

A PATHFINDER SOCIETY SCENARIO



THE DEVIL WE KNOW, PART IV: THE RULES OF THE SWIFT™

By Larry Wilhelm



THE DEVIL WE KNOW, PART IV: RULES OF THE SWIFT

PATHFINDER SOCIETY SCENARIO 48

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The OGL can be found on page 21 of this product.

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THE DEVIL WE KNOW, PART IV: THE RULES OF THE SWIFT

BY LARRY WILHELM

Swift Prison, an extensive series of alleys and lanes spanning several city blocks in Old Cassomir, until recently held a vast array of criminals. Alongside violent miscreants held in chains behind the thick bars and high walls of the prison's central keep lay unfortunate debtors seized in modest apartments, simple houses, and prison-owned shops. But the menacing derros, long lurking beneath the streets of Cassomir, swept through the prison like a whirlwind and kidnapped nearly everyone, dragging them screaming into the caverns and crypts beneath the city.

After months of deranged planning and the manipulation of Dalirio Teppish's foolish Cult of Nature's Cataclysm, the derros penetrated into the Ismacco tunnels below Old Cassomir. Following Dalirio's maps (see *Crypt of Fools*), the derros eventually arrived at a solid brick wall and smashed it down. After passing through the shattered barrier, the derros emerged into sewer tunnels directly beneath Swift Prison and poured in through its sewer grates, rounded up the prison's inhabitants, and retreated back into the Ismacco tunnels.

Months before these events, the clever derros harvested a plague of rats to infiltrate Cassomir and spread chaos under their scurrying feet (see *Shipyards Rats*). Using their mite slaves, the derros directed this plague to distract the city's guard, and as the authorities scrambled to contain the vermin menace, derro scouts penetrated the prison and mapped it (*Cassomir's Locker*). Fortunately for the derros, the prisoners who reported their presence within the Swift were laughed at and the prison officials were not at all prepared for the massive kidnapping.

The morning after the kidnapping, the authorities unleashed the Swift's famous thief-takers to hunt down the derros—none returned. While the thief-takers were slaughtered beneath the streets, Cassomir's constabulary searched the prison for survivors, but they found only one. Nefti, the Aspis Consortium assistant who aided the PCs in *Shipyards Rats*, had been imprisoned some months earlier for enormous gambling debts. His imprisonment was a ruse. Knowing the Pathfinders would not be able to resist the lure of adventure the derro problem in Cassomir offered, the Aspis Consortium made a secret alliance

THE DEVIL WE KNOW SERIES

Rules of the Swift is the fourth and final installment in the Devil We Know series. While it is not required that players play the previous three installments before tackling this scenario, this scenario will make a lot more sense if played as the conclusion to the series.

with the derros of Corgunbier. For months, the Aspis Consortium aided these derros in their kidnappings in order to distract both the Pathfinder Society and the Cassomir authorities. The web of deceit grew so thick that the Aspis even suggested the derros (through the Cult of Nature's Cataclysm) kidnap one of their own agents, Kafar, and leave behind Nefti as a convenient witness, someone who could lead the Pathfinders around by the nose while the Aspis furthered their local plots. Though the cultists who grabbed him had no idea who he was and eventually beat him unconscious for being unruly, he was able to use the kidnapping to befriend the relic auctioneer (see *Shipyards Rats*) to learn the location of an artifact called the *bell of obedience*—it resided within Swift Prison's bell tower.

Seeing a chance to seize the artifact, the Aspis funded the derro-led cult with supplies. Soon the agent Kafar approached the derros with a plan to empty the Swift in secret so he could steal the *bell of obedience*. Kafar needed a distraction, and he knew the derros' ambitions to unleash a brazen mass-abduction scheme (see *Crypt of Fools*). With the derros' participation, Kafar gained the diversion he needed, and the derros gained all the prisoners they could wrangle during the invasion.

Nefti's involvement was sweeter than Shelyn's lips. Knowing Venture-Captain Hestia Themis half-trusted the boy, Kafar planned to use the Aspis prodigy to send the Pathfinder Society on a derro hunt, thus preventing Hestia's goons from spoiling his plan. On Kafar's advice, once the constabulary found Nefti as the only survivor of the derro raid, the young Aspis boy demanded to speak with Hestia, declaring he would tell only her what had happened in the prison. Nefti told the venture-captain

that he overheard the derros discussing plans to take the prisoners to a Darklands grotto. There, the derros intended to meld the prisoners to a strange ore called lazurite. Kafar hoped that by having Nefti tell Hestia about the derros' plot, he and Nefti could reenter the emptied prison, and steal the bell while the local Pathfinders trudged through the Darklands below. Hestia acted predictably, and armed with Nefti's report, especially the claim that Dalirio lives again, Venture-Captain Themis sends the PCs after the prisoners of the Swift.

SUMMARY

On the orders of Venture-Captain Hestia Themis, the PCs accompany Nefti, an Aspis Consortium agent they met in *Shipyard Rats*, to Swift Prison to pursue the derro kidnappers. Once at the Swift's gates, Nefti recounts his rehearsed story, telling the PCs that in order to follow the derros' escape route and access the Ismacco tunnels, they must enter the prison.

After leaving Nefti, the PCs also perform Hestia's second request—to verify the presence of an ancient chapel bell artifact called the *bell of obedience*. The PCs have two choices here and can either proceed to the chapel and verify the presence of the *bell of obedience*, or the PCs can decide to head directly to the central keep and pursue the derros and their fresh slaves.

Once inside, the PCs discover a gruesome scene in the prison yard: a mutilated rust monster pierced with barbed crossbow bolts lies crumpled in the dirt. Surrounding the aberration several derros lie rotting, their bled corpses robbed of any metallic scraps. As the PCs investigate the scene, an earth elemental left behind by the derros, bursts from the ground and attacks.

After defeating the elemental, the PCs enter the keep, where they find evidence of the derro invasion. Remnants of iron bars lie rusted and destroyed, leaving an appearance of total disarray within the keep. While exploring the keep, the PCs find a journal left behind that gives the PCs some clues as to how they should progress.

Descending into the dank cellars nicknamed Stavian's Fair, the PCs encounter a familiar face: the Crazy Painter (see *Crypt of Fools*). Inside a large room, the demented artist furiously paints a wall mural. The PCs must bring some lucidity to the Crazy Painter in order to elicit information about the derro kidnappings.

After the PCs finish their chat with the painter, they delve into the sewer through a secret door and find a room guarded by a ghost with several Swift Prison thieftakers in cells suffering from ghoul fever.

After the encounter with the ghost, the PCs wind through the Ismacco tunnel system and descend into the Darklands beneath the city. After some time, the PCs find

a room with signs of a battle—it seems the derros' slaves, the mites, tried to engage in a coup against their masters and were slaughtered.

In the next cavern, the PCs find a grotto with a disgusting pool and witness the derros herding prisoners into that pool. Once the derros see the PCs, they prepare to attack but are then attacked themselves by prisoners and mite slaves, leaving the PCs to deal with a smaller band of foes. Should the PCs defeat the derros, they rescue the prisoners and end the derro menace in Cassomir for a time.

GETTING STARTED

Read the following to get the adventure underway:

Venture-Captain Hestia Themis, a woman of small stature, but great importance within Cassomir, sweeps locks of thick, raven hair away from her face. As she starts to speak, shrill horns bellow an alarm. Hestia pauses for the signal to quiet, and as the trumpeting ring fades, her booming voice continues.

"Colleagues, the city of Cassomir declared a state of emergency this morning. Late last night, a swarm of rats poured into Cassomir's streets, spilling from every sewer grate within the Old Cassomir district. As the city guards dealt with this infestation, a large assault force of derros penetrated Swift Prison. Within a few hours, the derros emptied the Swift, and marched their new slaves into the Darklands. Normally we defer incidents like this to the authorities, but I offered our assistance. There's an item of interest, a church bell called the *bell of obedience*, that may reside in Swift Prison's chapel. We want to catalogue it and may never have another opportunity to explore the Swift unsupervised. While investigating the derro invasion, head to the chapel and inspect the bell. If possible, I want you to determine whether the Chapel's bell is in fact the legendary *bell of obedience* without taking it from the prison. Cassomir's constabulary is as of this moment fighting Cult of Nature's Cataclysm devotees at the south entrance to the prison. The constabulary agreed to distract the cultists there so that you might approach the Swift from its north side and enter the prison from the south gate behind the cultists."

