CMD 15 (can't be tripped) Feats Improved Initiative, Toughness Skills Stealth +1 SQ transparent

Acid (Ex): The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage.

Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex): Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Empathetic Telepathy (Ex): Id gray oozes can communicate basic empathic information with other id oozes within 100 feet via telepathy.

Area F8: Burnt Corpses

The druids lured the retriever to this room to exterminate the monstrosity. They failed horribly. Two **burned bugbear corpses** lie in the hallway, while a **human's body** lies face down in the chamber. The human corpse wears a shattered chitin breastplate and still grasps a +1 short spear. A DC 25 Wisdom check reveals that the man died of exposure to extreme cold. A DC 20 Survival check also reveals that the beings were fleeing the room when they died.

The room contains the trampled and shredded remains of more humanoids, but it is impossible to tell if they were human, bugbear or something else entirely. Nothing else of interest can be found in the gory mess.

Area F9: Collapsing Room

Wooden beams supporting the ceiling of this room are gone, but the ceiling and walls remain intact. Two of the room's four exits have caved in. Lying beneath thousands of small stone insects are **2 headless bugbear corpses**. The insects are the remnants of an *insect plague* spell cast in vain against the retriever. The druids used the bugbears as fodder as they cast the spell. The bugbears didn't last long enough for the druids to escape unharmed.

Buried in one of the collapsed corridors is a **petrified druid of Rachiss**.

Area F10: Sentries (CR 6)

Watching the room's northern entrance are **4 bugbears**. The skittish bugbears are terrified after seeing the retriever slay many of their kin,

and jump at the slightest noises. They attack intruders immediately. They react as if shaken (-2 to attacks, saves, skill and ability checks). They have no treasure and do not retreat if pressed. They plead for their lives if given the chance.

BUGBEARS (4) XP 600

hp 26 each. (Pathfinder Roleplaying Game Bestiary, "Bugbear")

Area FII: Barracks (CR 10)

A platoon of guards is recovering in this chamber. They suffered major losses while fighting the retriever. Currently, **26 bugbears** are here, most severely wounded from a recent battle in which they were sent to stop the tunneling retriever. They attack intruders, seeing PCs as easy prey compared with the hellish construct roaming the mines. Scattered about the room are 1436 cp, 230 gp, and *potions of purify food and drink* and *water walking*.

BUGBEARS (26) XP 600

CR 2

CR 2

hp 10 each. (Pathfinder Roleplaying Game Bestiary, "Bugbear")

Area F12: The Great Antechamber (CR 11)

The original miners used to meet and eat here. The chamber currently serves as a guard quarters. **Vademn, a half-orc barbarian,** serves Rachiss loyally and is the only guard — mainly because other guards can't stand to share the room with the smelly half-orc. He commands the bugbears in the mines and keeps a close eye on the front tunnels and the driders in the adjacent room. He rides a **huge giant stag beetle** and urges it to trample his opponents. The beetle is his prized possession, and he fights to the death to protect his "baby." He often spends time polishing the beetle's carapace.

The only furnishings are a bedroll and a fire pit. Vademn's gear is in saddlebags carried by the beetle.

The beetle has difficulty squeezing through the smaller tunnels and generally stays in this large chamber. It wears a specialized saddle, and Vademn wields his falchion while charging. The falchion is fabricated from the mandible of a giant insect. Vademn attacks elves above all others.

VADEMN (HALF-ORC) XP 9.600

CR 10

Male half-orc barbarian 11 CN Medium humanoid (half-orc) Init +2; Senses darkvision 60ft. Perception +11

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex) hp 131 (11d10+33) Fort +13; Ref +8 Will +6 Defensive Abilities improved uncanny dodge, orc ferocity, uncanny dodge; DR 2/- (rage 3/-)

Spd 40 ft.

Melee +20/+15/+10 +2 *elf bane falchion* (2d4+11) or vs. elves +22/+17/+12 +2 *elf bane falchion* (2d4+11 plus 2d6) **Special Attacks** greater rage

Str 22, Dex 14, Con 16, Int 11, Wis 10, Cha 8 Base Atk +11; CMB +17; CMD 19 Feats Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (falchion) Skills Intimidate +12, Perception +11, Ride +14 (+9 on beetle), Survival +11; Racial Bonus Intimidation +2 Languages Common, Orc

SQ fast movement, rage powers (increased damage reduction, intimidating glare, mighty swing, powerful blow, unexpected strike), trap sense +3

Combat Gear +2 elf bane falchion, +3 chain shirt, cloak of resistance+3

Description Vademn always wears a set of goggles made from the compound eyes of a giant insect. The goggles do not aid nor hinder the wearer aside from dust protection. A pair of fake antennae is attached to his leather helm. Vademn bathes in the malodorous secretion emitted from the goliath beetle's rear end. He claims it keeps his beetle calm and is a "bonding experience." Despite his nonconformity, Vademn is well respected and feared among the sect.

GOLIATH BEETLE

CR 8

Pathfinder Roleplaying Game, "Beetle, Giant Stag" XP 4,800 N Huge vermin

Init -1; Senses darkvision 60 ft.; Perception +0

AC 18, touch 7, flat-footed 18 (+11 natural, -2 size, -1 Dex) hp 128 (12d8+48) Fort +12, Ref +3, Will +4 Immune mind-affecting effects

Speed 20 ft., fly 20 ft. (poor) **Melee** bite +15 (4d6+12) **Space** 15 ft.; **Reach** 10 ft. **Special Attacks** trample (2d6+12, DC 22)

Str 27, **Dex** 8, **Con** 19, **Int** —, **Wis** 10, **Cha** 9 **Base Atk** +9; **CMB** +19; **CMD** 28 (36 vs. trip) **Skills** Fly –9

Area F13: Supplicants (CR 10)

Stringy webs cover the walls, draping like shrouds from the 30-foot-high ceiling. Long hallways lead off the room, but the sticky webbing is concentrated inside the chamber. Small spiders hang on nearly invisible threads about the room.

Three recent additions to the ranks of Rachiss are **3 driders**. The driders traversed the horrors of the lower levels of the mines, losing their leader along the way. Although the druids do not fully trust the driders, they allow them to remain here until their loyalty is proven. So far, the driders are chaotic and unreliable. They viciously and mercilessly attack intruders — even lone druids of Rachiss.

Each drider carries potions of *haste, cure serious wounds* and *water breathing*. In addition, the largest drider has a *potion of see invisibility* and a *ring of blinking*.

DRIDERS (3) CR 7

XP 3,200 hp 87, 79, 70 (*Pathfinder Roleplaying Game Bestiary*, "Drider")

Area F14: Initiates' Chamber (CR 11)

Visitors and pilgrims are brought here to indoctrinate them into the cult of Rachiss. Several recruits are currently waiting in the room.

A pillar of stone carved into a woven pattern of insects and other less-savory vermin stands in the center of the room. Bedrolls, packs and personal gear surround the pillar. Lounging in the room are **Yeddo**, **Ovit**, **Lord Dunraith** and **Tunker**, and **3 fighters** (human Ftr3). **Malden the Russet** leads the recruits.

The recruits are waiting to learn where Phyllox is going to send them to protect the Pillar of Vermin. They are eager to "mix it up" and the PCs are welcome targets if they come in acting tough. Malden is suspicious, but willing to talk to new arrivals before attacking. He will not disobey Rachiss, but he is beginning to doubt the mines as the best home for the vermin shrine.

CR 7

MALDEN THE RUSSET XP 3,200

NE Medium humanoid Male human druid 5/ rogue 3 Init +7; Perception +13

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 deflection) hp 42 (5d8 plus 3d8) Fort +5, Ref +7, Will +7 Defensive Abilities evasion

Speed 30 ft.

Melee +2 dagger +10 (1d4+2/19-20) Special Attacks sneak attack (2d6), spontaneous casting [summon nature's ally (vermin)] Spells Prepared (CL 5th): 3rd- greater magic fang 2nd- barkskin, bull's strength, cat's grace 1st- cure light wounds, jump, longstrider, obscuring mist 0 (at will)- detect magic, light, resistance, virtue

Str 10, **Dex** 17, **Con** 11, **Int** 12, **Wis** 15, **Cha** 17 **Base Atk** +5; **CMB** +5; **CMD** 18

Feats Dodge, Mobility, Natural Spell, Spring Attack, Weapon Finesse

Skills Acrobatics +9, Bluff +9, Climb +8, Diplomacy +9, Disable Devise +9, Escape Artist +9, Handle Animal (Vermin) +11, Heal +10, Perception +13, Sense Motive +8, Sleight of Hand +6, Spellcraft +9, Stealth +9, Survival +10, Use Magic Devise +9 Languages Common, Druidic

SQ nature bond, nature sense, orisons, resist nature's lure, rogue talent [combat trick (Improved Initiative)], trackless step, trapfinding, trap sense +1, wild empathy, wild shape (1/day), woodland stride **Combat Gear:** +1 leather armor, ring of protection +1, +2 dagger.

Description: Malden suspiciously welcomes new arrivals without an escort. He answers questions in regards to Rachiss, but not about the mines or its inhabitants. PCs may bluff their way into his trust, but he immediately sends for reinforcements if things turn ugly.

MALDEN THE RUSSET (SPIDER FORM)	CR 7
XP 3,200	
NE Medium augmented humanoid	
Male human druid 5/ rogue 3	
Init +7; Senses darkvision 60 ft., tremorsense 60 ft.; Percepti	ion +13

AC 15, touch 14, flat-footed 12 (+1 natural armor, +3 Dex, +1 deflection) hp 42 (5d8 plus 3d8) Fort +5, Ref +7, Will +7 Defensive Abilities evasion

Speed 30 ft., climb 30ft. Melee bite +8 (1d6 plus poison) Special Attacks sneak attack (2d6), spontaneous casting [summon nature's ally (vermin)], web (+8 ranged, DC 14, hp 2) Spells Prepared (CL 5th): 3rd– greater magic fang 2nd– barkskin, bull's strength, cat's grace 1st– cure light wounds, jump, longstrider, obscuring mist 0 (at will)– detect magic, light, resistance, virtue

Str 10, Dex 17, Con 11, Int 12, Wis 15, Cha 17 Base Atk +5; CMB +5; CMD 18 (30 vs. trip) Feats Dodge, Mobility, Natural Spell, Spring Attack, Weapon Finesse

Skills Acrobatics +9, Bluff +9, Climb +8, Diplomacy +9, Disable Devise +9, Escape Artist +9, Handle Animal (Vermin) +11, Heal

CR 5

CR 6

+10, Perception +13, Sense Motive +8, Sleight of Hand +6, Spellcraft +9, Stealth +9, Survival +10, Use Magic Devise +9 Languages Common, Druidic

SQ nature bond, nature sense, orisons, resist nature's lure, rogue talent [combat trick (Improved Initiative)], trackless step, trapfinding, trap sense +1, wild empathy, wild shape (1/day), woodland stride

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

TUNKER

XP 1,600 LE Medium humanoid Male hobgoblin fighter 6 Init +1; Senses darkvision 60 ft.; Perception +0

AC 22, touch 13, flat-footed 21 (+9 armor, +1 Dex, +2 deflection) hp 59 (6d10+12)

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

Speed 20 ft. **Melee** +1 battle axe +11/+6 (1d8+5/19-20 x3)

Str 17, Dex 14, Con 15, Int 10, Wis 11, Cha 6

Base Atk +6; CMB +9; CMD 21

Feats Cleave, Great Cleave, Improved Critical (battle axe), Power Attack, Vital Strike, Weapon Focus (battle axe), Weapon Specialization (battle axe)

Skills Climb +6, Stealth +0, Survival +9; Racial Modifier Stealth +4 Languages Common, Goblin, Orc

SQ armor training 1, bravery +2, weapon training 1 (axes) **Combat Gear:** +1 *full plate of light fortification*, masterwork heavy steel shield, +1 *battleaxe*, bag of 256 gp.

