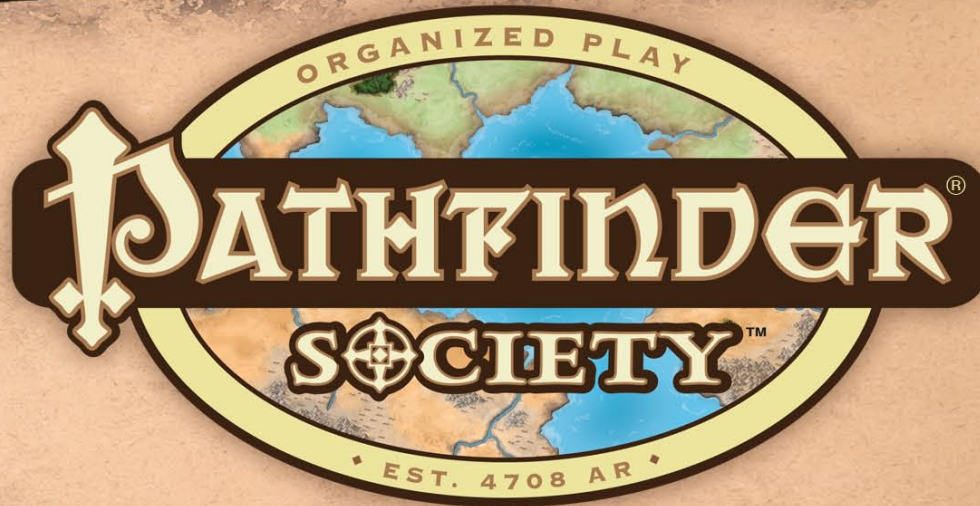


A PATHFINDER SOCIETY SCENARIO



# THE DEVIL WE KNOW PART III: CRYPT OF FOOLS™

By Larry Wilhelm



# THE DEVIL WE KNOW, PART III: CRYPT OF FOOLS

PATHFINDER SOCIETY SCENARIO 41

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

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# THE DEVIL WE KNOW, PART III: CRYPT OF FOOLS

BY LARRY WILHELM

Buried under Cassomir's bustling streets, swaddled in an earthen blanket, lies a lost graveyard—the Crypt of Fools. For centuries, the mausoleums housing those disgraced families who fell unceremoniously from Taldan fashion were moved here as punishment, though this practice has since been abandoned and the Crypt's entrance is almost forgotten. The tombs of traitors, mass murders, and worse adorn its desolate halls. One derelict family decaying within this forsaken crypt as punishment for their crimes against the glorious nation of Taldor is the Teppish. After their fall, family rivals damned the Teppish lineage to spend eternity within the crypt's shameful walls.

When meddling heroes murdered Dalirio Teppish, the authorities buried him in a pauper's graveyard in the swamps east of Cassomir. His body did not rot for long, however, for the twisted and now derro-led Cult of Nature's Cataclysm found and retrieved his fresh corpse. With Dalirio's carcass secured, the cult placed it inside a bizarre Darklands grotto—the same grotto, in fact, where Dalirio received his huecuva minions from Groetus in *Shipyards Rats*. Within this cavern, the derros entombed his broken body inside a vein of enchanted lazurite. As Dalirio's carcass leached the necromantic power from the lazurite, the cultists performed obscene rituals. At the ritual's climax Dalirio rose as a free-willed ghoul. Pleased, the derros gave Dalirio and his cult a new mission.

Dalirio's favored cultists, all family members of his now-deceased lover Luscilia Ismacco, were the key to this new derro plan. Before pledging allegiance to Dalirio and the cult, the Ismaccos had influenced much of Cassomir's cityscape. Skilled as engineers and laborers, the Ismaccos held much power within Cassomir and completed many of the city's building projects. However, the Ismacco family had grander designs and, led by a Groetus-worshipping cabal that predated Dalirio's concern, they built a covert tunnel system beneath Cassomir. Ever long-sighted, the Ismacco family initiated a plan to tear Cassomir down from within. By using their tunnel system they could strike from anywhere, at anytime, and take whatever and whomever they wished. They were never powerful

## THE DEVIL WE KNOW SERIES

*Crypt of Fools* is the third installment in the Devil We Know series. The first two installments, #29: *Shipyards Rats* and #30: *Cassomir's Locker*, were written to be played in either order. The final two installments, this scenario and #48: *Rules of the Swift*, have to be played sequentially and can only be played once a PC has completed #29 and #30.

enough to execute their plan and were eventually found out as traitors to Taldor; their family was banished from the empire and their family crypts were dumped into the Crypt of Fools. Although a handful of hidden family members continued the tunneling work for a few more years, as the Ismacco family passed into ruin, their tunnel system faded from memory. Because Dalirio's connection to Groetus was strong, the remainder of the Ismacco family recently joined with the Teppish son, even pushing one of their own to take him as a lover, so the united anti-Taldor families might work together to find the Ismacco tunnel system and use it to destroy Cassomir.

After years of kidnapping Cassomir citizens, the derros were aware of the existence of the Ismacco tunnel system. They assigned Dalirio and the Cult of Nature's Cataclysm to find and explore the tunnels, using them to make limited strikes against a variety of Cassomir locations; they also ordered him to take fresh slaves for the derros below. Dalirio discovered the entrance to the Ismacco tunnels in the shattered Ismacco mausoleum inside the Crypt of Fools.

Having located the tunnels, Dalirio began to execute the second phase of the plan—kidnapping anyone who might know of the existence of the Ismacco tunnels and then transforming them into undead skeletons that he could use to take revenge on Cassomir. Local engineers, masons, and even everyday laborers have vanished. With the city still reeling from the last kidnapping spree, Venture-Captain Hestia Themis gathers a team of Pathfinders to investigate and stop the source of the undead raids.

**CASSOMIR**

Though everything you need to run this scenario is included within, GMs and players wishing to know more about Cassomir and Swift Prison should read the Cassomir entry in *Pathfinder Chronicles: Cities of Golarion*, available at your local book or hobby store or online at [paizo.com](http://paizo.com).

**SUMMARY**

On the orders of Venture-Captain Hestia Themis, the PCs enter the formidable Swift Prison to interrogate a Nature's Cataclysm prisoner about those responsible for the recent kidnappings. Once inside, Hestia's man Garver guides the PCs to a dank cell, wherein a crazed man furiously paints unsettling scenes. The PCs must bring some lucidity to the crazed painter in order to get him to talk; once they do, he demands a favor in return for his information. The PCs must go out in front of the prison, observe the statue there, and then return and detail it for the painter so that he might re-create it on canvas. Once the PCs have done so, the painter rants about how his "master" used secret tunnels to capture the latest victims and suggests that the Cassomir engineering guild is the most likely place to find information about these tunnels. Little do the PCs know that the prisoner's paintings also contain clues that could lead the PCs right to the entrance of the Crypt of Fools.

The PCs then head to Cassomir's engineering guild, the Hall of Wonders. They find it overrun with Dalirio's cultists, who torment the guild's head engineer Queck, a female gnome. After the PCs defeat the cultists, Queck asks the PCs for help, explaining that the Cult of Nature's Cataclysm kidnapped several of her engineers just moments ago. Queck warns the PCs that the cult is using undead minions—specifically skeletons—and that the skeletons helped capture some of her engineers from the guild hall. She also tells the PCs that the cult made off with several satchels full of ancient Old Cassomir blueprints for a hidden graveyard called the Crypt of Fools, which could possibly be the cult's new hideout. At this point, clever PCs may recall the paintings seen earlier in Swift Prison—paintings that contained odd symbols and detailed three Cassomir locations. Assuming the PCs didn't purchase or otherwise acquire the paintings when they first visited the crazed painter in Swift Prison, they can now do so. Each painting contains hints about secret compartments at three different Cassomir locations that each contain one of the three clues needed to find the entrance to the Crypt of Fools.

With the paintings in hand, the PCs locate the three Ismacco-marked structures, triangulate their positions

in Old Cassomir, and discover the Crypt of Fool's entrance in the heart of the old city. At each Ismacco-marked structure, specific skills or abilities unlock a secret compartment which holds a parchment which is both a clue to the Crypt's location and part of the combination needed to unlock its entrance. With the clues in hand, the PCs find and enter the antechamber to the Crypt of Fools, where they locate an ancient fountain. Inspecting the fountain's base reveals three massive tumblers. Using the clues, the PCs can unlock the entrance, which reveals a spiral staircase beneath the fountain descending into darkness. As the PCs work the tumblers, a derro-led slave procession approaches from a nearby tunnel. Defeating the slavers allows the PCs to rescue several kidnapped victims.

Within the Crypt of Fools stands a mausoleum larger than all the others, bearing the name Ismacco across the top. In front of it, a statue depicts a dispassionate figure holding a gibbous moon aloft. The Ismacco crypt is the secret entrance to the tunnel system, and the PCs locate a ladder within that descends into the tunnel system's antechamber. It's guarded by several of Dalirio's cultists.

With the cult members defeated, the PCs descend into the undercrypt and enter a chamber where Dalirio transforms his kidnapped victims into skeletal soldiers. Revealing his new undead form, he swears revenge on the PCs for his death.

**GETTING STARTED**

Venture-Captain Hestia Themis, a petite, raven-haired, black-eyed Taldan beauty, paces her office within the Pathfinder lodge in Cassomir and addresses the PCs:

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"I am perplexed. A new kidnapping spree plagues my beloved city. It seems our citizens make easy prey to those who profit from such exploits. While this disturbs me, I am more troubled by reports that some of those kidnapped return to the city as undead monsters who accompany this Cult of Nature's Cataclysm plague, a plague that I can't seem to excise from my beloved city.

"This ends now! For a third time we battle Groetus-worshipping dogs and there will not be a fourth!" Taking several deep breaths, Hestia regains her composure. "I am sending you to Swift Prison to interrogate a cultist we captured who was trying to kidnap a local engineer. Meet my man Garver out front—he'll take you in to see the Nature's Cataclysm fool. Find out where the other cultists hide, where they've taken their recent victims, and how they're turning them into skeletons. Free as many Cassomir citizens as you can—the good publicity never hurts. Any questions?"

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The PCs may have questions for Themis—below are some likely questions and their answers.

**Who kidnapped these people?** “The evidence points strongly toward those Groteus-worshipping fools, the Cult of Nature’s Cataclysm. With Dalirio dead, it seems unlikely that they’ve reorganized themselves. I suspect derro influences.”

**How many people are missing?** “At least 15 Cassomirites—all of them engineers, city planners, masons, and the like.”

**Can we rough up this cultist in Swift Prison to get information?** “No. He’s a bit... unstable, but when he’s lucid he provides good information about the cult and their plans. He could potentially provide us with future information and serves us better as an ally, alive and unharmed.”

Before heading to Swift Prison, the PCs may wish to briefly investigate it. Let the PCs make the following check and consult the information below.

## Knowledge (local)—Swift Prison

**10+** Swift Prison’s prisoners must pay fees for lodging and favorable treatment. These payments even include a “chains tax,” requiring a prisoner to pay 5 sp each month to avoid being shackled. Swift Prison has an unusual policy in which non-violent criminals who pay for the privilege are allowed to roam the streets surrounding the prison, so long as do not cross the invisible boundary known as the “Rules of the Swift” (which is what the prison calls the invisible boundary that surrounds the prison). Prisoners who cross this boundary are put to death when recaptured—very few have broken those rules in the prison’s history.