At that moment, a teenage boy enters through the Cassomir Lodge's front door and Themis gestures him over. "This is Nefti—I believe some of you may know him already. Though he works with the Aspis Consortium, he helped us rescue a fellow Pathfinder when this derro business began. It seems Nefti happened to be serving a debtor's term inside the Swift when the abductions took place. For his testimony to last night's events we secured his release. He agreed to escort you to a spot north of the Swift where he will tell you all he knows. Any questions?"

The PCs may have questions for Themis at this point. Below are some likely questions and their answers. Themis patiently answers any questions the PCs have. If the PCs want to ask Nefti any questions, he simply states, “I will answer all your concerns once we arrive at the Swift’s gates.”

Can we trust Nefti? “Nefti helped us in the past and I trust him. The Aspis Consortium is another matter entirely.”

How did the derros penetrate the Swift? “Apparently, they used the Ismacco tunnels recently discovered beneath Old Cassomir.”

How can we catch the derro? “They have dozens or possibly hundreds of prisoners and are likely moving slowly beneath the city. Nefti overheard some of their plans and is sure he knows the location beneath Cassomir’s Locker where they intend to take the prisoners.”

What is the constabulary doing to assist us? “The governor ordered them to attack the Swift from Harbor Watch and clear out the persistent cultists it seems the derros left behind to cover the kidnapping. Hopefully with the cultists fighting the constables in the streets to the south of the prison, you’ll be able to enter from the north with little trouble.”

Before heading to Swift Prison, the PCs may wish to briefly investigate several topics concerning Hestia’s request. This knowledge can provide important clues about future events in this scenario. Let the PCs make the following checks, and consult the information below.

Knowledge (local) or bardic knowledge (*bell of obedience*)

10+ The nickname given to the Swift chapel’s bell. Former prisoners tell tales of the bell’s soothing ring.

15+ Prisoners skilled in magic swear the bell strongly radiates arcane power from the school of enchantment.

20+ A bell dating back to the time of old Azlant is rumored to make those who hear its clear ring susceptible to suggestion.

25+ Some whisper that human hands did not construct the bell, but rather that the aberrant masters of a once mighty empire crafted it.

Knowledge (local) or bardic knowledge (*the Swift kidnappings*)

10+ The rat plague came from the sewers under Cassomir. Some folks say Nature’s Cataclysm druids sent the rats as the city’s punishment for greedily taking too much blackwood for their shipbuilding industries.

15+ A decayed, smelly undead creature ordered several mangy humans to stay behind and harass any who attempted to enter the keep.

20+ After the derros abandoned the Swift, two humans who weren’t prisoners or guards were seen skulking about the Swift’s chapel.

25+ The derros rounded up the entire population of Swift Prison, but after meeting with a wealthy-looking human they released one individual into his custody.

The Journey to the Swift

Nefti leads the PCs to within a block of the Swift Prison on the north side, which bypasses the skirmishes with cultists that the PCs can hear ringing out from the southern side of the prison. Read the following once the PCs reach Swift Prison with Nefti:

Nefti gestures at the towering walls of Swift Prison and the ramshackle buildings that make up the rest of the prison’s grounds. “This is as far as I go. Beyond the Swift’s thick gates, the Ismacco tunnels await. Deep below the keep, within the sewers, the derros are marching the guards and prisoners into the depths of Golarion. Be careful, several of those Nature’s Cataclysm freaks still roam the Swift’s grounds.”

The PCs likely have questions for Nefti. If they ask Nefti questions that require him to lie, it’s possible the PCs can determine that he’s lying with an opposed Sense Motive check (Nefti’s Bluff is +8 in Tier 1–2, +12 in Tier 3–4, and +16 in Tier 7–8). If the PCs use *discern lies* or *zone of truth*, Nefti does his best to avoid answering the questions as he is familiar with truth magic, but in the end it has little bearing on the scenario if the PCs determine Nefti is lying. Nefti knows nothing of the *bell of obedience*.

Do you want to join us and free the kidnapped victims? “I’m just a boy—what help could I be?”

How many derros did you see? “Dozens.”

What are you getting out of this? “A full pardon of my gambling debt from the governor.”

Why can’t we just access the tunnels through the Crypt of Fools? “The tunnels reportedly cover several miles under Old Cassomir, if you started at the Crypt of Fools, there would be no signs to follow. You could wander the tunnel system for days.”

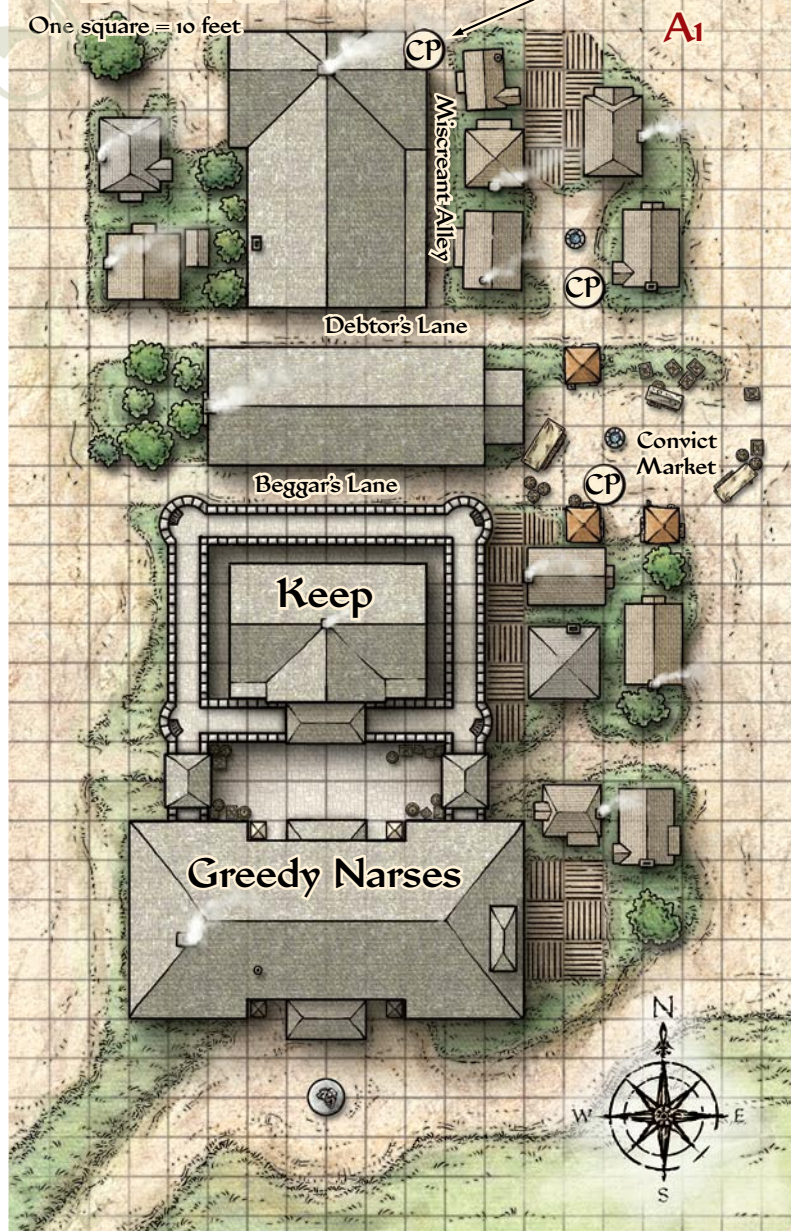
Why did you not try to stop the derros? “Because I’m just a boy and I hid to save myself.”

Why is the Aspis Consortium helping us? “A derro threat to the city of Cassomir affects us all, and neither of our organizations can function here if the derros empty the city.”

ACT I: SWIFT PRISON EXTERIOR

Two large buildings dominate the Swift’s northern half. The northernmost building, just west of a shadowy

Swift Prison Exterior



backstreet called “Miscreant Alley,” is a combination of an apartment complex and factory. To the south, across a street labeled “Debtor’s Lane,” lies another apartment complex, its lower floors a mix of ever-changing shops. To the east is an open-air bazaar dubbed “Convict’s Market,” complete with stalls and a central well, and to the west more dwellings litter the grounds. To the south, across “Beggars Lane,” stands the north wall of the central keep. To the keep’s east, and the market’s south, several larger homes reserved for the Swift’s more wealthy criminals exist, and touch lush gardens creating a barrier between these dwellings and the keep’s stone walls. To the south

of the keep at the Swift’s southernmost border rests the prison’s largest building—the Greedy Narses. Herein the indoor market, mess hall, Swift chapel, and beggar’s boxes reside. Outside this building stands the gilded statue of the golden lady who stares dispassionately at those who fill the beggar’s boxes with spare coins.

