

A PATHFINDER SOCIETY SCENARIO



DROW OF THE DARBLANDS PYRAMID™

By Sean K Reynolds



DROW OF THE DARKLANDS PYRAMID

PATHFINDER SOCIETY SCENARIO 32

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Pathfinder Society Scenario 32: Drow of the Darklands Pyramid is a Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). 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 24 of this product.

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DROW OF THE DARKLANDS PYRAMID

BY SEAN K REYNOLDS

Osirion is filled with countless ruins, pyramids, tombs, and other strange structures dating back thousands of years. For centuries, the lore and artifacts locked away in these locations were out of reach, but the Ruby Prince Khemet III saw the potential for increased trade and taxation in these long-buried sites, and decided to allow explorers and treasure-seekers to plunder these tombs. At the forefront of this work is the Pathfinder Society, its best Osirionologists leading teams all over the country and sending historical items, preserved mummies, and even magic items back to Absalom for cataloging and further study—after securing approval and paying the appropriate fees to the pharaoh, of course.

One of the more productive ruins is the Tilted Pyramid, named for its obvious leaning to the southeast, as if the rock upon which it rests somehow shifted from a great spell or earthquake. Items found within indicate the pyramid was used as a residence by an Osiriani mage who called himself Aram-Hul, and was converted to his tomb when he died unexpectedly. The Pathfinder researchers have placed his death near the end of the rule of the Four Pharaohs of Ascension. Despite the numerous traps and lingering magical effects, they've been able to recover over a dozen especially interesting items, which they've boxed up and sent away by caravan.

Unfortunately, every single one of these items has been stolen by hooded raiders who attack the caravans at night, not far from the excavation site. Originally thought to be mere bandits, the skill and coordination of their attacks have convinced the Pathfinders that whoever is behind the attacks is specifically after the liberated artifacts. Meanwhile, lead researcher Semru has discovered a very interesting clue: the Tilted Pyramid is one of a pair, and the magic suffusing it comes from a source underground, where the matching pyramid harnesses and focuses its energy upward. Semru believes that this energy actually allowed the Tilted Pyramid to levitate and perhaps move laterally over a range of several miles, and its current pitch is just the result of a poor landing on an uneven piece of ground—which he'll be able to verify once he

gets the workers to unearth the pyramid's exterior base. Whether or not this pyramid could actually fly, the existence of a second pyramid underground would be an excellent discovery. If another group of explorers found this second pyramid, it might explain why they wanted artifacts from the Tilted Pyramid... especially if these raiders are native to the Darklands, whether they are darkfolk, derro, duergar, or some other creature native to that subterranean realm.

By the time the PCs have arrived, the dig team has managed to follow a faint trail from the site of the last caravan attack, which leads to a deep cave. As the number and type of connections to the Darklands are largely unknown in Garund, the Osirionologists don't know if the cave is merely an underground chamber or if it actually connects to the Darklands. The PCs must find the people responsible for attacking the expedition caravans, retrieve any stolen artifacts they can find, and (if possible) find the location of the second pyramid so the Pathfinders can stake a claim.

It turns out that Semru is right: there is a second pyramid, called the Stalactite Pyramid, and it does help focus a source of magical power toward the Tilted Pyramid from deep underground. What he doesn't know is that a group of drow has already found it and has been trying to find a way past the magical seals preserving it. Under the guidance of their noble leader Jevana, priestess of Abraxas (demon lord of forbidden knowledge), these drow deciphered enough from the carvings on the outside of this subterranean pyramid to realize it has a counterpart on the surface, but their scouts arrived at the Tilted Pyramid after the Pathfinders started their dig there. Outnumbered and not willing to risk an all-out attack on the surface (especially as the travel time from the cave entrance would probably leave them stranded in the daylight), the drow decided to attack caravans leaving the dig site—caravans which happened to pass less than an hour from the cave. Armed with supplemental information from the Tilted Pyramid and some of the artifacts keyed to its operation, they are trying to break into the underground pyramid and harness the energy

within. If the drow succeed, they will control the energy source and may be able to use it to move the Tilted Pyramid out of reach of the Pathfinders, or use its power for some more nefarious and dangerous purpose.

SUMMARY

The adventure begins as the PCs make their way through the cave and toward whoever is responsible for the attacks. The early portion of the cave has no significant threats other than a few common scorpions. The back of the cave has a narrow opening to a steep descent, which winds its way down to a large, cool cavern with a large chasm bridged by a length of natural stone. The drow have left quasits to guard the bridge, which the PCs must dispatch, banish, or bypass. While the PCs are dealing with this encounter, they hear a large explosion from the next cavern.

In that next chamber the drow finally manage a brute-force breakthrough into the Stalactite Pyramid—using their own magic and the stolen artifacts, they’ve blown open the top of the pyramid (the noise of which is audible to the PCs in the bridge cavern), revealing an interior chamber and a strange fountain of light. The light is a manifestation of the magical power source, and it is now leaking energy into the pyramid chamber, giving everyone within it the ability to fly. When the PCs reach this chamber, they too will be able to fly—which is fortunate, as it turns out this underground pyramid is built upside-down, clinging to the ceiling of the cavern like a stalactite. The PCs must deal with the drow and driders left guarding the outside of the pyramid.

Once the outer guards are dealt with, the PCs must enter the pyramid, deal with any other Darklands opponents infesting it, and defeat the drow noble leader of this expedition before she can use the stolen artifacts to unlock further secrets. If they defeat her, they can retrieve the items and report back to the dig site about the location and apparent nature of the second pyramid.

GETTING STARTED

Read the following to get the adventure underway:

Researchers for the Pathfinder Society have been making good progress unlocking the secrets of an Osiriani site called the Tilted Pyramid, a palace-tomb nearly 6,000 years old. Unfortunately, someone has been ambushing the treasure-laden caravans they send back for cataloguing, making off with three batches of rare artifacts and ancient papyrus scrolls valued by Osiriontologists. The excavation team is trained for dealing with traps and puzzles, not armed conflict, and their porters and guards have so far been no match for the skilled blades of

these mysterious attackers—raiders who may have ties to the Darklands. The lodge in Sothis has sent you to deal with the problem, courtesy of Venture-Captain Norden Balentiir.

The last information that you receive before traveling to Osirion is that the lead researcher at the Tilted Pyramid has just deciphered a carving that indicates the Tilted Pyramid has a counterpart buried underground, tied to an unknown energy source that, if properly activated, channels power to the Tilted Pyramid, allowing it to fly. The researcher, a man named Semru, believes its builder, a long-dead Osiriani wizard named Aram-Hul, convinced the local inhabitants long ago to swear fealty to him and offer him tribute in exchange for protecting them from rival tribes. Semru believes that whoever has been stealing artifacts from the Pathfinder caravans knows where this second pyramid is—quite possibly within the upper Darklands—and emphasizes that the Pathfinders want it for themselves.

Fortunately, the dig team has managed to follow a faint trail leading from the last caravan attack two nights ago to a cave in a nearby outcropping of rock east of the Tilted Pyramid. The cave is at least sixty feet deep—as far as the team’s lanterns shine. The researchers aren’t willing to go any deeper until they know the raiders have been dealt with.

Though the tracks outside the cave have been disturbed by the members of the dig team who followed them to the cave, there is enough blown sand within the cave to hold a few decent tracks. A DC 15 Survival check reveals that even the tracks within the cave are somewhat muffled, as if the shoes of the person who left them were wrapped in heavy cloth, probably to muffle sound, protect against sand, or repel heat. The exact number of creatures is impossible to determine, as it looks like whoever made these tracks passed this way several times. If any PC beats the check result by 10 or more, they realize that the odd footprints are slightly smaller than a typical human’s—maybe a female human, or perhaps an elf or half-elf, but not small enough to be a gnome or halfling.

Once the PCs enter the cave, read the following.

The windblown sand in the cave grows scarce a dozen paces into the cave, but even without footprints it is easy to see the other way out of this cave is a narrow fissure in the back wall. Tiny cave creatures and harmless things taking shelter from the desert heat scuttle about, trying to avoid the light.

There is nothing dangerous in the cave; even the common scorpions skulking here get out of the way of the PCs. When the PCs approach the narrow fissure, they can see loose pieces of rock on the floor and chisel marks on the walls—someone has worked the stone to make it easier for man-sized creatures to get through. A successful DC 20 Knowledge (dungeoneering) or Knowledge (engineering) reveals that the chiseling was

TRACKING IS EASIER

In the *Pathfinder RPG*, anyone can use the Survival skill to follow or identify tracks, even if the DC is more than 10. There is no longer a Track feat (rangers now get a bonus to tracking rather than a bonus Track feat). There's nothing preventing you from having tracking-based encounters in your adventures, even if there is no ranger or skilled tracker in the party—the PCs can still manage to follow a trail with a good roll.

done from the far (deeper) side of the fissure. Beyond this opening (which still requires most Medium creatures to squeeze a little bit, though not so tight that it requires an Escape Artist check) the tunnel inclines downward and quickly broadens to 15 or more feet wide and 10 feet high. There is no light in the tunnel; the PCs will need to use lights or darkvision to navigate.

Once the PCs decide to explore the tunnel further, proceed to act 1.

ACT 1: CAVERN GUARDIANS (CR 7 OR CR 10)

The broad tunnel slowly bears west as it grows deeper, and the temperature reaches a comfortable coolness. Here and there are small patches of crystals, and sporadic mineral-encrusted pools are surrounded by patches of mushrooms, some of them glowing faintly. The tunnel has a few side passages, but they all end after no more than 20 feet, leaving a relatively easy path to follow. After about two hours of travel the tunnel opens into a large, irregularly-shaped cavern, perhaps 100 feet by 150 feet. Splitting this cavern is a deep chasm, crossed by a natural-looking stone arch. Eight narrow stone pillars mark the edges of the bridge, each with a dimly-burning human skull on top. The eight skulls provide little light—enough to illuminate the bridge, give hints about the dimensions of the cavern, and glint off a pool of water on the west side, but nothing more.

A DC 20 Knowledge (dungeoneering) check allows a PC to know they are approximately 200 feet underground. A DC 25 Knowledge (dungeoneering) or Survival check lets a PC estimate that the Tilting Pyramid should be in this general vicinity on the surface—within a mile or two of this point.

Bridge: The natural stone bridge is at least five feet thick at all points and is quite sturdy. Unless the PCs deliberately try to destroy it (hardness 8, 540 hp, break DC 50), it can handle whatever traffic can fit on it.

Ceiling: The ceiling here is rough, with many stalactites, some of which reach for corresponding stalagmites on

the floor. Overall the ceiling is about 50 feet high, and has many places a Medium or Smaller creature could use for concealment if it wanted to hide.

