

A PATHFINDER SOCIETY SCENARIO



# THE DEVIL WE KNOW PART II: CASSOMIR'S LOCKER™

by Joshua J. Frost



# THE DEVIL WE KNOW PART II: CASSOMIR'S LOCKER

## PATHFINDER SOCIETY SCENARIO 30

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*Pathfinder Society Scenario 30: The Devil We Know Part II: Cassomir's Locker* is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 17 of this product.

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# THE DEVIL WE KNOW PART II: CASSOMIR'S LOCKER

BY JOSHUA J. FROST

Though Dalirio Teppish was the mastermind of the operation that brought the derros into a close alliance with the Cult of Nature's Cataclysm (see Part I: *Shipyards Rats*), it was his twin brother Grench Teppish who went below the city, deep into Cassomir's Locker, and actually maintained the relationship with the derro. Grench spoke the necessary languages (Aklo and Undercommon) to ensure that Dalirio's plan came to fruition, and though he disliked being below the surface (especially traipsing about Cassomir's filthy sewers and dusty Cassomir Below), his loyalty to his brother and to the God of End Times, Groetus, kept him focused and faithful to the cause.

Grench has worked hard the past few months in and around Cassomir's Locker, ensuring that the derro presence went unnoticed. He's plotted ambushes on adventuring companies that got too close, grabbed sewer workers who wandered into their operation (and sold them into derro slavery), and has had to spend a great deal of time with the uncomfortable derro in their staging grounds in Cassomir Below, an abandoned city block that Cassomir left behind during its expansion.

Worse, the derros recently brought an artifact up from their city, Corgunbier, called the *jet rat*, a small shiny black rat statue that when touched to a normal rat creates an enormous, vicious dire rat far more frightening and violent than any dire rat Grench had ever seen. The derros have been making these giant dire rats as fast as they can touch the statue to a rat and have dozens of cages full of rats to be altered. This has increased the rat population of the sewers and Cassomir's Locker threefold in the past few weeks and Grench is beginning to wonder if his loyalty to his brother is worth all of the vermin he has to deal with on a daily basis. For now, though, Grench keeps his head down, orders the derro's mite slaves about, and continues to sell Cassomir citizens to the derro to fund the Cult of Nature's Cataclysm.

What Grench doesn't know is that the derros are just biding their time. They saw Dalirio's plan as an opportunity to get close to the surface and to use the cult's activities to mask their own kidnapping operations.

The Teppish brothers don't know this, but the derros have been kidnapping more than just the workers in the Imperial Naval Shipyards (see Part I)—they've expanded and have started kidnapping citizens from all across Cassomir, even venturing outside of the city at night to grab farmers, vagabonds, and ordinary travelers. These kidnappings have caused a huge boom in the Corgunbier economy, as the derros are selling the victims off as fast as they can to the other residents of the Darklands and find themselves flush with gold and other valuables. This wealth has made them greedy and they've recently concocted a plan to use the *jet rat* to create an army of vermin that their mite slaves can control—an army they'll release into the midnight streets of Cassomir and then use as a diversion to make their biggest grab yet: the entire prison population of Swift Prison, guards and all. While that plan is yet a ways off, the derro continue to build their vermin army and are starting to clean up and organize Cassomir Below into a new home for the derros—a new home not far from the city above.

A recently kidnapped citizen of Cassomir, Contessa Arieta Patrizia, managed to escape from the derro slave pens in Cassomir Below and made her way back through the sewers over a number of days before finally reaching the surface. She climbed back into Cassomir tired, wounded, hungry, and succumbing to filth fever. With everything she'd seen below the city, she knew only one person who could help—her childhood friend Venture-Captain Hestia Themis.

Before dying of her wounds, she recounted to Venture-Captain Themis a long story of her capture. She described the derros grabbing her from her villa in Old Cassomir, binding and gagging her, and then dragging her through the night streets to a sewer grate in the heart of the Imperial Naval Shipyards. They took her through a dizzying number of sewer turns before binding her legs and lowering her down a ladder into the strangest thing Arieta had seen—there, beneath the surface of Cassomir, was an entire city block of houses, streets, and even lamps, signs, and hitching posts, as though a section of Cassomir was just bricked over and forgotten.

Over many days, Arieta witnessed the derros using the black rat statue to make bigger, meaner, and more brutal rats. She saw new slaves come in, she saw old slaves go out, and she waited and watched. She managed to escape when one of the small blue creatures guarding her pen accidentally left the cage open after feeding time. She hid in Cassomir Below for a day before climbing the ladder into the sewers, where she was attacked by rats and only managed to escape by diving into the sewer itself to swim away. Over a few confusing days she managed to fight off more rats, even as she began to feel terribly ill and was slowly getting weak from lack of food. Finally, she found a way out and made her way to Themis, only to recount her story and pass on to the Great Beyond.

Concerned about recent events in Cassomir, Themis gathered a team of Pathfinders to go below and find and explore this alleged city block. Maybe the Pathfinders can avenge Arieta's death and, while doing so, recover the mysterious black artifact that has the power to shape and change ordinary rats.

### THE DEVIL WE KNOW SERIES

*Cassomir's Locker* is the second in a connected series of scenarios for the Pathfinder Society Organized Play. Though it's best if these scenarios are played in order, they do not have to be. See *Shipyards Rats* for examples of how to play *Cassomir's Locker* if you're playing it first. There will be at least two more chapters in this story before the end of Season 1.

## SUMMARY

The PCs are summoned to the Cassomir Pathfinder Lodge by Venture-Captain Hestia Themis to investigate the last words of Hestia's recently deceased friend, Contessa Arieta Patrizia. Specifically, Themis is curious if the story about an artifact that can make rats larger and more violent is true, and she'd like the PCs to go into Cassomir's Locker, the sewers, catacombs, and entire older city blocks below the city. She knows exactly how the derros got Arieta below the city when she was kidnapped and gives the PCs directions to a sewer grate in the Imperial Naval Shipyards.

The sewer grate leads down into a room in the sewers occupied by a spider that the derros put there to keep intruders away. They also trapped the grate at the center of the room so that unwary PCs fighting the spider might find themselves at the bottom of a pit. Once the spider has been defeated, the PCs explore deeper into the massive, wide-open Cassomir sewers and find a room with the corpses of several wealthy Cassomir citizens floating in the middle. All of these citizens appear to have been

beaten to death, giving the PCs a small mystery to think about.

A short while later, the PCs find a dry room with stairs headed to the surface. The stairs open into a large hidden closet in a storage warehouse near the sewer grate the PCs used to descend into the sewers. This room appears to be the main entrance for whomever is responsible for Arieta's kidnapping to get below Cassomir. The PCs find a lot of supplies here—supplies guarded by Grench Teppish, a cleric of Groetus, and his mite slaves on loan from the derros. Once the PCs defeat Grench and his mites, they can move deeper into the sewers.