A1: Stalkers of the Swift (CR 2 or CR 4 or CR 7)

On the south end of Swift Prison the constabulary of Cassomir battles roving bands of cultists, keeping most of the remaining Cult of Nature’s Cataclysm druids occupied there. A few small bands roam the rest of the grounds bent on keeping anyone from gaining access to the prison. The map on this page indicates three possible locations the PCs might encounter one of those bands of druids (marked CP).

Creatures: Once the PCs come within 40 feet of any area where a patrol is marked, allow them to make a DC 15 Perception check to hear a cultist mutter a curse-filled prayer. Keep in mind that the rats have the scent ability—should they smell the PCs approaching, they squeak a shrill warning to the cultists. Regardless of how the PCs approach the prison or how long they spend exploring its grounds, they only encounter one band of cultists before entering the prison.

Tier 1–2 (CR 2)

NATURE’S CATACLYSM DRUIDS (2) CR 1/2

Male human druid 1

NE Medium humanoid (human)

Init –1; Senses Perception +7

DEFENSE

AC 13, touch 9, flat-footed 14 (+2 armor, –1 Dex, +2 shield)

hp 10 (1d8+6)

Fort +4, Ref –1, Will +7

OFFENSE

Speed 30 ft.

Melee shillelagh club +2 (2d6+2)

Druid Spells Prepared (CL 1st; concentration +4)

1st—entangle (DC 14), shillelagh

o—detect magic, flare (DC 13), guidance, light

TACTICS

During Combat The druids cast *shillelagh* on their clubs (already figured into their stats) and attack the PCs with their dire rat companions and minions. They rave about the end of the world.

Morale The druids fight to the death.

Base Statistics Melee club +1 (1d6+1)

STATISTICS**Str** 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13**Base Atk** +0; **CMB** +1; **CMD** 10**Feats** Iron Will, Toughness**Skills** Climb +3, Knowledge (religion) +1, Perception +7, Spellcraft +4, Survival +9**Languages** Common, Druidic**SQ** nature bond (animal companion), nature sense, wild empathy +2**Gear** club, heavy wooden shield, leather armor, silver holy symbol of Groetus**DIRE RAT ANIMAL COMPANIONS (2) CR —**

N Small Animal

Init +3; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 11 (2d8+2)**Fort** +4, **Ref** +6, **Will** +1**OFFENSE****Speed** 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +2 (1d4)**STATISTICS****Str** 10, **Dex** 17, **Con** 12, **Int** 2, **Wis** 12, **Cha** 4**Base Atk** +1; **CMB** +0; **CMD** 14**Feats** Skill Focus (Perception)**Skills** Perception +8, Swim +7; **Racial Modifiers** uses Dex to modify Swim**SQ** link, share spells, tricks (attack, guard, stay)**DIRE RAT (2) CR 1/3****hp** 5 each (*Pathfinder RPG Bestiary* 232)**Tier 3–4 (CR 4)****NATURE'S CATACLYSM DRUIDS (4) CR 1/2****hp** 10 (as Tier 1–2)**DIRE RAT ANIMAL COMPANIONS (4) CR —****hp** 11 each (as Tier 1–2)**DIRE RATS (4) CR 1/3****hp** 5 each (*Pathfinder RPG Bestiary* 232)**Tier 6–7 (CR 7)****NATURE'S CATACLYSM DRUIDS (4) CR 3**

Male human druid 4

NE Medium humanoid (human)

Init –1; **Senses** Perception +11**DEFENSE****AC** 17, touch 9, flat-footed 17 (+3 armor, –1 Dex, +2 natural, +3 shield)**hp** 34 (4d8+16)**Fort** +7, **Ref** +1, **Will** +11; +4 vs. fey and plant-targeted effects**OFFENSE****Speed** 30 ft.**Melee** shillelagh club +8 (2d6+4)**Special Attacks** wild shape (1/day)**Spells Prepared** (CL 4th; concentration +8)2nd—*barkskin* (already cast), *bull's strength* (2, already cast)1st—*cure light wounds*, *entangle* (DC 15), *longstrider*, *shillelagh*0—*detect magic*, *flare* (DC 14), *guidance*, *know direction*, *light***TACTICS****Before Combat** The druids already cast *barkskin* and *bull's strength* on themselves.**During Combat** The druids cast *shillelagh* on their clubs (already figured into their stats) and attack the PCs with their dire rat companions and minions. They rave about the end of the world.**Morale** The druids fight to the death.**Base Statistics** **AC** 15; **Melee** club +4 (1d6+1); **Str** 12**STATISTICS****Str** 16, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 13**Base Atk** +3; **CMB** +6; **CMD** 15**Feats** Iron Will, Toughness, Weapon Focus (club)**Skills** Climb +9, Knowledge (religion) +4, Perception +11, Spellcraft +7, Survival +13**Languages** Common, Druidic**SQ** nature bond (animal companion), nature sense, wild empathy +5, woodland stride, trackless step, resist nature's lure**Gear** +1 leather armor, +1 heavy wooden shield, club, cloak of resistance +1, silver holy symbol of Groetus

DIRE RAT ANIMAL COMPANIONS (4) CR —

N Small Animal

Init +3; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)**hp** 26 (4d8+8)**Fort** +6, **Ref** +8, **Will** +2**Defensive Abilities** evasion**OFFENSE****Speed** 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +7 (1d4+2 plus disease)**Special Attacks** disease**STATISTICS****Str** 14, **Dex** 18, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4**Base Atk** +4; **CMB** +5; **CMD** 19**Feats** Skill Focus (Perception), Weapon Focus (bite)**Skills** Perception +8, Stealth +6, Swim +8; **Racial Modifiers** uses

Dex to modify Swim

SQ link, share spells, tricks (attack, defend, guard, stay)**SPECIAL ABILITIES****Disease (Ex)** *Filth fever*: Bite—injury; *save* Fort DC 12; *onset*1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3Con damage; *cure* 2 consecutive saves. The save DC is

Constitution-based.

Development: If any cultists manage to survive, they flee the PCs into Cassomir and attempt to leave the city. By the time the PCs finish this encounter, the constabulary has secured the southern end of the prison and has killed and captured the remaining cultists. Should the PCs proceed from the prison's northern grounds to the main entrance of the prison keep to the south after their encounter, they'll find the constables guarding the prison's entrance and waiting for the PCs to arrive. Nearby, a handful of ragged and injured cultists are in manacles and seated against the wall. A cleric tends to wounded constables. The uninjured constables are relieved to see the PCs and let them into the prison without question, though with words of encouragement.

Rewards: If the PCs defeat the cultists, reward each tier thusly:

Tier 1–2:

Give each player 7 gp.

Tier 3–4:

Give each player 14 gp.

Tier 6–7:

Give each player 1,114 gp.

ACT 2: SWIFT PRISON INTERIOR

Two features dominate Swift Prison's interior: the Greedy Narses and the prison's main keep. The Greedy Narses is

a large wooden building on the southern border of Swift Prison through which all prisoners or visitors must pass to reach the keep. The many cells lining this building's southern facade serve as "beggar's boxes" that provide a chance for the Swift's unskilled residents to earn some coin. Other than the decorated front, and the gilded statue in the square, this building is quite plain. The keep is three stories tall and once contained several holding cells, but the cell's iron bars were evaporated to flakes and powder by the derros' rust monster. The keep's ceilings are all 9 feet tall and the entire structure is littered with broken furniture.

B1: Indoor Market

Many market stalls lie shattered across the paved floor. Wood splinters and papers litter the room.

Mission Notes: Qadira faction PCs should be interested in the Swift's financial summary located here. A DC 12 Perception check locates the records amid a pile of papers strewn on the floor.

B2: Mess Hall

This 30-foot-by-35-foot room houses the prison's mess hall. It contains several enormous wooden tables, stained by years of use and abuse. The room smells musty and rotten.

B3: Kitchen

This large kitchen holds culinary equipment needed to serve a large number of prisoners. Several dead prison cooks lie here, their bodies slashed and stabbed repeatedly. A DC 10 Perception check reveals that the wooden handles scattered about the floor are knife handles devoid of blades.

B4: Beggar's Boxes

These twin corridors hold many small rooms that look out through rusted bars out onto the small square in front of the prison. At the base of each set of exterior bars, a box with a slot for coins sits on the ground. There are 12 small rooms in total. Each wooden box has been smashed to bits and most of the coins are gone. A few scattered coppers can be found on the floor in the west room.