Chasm: This chasm is 60 feet deep and is part of a seasonal underground river (currently dry). The bottom has small stalagmites and a few large bones wedged into tight spaces, but is otherwise swept clean by water during the rainy season. The Climb DC for the chasm walls is 20.

Creatures: The drow have called six quasits to keep an eye on this area while the dark elves try to break into the pyramid in the next cavern. For Tier 10–11, this room also has two advanced babaus, who are bored and are spending their time patrolling the riverbed at the bottom of the chasm.

Torches: The skull-torches are the equivalent of *everburning torches* except they actually are human skulls and only radiate an evil-looking dim red light rather than normal yellowish torchlight. Within 20 feet of the torches is dim light, the rest of the room is effectively normal darkness (though the glints of crystals and water keeps it from being absolute darkness). The skulls are also carved with demonic symbols—a DC 20 Knowledge (religion) check reveals they relate to Abraxas, demon lord of magic and forbidden knowledge. The skull-torches are not actually evil (but were created by an evil cleric) and have no powers other than heatless light. The drow placed these here so their minions could spot creatures passing through the cavern even if they happened to be out of range of darkvision.

Explosion: Sometime between when the PCs enter this cavern and when they start fighting the quasits, a large explosion occurs to the southwest—the drow have blown open the cap of the second pyramid. This causes small rocks to fall from the ceiling in this cavern (nobody gets hit by falling debris) but no outright collapses. Any creature standing in the bridge cavern must make a DC 10 Acrobatics check or fall prone from the force of the explosion. The demons aren't expecting the explosion.

Tier 7–8 (CR 7)

QUASITS (6)

CR 2

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE
AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +5, **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

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

DARKLANDS

Acts 1 and 2 of this scenario utilize *GameMastery Flip-Mat: Darklands*. Though everything you need for these encounters are provided here, GMs wishing to use the actual maps can purchase *GameMastery Flip-Mat: Darklands* online at paizo.com or at a local game store.

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

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

Special Attacks change shape (2 of the following forms: bat, Small centipede, toad, or wolf; polymorph)

Spell-Like Abilities (CL 6th)

At will—*detect good*, *detect magic*, *invisibility* (self only)

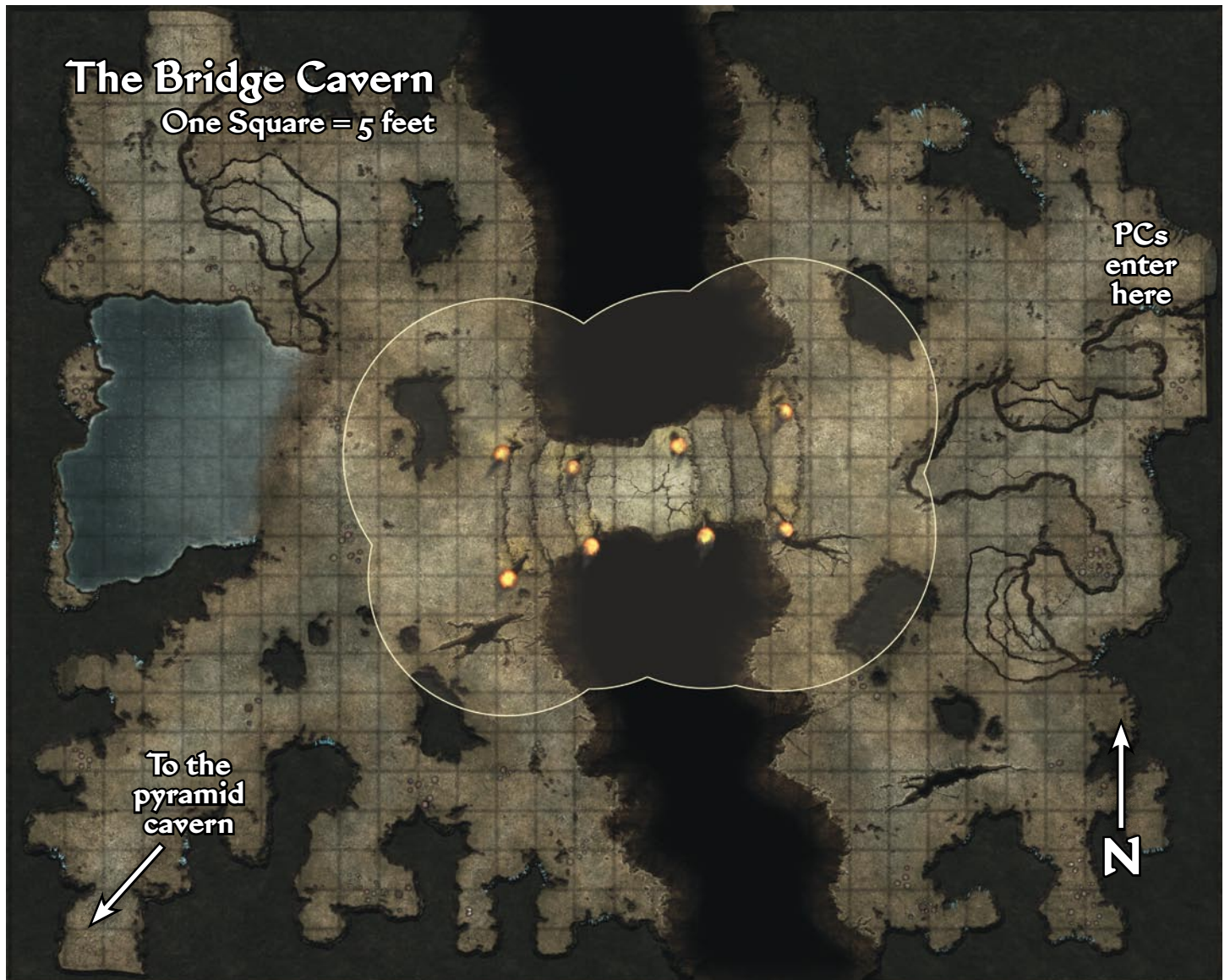
1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

TACTICS

Before Combat The quasits guard under the effect of their *invisibility* spell-like ability. If the PCs are using light, the quasits are aware of them as soon as their light source gets close to the eastern entrance of the room, otherwise the quasits on the eastern end of the bridge notice the PCs once they move to within 60 feet of the bridge (the quasits's darkvision allows them to easily spot visible intruders, even those trying to use Stealth). Once alerted by the PCs, five of the quasits change into wolf form and wait, invisibly, three flanking the east side of the bridge and two on the west. The last quasit remains in its normal form and flies near the ceiling, ready to dive down to aid any of its allies.

During Combat One pair of wolf-quasits try to flank and trip a weak-looking character, then use invisibility on their next turn; the other pair then approaches and attacks, making it look like there is only one pair of wolves. They alternate this strategy for two rounds or until the PCs catch on to the ruse, at which point they assume their normal form and attack with claws and bite, turning invisible



if wounded to give them time to retreat and heal with fast healing.
Morale If the PCs are having an easy time killing the quasits, the last two or three try to retreat to the pyramid cavern and warn the drow of the PCs' impending arrival.

STATISTICS

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

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16

Languages Abyssal, Common; telepathy (touch)

Treasure standard

SPECIAL ABILITIES

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

Tier 10–11 (EL 10)

As Tier 7–8 with the following changes:

QUASITS (6) CR 2

hp 16

TACTICS

Before Combat As Tier 7–8, except the sixth invisible quasit flies into the chasm and warns the babaus of the intruders before flying up to the ceiling to see how to aid its allies.

ADVANCED BABAU (2) CR 7

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., *see invisibility*; Perception +21

DEFENSE

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp 87 (7d10+49)

Fort +12, **Ref** +8, **Will** +7

Defensive Abilities protective slime; **DR** 10/cold iron or good;

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d6+7), bite +14 (1d6+7) or longspear +14/+9 (1d8+9), bite +9 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

TACTICS

Before Combat Whether the babaus hear the PCs arrive or a quasit informs them of the intruders, the babaus use their *greater teleport* ability to get to one of the hidden nooks in the southwest part of this cavern. From there they watch the PCs (even invisible ones, as babaus have constant *see invisibility*)

NEW POISON RULES

Remember that most poisons (including quasit poison and the poison the drow in this adventure are using) continue to do damage every round until the target overcomes the poison with magic or by making the appropriate number of saves listed in the poison's cure entry. The poison rules are on page 557 of the *Pathfinder RPG* core rulebook.

and decide on the best way to approach and neutralize the PCs, typically by teleporting behind a stalagmite near a PC, then charging at or ambushing their target.

During Combat Babaus like to flank opponents so they can use sneak attack. Though they prefer to attack the most powerful creature present so they can neutralize the greatest threat, they recognize that their acid slime is harmful to creatures using natural attacks or unarmed strikes, and may gang up on animal companions or monks if the opportunity presents itself. They may use *darkness* to snuff the dim lights of the skull-torches, as their darkvision allows them to fight without penalty in darkness. They have been promised souls and slaves in exchange for their work, and growl about this in Abyssal once they reveal themselves to the PCs.

Morale If brought to 10 hit points or less, a babau attempts to retreat, using *greater teleport* if safe to do so, transporting to the pyramid cavern to the southwest and warning its masters there. Neither demon uses its summon ability.

STATISTICS

Str 25, **Dex** 16, **Con** 24, **Int** 18, **Wis** 17, **Cha** 20

Base Atk +7; **CMB** +14; **CMD** 27

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +13, Climb +14, Disable Device +13, Escape Artist +13, Perception +21, Sense Motive +13, Sleight of Hand +13, Stealth +24; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Development: Once the battle is over in this cavern, the PCs can hear a subtle thrumming sound, like a large waterfall. Anyone on the west side of the bridge is able to see a faint indirect light coming from the southwest passage.

If any demons escape, the creatures in the next chamber are alert and expecting the PCs to arrive. They are under orders to guard the pyramid, not look for trouble, so they do not enter the bridge cavern, even if the PCs wait an hour or more.

If the PCs wait 12 or more hours, the drow priestess reaches a stopping point in her attempts to unleash the powers of the second pyramid. She heals any surviving demons, then sends them back into the bridge cavern (along with the drow from the optional encounter in act 3) to kill the intruders.

Rewards: There are no rewards for act 1.

ACT 2: FLYING SPIDERS (CR 8 OR CR 11)

This enormous cavern is even larger than the previous one. Several clusters of stalagmites block parts of the floor, all of them canted slightly toward the large limestone pyramid built into the ceiling on the west end of the room. The lowest part of the pyramid—its tip—is blasted open, leaving large scorched areas on the stone. Visible in the bottom of the inverted pyramid is a passage into the upper parts and a fountain or pillar of blue and gold light extending out of the pyramid's center and projecting downward toward the ground. The light-pillar is the only light source in this room, but is sufficient to illuminate the entire cavern. The light also appears to be the sound of the waterfall-like noise, making it difficult to hear incidental sounds.