After a while, the PCs find a room that's been dammed off from the rest of the sewers, revealing a very old sewer grate of a style not used in Cassomir for hundreds of years. A single guard is here (or more at higher tiers), though he has the assistance of (and immunity to) the magical trap placed on the sewer grate. A huge rat symbol is also drawn on the floor here in chalk, something the PCs may have seen before if they played through *Shipyards Rats*.

The old sewer grate leads down a ladder into an entire city block of Cassomir that's been built over and left behind. The top of the cavern in which the city exists appears to be the foundations of the sewer system above. Here, if the PCs are running long on time, the PCs will encounter a mass of rats, both swarm and advanced dire rat alike.

After some additional exploration of Cassomir Below, the PCs find another bunch of mite slaves, this time guarding one of the buildings. The mites should be easily dispatched, after which the PCs enter the building and see their first derro, a dark-skinned humanoid with enormous bulging eyes and white hair. The derro is accompanied by slaves and rats at higher tiers, and brutally fights to the death. Finally, the PCs recover the *jet rat* artifact, thus disrupting the plans of the derros of Corgunbier for now.

## GETTING STARTED

Read the following to get the adventure underway:

Venture-Captain Hestia Themis, a small, dark-haired, and dark-eyed Taldan woman, sits behind her enormous blackwood desk in the Pathfinder lodge in Cassomir and clears her throat. "My friend, the Countess Arieta Patrizia, is dead. She escaped her capture by the fiends who operate beneath Cassomir only to succumb to disease and wounds incurred in Cassomir's disgusting sewers. Ordinarily, this would be a matter for the Taldan authorities, but Arieta came to me directly after escaping and recounted a story that leads me to the natural conclusion that only the Pathfinder Society can resolve this issue."



Venture-Captain Themis rises and paces back and forth behind her desk. “Arieta told me of an artifact she saw while in captivity below Cassomir. This artifact, called the *jet rat*, is known to us, but we must confirm that what she saw is indeed true. She claims to have seen it transform normal rats into something bigger, more vile and mean. If that’s true, the artifact she saw down there is old, evil, and should be stored safely in the vaults beneath the Grand Lodge in Absalom where we can study, catalog, and examine it. Worse, she claims to have seen this object in the hands of the derros, vile Darklands creatures that we have long suspected are responsible for the Cassomir kidnappings. I have a map here that shows the location of the sewer grate Arieta was dropped through when she was kidnapped. She could not, due to her illness, recall much about how she got to the location where they kept her in captivity, but she knows where they dropped her into the sewers and you’ll find that location on this map.”

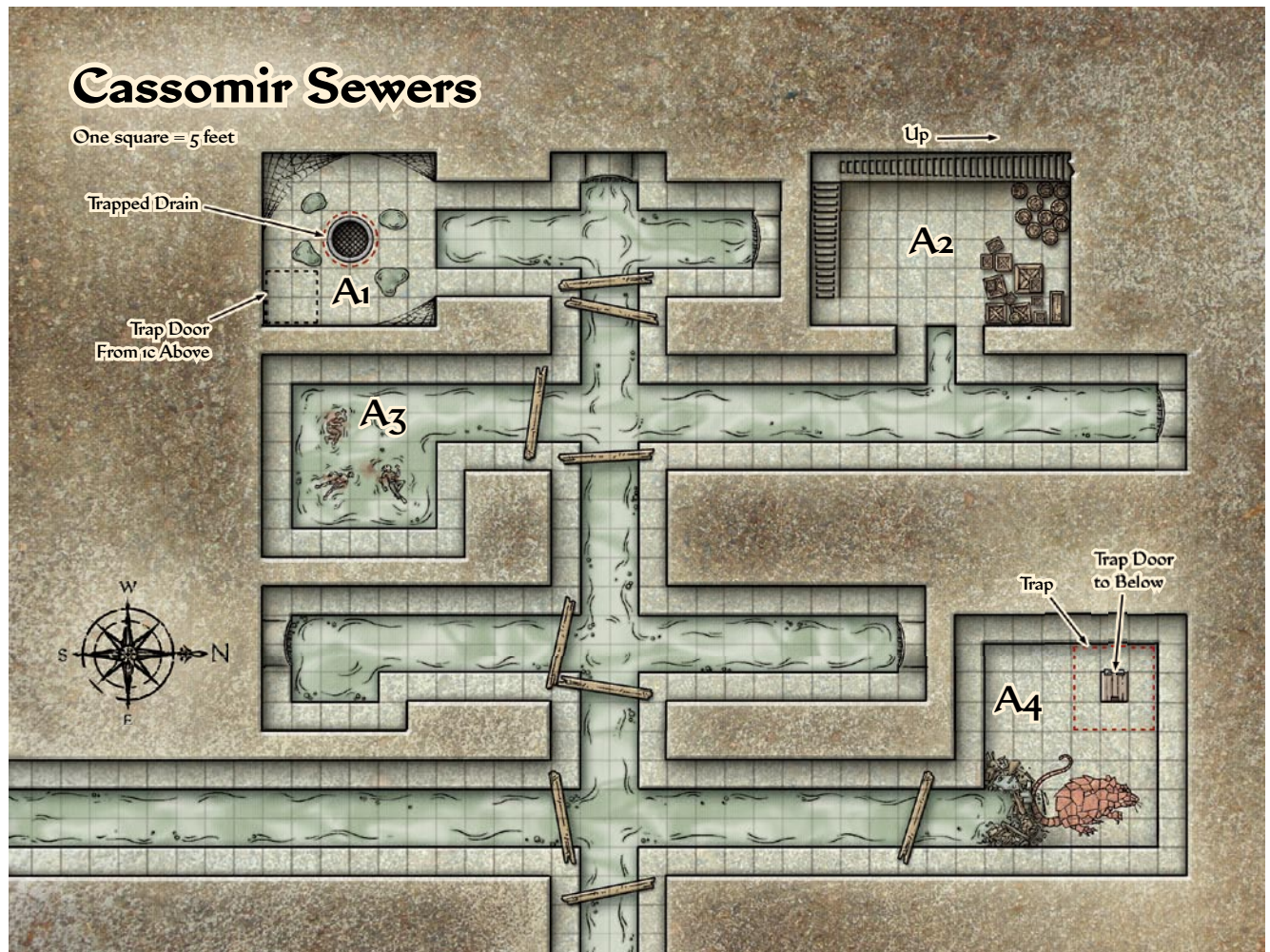
Venture-Captain Themis stops pacing and eyes you across her desk. “Bring me back this artifact—if you happen to free a few captured Taldans along the way, that’s good news, but the artifact is your mission. Any questions?”