Mission Notes: Qadira faction PCs can find Pasha Muhlia Al-Jakri's coin in the west room—it rests inside one of the smashed beggar's boxes and can be found with a DC 12 Perception check.

B5: Swift Chapel

This 50-foot-by-35 foot room contains the recognizable trappings of a chapel. An altar dedicated to Abadar rests upon a raised section near the northern wall.

The chapel holds the *bell of obedience*. Any PC capable of casting *detect magic* (or similar magic or ability) can

confirm the bell is more than a mundane chapel bell. Furthermore, a DC 18 bardic knowledge check confirms the bell as a relic. Little do the PCs know that while they are below the city hunting the kidnapped prisoners of the Swift, Nefti and Kafar plan to steal the bell and smuggle it from the city under the cover of the local chaos (see Conclusion). There's nothing the PCs can do to stop the theft—its theft is meant to reinvigorate the hostilities between the Society and the Aspis.

Mission Notes: Cheliox faction PCs should be interested in the inscription on the chapel's yoke located in the bell tower here. The inscription reads, "Through obedience we find peace." Taldor faction PCs should be interested in recording the bell's tone here; all they have to do is open the box and ring the bell. If a Taldor or Cheliox faction PCs waits to do this until after returning with the prisoners, the bell is gone—Kafar stole it.

B6: Prison Yard (CR 3 or CR 5 or CR 8)

Rusted, iron flakes dust the ground around a series of thick gates. Within the keep's yard, four derro corpses surround an insectile quadruped. Countless barbed crossbow bolts penetrate the strange beast's hide, and where its head should be, thick ichors moisten the ground around two separated feathered antennae.

The derros used a rust monster to penetrate Swift Prison's iron barriers, but once the rust monster ran out of food, it hungrily turned on its derro handlers. Dozens of rats feed on the dead and scurry about the yard.

Creatures: The derros left behind an earth elemental slave to slow any pursuit (two small earth elementals in Tier 1–2). The elemental is buried beneath the yard just in front of the gates that lead to area B7. Once the PCs are within 5 feet of the elemental, it bursts from the ground and attacks the PCs.

Tier 1–2 (CR 3)

SMALL EARTH ELEMENTAL (2) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 122)

Tier 3–4 (CR 5)

LARGE EARTH ELEMENTAL CR 5

hp 68 (*Pathfinder RPG Bestiary* 122)

Swift Prison Interior

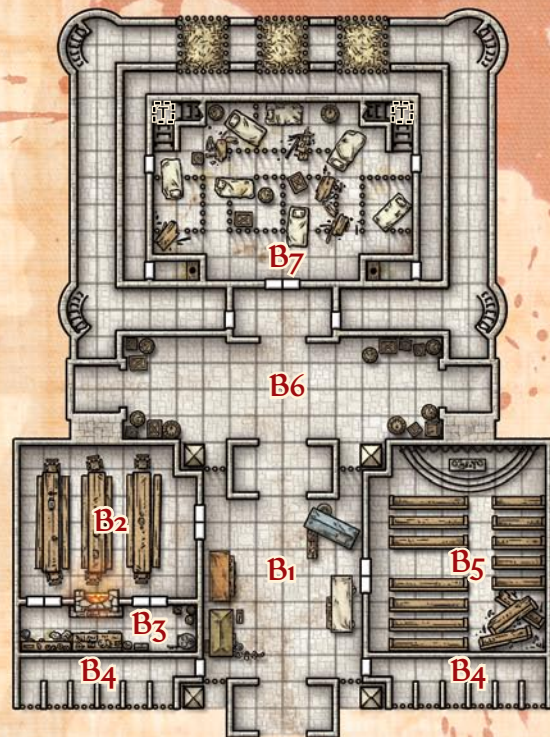
One square = 5 feet



Stavian's Fair
Second Level



Stavian's Fair
First Level



MS

Tier 6–7 (CR 7)

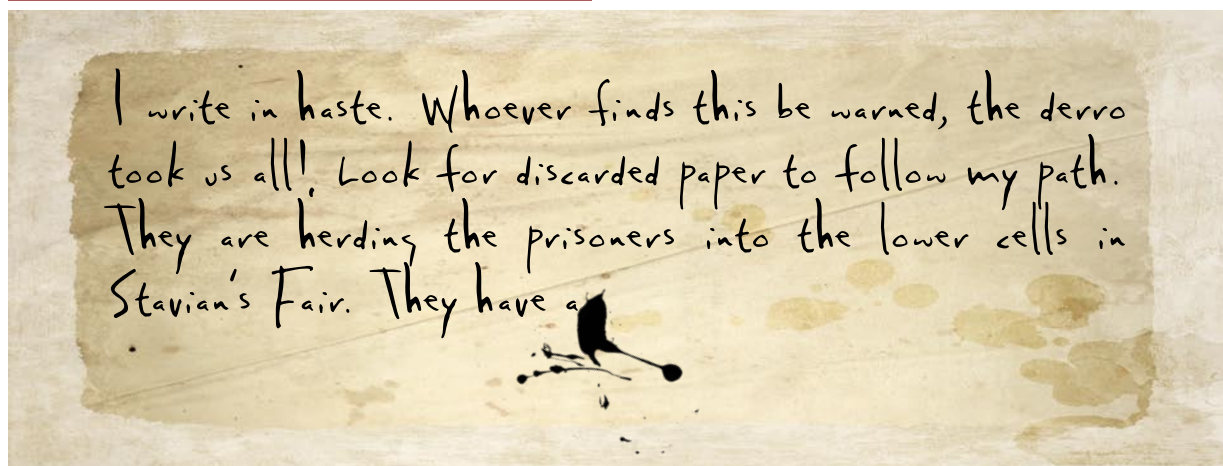
HUGE EARTH ELEMENTAL CR 8

hp 95 (*Pathfinder RPG Bestiary* 122)

Treasure: Looting the derros' corpses gains the following bounty: four suits of leather armor, four short swords, four repeating light crossbows, and 40 poisoned bolts (Medium spider venom).

Mission Notes: Osirion faction PCs may attempt to gain a sample of lazurite from the earth elemental. A DC

PLAYER HANDOUT #1



20 Perception check identifies an appropriate sample on the elemental's back.

Rewards: If the PCs defeat the earth elemental and loot the derro bodies, reward each tier thusly:

All Tiers:

Give each player 140 gp.

B7: Keep—Ground Floor

Broken furniture litters the room: parts of a stool, a modest writing table battered in twain, and several smashed chairs sprawl across the keep's wooden floor.

Two sets of stairs, one in the northeast corner and one in the northwest corner, lead to a cellar beneath the prison dubbed Stavian's Fair by the Swift's residents. The scenario assumes the PCs head down. Should they instead use the stairs to access the upper floors of the keep, they find the rooms there tossed and disheveled just like area B7, with no clues or items of value.

B8: Stavian's Fair—1st Level (CR 1 or CR 3 or CR 6)

The first level of Stavian's Fair contains four large solitary confinement pens reserved for political dissidents. Due to the wooden nature of these cells, the rust monster's carnage did not affect this floor. In the southwest cell, a DC 10 Perception check locates a diary, and its last passage details the horrific abduction (see **Handout #1**). Several pages beyond the last entry were torn out.

Traps: The derro left behind the same trap on both sets of stairs that descend to area B9. The traps vary by tier and are activated once the first PC reaches the landing halfway down.

Tier 1–2 (CR 1)

ARROW TRAP

CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset none

Effect Atk +15 ranged (1d8+1/x3)

Tier 3–4 (CR 3)

ACID ARROW TRAP

CR 3

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger proximity (alarm); Reset none

Effect spell effect (acid arrow, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

Tier 6–7 (CR 6)

WYVERN ARROW TRAP

CR 6

Type magic; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset none

Effect Atk +15 ranged (1d6 plus wyvern poison/x3)

B9: Stavian's Fair—2nd Level

The second level of the Fair, like area B7 above, is stripped of nearly everything metal, leaving what was once a tangle of dank, solitary confinement cages transformed into a tumbled mess of furniture and prisoner odds and ends. A collection of broken furniture in the southeast corner suggests a struggle, and a DC 10 Perception check finds a splattering of blood on the floor in front of the door in the southeast corner of the room. The derros left someone behind here: the Crazy Painter (see *Crypt of Fools*).

Even in their lunacy, the derros found themselves disturbed by the demented artist, and when they ordered

the rest of the Cult of Nature's Cataclysm back to the surface to fight the constabulary, they unchained the Crazy Painter and let him go.