Description: Tunker is a paid, semi-loyal bodyguard for Ovit, but dislikes the bugbears and followers of Rachiss. He grudgingly agreed to follow Ovit here. If spared, he will work for 20 gp per day. Tunker is a brawny brawler who will jump into any scrap if he's been paid to do so – and sometimes just for the thrill of the fight.

LORD DUNRAITH	
XP 2,400	

N Medium humanoid Male human rogue 7 Init +7; Perception +12

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) hp 31 (6d8) Fort +2, Ref +8, Will +4 Defensive Abilities evasion

Speed 30 ft. **Melee** +1 rapier +9 (1d6+1/18-20x2) **Special Attacks** sneak attack (4d6)

Str 10, **Dex** 17, **Con** 11, **Int** 12, **Wis** 15, **Cha** 17 **Base Atk** +5; **CMB** +5; **CMD** 18

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +13, Bluff +13, Climb +10, Diplomacy +13, Disable Devise +13, Escape Artist +13, Perception +12, Perform +5, Sense Motive +12, Sleight of hand +13, Stealth +13, Use magic Devise +13

Languages Common, Druidic

SQ rogue talent [combat trick (Improved Initiative), surprise attack, weapon training (Weapon Focus, rapier], trapfinding, trap sense +2 **Combat Gear:** bracers of armor +2, +1 rapier, wand of fireballs (20 charges, CL 8), potions of invisibility, alter self, cure serious wounds.

Description: Dunraith is extravagant and flamboyant to say the

least. He is obsessed with his appearance and uses an overabundance of feathers in his ensemble. He is a master of infiltration and a manipulator who talks himself out of most situations. He is also an agent of Clandestine (see *Splinters of Faith 3: Culvert Operations*) and is currently on assignment to investigate the Druids of Rachiss' activities in the Mines of Honn. Dunraith immediately sides with PCs if they attack the druids. He knows little of the deep mines, other than that the cultists are fearful of going deeper into the dark tunnels.

OVIT XP 2,400 CE Medium humanoid

Male human wizard (evoker) 7 Init +1; Perception -2

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 28 (6d6+6) Fort +3, Ref +5, Will +3

Speed 30 ft.

Melee mwk staff +3 (1d6 -1) Evocation Abilities (CL 7th): 7/day — force missile (1d4+3) Spells Prepared (CL 7th) 4th—fire shield, stone skin, wall of fire 3rd—fire ball x2 (DC 19), lightning bolt (DC 19), sleet storm

2nd— acid arrow, scorching ray x2, summon swarm, web (DC 18) 1st—mage armor, magic missile x3, shield 0— acid splash, flare, ray of frost, stabilize

Str 8, Dex 13, Con 12, Int 18, Wis 7, Cha 9 Base Atk +3; CMB +2; CMD 13

Feats Combat Casting, Greater Spell Focus (evocation), Improved Familiar, Lightning Reflexes, Nimble Moves, Scribe Scroll^B, Spell Focus (evocation)

Skills Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (history) +13, Knowledge (nature) +13, Knowledge (planes) +13, Knowledge (religion) +13, Spellcraft +13 Languages Common, Infernal

Arcane School Evocation (opposition schools: enchantment and divination)

Arcane Bond (familiar)

SQ intense spells (+3 damage evocation spells)

Combat Gear: mwk staff, *wand of protection from law* (7 charges, CL 3), 245 gp, jade nose ring (75 gp).

Description: Quit is groupy from hi

Description: Ovit is creepy, from his thin greased hair to his dirtcaked robes. Ovit joined the ranks of Rachiss at the behest of his peculiar familiar. His low Wisdom allows the cult to take advantage of the wicked mage at every opportunity. Ovit employs Tunker as a bodyguard. Draheim, his familiar, always takes the form of a Small centipede looped around his neck.

DRAHEIM, QUASIT FAMILIAR XP 600

CE Tiny outsider (chaotic, demon, evil, extraplanar) Init +6; Senses darkvision 60 ft.; Perception +9

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size) hp 14 (3d10); fast healing 2 Fort +3, Ref +5, Will +4 DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10 Defensive Abilities improved evasion

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)

Space 2-1/2 ft.; Reach 0 ft. Spell-Like Abilities (CL 6th)

At will—*detect good, detect magic, invisibility* (self only) 1/day—*cause fear* (30-foot radius, DC 11)

CR 8

1/week—*commune* (six questions)

Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 11
Base Atk +3; CMB +0; CMD 12
Feats Alertness, Improved Initiative, Weapon Finesse
Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +9, Sense Motive +3, Stealth +16
Languages Abyssal, Common; telepathy (touch)
SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; *polymorph*), deliver touch spells, empathetic link, share spells

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/ round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

YEDDO

XP 4,800 CE Medium humanoid Male halfling rogue 9 **Init** +10; **Perception** +15

AC 22, touch 18, flat-footed 15 (+4 armor, +6 Dex, +1 size, +1 Dodge) hp 51 (9d8-9) Fort +3, Ref +13, Will +4 (+6 vs. fear) Defensive Abilities evasion

Speed 20 ft.

Melee +3 small throwing dagger of returning +15/+10 (1d3+3/18-20x2) or small masterwork throwing dagger +13/+8 (1d3/18-20x2) **Range**+3 small throwing dagger of returning +15 (1d3+3/18-20x2) and small masterwork throwing dagger +8 (1d3+1/18-20x2) or small masterwork throwing dagger +13/+8 (1d3/18-20x2) **Special Attacks** sneak attack (5d6)

Str 10, **Dex** 22, **Con** 9, **Int** 14, **Wis** 10, **Cha** 14 **Base Atk** +6; **CMB** +12; **CMD** 21

Feats Agile Maneuvers, Dodge, Improved Initiative^B, Mobility, Spring Attack, Weapon Finesse^B, Weapon Focus^B (dagger), Wind Stance **Skills** Acrobatics +21, Bluff +10, Climb +13, Disable Devise +19, Escape Artist +19, Perception +15, Sense Motive +13, Sleight of hand +19, Stealth +23, Use magic Devise +10; **Racial Modifica-tions** +4 Stealth (size), +2 Acrobatics, Climb, Perception **Languages** Common, Halfling

SQ improved uncanny dodge, rogue talent [combat trick (Improved Initiative), finesse rogue, surprise attack, weapon training (Weapon Focus, dagger)], trapfinding, trap sense +3

Combat Gear: masterwork leather armor, bandolier with small masterwork throwing daggers (x12), +3 small throwing dagger of returning, bracers of armor +4 (holds 6 masterwork small throwing daggers each), potions of cat's grace, invisibility and silence.

Description: Yeddo wanders the lands in search of chaos and bloodshed. He found the Mines of Honn and enjoys the current chaos in the mines as the factions clash. After causing as much damage as possible, he will stalk PCs throughout their stay, attacking and retreating.

FIGHTER (3) XP 600 N Medium humanoid Female human fighter 3

Init +1; **Perception** +0

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex. +2 shield) hp 27 (3d10+ 6) Fort +5, Ref +2, Will +2

Speed 20 ft. Melee masterwork longsword +7 (1d8+2/19-20)

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 11

Base Atk +3; CMB +5; CMD 16

Feats Cleave, Power Attack, Vital Strike, Weapon Focus (long sword)

Skills Climb +2, Ride +7, Survival +7

Languages Common **SQ** armor training 1, bravery +1

Combat Gear: masterwork longsword, masterwork full plate armor, masterwork heavy steel shield

Description: These three youthful ex-soldiers hail from the Shield Basilica (See *Splinters of Faith 7: The Heir of Sin*). They tired of the constant male bravado and abandoned their posts within the Shield to seek their own fortune. Their only loyalty is to each other. A 100 gp reward for each woman is offered for their safe return to the Shield to face justice for desertion. One of the fighters was vain enough to steal the wanted poster and keeps it with her belongings.

Area F15: Carcass

The husk of an enormous beetle sits in the corner. The druids plan to animate the exoskeleton as a future guardian once they eliminate the retriever. The 10-foot-long shell is menacing, but completely harmless.

Area F16: Hell Curtains (CR 8)

Four bulky wool curtains close off this passage. The miners hung these dividers to help contain the coal dust that billows through much of the mine. The curtains are black with grit.

One curtain (marked with an X) is the nest of a **hellwasp swarm**. The insects cling to the back of the curtain. The druids summoned the infernal insects but barely have any control over them. The druids now use candles that emit a soothing pheromone that allows them to pass through the curtain dividers without angering the insects. A natural crack in the cavern wall follows a circuitous route to the outside, allowing the insects to swarm outside to hunt. The hellwasps engulf PCs pushing through their curtain nest.

HELLWASP SWARM

XP 4,800

LE Diminutive magical beast (extraplanar, evil, swarm) Init +10; Senses darkvision 60 ft., low-light vision; Perception +6

CR 8

AC 20, touch 20, flat-footed 14; (+6 Dex, +4 size) hp 103 (10d10+33) Fort +9, Ref +13, Will +6 Defensive Abilities swarm traits; DR 10/magic; Immune weapon damage; Resist fire 10; swarm traits

Spd 5 ft., fly 40 ft. (good) Melee swarm (3d6 plus poison) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 17), inhabit, poison

Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9
Base Atk +10; CMB —; CMD —
Skills Fly +14, Perception +6
Feats Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Skill Focus (Fly), Toughness
SQ swarm traits, hivemind
Poison (Ex): Swarm—injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d6 Dexterity damage; cure 1 save. The save DC is Constitution-based.
Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half

damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster* on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0 is dead.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Stealth check to conceal its inhabitation of a host, with a -4 penalty if currently inhabiting a Small host.

A remove disease or heal spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Hivemind (Ex): Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

Area F17: Infirmary (CR 4)

Lying on dirty skins on the floor are 15 dying and wounded bugbears. Just 10 of the wounded bugbears are capable of fighting, although they put up little resistance. Most simply tend to their comrades and ignore intruders. They have no treasure.

BUGBEARS (10) CR 2

XP 600 hp 3 each. (Pathfinder Roleplaying Game Bestiary, "Bugbear")

Area F18: Chieftess's Chamber (CR 10)

Salvaged mining tools and equipment pack this room. The bugbears use the tools to collapse portions of the mine and to excavate abandoned areas. A mining cart filled with rags and furs serves as a bed for Vormalguz, the bugbear chieftess. Vormalguz is intelligent for a bugbear and concerned about her tribe's predicament.

She recently made a pact with the followers of Rachiss that she thought would benefit her tribe. Instead, the druids have used her tribe as meat shields against the retriever. When the bugbears retreated, the druids slew the deserters to show their displeasure. Rumors of an uprising and revolt against her leadership eat at Vormalguz's thoughts. Diplomatic PCs may be able to make a pact with Vormalguz against the druids. She will quickly renege on any pact if it is to her advantage.