The wizard Aram-Hul built this pyramid—the Stalactite Pyramid—to contain and channel the magical energy originating higher up into the rock; this manifests as a pillar of light within the pyramid and is now leaking out into this cavern. The pyramid is upside down, with the widest part built into the ceiling of the cavern and tapering to a point below that.

The drow explorers tried to use the stolen artifacts to open the seals on the pyramid, but were unable to deactivate them properly and eventually used their own magic to crack open the apex of the pyramid and get inside. Most of the explorers are now inside the pyramid, trying to unlock the pyramid's mysteries; all that remain here in this room are guards to protect the site from interference by others.

Ceiling: The ceiling of this cavern is about 100 feet above the floor, and has numerous stalactites (each no more than 5 feet high) jutting downward toward the floor.

Flying: The magical power source the pyramid channels relates to levitation and flight. The energy leaking into

this chamber from the broken pyramid gives all creatures in the area the ability to fly as if using a *fly* spell (caster level 5), except their speed is 30 (good maneuverability) instead of 60, regardless of armor or encumbrance. The driders (and drow, if present) have had a few rounds to get used to flying and have no problem taking advantage of this ability in combat (their stat blocks include their Fly skill bonus even though most of them don't have ranks in that skill). PCs automatically realize they too can fly in this room, though they may not be very skilled at it—creatures attempting complex maneuvers in flight must make a Fly check to succeed (see page 96 of the *Pathfinder* RPG core rulebook).

When the PCs enter this room, inform the players that their characters now have the ability to fly, and have them calculate their characters' Fly skill modifiers (ranks + Dex modifier + armor check penalty + 4 for Good maneuverability + Fly skill size modifier + caster level 5) in case they need to make Fly checks. Most PCs won't have any ranks in Fly (it's not a class skill for most PC classes), so they won't be flying through the air with the greatest of ease, but their opponents aren't trained in it either. The net result is this encounter gives them some additional tactical options because of the third dimension of movement, and makes it easy for the PCs to get into the Stalactite Pyramid when the encounter is done. The flying ability fades away 1d6 rounds after the PCs leave the pyramid cavern (though it still functions within the Stalactite Pyramid itself).

Creatures: For Tiers 7–8, the guards are two young driders who once were the children of drow priestess Jevana (they are notable for their strong cheekbones, pale yellow hair, and red eyes with flecks of gold); she had them transformed into driders as proof of her loyalty to her demonic master Abraxas. For Tier 10–11, in addition to the young driders there are three drow pyramid guards guarding the Stalactite Pyramid. Because of the flying effect of the room (see **Flying**), they are clinging to or flying near stalactites or the pyramid itself, trying to keep an eye on the entire room.

Light: The glowing fountain of energy emerges from the bottom point of the pyramid and reaches all the way to the cavern floor. It fills the entire cavern with dim light; within 5 feet of the pyramid is normal light. The pillar does not provide bright light except within itself. It deals 2d6 electricity and 2d6 fire damage (Reflex half DC 20) to anyone who touches it; actually entering the light deals twice this damage every round on the character's turn and gives a sensation of pressure coming from higher up the central shaft which prevents anyone from moving upward through the light; moving downward is possible, though the creature still takes damage while doing so.

The waterfall-like noise of the light is loud, increasing the DC of sound-related Perception checks by 5 inside the pyramid and within the cavern.

Pyramid: Until the drow broke it open, the pyramid extended from 15 feet above the cavern floor all the way up to the ceiling, with additional levels chiseled out above the level of the ceiling (not included in this adventure). Now that the apex has been blasted off, the lowest remaining part of the pyramid is about 30 feet off the ground. The pyramid is made of 5-foot blocks of stone fitted closely together and held in place with powerful magic.

The cavern map shows where the edges of the lowest, middle, and highest “floors” of the pyramid correspond with the ground. The drow have wedged pitons and other devices into gaps between the blocks and strung ropes from them, reaching the ground at the four corners of the lowest level of the pyramid; of course, these climbing aids are irrelevant now that the leaking magic allows anyone nearby to fly.

The surfaces of the stones are carved with magical symbols and Ancient Osiriani hieroglyphs. The text is a coded message talking about the greatness of Aram-Hul and hinting at the nature of the magic contained here and its relation to the “pyramid in the sand” (presumably what is now called the Tilted Pyramid). Even once it is translated (which requires *read magic* and knowledge of Ancient Osiriani or *comprehend languages*) it is difficult to understand, giving few clues as to how to properly open the pyramid, which is why the drow eventually became frustrated and opened it by force.

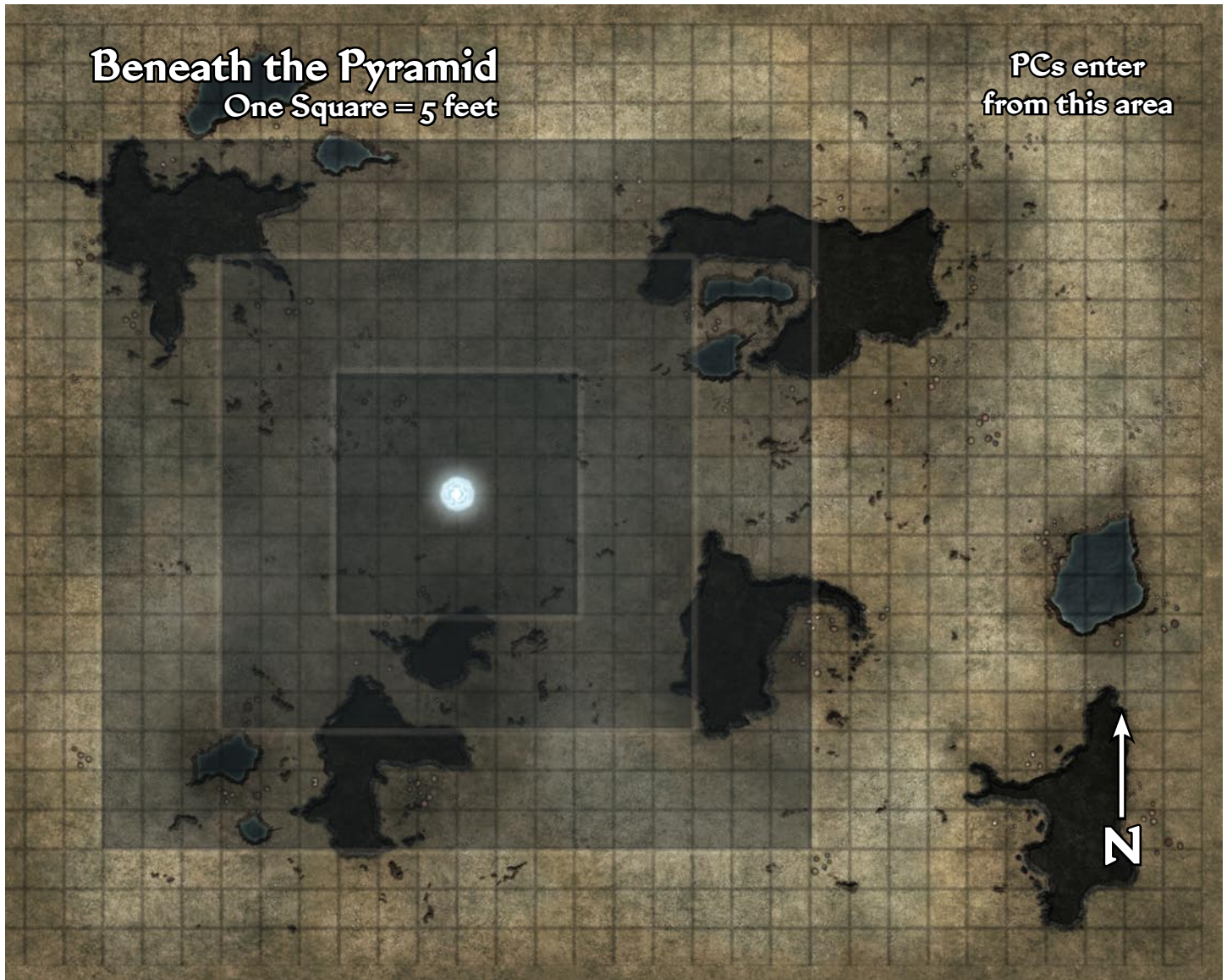
Tier 7–8 (CR 8)

YOUNG DRIDERS

CR 6

CE Medium aberration

Init +2; **Senses** darkvision 60 ft., *detect good*, *detect law*, *detect magic*; Perception +15



DEFENSE

AC 19, touch 14, flat-footed 15; (+4 Dex, +1 dodge, +4 natural)

hp 58 (9d8+18)

Fort +5, Ref +7, Will +9

Immune sleep; SR 18

OFFENSE

Spd 30 ft., climb 20 ft., fly 30 ft. (good)

Melee mwk heavy mace +7/+2 (1d6+1), bite +2 (1d3+1 plus poison)

Ranged mwk composite longbow +9/+4 (1d8+1/x3)

Space 10 ft.; Reach 5 ft.

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

Spell-Like Abilities (CL 9th)

Constant—*detect good, detect law, detect magic*

At will—*dancing lights, darkness, faerie fire*

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

Sorcerer Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility, web* (DC 15)

1st (7/day)—*mage armor, magic missile, ray of enfeeblement* (DC 14), *silent image* (DC 14)

o (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound, mage hand, ray of frost, read magic, resistance*

TACTICS

Before Combat If the driders are warned about the PCs by the demons in the previous area, they cast *mage armor* (giving them AC 22, touch 12, flat-footed 19), *invisibility*, and (if there is time) target several stalactites around the cavern with *darkness* (not *deeper darkness*), then wait for the PCs to arrive.

During Combat The driders break their *invisibility* by casting *lightning bolt* and follow up with *magic missile* or bow attacks. They remain in the air. They may cast *invisibility* again and move to another location (such as an area of *darkness*) to make attacks that can't be traced to them (such as *suggestion* or firing arrows, as *lightning bolt* and *magic missile* leave a visible trail that reveals the caster's location). If the PCs look like they're going to try to enter the pyramid, one drider casts *web* over the entrance. Remember that the ambient light in this room is dim light except right next to the pyramid, and the *darkness* spell reduces the light level by one step, so if the driders use *darkness* anywhere else in the cavern, normal-sighted PCs are effectively blind attacking targets in that area, while the driders can see perfectly well with their superior darkvision.