**15+** The wardens of the Swift are notorious for allowing unusual privileges in exchange for exorbitantly high sums. Prisoners who pay these extortions earn the right to reside in one of the Swift’s private apartments. Rich prisoners may also purchase the “Liberties of the Swift,” the right to walk the prison grounds and surrounding city streets freely. Wardens of the Swift are often replaced after being caught abusing their posts for personal gain.

**25+** Those unfortunate souls too destitute to pay often find themselves locked in the Swift’s cellar begging cells. If they are unable earn enough money to pay for their release by begging, they typically succumb to disease. The inmates call these dank cellars Stavian’s Fair.

## ACT I: SWIFT PRISON

Swift Prison’s formidable gates loom over those who pass beneath them. Out front, a gilded statue stares uncaringly at those who serve time beyond her sentry-like gaze. The wrinkled, dirty faces of Cassomir’s prisoners are briefly illuminated behind the bars of the ground floor begging cells. Their pathetic drone as they beg for coppers fills the courtyard in front of the prison.

### INSIDE THE SWIFT

PCs who display violent or illegal behavior (such as attacking a prison guard or inmate) inside Swift Prison will find themselves locked away. If this happens, Hestia bails that PC out, but for the rest of the Devil We Know series the offending PC suffers a –2 penalty to all Charisma-based checks while dealing with Swift Prison’s guards, thief-takers, or warden. Note the penalty on the player’s chronicle sheet for this scenario.

Hestia’s man, Garver—a tall Taldan man with a slim physique and plain peasant’s clothing—approaches. “You made it. Good. Follow me.” Garver turns and enters the prison, marching through myriad hallways that twist and turn and finally end at a plain but thick wooden door. Garver produces a key and says, “Our captured cultist enjoys visitors, and if you like his work, it’s all for sale.”

If the PCs have questions for Garver before he opens the door, he happily answers them. He’s not a Pathfinder—he’s a local guide who works for Hestia whenever she asks. He pays the right people to get local Pathfinders through the Taldan bureaucracy, which is how he’s able to get the PCs into the prison so quickly. Garver knows who Hestia is and he knows the crazed painter was captured after the presumed destruction of Dalirio’s Cult of Nature’s Cataclysm (see *Cassomir’s Locker*). Beyond that, he has no answers for the PCs, though he is very apologetic for not knowing more. One thing Garver knows for certain is that no one knows who the painter is—he hasn’t given his name and no one has discovered it yet, so the guards simply call him the “crazed painter,” a nickname he either doesn’t mind or isn’t coherent enough to understand.

The PCs are then led through the door and down several stone steps into a dingy, shadowed room with three cells. Garver gives the two guards there some coins and they head back up the stairs, closing the door behind them. In the center cell, covered in paint, a man dressed in torn beggar’s rags, his feet shackled to the floor by a 3-foot length of chain, throws color onto a dirty canvas. The man stops painting when the PCs arrive, looks through the bars, and exclaims with a toothless grin: “For you, my master, always for you!” He then lays the painting atop a small pile of recent works and sets up another blank canvas, madly attacking it with his brush.

The crazed painter ignores the initial interactions from the PCs—instead, he shouts, “For you, my master!” at odd intervals and continues to furiously paint. For the purposes of this encounter, the crazed painter is unfriendly (though he is more accurately described as “unaware”) and if he can be made indifferent through Diplomacy, he becomes lucid for a short period of time—a

period in which the PCs can ask him questions. Should anyone begin the conversation by complimenting his paintings (none of which are visible from outside the cell), the crazed painter is more likely to speak to that PC in particular, and that PC receives a +5 bonus to any Diplomacy checks made while speaking to him. Should the PCs be completely incapable of making the crazed painter indifferent through Diplomacy checks, Garver produces a small metal rod from somewhere on his person and bangs it loudly on the bars until the cultist snaps out of his painting reverie. Either way, once the PCs have the painter in a semi-lucid state, he relates the following:

“Friends! Did the Master send you? Yes, he must have. Praised be he who ends the days! Do you seek my secret? Soon enough—but in return I ask something from you. You must give it to me as I need it to complete my collection.” He points to two paintings hung in a shadowy corner of his cell. A third canvas hangs next to them but is blank. “If you go outside this very prison you’ll find a statue covered in gold. You may have already seen her! Describe this statue to me in exquisite detail and I will tell you all I know.”

The PCs can freely exit and reenter Swift Prison. The crazed painter refuses to provide any information until he gains the description requested. The statue sits just outside of the prison’s gates, its golden form shining brightly in the sun. It stands just over 7 feet tall and rests atop a 3-foot-tall stone base. The statue depicts a curvy Taldan female with short hair and wearing flowing robes open at the neck. She regards the PCs with a blank, uncaring expression. Faint moons decorate her flowing robes, and she crushes a set of scales beneath her left foot. A DC 15 Perception check also reveals that the sculptor left his mark on his work of art—he carved a small letter “I” into her left foot.

Returning to the prison cell, the PCs can provide the statue’s description to the painter. If they do, the crazed painter appears to ignore the PCs for a short while and furiously paints the blank canvas on his wall, splashing paint wildly about his cell. Upon completing the painting, he shows it to the PCs. It shows a twisted perspective. The once-beautiful statue stares back transformed, her visage twisted into a demonic snarl. Short humanoids with large, black eyes torment cowering prisoners in the painting’s background. Brandishing a radiant holy symbol, a lone figure fails to fight them off. A DC 13 Knowledge (local) check reveals the creatures to be derros, and an additional DC 18 Knowledge (religion) check reveals the lone figure to be that of Aroden as he is depicted in Taldan lore. Another DC 18 Knowledge (religion) check identifies the moon iconography as belonging to Groetus.

Should the PCs examine the other two paintings on the wall, they’ll find some of the same iconography (the paintings stacked on the floor are abstract smears of paint, in sharp contrast to these three works of art). The second painting depicts a stately, white stone building, identifiable as Cassomir’s Imperial Hall of Records with a DC 12 Knowledge (local) check. Three-foot-tall bas-reliefs circle the building’s outside walls at ground level, though they are warped and twisted in the crazed painter’s art. Derros stand atop the hall’s steps and seem to punish criminals—all of whom are wearing the robes of Taldan government officials. At the southwest corner of the building, the bas-relief glows a bright white. The same lone figure from the other paintings attempts to sooth a group of frightened children by playing a flute—the notes are actually painted above him on the canvas.

The third painting depicts the northeast retaining wall that shores up parts of the ruined Quickfall Abbey (identifiable with a DC 12 Knowledge [local] check). It shows dozens of angry derros smashing brightly-painted urns against the retaining wall, while the same lone figure from the other paintings frantically attempts to push down an obviously barred door in the middle of the wall, presumably to escape another group of menacing derros that seems to pursue him.

**THE CRAZED PAINTER** **CR 1/3**

Male human expert 1  
 N Medium humanoid (human)  
**Init** +0; **Senses** Perception +3

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**DEFENSE**

**AC** 10, touch 10, flat-footed 10  
**hp** 4 (1d8)  
**Fort** +0, **Ref** +0, **Will** +6

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**OFFENSE**

**Speed** 30 ft.  
**Melee** unarmed strike –1 (1d3–1)

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**STATISTICS**

**Str** 9, **Dex** 10, **Con** 11, **Int** 13, **Wis** 14, **Cha** 8  
**Base Atk** +0; **CMB** –1; **CMD** 9  
**Feats** Iron Will, Skill Focus (Profession [artist])  
**Skills** Appraise +2, Bluff +0, Craft (painting) +2, Diplomacy +0, Knowledge (religion) +2, Linguistics +2, Perception +3, Profession (artist) +3, Sense Motive +3  
**Languages** Aklo, Common, Undercommon  
**Gear** masterwork artisan’s tools

**AVERAGE SWIFT PRISON GUARD (2)** **CR 1/3**

Male or female human warrior 1  
 LN Medium humanoid (human)  
**Init** +0; **Senses** Perception +0

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**DEFENSE**

**AC** 14, touch 10, flat-footed 14 (+3 armor, +1 shield)

hp 10 (1d10+5)  
Fort +3, Ref +0, Will +0

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**OFFENSE**


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Speed 30 ft.  
Melee club +3 (1d6+1)

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**STATISTICS**


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Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 10

Base Atk +1; CMB +2; CMD 12

Feats Toughness, Weapon Focus (club)

Skills Bluff +1, Intimidate +4

Languages Common

Gear buckler, studded leather, club, ring of keys, signal whistle

**Development:** Once the crazed painter completes his third masterpiece, he rapidly explains that his “master” resides within the Crypt of Fools, hidden deep beneath Old Cassomir. He does not know its exact location, but he tells the PCs that if anyone has knowledge of the Crypt of Fools and how to get there, it would be the engineers at Cassomir’s engineering guild, the Hall of Wonders. The engineers, he explains, have complete blueprints of nearly everything built by the Taldor government in Cassomir, and since the Crypt of Fools was built by the government to hide the crypts of shamed families, it’s highly probable they have all of the information the PCs need. He knows all this because, as he explains, Dalirio once told him that the cult was going to need to remove the documents from the guild eventually to prevent anyone from finding them. If the PCs ask how the previously slain Dalirio could live again, the crazed painter giggles and says, “He received the master’s blessing!” and won’t explain further.

The PCs might want to obtain the crazed painter’s three paintings (and will need to do so before the scenario ends). The paintings can be purchased from Swift Prison through Hestia’s man, Garver, and each costs 1 gold piece. Should the PCs wish to purchase one of the abstracts stacked on the floor, they cost 5 sp and a dozen of them are for sale. The abstract paintings have no bearing on this scenario.

**Mission Notes:** A PC from the Cheliox faction who obtains a painting earns one prestige award.

## ACT 2: HORROR IN THE HALL OF WONDERS (CR 2, CR 4, OR CR 7)

Smoke and steam pour through many openings of this misshapen building. Gears and gizmos can be heard clicking against one another in a rhythmic cadence. A loud “chunk-chunk” sounds as several pistons churn up and down, powering some unknown machine. A cacophonous symphony of grinding

metal plays on. An enormous sign, nearly the entire width of the building, declares it to be the Hall of Wonders.

All hearing-based Perception checks inside and outside the hall suffer a –4 penalty due to the noisiness of the machinery. A DC 20 Perception check (penalty included) notices faint screaming from inside the hall. The PCs can enter the building through the front doors or one of the many windows or by scaling the walls and entering via the skylight. The walls of the hall are 20 feet tall and require a DC 10 Climb check to scale. The doors and windows are all unlocked, though the windows require a DC 12 Strength check to open and a DC 10 Climb check to climb through.

Once inside the Hall of Wonders, the PCs can see the outlines of three great structures piercing a thick mist (*obscuring mist*) that chokes nearly the entire western half of the building (see the map on page 10). The spell has 1 minute per level remaining starting the moment the PCs access the building. A brass planetarium rotates in the northeastern corner. Next to the celestial model, a clockwork contraption ticks and tocks as it turns on its axis. Finally, a giant metal crab sits with its claws extended on a southwestern platform. A hatch at one end of the crab provides an entrance into a barrel-like chamber; inside two levers rest near the front of a cockpit.

The planetarium replicates Golarion’s planetary system. The clockworks hail from the Isle of Kortos and serve no other purpose than to demonstrate an oversized clockwork function. The giant metal crab is a badly damaged *apparatus of the crab*. Only two of its ten original levers remain, and it’s incapable of movement. Adventurous PCs can climb inside the cockpit and use the two undamaged levers to battle the cultists (providing exactly two pincer attacks at +12 melee with a reach of 20 and doing 2d8 points of damage as a full round action). The apparatus is a relic, an ancient magic item long fallen into disrepair and ruin. Once two pincer attacks have been made with the apparatus, the pincers actually fall off and the entire metal monstrosity collapses inward. The breakdown causes no harm to any PCs inside or near the apparatus but does finally render the metal crab a broken pile of worthless scrap metal.