The Crazy Painter didn't go quietly, however. He followed the derros through the Ismacco tunnel system into the topmost level of the Darklands beneath Cassomir. There, he trailed the derro to the grotto of Groetus and witnessed the derros using the grotto to turn their kidnap victims into ghouls and ghosts. So offended by the use of his patron deity's unholy place, the Crazy Painter returned to the prison in the hopes that he might convince the constabulary to head into the Darklands and destroy the derros abusing Groetus's unholy grotto. To his delight, the PCs have arrived to do it for him.

When the PCs enter, the Crazy Painter stands before the south wall contentedly painting a large mural. The mural depicts two large snakes carrying a bell into Cassomir's sewers and portrays in great detail what is clearly the PCs chasing after the snakes.

The Crazy Painter begins this encounter unfriendly (though it's better classified as completely unaware). If the PCs played through *Crypt of Fools* and treated the painter well, grant them a +5 circumstance bonus on their Diplomacy checks. Furthermore, if the PCs praise the artist's skills grant them an additional +2 bonus. Once made at least indifferent, the Crazy Painter smiles and cooperates with the PCs in a semi-lucid state.

The PCs may have questions for the Crazy Painter. Below are some likely questions and their answers.

Why are you not with the rest of the cultists? "Groetus has grander plans for me. In fact, he has grand plans for you as well."

How did you know we were coming? "Groetus told me you would come, and he asks that you rid his shrine of the derros. But I warn you, do not interfere with his shrine or Groetus's anger will be swift."

What is the meaning behind your painting? "The bell was taken. They have such plans for it."

What are the derros doing at the shrine? "They interfere with my lord's plans and he wants them dead."

Where are the derros? / Which way did the derros go? At this point, the Crazy Painter points to the door in the southeast corner of the room and says, "Down, down, deeper, and down, follow my map to the underground."

What map? The Crazy Painter hands whoever asked this question a piece of paper with an unintelligible garble of scrawls and pictures on it and says, "Understand the map and you find the grotto."

Who took the bell? "Those two snakes," he says and points to the mural with a toothless smile.

Development: The map the Crazy Painter offers the PCs is actually no help at all. Feel free to draw a random jumble of stick figures, letters, numbers, and lines on a

piece of paper and give it to the PCs as a handout. Finding the derros is actually a fairly simple matter of following their trail through the Ismacco tunnel system and then into the Darklands—they have a great deal of prisoners, including one who is leaving a trail of paper behind him, and are not trying to cover their retreat. Behind the door in the southeast corner of this room, the PCs find an open trap door and a ladder that descends into area C1. When closed, it takes a DC 40 Perception check to find the trap door from above and open it—from below, it's always obvious where it is and how to open it.

Mission Notes: Cheliox faction PCs may attempt to have the Crazy Painter decipher Dralneen's cipher book here. A DC 12 Bluff, Diplomacy, or Intimidate check convinces the Crazy Painter to complete the task. Taldor faction PCs may attempt to have the Crazy Painter paint a portrait of Dalsine. A DC 12 Bluff, Diplomacy, or Intimidate check gets the painter to accept the commission, and he has the painting ready when the PCs return from the Darklands.

ACT 3: BENEATH SWIFT PRISON

C1: Cassomir Sewers

Refuse rushes by in a stream of garbage carried swiftly through the sewer proper. A five-foot-wide dry ledge sits a foot above the refuse and provides a walkway on both the east and west sides of the sewer. On the west wall, a massive iron door blocks passage beyond. An image carved into the door is of a dispassionate figure holding a gibbous moon.

There is no light here beyond what the PCs have with them. The iron door on the west wall is locked. The door has a hardness of 10, 60 hit points, and a break DC of 25 and the lock has a Disable Device DC of 20, hardness 15, and 30 hit points. All attempts to bypass the door's lock or bash down the door alerts everyone in area C2.

The PCs descend the ladder into area C1 on the east side of the sewer and must cross to the west to access the iron door. PCs can make DC 15 Acrobatics checks to balance across the rock fall to reach the other side—failure means a plunge into the fetid sewer water (which is 5 feet deep) and the risk of exposure to Cassomir's brand of filth fever. PCs may also attempt to jump the sewer, but there is no way to get a running start considering the angle.

CASSOMIR FILTH FEVER

Type disease, injury, contact; **Save** Fortitude DC 12

Onset 1d3 days; **Frequency** 1/day

Effect 1d3 Dex damage and 1d3 Con damage; **Cure** 2 consecutive saves

C2: Imprisoned Thief-Takers (CR 2 or CR 4 or CR 7)

A purple radiance washes over this cold chamber from a variety of lichens and fungi that grow on the walls and ceiling creating an otherworldly sheen. Straw-filled cages line the north and south walls. In the room's center, a strange pedestal, carved in the likeness of dozens of grasping tentacles, sits fixed into the stone floor.

The bodies of six thief-takers rest in the cells. All of them are barely alive (0 hit points) and a DC 12 Heal or Knowledge (religion) check identifies the wounds on the thief-takers as ghoulish bites. All of the thief-takers suffer from ghoulish fever and will change into ghouls in 48 hours if not cured. They are all also continuously under the ghastr's stench ability and are sickened until 1d6+4 minutes after the ghastr has been killed or otherwise removed from the room.

Creatures: The derros left a single ghastr behind to watch the thief-takers as they transform. If he knows the PCs are coming (they bashed down the door or picked at the lock), he waits for them in the square marked **G**. The first PC through the door needs to make a DC 17 Perception check or be unable to act in the surprise round. Keep in mind the ghastr's stench ability—the first PC through the door will also immediately be under its effect.

Tier 1–2 (CR 2)

GHAST

CR 2

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9**Aura** stench (10-foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes)

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 17 (2d8+8)**Fort** +4, **Ref** +4, **Will** +7**Defensive Abilities** channel resistance +2

OFFENSE

Speed 30 ft.**Melee** bite +5 (1d6+3 plus disease and paralysis), 2 claws +5 (1d6+3 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 15)

TACTICS

Before Combat The ghastr moves to the area marked **G** and waits.**During Combat** Because of the close quarters, the ghastr tries to block in the first PC through the door and limit combat to just him and the first PC. Should the PCs back out of the room, the ghastr hides at the spot marked **G** again and waits.**Morale** The ghastr fights until destroyed.

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18**Base Atk** +1; **CMB** +4; **CMD** 18**Feats** Weapon Finesse**Skills** Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +5**Languages** Common**Combat Gear** *potion of inflict light wounds*; **Other Gear**

masterwork torturer's tool (masterwork artisan's tools), 100 gp

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; save Fort DC 14; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoulish fever rises as a ghastr at the next midnight. A humanoid who becomes a ghastr in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghastr in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr.

Tier 3–4 (CR 4)

RAGING GHAST

CR 4

Male ghastr barbarian 2

CE Medium undead

Init +5; **Senses** darkvision 60 ft., scent 30 ft.; Perception +12**Aura** stench (10-foot radius, Fort DC 20, sickened 1d6+4 minutes)

DEFENSE

AC 20, touch 13, flat-footed 15 (+3 armor, +5 Dex, +4 natural, –2 rage)**hp** 54 (4 HD; 2d8+2d12+32)**Fort** +11, **Ref** +5, **Will** +10**Defensive Abilities** channel resistance +2, uncanny dodge

OFFENSE

Speed 40 ft.**Melee** bite +11 (1d6+7 plus disease and paralysis), 2 claws +10 (1d6+7 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 19), rage (12 rounds/day), rage powers (scent)

TACTICS

Before Combat The ghastr moves to the area marked **G** and waits.**During Combat** Because of the close quarters, the ghastr tries to block in the first PC through the door and limit combat to just him and the first PC. Should the PCs back out of the room, the ghastr hides at the spot marked **G** again and waits.**Morale** The ghastr fights until destroyed.**Base Statistics** When not raging, the barbarian's statistics are: no scent; stench Fort DC 18; **AC** 22, touch 15, flat-footed 17; **hp** 46; **Fort** +9, **Will** +8; **Melee** bite +9 (1d6+5 plus disease and paralysis), 2 claws +8 (1d6+5 plus paralysis); paralysis (1d4+1 rounds, DC 17); **Str** 21, **Cha** 22; **CMB** +8, **CMD** 23; Climb +12, Handle Animal +11, Intimidate +11, Swim +9; *Ghoul Fever*: save Fort DC 17

STATISTICS

Str 25, **Dex** 21, **Con** —, **Int** 17,
Wis 20, **Cha** 26

Base Atk +3; **CMB** +10; **CMD** 25

Feats Weapon Finesse, Weapon
Focus (bite)

Skills Acrobatics +9, Climb
+14, Handle Animal +13,
Intimidate +13, Perception
+12, Stealth +12, Swim +11,
Survival +10

Languages Common

Combat Gear *potion of inflict
moderate wounds*; **Other
Gear** masterwork studded
leather, masterwork
torturer's tool (masterwork
artisan's tools), 250 gp

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—
injury; *save* Fort DC 19; *onset*
1 day; *frequency* 1 day; *effect*
1d3 Con and 1d3 Dex damage;
cure 2 consecutive saves. The
save DC is Charisma-based. A
humanoid who dies of ghoulish
fever rises as a ghoul at the
next midnight. A humanoid
who becomes a ghoul in
this way retains none of the
abilities it possessed in life.
It is not under the control
of any other ghouls, but it
hungers for the flesh of the
living and behaves like a
normal ghoul in all respects.
A humanoid of 4 Hit Dice or
more rises as a ghast.