The PCs may have questions for Themis at this point. Below are some likely questions and their answers. Themis answers them patiently, carefully, and spends a great deal of time thinking about an answer before she gives it.

**Was her kidnapping associated with the Cult of Nature’s Cataclysm?** “While we’re not going to discount that, she didn’t describe any human involvement. She saw only derros, rats, and a few creatures she could not name and I could not identify.”

**How many other Cassomir citizens did she see?** “She claims to have seen dozens, some of whom she recognized as fellow prominent citizens of the empire. This goes beyond the recent kidnappings in the Imperial Naval Shipyards—it even goes beyond Cassomir’s normal and storied disappearances. This is another level of madness and I can’t help but think that the *jet rat* might have something to do with that.”

**Aren’t the derros dangerous?** “Yes, but she never saw more than a handful together. Pathfinders of your stature should be able to easily dispatch them and recover the artifact.”



Once in the sewers, how are we going to know the way to where Arieta was held? “You’re Pathfinders, not stumbling fool adventurers. I’m sure you’ll use your wits, skills, and brains to figure that out for yourself.”

## ACT I: INTO THE SEWERS

### Cassomir Sewers

Encounters **A1** through **A4** all take place in the Cassomir sewers. The Cassomir sewers are actually the third incarnation of a sewer system beneath Cassomir (Knowledge [local] DC 12). As the newest, the current Cassomir Sewers are large, vaulted affairs with tile ceilings, brick walls, stone walkways, and make-shift wooden bridges. Unless otherwise noted, the sewers are completely unlit and the PCs will need to provide their own illumination. The sewer grates at the end of each “dead end” lead to smaller and smaller pipes that eventually connect to the storm drains throughout Cassomir.

The sewer waterway itself is a combination of rain water, tidal salt water from the harbor, human and animal waste, and the city’s other refuse. The water is 10 feet deep and moves rapidly, advancing anyone who falls into it 5 feet per round toward the east and south. The water in most places is 5 feet below the level of the adjacent walkways. Anyone who spends more than 1 round in the water risks contracting filth fever (see the *Pathfinder RPG Core Rulebook*, page 557). All along the waterway, however, there are well-maintained ladders recessed into the wall that allow PCs in the water to grab at them and climb up should they fall in. These ladders are spaced every 10 feet or so and require a DC 12 Acrobatics check to climb as they are slippery. The sound of running water throughout the sewers causes a –4 penalty to all sound-based Perception checks.

At nearly every sewer junction, the gaps between the waterways are bridged by makeshift wooden structures, nothing more than a few thick beams tossed across the sewage. Anyone moving normal speed can cross these bridges without any trouble—crossing them at any faster speed requires a DC 15 Acrobatics check to avoid falling into the water. PCs who fail this check can make a DC 15 Reflex save to catch the bridge as they fall; otherwise they splash into the water below.

### A1. Spider’s Lair (CR 2, CR 4, OR CR 7)

Once the PCs open the sewer grate and can see the room below, read the following:

#### AFFLICTIONS, DISEASES, AND POISONS

Be sure to read the rules in the *Pathfinder RPG Core Rulebook* beginning on page 555 regarding curses, diseases, and poisons, as the way they are handled has changed slightly from previous editions.

Murky puddles dot the tile floor below, which gently slopes toward the room’s center where some of the puddles are very slowly draining into a large, 10-foot-by-10-foot drain. Thick, sticky webs cover most of the corners of the room, and several large vermin appear to be caught in the webs. The sound of running water can be heard to the north.

This room was once an entrance chamber for the Sewer Guild, though they long ago abandoned using it as they were afraid of the giant spider that lives here. The derros only use this entrance when they absolutely have to (such as when fleeing the Cassomir constabulary or navy guards) and when they used this entrance after kidnapping Arieta, they lost one of their own to the spider. A DC 15 Perception check followed by a DC 15 Knowledge (nature) checks reveals that among the dire rat corpses in the webs is the bloodless corpse of a derro. This room is completely dark, though if the PCs leave the grate above open during the day, this room has dim illumination. The ceilings here are 20 feet tall, so it’ll require a rope, ladder, or a good Acrobatics check to get down into the room without getting hurt.

**Creatures:** A single spider guards this room. Since she stays in the webs on the walls and ceiling, she’s unaware that years of neglect have turned the grate on the floor into a trap.

**Traps:** The grate in this room has decayed and its bolts are rusted through, the latches that once held them in place long ago rotted away. Anyone who steps onto the grate causes it to crash into the pit below, taking that person with it.

### Tier 1–2 (CR 2)

GIANT SPIDER	CR 1
N Medium vermin	
<b>Init</b> +3; <b>Senses</b> darkvision 60 ft., tremorsense 60 ft.; Perception +4	
<b>DEFENSE</b>	
AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)	
hp 16 (3d8+3)	
<b>Fort</b> +4, <b>Ref</b> +4, <b>Will</b> +1	
<b>Immune</b> mind-affecting effects	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft., climb 30 ft.	
<b>Melee</b> bite +1 (1d6 plus poison)	



**Special Attack** web (+5 ranged, DC 12, hp 3)

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**TACTICS**

**Before Combat** The giant spider is 20 feet off the ground in the northwest corner of the room. She's hiding when the PCs enter the room (DC 21 Perception check to spot). She only attacks once all of the PCs are down in the pit.

**During Combat** The giant spider is mindless and simply sees an opportunity for food. Once all of the PCs are down in the pit, she webs the first one she sees and then attacks the rest.

**Morale** The giant spider fights to the death.

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**STATISTICS**

**Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +2; **CMB** +2; **CMD** 15

**Skills** Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

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**SPECIAL ABILITIES**

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

**Web (Ex)** Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack.

Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

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**SHORT PIT TRAP** **CR 1/2**

**Type** mechanical; **Search** DC 15; **Disable Device** DC 15

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**EFFECTS**

**Trigger** location; **Reset** none

**Effect** 10-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## Tier 3–4 (CR 4)

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**GIANT BLACK WIDOW SPIDER** **CR 3**

N Large vermin

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

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**DEFENSE**

**AC** 17, touch 12, flat-footed 15 (+2 Dex, +6 natural, –1 size)

**hp** 28 (3d8+15)

**Fort** +8, **Ref** +5, **Will** +3

**Immune** mind-affecting effects

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**OFFENSE**

**Speed** 30 ft., climb 30 ft.

**Melee** bite +3 (1d8+4 plus poison)

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

**Special Attack** web (+6 ranged, DC 12, hp 3)

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**TACTICS**

Same as Tier 1–2.

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**STATISTICS**

**Str** 19, **Dex** 19, **Con** 20, **Int** —, **Wis** 14, **Cha** 6

**Base Atk** +2; **CMB** +5; **CMD** 18

**Skills** Climb +20, Perception +6 (+10 in webs), Stealth +8 (+12 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

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**SPECIAL ABILITIES**

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

**Web (Ex)** Same as Tier 1–2.

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**PIT TRAP** **CR 1**

**Type** mechanical; **Search** DC 20; **Disable Device** DC 20

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**EFFECTS**

**Trigger** location; **Reset** none

**Effect** 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## Tier 6–7 (CR 7)

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**OGRE SPIDER** **CR 7**

N Huge vermin

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +6

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**DEFENSE**

**AC** 18, touch 12, flat-footed 14 (+4 Dex, +6 natural, –2 size)

**hp** 76 (8d8+40)

**Fort** +11, **Ref** +6, **Will** +4

**Immune** mind-affecting effects

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**OFFENSE**

**Speed** 30 ft., climb 30 ft.

**Melee** bite +9 (2d6+5 plus poison)

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

**Special Attack** web (+7 ranged, DC 18, hp 8),

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**TACTICS**

Same as Tier 1–2.

**STATISTICS**

**Str** 20, **Dex** 19, **Con** 21, **Int** —, **Wis** 14, **Cha** 6

**Base Atk** +6; **CMB** +13; **CMD** 27

**Skills** Climb +21, Perception +6, Stealth +0 (+4 in webs); **Racial Modifiers** +16 Climb, +4 Perception, +4 Stealth (+8 in webs)

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save

**Web (Ex)** Same as Tier 1–2.

**CAMOUFLAGED PIT TRAP** **CR 3**

**Type** mechanical; **Search** DC 25; **Disable Device** DC 20

**EFFECTS**

**Trigger** location; **Reset** manual

**Effect** 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

**Treasure:** The derro that the giant spider killed when Arieta was being kidnapped still carries the following gear: 2 *potions of cure moderate wounds*, leather armor, short sword, and a repeating light crossbow with 10 poisoned bolts. For poison information, see area **B3**.

**Mission Notes:** Taldor faction PCs get one chance to succeed on one of their faction missions here: they must make a DC 20 Heal check to remove the poison sack from the spider. If they fail the roll, they damage the poison sack and fail in their mission.

**Rewards:** If the PCs defeat the spider and find the derro corpse, reward each tier thusly:

**All Tiers:**

Give each player 73 gp.

**A2. Against the Slavers**  
**(CR 2, CR 4, OR CR 7)**

This room appears to have once been the basement of the building above, the wall separating the basement from the sewer long ago smashed in and repaired, giving it the appearance of a natural part of the sewer system. The ceiling here is 30 feet high and the room is lit by torches in the north and south walls. Stacks of crates and barrels line the north wall, and a set of finely carved stone stairs start on the south wall and make their way up and around the west wall to a door high above the room in the northwest corner.

This room is clean and well-maintained, a harsh difference from the sewer just outside the archway. The torches provide normal light within 20 feet of the north and south walls, and dim illumination in a small bit of shadow at the center of the room. The crates are 6-foot-tall and weigh 500 lbs. The barrels are 3 feet tall

and weight 50 lbs. each. The stairs lead to a large hidden closet in a storage warehouse above—that closet has rope and block and tackle for lowering the crates and barrels down into this room. The door at the top of the stairs is 10 feet wide.

**Creatures:** Grench Teppish (the twin brother of Dalirio Teppish from Part I: *Shipyards Rats*) is here with some mite slaves waiting to receive additional supplies from above. Once they see the PCs, they know their operation is in danger and attack, fighting ruthlessly to kill these “witnesses.” In Tier 3–4 only, Grench’s half-brother Rackutio is here as well.

**Tier 1–2 (CR 2)**

**GRENCH TEPPISH** **CR 1**

Male human cleric of Groetus 2

NE Medium humanoid

**Init** –1; **Perception** +3

**Aura** moderate evil

**DEFENSE**

**AC** 17, touch 9, flat-footed 17 (+8 armor, –1 Dex)

**hp** 20 (2d8+11)

**Fort** +6, **Ref** –1, **Will** +5

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk heavy flail +3 (1d10+1/19–20)

**Special Attacks** channel negative energy (1d6, DC 14, 4/day), touch of chaos (5/day), touch of madness (+1, 5/day), aura of madness (DC 13)

**Cleric Spells Prepared** (CL 2nd)

1st—*cause fear* (2, DC 13), *cure light wounds*, *lesser confusion*<sup>P</sup> (DC 13)

0 (at will)—*bleed* (DC 12), *detect magic*, *light*, *resistance*

**D** Domain spell; **Domains** Chaos, Madness

**TACTICS**

**Before Combat** If Grench hears the PCs approach, he moves behind the crates and waits in ambush. If he doesn’t, he’s standing at the bottom of the stairs, leaning against the wall.

**During Combat** Grench uses *cause fear*, *lesser confusion*, and aura of madness to keep melee PCs away from him. He’ll then use his Channel Negative Energy ability to harm the PCs. If forced into melee combat, he draws his heavy flail, shouts an invective at the PCs, and attacks.

**Morale** Grench fights to the death.

**STATISTICS**

**Str** 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 15, **Cha** 13

**Base Atk** +1; **CMB** +2; **CMD** 11

**Feats** Improved Channel, Toughness

**Skills** Heal +4, Linguistics +2, Perception +3, Spellcraft +5

**Languages** Aklo, Common, Undercommon

**SQ** aura

**Gear** half-plate, masterwork heavy flail



**MITE SLAVE (2) CR 1/4**

LE Small fey  
**Init** +1; **Senses** darkvision 120 ft., low-light vision, scent;  
 Perception +5

**DEFENSE**

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)  
**hp** 3 (1d6)  
**Fort** +0, **Ref** +3, **Will** +3  
**DR** 2/cold iron  
**Weaknesses** light sensitivity

**OFFENSE**

**Speed** 20 ft., climb 20 ft.  
**Melee** dagger +0 (1d3-1/19-20)  
**Ranged** dart +2 (1d3-1)  
**Special Attacks** hatred  
**Spell-Like Abilities** (CL 1st)  
 At will—*prestidigitation*  
 1/day—*doom* (DC 10)

**STATISTICS**

**Str** 8, **Dex** 12, **Con** 11, **Int** 8, **Wis** 12, **Cha** 8  
**Base Atk** +0; **CMB** -2; **CMD** 9  
**Feats** Point-Blank Shot  
**Skills** Climb +7, Handle Animal +0,  
 Perception +5, Ride +2, Sleight  
 of Hand +9, Stealth +13; **Racial**  
**Modifiers** +4 Sleight of Hand,  
 +4 Stealth  
**Languages** Undercommon  
**SQ** vermin empathy +4  
**Gear** dagger, 6 darts

**SPECIAL ABILITIES**

**Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

**Light Sensitivity (Ex)** Mites are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Vermin Empathy (Ex)** This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.



**Tier 3–4 (CR 4)**

**GRENCH & RACKUTIO TEPPISH CR 1**

Male human cleric of Groetus 2  
**hp** 20 (as Tier 1–2)

**MITE SLAVE (3) CR 1/4**

**hp** 3 (as Tier 1–2)

**Tier 6–7 (CR 7)**

**GRENCH TEPPISH CR 7**

Male human cleric 8  
 NE Medium humanoid

**Init** +3; **Senses** Perception +7  
**Aura** strong evil

**DEFENSE**

**AC** 20, touch 9, flat-footed 20 (+11 armor,  
 -1 Dex)  
**hp** 76 (8d8+40)  
**Fort** +11, **Ref** +5, **Will** +11

**OFFENSE**

**Speed** 30 ft.  
**Melee** +2 *heavy flail* +9 (1d10+3/  
 19–20)  
**Special Attacks** channel negative energy  
 (4d6, DC 15, 4/day), touch of chaos  
 (6/day), touch of madness (+4,  
 6/day), chaos blade  
 (4 rounds,  
 1/day), aura of  
 madness (DC 17)  
**Cleric Spells Prepared**  
 (CL 8th)  
 4th—*confusion*<sup>D</sup>,  
*freedom of movement*,

*inflict critical wounds* (DC 17)  
 3rd—*cure serious wounds* (2), *deeper darkness*, *invisibility purge*,  
*rage*<sup>D</sup>  
 2nd—*bull's strength*, *darkness*, *hold person* (2, DC 15), *touch of*  
*idiocy*<sup>D</sup> (DC 15)  
 1st—*cause fear* (2, DC 14), *cure light wounds* (3), *lesser confusion*<sup>D</sup>  
 (DC 14)  
 o (at will)—*bleed* (DC 13), *detect magic*, *light*, *resistance*

**D** Domain spell; **Domains** Chaos, Madness

**TACTICS**

**Before Combat** If Grench hears the PCs approach, he casts *bull's strength* and *rage* on himself (not included in his stats). If he doesn't, he's standing at the bottom of the stairs, leaning against the wall.

**During Combat** Grench uses *confusion*, *hold person*, *touch of idiocy*, and *cause fear* to keep melee PCs away from him. He'll then use his Channel Negative Energy ability to harm the PCs.

If forced into melee combat, he draws his +2 *heavy flail*, shouts an invective at the PCs, and attacks.

**Morale** Grench fights to the death.

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**STATISTICS**

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

**Base Atk** +6; **CMB** +7; **CMD** 16

**Feats** Combat Casting, Improved Channel, Improved Initiative, Lightning Reflexes, Toughness

**Skills** Heal +8, Linguistics +2, Perception +7, Spellcraft +11

**Languages** Aklo, Common, Undercommon

**SQ** aura

**Gear** *cloak of resistance* +2, +2 *full plate*, +2 *heavy flail*

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**MITE BODYGUARD SLAVE (4)**

**CR 2**

Male mite warrior 3

LE Small fey

**Init** +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

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**DEFENSE**

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**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

**hp** 19 (1d6+3d10)

**Fort** +3, **Ref** +4, **Will** +4

**DR** 2/cold iron

**Weaknesses** light sensitivity

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**OFFENSE**

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**Speed** 20 ft., climb 20 ft.

**Melee** dagger +4 (1d3–1/19–20)

**Ranged** dart +5 (1d3–1)

**Special Attacks** hatred

**Spell-Like Abilities** (CL 1st)

At will—*prestidigitation*

1/day—*doom* (DC 10)

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**STATISTICS**

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**Str** 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** –2; **CMD** 9

**Feats** Point-Blank Shot, Weapon Focus (dagger)

**Skills** Climb +10, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, Stealth

**Languages** Undercommon

**SQ** vermin empathy +4

**Gear** dagger, 6 darts

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**SPECIAL ABILITIES**

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Same as Tier 1–2.

**Mission Notes:** Andoran faction PCs may try to free one of the mite slaves. They need only spare the life of one and keep him alive after Grench is dead to do so—after which, if the mite understands that the Andoran faction PC wants to let him go, the mite runs off into the sewers. Taldor faction PCs will want to ensure that Grench Teppish dies and should behead him so they can bring the head to their faction leader. Qadira faction PCs need

to make a DC 15 Perception check to spot the 3 crates here marked with a red “X.”

**Rewards:** If the PCs defeat Grench and his minions, reward each tier thusly:

**Tier 1–2:**

Give each player 77 gp.

**Tier 3–4:**

Give each player 154 gp.

**Tier 6–7:**

Give each player 1,424 gp.

### A3. Floating Corpses

The sewer water flows in from the north and swirls about this room, drawing larger pieces of garbage and refuse into a floating pool of trash at the center. In the middle of trash floats three well-dressed, bloated corpses, their skin purple and splotchy and their bodies floating face down.

The derros killed these three as an example to the other slaves held in Cassomir Below. They have nothing on them of any value and their corpses are badly decomposed. Their clothes reveal that they were once members of Taldor’s high society, but nothing else. A DC 12 Heal check, after a short examination, reveals that they were all killed by having their throats cut.

### A4. Magic Trap (CR 3, CR 5, OR CR 8)

Someone constructed a large dam here made of wood scraps, ship beams, broken crates, and rocks. Beyond the dam is a room that once functioned as a catch basin for the sewers but now has dry, clean floors. In the northwest corner of the room, a sewer grate is set in the floor, and a huge chalk drawing of a rat about to pounce is sketched on the floor near the dam.

The derros built the dam to keep the secret entrance to Cassomir Below open. They then brought up some sorcerers from Corgunbier to build a magical trap on the entrance. As part of their agreement with the Cult of Nature’s Cataclysm, one or more of the cultists are here at all times, guarding the entrance. The room is lit by a single torch in the west wall. The dam can be broken if it sustains 500 hit points in damage—it has DR 5/–. If the dam is broken, this room floods immediately, dealing 6d6 crushing damage to anyone in it as the water floods in. If the room is flooded, the entrance to Cassomir Below is impossible to open.

**Creatures:** A single cultist guards this room. When he sees the PCs, he activates the trap by moving into it.

He wears a simple trinket the derros made for him that keeps the trap from targeting him. At higher tiers, there are multiple guards—they all move into the trap area, guarding the sewer grate.

**Traps:** A single magical trap has been placed around the sewer grate. Anyone other than the guard who enters the trap area (a 15-foot-by-15-foot area surrounding the sewer grate) is targeted by the trap on his turn.

## Tier 1–2 (CR 3)

### NATURE'S CATAclysm FIGHTER CR 1/2

Male human fighter 1

NE Medium humanoid

**Init** +2; **Senses** Perception +2

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 11 (1d10+6)

**Fort** +4, **Ref** +2, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +3 (1d6+2)

#### TACTICS

**Before Combat** The fighter sits on the floor by the north wall, bored.

**During Combat** The fighter activates the trap by moving into it and then fights cautiously, using Combat Expertise every round to increase his AC to 17.

**Morale** The fighter fights to the death.

#### STATISTICS

**Str** 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 16

**Feats** Combat Expertise, Dodge, Toughness

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

**Languages** Common

**Other Gear** studded leather armor, quarterstaff, trap trinket

### BURNING HANDS TRAP CR 2

**Type** magic; **Search** DC 26; **Disable Device** DC 26

#### EFFECTS

**Trigger** proximity (*alarm*); **Reset** none

**Effect** spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

## Tier 3–4 (CR 5)

### NATURE'S CATAclysm FIGHTER (2) CR 1

Male human fighter 2

NE Medium humanoid

**Init** +2; **Senses** Perception +3

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 20 (2d10+9)

**Fort** +5, **Ref** +2, **Will** +1; +1 vs. fear

#### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +5 (1d6+2)

#### TACTICS

**Before Combat** The fighters sit around the room, bored.

**During Combat** The fighters activate the trap by moving into it and then fight cautiously, using Combat Expertise every round to increase their AC to 18.

**Morale** The fighters fight to the death.

#### STATISTICS

**Str** 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 17

**Feats** Combat Expertise, Dodge, Toughness, Weapon Focus (quarterstaff)

**Skills** Intimidate +4, Perception +3

**Languages** Common

**SQ** bravery +1

**Gear** quarterstaff, studded leather, trap trinket

### ACID ARROW TRAP CR 3

**Type** magic; **Search** 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 8)

### NATURE'S CATAclysm FIGHTER (3) CR 4

Male or female human fighter 5

NE Medium humanoid

**Init** +7; **Senses** Perception +6

#### DEFENSE

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

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

**Fort** +6, **Ref** +4, **Will** +2; +1 vs. fear

#### OFFENSE

**Speed** 30 ft.; normal speed in Medium armor

**Melee** quarterstaff +8 (1d6+3)

#### TACTICS

**Before Combat** The fighters sit around the room, bored.

**During Combat** The fighters activate the trap by moving into it and then fight cautiously, using Combat Expertise every round to increase their AC to 23.

**Morale** The fighters fight to the death.

#### STATISTICS

**Str** 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +5; **CMB** +7; **CMD** 21

**Feats** Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Whirlwind Attack

**Skills** Intimidate +7, Perception +6





**OPTIONAL ENCOUNTER**

**B1** is an optional encounter. If the PCs have more than 2 hours remaining to complete the scenario, then run **B1** as normal. If they do not, skip **B1** and move straight to **B2**.

abandoned. All of the buildings here extend right up to the top of the cavern. Unless otherwise noted, Cassomir Below is completely unlit.

Most of the buildings here are abandoned, but some have recently been reclaimed by derros. Nearly all of the buildings to the north now hold dozens of cages full of Cassomiri citizens waiting to be transported to Corgunbier deep beneath Cassomir. (These passageways are beyond the scope of this adventure.) The abandoned buildings have boarded-up windows, signs hung in front announcing “Butcher Shop” or “Tavern,” and are full of spiderwebs, dust, broken furniture, broken glassware, and the like. The buildings with cages are clean with new doors and locks (Open Lock DC 15). The windows in the buildings with cages are all bricked over. Here and there throughout Cassomir Below are stock piles of supplies such as dried meat, flour, grain, sugar, water, etc. All of the cages are locked with simple locks (Open Lock DC 15) and each one contains 10 or so Cassomiri citizens.

**Mission Notes:** In the building immediately south of area **B3**, Qadira faction PCs can find Wafid Sadaqat in one of the cages.

**B1. Wandering Rats (CR 3, CR 5, OR CR 8)**

Assuming the PCs have time to complete this encounter, the moment they all climb down the ladder from area **A4** they find themselves under attack by vermin.

**Creatures:** Depending on the sub-Tier, the PCs are attacked by giant advanced dire rats created by the *jet rat* artifact as well as a few rat swarms at the higher tiers.

**Tier 1–2 (CR 2)**

<b>ADVANCED GIANT DIRE RAT (2)</b>	<b>CR 1</b>
N Medium animal	
Init +3; Senses low-light vision, scent; Perception +4	
<b>DEFENSE</b>	
AC 14, touch 14, flat-footed 11; (+3 Dex, +5 natural)	
hp 9 (1d8+5)	
Fort +7, Ref +6, Will +3	
<b>OFFENSE</b>	
Speed 40 ft., climb 20 ft., swim 20 ft.	
Melee bite +4 (1d6+4 plus disease)	
Special Attacks disease	
<b>STATISTICS</b>	

Str 18, Dex 19, Con 20, Int 6, Wis 16, Cha 10  
 Base Atk +0; CMB +4; CMD 18  
 Feats Skill Focus (Perception)  
 Skills Climb +14, Perception +6, Stealth +13, Swim +14; Racial Modifiers uses Dex to modify Climb and Swim

**SPECIAL ABILITIES**  
**Disease (Ex)** Bite—filth fever; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

**Tier 3–4 (CR 4)**

<b>ADVANCED GIANT DIRE RAT (4)</b>	<b>CR 1</b>
hp 9 (as Tier 1–2)	

**Tier 6–7 (CR 7)**

<b>ADVANCED GIANT DIRE RAT (6)</b>	<b>CR 1</b>
hp 9 (as Tier 1–2)	

<b>RAT SWARM (3)</b>	<b>CR 2</b>
N Tiny animal (swarm)	
Init +6; Senses low-light vision, scent; Perception +8	
<b>DEFENSE</b>	
AC 14, touch 14, flat-footed 12; (+2 Dex, +2 size)	
hp 16 (3d8+3)	
Fort +3, Ref +5, Will +2	
Defensive Abilities swarm traits	
<b>OFFENSE</b>	
Spd 15 ft., climb 15 ft., swim 15 ft.	
Melee swarm (1d6 plus disease)	
Space 10 ft.; Reach 0 ft.	
Special Attacks disease, distraction (DC 12)	
<b>STATISTICS</b>	
Str 2, Dex 15, Con 12, Int 2, Wis 12, Cha 2	
Base Atk +2; CMB —; CMD —	
Feats Improved Initiative, Skill Focus (Perception)	
Skills Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10; Racial Modifiers uses Dex to modify Climb and Swim	

**SPECIAL ABILITIES**  
**Disease (Ex)** Swarm—filth fever; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

**Mission Notes:** Osirion faction PCs can recover a perfect sample from one of the advanced giant dire rats here by succeeding on a DC 20 Heal check. They’ll get another attempt later if they fail. Qadira faction PCs will want to begin counting crates marked with a red “X” at this point. There are 2 crates near area **B1** that are marked with a red “X,” and a DC 15 Perception is required to spot them. If the PCs skip this encounter, allow the Qadira



faction PCs to make this roll as soon as they climb down the ladder.

**Rewards:** There are no rewards for this encounter.

## B2. Mite Slaves (CR 1, CR 3, OR CR 6)

Once the PCs approach the buildings to the north, they'll likely encounter the mite slaves guarding the entrance to the derro headquarters first. The mites here are stacking supplies and speaking to each other in Undercommon—when they spot the PCs, they drop what they're doing, squeal "Intruders!" in Undercommon and attack the PCs.

### Tier 1–2 (CR 1)

**MITE SLAVE (3)** CR 1/4

hp 3 (as area A2, Tier 1–2)

### Tier 3–4 (CR 3)

**MITE SLAVE (2)** CR 1/4

hp 3 (as area A2, Tier 1–2)

**MITE BODYGUARD (2)** CR 2

hp 19 (as area A2, Tier 6–7)

### Tier 6–7 (CR 6)

**MITE BODYGUARD (4)** CR 2

hp 19 (as area A2, Tier 6–7)

**Treasure:** A DC 15 Perception check finds a trunk in the nearby pile of supplies that contains the following items by tier. A DC 12 Open Lock or DC 15 Strength check is required to open the trunk.

**Tier 1–2:** *potion of cure moderate wounds*, 2 *scrolls of remove disease*, and a +1 *short sword*

**Tier 3–4:** As Tier 1–2 plus a +1 *heavy steel shield* and an additional *scroll of remove disease*

**Tier 6–7:** As Tier 3–4 plus an *amulet of natural armor +1* and *boots of striding and springing*

**Mission Notes:** Andoran faction PCs can free a mite slave here to accomplish one of their faction missions. The free slave climbs the ladder and runs off into the sewers. Cheliax faction PCs can attempt a DC 12 Perception check here to quickly search through the supplies and find Zarta's missing necklace. Qadira faction PCs need

to count the number of crates here with a red "X" on them—a DC 15 Perception check reveals there are three. This is the last time the Qadira faction PCs need to attempt this roll; they should report to the Pasha that they found 8 crates—any other number and they fail the mission.

**Rewards:** If the PCs defeat the mite slaves and find the trunk, reward each tier thusly:

**Tier 1–2:**

Give each player 281 gp.

**Tier 3–4:**

Give each player 657 gp.

**Tier 6–7:**

Give each player 2,182 gp.



## B3. The Derro Revealed (CR 3, CR 5, OR CR 8)

The door to B3 is unlocked. Once the PCs decide to enter, read the following:

This 15-foot-by-30 foot room is clean and dust-free. A stack of barrels in the southeast corner are the only furnishings.

This is where the derro live while in Cassomir Below. The next room has several clean straw pallets covered in blankets and sleeping mats.

The barrels contain water.

**Creatures:** Depending on the tier, there are one or more derros here with their slaves. If the derro (or slaves at higher tiers) heard the PCs fighting the mite slaves outside, he waits just inside the front door—when the PCs open the door, he's hidden behind it. For Tier 3–4, the derro's warrior slaves wait in the next room and enter the melee as soon as the derro calls for them. For Tier 6–7, the derros and warrior slaves are arranged around the center of the room and attack the first PCs through the door.

### Tier 1–2 (CR 3)

**DERRO** CR 3

CE Small humanoid (derro)

Init +6; Senses darkvision 60 ft.; Perception +0



**DEFENSE**

AC 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)

hp 25 (3d8+12)

Fort +5, Ref +3, Will +6

SR 14

**Weaknesses** vulnerability to sunlight

**OFFENSE**

**Speed** 20 ft.

**Melee** short sword +5 (1d4)

**Ranged** repeating light crossbow +5 (1d8/19–20 plus poison)

**Special Attacks** sneak attack +1d6

**Spell-Like Abilities** (CL 3rd)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

**STATISTICS**

Str 11, Dex 14, Con 18, Int 10, Wis 5, Cha 16

Base Atk +2; CMB +1; CMD 13

**Feats** Improved Initiative, Weapon Finesse

**Skills** Perception +0, Stealth +9

**Languages** Aklo, Undercommon

**SQ** madness, poison use

**Gear** leather armor, short sword, repeating light crossbow with 10 poison bolts, 300 gp

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

**Poison Use (Ex)** Derro 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.

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

**Tier 3–4 (CR 5)****DERRO****CR 3**

hp 25 (as Tier 1–2)

**ADVANCED GIANT DIRE RAT****CR 1**

hp 9 (as act 4, Tier 1–2)

**CASSOMIR WARRIOR SLAVE (2)****CR 1/3**

Male human warrior 1

N Medium humanoid

Init +0; **Senses** Perception +1

**DEFENSE**

AC 14, touch 10, flat-footed 14 (+2 armor, +2 shield)

hp 10 (1d10+5)

Fort +3, Ref +0, Will +0

**OFFENSE**

**Speed** 30 ft.

**Melee** club +4 (1d6+2)

**STATISTICS**

Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +1; CMB +3; CMD 13

**Feats** Toughness, Weapon Focus (club)

**Skills** Perception +1

**Languages** Common

**Gear** club, heavy wooden shield, leather armor

**Tier 6–7 (CR 8)****DERRO (3)****CR 3**

hp 25 (as Tier 1–2)

**ADVANCED GIANT DIRE RAT (2)****CR 1**

hp 9 (as act 4, Tier 1–2)

**CASSOMIR WARRIOR SLAVE (2)****CR 3**

Male human warrior 5

N Medium humanoid

Init +0; Perception +5

**DEFENSE**

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)

hp 42 (5d10+15)

Fort +5, Ref +1, Will +3

**OFFENSE**

**Speed** 30 ft.

**Melee** club +9 (1d6+3)

**STATISTICS**

Str 16, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +5; CMB +8; CMD 18

**Feats** Iron Will, Power Attack, Toughness, Weapon Focus (club)

**Skills** Perception +5

**Languages** Common

**Gear** club, heavy wooden shield, hide armor

**Development:** In the next room with straw pallets are stacks and stacks of cages full of normal rats. On a small table next to those cages is a small, shiny black rat statue—the *jet rat*. This artifact gives off a moderate transmutation aura. There is also evidence here—a ledger written in Undercommon—that the derro have slowly increased their slave sales over the last couple of months, with a huge surge in the last couple of weeks. Anyone who can read Undercommon finds a note in the ledger about a human woman who escaped not long ago and the mite slave that was beaten to death for allowing it to happen.

**Treasure:** Near the barrels is a large chest in which the derro keep their slave sale earnings. For Tier 1–2, this chest contains 250 gp. For Tier 3–4, it contains 3,500 gp. For Tier 6–7, it contains 5,500 gp.

**Mission Notes:** Andoran faction PCs will need to recover some proof of the derro involvement—a corpse, or gear, or something similar. Osirion faction PCs need to recover the *jet rat* and ensure that it's returned to the Pathfinder Society. Osirion faction PCs may also make another attempt here to recover a perfect advanced giant rat sample—a DC 20 Heal check is required to succeed. In a cage in the building directly south of area **B3**, Qadira faction PCs will find Wafid Sadaqat alive, but starving and dehydrated.

**Rewards:** If the PCs defeat the monsters, reward each tier thusly:

**Tier 1–2:**

Give each player 64 gp.

**Tier 3–4:**

Give each player 609 gp.

**Tier 6–7:**

Give each player 990 gp.

**Qadira Faction:** PCs from the Qadira faction who find Wafid Sadaqat in area **B3** and see that he is safely returned to the surface earn 1 Prestige Award. PCs from the Qadira faction who accurately count all of the boxes with red “X’s” on them in areas **A2**, **B1**, and **B2** (there are 8 total) earn 1 bonus Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who behead Grench Teppish and return the head to Baron Jacquo earn 1 Prestige Award. PCs from the Taldor faction who recover a perfect sample of spider venom from area **A1** earn 1 bonus Prestige Award.

## CONCLUSION

By defeating the derros here and taking the *jet rat*, the PCs have slowed the derros' plans for the future but not stopped them entirely. Kidnappings slow in the city, but continue to expand in the countryside around Cassomir. Rumors begin to circulate throughout the city that the derro menace has been stopped, but some whisper darker tidings, such as the recent spotting of a derro inside the walls of Swift Prison, a rumor the Taldan authorities heatedly deny.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who bring back proof of the derro connection from area **B3** earn 1 Prestige Award. PCs from the Andoran faction who free a mite slave in area **A2** or **B2** earn 1 bonus Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who search the supplies in area **B2** and find Zarta's necklace earn 1 Prestige Award. PCs from the Cheliox faction who examine the magical trap in area **A4** and diagram its setup earn 1 bonus Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who bring back the derro *jet rat* artifact earn 1 Prestige Award. PCs from the Osirion faction who recover a perfect sample of one of the larger-than-normal dire rats in area **B1** or **B3** earn 1 bonus Prestige Award.

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## Andoran Faction Handout

Fellow Free Citizen,

These further rumors of the derro involvement in Cassomir are troubling. Though we care not that Taldor citizens are possibly being hurt, we'd be remiss in our service to freedom to allow slavery of any kind go unpunished. If you find a derro beneath Cassomir, see to it that he is destroyed and then bring some proof of his existence back to me—his entire body if necessary. Taldor can no longer ignore the problem beneath its second largest city. In my studies of the derros, I've read that they often drive their slaves before them as guards and soldiers—should you find some poor Darchlands denizen in slavish servitude to the derros, give him the option of freedom before you strike him down. Even evil creatures do not deserve the shackles of tyranny.

*Capt. Colson Maldris* Sincerely,  
Captain Colson Maldris



## Chelixa Faction Handout

Her Majestrix's Most Loyal Servant,

I must admit a small amount of embarrassment—I've lost a necklace, a very important necklace of ivory and gold that I believe made its way into the hands of Andoran smugglers who we think are supplying the kidnappers beneath Cassomir. I've had a diviner look into its whereabouts—when you're in a strange city below the city, you should search through some of the supplies there to see if you can find it. I can't have certain transgressions be known. Your discretion will be rewarded by pleasure. And since you're going to be below Cassomir, I've heard these derros sometimes use magic traps—should you find one, carefully document and diagram how it works and send that information to me.

*Zarta Draldeen*

Paracountess Zarta Draldeen

## Osirion Faction Handout

Honored Subject of the Ruby Prince,

This tale of a shiny black artifact that turns normal rats into large, violent rats sounds disturbingly like an old artifact of Osirion, lost a thousand years ago. Known as the jet rat, this artifact enabled some depraved individuals to create armies of vermin. Should this be the very same artifact, be sure it's returned to the safe-keeping of the Pathfinder Society Grand Lodge in Absalom. This item is very dangerous and shouldn't be floating about in the general marketplace. If you happen to find a rat that has been altered by the artifact, take a sample from its body—but do so carefully. Remove the patch of skin and fur on the back of the neck. These must be taken together. Return a sample to me so that we may further understand how this artifact works.



In service to our Ruby Prince,

*Amenopheus*  
Amenopheus, The Sapphire Sage

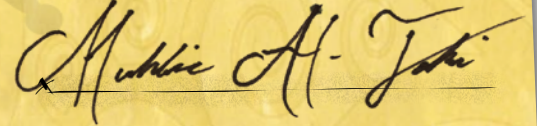


## Qadiran Faction Handout

*Servant of the Satrap,*

An agent of mine, Wafid Sadaqat, is missing in Cassomir. He was captured a year ago on board the *Prancing Prince*, a slave galleon the Taldans commandeered. He was imprisoned in the vile Swift Prison in Old Cassomir and recently disappeared from his bunk. We do not believe he escaped. Rumors have reached my ears that unscrupulous guards may have sold him to derro slavers beneath Cassomir. If you find him down there, return him to me—quietly. Additionally, we are concerned about the proliferation of supplies throughout the Darklands beneath Cassomir that seem to originate from an Andoren smuggling operations. These uncreative louts mark their boxes with a giant red X—count the number of boxes thusly marked as you wander beneath Cassomir so that I may compare that number to these recently acquired shipping manifests from the Taldan Imperial Navy. If they match, we have a weapon to use against those Andoren dogs.

May your coffers run deep,  
Pasha Muhlia Al-Jakri



## Taldor Faction Handout

*Agent of the Empire,*

When will the empire be rid of the Teppish family? Strike down one of them, and another sprouts like a weed. Pluck that weed, and another materializes from thin air. I have reason to believe that Grench Teppish, the twin brother of Dalirio Teppish, is behind the Countess's kidnapping. If you find him, ensure he dies and bring me his head. Though it will be a small consolation for the Patrizia family, mounting his head on the gates of their family estate should hopefully keep the Teppish clan quiet for a while. Lastly, while below, should you find any source of poison—natural or otherwise—recover it in perfect condition and return it to me. My supplies seem to be running low and poison is so dreadfully expensive here in Taldor. Be a dear and get me some more.



In the Emperor's Name,

*BARON JACQUO*  
Baron Jacquo Dalsine