Morale If things go poorly for the driders, they turn invisible and use distractions such as *ghost sound* and *silent image* to distract and confuse the PCs, giving the driders time to retreat into the pyramid and warn their allies. Because these driders have the young template, they are Medium size rather than Large and do not need to squeeze to move through the 5-foot-wide passages in the pyramid.

STATISTICS

Str 11, Dex 19, Con 14, Int 15, Wis 16, Cha 16

Base Atk +6; CMB +7; CMD 21

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +20, Fly +6, Intimidate +15, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +16; **Racial Modifiers** +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

Combat Gear mwk heavy mace, mwk composite longbow (+2 Str), arrows (20)

SPECIAL ABILITIES

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

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Web (Ex) Driders 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 drider. An entangled creature can escape with a successful Escape Artist check or burst it 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.

Driders 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 section of webs has a number of hit points equal to the Hit Dice of the creature that created it, and sheet webs have damage reduction 5/—.

A drider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Undersized Weapons (Ex) A drider wields weapons as if it were one size category smaller than its actual size (Medium weapons for most driders).

Tier 10–11 (CR 11)

As Tier 7–8 with the following additional creatures:

DROW PYRAMID GUARDS (3)

CR 7

Male drow fighter 8

CE Medium humanoid (elf)

Init +7; **Senses** darkvision 120 ft.; Perception +12

DEFENSE

AC 23, touch 13, flat-footed 20 (+9 armor, +3 Dex, +1 shield)

hp 52 (8d10+8)

Fort +7, **Ref** +6, **Will** +5; +2 vs. enchantment, +2 vs. fear

Immune sleep; **SR** 14

Weakness light blindness

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee +1 rapier +14/+9 (1d6+7/15–20)

Ranged hand crossbow +11 (1d4/19–20 plus poison)

Spell-Like Abilities (CL 8th)

1/day—*dancing lights, darkness, faerie fire*

TACTICS

Before Combat If they have time to prepare for the PCs arrival, they lurk on top of the northeastern cluster of stalagmites, cast *darkness* in their area, and ready their hand crossbows to shoot poisoned bolts once the PCs come into view.

During Combat The guards are trained in dealing with magic, and try to get into melee range with spellcasters so they can interrupt them. They also try to stand near PCs who want to be mobile, using their Stand Still feat to slow their enemies down.

Morale The guards know Jevana will kill them if they let anyone into the pyramid, and fight to the death.

STATISTICS

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

Base Atk +8; **CMB** +11; **CMD** 24

Feats Combat Expertise, Combat Reflexes, Disruptive, Improved Critical (rapier), Improved Initiative, Stand Still, Toughness, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Climb +3, Fly +1, Intimidate +4, Knowledge (dungeoneering) +4, Perception +12, Stealth +3, Survival +6

Languages Elven, Undercommon

SQ poison use, armor training +2, bravery +2, weapon training (light blades +1),

Combat Gear mwk rapier, hand crossbow, *potion of cure moderate wounds*, Medium spider venom (2), bolts (20); **Other Gear** +1 full plate, buckler, *cloak of resistance* +1, 50 gp

SPECIAL ABILITIES

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. The drow in this adventure use Medium spider venom—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

Development: Fortunately, the noise of the light fountain is enough to obscure any sounds of battle occurring outside or within the pyramid. Once the PCs deal with the guards, they can approach the damaged part of the pyramid (area 1) and make their way inside.

Mission Notes: Osirion agents must note the directions to this location and sketch the pyramid to complete one of their faction missions. They must examine the light

fountain (whether here or inside the pyramid) for at least 1 full round and succeed at a DC 20 Knowledge (arcana) or Spellcraft check to gather enough information to complete their other faction mission. Alternatively, observing it with *detect magic* for three rounds or touching it (even for an instant) provides sufficient information to complete the mission and requires no roll.

Qadiran agents must collect a magical weapon from one of the drow here or elsewhere in the pyramid to complete one of their faction missions.

Rewards: If the PCs defeat the drow and driders here, reward each tier thusly:

Tier 7–8:

Give each player 152 gp.

Tier 10–11:

Give each player 1,590 gp.

The Stalactite Pyramid

The following are short descriptions of the areas within the Stalactite Pyramid. Some of these areas are the locations of encounters within the



scenario, one is an optional encounter area, and some are merely mysterious rooms that may be explained in a later scenario. Refer to map on when the PCs decide to enter the pyramid. For the sake of clarity, the map is designed as if it were a normal pyramid built on the ground, just upside down. Furthermore, the wizard Aram-Hul designed all the doors and writing within according to this orientation. Because the PCs can all fly as long as they remain within the pyramid or its cavern, the actual orientation of the pyramid doesn't matter (they can fly upside-down all they want) other than minor things like dropping items (they fall toward the "ceiling"). The drow inside have adjusted to this orientation.

Rooms with the fountain of light have normal light. Areas with a direct line of sight to the fountain have dim illumination. All other areas are in normal darkness (as the drow, driders, and demons can use darkvision to see).

1. Capstone

Most of this area is damaged by whatever magic the drow used to break open the pyramid. The fountain of light is visible through a hole breaching its tunnel, and there is an opening in the "floor" that "descends" about 20 feet before reaching area 2.

2. Lesser Light Chamber

This room has two stone doors and walls, with a few messages written in Ancient Osiriani hieroglyphs. If you are running short on time for this scenario, only the door to area 3 is open and the door to area 4 is closed and sealed with an *arcane lock* spell; if time is not an issue, both doors are open. The two secret doors leading to secret rooms are not used in this adventure, though they may be significant for a later Pathfinder Society scenario (or if you use this map in another adventure unrelated to this scenario).

3. First Lore Room

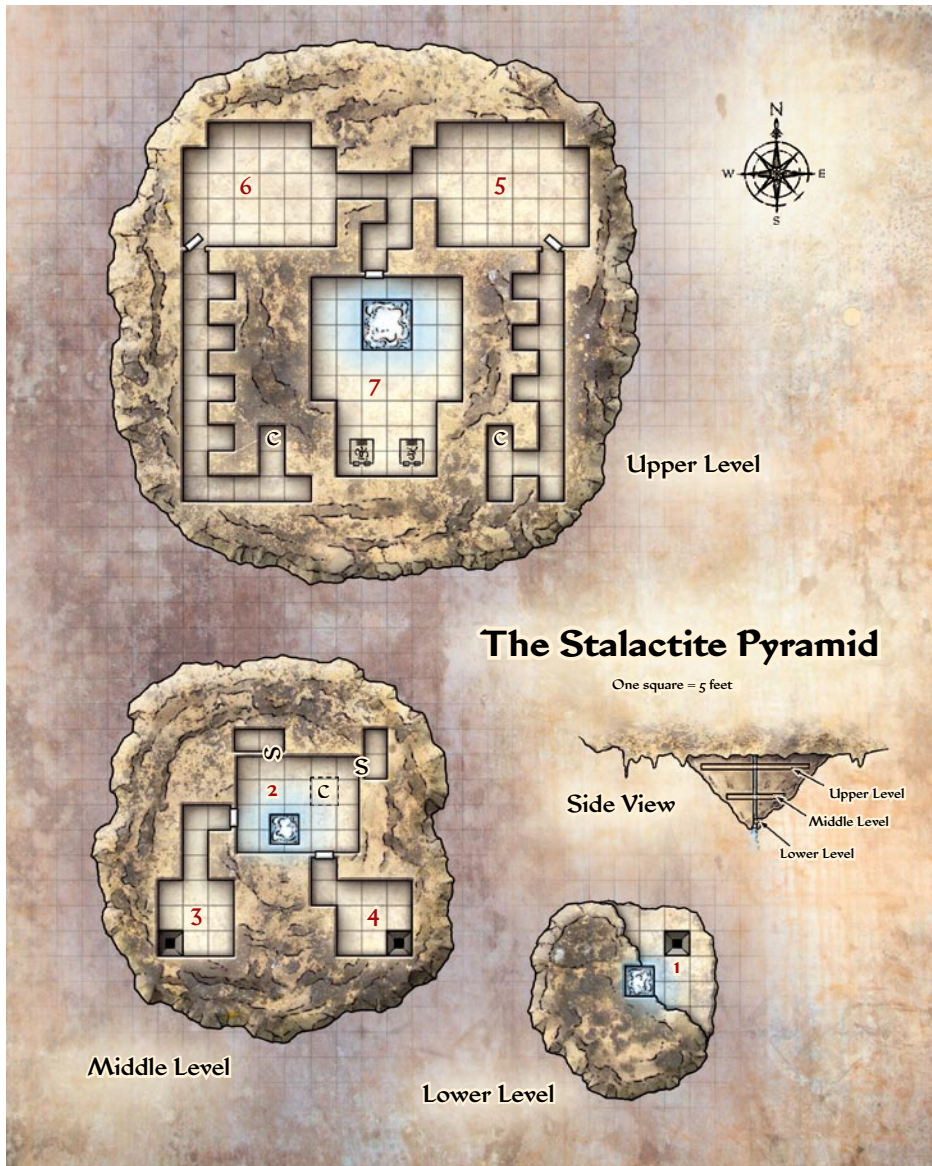
This room has hieroglyphs covering the middle third of the room, giving clearer information about the life of Aram-Hul and the nature of the linked pyramids. There is a passage in the "floor" going "down" 20 feet before connecting to a tunnel in the "lowest" level of the pyramid. Drow researchers and guards are here, setting up to record this information. This location is the site of the encounter in **act 3**.

4. Second Lore Room

This room is very similar to area 3, except the encounter here (**act 4**) is optional if you are running short on time. The closed door in area 2 is intended to steer the PCs away from this area if time is short; if the PCs come here anyway, this room should be empty and no encounter takes place here.

5a/5b. Mural Rooms

These two rooms have a long series of wall paintings showing an Osiriani man in ancient garb blasting his enemies with spells, seated on a throne-like chair, and (represented in miniature within a pyramid) flying over the landscape



above groups of cheering people and terrified armed warriors. Both rooms have a door in the south wall that leads to the mummy alcoves (area 6) and the passage “up” to the Lore Rooms on the middle level of the pyramid (areas 3 or 4). Area 5a is the site of the encounter in act 5. If you skipped the optional encounter in area 4, then area 5b is empty and the southern door in that room is closed and sealed with an *arcane lock* spell.

6. Mummy Alcove

This is one of several alcoves containing a mummified human body—a minion of Aram-Hul, rewarded for his service with mummification so he can serve his master in the afterlife—and an arrangement of canopic jars containing the mummy’s preserved internal organs. The mummies are not undead and pose no harm to the PCs. One of the Chelax faction objectives requires a piece of an actual mummy, and any of these mummies are sufficient for that purpose.