Tier 6–7 (CR 7)**RAGING GHAST****CR 7**

Male ghast barbarian 5

CE Medium undead

Init +10; **Senses** darkvision 60 ft., scent 30 ft.; Perception +15

Aura stench (10-foot radius, Fort DC 20, sickened 1d6+4 minutes)

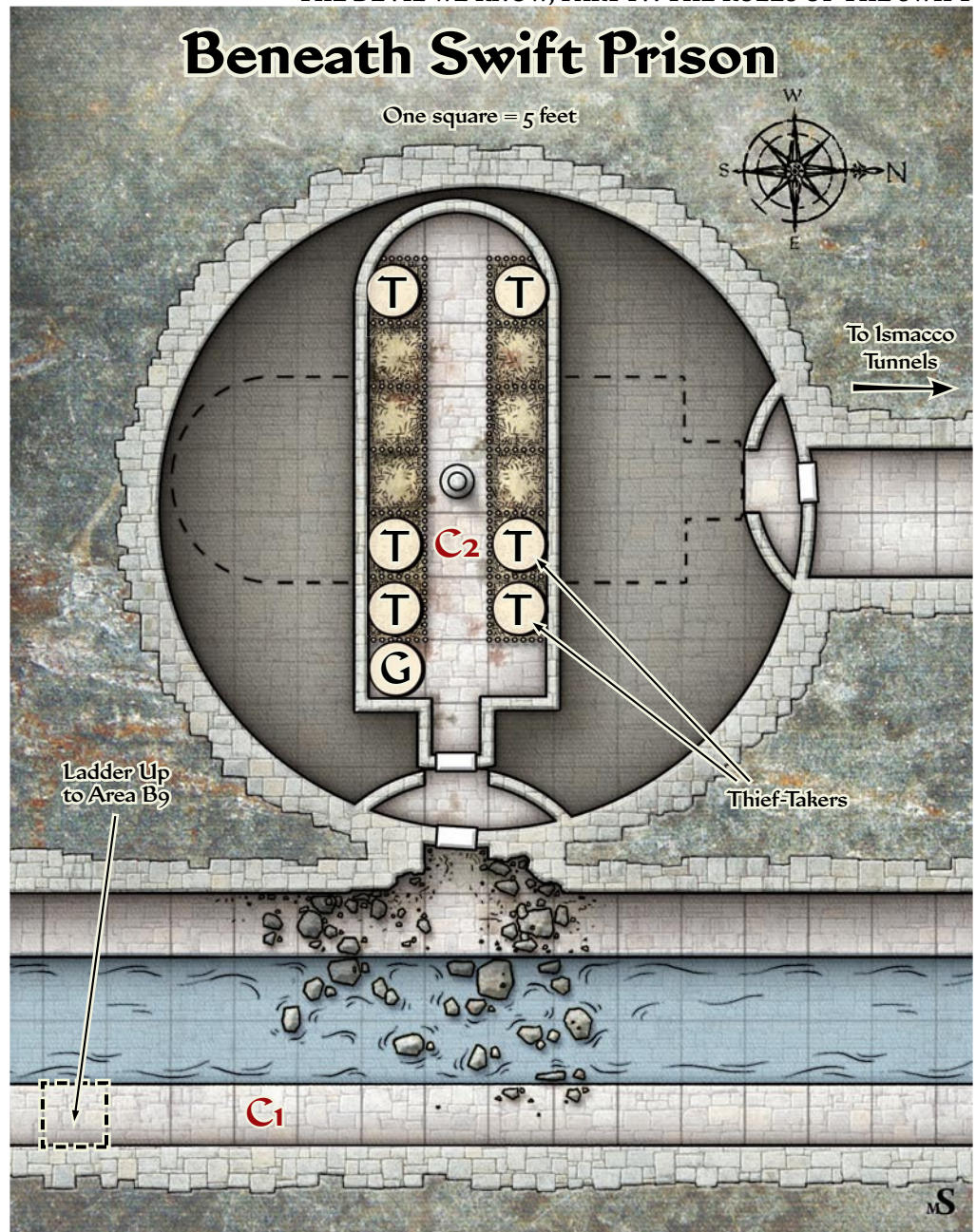
DEFENSE

AC 21, touch 14, flat-footed 15 (+3 armor, +6 Dex, +4 natural,
–2 rage)

hp 94 (7 HD; 2d8+5d12+56)

Fort +12, **Ref** +7, **Will** +11

Defensive Abilities channel resistance +2, improved uncanny
dodge, trap sense +1

**OFFENSE**

Speed 40 ft.

Melee bite +14 (1d6+7 plus disease and paralysis), 2 claws +14
(1d6+7 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 19), rage (18 rounds/
day), rage powers (renewed vigor [1d8+8], scent)

TACTICS

Before Combat The ghast moves to the area marked G and waits.

During Combat Because of the close quarters, the ghast tries to
block in the first PC through the door and limit combat to just
him and the first PC. Should the PCs back out of the room, the
ghast hides at the spot marked G again and waits.

Morale The ghast fights until destroyed.

Base Statistics When not raging, the barbarian's statistics are:

no scent; stench Fort DC 18; **AC** 23, touch 16, flat-footed 17; **hp** 80; **Fort** +10, **Will** +9; **Melee** bite +13 (1d6+5 plus disease and paralysis), 2 claws +13 (1d6+5 plus paralysis); paralysis (1d4+1 rounds, DC 17); **Str** 21, **Cha** 22; **CMB** +8, **CMD** 24; Climb +15, Handle Animal +14, Intimidate +14, Swim +12; *Ghoul Fever*: save Fort DC 17

STATISTICS

Str 25, **Dex** 22, **Con** —, **Int** 17, **Wis** 20, **Cha** 26

Base Atk +6; **CMB** +10; **CMD** 26

Feats Improved Initiative, Weapon Finesse, Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +13, Climb +17, Handle Animal +16, Intimidate +16, Perception +15, Stealth +16, Swim +14, Survival +13

Languages Common

Combat Gear *potion of inflict serious wounds*; **Other Gear** *brooch of shielding*, +1 *studded leather*, masterwork torturer's tool (masterwork artisan's tools), 500 gp

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 19; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Development: The PCs may have questions for the surviving thief-takers at this point. Below are some likely questions and their answers.

Where did the derros go? “They rotated this chamber and left through another tunnel.”

How do we rotate the chamber? “I am not exactly sure, but I saw the derros playing with the floor tiles in the far end of the room.”

How far ahead of us are the derros? “I’m not sure—I’ve lost all track of time down here.”

A DC 15 Perception check finds a hidden switch beneath a floor tile at the far west end of the room—pulling that switch rotates the entire room 90 degrees counterclockwise, effectively sealing the door to area **C1** (as it now faces a blank wall) and opening a new door in the north wall that leads into the Ismacco tunnel system (see Act 4).

Treasure: A large chest rests in an empty cell containing 1,600 gp worth of Cassomir trade bars for Tier 1–2, 1,800 gp for Tier 3–4, and 2,600 gp for Tier 6–7. On the floor next to the chest sits gear from the last thief-taker captured (the derros took the rest of the gear with them). The thief-takers give the PCs this gear as a reward for their salvation, saying they can always requisition more from the prison. For Tier 1–2, the gear consists of one

masterwork longbow with 20 arrows. For Tier 3–4, the gear consists one masterwork longbow with 20 +1 arrows, and *bracers of archery (lesser)*. For Tier 6–7, the gear consists one +1 longbow with 20 +1 arrows, *bracers of archery (lesser)*, and one *slaying arrow* (derro).