**Creatures:** Tashelia Ismacco, a cousin of Luscilia Ismacco from *Shipyard Rats*, stands on the catwalk above, watching her cultists torment a poor gnomish engineer and her various engineering guildmates. Many of Tashelia’s cultists have already left, after kidnapping several of the engineers and stealing dozens of blueprints from the guild archives. Tashelia remains behind, hoping to extract any additional information the other engineers might be holding back about the Ismacco tunnel system and the Crypt of Fools. Dalirio knew the Hall of Wonders contained damning evidence



of the tunnels and sent Tashelia to scrub the guild clean of such information. She is not expecting the PCs to arrive and intervene.

## Tier 1–2 (CR 2)

### TASHELIA ISMACCO CR 1/2

Female human cleric of Groetus 1

NE Medium humanoid (human)

Init +0; Senses Perception +2

#### DEFENSE

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

hp 10 (1d8+6)

Fort +4, Ref +0, Will +4

#### OFFENSE

Speed 30 ft.

Melee mwk heavy flail +2 (1d10+1/19–20)

Special Attacks channel negative energy (1d6, DC 11, 4/day), destructive smite (+0, 5/day)

Domain Spell-Like Abilities (CL 1st; concentration +3) 5/day—touch of darkness (1 round)

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*bane* (DC 13), *obscuring mist* (already cast), *true strike*<sup>D</sup>

o (at will)—*bleed* (DC 12), *detect magic*, *read magic*

D Domain spell; Domains Darkness, Destruction

#### TACTICS

**Before Combat** Tashelia watches intently as her thugs rough up Queck, the Hall of Wonders' head engineer. She suffers a –4 penalty on Perception checks because of the loud noise.

**During Combat** Tashelia casts *bane* on a melee PC and *true strike* on herself before entering melee combat.

**Morale** Tashelia fights to the death.

#### STATISTICS

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

Base Atk +0; CMB +1; CMD 11

Feats Extra Channel, Toughness

Skills Diplomacy +5, Knowledge (religion) +4, Linguistics +4

Languages Aklo, Common

SQ aura

Gear chain shirt, masterwork heavy flail, holy symbol of Groetus

### NATURE'S CATAclysm Thugs (2) CR 1/3

Male half-orc warrior 1

NE Medium humanoid (orc)



Init +0; Senses Perception +0

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**DEFENSE**

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

hp 10 (1d10+5)

Fort +3, Ref +0, Will +0

---

**OFFENSE**

Speed 30 ft.

Melee club +3 (1d6+2/x2)

---

**TACTICS**

**Before Combat** The cultists focus on tormenting Queck and suffer a –4 penalty on any Perception checks made to hear the PC’s approach.

**During Combat** The cultists attack the nearest PC.

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

---

**STATISTICS**

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

Base Atk +1; CMB +3; CMD 13

Feats Toughness

Skills Intimidate +3

Languages Common, Orc

Gear chain shirt, club

## Tier 3–4 (CR 4)

### TASHELIA ISMACCO CR 3

Female human cleric of Groetus 4

NE Medium humanoid (human)

Init +0; Senses Perception +6

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**DEFENSE**

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

hp 34 (4d8+16)

Fort +6, Ref +3, Will +6

---

**OFFENSE**

Speed 30 ft.

Melee mwk heavy flail +5 (1d10+1/19–20)

**Special Attacks** channel negative energy (2d6, DC 13, 4/day), destructive smite (+2, 5/day)

**Domain Spell-Like Abilities** (CL 4th; concentration +6) 5/day—touch of darkness (2 rounds)

**Cleric Spells Prepared** (CL 4th; concentration +6)  
 2nd—*blindness/deafness*<sup>D</sup> (blindness only, DC 14), *sound burst* (2, DC 14), *spiritual weapon*  
 1st—*bane* (2, DC 13), *obscuring mist* (already cast), *shield of faith*, *true strike*<sup>D</sup>

o (at will)—*bleed* (DC 12), *detect magic*, *read magic*

D Domain spell; **Domains** Darkness, Destruction

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**TACTICS**

**Before Combat** Tashelia watches intently as her thugs rough up Queck, the Hall of Wonders’s head engineer. She suffers a –4 penalty on Perception checks because of the loud noise.

**During Combat** Tashelia casts spells before entering melee. She starts with her second level spells, as well as *bane*, targeting

PCs in melee first. She then casts *shield of faith* and *true strike* on herself before entering melee combat.

**Morale** Tashelia fights to the death.

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**STATISTICS**

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

Base Atk +3; CMB +4; CMD 14

Feats Extra Channel, Lightning Reflexes, Toughness

Skills Diplomacy +7, Knowledge (religion) +7, Linguistics +4, Perception +6

Languages Aklo, Common

SQ aura

Gear chain shirt, masterwork heavy flail, holy symbol of Groetus

### NATURE’S CATAclysm Thugs (3) CR 1/3

hp 10 (as Tier 1–2)

## Tier 6–7 (CR 7)

### TASHELIA ISMACCO CR 6

Female human cleric of Groetus 7

NE Medium humanoid (human)

Init +0; Senses Perception +11

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**DEFENSE**

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

hp 59 (7d8+28)

Fort +7, Ref +4, Will +7

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**OFFENSE**

Speed 30 ft.

Melee +1 *heavy flail* +8 (1d10+2/19–20)

**Special Attacks** channel negative energy (4d6, DC 14, 4/day), destructive smite (+3, 5/day)

**Domain Spell-Like Abilities** (CL 7th; concentration +9) 5/day—touch of darkness (3 rounds)

**Cleric Spells Prepared** (CL 7th; concentration +9)  
 4th—*inflict critical wounds*<sup>D</sup> (DC 16), *summon monster IV*  
 3rd—*invisibility purge* (DC 15), *rage*<sup>D</sup>, *searing light* (DC 15)  
 2nd—*blindness/deafness*<sup>D</sup> (blindness only, DC 14), *sound burst* (3, DC 14), *spiritual weapon*  
 1st—*bane* (3, DC 13), *obscuring mist* (already cast), *shield of faith*, *true strike*<sup>D</sup>

o (at will)—*bleed* (DC 12), *detect magic*, *read magic*

D Domain spell; **Domains** Darkness, Destruction

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**TACTICS**

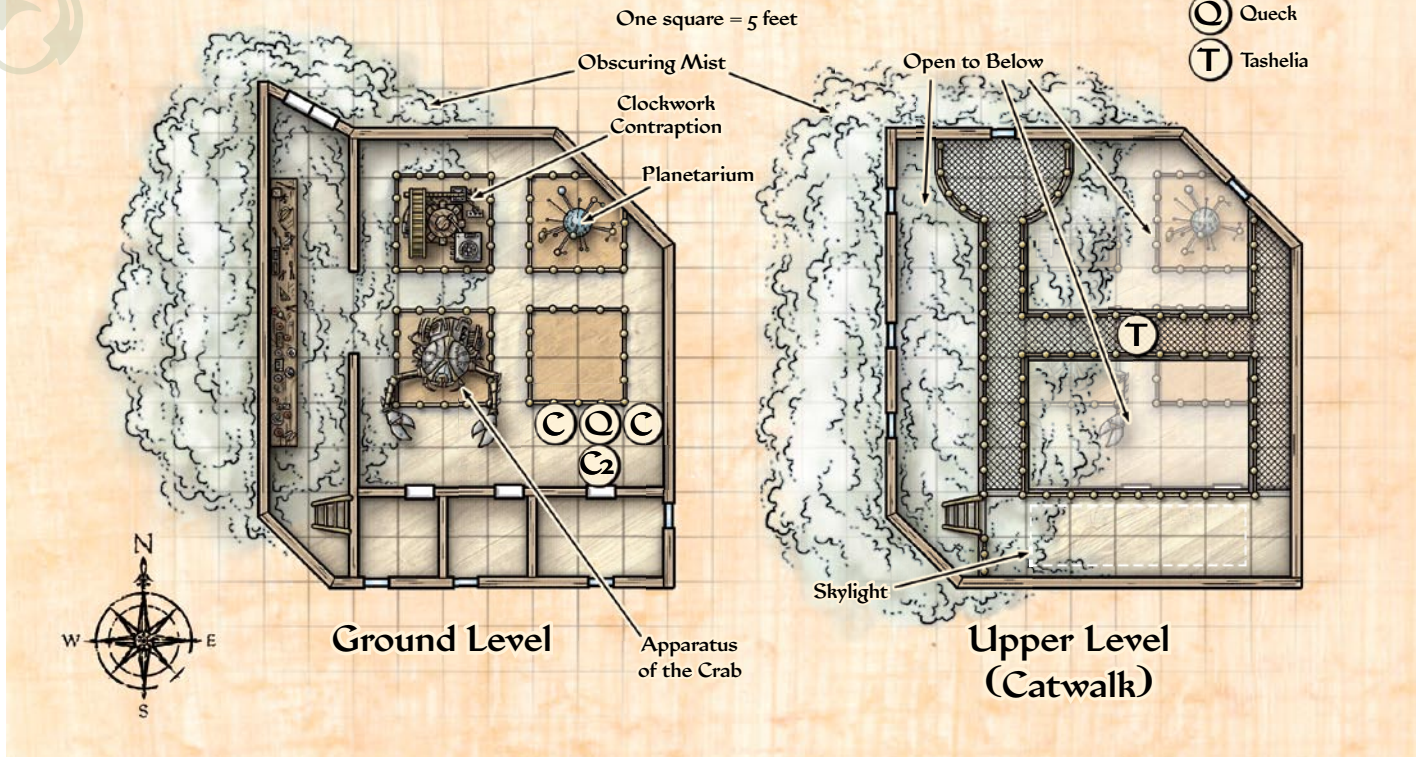
**Before Combat** Tashelia watches intently as her thugs rough up Queck, the Hall of Wonders’ head engineer. She suffers a –4 penalty on Perception checks because of the loud noise.

**During Combat** Tashelia casts spells before entering melee, preferring to stay on the catwalk and target melee PCs with *searing light*, *sound burst*, and *bane*. She begins combat by summoning a medium earth elemental and prefers to avoid melee combat. If forced into melee, she casts *true strike* and *shield of faith* on herself (if possible).

**Morale** Tashelia fights to the death.

# Hall of Wonders

- C Cultists
- C Additional Cultist
- Q Queck
- T Tashelia



**STATISTICS**

**Str** 12, **Dex** 10, **Con** 15, **Int** 10, **Wis** 15, **Cha** 13  
**Base Atk** +5; **CMB** +6; **CMD** 16  
**Feats** Alertness, Extra Channel, Lightning Reflexes, Toughness, Weapon Focus (heavy flail)  
**Skills** Diplomacy +10, Knowledge (religion) +10, Linguistics +4, Perception +11, Sense Motive +4  
**Languages** Aklo, Common  
**SQ** aura  
**Gear** +2 chain shirt, +1 heavy flail, holy symbol of Groetus

**MEDIUM EARTH ELEMENTAL** **CR 3**  
**hp** 34 (*Pathfinder RPG Bestiary* 122)

**NATURE'S CATAclysm ELITE THUGS (2)** **CR 2**

Male or female half-orc fighter 3  
 NE Medium humanoid (orc)  
**Init** +5; **Senses** Perception +1

**DEFENSE**

**AC** 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)  
**hp** 28 (3d10+12)  
**Fort** +5, **Ref** +2, **Will** +0; +1 vs. fear

**OFFENSE**

**Speed** 20 ft.; moves at normal speed in Medium armor  
**Melee** +1 heavy flail +8 (1d10+4/19–20)  
**Ranged** composite longbow +4 (1d8/x3)

**TACTICS**

**Before Combat** The cultists focus on tormenting Queck and suffer a –4 penalty on any Perception checks made to hear the PC's approach.

**During Combat** The cultists attack the nearest PC.

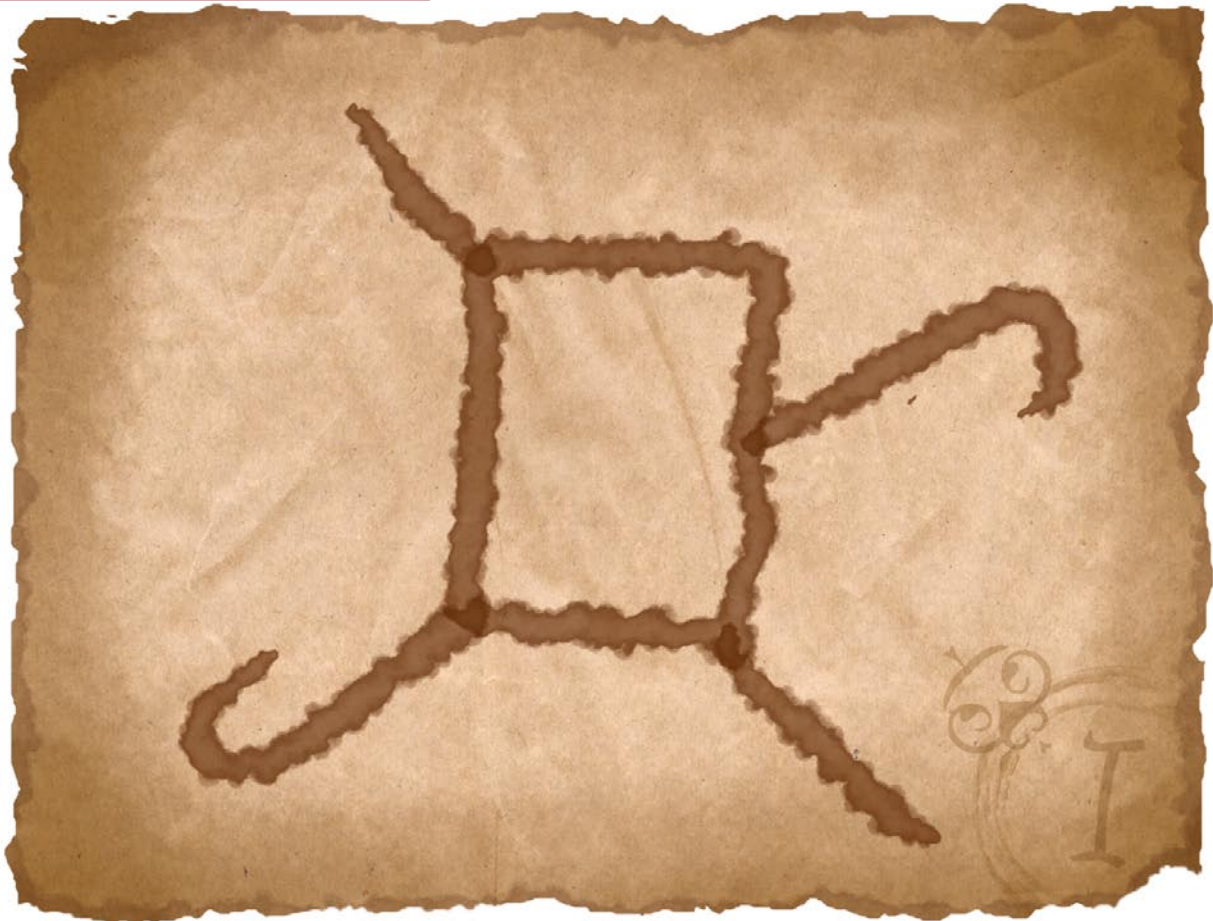
**Morale** The cultists fight to the death.

**STATISTICS**

**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12  
**Base Atk** +3; **CMB** +6; **CMD** 17  
**Feats** Improved Initiative, Power Attack, Toughness, Weapon Focus (heavy flail)  
**Skills** Intimidate +7, Perception +1, Survival +3  
**Languages** Common, Orc  
**SQ** armor training +1, bravery +1  
**Gear** masterwork half-plate, +1 heavy flail, composite longbow with 20 arrows

**Development:** Captured cultists provide no information to the PCs. They do not fear being sent to Swift Prison, nor do they fear dying for Groetus since they believe they'll serve at his right hand in the great beyond. After the PCs save the gnome (Queck Majet, female gnome expert 3) and her fellow engineers (male or female human experts 1), Queck explains that about an hour ago, more cultists left with six captive engineers—the six engineers who are most knowledgeable on the subject of ancient Cassomir construction. She can

## HANDOUT #1



provide the PCs with the following answers to these likely questions:

**What was the cult doing here?** “They ransacked our guild and stole ancient city plans—not to mention kidnapping six of my best engineers!”

**Why were the cultists looking for ancient city plans?** “They demanded we hand over any blueprints that detailed the Crypt of Fools. They said something about keeping the location of hidden tunnels a secret.”

**What does the cult want with the engineers?** “I overheard their leader telling the cultist who led the kidnapped engineers away that she was staying behind to find out if we knew anything else about the Crypt of Fools and the tunnels. She then said, ‘Tell Dalirio he can have these.’ What did she mean by that?”

**What is the Crypt of Fools?** “It’s a secret graveyard, long fallen from use, where traitorous families were buried, or in some cases re-buried, to scrub their stain from Taldan history.”

**How do we find the Crypt of Fools?** “The entrance lies under an ancient fountain hidden somewhere below Old Cassomir, though the knowledge of its exact location was lost some time ago and finding it presents a bit of a problem. A legend among

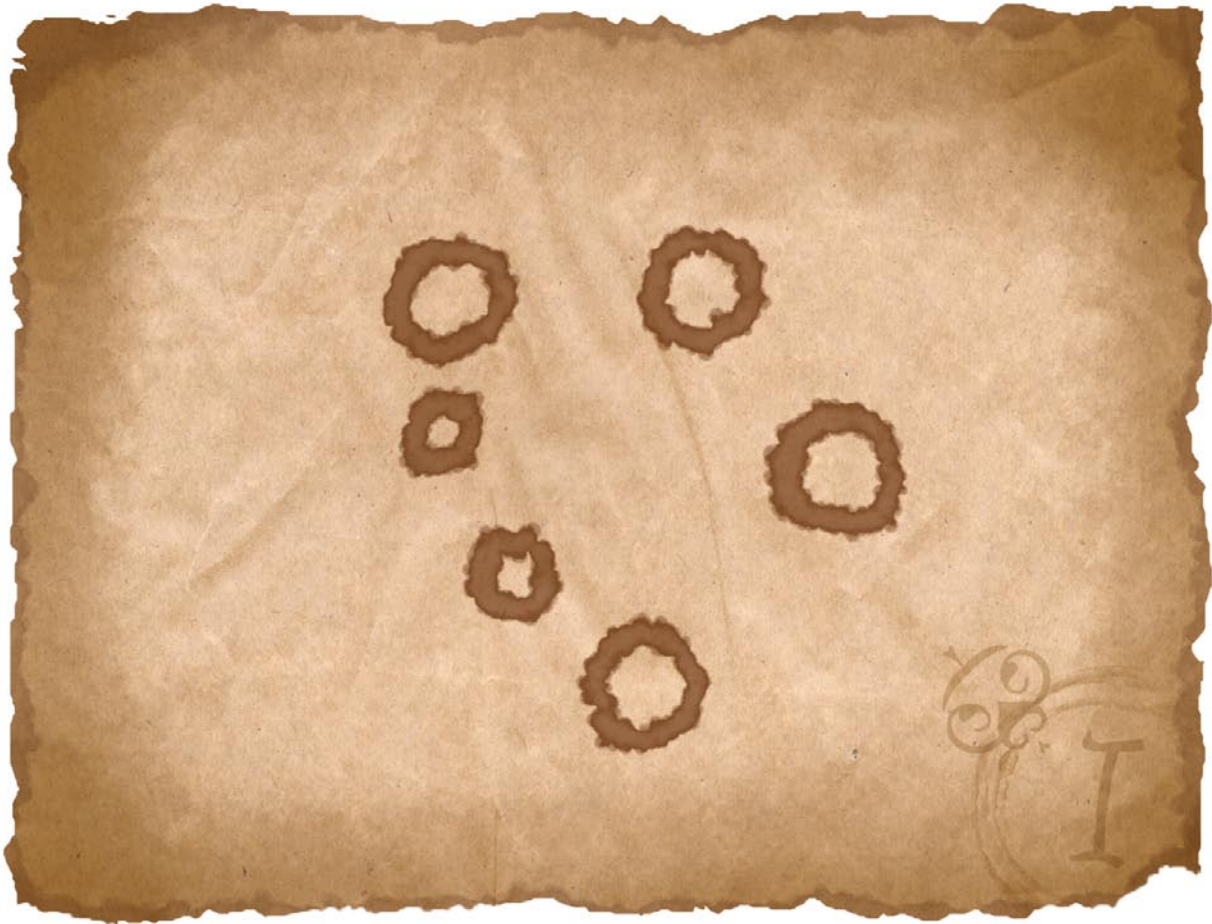
engineers tells of a series of hidden clues within three Cassomir monuments. These clues yield three locations which, when triangulated, give the location of the surface entrance to the Crypt of Fools; they also show the combination required to unlock the entrance. Look for old buildings built by the Ismacco family, whom we’ve long suspected used the Crypt of Fools as the base of their heinous operations after it fell from use.”

**Is the statue in front of Swift Prison an Ismacco design?** “Why yes; in fact, the construction of the entire Swift Prison was headed by Ismacco engineers and I’ve been asking the city to destroy that Groetus-festooned statue for years.”

**What else did the Ismacco family build?** “They built the Imperial Hall of Records, the Admiralty Citadel, and the Harbor Watch; laid the stone that makes up the square around Pharasma’s Pulpit; built retaining walls to shore up some of the ruins at Quickfall Abbey.”

**Did you see where the cult went when they left?** “No.”

If the PCs show the gnome the three paintings from Act 1, she confirms that the structures pictured (the statue, the Imperial Hall of Records, and the retaining wall at Quickfall Abbey) are all Ismacco designs. If the



PCs lack the three paintings, provide them with hints that might lead them to go back and acquire them (or have Queck suggest it). The buildings depicted within these paintings house the secret compartments where the combination symbols lie hidden (see Act 3).

**Treasure:** Once rescued, Queck rewards the PCs with four *potions of cure light wounds* and a *wand of detect secret doors* (5 charges).

**Mission Notes:** Qadira faction PCs who plant the fake ship designs here complete this mission. The plans can be left almost anywhere, but a successful DC 15 Perception check informs Qadira faction PCs that dropping the plans in with one of the piles of blueprints disturbed by the cultists should provide the greatest chance of them being discovered and acted upon.

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

**Tier 1–2:**

Give each player 62 gp.

**Tier 3–4:**

Give each player 70 gp.

**Tier 6–7:**

Give each player 1,048 gp.

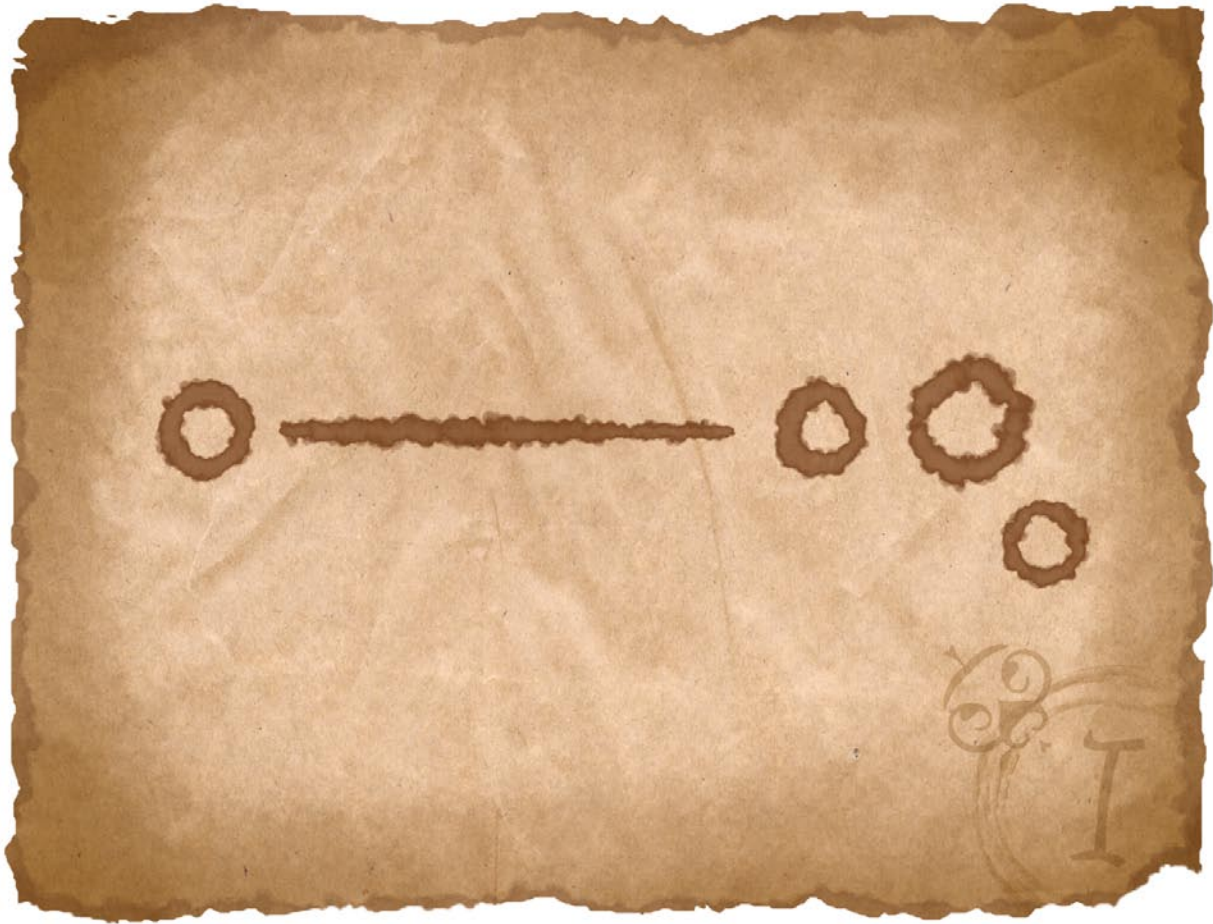
## ACT 3: CLUES TO THE CRYPT

Armed with the three paintings and several clues, the PCs must travel to the three Cassomir locations depicted in the paintings, unlock the secret Ismacco compartments, and then gain the parchment fragments with the combination to unlock the Crypt of Fools. If the PCs do not know Cassomir well, a DC 10 Diplomacy check recruits a Cassomirite to point them in the right direction. The PCs do not need to follow any particular order when visiting these three locations. At each location a DC 15 Perception check reveals the secret compartment, though *detect secret doors* immediately reveals it. A magical ward protects the compartments as well, so treat each ward as an arcane locked superior quality device requiring a DC 50 Disable Device check to open. Each compartment has a specific mechanism for opening it that bypasses the magical ward. Give the PCs time to try and figure out the clues on their own, but don't be afraid to hurry them along with skill checks or additional clues from local NPCs.

### A1. The Gilded Lady

The PCs should recognize the first painting (see Act 1), as it identifies the statue in front of Swift Prison.

## HANDOUT #3



Since Aroden (the lone figure) uses divine power in this painting, the following actions performed on the statue open the compartment immediately: laying on hands, channeling positive energy, casting any cure spell, or touching the holy symbol of a good-aligned deity to the statue. The secret compartment is inside the statue's left foot, just beneath the Ismacco family symbol (the small letter "I" mentioned in Act 1). Inside, a piece of parchment awaits with a symbol drawn on it (see **Handout #1** on page 11).

## A2. Corrupt Court

The second painting (as noted in Act 1) represents Cassomir's Imperial Hall of Records. Should the PCs connect the glowing bas-relief at the southwest corner of the building in the painting to the actual bas-relief present at that location, a DC 10 Perception check finds another letter "I" symbol in the heart of that relief. Since Aroden attempts to sooth children in the picture with music and the notes for that song are shown above him in the painting, any PC who attempts to play those notes on a musical instrument, sing them, or hum them unlocks the compartment beneath the letter "I." Inside, a piece of parchment awaits with a symbol drawn on it (see **Handout #2**). The PCs must make a DC 12 Perform check to

accomplish the correct performance of the notes. Should the party lack a PC with such a skill, they can easily find nearby street musicians who, for a few silver pieces, would be glad to play the song. An additional DC 15 Knowledge (local) check recognizes the song as an children's lullaby.

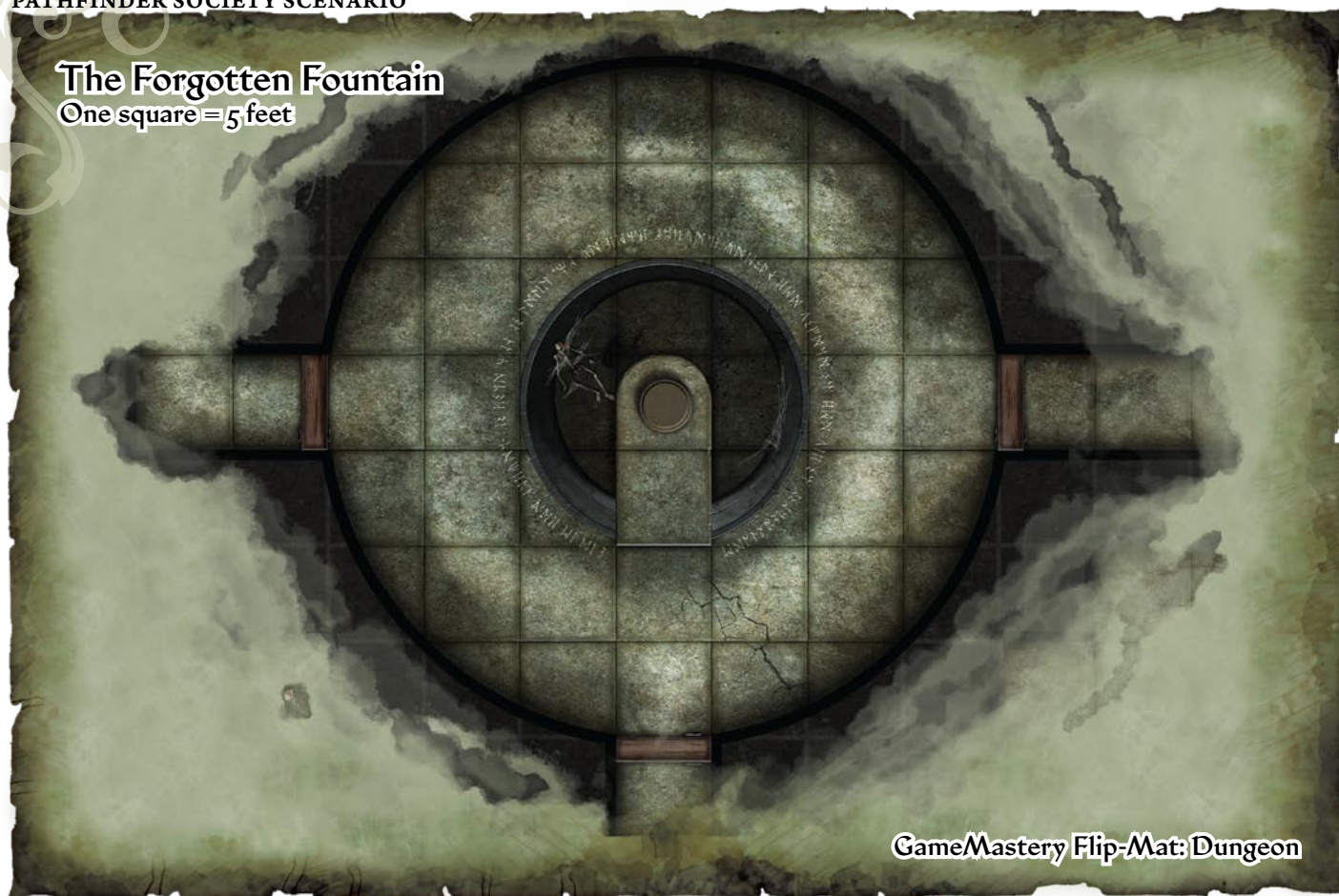
## A3. Aroden's Ashes

The third painting (as noted in Act 1) represents the northeastern retaining wall that shores up some of the ruined towers of the ancient Quickfall Abbey. Should the PCs connect the doorway in the painting to that actual location along the northeast wall, a DC 10 Perception check finds another letter "I" symbol in the middle of uninterrupted smooth stone wall. Since Aroden attempts to frantically smash the doorway depicted in the painting, any PC who strikes the letter "I" symbol and does more than 5 hit points worth of damage unlocks the hidden compartment beneath the "I." Inside, a piece of parchment awaits with a symbol drawn on it (see **Handout #3**).

**Mission Notes:** Taldor faction PCs who obtain a locking mechanism for any of the secret compartments complete this mission. Once a secret compartment is opened, a DC 12 Disable Device or Knowledge (engineering) check allows the Taldor faction PC to gain the mechanism. The container must be opened first.

## The Forgotten Fountain

One square = 5 feet



GameMastery Flip-Mat: Dungeon

### ACT 4: BENEATH OLD CASSOMIR

With the combination symbols gained, the PCs need to determine exactly what they mean. Clever PCs might connect the symbols to three locations in Cassomir by looking at a map of the city: namely, the first symbol is a drawing of Pharama's Pulpit and the roads that lead in and out of that square, the second symbol is a drawing of the six towers of the Admiralty Citadel, and the third symbol is a drawing of the three towers of Harbor Watch with a line connecting them to the magical lighthouse called Treacherous Jack. Should the PCs draw a line from the middle of Pharama's Pulpit, to the middle of the Admiralty Citadel, to the middle tower of Harbor Watch and then back to the Pulpit, the lines form a triangle. At the center of that triangle (see the location marked 5 on the map on page 8) is the entrance to a fountain square in the Ismacco tunnel system beneath Old Cassomir where the PCs will find the entrance to the Crypt of Fools.

This is a complicated series of deductions in order to locate the entrance, so should the PCs not figure this out on their own (based on the triangulation clue Queck gave them in Act 2), give them appropriate skill checks or Intelligence checks and give them hints to solve the puzzle

on their own. Don't draw this out for too long, though—finding the Crypt of Fools is the ultimate goal here.

Once the PCs travel to location 5 on the map, have them make a DC 15 Perception check to find another letter "I" carved into the side of a seemingly solid brick foundation wall surrounding an opulent manor house. An additional DC 20 Perception check or a DC 15 Disable Device check finds a loose brick near the "I" that, when pushed, opens a 2-foot-by-4-foot section of wall, revealing a set of stone stairs that descend beneath the streets of Old Cassomir.

As the PCs descend, the temperature falls rapidly until it stabilizes at 40 degrees Fahrenheit. The stairs are in complete darkness, so the PCs will need a light source (or appropriate vision) to descend without falling. After a number of quick turns and further descent, the PCs find themselves in a small chamber 200 feet beneath the city streets.

#### B1. The Forgotten Fountain (CR 3, CR 5, or CR 8)

An ancient fountain decorates this open tunnel intersection. Many chipped sculptures provide spouts which drizzles water splash into the basin below. The fountain's cold concrete edges have carved symbols that adorn its sides in three distinct

bands. A set of stairs leading down from above empties into the room from the south, while two 5-foot-wide tunnels exit the room to the east and west.

A DC 12 Perception check allows the PCs to locate the massive tumblers that circle the fountain's base. A DC 15 Strength check or a DC 12 Disable Device check is required to turn them. If any PC uses a lubricant (such as the *grease* spell), grant that PC a +2 bonus to spin the tumblers. Each of the three tumblers has hundreds of symbols inscribed on it and none of the symbols repeat themselves. A DC 12 Perception check finds the previously-located symbols (see **handouts 1–3**), one on each tumbler. The symbol from the statue (**handout #1**) adorns the top tumbler, the symbol from the Imperial Hall of Records (**handout #2**) adorns the middle tumbler, and the symbol from Quickfall Abbey (**handout #3**) adorns the third tumbler. Once all three tumblers are aligned, the fountain quickly opens to become the entrance to the Crypt of Fools (see development below). Before the PCs can get this far, however, a derro-led procession of slaves approaches from the western tunnel.

**Creatures:** Depending on the tier, there are one or more derros, accompanied by mites and leading a procession of five Cassomirite slaves into **B1** from the west (see the map on page 14). The derros are bringing the slaves to Dalirio in the undercrypt (area **B4**; see the map on page 17) so he can turn them into additional skeletons. Have the PCs make a DC 12 Perception check prior to the arrival of the slave procession to hear the desperate moans of the slaves and the chatter of the derros. Give any PC who succeeds on the Perception check 1 round to act prior to the arrival of the procession. Once the derros see the PCs, they attack, aided by their loyal mite slaves. The Cassomirite slaves spend combat huddled in fear in the western tunnel.

## Tier 1–2 (CR 3)

### DERRO CR 2

hp 20 (*Pathfinder RPG Bestiary* 70)

#### NOTES

This derro recently fought a few of Dalirio's skeletons that got loose into Cassomir's Locker. He is wounded (20 hit points instead of 25) and lost his crossbow and poisoned bolts in the fight. This effectively reduces his CR to 2.

### MITE SLAVES (2) CR 1/4

hp 3 (*Pathfinder RPG Bestiary* 207)

## Tier 3–4 (CR 5)

### DERROS (2) CR 3

hp 25 (*Pathfinder RPG Bestiary* 70)

### MITE SLAVES (4) CR 1/4

hp 3 (*Pathfinder RPG Bestiary* 207)

#### TACTICS

**During Combat** One mite struggles to carry a large glass jar filled with spiders. Treat this jar as a splash weapon, referring to the rules on page 202 of the *Pathfinder RPG Core Rulebook*. The jar can be thrown with a range increment of 10 and shatters on contact, releasing a spider swarm that immediately fills four adjacent squares. The mites attack the round after their companion throws the jar.

**Morale** The mites fight to the death while their derro masters live—if the derros die, the mites immediately surrender.

### SPIDER SWARM CR 1

hp 9 (*Pathfinder RPG Bestiary* 258)

## Tier 6–7 (CR 8)

### DERROS (3) CR 3

hp 25 (*Pathfinder RPG Bestiary* 70)

### MITE SLAVES (2) CR 1/4

hp 3 (*Pathfinder RPG Bestiary* 207)

#### TACTICS

**During Combat** Both mites struggle to carry large glass jars filled with centipedes. Treat these jars as splash weapons, referring to the rules on page 202 of the *Pathfinder RPG Core Rulebook*. The jars can be thrown with a range increment of 10 and shatter on contact, releasing a centipede swarm that immediately fills four adjacent squares. The mites attack the round after they throw the jars.

**Morale** The mites fight to the death while their derro masters live—if the derros die, the mites immediately surrender.

### CENTIPEDE SWARMS (2) CR 4

hp 31 (*Pathfinder RPG Bestiary* 43)

**Development:** Should the PCs free the slaves, the Cassomirites immediately head to the stairs and make for the surface. Should the PCs have a chance to ask one of the slaves any questions, she reports that he is an engineer, a city planner, or a mason; that they were all kidnapped in the last week; and that they were led to believe someone named Dalirio was going to turn them into skeletons.

After the PCs deal with the derro caravan, they can continue to investigate the fountain. When they align the correct symbols on the tumblers, the following occurs:

With a final audible click the tumblers lock into place. Suddenly, the fountain begins to rotate and its stale waters drain rapidly. The grinding of the gears echoes off the stone walls, causing the ground to shake. As the fountain rotates, a spiral staircase appears where the fountain's solid basin once sat. A slick staircase slopes down into Cassomir's bowels, twisting its way down and around a deep cistern.

## OPTIONAL ENCOUNTER

**B2** is an optional encounter. If you are running short on time, you can skip it or deal with it on the way back up to Cassomir.

The stairs lead down to area **B2** (see the map on page 17). The door to **B2** is not locked.

**Mission Notes:** Andoran faction PCs may try to free one of the mite slaves. They need only to spare the life of one and keep him alive during the encounter. After the encounter, Andoran faction PCs must make a DC 12 Diplomacy check to provide the mite with Colson Maldris's letter.

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

**Tier 1–2:**

Give each player 2 gp.

**Tier 3–4:**

Give each player 24 gp.

**Tier 6–7:**

Give each player 69 gp.

## B2. Crypt of Fools (CR 2, CR 4, or CR 7)

An enormous room lies ahead, filled with dozens of family crypts decorated with family names, heraldic crests, and a variety of death-themed statuary. The walls, floor, and ceiling are made of smooth, polished stone, and the crypts are made of thick, square blocks of granite. A handful of statues stand throughout the room, though they don't seem to be placed with any plan—some face the wall, some lie on their sides, and others are damaged beyond repair. The northwest quarter of the room is dominated almost entirely by a single large crypt. The name "Ismacco" is displayed across the front of the crypt.

In earlier times, dozens of Taldor's most notorious families were reburied here as punishment for their transgressions against the empire (real or imagined). The largest crypt is the family crypt of the Ismacco family, but PCs who further explore the room can find the Teppish family crypts as well. Two enormous lit braziers on either side of the Ismacco crypt's doors light the entire room.

**Creatures:** Should the PCs have time to fight this encounter, they find one or more hungry otyughs exploring the room after finding their way in through a series of natural tunnels that empty into the room's southwest corner over a pile of rubble. For Tier 1–2, this encounter is with several skeletons instead.

### Tier 1–2 (CR 2)

**SKELETONS (3)****CR 1/3**

hp 4 (*Pathfinder RPG Bestiary* 250)

### Tier 3–4 (CR 4)

**OTYUGH****CR 4**

hp 39 (*Pathfinder RPG Bestiary* 223)

### Tier 6–7 (CR 7)

**OTYUGHS (3)****CR 4**

hp 39 (*Pathfinder Bestiary* 223)

## B3. The Ismacco Family Crypt (CR 2, CR 4, or CR 7)

A grand crypt stretches toward the room's ceiling and two large, copper braziers flank its impressive floor-to-ceiling doors. At the building's base, a faceless statue holds a gibbous moon aloft.

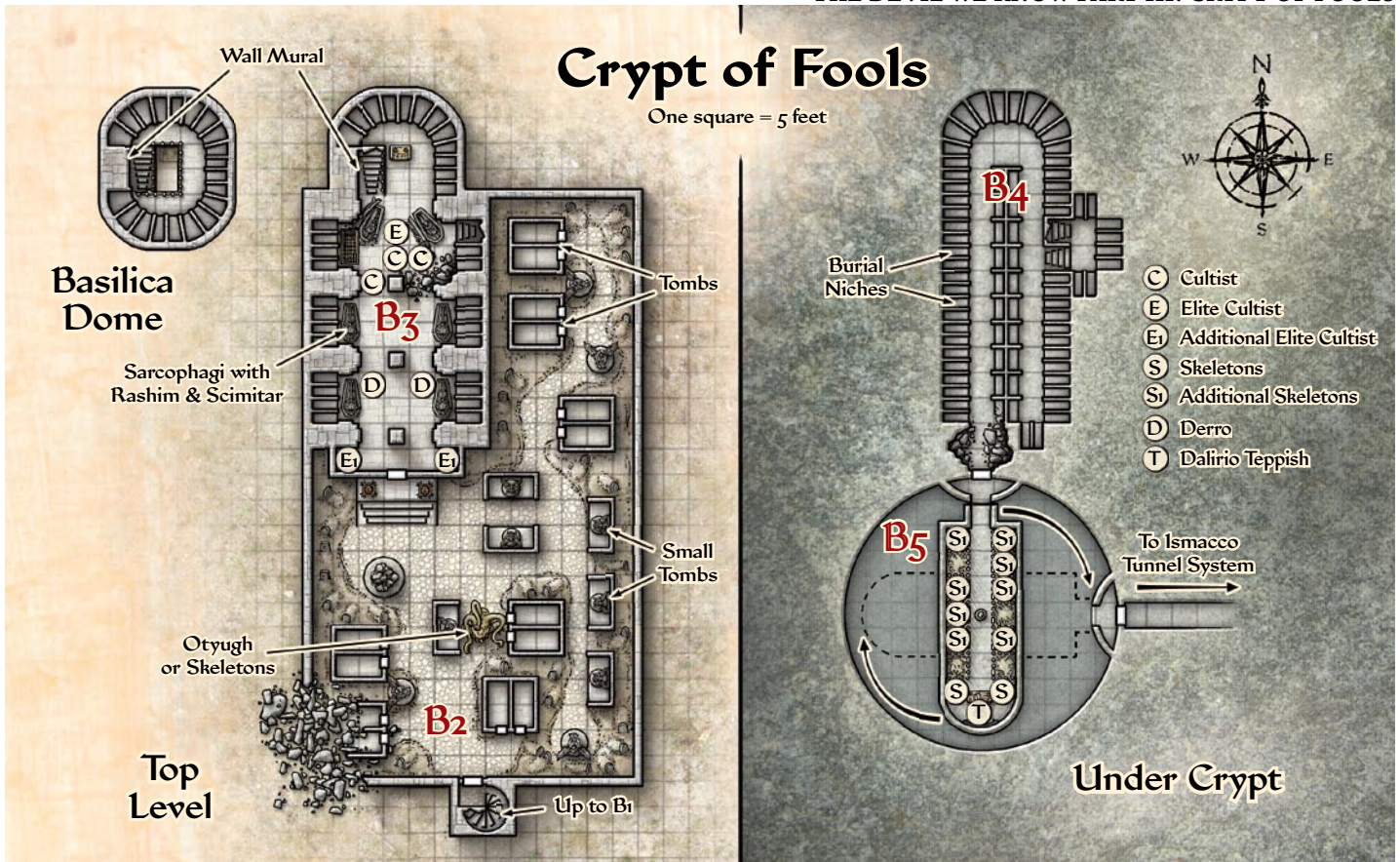
A DC 15 Knowledge (religion) check recognizes the statue in front of the crypt as a representation of Groetus. Three stairs ascend to the crypt's entrance, which is not locked. The inside of the crypt is well lit.

Ornate carvings decorate the walls inside the Ismacco crypt, creating several stylized burial niches. Tall, marbled pillars stretch to the 20-foot-high ceiling, creating three alcoves that hold massive oak sarcophagi. At the rear of the chamber, stairs ascend into a basilica-like dome. A musty smell permeates the chamber, and several dozen torches burn brightly in wall sconces throughout the crypt.

In the northwest-most alcove, two Cassomirite slaves are bound inside a small cage. Several members of the Cult of Nature's Cataclysm have set up a guard post near a shattered burial niche in the northeast corner of the room that hides a set of rough-hewn stairs descending into darkness. A grand altar rests in the open basilica in the northernmost portion of the room; stairs nearby lead up to a second level of burial niches. An impressive two-story wall mural in the basilica depicts a stern figure glaring down on the sepulcher.

**Creatures:** The Cult of Nature's Cataclysm cultists waiting within the crypt guard the set of stairs in the northeast corner that lead down to the undercrypt (area **B4**). They have strict orders to let no one pass and are not happy to see the PCs, whom they know thwarted





several of the cult's previous attempts to destroy Cassomir and Taldor.

### Tier 1–2 (CR 2)

**NATURE'S CATAclysm THUGS (3)** CR 1/3

hp 10 (as Act 2, Tier 1–2)

### Tier 3–4 (CR 4)

**NATURE'S CATAclysm THUGS (3)** CR 1/3

hp 10 (as Act 2, Tier 1–2)

**NATURE'S CATAclysm ELITE THUG** CR 2

hp 28 (as Act 2, Tier 6–7)

### Tier 6–7 (CR 7)

**DERROS (2)** CR 3

hp 25 (*Pathfinder RPG Bestiary* 70)

**NATURE'S CATAclysm ELITE THUGS (3)** CR 2

hp 28 (as Act 2, Tier 6–7)

**Development:** Once the cultists are defeated, the PCs can proceed down the stairs to area B4. If the PCs free the Cassomirite slaves, they gratefully thank the PCs

for helping them and tell tales of the grotesque Dalirio below—namely that they've seen him use magic to turn other slaves into skeletons. The Cassomirite slaves wish to return to Cassomir but are lost and need someone to lead them back to the surface.

**Treasure:** Inside the sarcophagus of Rashim Ismacco (see map) rests his scimitar, Rashim's Caress. For Tiers 1–2 and 3–4, this is a normal scimitar. For Tier 6–7, it is a +1 keen scimitar.

**Mission Notes:** Qadira faction PCs need to rotate the sarcophagus of Rashim Ismacco to face east-west instead of north-south. This requires a DC 15 Strength check to complete. Qadira faction PCs also need to recover Rashim's sword. Osirion faction PCs can find a sample of the embalming techniques used within the Crypt of Fools. A DC 12 Perception check locates an intact specimen inside a sarcophagus.

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

**Tier 1–2:**

Give each player 25 gp.

**Tier 3–4:**

Give each player 268 gp.

**Tier 6–7:**

Give each player 1,224 gp.

## B4. Burial Chamber

Several ornate burial niches adorn the passage walls. In the passage's southwest corner, shattered niches reveal a massive set of iron double doors. An image carved on the doors depicts a dispassionate figure holding a gibbous moon.

**Mission Notes:** Osirion faction PCs can find a sample of the embalming techniques used within the Crypt of Fools here—a DC 12 Perception check locates an intact specimen inside one of the burial niches.

## B5. Dalirio's Den (CR 3, CR 5, or CR 8)

A purple glow washes over this cold chamber, creating an otherworldly sheen. A large desk adorns the south wall; behind its oaken bulk hangs a large map of Cassomir. Straw-lined cages line the chamber's east and west walls. In the center of the room, resting on a small pedestal, a black rock absorbs the chamber's bright torch light.

The ghoul Dalirio uses this crypt as his base of operations, as it grants access to the Ismacco tunnel system (to be detailed in *Rules of the Swift*). Having found the tunnel system and told his derro masters of the discovery, Dalirio seeks to dispose of the engineers and mite slaves by turning them into skeletons and using them to raid Cassomir to exact revenge for his current form. The black rock at the center of the room has *desecrate* (CL 3rd) cast on it. The pedestal does not impede movement, though it is firmly secured to the floor and can't be casually knocked over.

**Creatures:** Dalirio Teppish is here, transformed by the derros into a ghoul. Several of Dalirio's kidnapping victims have already been slain and raised as skeletons. They obey Dalirio's commands mindlessly and unquestioningly. For Tier 1–2, Dalirio used a *wand of animate dead* to raise the skeletons—a wand he has just used the last two charges of to create the skeletons here. For Tier 6–7, Dalirio has killed and raised all of the kidnapped engineers himself; they now reside in their open cages as skeletons, awaiting his orders.

### Tier 1–2 (CR 3)

<b>DALIRIO TEPPISH</b>	<b>CR 2</b>
Male ghoul cleric of Groetus 2	
NE Medium undead	
<b>Init</b> +3; <b>Senses</b> darkvision 60 ft.; Perception +10	
<b>DEFENSE</b>	
<b>AC</b> 15, touch 12, flat-footed 13 (+3 Dex, +2 natural)	

<b>hp</b> 26 (4d8+8)
<b>Fort</b> +6, <b>Ref</b> +3, <b>Will</b> +8
<b>Defensive Abilities</b> channel resistance +2
<b>OFFENSE</b>
<b>Speed</b> 30 ft.
<b>Melee</b> bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)
<b>Special Attacks</b> channel negative energy (1d6, DC 17, 7/day), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)
<b>Domain Spell-Like Abilities</b> (CL 2nd; concentration +6)
7/day—touch of chaos
7/day—vision of madness (+/–1)
<b>Cleric Spells Prepared</b> (CL 2nd; concentration +6)
1st— <i>cause fear</i> (2, DC 15), <i>lesser confusion</i> <sup>P</sup> (DC 15)
o (at will)— <i>bleed</i> (DC 14), <i>detect magic</i> , <i>light</i> , <i>resistance</i>
<b>D</b> Domain spell; <b>Domains</b> Chaos, Madness

<b>TACTICS</b>
<b>Before Combat</b> Dalirio sits at his desk, looking over paperwork. Unless otherwise warned, he does not expect the PCs.
<b>During Combat</b> Dalirio orders his skeletons to attack and uses <i>cause fear</i> and <i>lesser confusion</i> to keep the PCs back. Once those spells are gone—or once the PCs reach him—he switches to melee and relentlessly attacks the nearest PC. Once this victim is unconscious, Dalirio then picks the next closest PC to attack, and so on.
<b>Morale</b> Dalirio fights to the death.

<b>STATISTICS</b>
<b>Str</b> 17, <b>Dex</b> 17, <b>Con</b> —, <b>Int</b> 13, <b>Wis</b> 18, <b>Cha</b> 17
<b>Base Atk</b> +2; <b>CMB</b> +5; <b>CMD</b> 18
<b>Feats</b> Command Undead, Improved Channel
<b>Skills</b> Acrobatics +5, Climb +8, Heal +9, Perception +10, Spellcraft +6, Stealth +9, Swim +5
<b>Languages</b> Aklo, Common
<b>SQ</b> aura

<b>SPECIAL ABILITIES</b>
<b>Disease (Su)</b> Ghoul Fever: Bite— <i>injury</i> ; <i>save</i> Fort DC 13; <i>onset</i> 1 day; <i>frequency</i> 1 day; <i>effect</i> 1d3 Con and 1d3 Dex damage; <i>cure</i> 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.

<b>SKELETONS (2)</b>	<b>CR 1/3</b>
<b>hp</b> 4 ( <i>Pathfinder RPG Bestiary</i> 250)	

### Tier 3–4 (CR 5)

<b>DALIRIO TEPPISH</b>	<b>CR 4</b>
Male ghoul cleric of Groetus 4	
NE Medium undead	

Init +7; Senses darkvision 60 ft.; Perception +12

---

**DEFENSE**


---

AC 15, touch 12, flat-footed 13 (+3 Dex, +2 natural)

hp 37 (6d8+10)

Fort +7, Ref +4, Will +9

Defensive Abilities channel resistance +2

---

**OFFENSE**


---

Speed 30 ft.

Melee bite +7 (1d6+3 plus disease and paralysis) and 2 claws +7 (1d6+3 plus paralysis)

Special Attacks channel negative energy (2d6, DC 18, 7/day), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

Domain Spell-Like Abilities (CL 4th; concentration +8)

7/day—touch of chaos

7/day—vision of madness (+/-2)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*darkness*, *hold person* (2, DC 16), *touch of idiocy*<sup>D</sup> (DC 16)

1st—*bane* (DC 15), *cause fear* (2, DC 15), *lesser confusion*<sup>D</sup> (DC 15)

o (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*

D Domain spell; Domains Chaos, Madness

---

**TACTICS**


---

**Before Combat** Dalirio sits at his desk, looking over paperwork. Unless otherwise warned, he does not expect the PCs.

**During Combat** Dalirio orders his skeletons to attack and uses *cause fear*, *lesser confusion*, and *hold person* to keep the PCs back. Once those spells are gone—or once the PCs reach him—he switches to melee and relentlessly attacks the nearest PC. Once this victim is unconscious, Dalirio picks the next closest PC to attack, and so on.

**Morale** Dalirio fights to the death.

---

**STATISTICS**


---

Str 17, Dex 17, Con —, Int 13, Wis 18, Cha 17

Base Atk +4; CMB +7; CMD 20

Feats Command Undead, Improved Channel, Improved Initiative

Skills Acrobatics +5, Climb +8, Heal +9, Perception +12, Spellcraft +8, Stealth +11, Swim +5

Languages Aklo, Common

SQ aura

---

**SPECIAL ABILITIES**


---

**Disease (Su)** Ghoul Fever: Bite—injury; save Fort DC 13; 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 ghost.

---

**SKELETONS (2)**


---

CR 1/3

hp 4 (*Pathfinder RPG Bestiary* 250)

## Tier 6–7 (CR 8)

---

**DALIRIO TEPPISH**


---

CR 7

Male ghoul cleric of Groetus 7

NE Medium undead

Init +7; Senses darkvision 60 ft.; Perception +15

---

**DEFENSE**


---

AC 15, touch 12, flat-footed 13 (+3 Dex, +2 natural)

hp 53 (9d8+13)

Fort +8, Ref +7, Will +10

Defensive Abilities channel resistance +2

---

**OFFENSE**


---

Speed 30 ft.

Melee bite +10 (1d6+3 plus disease and paralysis) and 2 claws +9 (1d6+3 plus paralysis)

Special Attacks channel negative energy (4d6, DC 19, 7/day), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

Domain Spell-Like Abilities (CL 7th; concentration +11)

7/day—touch of chaos

7/day—vision of madness (+/-3)

Cleric Spells Prepared (CL 7th; concentration +11)

4th—*confusion*<sup>D</sup> (DC 18), *freedom of movement*, *inflict critical wounds* (DC 18)



3rd—*deeper darkness*, *inflict serious wounds* (DC 17), *invisibility purge*, *rage*<sup>P</sup>  
 2nd—*darkness* (2), *hold person* (2, DC 16), *touch of idiocy*<sup>P</sup> (DC 16)  
 1st—*bane* (2, DC 15), *cause fear* (2, DC 15), *lesser confusion*<sup>P</sup> (DC 15)  
 o (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*  
**D** Domain spell; **Domains** Chaos, Madness

**TACTICS**

**Before Combat** Dalirio sits at his desk, looking over paperwork.

Unless otherwise warned, he does not expect the PCs.

**During Combat** Dalirio orders his skeletons to attack and uses *confusion*, *cause fear*, *lesser confusion*, and *hold person* to keep the PCs back. Once those spells are gone—or once the PCs reach him—he switches to melee and relentlessly attacks the nearest PC. Once this victim is unconscious, Dalirio then picks the next closest PC to attack, and so on. If given the chance, he uses his inflict spells on lightly-armored spellcasters, but otherwise he uses his bite and claws. Dalirio can only command up to 7 HD of undead—but there are 8 HD of skeletons present. Each round, randomly roll for the 8th skeleton to see whom it attacks (possibly even Dalirio).

**Morale** Dalirio fights to the death.

**STATISTICS**

**Str** 17, **Dex** 17, **Con** —, **Int** 13, **Wis** 19, **Cha** 17

**Base Atk** +6; **CMB** +9; **CMD** 22

**Feats** Command Undead, Improved Channel, Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

**Skills** Acrobatics +5, Climb +8, Heal +9, Perception +15, Spellcraft +11, Stealth +14, Swim +5

**Languages** Aklo, Common

**SQ** aura

**SPECIAL ABILITIES**

**Disease (Su)** Ghoul Fever: Bite—injury; *save* Fort DC 13; *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.

**SKELETONS (8)** **CR 1/3**  
**hp** 4 (*Pathfinder RPG Bestiary* 250)

**Development:** A DC 12 Perception check reveals a false bottom in the top drawer of the desk at the south end of the room. Inside the compartment, manuscripts describe two sinister plans: the first details Dalirio’s desire to create small bands of skeletons to assault Cassomir, and the second talks of a derro plan to use secret tunnels to infiltrate a major Cassomir building and kidnap everyone inside. This specific plan will be dealt with in *Rules of the Swift*; should the PCs take these plans to the authorities

now, they receive plenty of assurances that it’ll be looked into, but nothing is done about it. A DC 15 Perception check finds a hidden switch beneath the floor under Dalirio’s desk—pulling that switch rotates the entire room 90 degrees counterclockwise, effectively sealing the door to area **B4** (as it now faces a blank wall) and opening a new door in the east wall that leads into the Ismacco tunnel system. The tunnel system is beyond the scope of this scenario and finding it now does nothing to prevent the plot of *Rules of the Swift*.

**Treasure:** A chest under the desk contains several Cassomir trade bars worth 2,500 gp for Tier 1–2 and 5,500 gp for Tier 3–4 and Tier 6–7.

**Mission Notes:** Andoran faction PCs who destroy the letter indicating Dalirio’s plan to unleash the skeletons complete this mission. Cheliox faction PCs can complete one of their missions by carefully removing the skull of one of the skeletons and returning it to Zarta Draldeen—this requires a DC 15 Heal check and may only be attempted once per skeleton. Osirion faction PCs can complete one of their missions by removing Dalirio’s head and returning it to the Sapphire Sage. Taldor faction PCs who discover Dalirio’s letter about the derro infiltrating Ismacco tunnels complete this mission.

**Rewards:** If the PCs defeat Dalirio and locate the chest, reward each tier thusly:

- Tier 1–2:**  
Give each player 417 gp.
- Tier 3–4:**  
Give each player 917 gp.
- Tier 6–7:**  
Give each player 917 gp.

**CONCLUSION**

With Dalirio defeated, the PCs thwart his plans to send bands of skeletons to assault Cassomir. The surviving engineers and other kidnapping victims praise the PCs for their timely intervention. Hestia becomes worried about the uncovered plot to infiltrate a Cassomir building and make off with all of its inhabitants. She warns Cassomir’s officials about the tunnel system but is unable to provoke any satisfying responses from them. The authorities, in essence, either think the claims are false or simply can’t cut through the bureaucracy to make anything happen about the matter.

Deep under Cassomir, within the maze-like town of Corgunbier, the derros plot their next move. Thanks to Dalirio, they now have a map detailing the intricate Ismacco tunnel system that hides under Old Cassomir. Quietly, the derros explore these tunnels, biding their time until they are ready to hatch their final plan.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who free at least one mite slave and provide the creature with Colson Maldris's correspondence earn 1 Prestige Award. PCs from the Andoran faction who destroy Dalirio's plans in the desk in area **B5** earn 1 bonus Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who purchase at least one of the crazed painter's paintings earn 1 Prestige Award. PCs from the Cheliox faction who return a perfect sample of one of Dalirio's skeletons earn 1 bonus Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who inspect the embalming techniques found within the Crypt of Fools earn 1 Prestige Award. PCs from the Osirion faction who return Dalirio Teppish's head to the Sapphire Sage earn 1 bonus Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who turn the sarcophagus of Rashim Ismacco eastward and recover Rashim's sword in area **B3** earn 1 Prestige Award. PCs from the Qadira faction who also plant faulty ship designs in Act 2 earn 1 bonus Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who recover the letter from area **B5** proving the derros are using the Ismacco tunnels to infiltrate Cassomir earn 1 Prestige Award. PCs from the Taldor faction who secure one of the locking mechanisms from the secret Ismacco compartments earn 1 bonus Prestige Award.

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**Pathfinder Society Scenario 41: The Devil We Know, Part III: Crypt of Fools.** © 2010, Paizo Publishing, LLC; Author: Larry Wilhelm.

## Andoran Faction Handout

### Herald of Freedom,

A mysterious letter reached my desk thanking me for your valor and mercy in saving those curious creatures called mites during your previous exploits. If you happen to see more of those abused mites, free them and ask one to send the enclosed missive to their leader. I am giving you a sealed envelope. Find a mite and make sure he escapes with it.

I'm going to tell you something your fellow Pathfinders may not know—Dalirio Teppish is not dead. It seems the devros brought him back as something other than human (we are not sure what that something is); by all accounts of my extensive network in Cassomir, it appears that he's kidnapping Taldor's citizens and turning them into an army of undead to exact revenge on the city. While we don't necessarily like the idea of Dalirio succeeding, our hope that Taldor will rise against its masters and join Andoran in freedom outweighs our concerns about Dalirio's doings. Should you find any physical evidence of his plan, destroy it. I do not want Taldor to know how close they came to the end.

*Capt. Colson Maldris*

For Andoran and Freedom,

Captain Colson Maldris



## Cheliox Faction Handout

### Exquisite Flesh Morsel,

A crazy painter resides in a dank cell in that foul Swift Prison in Cassomir. Since he's the only member of this Cult of Nature's Cataclysm who's been captured alive, and since that hag Hestia Themis is likely to send you to interview him about the recent kidnappings, I want you to buy me one of the crazy man's paintings. Hanging such a work of art in my boudoir as a symbol of Taldor's crumbling empire would bring me laughter on a daily basis.

As you know, we Chelaxians are resourceful. These past few years, I've maintained a small network of... shall we say, extraplanar agents in Cassomir. These agents tell me that not only is Dalirio Teppish still alive, but he's using his Groetus-granted powers to turn Cassomir citizens into skeletons. How delightful! I'm particularly particularly curious if these Groetus skeletons are different from a regular, run-of-the-mill skeleton. Take care to bring me a perfectly preserved skull of such a skeleton and your pleasurable rewards will know no bounds.

Achingly yours,

*Zarta Draldeen*

Paracountess Zarta Draldeen

## Osirion Faction Handout

Loyal Servant of the Ruby Prince,

Long ago, when the Ismacco family crypts were banished to the so-called Crypt of Fools, Osirion mummy-crafters traveled to Cassomir to embalm the dead of that once-noble family. If you manage to gain access to this long-forgotten crypt, see if you can locate one of these embalmed dead. Study it and report the embalming techniques to me.

Additionally, I have heard rumors that your Cassomir enemy, Dalirio Teppish, might actually be alive. Since I have it on good authority that he was killed, it's likely that he's been brought back from the dead as an undead servant of Cassomir's derro infestation. Should this prove to be true, bring me Dalirio's head—I would know what he's become, and how.



In Service to Knowledge,

*Amenopheus*

Amenopheus, The Sapphire Sage

## Qadiran Faction Handout

Servant of the Satrap,

Taldor's traitors are the heroes of Qadira, and one such was the corsair Rashim Ismacco. Though he was executed by Taldor as an enemy of the state, his family petitioned to bury him in the family crypt, which is now in the empire's bizarre Crypt of Fools. If you find Rahim, turn his sarcophagus to face east in honor of the Satrap. Then open his burial chamber, extract his sword, Rashim's Caress, and return it to me.

Also, Cassomir's damned privateer fleets constantly plague our legal and peaceful shipping traffic in the Inner Sea. Since you're going to the naval capital of their empire, take the enclosed fake ship designs, which appear to reveal a massive fleet of never-before-seen ships of war being constructed by the Satrap, and leave them somewhere important—somewhere shipwrights are sure to find them. Let's hope this false information causes them to waste a forest of blackwood trees trying to build comparable, and impossible, ships of war.

Sincerely

Pasha Muhlia Al-Jakri x

*Muhlia Al-Jakri*

## Taldor Faction Handout

Glorious Agent,

Once proud artisans, the traitorous Ismacco family has fallen far. Now nothing more than slaves to the nefarious Teppish family, their stain is still infamous throughout Cassomir. Rumors persist, that the Ismacco family built secret compartments into many of their great works. Should this be true, I'd like to know how these secret compartments work. While you're in Cassomir, do your best to find one of these rumored compartments and bring me its locking mechanism.

I am chagrined to admit that those rumors of derros prowling Cassomir's Locker seem to have merit, though I struggle to convince the Cassomir authorities of their validity. If you find any physical evidence that the derros are using the tunnels beneath glorious Cassomir to kidnap its citizens, bring it to me immediately so I can convince the Grand Prince to take action.



For Taldor!

*Baron Jacquo*  
Baron Jacquo Dalsine

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# SCENARIO 41: THE DEVIL WE KNOW, PART III: CRYPT OF FOOLS

This Chronicle Certifies That \_\_\_\_\_

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
_____ Has Completed This Scenario.				

Scenario Chronicle # \_\_\_\_\_

TIER	1-2	▶	506	MAX GOLD
TIER	3-4	▶	1,279	
TIER	6-7	▶	3,258	

### EXPERIENCE

Starting XP
+1 XP
Final XP Total

### Prestige Award

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

### GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Subtotal		
- _____		
Items Bought		
= _____		
Subtotal		
- _____		
Gold Spent		
= _____		
Subtotal		

### Items Found During This Scenario

TIER	1-2	<p><b>Bane of Swift Prison:</b> You attacked a prisoner or guard or committed a crime within the halls of Swift Prison. Because of your actions, all future Charisma-based skill checks with Swift Prison officials or prisoners suffer a -2 penalty.</p> <p><i>Wand of detect secret doors</i> (5 charges) (Limit 1; 75 gp)</p>
------	-----	--

TIER	3-4	No additional items.
------	-----	----------------------

TIER	6-7	<p>+2 <i>chain shirt</i> (4,300 gp)</p> <p>+1 <i>keen scimitar</i> (8,315 gp)</p>
------	-----	---

### 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

### For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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