Mission Notes (area 6): Chelax faction PCs must collect a head or hand of one of these mummies to complete one of their faction missions. Retrieving a mummy part without contaminating it requires a DC 20 Heal, Sleight of Hand, or Knowledge (arcana) check; a failed roll means that piece is contaminated (fortunately there are several mummies should the Chelaxian agent roll poorly).

Taldor faction PCs can collect one or more pieces of authentic ancient Osirion jewelry to complete their standard faction mission. The stuff is gaudy and practically worthless (there is no benefit to non-Taldor faction PCs collecting it) but looks and is authentic.

7. The Second Seal

The wizard who built this place was aware that intruders might find a way to enter despite his magical protections on the outer wall, so he devised a second set of wards in this room to keep enemies and looters away from the source of power he is tapping here. This room is where drow priestess Jevana and her guards are attempting to unravel these seals so they can proceed deeper into the pyramid; this is the site of the encounter in act 6. The PCs do not have the skill or knowledge to break these seals and cannot go beyond this room, though “lower” levels of the pyramid may be critical to later Pathfinder Society scenarios.

ACT 3: DROW RESEARCHERS (CR 9 OR CR 12)

Hieroglyphs similar to those on the outside of the pyramid line the middle third of the walls of this room.

This room (area 3) is dark (the light from the fountain doesn’t carry past the southern turn in the hallway), and the drow are using darkvision to see. The noise from the light fountain may help mask the noise of approaching PCs, but the light spilling from area 2 makes it easy to spot any visible PCs coming down the hallway. The drow immediately attack if they see anyone they don’t recognize.

Creatures: For Tier 7–8, there are two 6th-level drow researchers here with one 7th-level drow pyramid guard. For Tier 10–11, there are two 10th-level drow master researchers and one 10th-level drow captain. They immediately attack if they see anyone they don’t recognize.

Tier 7–8 (CR 9)

DROW RESEARCHER (2) CR 5

Female drow sorcerer 6 (arcane bloodline)

CE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

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

hp 21 (6d6)

Fort +3, **Ref** +4, **Will** +7; +2 vs. enchantment

Immune sleep; **SR** 12

Weakness light blindness

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee mwk dagger +3 (1d4/19–20 plus poison)

Ranged hand crossbow +4 (1d4/19–20 plus poison)

Spell-Like Abilities (CL 6th)

1/day—dancing lights, darkness, faerie fire

Sorcerer Spells Known (CL 6th)

3rd (4)—*deep slumber*

2nd (6)—*invisibility, knock, locate object*

1st (7)—*comprehend languages, detect secret doors, erase, identify, magic missile*

0 (at will)—*detect magic, detect poison, light, mage hand, mending, open/close, read magic*

TACTICS

Before Combat The researchers are ill-prepared for combat and cast *invisibility* if they believe they are in danger.

During Combat If the researchers aren’t invisible when combat starts, they cast *invisibility*. They fall back to let their guard take point and defend them. Once he’s in position to keep enemies from getting to them, they cast *deep slumber* or *magic missile* every round. If the PCs bring light, the researchers use *darkness* to reduce the light level by one step.

Morale If injured, a researcher falls back to a safe point and drinks her potion. If she can’t safely drink or fall back, she casts *invisibility* and defensively drinks her potion. Researchers fight to the death, knowing that Jevana will kill them if they surrender to surface-dwellers.

STATISTICS

PATHFINDER SOCIETY SCENARIO

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

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Casting, Eschew Materials, Skill Focus (Knowledge [arcana]), Skill Focus (Stealth)

Skills Appraise +6, Diplomacy +5, Fly +5, Intimidate +9, Knowledge (arcana) +14, Knowledge (nobility) +3, Knowledge (planes) +6, Knowledge (religion) +3, Linguistics +3, Perception +4, Spellcraft +11, Stealth +5, Survival +2, Use Magic Device +8

Languages Elven, Ancient Orisiani, Undercommon,

SQ bloodline power (arcane bond, dagger), metamagic adept 1/day

Combat Gear *potion of cure moderate wounds*, mwk dagger, hand crossbow, bolts (20); **Other Gear** *ring of protection +1*, *cloak of resistance +1*, *wand of arcane sight* (2 charges), bundle of scrolls with notes about the pyramid's warding magic (written in Undercommon), 200 gp

SPECIAL ABILITIES

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. The researchers do not carry any poison.

DROW PYRAMID GUARD

CR 7

Drow fighter 8

hp 52; see act 2, Tier 10–11

TACTICS

Before Combat The guard casts *darkness* if he has time before the PCs arrive, and moves into the hallway to keep anyone from getting by him.

During Combat The guard's goal is to keep anyone from getting to the researchers. If someone gets past him, he moves to intercept them.

Morale The guard fights to the death, for his life is forfeit if a researcher is killed and he survives.

Tier 10–11 (CR 12)

DROW MASTER RESEARCHERS (2)

CR 8

Female drow sorcerer 9 (arcane bloodline)

CE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; **Perception** +5

DEFENSE

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

hp 45 (9d6)

Fort +4, **Ref** +7, **Will** +9; +2 vs. enchantment

Immune sleep; **SR** 15

Weakness light blindness

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee mwk dagger +4 (1d4–1/19–20 plus poison)

Ranged hand crossbow +5 (1d4/19–20 plus poison)

Spell-Like Abilities (CL 9th)

1/day—*dancing lights*, *darkness*, *faerie fire*

Sorcerer Spells Known (CL 9th)

4th (5)—*dimension door*, *greater invisibility*, *solid fog*, *summon monster IV*

3rd (7)—*deep slumber*, *dispel magic*, *haste*, *slow*

2nd (6)—*false life*, *invisibility*, *knock*, *locate object*, *make whole*

1st (8)—*charm person*, *comprehend languages*, *detect secret doors*, *erase*, *identify*, *magic missile*

0 (at will)—*detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *message*, *open/close*, *read magic*

TACTICS

Before Combat The master researchers cast *false life* on themselves every day (this is already included in the above hit point total). If expecting combat, they casts *invisibility*, followed by castings of *summon monster IV* every round to summon a hound archon (for the irony of using a lawful good archon against her enemies amuses them). Their first casting of *summon monster IV* is the bonus spell from their arcane bond daggers (which doesn't count toward the spells per day listed above).

During Combat If the researchers are not invisible at the start of combat, they cast *invisibility*. One then casts *haste* on the drow captain, the other casts *summon monster IV* if she hasn't done so once or twice already, with the first researcher following up with a summoning of her own. If the captain is having a hard time defeating the PCs, the researchers cast *greater invisibility* and *false life* on the captain, slow on their enemies, then turn invisible again and continue to cast either *false life* on the captain or another *summon monster* every round, saving one 4th-level spell slot.

Morale If the captain is defeated and it looks like the PCs are going to be able to kill the researchers, they cast *dimension door* to teleport out of the pyramid and onto the floor of the cavern directly underneath it, then cast *invisibility* and try to escape back into the Darklands. If prevented from using *dimension door*, they cast *charm person* to gain temporary allies and try to fly "down" the floor tunnel and team up with the demon in area 5.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 14, **Cha** 20

Base Atk +4; **CMB** +3; **CMD** 15

Feats Combat Casting, Empower Spell, Eschew Materials, Lightning Reflexes, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Stealth)

Skills Appraise +7, Diplomacy +7, Fly +5, Intimidate +11, Knowledge (arcana) +17, Knowledge (nobility) +4, Knowledge (planes) +7, Knowledge (religion) +4, Linguistics +3, Perception +5, Spellcraft +14, Stealth +5, Survival +3, Use Magic Device +9

Languages Elven, Ancient Orisiani, Undercommon,

SQ bloodline power (arcane bond, dagger), metamagic adept 2/day, poison use

Combat Gear *potion of cure moderate wounds*, mwk dagger, hand

crossbow, bolts (20); **Other Gear** *headband of alluring charisma* +2, bundle of scrolls with notes about the pyramid's warding magic (written in Undercommon), 200 gp

SPECIAL ABILITIES

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. The master researchers do not carry any poison.

HOUND ARCHON (ONLY IF SUMMONED) CR –

LG Medium outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

Aura aura of menace (DC 16), *magic circle against evil*

DEFENSES

AC 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. evil)

hp 39 (6d10+6)

Fort +6, **Ref** +5, **Will** +3; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+3), slam +8 (1d4+1) or mwk greatsword +9/+4 (1d8+2), bite +3 (1d8+2)

Special Attacks

Spell-Like Abilities (CL 6th)

Constant—*detect evil*

At Will—*aid, continual flame, detect evil, greater teleport* (self plus 50 lbs. of objects only), *message*

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 18

Feats Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +6, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14

Languages Celestial, Draconic, Infernal; truespeech

SPECIAL ABILITIES

Change Shape (Su) A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

DROW CAPTAIN CR 10

Male drow fighter 11

CE Medium humanoid (elf)

Init +7; **Senses** darkvision 120 ft.; Perception +12

DEFENSE

AC 27, touch 14, flat-footed 24 (+10 armor, +1 deflection, +3 Dex, +1 natural, +2 shield)

hp 71 (11d10+11)

Fort +7, **Ref** +6, **Will** +5; +2 vs. enchantment, +3 vs. fear

Immune sleep; **SR** 17

Weakness light blindness

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee +1 rapier +19/+14/+9 (1d6+8/15–20)

Ranged hand crossbow +15 (1d4+1/19–20 plus poison)

Spell-Like Abilities (CL 11th)

1/day—*dancing lights, darkness, faerie fire*

TACTICS

Before Combat Given time, the captain poisons his blade with Medium spider venom and casts *darkness* in the room to hinder light-dependent enemies.

During Combat The captain's goal is to keep anyone from getting to the researchers. If someone gets past him, he moves to intercept them, using Stand Still and Step Up to slow or keep up with his opponents. Remember that his Critical Focus feat gives him a +4 bonus on confirming critical threats.

Morale The captain fights to the death, for his life is forfeit if a researcher is killed and he survives.