Mission Notes: Osirion faction PCs should be interested in defeating the ghast here and taking his head.

Rewards: If the PCs defeat the ghast and rescue the thief-takers, reward each tier thusly:

Tier 1–2:

Give each player 323 gp.

Tier 3–4:

Give each player 1,026 gp.

Tier 6–7:

Give each player 1,803 gp.

ACT 4: INTO THE DARKLANDS

Once the PCs enter the Ismacco tunnel system from area **C2**, have them make DC 10 Perception checks. Success means the PCs find small scraps of paper scattered about the tunnels. An additional DC 15 Survival check enables any of the PCs to follow the scraps of paper (as dropped by the mysterious author of **Handout #1**), and following them eventually leads the PCs out of the Ismacco tunnel system and deeper into the caverns beneath Cassomir. Should none of the PCs succeed on the DC 15 Survival check, they wander about the tunnels for 1d6+4 hours before picking up the obvious trail of the derros where they entered the Darklands.

While in the Darklands, there is no light beyond what the PCs bring unless otherwise specified. The cavern ceilings reach an average height of 40 feet, and stalactites and stalagmites litter the chambers.

D1: Abandoned Camp

Salt deposits line the cavern ahead and several side passages branch east and west and run rich with blue crystals before ending at cave-ins. Eight smoldering torches illuminate a small tunnel ahead—beyond all is pitch black, though the sound of running water echoes out from the darkness.

This is the antechamber to the grotto of Groetus the derros took over from the Cult of Nature's Cataclysm. The derros used this chamber the night before to camp and organize their captives for the next day's activities in the grotto (see area **D2**), but during the night, several of the derros' mite slaves attempted to overthrow their masters. A DC 15 Survival check while searching this room confirms signs of a battle (dried blood, discarded rusted daggers, and several mite corpses), but also confirms that



Hope is lost. The mites attempted a coup, but were betrayed by their own and murdered. My mind tires and I long for mercy in the bellies of the mite's vermin rather than face the unknown terror that waits when the derros force me into the fetid pool I've heard bubbling in the room beyond.

the mite coup likely failed. A DC 12 Perception check finds a note tucked under a rock near the torch-lit tunnel written in the same hand as the journal entry in area B8 (see **Handout #2**). (Areas D1 and D2 use *GameMastery Flip-Mat: Darklands*, but assume the torch-lit area illustrated on the map is actually a tunnel between the areas and not a bridge over a chasm.)

D2: The Grotto of Groetus (CR 3 or CR 5 or CR 8)

A large pool fills most of this chamber, its green waters bathing the high ceilings in an eerie green light. The pool is open to the cavern on the south and east sides, but borders the cavern walls to the north and west. On the north side of the cavern, a small alcove sits above the water line, inside of which rests a small stone table. Dozens of corpses float serenely on the surface of the pool.

Hundreds of prisoners, both human and mite, fill the caverns to the west of the pool. A line of prisoners, herded by injured derros and mites, marches from the western caverns into the pool. Each time a body dips beneath the water, the stone table in the alcove north of the pool flashes in a near-blinding green brilliance, filling the entire cavern with near daylight brightness (this brightness has no effect on the derros or the mites). The author of **handouts #1** and **#2** has already been led to his death in the pool.

Creatures: There are several dozen injured derros here and a handful of their remaining mite slaves. Once they see the PCs, the derros ready themselves to attack, but are then swarmed by several brave prisoners and the captive mites who attempted the coup the night before. Completely overwhelmed, the derros try to beat back their attackers, while the PCs face a much smaller group as determined by tier below.

Tier 1–2 (CR 3)

WOUNDED DERRO CR 2

hp 20 (*Pathfinder RPG Bestiary* 70)

NOTES

This derro recently fought the rebellious mites. He is wounded (20 hit points instead of 25) and lost his crossbow, poisoned bolts, and aklys in the fight. This effectively reduces his CR to 2.

MITE TRAITORS (2) CR 1/4

hp 3 (*Pathfinder RPG Bestiary* 207)

Tier 3–4 (CR 5)

WOUNDED DERROS (3) CR 2

hp 20 (*Pathfinder RPG Bestiary* 70)

NOTES

These derro recently fought the rebellious mites. They are wounded (20 hit points instead of 25) and lost their crossbows, poisoned bolts, and aklyses in the fight. This effectively reduces their CR to 2.

Tier 6–7 (CR 8)

DERROS (2) CR 3

hp 25 each (*Pathfinder RPG Bestiary* 70)

TACTICS

During Combat The derros work to keep the PCs away from the derro commander. If able, they work together to flank any PCs that manage to get close to her.

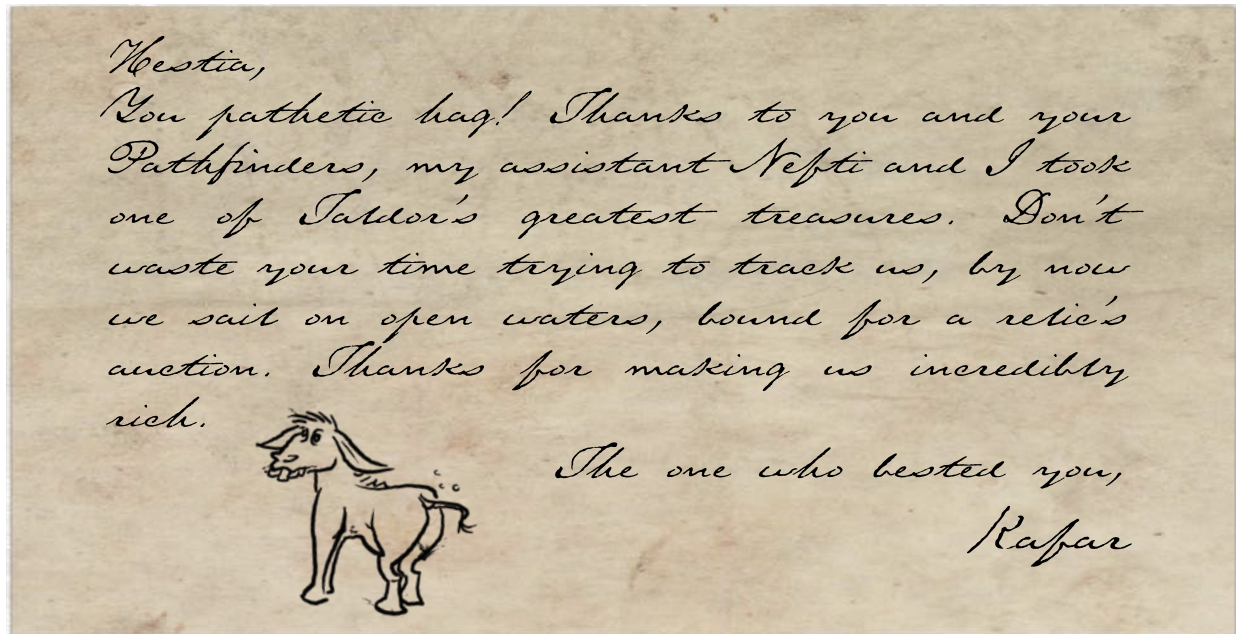
Morale While the derro commander lives, the derros fight to the death. Otherwise they surrender when reduced to fewer than 5 hit points.

DERRO COMMANDER CR 7

Female derro rogue 4, shadow dancer 1

CE Small humanoid (derro)

PLAYER HANDOUT #2



Init +9; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 21, touch 17, flat-footed 15 (+2 armor, +5 Dex, +1 dodge, +2 natural, +1 size)

hp 64 (8d8+28)

Fort +5, **Ref** +11, **Will** +8

Defensive Abilities evasion, trap sense +1, uncanny dodge; **SR** 18

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee short sword +11 (1d4+2)

Ranged repeating light crossbow +11 (1d8/19–20 plus poison)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 3rd; concentration +14)

At will—*darkness*, *ghost sound* (DC 14)

1/day—*daze* (DC 14), *sound burst* (DC 16)

TACTICS

During Combat The derro commander prefers to fight from range, and uses her hide in plain sight ability. If she becomes overmatched on the platform, she uses her *darkness* at will ability. Once concealed within the darkness, she flees to the safety of the room's edge farthest from the bulk of the PCs. Next she uses *ghost sound* to trick the PCs into believing she is still within the sphere of darkness. Once more she hides and uses *sound burst* or her crossbow to attack her foes. Otherwise, she isolates her foes and uses sneak attack.