VORMALGUZ (BUGBEAR CHIEFTAIN) XP 6,400

Female bugbear barbarian 4, rogue 4 CE Medium humanoid (bugbear) Init +7; Senses darkvision 60 ft., scent; Perception +19

AC 19, touch 12, flat-footed 17 (+2 armor, +1 Dex, +1 Dodge, +3 natural, +2 shield) hp 106 (3d8+6 plus 4d12 +8 plus 4d8 +8) Fort +8, Ref +11, Will +3 Defensive Abilities evasion, improved uncanny dodge, trap sense +2

Speed 40 ft. Melee +3 morningstar +17/+12 (1d8+7) Ranged javelin +12 (1d6+4)

Special Attacks rage, sneak attack (2d6)

Str 18, Dex 16, Con 15, Int 15, Wis 10, Cha 11 Base Atk +9; CMB +13; CMD 26

Feats Dodge (rogue talent), Improved Initiative, Intimidating Prowess, Skill Focus (Intimidate), Skill Focus (Perception), Vital Strike, Weapon Focus (Morningstar)

Skills Acrobatics +16, Bluff +7, Climb +17, Disable Devise +9, Intimidate +24, Perception +19, Sense motive +7, Stealth +17, Survival +14, Swim +17; Racial Modifiers +4 Intimidate, +4 Stealth SO stalker

Languages Common, Goblin

SQ fast movement, improved uncanny dodge, rage powers (intimidating glare, powerful blow), rogue talent [bleeding attack, combat trick (Dodge)], trap sense +2

Stalker (Ex) Perception and Stealth are always class skills

Combat Gear leather armor, heavy wooden shield, +3 morningstar, potions of haste, heroism and cure serious wounds, diamond pendent (500 gp).

New Deity: The Destroyer

Lesser god of chaotic slaughter

Alignment: Chaotic Evil Domains: Chaos, Evil, Trickery, War Typical Worshippers: Ogres, bugbears, trolls, evil barbarians

Favored Weapons: Morningstar

Not much is known of The Destroyer, mainly due to his followers' inability to produce written scripture. His philosophy and history are passed down orally from generation to generation, each adding boastful details. The Destroyer has an insatiable lust for bloodshed and horrific sacrifice. His followers relish combat and seek out weak opponents to dominate.

The Destroyer appears differently to each group of followers. He typically has the common trait of appearing as an enraged, muscular version of the race in question. He rarely appears or grants requests, preferring to let the strongest survive as fate weeds out the weak.

Area F19: Spiritual Leader (CR 10)

Noxious incense and pungent herbs assault PCs' senses in this roughly oval-shaped chamber. White smoke smolders from a fivefoot-deep fire pit. A cauldron suspended on a chain hangs into the pit. The wizened Dungfie, the bugbear's shaman and spiritual leader, lives here. A loyal follower of The Destroyer, Dungfie preaches through fear, forcing devotion and homage to his deity. He is determined not to let this uneasy affiliation with the druids interfere with his clan's devotion to "The Destroyer." He plots against Vormalguz in hopes of replacing her as chieftain someday. He sabotages her reputation and belittles her tactics whenever possible. So far, his deceits are undiscovered.

DUNGFIE (BUGBEAR SHAMAN) XP 12,800

CR11

CE Medium humanoid (goblinoid) Male bugbear cleric 10 Init +2; Senses darkvision 60 ft., scent; Perception +8 Aura evil

AC 30, touch 11, flat-footed 29 (+9 armor, +1 Dex, +3 natural, +7 shield)

19

hp 88 (3d8+12 plus 8d8+32) **Fort** +12, **Ref** +8, **Will** +8

Speed 20 ft. Melee +2 morningstar +13/+8 (1d8+5)**Ranged** javelin +11 (1d6+3) Special Attacks channel negative energy (5d6, DC 16), spontaneous casting (inflict spells) Domain Spell-like Abilities (CL 10th): 6/day-touch of evil (5 rounds) 1/day- scythe of evil (5 rounds) 10 rounds/day- copycat, master's illusion Spells Prepared (CL 10th): 5th-dispel good^D, slay living, wall of stone 4th-confusion^D, divide power, giant vermin, poison, unholy blight 3rd-bestow curse, cure serious wounds, invisibility purge, magic circle against good^D, prayer 2nd-bear's endurance, bull's strength, death knell, hold person, *invisbility*^D, *spiritual weapon* 1st-bless, disguise self^D, divine favor, doom, shield of faith, summon monster I 0 (at will)-bleed, create water, guidance, stabilize D domain spells; Domains evil, trickery

Str 16, **Dex** 14, **Con** 18, **Int** 10, **Wis** 10, **Cha** 9 **Base Atk** +9; **CMB** +12; **CMD** 24

Feats Improved Channel, Intimidating Prowess, Shield Focus (Tower Shield), Skill Focus (Perception), Tower Shield, Weapon Focus (morningstar)

Skills Intimidate +8, Perception +8, Stealth -5; Racial Modifiers +4 Intimidate, +4 Stealth

SQ stalker

Combat Gear full plate, +2 morningstar, +2 tower shield, divine scroll (blade barrier, harm, commune, CL 12).

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

Area F20: The Falls Below

Earthquakes destroyed the floor here, creating a crack along the opposite wall that allows a stream to pour into a gaping crevasse. The crack is just 3 feet tall, but 60 feet wide. Water pours from the crack in a miniature waterfall that cascades across the floor before falling 300 feet into the crevasse and an underground lake (Area G12).

The bugbears throw victims into the crevasse to sacrifice them to The Destroyer.

Area F21: Disciple of Rachiss (CR 12)

This finished room is painted black and decorated with draping webs. Large garish elven text painted in red covers the walls. **Eris Militaris**, a twisted and insane female elf, writes rambling tracts of indescribable evil on the walls, most of which involve her family and elven society in general. A cocoon-like hammock of silk rope in the corner serves as her bed. An easel holds an unfinished, but already nightmarish painting of demonic spiders feasting on elvish children. A nearby table holds brushes and oil paints. Eris is the cult's second in command.

ERIS MILITARIS	CR 11
XP 6,400	
NE Medium humanoid	
Female elf druid 10/sorceress 2	
Init +3; Senses low-light vision; Perception +18	

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 Dodge)

hp 84 (10d8 +10 plus 2d6+2) Fort +11, Ref +9, Will +16 (+18 vs. Enchantment)

Immune venom

Speed 30 ft.

Melee 2 claws +11 (1d4+3) Special Attacks spontaneous casting [summon nature's ally (vermin)] Druid Spells Prepared (CL 10th): 5th-insect plague, stone skin 4th—ice storm, giant vermin, spike stones 3rd—greater magic fang, protection from energy, stone shape, wind wall 2nd—barkskin, cat's grace, flame blade, gust of wind, owl's wisdom 1st—charm animal, faerie fire, jump, longstrider, produce flame 0 (at will)-flare, light, resistance, stabilize **Spells Known** (CL 2nd, melee touch +12, range touch +12) 1st (5/day)-mage armor, shield 0 (at will)-acid splash, dancing lights, flare, resistance, touch of fatigue B Bloodline spell; Bloodline abyssal

Str 10, **Dex** 16, **Con** 12, **Int** 11, **Wis** 16, **Cha** 17 **Base Atk** +8; **CMB** +11; **CMD** 21

Feats Augment Summoning, Dodge, Eschew Materials^B, Natural Spell, Shape Master*, Spell Focus (conjuration), Spell Focus (enchantment)

Skills Bluff +8, Fly +16, Handle Animal (vermin) +16, Perception +18, Spell Craft +5, Survival +16; Racial Modifications Perception +2 Languages Common, Druidic, Elven

SQ nature bond, nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (4/day), woodland stride

Combat Gear: *potion of divine favor* (CL 9), *amulet of mighty fists* +3, *cloak of resistance* +3

Claws (Ex): With her abyssal blood line, Eris can grow claws as a free action.

Description: As a surface elven child, Eris Militarus was plagued by mental demons and corrupting delusions. Visions of horrific spider-like fiends filled her soul with hate. Unaccepted by the drow followers of the spider demoness, she turned to Rachiss for solace. Eris bleaches her hair white, and her skin is pale from years spent underground. She dresses in a revealing black leather tunic adorned with silver spiders and centipedes. Despite her appearance, her beautiful heritage still shows.

ERIS MILITARIS (HUGE SPIDER FORM)CR 11XP 6,400NE Huge humanoid

Female elf druid 10/sorceress 2 **Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft., low-light vision; **Perception** +22

AC 16, touch 11, flat-footed 13 (+2 Dex, +1 Dodge, +5 natural, -2 size) hp 84 (10d8 +10 plus 2d6+2)

Fort +11, Ref +8, Will +16(+18 vs. enchantment) Immune venom

Speed 30ft., climb 30 ft. Melee bite +12 (1d8+5 plus poison) and 2 claws +12 (1d6+5) Special Attacks spontaneous casting [summon nature's ally (vermin)], web (+10 ranged, DC 17, hp 12) Druid Spells Prepared (CL 10): 5th—insect plague, stone skin 4th—ice storm, giant vermin, spike stones 3rd—greater magic fang, protection from energy, stone shape, wind wall 2nd _ berkelsin_est's mass flows plade such study of windown

2nd-barkskin, cat's grace, flame blade, gust of wind, owl's wisdom

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1st—charm animal, faerie fire, jump, longstrider, produce flame

0 (at will)-flare, light, resistance, stabilize **Spells Known** (CL 2nd, melee touch +10, range touch +10) 1st (5/day) —mage armor, shield 0 (at will) —acid splash, dancing lights, flare, resistance, touch of fatigue **B** Bloodline spell; **Bloodline** abyssal

Str 16, Dex 14, Con 12, Int 11, Wis 16, Cha 17
Base Atk +8; CMB +11; CMD 21(33 vs. trip)
Feats Augment Summoning, Dodge, Eschew Materials^B, Natural Spell, Shape Master*, Spell Focus (conjuration), Spell Focus (enchantment)
Skills Climb +18, Bluff +8, Fly +13, Handle Animal (vermin) +16, Perception +22, Spell Craft +5, Survival +16, Stealth -1 (+3 in webs); Racial Modifications +6 Perception, +4 Stealth (+8 in webs), +16 Climb
Languages Common, Druidic, Elven
SQ nature bond, nature sense, orisons, resist nature's lure,

trackless step, venom immunity, wild empathy, wild shape (4/day), woodland stride

Combat Gear: *potion of divine favor* (CL 9), *amulet of mighty fists +3, cloak of resistance +3*

Claws (Ex): With her abyssal blood line, Eris can grow claws as a free action.

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/ round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

MEDIUM SPIDER COMPANION

N Medium vermin Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex) hp 66 (9d8+3) Fort +6, Ref +6, Will +3 Defensive Abilities evasion; Immune mind-affecting effects

Speed 30 ft., climb 30 ft. Melee bite +8 (1d6+2 plus poison) Special Attack web (+11 ranged, DC 14, hp 9)

Str 14, Dex 20, Con 12, Int —, Wis 10, Cha 2 Base Atk +6; CMB +2; CMD 15 (27 vs. trip) Skills Climb +18, Perception +4 (+8 in webs), Stealth +9 (+13 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb SQ link, share spells

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/ round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Area F22: Water-Filled Tunnel

The ceiling of the room slants down toward the water at both ends of the room, leaving water-filled tunnels that continue on under the stone. The steaming water travels through the 4-foot-high passages, passing slowly from Area F24 through this water-filled tunnel to Area F23, then on to Area F20 through another tunnel. From Area F20, the water pours through a 3-foot-tall crack and dumps into a natural crevice. Although the water does not pose a direct danger,



the stench of sulfur remains on PCs who attempt to swim through either of the tunnels.

Area F23: The Retrieving Ground (CR 11)

A steaming aquifer splits this massive cavern. The air is filled with the stench of rotting eggs, caused by natural sulfur deposits carried up with the water. The underground pool bubbles and sputters as the sulfur releases, and the aquifer's stone banks are coated in the white, crusty mineral. Wide stone columns rise out of the water, connecting with the ceiling 50 feet overhead. Deep gashes mar the walls, floor and ceiling.

A 5-foot-wide wooden bridge winds around four of the stone pillars to the other rocky bank. Crystal mineral deposits crust the wooden planks, and steel spikes fasten the bridge to each rock spur. The wooden bridge is sturdy, despite being a bit wobbly. PCs must make DC 15 Acrobatics checks to cross the planks if they try to go faster than a normal move action.

The aquifer's water is hot, but not enough to cause serious injury. The sulfur stench, however, is powerful enough to sicken PCs. Anyone in the room must make a DC 10 Fortitude save every round or become nauseated for 1d6 rounds. The water exits under the wall and travels 20 feet before falling into a crevasse (Area F20).

PCs who cross to the opposite bank find themselves standing amid 20-foot-tall mounds of broken rock and coal debris. A 20-foot-wide opening in the wall between the massive piles of dirt and rock leads downward into stifling darkness. Digging sounds rise from the hole, and coal particles float out of the tunnel like a dark mist.

Soon after the druids summoned the **derghodaemon Ssaraclakk**, a **retriever** was sent to bring back the rogue daemon. The

derghodaemon escaped, losing the retriever in the narrow mines. The retriever was barely able to squeeze into the 10-foot mine corridors, but doing so put it at risk of being damaged by the druids of Rachiss. The druids, for their part, relentlessly attacked the creature, despite heavy losses. The monstrosity retreated to this sulfur-filled cavern to devise a new plan to get to the derghodaemon, even as the druids collapsed tunnels in the hope of sealing the creature safely away from the Pillar of Vermin.

Since the retriever cannot get to the derghodaemon using the mine's normal passages, it decided to skip the tunnels entirely and tunnel directly toward Ssaraclakk. The massive construct is currently 150 feet down a new tunnel it is hacking and gouging into the coal and rock. Occasionally, it carries chunks of rock out of the tunnel to clear room so it can continue. The retriever drops the chunks of stone onto the growing piles beside the tunnel entrance, and then returns to its work.

The piles of stone are composed of shifting, loose rocks. Climbing the rock piles is easy, but anyone doing so must make a DC 20 Stealth check. Failure means the PC dislodges rocks that crash to the floor, alerting the retriever.

RETRIEVER XP 12,800

CR 11

hp 192 (Pathfinder Roleplaying Game Bestiary, "Retriever")

Tactics: The retriever continues digging unless disturbed. Once it hears sounds in the cavern behind it, the creature stops to determine what is approaching it from behind. It moves toward the tunnel mouth to confront the intruders, using the floating dust from its digging and the darkness inside the coal shaft to conceal its presence. Treat the coal dust hanging heavy in the air as an *obscuring mist*.

Once the retriever deals with any threat, it immediately resumes digging. The retriever does not leave the chamber, and PCs can easily



escape the creature if they turn and run. If they don't retreat, the retriever doesn't cut them any slack. It attacks mercilessly, wanting nothing more than to return to its digging to get to the derghodaemon.

Area F24: Gloom Island (CR 8)

The floor of this chamber drops into a 75-foot-deep water-filled pit. The entrance tunnel arrives 5 feet underwater in the side of the pit wall. Water heated deep underground keeps the room filled with clouds of steam.

Glistening crystals cover the wall and 20-foot-high domed ceiling. An island formed of thick mineral deposits sits opposite the underwater entrance. A dormant **gloom crawler** that makes its lair on the island awakens if creatures enter the room. After 5 rounds, the hungry creature investigates any disturbance in Area F23. It is wary of the retriever and waits until the retriever has been defeated before entering and picking off the survivors.

The gloom crawler sits on leftovers of past meals. Below the huge beast are a *helm of underwater action*, a *wand of summon monster III* (CL 8, 23 charges), a +1 greatsword, and a *belt of incredible* dexterity +4

GLOOM CRAWLER

CR8

The Tome of Horrors 2 by **Necromancer Games**, Page 81. **XP 4,800**

N Huge magical beast

Init +6 (+2 Dex, +4 Improved Initiative); **Senses** all-around vision, darkvision 60 ft., low-light vision, tremorsense 60ft.; Perception +11

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size) hp 80 (10d10 (magical beast) +30) Fort +10 (good 7, +3 Con), Ref +9(good 7, +2 Dex), Will +4(bad 3, +1 Wis)

Weakness vulnerability to light

Speed 20 ft.

Melee, 8 tentacles +16 (10 base, -2 size, +7 Str, +1 Weapon Focus) (1d8+7 plus grab) and bite +11 (5 base, -2 size, +7 Str, +1 Weapon Focus) (2d6+3 $\frac{1}{2}$ Str)

Space 15 ft.; Reach 15 ft. (30 ft. with tentacle) Special Attack constrict (tentacle, 1d8+7), improved grab

Str 24, Dex 14, Con 16, Int 4, Wis 12, Cha 2

Base Atk +10 (base); **CMB** +19 (10 base, +2 size, +7 Str) (+23 grapple improved grab); **CMD** 31 (can't be tripped) (10 base, +10 Base Attack, +2 size, +7 Str, +2 Dex)

Feats (5 10HD magical beast) Alertness, Improved Initiative, Weapon Focus (tentacle, bite), Stealthy

Skills [2+Int (-3) x hd 10 = 10] Escape Artist +12 (5 rank, +3 class, +2 Dex, +2 Stealthy), Perception +11 (+5 rank, +3 class, +1 Wis, +2 Alertness), Sense Motive +3 (+2 Alertness, +1 Wis) Stealth +4 (+10 racial, -8size, +2 Stealthy); Racial Modifiers +10 Escape Artist and Stealth

Area F25: A Light in the Dark (CR 6)

A single candle lit with a *continual flame* sits in this otherwise empty room. Fleeing druids of Rachiss left the candle. Before he left, Phyllox summoned a **shadow demon** to watch over the retriever. The demon uses *magic jar* (Will, DC 19) to possess the strongest warrior PC. Once merged, the demon guides the party to the retriever or other dangers. The shadow demon disdains physical combat and flees if discovered or confronted outside a PC's body.

SHADOW DEMONCR 7XP 3,200hp 83 (Pathfinder Roleplaying Game Bestiary, "Demon, Shadow")

Area F26: Missing Floor

The floor collapses into a muddy, slime-covered pit. The crevasse is 50 feet deep and ends in a shallow, 5-foot-deep pool of stagnant water. The hall continues on the other side of the morass.

Area F27: Broken Statues

Broken statues stand in various combat poses. These bugbears and druids met their end in a somewhat less-gruesome manner than their compatriots. Scattered among the statues are other decomposing and burned body parts of various humanoids. The corridor reeks of decay. The jarring sound of hammering against stone comes from the corridor's far end (Area F23).

Area F28: Breakdown

Large rocks and crumbling gravel piles choke these passages. A narrow, excavated tunnel travels through the breakdown to the other side. The passage is stable, but requires a DC 10 Escape Artist check for a normal, unarmored Medium-size creature to squeeze through (armor penalty checks apply). Small creatures halve their movement in the close quarters. Failing the check by 5 or more results in the PC becoming wedged in the tunnel, unable to move. Stuck PCs must be carefully dug out, which requires tools and 1d4 hours of labor.

Area F29: Refuse

Gnawed bones, scraps of armor and bloody remains litter the floor. A **behir** casts its leftovers into these tunnels.

Area F30: Behir's Lair (CR 8)

Before the druids of Rachiss moved in, a **behir** named **Sympaltrist** ruled the upper levels of the Mines of Honn. The evil druids summoned fiendish insect companions to roam the tunnel and eventually forced the behir to hide just to survive the constant attacks. Scared and frightened, Sympaltrist is too nervous to attack outright because of a recent run-in with the retriever, which the behir mistakenly believes that the druids summoned specifically to get rid of it. The behir waits to see if PCs follow Rachiss before attacking. A DC 15 Diplomacy check calms the behir enough for conversation and/or an alliance to rid the mines of the druids of Rachiss. If the PCs are hostile or aggressive, the behir immediately attacks and fights to the death to defend its last safe haven.

Sympaltrist knows the evil cult worships a vile insect deity named Rachiss. It knows nothing of the lower levels and does not venture there under any circumstances. The behir wears a *ring of spider climbing* on one claw.

CR 8

SYMPALTRIST (BEHIR) XP 4,800

hp 135 (Pathfinder Roleplaying Game Bestiary, "Behir")

Tactics: Sympaltrist uses his prized ring to run along the ceiling to attack from above. The behir prefers to attack and retreat after swallowing an opponent.

Area F31: Discarded Pane

An 8-foot-tall-by-4-foot-wide pane of volcanic glass leans against the wall in this dead-end room. A jagged crack runs down its center, making the pane useless for replacing the broken glass in the temple. The glass broke when it was originally brought out, and the miners left it behind. The right-hand passage is collapsed, although a hole visible through the rubble reveals a small room beyond.

23

Area F32: The Secluded Chamber (CR 14)

Without magic or 2d6 hours of excavation, this chamber is accessible only by Small creatures. **Phyllox**, the great druid of Rachiss, uses the room as his resting quarters. It provides an out-of-the-way area where he can go and not be bothered.

The room's exits collapsed during the great cataclysm that closed the Mines of Honn. Meager furnishings fill the room. A mound of furs and blankets serve as bedding, and a table built from planks and rocks holds a few sheets of paper, bottles and dirty dishes. Softly glowing beetles cover the room's interior, a crawling mass of clicking insects that coats the walls. The majority of the thousands of immature fire beetles are too small to be any threat, but they coat the walls in a foot deep layer that hides the larger threats.

Hiding among the normal insects are: Phyllox in the shape of a fire beetle; Phyllox's **vermin companion**; and **16 fire beetles**. Phyllox is proud of his beetles and keeps them healthy and well fed. Unless called elsewhere to deal with intruders, Phyllox remains in his room.

The crude table contains papers detailing vile recruiting methods and a roster of current cult members. A *divine scroll (reincarnation,* but it only reincarnates the recipient as a ettercap, *creeping doom, giant vermin,* and *repel vermin;* CL14), and *potions of greater magic fang* +3, *barkskin* +4, *neutralize poison* and *water breathing* sit on the table. If PCs have not dealt with Ilan and Ethea in town (Area E5), the papers here are enough to convince the townspeople of their treachery.

GIANT FIRE BEETLES (16)

XP 135

hp 7 each (Pathfinder Roleplaying Game Bestiary, "Beetle, Fire")

PHYLLOX

XP 25,600 NE Small humanoid

Male gnome druid 14

Init +3; Senses low-light vision; Perception +18

AC 23, touch 15, flat-footed 18 (+3 Dex, +1 Dodge, +1 size, +8 armor)

hp 84 (10d8 +10 plus 2d6+2) Fort +11, Ref +7, Will +14(+16 vs. illusion) Defensive Abilities defensive training; Immune venom

Speed 20ft.

Melee *staff of swarming insects* +10 (1d6) Special Attacks hatred (+1 attack vs. reptilian and goblinoids), spontaneous casting [summon nature's ally (vermin)] Spell-Like Abilities (CL 14th) 1/day—dancing lights, ghost sound, prestidigitation, speak with

1/day—dancing lights, ghost sound, prestidigitation, speak with animals

Druid Spells Prepared (CL 14th):

7th– creeping doom, fire storm (DC24)

6th-anti-life shell, wall of stone

5th-baleful polymorph (DC 22), call lightning storm (DC 22), insect plague, stone skin

4th-air walk, ice storm, flame strike (DC 21), giant vermin, spike stones

3rd-contagion (DC 20), greater magic fang, poison (DC 20), pro-



tection from energy, sleet storm

2nd-barkskin, cat's grace, flaming sphere, gust of wind, owl's wisdom

1st-charm animal, faerie fire, jump, longstrider, obscuring mist, produce flame

0 (at will)-detect magic, light, resistance, stabilize

Str 10, **Dex** 16, **Con** 15, **Int** 14, **Wis** 21, **Cha** 17 **Base Atk** +10; **CMB** +9; **CMD** 22

Feats Augment Summoning, Combat Casting, Dodge, Greater Spell Focus (conjuration), Natural Spell, Shape Master*, Spell Focus (conjuration)

Skills Craft (armor) +4, Fly +20, Handle Animal (vermin) +20, Heal +21, Perception +24, Spell Craft +19, Survival +22; Racial Modifications Perception +2, Craft (armor) +2

Languages Common, Druidic, Gnome, Goblin, Sylvan SQ a thousand faces, nature bond, nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (6/day), woodland stride

Combat Gear: *staff of swarming insects* (28 charges), +2 *small wild full chitin plate armor* (+8 AC), *cape of the mountebank, potions of cure serious wounds* (x2).

Personality: Phyllox is ancient, with weathered skin and coalblack eyes that reflect his hatred. Scrawny and frail, he never travels without his staff. Phyllox is dedicated to the ruination of civilization and the spread of pestilence. Clever and powerful, he often assumes the forms of a tiny fire beetle or a gargantuan centipede. The druid is hesitant wild shaping into a gargantuan vermin unless the room offers space for the form to provide him an advantage.

Aside from his enhanced conjuration spells, he favors casting *fire storm* down long passages on unsuspecting victims.

PHYLLOX (GARGANTUAN CENTIPEDE FORM)CR 13XP 25,600NE Gargantuan augmented humanoid

Me Gargantuan augmented numanoid Male gnome druid 14 Init +0; Senses darkvision 60ft., low-light vision; Perception +18

AC 25, touch 7, flat-footed 24 (+0 Dex, +1 Dodge, -4 size, +8 armor, +10 natural) hp 104 (14d8 +28) Fort +11, Ref +4, Will +14(+16 vs. illusion) Defensive Abilities defensive training; Immune venom

Speed 40ft., climb 40ft.

Melee *bite* +10 (2d8+6 plus poison)

Special Attacks hatred (+1 attack vs. reptilian and goblinoids), spontaneous casting [summon nature's ally (vermin)] **Spell-Like Abilities** (CL 14th)

1/day—dancing lights, ghost sound, prestidigitation, speak with animals

Druid Spells Prepared (CL 14th):

7th– creeping doom, fire storm (DC24)

6th-anti-life shell, wall of stone

5th–baleful polymorph (DC 22), call lightning storm (DC 22), insect plague, stone skin

4th-air walk, ice storm, flame strike (DC 21), giant vermin, spike stones

3rd–contagion (DC 20), greater magic fang, poison (DC 20), protection from energy, sleet storm

2nd-barkskin, cat's grace, flaming sphere, gust of wind, owl's wisdom

1st-charm animal, faerie fire, jump, longstrider, obscuring mist, produce flame

0 (at will)–*detect magic*, *light*, *resistance*, *stabilize*

Str 18, **Dex** 10, **Con** 15, **Int** 14, **Wis** 21, **Cha** 17 **Base Atk** +10; **CMB** +9; **CMD** 22 (can't be tripped)

Feats Augment Summoning, Combat Casting, Dodge, Greater Spell Focus (conjuration), Natural Spell, Shape Master*, Spell Focus

(conjuration)

Skills Craft (armor) +4, Fly +13, Handle Animal (vermin) +20, Heal +21, Perception +24, Spell Craft +19, Survival +22; Racial Modifications Perception +2, Craft (armor) +2, +4 Perception, +8 Stealth

Languages Common, Druidic, Gnome, Goblin, Sylvan SQ a thousand faces, nature bond, nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (6/day), woodland stride

Combat Gear: *staff of swarming insects* (28 charges), +2 *small wild full chitin plate armor* (+8 AC), *cape of the mountebank, potions of cure serious wounds* (x2).

Poison (EX) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

FLASH FIRE BEETLE COMPANION

N Medium vermin

Init +1; Senses low-light vision; Perception +0

AC 21, touch 11, flat-footed 20 (+11 natural, +1 Dex) hp 94 (12d8+24) Fort +12, Ref +9, Will +4 Defensive Abilities evasion; Immune mind-affecting effects

Speed 30 ft., fly 30 ft. (poor) **Melee** bite +14 (1d6+5)

Str 20, **Dex** 13, **Con** 15, **Int** —, **Wis** 10, **Cha** 7 **Base Atk** +9; **CMB** +14; **CMD** 15 (23 vs. trip) **Skills** Fly +13 **SQ** luminescence, link, share spells

Luminescence (Ex) A fire beetle's glowing glands provide light in a 15-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death. Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination.

Flash Beetle (Ex): A flash beetle is an advanced fire beetle that can create a bright flash of light once an hour. When a flash beetle does so, all creatures in a 15-foot burst must make a DC 18 Fortitude save or be dazzled for 1d3 rounds. The save DC is Constitution-based.

Area F33: The Pillar of Vermin (CR 12)

Miners hauled the richest coal from this chamber. The room is large, with a domed ceiling that rises 50 feet overhead. The floor collapsed during the cataclysm, leaving behind a 60-foot-diameter pillar of solid stone. The bottom of the chasm opens 300 feet below over a massive subterranean lake of steaming water (Area G12). The pillar's base rises out of the bubbling lake in a column of slick, scarred stone.

Three sturdy bridges made of fused giant vermin shells connect the top of the column to the remaining floor. The bridges are sturdy, although movement beyond a careful gait causes them to swing wildly (DC 10 Acrobatics check to cross). A successful check lets the PC move at half normal speed across the swinging bridge. Failure means the PC cannot move for one round while he regains his balance. Failing by 5 or more results in the PC falling off the bridge, although he may attempt to grasp the edge (DC 20 Reflex save). Anyone grabbing the railing to stop their fall suffers 1d6 points of damage from the sharp insect mandibles incorporated into the bridge railing. Falling PCs plummet to the bottom of the chasm (Area G12), taking 20d6 points of damage, and splash down in the heated lake below.

Recently, Phyllox summoned Ssaracclak, a derghodaemon, and

ordered the beast to remain in this room to guard the slaves (Area F34). Ssaracclak abides by the demand for one reason: The derghodaemon is too scared of the newly arrived retriever (currently stuck in Area F23) to leave. Never before has the daemon known such fear as being hunted by the infernal automaton. Ssaracclak waits in the dead-end alcove (Area F34) opposite the entrance and attacks PCs entering the room. The creature waits until a PC is separated from the party before teleporting to attack. His favorite tactic is to wait until one PC crosses over the bridge, then teleport beside them and attack while the rest are struggling to cross the bridge. He attacks until two or more PCs reach his ledge, then teleports to attack stragglers still on the opposite rim of the chasm.

Resting on the center of the stone pillar is the true temple to Rachiss: a 30-foot-tall pillar of fused insect bodies that serves as a totem idol. The drone of a thousand locusts rises from the totem's core. A crimson radiance glows through the vermin husks, bathing the top of the pillar in garish red light. The pillar radiates overwhelming evil and Conjuration magic.

The insect pillar is a gate worshippers of Rachiss can activate to summon outsiders. Phyllox alone knows the incantations to activate the insect pillar.

PILLAR OF VERMIN: 3 feet thick; Hardness 5; hp 200; Break (DC 25).

Trapped within the pillar is a **stirge demon**. The Pillar of Vermin feeds off the demon's spirit to power the gates for Rachiss' servants. Destroying the pillar destroys the summoning portal, but also releases the stirge demon. While trapped, the demon is powerless. Phyllox also stores magical treasure in the pillar: a +2 spear of spell storing (currently contains vampiric touch), 2 slaying arrows (plants and giants), a masterwork cold iron longsword, a helm of underwater action and a +2 full plate of silent moves.

SSARACCLAK, DERGHODAEMON

The Tome of Horrors by **Necromancer Games**, Page 55 **XP 4,800**

NE Large outsider (deamon, evil, extraplanar)

Init +5 (+1 Dex, +4 Improved Initiative); **Senses** all-around vision, darkvision 60 ft.; **Perception** +15

AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural) hp 86 (8d10+16)

Fort +9 (+2 Con, good +7), **Ref** +10(+1 Dex, good +7, +2 Lightning reflexes), **Will** +3(bad +3) **DR** 10/magic

Immune acid, poison; Resist cold 20, electricity 20, fire 20; SR 22

Speed 40 ft.

Melee 5 claws +13(+8 Fast BAB, -1 Size, +5 Str) (1d6+5 plus grab) or +2 claws +11(+8 Fast BAB, -1 Size, +5 Str) (1d6+5 plus grab) and 3 great swords +7 (2d6+2)

Special Attacks *feeblemind* (2/day, DC 16), grab, tear, summon daemons

Spell-Like Abilities (CL 8th)

At will—cause fear (DC 13), deeper darkness, desecrate, see invisibility

2/day—greater teleport (self + 50 lbs of objects only), sleep (DC13)

Str 20, Dex 13, Con 15, Int 5, Wis 10, Cha 14

Base Atk +8 (Fast BAB); **CMB** +14 (+8 Fast BAB, +1 Size, +5 Str), +20 vs. grapple; **CMD** 25 (+31 vs. grapple) (10 base, +8 Fast BAB, +1 Size, +5 Str, +1 Dex)

Feats (4 feeats+8 HD) Improved Grapple, Improved Initiative, Lightning Reflexes, Multiweapon Fighting

Skills (outsider 6+int x 8HD= 6-3x8 = 24 total) Intimidate + 13 (8ranks, +3 class, +2 Cha), Perception +15(8ranks, +3 class, +4 racial), Stealth +8 (8ranks, +3 class, +1 Dex, -4 Size) Racial Bonus: +4 Perception Languages telepathy 100 ft.

Grab (Ex): To use this ability, the derghodaemon must hit a Large or smaller creature with two claw attacks. The derghodaemon has a grapple bonus of +6.

Feeblemind (Su): Twice per day, by clattering its mandibles together, a derghodaemon can affect all creatures within 30 feet as the spell of the same name (Will save DC 16 negates). The effects last for 6 rounds.

Tear (Ex) A derghodaemon automatically hits a held opponent with all of its melee attacks each round it maintains a hold.

Summon Daemons (Sp): Once per day, a derghodaemon can attempt to summon 1d3 mezzodaemons or another derghodaemon with a 40% chance of success.

All-around vision (Ex): A derghodeamon's head can rotate 360 degrees. It gains +4 racial bonus to Perception checks. A derghodaemon cannot be flanked.

Telepathy (Su): Derghodeamons can communicate telepathically with any creature within 100 feet that has a language.

CR 11

STIRGE DEMON

The Tome of Horrors by **Necromancer Games**, Page 90. **XP 9,600**

CE Large Outsider (Chaotic, Evil, Extraplanar) Init +2; Senses Darkvision 60 ft.; Perception +20 Aura Fear

AC 23, touch 12, flat-footed 20 (-1 size, +3 Dex, +11 natural) hp 112 hp (8d10+48)

Fort +12, **Ref** +9, **Will** +8

DR 10/good; **Immune** electricity, poison, outsider traits; **Resist** acid 10, cold 10, fire 10; **SR** 18

Speed 20 ft., fly 60 ft.

CR 8

Melee 2 claws +13 (2d4+6 plus wounding) and bite +11 (2d6+3) Space 10 ft.; Reach 5 ft.

Special Attacks Blood drain, drone, spell-like abilities, summon demons, wounding

Spell-Like Abilities (CL 10th)

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *see invisible*, *telekinesis* (DC 17). The save DC is Charisma-based.

Str 22, Dex 17, Con 23, Int 14, Wis 14, Cha 15

Base Atk +8; CMB +15; CMD 28 (32 vs. trip)

Feats Alertness, Cleave, Multiattack, Power Attack Skills Bluff +10, Climb +14, Escape Artist +11, Intimidate +10, Perception +20, Sense Motive +12, Stealth +11, Survival +10 (+12 following tracks); Racial Modifiers Stirge demons have a +8 racial bonus on Perception checks.

Languages Abyssal, Common, Undercommon; telepathy 100 ft. **Special Quality:** A stirge demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Blood Drain (Ex): A stirge demon can drain blood from a living creature by making a successful grapple check. If it pins its foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. Once the stirge demon has drained 4 points, it flies off to digest its meal. The stirge demon rarely uses this against an awakened foe. It usually saves this attack for opponents it has droned to sleep.

Drone (Su): At all times, save when using any spell-like abilities, the stirge demon drones and buzzes like a fly. All creatures within a 60-foot spread that hear it must succeed on a DC 19 Will save or fall into a comatose sleep for 1d4 hours. There is no HD limit for this effect and it otherwise functions as the *sleep* spell (caster level 10th). Note, the stirge demon can drain blood from a sleeping creature without automatically waking it up. In such an event, the sleeping creature receives a new Will save (same DC) each round the stirge demon drains blood. The save DCs are Constitution-based.

Fear Aura (Su): Stirge demons can radiate a 20-foot radius fear aura as a free action. A creature in the area must succeed on a DC 16 Will save or be affected as though by a fear spell (caster level 10th). A creature that successfully saves cannot be affected again by the same stirge demon's fear aura for one day. Other demons are immune to the aura. The save DC is Charisma-based.

Summon Demons (Sp): Once per day, a stirge demon can attempt to summon 2d8 dretches or another stirge equivalent of a 4th-level spell. demon with a 35% chance of success.

Wounding (Ex): A stirge demon's claw attack deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (plants, constructs) are immune to the stirge demon's wounding ability.

Spider Climb (Ex): Stirge demons can walk on walls, floors, ceilings, and other such surfaces at their normal movement rate. This is an inherent ability and cannot be dispelled or negated.

Tactics: The stirge demon enters combat and attempts to drone as many of its opponents to sleep as it can. Creatures that resist are attacked with claws and bite. Once the stirge demon has droned all its opponents to sleep, or they have fled, it feasts on any sleeping creatures, draining their blood. If outnumbered or overmatched, the stirge demon does not engage an enemy. If confronted by foes more powerful than it, the stirge demon uses its *greater teleport* to escape.

Area F34: The Slave Camp

Slaves kidnapped from Doan sleep and work on this balcony that overlooks the Breathing Lake and the Pillar of Vermin. The slaves

Ratcheting up the Fight

If the PCs are having an easy time so far and you don't think the derghodaemon will provide enough of a fight, there's a dangerous option you can throw at them to increase the difficulty of the battle: the retriever.

If the PCs left the creature alive in Area F23, then it finally finishes its tunneling just as the PCs encounter the derghodaemon atop the column supporting the Pillar of Vermin. The retriever breaks through the ceiling above the column in a shower of dark stone and sparks and jumps onto the column. It focuses on the derghodaemon, but doesn't hesitate to strike at anyone who gets in its way.

If PCs slew the original retriever, the creature's death throes alerted its master of its failure. Another retriever was teleported to the original retriever's position — and unfortunately trapped in Area F23 — but this time with two goals: find the derghodaemon first, then kill whoever destroyed the original creature for getting in the way of the demon prince's will. The newly arrived retriever immediately resumes digging the tunnel and breaks through the ceiling as noted above. In this instance, it target the PCs first, slashing at them and tossing them from the Pillar of Vermin, before turning its attention to capturing the derghodaemon.

are haggard and undernourished, fed infrequently by the druids of Rachiss — if they are fed at all. The druids force the slaves to craft chitin armor from the shells and exoskeletons of dead insects.



CR 1/6

Various tools sit on benches, and half-finished armor rests on stands. Currently, 20 villagers work here. The druids toss those who become too weak to work over the ledge into the Breathing Lake far below. The slaves are too weak to make it back through the tunnels on their own if freed.

HUMAN SLAVES COM 1 (20) XP 65 hp 3 each

Area G: The Mines of Honn, Lower Level

The mine's lower level is a completely different environment than the upper mines. Seismic activity created a great hot spring that floods much of the level with steaming water. The nauseating aroma of sulfur and other natural gases wafts throughout the tunnels.

The humid conditions and rich mineral growths provide an ideal ecosystem for subterranean mosses, lichens and mildews. Green moss glows with a soft light along the upper reaches of passages and rooms, providing ample illumination but bathing everything in a sickly green hue. White-and-red mineral deposits cake the lower third of the stone walls. The minerals are harmless and can easily be scraped off or broken.

Except where noted, 2 to 6 inches of water fill the passageways. The crystal-clear water is potable, but has a foul stench and tastes of sulfur. The water is also quite warm, but in most cases not hot enough to cause serious injury.

Surface-dwellers suffer from prolonged exposure while traveling in the lower mines. Impurities in the air force air-breathing creatures to make a DC 15 Fort save every 12 hours or take 1 point of temporary Constitution damage. This damage is restored if the creature returns to the upper mines or the surface for a full day.

Area GI: The Druid's Guard (CR 9)

Phyllox summoned a nightmarish chuul variant called a **chuul ttaen** to guard this room against creatures coming up from the lower mines. The chuul ttaen is an adequate — if overly vicious — guard. The creature dug a 10-foot-deep depression in the back of the room, and then expanded its lair by dredging the short hallway leading to Area G2. The chuul ttaen hides in the water-filled pit and hallway. The creature regularly disturbs the muck and minerals so that the water remains murky.

If the chuul ttaen grapples a PC, the creature retreats to the poisoned waters of Area G2. See the New Monster Appendix for more details about the chuul ttaen.

CHUUL TTAEN (FEMALE)CR 9See New Monster AppendixXP 6,400CE Large aberration (aquatic)Init +7; Senses blindsight 60 ft.; darkvision 60 ft.; Perception +19

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) hp 138 (14d8+56) Fort +8, Ref +7, Will +11 Defensive Abilities darkvision camouflage; Immune poison Weakness light blindness

Speed 30 ft., swim 20 ft.
Melee 2 claws +17 (2d6+7 plus grab)
Space 10 ft.; Reach 5 ft.
Special Attacks constrict (3d6+7), larvae spray, paralytic tentacles

Str 25, Dex 16, Con 18, Int 10, Wis 14, Cha 5

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 31 (35 vs. trip) **Feats** Ability Focus (paralysis), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack, Weapon Focus (claw)

Skills Knowledge (nature) +10, Perception +23, Sense Motive +11, Stealth +13, Swim +32

Languages Common, Undercommon SQ amphibious

Environment warm subterranean lakes and rivers **Organization** solitary, pair, or pack (3–6) **Treasure** standard

Paralytic Tentacles (Ex) A chuul ttaen can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 23 Fortitude save each round on the chuul ttaen 's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes1d8+7 points of damage each round from the creature's mandibles.

Larvae Spray (Ex) Once per week as a free action, a female chuul ttaen can release a spray (15-foot cone) of minute barbed larvae. The initial blast deals 1d8 points of damage and injects larvae into the opponent's body. The affected creature must succeed on a DC 23 Fortitude save to avoid implantation. The save DC is Constitution based.

If a chuul ttaen implants larvae into a paralyzed or otherwise helpless creature, it gets no saving throw. The larvae pupate over the course of 10 days. The host becomes increasing ill suffering a -1 to Strength, Constitution and Dexterity each day of the pupation (-10 maximum) as the pupae absorb nutrients. At the end of the 10 day gestation, 2d4 Diminutive chuul ttaen burst from the host, killing it in the process.

A *remove disease* or *heal* spell rids a victim of the larvae/pupae as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient. The ability score damage heals normally after the larvae/pupae have been removed.

Darkvision Camouflage (Ex) A chuul ttaen is virtually impossible to detect solely by using darkvision. A chuul ttaen is considered invisible (+40 Stealth or +20 Stealth when moving) when encountered in the dark by a creature using darkvision. In lit areas, a chuul ttaen appears as a ghostly white surface-dwelling chuul.

Area G2: Sludge-Filled Room

The room is nearly impassable due to three feet of thick sludge and rock that cake the floor. Steam rises off the water, which is fed by a hydrothermal vent. PCs who enter the water are subject to **magmatic poison gas vapors** rising from the surface of the liquid. Crossing the room requires a DC 15 Strength check for half movement. The DC increases by 5 for normal movement and by 10 for a double move or charge. The chuul ttaen (Area G1) dredged the clinging mud into this room while digging its hiding spot. The hallway to Area G1 drops into a 10-foot-deep water-filled passage.

MAGMATIC POISON GAS VAPORS CR 3

Type: poison, inhaled; Save DC 18 Frequency 1/round Initial Effect: 1 Con drain; secondary effects 1d3 Con damage each round; Cure 1 save

Area G3: Explosive Gases (CR 7)

A hazy cloud of explosive gases fills the chamber. The gas bubbles up through the mud-covered floor with a wet, gurgling sound. A thin

CR 3

CR 6

layer of water coats the three-foot-deep soupy mud. Any torch or fire brought into the area ignites an inferno that fills the chamber and sweeps up and down 40 feet of the passageways outside the room.

Buried in the mud (DC 25 Perception check) is a *ring of animal friendship*.

GAS VAPORS

Type: mechanical; Perception DC 24; Disable Device DC 28

Trigger: location; Reset: automatic

Effect: gas, multiple targets (all targets in a 10-ft.-by-20-ft. area); explosion (8d6 fire, DC 14 Reflex save half damage).

Area G4: Thermal Vents (CR 8)

White tendrils of steam fill this passageway, creating thick clouds that seem to swallow anyone walking into the chamber. Vents in the floor bubble with boiling water, and the walls glisten with condensation. The water is extremely hot, dealing 1d6 points of scalding damage per round of exposure.

This room is home to **2 belkers** that were drawn into the caverns years ago via a now-closed conduit.

BELKERS (2)

XP 2,400 N Large outsider (air, elemental, extraplanar) **Init** +5; **Senses** darkvision 60 ft.; **Perception** +10

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size) hp 65, 61 (7d10+7) Fort +3, Ref +12, Will +5 Defensive Abilities elemental traits, smoke form

Speed 30 ft., fly 60 ft. (perfect) **Melee** 2 wings +12 (1d6+2), 2 claws +12 (1d6+2), bite +10 (1d8+1) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** smoke claws

Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11

Base Atk +7; **CMB** +10; **CMD** 25

Feats Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Finesse

Skills Fly +18, Escape Artist +12, Perception +10, Stealth +12; Racial Modifiers +4 Stealth

Languages Auran

Smoke Claws (Ex): A belker in smoke form can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semi-vaporous menace. The save DC is Constitution-based.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

Tactics: The belkers allow PCs to enter the steam-filled room before settling over them and attacking with their smoke claws. The belkers gain a +5 Stealth bonus to checks in the steamy passages.

Area G5: Burning Ooze (CR 3)

A flickering glow rises from this passage as a flaming **gelatinous cube** slides through the passages looking for meals. It appears to be a

slow-moving wall of fire. Clouds of smoke and steam rise up before the cube as it pushes blindly down the hall. A frustrated drider (Area G6) ignited the cube with a *fireball* several days ago. Coal dust, oil and combustible gases that the cube has collected in its meanderings through the tunnels have altered the cube's exterior, making it highly flammable.

This cube recently enveloped a druid of Rachiss who was scouting the lower mines. The cube is slowly dissolving the man's body. Deep within the cube's mass is the man's *ring of energy resistance (minor, fire)*, which now confers its benefits to the cube. The cube will burn for several more days before its contents and covering are depleted. The cube is not harmed because of the ring in its depths.

Anyone struck by the cube suffers an additional 1d6 points of fire damage from the burning residue covering its body. Anyone engulfed by the cube suffers the initial 1d6 points of damage, but no more damage from the fire once inside the ooze.

GELATINOUS CUBE XP 800

CR 3

hp 62 (Pathfinder Roleplaying Game Bestiary, "Gelatinous Cube")

Area G6: Lone Drider (CR 10)

Water pours from the 20-foot-high ceiling and collects in shallow, silt-filled depressions on the floor. Lurking along the ceiling is **Tatisst, a drider commander**. The leader of a group of driders (Area F13), Tatisst stays here brooding over his predicament.

During a trek to the mines from the depths of the earth, the driders encountered the aboleths of the lake. The driders fled, but not before the aboleth's slime affliction overcame Tatisst. The drider's skin turned translucent, and Tatisst is forced to remain in this chamber to avoid suffering in the dry mines above. Tatisst is angry his underlings have not yet returned. Tatisst attacks anyone entering the room. He casts spells down the hallways at PCs if they remain outside the chamber.

TATISST, DRIDER COMMANDER XP 9,600 CR 10

CE Large aberration

Init +3; **Senses** darkvision 120 ft., *detect good, detect law, detect magic*; **Perception** +18

AC 21, touch 13, flat-footed 17; (+3 Dex, +1 dodge, +8 natural, -1 size)

hp 99 (9d8+18* plus 3d6+6*) Fort +5*, Ref +6, Will +12 Immune sleep; SR 21

Speed 30 ft., climb 20 ft. **Melee** mwk great sword +10/+5 (2d6+5), bite +4 (1d4+3 plus poison)

Ranged mwk composite longbow +10/+5 (1d8+4/×3) **Space** 10 ft.; **Reach** 5 ft.

Special Attacks web (+9 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—detect good, detect law, detect magic

At will—dancing lights, darkness, faerie fire

1/day—clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion (DC 16)

Spells Known (CL 9th)

4th (4/day)-enervation (DC 19), greater invisibility

3rd (6/day)—haste, heroism, lightning bolt (DC 18)

2nd (7/day)—acid arrow, bull's strength, see invisibility, web (DC 17) 1st (7/day)—expeditious retreat, mage armor, magic missile, ray of enfeeblement

(DC 14), silent image (DC 16)

0 (at will)—bleed (DC 15), daze (DC 15), ghost sound, mage hand, ray of frost, read magic, resistance

Str 15, Dex 16, Con 18 (14*), Int 15, Wis 16, Cha 20

Base Atk +7; CMB +10; CMD 22 (34 vs. trip)

Feats Arcane Strike (+2), Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, greatsword)

Skills Climb +25, Intimidate +18, Knowledge (arcana) +17, Perception +18, Spellcraft +17, Stealth +18; Racial Modifiers +4 Stealth Languages Common, Elven, Undercommon

Combat Gear: mwk great sword, mwk composite longbow, 23 arrows

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

Spells: Tatisst casts spells as a 9th-level sorcerer but does not gain any other class abilities.

Undersized Weapons (Ex): Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

*Tatisst's Constitution score was reduced by 4 due to his encounter with the aboleths, He is trapped between the aboleths and the dry environment of the upper mines.

Area G7: The Enslaved (CR 10)

Two-foot-deep dirty puddles sit in this chamber. The aboleths' miserable slaves live here under a *veil* spell (DC 19) from an aboleth (Area G8) that makes them appear to be drow. They do not respond to combat in Area G8, unless commanded by the aboleth.

The slaves can breathe air, but willingly envelop themselves in the aboleth's mucus cloud if necessary to enter deeper water. The slaves generally do not get along, but the aboleth's *domination* power compels them to work together to defend their masters.

The room contains **6 bugbears**, **4 druids**, a **troll** and **Thiana**, a human female monk.

BUGBEARS (6) CR 2 XP 600

hp 23 each (*Pathfinder Roleplaying Game Bestiary*, "Bugbear")

DRUIDS (4) CR 3 XP 800 NE Medium humanoid Human druid 6 Init +1; Perception +11

AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 deflection) hp 23 each (6d8+1) Fort +6, Ref +3, Will +7

Speed 30 ft.

Melee scythe +7 (2d4+3/19-20) Special Attacks spontaneous casting [summon nature's ally (vermin)]

Spells Prepared (CL 6th):

3rd-greater magic fang, poison
2nd-barkskin, bear's endurance, bull's strength, cat's grace
1st-cure light wounds, jump, longstrider, obscuring mist
0 (at will)-detect magic, light, resistance, virtue

Str 16, **Dex** 12, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10 **Base Atk** +4; **CMB** +7; **CMD** 18

Feats Augment Summoning, Natural Spell, Spell Focus (conjuration)

Skills Climb +12, Handle Animal (vermin) +9, Perception +11, Survival +11

Languages Common, Druidic

SQ nature bond, nature sense, orisons, resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

Combat Gear: scythe, chitin chainmail armor (+4), *ring of protection* +1

DRUIDS (STAG BEETLE FORM) CR 4 XP 800 NE Medium humanoid (stag beetle) Human druid 6

Init +1; Senses **Darkvision** 60 ft. **Perception** +11

AC 15, touch 11, flat-footed 14 (+4 natural, -1 size, +1 Dex, +1 deflection) hp 23 each (6d8+1) Fort +6, Ref +2, Will +7

Speed 20 ft., fly 20 ft. (poor) Melee bite +9 (2d8+5) Special Attacks spontaneous casting [summon nature's ally (vermin)] Spells Prepared (CL 6th):

Spens repared (CL our). 3rd–greater magic fang, poison 2nd–barkskin, bear's endurance, bull's strength, cat's grace 1st–cure light wounds, jump, longstrider, obscuring mist 0 (at will)–detect magic, light, resistance, virtue

Str 20, **Dex** 10, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10 **Base Atk** +4; **CMB** +10; **CMD** 20

Feats Augment Summoning, Natural Spell, Spell Focus (conjuration)

Skills Climb +12, Handle Animal (vermin) +9, Perception +11, Survival +11

Languages Common, Druidic

SQ nature bond, nature sense, orisons, resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

Combat Gear: scythe, chitin chainmail armor (+4), *ring of protection* +1

TROLL XP 1,600

CR 5

CR 8

hp 81 (Pathfinder Roleplaying Game Bestiary, "Troll")

THIANA XP 4,800

XP 4,800 LN Medium humanoid Female half-elf monk 9 Init +8; Senses low-light vision; Perception +15

AC 24, touch 20, flat-footed 20 (+4 armor, +3 Dex, +2 monk bonus, +3 Wisdom, +1 Dodge, +1 deflection)

hp 63 (9d8+9) Fort +8, Ref +11, Will +12 (+16 vs. enchantment) Defensive Abilities improved evasion; Immune disease

Speed 65 ft.

Melee +2 darkwood quarterstaff +11/+6 (1d6+5) or +8/+3 unarmed (1d10+3) or flurry of blows +2 darkwood quarterstaff +12/+12+/+7/+7 (1d6+5) or unarmed +9/+9+/+4/+4 (1d10+3) **Special Attacks** flurry of blows, stunning fist

Str 16, Dex 18, Con 12, Int 10, Wis 16, Cha 16 Base Atk +6; CMB +12; CMD 28 Feats Dodge, Fleet, Greater grapple, Improved Initiative, Improved Grapple, Iron Will, Mobility, Skill Focus (Acrobatics), Weapon Focus (staff) Skills Acrobatics +19, Escape Artist +17, Perception +15, Sense Motive +13, Stealth +17, Swim +16

Languages Common, Elven

SQ fast movement, high jump, ki pool (7 points), maneuver training, purity of body, slow fall (40ft.), still mind, wholeness of body **Combat Gear:** +2 darkwood quarterstaff, bracers of armor +4, cloak of resistance +1, ring of jumping, ring of protection +1

Description: Often mistaken for a wood elf, Thiana has sharp features and stands just over 5 feet tall. Her onceluxurious auburn hair lies in tangled clumps matted with filth. Her tanned skin is white and transparent due to the aboleth's slime affliction. Thiana hails from The Hanging Gardens of Iseleine (See *Splinters of Faith 4: For Love of Chaos*). She has been tortured and has seen horrors beyond imagining. Her once-peaceful heart and chaste demeanor are now irreversibly changed. The aboleths take turns *dominating* the poor monk, giving her no chance of breaking free. If freed, she vows to aid her rescuers for life, whenever they need her. Thiana tumbles through opponents to attack spellcasters first as directed by the aboleth.

Area G8: The Younger Aboleth (CR 8)

The water in this chamber is clear and fresh. Beautiful crystal mineral deposits sparkle with green light cast from glowing moss that dangles from the ceilings and walls. Cool fresh air blows through the room from the outer passages.

The room is cloaked in a *mirage arcana* spell cast by an **aboleth** (marked with an **X**) that hides behind an *illusionary wall*. The room is actually a hot spring fed by a boiling lake (Area G12). A 30-foot-diameter hole spews superheated water approximately every 10 minutes (10% cumulative chance each round). If the geyser erupts, it deals 1d6 points of scalding damage to everyone in the room.

A sloping ramp from Area F2 ends at the edge of a 20-footdeep pit filled with boiling water. PCs submerged in the blistering water take 10d6 points of scalding damage per round of exposure. PCs standing in the water who avoid the pit suffer 1d6 points of scalding damage per round from the boiling water. This is continual damage. Spellcasters must make DC 15 Concentration checks to cast spells.

The aboleth has cast several *illusionary walls* (marked on the map) about the room to hide various exits, including the hall it hides down. Opposite the sloping entrance ramp is the *programmed illusion* of a lich-like undead figure. It emerges from the darkness of the tunnel as PCs enter the room. Behind the *programmed illusion* lich is an *illusionary wall* concealing the aboleth's *projected image*. The aboleth uses the *projected image* to cast *hypnotic pattern*, although it appears as if the lich casts the spell. The illusionary lich continues to cast spells as the real aboleth attempts to *enslave* PCs.

The aboleth retreats into the lake (Area G12) if threatened.

ABOLETH CR 7 XP 3.200

hp 98 (Pathfinder Roleplaying Game Bestiary, "Aboleth")

Area G9: Slime Worm (CR 12)

A muddy beach slopes into the darkness of a subterranean lake. The mineral-laden walls often collapse into the lake, and the pounding roar of a waterfall echoes from nearby. The thick mud halves movement 20 feet from the waterline.

Just 30 feet from shore dwells a submerged **purple worm**. The worm is the aboleth's prized slave and is immediately called upon to aid and protect any aboleth in need. The purple worm attacks anyone approaching the lake or disturbing the waters. A small tidal wave of water precedes the worm as it



charges toward shore to devour PCs. This wave acts as an improved bull rush (CMB +32) to anyone on the beach.

A fair amount of raw ore and gemstones sit in the worm's gullet: 14 uncut diamonds (500 gp each), a 25-pound gold nugget (2,500 gp) and a *figurine of wondrous power, obsidian steed*.

PURPLE WORM XP 19,200

CR 12

hp 213 (Pathfinder Roleplaying Game Bestiary, "Purple Worm")

Area GIO: The End of the Hole

Huge mounds of mineral-encrusted coal, bones and chunks of volcanic glass sit in this chamber. Two feet of water fills the room, and piles of waterlogged mining equipment lie in shambles around the coal piles all encrusted in thick mineral deposits. Atop the junk are the decomposing bodies of five bugbears, all victims of the bucket. After the fifth bugbear plummeted, they became wise to the deadfall. A hole in the ceiling 60 feet overhead leads to Area F2.

Area GII: Elder Aboleth (CR 13)

An immense underground lake fills much of this room, with the muddy shore sloping into the warm water. Mounds of mud, stone and debris create small islands near the shoreline. The collapsing ceiling and walls created these islands when the lake formed centuries ago.

From the mound of mud closest to the shore juts a pane of black glass. The pane is stuck in the mire and requires a DC 25 Strength check to pull free unless 1d4 hours are spent carefully excavating it. Other panes are buried or submerged nearby at the GM's discretion.

The large island 40 feet offshore is also the resting podium of an **elder aboleth**. From its island throne, it watches and directs its minions. If alerted to PCs, the aboleth slides into the water and casts a *projected image* of itself sitting on the island. A *mirage arcana* spell of murky water covers the aboleth as it remains underwater.

Two enslaved stone giant bodyguards protect the elder aboleth.

The stone giants are under a *veil* spell to appear as bugbear zombies. The giants carry four large bladders filled with aboleth mucus. The giant throws the mucus-filled bladders onto intruders to cover them in the vile substance. Each bladder contains enough mucus to envelop one Medium-sized creature. PCs struck by a thrown bladder must make a successful DC15 Fortitude save or lose the ability to breathe out of water (see mucus cloud under aboleth abilities). The save is adjusted lower because the mucus is more difficult to inhale out of water.

If cornered or severely injured, the aboleth tries to escape by swimming into the depths of the Breathing Lake.

Buried in the mud of the island (DC 20 Perception check) are an unlocked chest containing 3,256 sp, 2,973 gp, 1,273 pp, an ivory scroll tube (250 gp) with a *divine scroll (heal, mass cure moderate wounds, raise dead*; CL 16), a *wand of daylight* (47 charges, CL 8), 4 *javelins of lightning*, an *belt of mighty constitution* +4, a *pearl of the sirens* and a +2 dragon bane longsword.

STONE GIANT (2) XP 4,800

hp 111, 100 (Pathfinder Roleplaying Game Bestiary, "Giant, Stone")

ELDER ABOLETH Pathfinder Roleplaying Game Bestiary, "Aboleth" XP 12,800 LE Huge aberration (aquatic) Aboleth Sorcerer 6 Init +5; Senses darkvision 60 ft.; Perception +14 Aura mucus cloud (5 feet)

AC 20, touch 9, flat-footed 19; (+1 Dex, +11 natural, -2 size) hp 138 (8d8+48 plus 6d6+36)

Leaving with the Glass

The panes of glass needed by the temple are massive, but can be maneuvered out of the mines with some difficulty. Fortunately, the priests hired the miners to cut some of the corners from the passages so the glass panels could be turned around corners.

The glass is as rigid as stone but is incredibly lightweight. Four PCs lifting at the corners can easily carry it. The glass has fire resistance (30). If PCs are careful, they should be able to get to the top of the mines with little difficulty. It's up to the GM if the PCs have a safe return trip that won't jeopardize the sturdy glass.

BLACK GLASS PANE: 10 in. thick; hardness 8; hp 150; Break DC 28.

Fort +10, Ref +7, Will +16

Spd 10 ft., swim 60 ft. Melee 4 tentacles +13 (2d6+5 plus slime) Space 15 ft.; Reach 15 ft. Spell-Like Abilities (CL 22nd) At will-hypnotic pattern (DC 17), illusory wall (DC 19), mirage arcana (DC 20), persistent image (DC 20), programmed image (DC 21), project image (DC 22), veil (DC 21) 3/day—quicken dominate monster (DC 24) Spells Known (CL 6th, range touch attack +8) 3rd (4/day) - fly2nd (6/day) — see invisibility, scorching ray 1st (8/day) — mage armor, true strike, charm person (DC16), shocking grasp 0 (at will) — acid splash, detect magic, ghost sound, touch of fatigue, mage hand, open/close, prestidigitation

Str 20, Dex 12, Con 22, Int 15, Wis 17, Cha 20
Base Atk +9; CMB +16; CMD 27 (can't be tripped)
Feats Ability Focus (slime), Improved Initiative, Improve natural Attack (tentacle), Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*dominate monster*), Weapon Focus (tentacle)
Skills Bluff +14, Intimidate +20, Knowledge (religion) +16, Perception +20, Spellcraft +19, Swim +24
Languages Aboleth, Aklo, Aquan, Undercommon

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based. Slime (Ex) A creature hit by an aboleth's tentacle must succeed on a DC 22 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Area G12: The Breathing Lake

The great earthquake that ruined the Mines of Honn opened a halfmile-wide gorge stretching for more than 5 miles. Hundreds of hot springs feed the lake, creating an ideal ecosystem for creatures and monstrosities alike.

32

CR 8

The Breathing Lake is aptly named, for the lake's unusually high temperature creates windstorms and other weather phenomena normally associated with the surface world. Some local cultures residing on the lake's shores dub it "The Belching Lake" because of its strong sulfur and saline odor. The smell has been likened to an ogre's morning breath after a night of feasting on pickled eggs and garlic mead.

Pockets of boiling water and erupting bubbles of poisonous gas are commonplace. Unique blindfish and other animals provide a stable food supply to most lake dwellers. The lake has many branches that inhabitants claim and fiercely protect. Several waterfalls also empty into the Breathing Lake from above. The base of the column supporting the Pillar of Vermin rises out of the lake to soar high above.

Concluding the Adventure

Once PCs return to the Lady of the Searing Waters temple with an intact glass pane, the priests can restore the temple's worship room within a week. After that time, Chihule gladly helps the PCs bless the *Scepter of Faiths*. The *Consecration of Water* requires that the *Scepter of Faiths* soak for one day in each of the temple's seven pools while the pools are replenished by the temple's central geyser. At the end of the seventh day, the *Scepter of Faiths* — and only the scepter — gains the ability to cast *true resurrection* on its wielder once per month. Other items submerged in the pools become good-aligned for seven days as per the spell *align weapon*.

Once the ritual is finished, the PCs receive a summons from Ayire Jaysa of the Theurgist Seminary of Thasizier. The master scholar requests an audience immediately to discuss the *Scepter of Faiths*. Chihule can direct PCs toward the island city of Jah Sezar and the location of the seminary.

The PCs are one ritual away from completing the Scepter of Faiths. In the next adventure, *Splinters of Faith 9: Duel of Fate*, PCs must travel to a mountain stronghold where the witches of Hecate await. There, they'll find the final requirement to restoring the weapon that can bring down the death-priest Akruel Rathamon.

New Monster

Chuul-Ttaen

A thick armored shell protects this Abyssal-dwelling lobster-like creature. Tiny glowing-red eyes gleam above a mouth full of writhing tentacles.

CHUUL TTAEN

CR 9

XP 6,400

CE Large aberration (aquatic) Init +7; Senses blindsight 60 ft.; darkvision 60 ft.; Perception +19

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) hp 138 (14d8+56) Fort +8, Ref +7, Will +11 Defensive Abilities darkvision camouflage; Immune poison Weakness light blindness

Speed 30 ft., swim 20 ft. Melee 2 claws +17 (2d6+7 plus grab) Space 10 ft.; Reach 5 ft. Special Attacks constrict (3d6+7), larvae spray, paralytic tentacles

Str 25, Dex 16, Con 18, Int 10, Wis 14, Cha 5

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 31 (35 vs. trip) **Feats** Ability Focus (paralysis), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack, Weapon Focus (claw)

Skills Knowledge (nature) +10, Perception +23, Sense Motive +11, Stealth +13, Swim +32 Languages Common, Undercommon SQ amphibious

Environment warm subterranean lakes and rivers **Organization** solitary, pair, or pack (3–6) **Treasure** standard

Paralytic Tentacles (Ex) A chuul ttaen can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 23 Fortitude save each round on the chuul ttaen 's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes1d8+7 points of damage each round from the creature's mandibles.

Larvae Spray (Ex) Once per week as a free action, a female chuul ttaen can release a spray (15-foot cone) of minute barbed larvae. The initial blast deals 1d8 points of damage and injects larvae into the opponent's body. The affected creature must succeed on a DC 23 Fortitude save to avoid implantation. The save DC is Constitution based.

If a chuul ttaen implants larvae into a paralyzed or otherwise helpless creature, it gets no saving throw. The larvae pupate over the course of 10 days. The host becomes increasing ill suffering a -1 to Strength, Constitution and Dexterity each day of the pupation (-10 maximum) as the pupae absorb nutrients. At the end of the 10 day gestation, 2d4 Diminutive chuul ttaen burst from the host, killing it in the process.

A *remove disease* or *heal* spell rids a victim of the larvae/pupae as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient. The ability score damage heals normally after the larvae/pupae have been removed.

Darkvision Camouflage (Ex) A chuul ttaen is virtually impossible to detect solely using darkvision. A chuul ttaen is considered invisible (+40 Stealth or +20 Stealth when moving) when encountered in the dark by a creature using darkvision. In lit areas, a chuul ttaen appears as a ghostly white surface-dwelling chuul.

Chuul ttaens are similar to their normal chuul cousins, possessing many of the same skills, attacks and defenses. The ttaen versions are said to swim in the cold depths of the world and only find their way to the surface when summoned by particularly vile wizards. Others claim they are simply underground albino versions of a normal chuul – albeit a more intelligent and deadly monstrosity.

The heavily armored chuul ttaens are excellent swimmers, and often rise up from the depths to grab land-bound creatures in their claws and tentacles.

Some say the ttaen addition to their names is a designation of royalty or a higher ranking in chuul society, although this has not been confirmed. The ttaens are able to communicate more easily with other races via a raspy Common speech. Chuul ttaens have little interest in conversation, however, and are much more likely to attack before asking questions. Only extremely powerful foes give them pause and might warrant words before weapons.

Underground races fear the chuul ttaens, claiming the hideous creatures were bred to wipe out all life in the tunnels under the land. They are perfect assassins and even the deadly drow fear these versions that can hide from darkvision.

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