STATISTICS

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

Base Atk +11; **CMB** +14; **CMD** 28

Feats Combat Expertise, Combat Reflexes, Critical Focus,

Disruptive, Greater Weapon Focus (rapier), Improved Critical (rapier), Improved Initiative, Stand Still, Step Up, Toughness, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Climb +6, Fly +5, Intimidate +5, Knowledge (dungeoneering) +5, Knowledge (nobility) +1, Perception +12, Stealth +7, Survival +6

Languages Elven, Undercommon,

SQ poison use, armor training +3, bravery +3, weapon training (light blades +2, crossbows +1),

Combat Gear +1 rapier, *potion of cure moderate wounds*, Medium spider venom (2), bolts (20); **Other Gear** +1 full plate, +1 buckler, *ring of protection* +1, *amulet of natural armor* +1, 100 gp

SPECIAL ABILITIES

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. The drow in this adventure use Medium spider venom—Injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

Development: The winding corridors and the ambient noise of the fountain are enough to keep enemies in other rooms from hearing the battles here; however, Jevana has cast a *status* spell on one of the researchers here, so if that researcher is harmed or killed, she knows it, and will be expecting trouble in the near future. Once the PCs defeat the drow in this room, they can proceed “down” the shaft to the “lower” level of the pyramid.

OPTIONAL ENCOUNTER

Act 4 is an optional encounter in area 4; if you are running short on time, you may skip this encounter without affecting the course of the adventure. Area 2 explains how to steer the PCs away from this room entirely. If the PCs come here anyway before dealing with the rest of the required encounters, this room is empty. If the PCs come here after completing the required encounters and there is time for another encounter, you may use this encounter. If the PCs retrace their path after dealing with the required encounters, you can use the creatures in area 4 as a wandering encounter anywhere in the pyramid—for example, as a group of researchers arriving from another cavern deeper in the Darklands.

Mission Notes: Qadiran faction PCs can complete one of their faction missions by handing a letter and pouch of gold to one of the researchers before she flees. Alternatively, if the battle ends with one of the researchers unconscious but alive, Qadiran faction PCs can place the items on her person before leaving the pyramid.

Rewards: If the PCs defeat the drow and their minions, reward each tier thusly:

Tier 7–8:

Give each player 1,274 gp.

Tier 10–12:

Give each player 2,212 gp.

**ACT 4: OPTIONAL DROW
(CR 9 OR CR 12)**

Hieroglyphs similar to those on the outside of the pyramid line the middle third of the walls of this room.

This room (area 4) and encounter is very similar to the encounter in act 3, except there are two guards and one researcher rather than two researchers and one guard.

Creatures: For Tier 7–8, there is one 7th-level drow researcher here with two 7th-level guards. For Tier 10–11, there is one 10th-level drow researcher and two 10th-level captains. See act 3 for stat blocks for these creatures.

Rewards: If the PCs defeat the drow here, reward each tier thusly:

Tier 7–8:

Give each player 870 gp.

Tier 10–11:

Give each player 1,889 gp.

**ACT 5: GRAND MURALS
(CR 8 OR CR 11)**

Rather than hieroglyphs, the walls of this chamber are covered in mural paintings. They show a tall Osiriani man blasting enemies with magic, sitting on a throne in front of respectful servants, and even within a levitating or flying pyramid. The scenes with the pyramid alternately show it flying over joyous-looking farmers, fishermen, and so on, or over armed and armored soldiers, most of whom are shown fleeing before the power of the pyramid or casting aside their weapons and lying prostrate or dead.

Both areas marked 5 on the map on page 12 are essentially identical, though the PCs only have an encounter in one of them—whichever one they reach first after coming to this level of the pyramid. The drow invaders quickly realized that there was no useful information here, posted a guard, and proceeded to area 7 to investigate the magical seal there.

Creatures: For Tier 7–8, the guard is a vrock with the young template (more of a runt than actually a “young” creature). For Tier 10–11, the guard is a hezrou.

Tier 7–8 (CR 8)

YOUNG VROCK CR 8

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +23

DEFENSE

AC 23, **touch** 14, **flat-footed** 19 (+4 Dex, +9 natural)

hp 94 (9d10+45)

Fort +11, **Ref** +12, **Will** +6

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 (2d6+3), bite +11 (1d8+3), 2 talons +11 (1d6+3)

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

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

1/day—*heroism*, *summon* (level 3, 1 vrock 35%)

TACTICS

Before Combat The vrock casts *mirror image* if it expects battle.

During Combat The vrock tries to use its spores ability at every opportunity as long as there is a creature adjacent to it. It uses its stunning screech the first time it has at least two enemies in range. Note that the vrock can fly under its own power at a faster speed than the ambient fly ability, so it can zoom around if it wants to, though it has a tendency to spin relative to the true gravity when it does this (so it would look upside-down to

the PCs, though this doesn't hinder it in any way).

Morale The demon is bound by an abyssal agreement to serve Jevana, and fights to the death.

STATISTICS

Str 17, **Dex** 19, **Con** 20, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +12; **CMD** 26

Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +14, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +12, Survival +15;

Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SPECIAL ABILITIES

Dance of Ruin (Su) A vrook can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrook, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrook that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vrock are dancing (the DC continues to increase with additional vrock, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrock is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrook can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bleed* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrook can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 18 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Tier 10–11 (CR 11)

HEZROU

CR 11

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 145 (10d10+90)

Fort +16, **Ref** +3, **Will** +9

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +17 (4d4+8 plus grab), 2 claws +17 (1d8+8 plus grab)

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

Special Attacks nausea, stench (DC 24, 10 rounds)

Spell-Like Abilities (CL 13th)

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)

3/day—*gaseous form*

1/day—*blasphemy* (DC 21), *summon* (level 4, 1 hezrou 35%)

TACTICS

Before Combat If the demon can initiate combat, it casts *unholy blight*, following up with *chaos hammer* if there is time before melee.

During Combat The hezrou uses *blasphemy* as soon as two or more enemies are in range, and enters melee on its next turn, using its grab special ability to hold an opponent while it bites and claws it to death. It prefers to deal with a grabbed opponent before all others, but an especially dangerous enemy convinces it to drop its current prey and attack the more deadly foe, either with natural weapons or another *blasphemy*.

Morale The demon is bound by an abyssal agreement to serve Jevana, and fights to the death.

STATISTICS

Str 26, **Dex** 10, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 29

Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack

Skills Climb +21, Escape Artist +10, Fly +2, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +29; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

Development: The door to area 7 is closed to give the demon guard in this room a better chance of hearing intruders (though the –5 penalty to sound-based Perception rolls from the fountain of light still applies), so any battle here won't attract the attention of creatures in area 7. However, Jevana has cast *status* on the demon in this room, and therefore knows if the guard is harmed or killed, warning her to the presence of intruders.

Rewards: There are no rewards for act 5.

ACT 6: NOBLE PRIESTESS (CR 10 OR CR 13)

This large, oddly-shaped room has openings in the floor and ceiling for the large fountain of light. On the far end are two large floor tiles, each bearing a single heiroglyph—one shows a snake, the other a bird. Both tiles are surrounded by smaller heiroglyphs and magical symbols, with additional writing on the far wall. A large book lays on the floor nearby next to a pile of Osiriani objects.

The two tiles on the floor are part of the seal left by the wizard Aram-Hul to protect the magical source that energizes this pyramid and the Tilted Pyramid. Present here, examining the magical auras on the tiles, is priestess Jevana and her guard, as well as her duergar slave and porter, Thugmar. Having grown impatient with the seals on the outside of the pyramid, she is in a bad mood at the prospect of dealing with additional wards and welcomes the opportunity to blast some enemies.

The large book contains Jevana's notes about the defenses her researchers have encountered so far outside and within the pyramid. The pile of Osiriani objects has all of the items stolen from the Tilted Pyramid caravans.

The large floor tiles are the entrances to the "lower" levels of the Stalactite Pyramid, and are currently fused shut and trapped by the magic of Aram-Hul. Getting past the wards is beyond the means of the PCs. Fortunately, the Pathfinder Society does not expect the PCs to disable the wards; their mission is to defeat whoever has been attacking the caravans on the surface, and killing Jevana solves that problem.

Creatures: Jevana is a drow noble and devoted follower of the demon lord of knowledge. She has come to this pyramid to unlock its secrets so she may cement her hold as the most powerful of her sisters and eventually take over rulership of her noble house once her mother is dead. She is proud, cruel, and very evil, with strong cheekbones, pale yellow hair, and red eyes with flecks of gold.

Guarding the priestess is a drider (or two advanced driders for Tier 10–11). Proof of Jevana's cruelty is that all the driders in and around the pyramid are her own brothers and children, which she arranged to have fleshwarped into their current forms when they disappointed or tried to turn against her. Even the most clueless observer in this room realizes the family resemblance (particularly the cheekbones and hair color) between Jevana and the drider or driders present, and that all the other driders look related... and realizes that all of these things are related to her.

Reluctantly serving Jevana is a duergar warrior named Thugmar. Formerly a guard for duergar caravans, he accidentally insulted Jevana while she was making a purchase, and his comrades offered him as a slave to appease her wrath. Now she keeps him around to insult, beat, and humiliate, forcing him to turn invisible and visible again each morning so he can't sneak away. He hates the priestess and hopes to escape her someday, but until then he knows he has to obey her. He does his work as slowly as possible just to spite her, and greatly resents being used as a pack animal.

Traps: The two floor tiles are trapped with a shocking floor trap—just one of the many deterrents placed here by the pyramid's creator. While the trap probably isn't deadly to the PCs, it should be enough of an annoyance that the PCs realize that it is beyond their ability to break and more specialized Pathfinders will have to take care of it.

Tier 7–8 (EL 10)

JEVANA, DROW NOBLE PRIESTESS		CR 9
Female drow noble cleric of Abraxas 9		
CE Medium humanoid (elf)		
Init +8; Senses darkvision 120 ft.; Perception +17		
DEFENSE		
AC 20, touch 14, flat-footed 17 (+6 armor, +1 deflection, +3 Dex)		
hp 49 (9d8+9)		
Fort +7, Ref +7, Will +12; +2 vs. enchantment		
Immune sleep; SR 20		
Weakness light blindness		
OFFENSE		
Speed 20 ft., fly 30 ft. (good)		
Melee mwk rapier +6 (1d6–1/18–20)		
Special Attacks channel negative energy (5d6, DC 15, 4/day), hand of the acolyte (7/day), dispelling touch (1/day)		
Spell-Like Abilities (CL 9th)		
Constant— <i>detect magic</i>		
At Will— <i>dancing lights, darkness, faerie fire, feather fall, levitate</i> 1/day— <i>divine favor, dispel magic, suggestion</i> (DC 14)		
Cleric Spells Prepared (CL 9th)		
5th— <i>greater command</i> (DC 19), <i>true seeing</i> ^o		
4th— <i>cure critical wounds, divination</i> ^o , <i>freedom of movement, unholy blight</i> (DC 18)		
3rd— <i>bestow curse, cure serious wounds, dispel magic</i> ^o , <i>invisibility purge, locate object</i>		
2nd— <i>death knell, detect thoughts</i> ^o , <i>find traps, hold person</i> (DC 16), <i>silence, status</i> (already cast)		
1st— <i>command, comprehend languages</i> ^o , <i>cure light wounds, remove fear, obscuring mist, shield of faith</i>		
o (at will)— <i>bleed, create water, detect poison, read magic</i>		
^o Domain spell; Domains Knowledge, Magic		
TACTICS		

Before Combat Jevana prepares for battle by casting *freedom of movement* and *shield of faith* on herself (giving her AC 25, touch 17, flat-footed 21). Her earlier casting of *status* includes her drider ally in this room.

During Combat The priestess is brutal and decisive, having dealt with many betrayals and attempted coups within her noble house. She casts *greater command* (halt), then uses her *feather token* to attack an unarmored person (preferably a spellcaster), then casts *unholy blight*, *bestow curse* (−4 penalty) on a melee-oriented opponent, *hold person* on anyone who has broken free of her *greater command*, and otherwise stays out of melee range and uses hand of the acolyte (+10 attack bonus) or cures her allies with her wand. She channels negative energy if there are no allies in range who would be harmed by it, or uses Channel Smite with melee attacks.

Morale If gravely injured, she casts *cure critical wounds* on herself and tries to blanket the area in *deeper darkness* so she has a few rounds to heal herself with *cure serious wounds* or her wand. If she thinks she will be killed, she uses her *scroll of word of recall* to return to her temple sanctuary and plot her revenge against the PCs.

STATISTICS

Str 8, **Dex** 18, **Con** 12, **Int** 14, **Wis** 18, **Cha** 12

Base Atk +6; **CMB** +5; **CMD** 20

Feats Alertness, Channel Smite, Combat Casting, Improved Initiative, Iron Will

Skills Fly +5, Intimidate +4, Knowledge (arcana) +14, Knowledge (nobility) +6, Knowledge (planes) +7, Knowledge (religion) +6, Linguistics +6, Perception +17, Sense Motive +10, Spellcraft +14

Languages Elven, Ancient Osiriani, Undercommon

SQ poison use, aura, lore keeper (28), remote viewing (9 rounds/day)

Combat Gear mwk rapier, unholy symbol/*brooch of shielding*, 20 points), *feather token* (whip), *scroll of word of recall*, *wand of cure moderate wounds* (4 charges); **Other Gear** mwk breastplate, 300 gp

SPECIAL ABILITIES

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Jevana does not carry poison.

DRIDER

CR 7

CE Large aberration

Init +2; **Senses** darkvision 60 ft., *detect good*, *detect law*, *detect magic*; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 15; (+2 Dex, +1 dodge, +6 natural, −1 size)

hp 76 (9d8+36)

Fort +7, **Ref** +5, **Will** +9

Immune sleep; **SR** 18

OFFENSE

Spd 30 ft., climb 20 ft., fly 30 ft. (good)

Melee mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)

Ranged mwk composite longbow +8/+3 (1d8+2/[TS]3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

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

Sorcerer Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility*, *web* (DC 15)

1st (7/day)—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 14), *silent image* (DC 14)

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*

TACTICS

During Combat The drider fiercely protects Jevana, attempting at all times to keep the PCs away from her.

Morale The drider fights to the death.

STATISTICS

Str 15, **Dex** 15, **Con** 18, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 21

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +22, Fly +4, Intimidate +15, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

Combat Gear mwk heavy mace, mwk composite longbow (+2 Str), arrows (20)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

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

Web (Ex) Driders 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 drider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard

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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.

Driders 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 section of webs has a number of hit points equal to the Hit Dice of the creature that created it, and sheet webs have damage reduction 5/—.

A drider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

THUGMAR, DUERGAR SLAVE CR 2

Male duergar warrior 4

LE Medium humanoid (dwarf)

Init -1; **Senses** darkvision 120 ft.; Perception +1

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +2

Immune paralysis, phantasms, poison

Weakness light sensitivity

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Melee warhammer +6 (1d8+3/[TS]3)

Spell-Like Abilities (CL 4th)

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

TACTICS

Before Combat Thugmar doesn't have any equipment that requires preparation, and saves his *enlarge person* ability for when he needs it the most.

During Combat Thugmar is evil, but he is no fool. He doesn't want to fight the PCs, especially not to protect Jevana, and he absolutely does not want to die here. He fights defensively (-4 penalty on all attacks, +2 dodge bonus to AC) and with the intent to deal only nonlethal damage (-4 penalty to attack), making half-hearted swings that (with these penalties) mean he is unlikely to hit anyone. He tries to fight the most heavily-armored person so he has even less of a chance to hit, and if he does happen to hit his opponent, he winces and looks apologetic.

Morale If Jevana falls (even if the driders are still alive), he throws down his weapon and surrenders, preferably to a non-dwarf PC. If the PCs continue to attack him, he tries to flee.

STATISTICS

Str 12, **Dex** 9, **Con** 16, **Int** 10, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 14

Feats Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Craft (armor) +4, Fly -1, Knowledge (dungeoneering) +1, Knowledge (geography) +1, Stealth -2, Survival +2

Languages Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear warhammer; **Other Gear** chainmail.

SPECIAL ABILITIES

Slow and Steady: Duergar have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Stability: Duergar receive a +4 racial bonus on their CMD against bull rush or trip attempts while on solid ground.

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

Tier 10–11 (CR 13)

JEVANA, DROW NOBLE PRIESTESS CR 12

Female drow noble cleric of Abraxas 12

CE Medium humanoid (elf)

Init +8; **Senses** darkvision 120 ft.; Perception +23

DEFENSE

AC 20, touch 14, flat-footed 17 (+7 armor, +3 Dex)

hp 78 (12d8+24)

Fort +9, **Ref** +8, **Will** +15; +2 vs. enchantment

Immune sleep; **SR** 23

Weakness light blindness

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Melee mwk rapier +9 (1d6-1/18-20)

Special Attacks channel negative energy (6d6, DC 17, 4/day), hand of the acolyte (8/day), dispelling touch (2/day),

Spell-Like Abilities (CL 12th)

Constant—*detect magic*

At Will—*dancing lights*, *darkness*, *faerie fire*, *feather fall*, *levitate*
1/day—*divine favor*, *dispel magic*, *suggestion* (DC 14)

Cleric Spells Prepared (CL 12th)

6th—*find the path*^o, *heal* (DC 21), *word of recall*

5th—*flame strike* (DC 20), *greater command* (2, DC 20), *mass cure light wounds*, *true seeing*^o

4th—*cure critical wounds*, *divination*^o, *freedom of movement*, *unholy blight* (2, DC 19)

3rd—*bestow curse* (2), *cure serious wounds*, *dispel magic*^o, *invisibility purge*, *locate object*

2nd—*death knell*, *detect thoughts*^o, *find traps*, *hold person* (DC 17), *silence*, *status* (already cast)

1st—*command* (2), *comprehend languages*^o, *cure light wounds*, *remove fear*, *obscuring mist*, *shield of faith*

o (at will)—*bleed*, *create water*, *detect poison*, *read magic*

^o Domain spell; Domains Knowledge, Magic

TACTICS

Before Combat Jevana prepares for battle by casting *freedom of movement* and *shield of faith* on herself (giving her AC 36, touch

18, flat-footed 22). Her earlier casting of *status* includes both of her drider allies in this room.

During Combat The priestess is brutal and decisive, having dealt with many betrayals and attempted coups within her noble house. She casts *greater command* (halt), then uses her *feather token* to attack an unarmored person (preferably a spellcaster), casts *silence* near a distant spellcaster, then casts *unholy blight*, *bestow curse* (–4 penalty) on a melee-oriented opponent, *hold person* on anyone who has broken free of her *greater command*, and uses *flame strike* or another *greater command* if appropriate. She otherwise stays out of melee range and uses hand of the acolyte (+10 attack bonus) or cures her allies. She channels negative energy if there are no allies in range who would be harmed by it, or uses Channel Smite with melee attacks.

Morale If gravely injured, she casts *cure critical wounds* or *heal* on herself and tries to blanket the area in *deeper darkness* so she has a few rounds to heal herself or her other allies (her *status* spell allows her to pinpoint the locations of her allies in this room, allowing her to touch them with only the standard 50% miss chance rather than guessing what square they're in). If she thinks she will be killed, she casts *word of recall* to return to her temple sanctuary and plot her revenge against the PCs.

STATISTICS

Str 8, **Dex** 18, **Con** 12, **Int** 14, **Wis** 21, **Cha** 12

Base Atk +9; **CMB** +8; **CMD** 23

Feats Alertness, Channel Smite, Combat Casting, Improved Initiative, Iron Will, Toughness

Skills Intimidate +5, Fly +5, Knowledge (arcana) +17, Knowledge (nobility) +6, Knowledge (planes) +8, Knowledge (religion) +9, Linguistics +6, Perception +23, Sense Motive +12, Spellcraft +14

Languages Elven, Ancient Osiriani, Undercommon,

SQ poison use, aura, lore keeper (32), remote viewing (12 rounds/day),

Combat Gear mwk rapier, unholy symbol/brooch of shielding (20 points), *feather token* (whip), *wand of cure serious wounds* (4 charges); **Other Gear** mwk breastplate, *ring of protection* +1, *headband of inspired wisdom* +2, 300 gp

SPECIAL ABILITIES

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Jevana does not carry poison.

ADVANCED DRIDER (2)

CR 8

CE Large aberration

Init +4; **Senses** darkvision 60 ft., *detect good*, *detect law*, *detect magic*; Perception +17

DEFENSE

AC 20, touch 12, flat-footed 17; (+2 Dex, +1 dodge, +8 natural, –1 size)

hp 94 (9d8+54)

Fort +9, **Ref** +7, **Will** +11

Immune sleep; **SR** 18

OFFENSE

Spd 30 ft., climb 20 ft., fly 30 ft. (good)

Melee mwk heavy mace +11/+6 (1d8+5), bite +5 (1d4+3 plus poison)

Ranged mwk composite longbow +10/+5 (1d8+2/x3)

Space 10 ft.; **Reach** 5 ft.

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

Spell-Like Abilities (CL 9th)

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

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

Sorcerer Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*invisibility*, *web* (DC 16)

1st (7/day)—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 15), *silent image* (DC 15)

0 (at will)—*bleed* (DC 14), *daze* (DC 14), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*

TACTICS

During Combat The drider fiercely protects Jevana, attempting at all times to keep the PCs away from her.

Morale The driders fights to the death.

STATISTICS

Str 19, **Dex** 19, **Con** 20, **Int** 17, **Wis** 18, **Cha** 20

Base Atk +6; **CMB** +11; **CMD** 23

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +24, Fly +6, Intimidate +17, Knowledge (arcana) +16, Perception +17, Spellcraft +16, Stealth +16; **Racial Modifiers** +6 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

Combat Gear mwk heavy mace, mwk composite longbow (+2 Str), arrows (20)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; cure 1 save. The save DC is Constitution-based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

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

Web (Ex) Driders 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 drider. An entangled creature can escape with a successful Escape Artist

check or burst it 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.

Driders 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 section of webs has a number of hit points equal to the Hit Dice of the creature that created it, and sheet webs have damage reduction 5/—.

A drider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

THUGMAR, DUERGAR SLAVE **CR 2**
hp 34; see Tier 7–8.

SHOCKING FLOOR TRAP **CR 9**
Type magic; Perception DC 26; Disable Device DC 40

EFFECTS

Trigger touch; **Duration** 1d6 rounds; **Reset** 1 minute

Effect spell effect (shocking grasp, Atk +9 melee touch [4d6 electricity damage]); multiple targets (all targets in a line between the floor tile and the pillar of light)

SPECIAL

Note: Disabling this trap only disables it for 1 minute.

Development: With the drow and driders dead, the PCs have accomplished their mission. All they need to do is return to the surface, march to the Tilted Pyramid, and report their findings. The research team asks the PCs to escort them (and some additional guards) to the Darklands Pyramid so they can map how to get there and plan a separate expedition, but after that the PCs are free to return to Absalom and file reports.

If Thugmar is still alive, the PCs need to deal with him. He just wants to escape, and makes no claim on any of the equipment (except some food and water) or other items belonging to the drow and driders—he's as greedy as any duergar, but doesn't want to press his luck with freedom so close. If questioned in a language he understands, he tells the PCs he was sold into slavery by his fellows to appease Jevana's anger at some slight, but he doesn't hold it against them—the choice was to enslave him or risk her killing all of them. He's been a slave for two years (and has the scars to prove it), and now he just wants to get back home. If the PCs try to extract promises from him (such as “never raid the surface” or “don't attack us if you ever see us again,” he readily agrees, but beyond that he doesn't really have anything to offer and never expects to see the PCs again. If

the PCs let him take some food and water, he insists he can find his own way.

Treasure: The bundle of Osirian artifacts from the Tilted Pyramid contains eleven items, including a headdress, a scepter, a bracer in the shape of a snake, and an embroidered vest-like garment. Returning these to the Pathfinder research team at the surface pyramid completes the remainder of the PCs mission.

Mission Notes: Andoran faction PCs who recognize that Thugmar is probably a slave and decide to free him despite racial and alignment differences are able to complete one of their faction missions.

Osirion faction PCs need to map this room to complete one of their faction missions. If time is running short in this scenario and the PCs haven't explored all the rooms, assume they take care of that (and the mapping) before they return to the surface.

Qadira faction PCs can complete one of their faction missions by handing a letter and pouch of gold to one of the researchers before she flees. Alternatively, if the battle ends with one of the researchers unconscious but alive, Qadira faction PCs can place the items on her before leaving the pyramid. They may also give the items to Thugmar.

Taldor faction PCs can pilfer one of the Tilted Pyramid's stolen artifacts from the stash in this room to complete one of their faction missions. Doing so while the other PCs are present requires a DC 20 Sleight of Hand check. The Pathfinders in charge of the expedition assume that the missing item was sent deeper into the Darklands and sadly note it as lost.

Rewards: If the PCs defeat the drow and their minions, reward each tier thusly:

Tier 7–8:

Give each player 625 gp.

Tier 10–11:

Give each player 913 gp.

CONCLUSION

Once the PCs have killed or driven away Jevana and collected the missing artifacts, they can make their way to the surface without difficulty and return to the Tilted Pyramid with the stolen artifacts. The Pathfinders arrange to expand the Tilted Pyramid's research team and allow them to work on both sites at the same time, which may result in the Pathfinders requiring heroes to intervene should the drow or other Darklands creatures take interest in the Stalactite Pyramid again. If Jevana survives, she uses divination to find out who the PCs are and makes plans to avenge herself upon them. If Thugmar survives, the PCs may meet him some day while traveling

in the Darklands, or perhaps turning up in Qadira as part of a trade caravan.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who free the duergar slave in act 6 earn 1 Prestige Award. PCs from the Andoran faction who leave the small chrysolite crystal in the flying chamber in act 2 without being seen by non-Andoran faction PCs earn a bonus 1 Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who acquire an uncontaminated mummy hand or head from area 6 earn 1 Prestige Award. PCs from the Cheliox faction who insure Jevana's death and decapitate her corpse earn a bonus 1 Prestige Award.

Osirion Faction: PCs from the Osirion faction who draw a detailed map of the route from the Tilted Pyramid to the Stalactite Pyramid earn 1 Prestige Award. PCs from the Osirion faction who study the magical beam of blue light that runs up the center of the Stalactite Pyramid (details in act 2) earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who acquire any magical drow weapons earn 1 Prestige Award. PCs from the Qadira faction who successfully give the letter and 100 gold pieces to the drow in the Darklands (or quietly plant it on a corpse) earn a bonus 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction who recover some authentic Ancient Osirion jewelry in area 6 earn 1 Prestige Award. PCs from the Taldor faction who manage to pilfer the scepter from the stolen artifacts in act 6 (without being seen by the other non-Taldor faction PCs) earn 1 bonus Prestige Award.

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Andoran Faction Handout

Agent of the Free People.

My sources tell me that you are to enter the upper part of the Darklands. Beware! The place is certainly inhabited by evil humanoids who would think nothing of dragging you back to their lightless cities to scratch out the rest of your days in soul-crushing toil. Their societies thrive on slavery, that most despicable of institutions! Should you find any Darklands creatures accompanied by slaves, put the masters to the sword and set free their "property."

Included with this letter is a small chrysolite crystal. My sources say that there may be unusual magic involved at this rumored "second pyramid." Leave this crystal in sight of the pyramid—if it exists—and make sure no other Pathfinders see you doing it.

Capt. Colson Maldris In Talmador's Name.

Captain Colson Maldris



Cheliox Faction Handout

In Abrogail's Thrice-Damned Name,

Our dark lord's researchers in Egorian wish to study the effects of Osirian mummification on Hell-imbued flesh. We require an undamaged and uncontaminated sample! As your mission takes you to Osirion, you should be able to procure a piece of an untouched mummy—say, a head or a hand, so that we may study it. Do not touch its flesh, lest you interfere with its aura!

Furthermore, our divinations indicate that a demon-worshipping drow named Jevana is near where your mission takes place. She has vexed me, the details are not important, and her religion is an offense to the proper order of the multiverse and of Lord Asmodeus himself. Kill her and cut off her head.

To the Pit for Failure,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Praise for the Ruby Prince Khemet III!

It is good to hear that you are to return to our beloved land. Our historians have long known about the so-called Tilted Pyramid of Aram-Hul, but this researcher's idea of a second, linked pyramid is interesting news. Should this second pyramid exist, you must create a map showing the way from Aram-Hul's tomb to this second site, a map of the second pyramid's interior structure, and send me a sketch of the second pyramid itself.

Furthermore, Aram-Hul was a seeker of strange magic. If you spot any unusual magical effects in or near this second pyramid, learn what you can about them and give me a report on that.

Should this second pyramid not exist, I ask that you inform me what you do find at the site.



Peace and wisdom on your journey,

Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Servant of the Satrap,

The denizens of the Darklands are clever craftsmen, capable of strange metallurgical feats that would surprise the greatest dwarven craftsman. We crave the knowledge of how to produce such fine items. Should you find any magical weapons crafted by a native of the Darklands, procure one and send it to me that I may have my master armsman study it.

Included with this letter is another, written in the language of the Darklands folk, as well as a pouch of 100 gold pieces. Though the creatures of the underworld consider us enemies, what better way to cool an enemy's ire than to befuddle them with clever words and entice them with the thought of profit? I seek a trade alliance between our great nation and the strange dwellers beneath the earth. Should you have the opportunity to give the note and pouch to such a creature (or plant it upon its person to be discovered later), do so. If not, destroy the letter and return the payment at our usual pre-arranged location.

*Closing,
Pasha Muhlia Al-Jakri*

Taldor Faction Handout

Clever Hand of the Empire,

The Grand Prince is having a costume ball! I have chosen to dress as a pharaoh from Osirion, and it is my luck that you have been chosen to go to that very land. Most of my costume is ready, but I require authentic Osirion jewelry to finish it off—fakes and replicas are satisfactory for most, but I desire at least one authentic piece to complete it and to give me something interesting to talk about. While you are exploring, keep an eye out for something flashy, interesting, and authentically Osirian.

Even better—should you find an actual item of regalia from the days of the pharaohs, or an ancient wizard's staff, or something else that looks interesting and has a magical aura, snatch it. Don't let anyone see you. Send it to me. Such a device would be the feather in my cap, so to speak, and I have a few rivals I would love to show up at the Grand Prince's ball.



Truly Grateful for your Service,

Baron Jacquo Dalsine



SCENARIO 32: DROW OF THE DARKLANDS PYRAMID

This Chronicle Certifies That _____

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

Items Found During This Scenario

- | | |
|--------------------|---|
| TIER
7-8 | <i>Brooch of shielding</i> (20 points) (297 gp)
<i>Cloak of resistance +1</i> (1,000 gp)
<i>Feather token (whip)</i> (500 gp)
<i>Headband of alluring Charisma +2</i> (4,000 gp)
<i>Medium spider venom</i> (300 gp)
<i>Potion of cure moderate wounds</i> (300 gp)
<i>Ring of protection +1</i> (2,000 gp)
<i>Scroll of word of recall</i> (1,650 gp)
<i>Wand of arcane sight</i> (2 charges) (450 gp) |
|--------------------|---|

- | | |
|----------------------|---|
| TIER
10-11 | <i>Amulet of natural armor +1</i> (2,000 gp)
<i>Headband of inspired Wisdom +2</i> (4,000 gp)
<i>Wand of cure serious wounds</i> (4 charges) (900 gp) |
|----------------------|---|

TIER	
-------------	--

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

Items Bought / Conditions Cleared	
TOTAL COST OF ITEMS BOUGHT	[]

Scenario Chronicle # []

TIER	7-8	▶	2,603	MAX GOLD
TIER	10-11	▶	5,874	
TIER				

EXPERIENCE

Starting XP
+1 XP
Final XP Total

Prestige Award

Starting PA	
	GM's Initial
PA Gained (GM ONLY)	
Final PA Total	

GOLD

Start GP	
+	GM's Initial
GP Gained (GM ONLY)	
+	[]
Items Sold	
=	
Subtotal	
-	[]
Items Bought	
=	
Subtotal	
-	
Gold Spent	
=	
Subtotal	

For GM Only

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