Morale The derro commander fights to the death.

STATISTICS

Str 15, **Dex** 20, **Con** 16, **Int** 12, **Wis** 5, **Cha** 18

Base Atk +5; **CMB** +6; **CMD** 22

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +16, Bluff +13, Disable Device +13, Escape Artist +13, Intimidate +13, Knowledge (dungeoneering) +6, Linguistics +7, Perception +7, Perform (dance) +9, Stealth +20

Languages Abyssal, Aklo, Common, Terran, Undercommon

SQ hide in plain sight, madness, poison use, rogue talents (bleeding attack [3 bleed], combat trick), trapfinding, trap sense +1

Gear leather armor, short sword, repeating light crossbow with 10 poisoned bolts

SPECIAL ABILITIES

Madness (Ex) Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Poison (Ex) Weapon—*injury*; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Development: The PCs discover two letters on one of the derro corpses. The first confirms that the Aspis Consortium agent Kafar funded the smugglers who in turn supplied the cult. The second letter details plans to penetrate other Cassomir buildings (such as the Admiralty Citadel and Harbor Watch) and perform additional mass abductions in the near future.

As for the derros' prisoners, once freed the mite coup leader signs a crude eagle symbol with his hands to any

Andoran faction PC, and then immediately flees. The surviving Swift inmates and guards stand dazed in the grotto. The stone table in northern alcove is a shrine to Groetus (hardness 10, 30 hit points). The pool is filled with dozens of corpses of prisoners, guards, mites, and a variety of recently kidnapped Cassomir citizens. Should they not be removed from the pool and destroyed (such as by fire or acid), they will eventually rise as ghouls and plague the city of Cassomir. Whether or not the PCs deal with the corpses here is up to them, though the results are beyond the scope of this scenario.

Mission Notes: Andoran faction PCs should be interested in freeing the mite leader here. In addition, Andoran faction PCs should also be interested the note found on the derro corpse that proves the Aspis fund the Andoran smugglers. A DC 12 Perception check locates the missive inside a hidden pocket. Osirion faction PCs may attempt to gain a sample of lazurite from any of several sources in this cavern. A DC 12 Perception check identifies an appropriate sample.

Rewards: If the PCs defeat the derro, reward each tier thusly:

Tier 1–2:

Give each player 36 gp.

Tier 3–4:

Give each player 70 gp.

Tier 6–7:

Give each player 105 gp.

CONCLUSION

With the derros defeated, the PCs thwart the dark experimentations fated for most of the Swift's inhabitants and employees, and uncover plans for additional mass abductions. This time, the authorities quickly plant guards and traps to spoil the derros' advances. Soon the subterranean dwellers abandon their organized abductions in Cassomir—at least for a while.

The rescued Swift guards assist the PCs in ushering the prisoners back up to Swift Prison. Once there, a member of the Cassomir constabulary asks the PCs what they

might know about the stolen chapel bell (stolen while the PCs were in the Darklands below), and after they offer answers, he hands them **Handout #3** and explains that a fellow constable found the note nailed to the front door of the Greedy Narses.

While the PCs were below, Nefti and Kafar reentered the Swift and finished their plot to steal the bell. The bell's theft and the documents found on the derro corpses confirm the Aspis Consortium's involvement in the kidnapping plots, which will likely renew local animosities and hostilities between the Pathfinder Society and the Aspis.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who free the mite leader in area **D2** earn 1 Prestige Award. PCs from the Andoran faction who also find the Aspis missive in the derro's hidden pocket in area **D2** earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who copy the inscription on the bell's yoke in the Swift's chapel in area **B5** earn 1 Prestige Award. PCs from the Cheliox faction who also get the Crazy Painter to decipher Draldeen's code in area **B9** earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who retrieve a ghastr's head from area **C2** earn 1 Prestige Award. PCs from the Osirion faction who also gain a sample of lazurite from the elemental in area **B6** or from area **D2** earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who copy Swift Prison's financial records found within the indoor market in area **B1** earn 1 Prestige Award. PCs from the Qadira faction who also retrieve Muhlia Al-Jakri's coin of good fortune in one of the Swift's beggar's boxes in area **B4** earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who secure the chapel bell's tone in area **B5** within Dalsine's magical music box earn 1 Prestige Award. PCs from the Taldor faction who also commission an original piece of artwork from the Crazy Painter in area **B9** earn 1 bonus Prestige Award.

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Andoran Faction Handout

Agent of Freedom,

My spies tell me a ring of Andoran smugglers supplies the Cult of Nature's Cataclysm. This cannot be true. Discover who really funds these smuggling jackals before they start a war between Andoran and Taldor.

Those peculiar creatures called mites seem thirsty to drink the rebellious waters of freedom. I received word the derros hold their leader captive. If you should encounter this mite, see that he is freed. I have it on good authority that once their leader is freed, the mites will rebel against their derro masters.

By Liberty's Light,

Captain Colson Maldris



Capt. Colson Maldris

Cheliox Faction Handout

Object of Desire,

I hear silvered whispers of an item that resides in Swift Prison's chapel. It's a chapel bell called the bell of obedience. Scholars say the bell's yoke has an inscription written on it in Azlanti. Make me a copy of this inscription.

If during your visit to Cassomir you should encounter that lovely painter once more, convince him to look at the book enclosed with this missive. It is a code I am trying to decipher and my inability to crack it is quite maddening. See if he can fill in the blanks.

My whip Awaits,

Zarta Draldeen

Paracountess Zarta Draldeen



Osirion Faction Handout

Child of the Sands,

Thanks to the timely delivery of Dalirio Teppish's head, I was able to find a strange black rock melded into his skull at the top of his neck. If you come across a black, flaky ore beneath Cassomir, bring me a sample, but take care removing it. I want a piece that has not already embedded itself into living flesh, so you'll need to bring me the raw ore. Lazurite, I believe it's called.

Should you also find a ghoul or, gods forbid, a stench-ridden ghast while beneath the city, bring me another head for study. I need to see if there's a difference between Teppish's transformation and the transformation of any other creature.



In Service to Knowledge,

Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Blessings Be Upon You,

I am quite curious about how those Cassomir dogs keep the Swift Prison afloat. Find and bring me a copy of their financial statements—specifically from their indoor market. Should this disturbance prove beneficial to our cause, you should have no trouble finding their ledger during the chaos.

Additionally, a rival Qadiran merchant in Cassomir won a coin from me. It is dear, for it was the first coin I ever made in business. When I offered to repurchase it from the cur, he mocked and discarded it in one of the Swift's beggar's boxes. On the chance it may still be there, go through those boxes and find my coin. You can identify it by my initials on its face.

Sincerely,

Pasha Muhlia Al-Jakri x 

Taldor Faction Handout

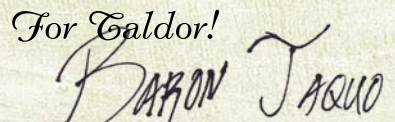
Glorious Agent,

Here's a little secret: the reason Swift Prison keeps its prisoners in line lies in the magic of a chapel bell. If word gets out that this bell is, in fact, the legendary bell of obedience, I fear one of Taldor's greatest treasures may be torn from our hands and whisked off to some distant museum in a far off land. With this missive is an enclosed chest—inside you will find a music box. Open the box while you are in the Swift's chapel and then ring the bell above. In case the bell is lost, we will forever have its tone captured.



Should you, during your investigation of the Swift's missing prisoners, encounter that wonderfully crazy artist, convince him to paint a portrait of me. Enclosed is a rather droll picture an artist in Oppara did for a pittance—as you can see, it's a poor likeness. Describe me to the painter and have him paint a portrait of me worthy enough to hang above the Emperor's own throne.

For Taldor!


Baron Jacquo Dalsine

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SCENARIO 48: THE DEVIL WE KNOW, PART IV: THE RULES OF THE SWIFT

This Chronicle Certifies That

Player Name A.K.A. Character Name Pathfinder Society # Faction

Has Completed This Scenario.

Items Found During This Scenario

TIER

1-2

No additional items.

TIER

2-3

Bracers of archery (lesser) (5,000 gp)
Potion of inflict moderate wounds (300 gp)

TIER

6-7

Cloak of resistance +1 (1,000 gp)
Potion of inflict serious wounds (750 gp)
Slaying arrow (2,282 gp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER

1-2

506

TIER

3-4

1,250

TIER

6-7

3,162

MAX GOLD

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Subtotal

Items Bought

Subtotal

Gold Spent

Subtotal

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #