

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



LEGACY OF THE STONELORDS

By Mike Shel



Legacy of the Stonelords

Pathfinder Society Scenario #6-00

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Pathfinder Society Special #6-00: Legacy of the Stonelords is a Pathfinder Society Scenario designed for 1st- to 11th-level characters (Tier 1–11; Subtiers 1–2, 3–4, 5–6, 7–8, and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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LEGACY OF THE STONELORDS

By MIKE SHEL



Nearly 10,000 years ago, the dwarves received Torag's prophecy and began their ascent to the surface of Golarion known as the Quest for Sky. Where they emerged several hundred years later, they built massive fortresses called Sky Citadels, including the city of Jormurdun in the eastern reaches of the Tusk Mountains. About 600 years after reaching the surface, the people of Jormurdun observed a bright light streaking across the southern horizon like a falling star, and the king quickly ordered an expedition to scout the disturbance. These dwarves were among the first to investigate the wreckage of the immense spaceship that crashed into what is now modern Numeria, and after assessing that the ruined mess presented no threat, they scavenged samples of the otherworldly metals and devices and returned home.

Among the handful of treasures was a small ship component that hummed and emanated light in a multitude of shifting patterns. The dwarves never divined the device's intended use, yet they nonetheless treasured the so-called Sky Key as a symbolic trophy of their Quest for Sky—a gift from the heavens as a boon for reaching Golarion's surface.

Barely visible aboveground, Jormurdun calmly weathered the first century following Tar Taargadth's collapse in 1551 AR; however, the true threat to citadel was not orcs above but duergar below. Tunneling duergar pushed into the lower levels of Jormurdun, and in a series of brutal battles, the dwarves lost district after district as they waited in vain for reinforcements from their kin to the south. In a final effort to save his people if not his holdings, the last king of Jormurdun, Borethean the Bald, ordered a mass exodus of survivors. He split the Sky Key into five pieces, and, keeping one for himself, distributed a piece to each of his surviving children so that they might remember the glory of their home and one day retake it from the duergar conquerors to reassemble both key and kingdom. As an act of suicidal defiance, the king and a battalion of veterans remained in his throne room, resolved to die defending the citadel.

WHERE ON GOLARION?

Legacy of the Stonelords takes place in Jormurdun, a dwarven sky citadel in the northwestern Worldwound. For more information about Jormurdun, see *Pathfinder Campaign Setting: The Worldwound*. For information about Highhelm and similar sky citadels, see *Pathfinder Campaign Setting: Castles of the Inner Sea*, available at bookstores and game stores everywhere, and online at paizo.com.



In their flight from Jormurdun, the surviving dwarves negotiated and fought their way through savage lands, but over time festering rivalries led the siblings to bicker about where to settle, whether to negotiate with uncivilized neighbors, and other decisions. Slowly but surely, the exiles splintered into separate groups and chose choosing to seek their respective legacies elsewhere, taking their pieces of the Sky Key with them. The Key has remained sundered ever since, and the halls of Jormurdun still crawl with the duergar hordes.

Very recently the demon-priest Yealek-Vor and his foul minions attacked the duergar of Jormurdun, devastating their forces and wresting control of the citadel. For 25 years, the kalavakus demon has gradually fought a winning war of attrition against these dwarves, and he

recently captured Borethean's throne room and claimed the Sky Key's core.

Having bested the challenges standing in its way—demonic and otherwise—the Pathfinder Society has finally arrived at the long forgotten Sky Citadel of Jormurdun. With a large contingent of Society agents assembled for the task, Master of Scrolls Kreighton Shaine is set to provide guidance for the expedition into the age-old halls of the underground city. The outer keep has been breached, and Pathfinder agents selected for this great task stand ready in the Grand Cathedral, the first hewn chamber within Jormurdun.

ADVENTURE SUMMARY

All assembled Pathfinders have received summons from the Decemvirate, gathering them here in the great entry hall of the lost Sky Citadel of Jormurdun: the Grand Cathedral. Master of Scrolls Kreighton Shaine, whose Grand Lodge scholars have exhaustively researched what little survives about the history of Jormurdun, is on hand to brief PCs on the eve of the first expedition into the underground city since King Borethean ruled here 3,000 years ago. He informs the Pathfinders that the goal is to explore Jormurdun, document its treasures, and secure it against outside threats.

A surprise attack by duergar interrupts the briefing, and the dwarves rappel into the hall in two waves. After the PCs dispatch this threat, Shaine directs them to exercise caution, for the halls of Jormurdun may not be as empty as was once believed: captured duergar claim that “the Horned One” rules the citadel now. Individual tables have the option of choosing which districts they traverse (the Armorer's or Temple Districts, followed by either the Miner's or Seer's Districts, and finally the Monument District). On their journey they confront various threats, from lurking monsters, deadly traps, ancient hazards, and malevolent haunts. Much of what they experience on this first leg of the expedition is useful on the return trip.

When PCs arrive in the throne antechamber, they confront a demon that reveals that Yealek-Vor, demon-priest of the demon lord Shivaska, occupies the throne of Jormurdun with his demonic host. After opening a massive clockwork portal, the Pathfinders confront the kalavakus and his many minions. If they can defeat him in his throne room, the Pathfinder Society can claim the entire Sky Citadel and begin to unlock the secrets of both Jormurdun and the mysterious Sky Key.

RUNNING THE EVENT

Legacy of the Stonelords is meant to accommodate varying House sizes (from 5 tables up to 150+ tables). In order to facilitate a more cohesive process for seating players at larger events, the introduction and player mustering

phases are built into the scenario as part of Act 1. There is no requirement to have everyone seated before players begin Act 1, and Table GMs should be ready to start as soon as four or more players have been seated at their table.

Because of the nature of mustering, there may be a situation where players need to be moved from one table to another in order to achieve minimum numbers or table balance. If players whose tables are already underway are asked to move, the Table GM should encourage them to bring along any information they may have discovered at their initial table and share it with their new table.

Glossary of Terms

Legacy of the Stonelords uses several terms unique to the Pathfinder Society Special format as listed below. Each participant's role in the event is outlined under the respective entry.

House: All the PCs participating in the adventure across all subtiers.

HQ Staff: These are support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

Act: This event is broken into three separate acts. To a degree, each individual table can move through encounters at its own pace, but the entire House starts and ends each act simultaneously to ensure the stage of play remains synchronized across the entire House.

Overseer GM: This game master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes for the adventure. The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This means may be a bell or other auditory signal that can cut through the din of a room full of excited gamers, or it could be a visual signal like a flashing light or waving flag. The Overseer GM should inform all Table GMs what this signal is prior to the event's start and ensure that they are all positioned to be able to see or hear it during the event.

Table GM: These GMs each manage a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of an act, that act is finished, and the Table GMs must follow the instructions for getting the PCs to the next act in the scenario. Likewise, if a Table GM has a group that finishes the act before the

Overseer GM calls time, she must notify the Overseer GM. Every Table GM should make a special note of her table's average party level (APL) as calculated in the Guide to Pathfinder Society Organized Play. In addition to the Table GM determining the appropriate subtier to use for each encounter, the table's APL will be used to determine several important skill and saving throw DCs throughout the adventure.

Runner: For smaller events (30 tables or fewer), each table should nominate one player to be a Runner. These players will be responsible for delivering notes from their Table GMs to the HQ Staff and vice versa.

Courier: For larger events, the HQ Staff will need to provide volunteers to wander among the tables and collect notes reporting successes from the various tables.

Aid Tokens

During the event, it is possible for characters at one table to assist those at another through the use of Aid Tokens. Each Aid Token represents the assistance of one or more allied Pathfinder agents in Jormurdun. The House begins with a number of Aid Tokens equal to one-fifth the number of tables, and the Overseer GM should distribute these at random before or during Act 1. During Act 3, PCs have the opportunity to recover Supplies hidden away by Jormurdun's dwarves, and when the House accrues enough Supplies, the Overseer GM and Couriers distribute additional Aid Tokens to represent the increased number of resources at the Society's disposal.

If a table has an Aid Token, the players can choose to use it during any PC's turn or out of combat to achieve one of five effects that vary in strength between subtiers. The PCs at a table can only use one Aid Token per encounter, no matter how many such tokens they have. This aid can be used in one of the following ways.

Aid Another: A Pathfinder agent helps the PCs solve a puzzle, disable a trap, or accomplish some other task as if performing the aid another action for a PC. In Subtiers 5–6 and 7–8, the bonus granted increases by 1. In Subtier 10–11, the bonus instead increases by 2.

Allied Offensive: A Pathfinder agent strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 1d8 points. In addition, after the attack, the target is considered to be flanked until the beginning of the attacker's next turn. In Subtiers 5–6 and 7–8, increase the damage dealt to 2d8 points. In Subtier 10–11, this amount increases to 3d8 points.

Burst of Healing: A Pathfinder agent heals all of the PC of 1d6 points of damage. In Subtiers 5–6 and 7–8, this amount increases to 3d6 points of healing. In Subtier 10–11, this amount increases to 5d6. Alternatively, in any subtier the agent can instead cast neutralize poison,

remove curse, or remove disease with a caster level equal to the table's APL (minimum 5).

Spellcasting Synergy: A Pathfinder agent casts a spell at the same time, increasing the save DC and caster level of a PC's spell by 1. In Subtiers 7–8 and 10–11, this increases to a +2 bonus.

Timely Inspiration: A Pathfinder agent provides the effects of a bard's inspire courage bardic performance for 3 rounds. In Subtiers 1–2 and 3–4, the competence bonus is 1. In Subtiers 5–6 and 7–8, the competence bonus increases to 2. In Subtier 10–11, the competence bonus increases to 3.

A table can pass an unused Aid Token to another nearby table at any time. If the table has used an Aid Token, it can only pass it to another table after successfully completing an encounter. GMs should encourage the players to vary to whom they pass Aid Tokens to prevent a small number of tables from hoarding them.

Prestige and Fame

All PCs participating in the test version of *Legacy of the Stonelords* earn 1 XP and 2 Prestige Points.

Mustering

Legacy of the Stonelords is meant to accommodate varying House sizes (from 5 tables up to 150+ tables). In order to facilitate a more cohesive process for seating players at larger events, the introduction and player mustering phases are built into the scenario as part of Act 1. There is no requirement to have everyone seated before players begin Act 1, and Table GMs should be ready to start as soon as four or more players have been seated at their table.

Because of the nature of mustering, there may be a situation where players need to be moved from one table to another in order to achieve minimum numbers or table balance. If players whose tables are already underway are asked to move, the Table GM should encourage them to bring along any information they may have discovered at their initial table and share it with their new table.

Starting the Event

The Overseer GM, speaking as Master of Scrolls Kreighton Shaine, should read the following aloud once the doors to the event have been opened and as players are being seated.

“Greetings, intrepid Pathfinders! I, Master of Scrolls Kreighton Shaine, welcome you to the long-lost Sky Citadel of Jormurdun! For the upcoming operation I recommend you work in small teams, so speak with your comrades here, find a place, and check to make sure you have all your gear. I will brief you all momentarily.”

The Overseer GM now hands things over to HQ Staff to ensure everyone is properly seated. For smaller events where mustering is not an issue, the Overseer GM should wait 15 minutes before beginning the event, giving the players time to get to know one another

ACT 1: GEARING UP

For over a year the Pathfinder Society has been preparing for a grand expedition to Jormurdun, one of 10 sky citadels built by the dwarves so long ago.

The massive fortress city is built into the Wolfcrags that border the Tusk Mountains in the Worldwound, and the trek has been very difficult. Most of the city is hidden belowground, with only a small portion—a single three-story watchtower built far up the side of a mountain—visible. So well hidden is the sky citadel that virtually nobody knew its actual location until the Pathfinders recently learned of it.

As the even begins, the PCs have been called together for a massive operation: explore and secure Jormurdun quickly. The longer the Society spends in the Worldwound, the more likely it is that they will attract unwanted attention from the demons that control the barren landscape. As one of the foremost scholars among the Pathfinders, **Kreighton Shaine** (CG male elf diviner 7/lore master 3) is directing the operation and overseeing the proper cataloguing of critical sites of historical importance.

The adventure begins in an immense entry hall hewn from the rock itself with a vaulted ceiling that soars 60 feet overhead. The large alcoves to north and south feature grand staircases, one ascending to unseen rooms and the second plunging deeper into the bowels of the mountain. Pathfinders have lit torches on the raised platforms, and a series of cleverly placed mirrors fixed high on the columns reflect the sunlight from the entrance to illuminate the center of the chamber. Even worn by the ravages of time, the ingenious lighting, expertly carved runes, impressive statues, and images on the walls and columns are testimony to the engineering mastery of those ancient dwarves who called this place home.

The hall is too large to fit on a single flip mat, but as the players introduce themselves ask them where they wish to stand as a group for the briefing so that the Table

GM can draw out that portion of the room to scale; this is where the events of Act 2 take place. Alternatively, the GM can illustrate a portion of the hall in advance so as not to signal that combat is imminent.

A New Arrival

Once at least 4 players are seated and ready, each Table GM begins by having the PCs introduce themselves to one another, encouraging the players to do so in character.

After initial introductions are complete, the Table GMs each assume the persona of a fellow Pathfinder and greet the PCs. This NPC steer the direction of conversations during Act 1 and provides information the PCs may not already know.

A list of suitable NPCs with background information is presented below. Table GMs are encouraged to pick an NPC that suits their particular role-playing style, or indeed, to use a suitable alternative.

Katcho: The tengu **Katcho** (N male tengu fighter 3/rogue 2) is an inquisitive explorer wearing a hooded suit of chainmail and carrying a small cage with a trio of canaries. He has volunteered for

this expedition in the hopes finding a hidden fortune in cut gems, and he alternates between encouraging others to search the ruins carefully and goading them to move quickly so that there's more for him to find.

Crusader Chiara Venator: **Crusader Venator** (LG female half-orc inquisitor 8) proudly bears the holy symbol of Iomedae and bristles with an arsenal of weapons. She came to Worldwound seeking honor and glory that would typically be denied to members of her race. Chiara is a veteran demon hunter and fixes anyone she meets with a penetrating stare before sharing her knowledge.

Giarra Fullen: A flighty halfling from Andoran, **Giarra Fullen** (CG female halfling alchemist 7) has spent the last year in Nerosyan, securing supplies or aiding the Mendevian Crusaders as seemed most helpful at the time. Her experiences near the front lines of the fighting have worn her out, but she's nonetheless brimming with excitement to be delving into Jormurdun at long last. She knows a great deal about the Worldwound and delights in sharing what she knows.

Meeting of the Minds

As guests continue to be seated, the PCs have the opportunity to share information about the local region and recent Society gossip. The Table GM should

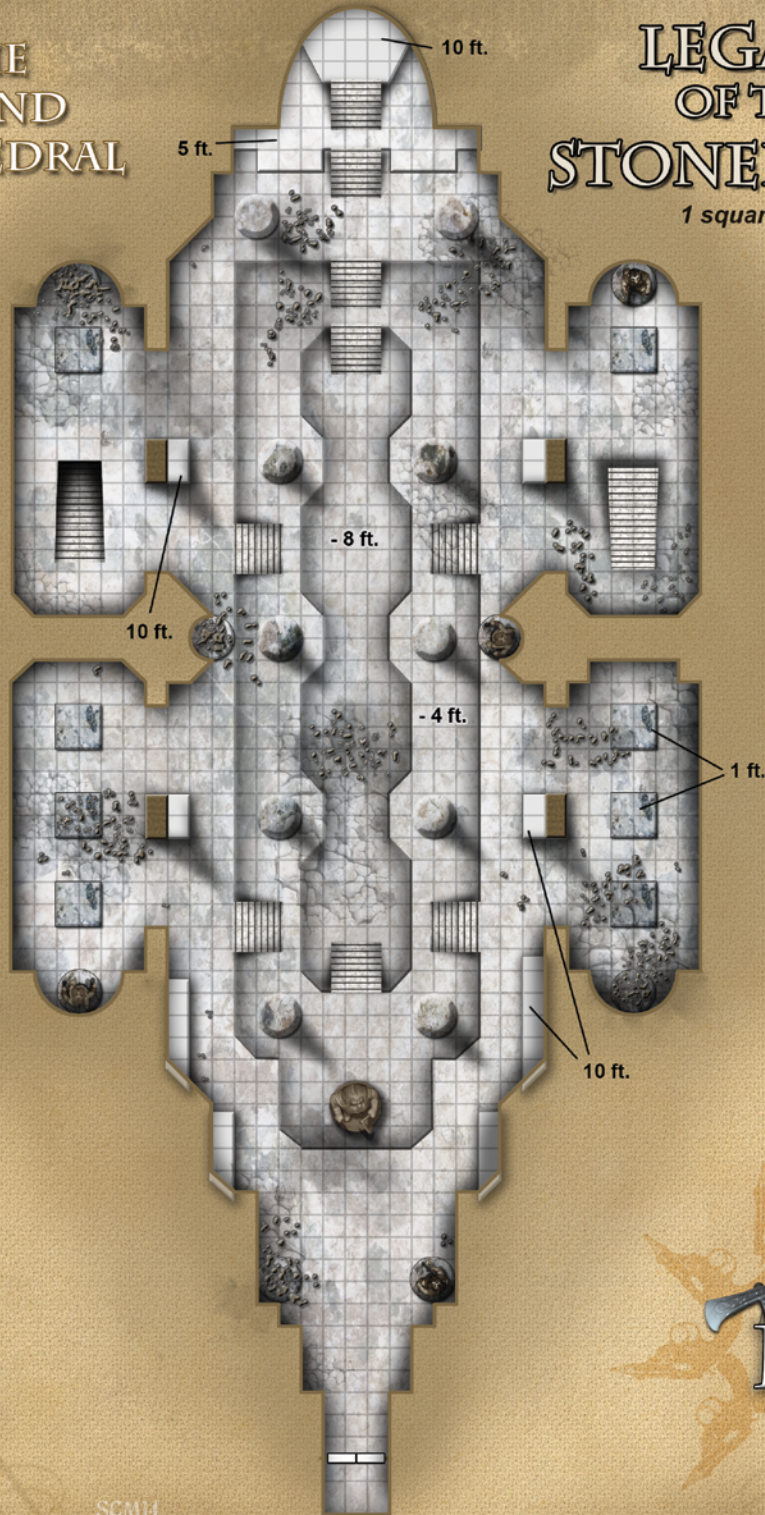


Kreighton Shaine

THE
GRAND
CATHEDRAL

LEGACY
OF THE
STONELORDS

1 square = 5 ft.



SCM14

encourage players to attempt Knowledge checks to see what they know about the region, and then share their knowledge with other Pathfinders at the table.

The PCs can also obtain information from the Pathfinder NPC played by their Table GM, though the PCs need to prompt this NPC with specific questions. Table GMs should reveal the first three pieces of information under the appropriate Knowledge check or checks to reward players who roleplay this encounter. If players aren't comfortable roleplaying this encounter or get off on the wrong track, they can use their PCs' social skills to have their PCs interact with the NPC instead. The PCs can use Bluff, Diplomacy, or Intimidate in this manner, but their result takes a –5 penalty and the information relayed comes directly from the NPC and not from the PCs' own knowledge base. None of the above NPCs are omniscient, so the PCs can never achieve higher than a 29 when using social skills in this manner.

Knowledge (Dungeoneering or History)

Some PCs may be familiar with dwarven sky citadels already.

10+ The sky citadels are massive fortress cities the dwarves built millennia ago. Each one is heavily fortified and can weather even the toughest assaults.

15+ Supposedly there were 10 sky citadels, though four of those are considered lost. Even the names are forgotten, though the dwarves have not forgotten Koldukar, which was captured by orcs thousands of years ago.

20+ Based on the Pathfinder Society's research, it appears the dwarves left Jormurdun willingly. In fact, from the state of the outer keep that leads into Jormurdun, it's as though they were trying to keep something in as much as they were trying to keep someone else out.

The Announcement

As Act 1 nears completion, the Overseer GM should read the following transition text.

“Pathfinders, please get settled. We should commence our mission in just a few minutes.”

This text warns Table GMs and players that they should be seated and to complete any in-game mingling. Table GMs should quiet their tables to ready them for Shaine's briefing.

After the room is quiet and ready, the Overseer GM should conclude the act by reading the following transition text.

“I require both silence and your attention, if you please! Once more, greetings. I am Kreighton Shaine, Master of Scrolls, and it is my pleasure to both welcome you to Jormurdun and thank

you for the part so many of you have played in getting us here today. The entirety of a dwarven sky citadel sealed for millennia lies before us, and it is our unique privilege to explore its halls and be the first to study its historical treasures.

“If other sky citadels are any reference, Jormurdun is immense and would take a less ambitious expedition years to catalogue appropriately. Of course, other expeditions are not deep in the Worldwound, so we do not have the privilege of taking our time; every day spent here is another day that powerful demons might learn of us and attack. Study what you come across, but also take care of any hazards you come across. I can only speculate what kinds of foul tricks and traps the former occupants have left for us.”

Suddenly, Kreighton looks with alarm to the ceiling of the room and shouts out a warning of sorts.

“By Calistria's silken garters, I do so hate being right about these things.”

Once the transition text ends, Table GMs should move right into Act 2.

ACT 2: AN UNFRIENDLY WELCOME

The duergar defeated by Yealek-Vor recently infiltrated Jormurdun to reclaim their home, and they were both surprised and enraged to find a new set of invaders moving in. Hoping to eliminate this new threat, they have crept up into tunnels into the ceiling, kicked open the trapdoors into the grand cathedral, and begun to rappel down to slay the PCs. In this act, the PCs must help fight off the surprise attack so that the Society can truly begin the exploration of the sky citadel.

Upon completing each encounter, if the PCs were successful, the table must send a Runner back to the HQ Staff to inform them of the success and its location, or the Table GM should flag down a Courier to relay that information. The Table GM should then give the PCs one round to prepare for the next combat before beginning the next wave. If the PCs defeat Wave 2, randomly select a third wave for them to face.

Ending the Act: The act ends after the House has completed a number of encounters equal to 1.5 times the number of tables. At that time, the Overseer GM should read the transition text at the start of Act 3 (see page XX).

Wave 1: Duergar Ambush

Dozens of ropes descend from the ceiling above, dancing spasmodically in the air until suddenly dark-eyed, gray skinned

dwarves, bald headed and bearded, appear out of nowhere at their dangling ends, attacking with malevolent glee.

PC who are standing in the lower lying areas of the cathedral for their location have the benefit of natural sunlight for this encounter: as a result, the duergar attacking them are dazzled for this combat due to their light sensitivity.

Creatures: The PCs can identify the strange dwarves as duergar with a successful DC 12 Knowledge (local) check. The duergar land between 10 and 25 feet away from the PCs and waste little breath bantering with their targets.

Subtier 1–2 (CR 3)

DUERGAR CLERIC OF DROSKAR CR 1/2

See Appendix: Bestiary, page XX
hp 11

DUERGAR FIGHTER (2) CR 1/2

See Appendix: Bestiary, page XX
hp 17 each

DUERGAR ROGUE CR 1/2

See Appendix: Bestiary, page XX
hp 11

Subtier 3–4 (CR 5)

DUERGAR CLERIC OF DROSKAR CR 1

See Appendix: Bestiary, page XX
hp 18

DUERGAR FIGHTER (2) CR 1

See Appendix: Bestiary, page XX
hp 23 each

DUERGAR ROGUE CR 1

See Appendix: Bestiary, page XX
hp 18

Subtier 5–6 (CR 7)

DUERGAR CLERIC OF DROSKAR CR 3

See Appendix: Bestiary, page XX
hp 33

DUERGAR FIGHTER (2) CR 3

See Appendix: Bestiary, page XX
hp 42 each

DUERGAR ROGUE CR 3

See Appendix: Bestiary, page XX
hp 33

Subtier 7–8 (CR 9)

DUERGAR CLERIC OF DROSKAR CR 5

See Appendix: Bestiary, page XX
hp 48

DUERGAR FIGHTER (2) CR 5

See Appendix: Bestiary, page XX
hp 61 each

DUERGAR ROGUE CR 5

See Appendix: Bestiary, page XX
hp 48

Subtier 10–11 (CR 12)

DUERGAR CLERIC OF DROSKAR CR 8

See Appendix: Bestiary, page XX
hp 71

DUERGAR FIGHTER (2) CR 8

See Appendix: Bestiary, page XX
hp 90 each

DUERGAR ROGUE CR 8

See Appendix: Bestiary, page XX
hp 80

Development: Once the PCs defeat this wave, they have one full round to recover before a second wave attacks. Proceed to Wave 2.

Wave 2: Reinforcements

From overhead comes the sound of breaking glass, followed by a rain of shards of the sunlight-reflecting mirrors above. The sunlight is extinguished. More of the gray-skinned attackers shimmy down the ropes, looks of hatred on their pallid faces. Fighting from the raised dais where he had addressed the Pathfinders, Kreighton Shaine shouts, “Our assailants seem unwilling to negotiate. Someone capture one and get some answers!”

The next wave of duergar break the mirrors as they descend, reducing the light level in the low-lying areas of the cathedral to dim. The duergar use the same ropes as their comrades and land near where the first wave began its attack.

Subtier 1–2 (CR 3)

DUERGAR FIGHTER (2) CR 1/2

See Appendix: Bestiary, page XX

hp 17 each

DUERGAR ROGUE CR 1

See Appendix: Bestiary, page XX

hp 18

Subtier 3–4 (CR 5)

DUERGAR CLERIC OF DROSKAR CR 3

See Appendix: Bestiary, page XX

hp 33

DUERGAR FIGHTER (2) CR 1

See Appendix: Bestiary, page XX

hp 23 each

Subtier 5–6 (CR 7)

DUERGAR CLERIC OF DROSKAR CR 5

See Appendix: Bestiary, page XX

hp 48

DUERGAR FIGHTER (2) CR 3

See Appendix: Bestiary, page XX

hp 42 each

Subtier 7–8 (CR 9)

DUERGAR CLERIC OF DROSKAR CR 8

See Appendix: Bestiary, page XX

hp 71

DUERGAR ROGUE (2) CR 5

See Appendix: Bestiary, page XX

hp 48 each

Subtier 10–11 (CR 12)

DUERGAR CLERIC OF DROSKAR CR 8

See Appendix: Bestiary, page XX

hp 71

DUERGAR FIGHTER (3) CR 8

See Appendix: Bestiary, page XX

hp 90 each

Development: If the party manages to capture a duergar, they may attempt to interrogate the villain with

a successful Intimidate check before another wave begins. If they succeed, the pale creature reveals the following.

“We didn’t expect to find you lot here,” the pallid, bloodied creature spits. “We thought to attack the creatures of the Horned One, who took this place from us. He rules here now, and his demons will tear the flesh from your bones in great gobs!”

Unless the Overseer GM has transitioned the House to Act 3, give the PCs one round to recover from the combat and then begin a new wave using the creatures from either Wave 1 or Wave 2.

An Abbreviated Briefing

Once tables the House has accumulated enough successes, the Overseer should conclude the act by reading the following transition text.

Kreighton Shaine steps over the bodies of fallen duergar and addresses the room. “I believe I am stating the obvious when I say we are not alone. Some of our comrades managed to capture one of the attackers, a cursed dwarf known as duergar. It seems the citadel was once in their hands, but a demon they call ‘The Horned One’ wrested Jormurdun from them and now rules from the sky citadel’s throne room. In a way, our mission has not changed. It is still imperative that we study what we come across—not only for posterity but also in case the dwarves who built Jormurdun left any tools behind that we might turn against the demons and duergar.

“Now where was I before that rude interruption? Ah, the stairways! Our early reconnaissance shows that the stairs up lead to what we’re calling the Temple District, and those to the south lead to the Armorer’s District. Spread out, help to secure the district you’re in, and find the path to that throne room. Above all, explore, report, and cooperate!”

ACT 3: EXPEDITION TO THE THRONE

In this act, the PCs must assist in the exploration of Jormurdun while also discovering its secrets. Pathfinder scribes quickly transcribe and distribute a summarized rendition of Kreighton Shaine’s marching orders. Give the PCs **Player Handout 1**. The players should also be able to see a map of Jormurdun, either projected on a wall or as a handout at the table (in which case you should cover all districts but the Armorer’s District, Temple District, and Grand Cathedral).

Table GM Instructions

From this point, the PCs can choose which area they wish to explore, beginning with either the Armorer's District or the Temple District. As the act continues, the House will discover new districts that the PCs can investigate.

Navigating Jormurdun: At the beginning of Act 3, the Pathfinder Society has only discovered three districts, limiting the number of locations that the PCs can explore. The PCs can always choose to explore a "discovered" district. As the House completes encounters in a district and reports successes, the status of a district can change from "discovered" to "claimed." By claiming a district, the Pathfinders discover any other districts to which that area connects. In addition, PCs exploring a claimed location should only have encounters specific to that district; common district encounters should not be used unless the PCs have already done both district-specific encounters already. Over the course of the act, the Overseer GM can change a district's status and reveal new districts.

Upon completing each encounter, if the PCs were successful, the table must send a Runner back to the HQ Staff to inform them of the success and its location, or the Table GM should flag down a Courier to relay that information. The table can then opt to continue exploring the same district or travel to another district, and the Table GM selects a new encounter accordingly, either a district-specific encounter for that district, or one of the encounters that can occur in any district. Table GMs should try to include at least a few encounters that address their PCs' strengths and interests. This process continues until the Overseer GM calls an end to Act 3.

Several encounter also provide the PCs an opportunity to recover additional supplies that the Pathfinder Society might use as it explores the sky citadel. Accumulating enough of these supplies can increase the number of Aid Tokens in play, so when reporting a successful encounter, also report if the PCs recovered supplies. The development section for an encounter advises whether and how the PCs can recover supplies there.

Jormurdun is a huge subterranean city choked with rubble and connected by winding stairwells. Traveling from one district to a neighboring district takes 15 minutes. This has no effect on the rate at which the table participates in the event, but it is important for keeping track of active spell effects and other abilities. Unless otherwise noted, the encounter locations in Jormurdun are illuminated. The PCs must provide their own light sources, though those without can acquire torches free of charge from a Society quartermaster.

Overseer GM Instructions

The task of the Overseer GM is to relay information to the House regarding the state of Jormurdun as the Pathfinder Society explores. During Act 3, the goal of the House is to claim the Throne Room district. Due to the abstract nature of the map and event, the Overseer GM adheres to a simple set of rules when adjudicating the status of different districts.

Each district can have one of three conditions

Undiscovered: The district is not visible on the map, and PCs cannot explore the location. Every district except the Armorer's District and Temple District begin with this status.

Discovered: The district is visible on the map and is available as a location that the PCs can explore.

Claimed: When Table GMs report a number of successes in a district equal to 1.5 times the number of tables, the Pathfinders have explored enough of the district that it is now considered safe. When a district is claimed, all adjacent, undiscovered districts change their status to discovered. The Grand Cathedral district begins Act 3 as a claimed district.

Aid Tokens: The House begins with a limited number of Aid Tokens, but they can acquire more when tables report that they have found supplies when reporting a successful encounter. When the House has recovered a number of supplies equal to the number of participating tables, distribute a number of Aid Tokens equal to one-fifth the total number of tables at random to tables that do not already have an Aid Token. Repeat this process when the total number of supplies recovered is equal to double the number of participating tables. The Overseer GM should also announce this development to build the House's excitement.

Ending the Act: The act ends once the Throne Room district has been claimed. When this happens, the Overseer GM should read the transition text at the start of Act 4 (see page XX).

COMMON DISTRICT ENCOUNTERS

Each district has two encounters that are unique to that location, and there are four additional encounters provided that can take place in any district except the Throne Room and Grand Cathedral. When a common encounter occurs is left to the Table GM's discretion, and such an encounter should take place on one of the maps specific to the district. District overviews provide guidance for when and where common encounters might occur.

Lurking in Shadow

Creatures: Foul things from the Darklands have wormed their way into Jormurdun over the years, wandering its stony halls and preying upon one another. The presence of the Pathfinders offers a new source of blood and mayhem for such creatures, which descend upon the PCs on sight. They fight until destroyed.

Subtier 1–2 (CR 3)

MUTANT CHOKER CR 3

Giant choker (*Pathfinder RPG Bestiary* 45, 295)
hp 22

Subtier 3–4 (CR 5)

MUTANT ABYSSAL CHOKERS (2) CR 3

Advanced fiendish choker (*Pathfinder RPG Bestiary* 45, 294)
hp 22 each

Subtier 5–6 (CR 7)

CHAOS BEAST CR 7

hp 85 (*Pathfinder RPG Bestiary* 2 54)

Subtier 7–8 (CR 9)

CHAOS BEASTS (2) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 2 54)

Subtier 10–11 (CR 12)

ABYSSAL CHAOS BEASTS (3) CR 9

Advanced fiendish chaos beast (*Pathfinder RPG Bestiary* 54, 292)
hp 103 each
Defensive Abilities amorphous, resistant to transformation;
DR 5/good; **Resist** cold 10, fire 10; **SR** 18
Special Attacks corporeal instability (DC 19), smite good 1/day (+2 attack, +9 damage)

Scavengers

Creatures: Scavenging creatures from the Darklands have also found their way into long-abandoned Jormurdun, scouring its once-august halls of refuse and debris. The PCs offer far more succulent fare for these foraging beasts. Note that the stunted carnivorous blob in Subtier 10–11 is smaller than most of its kind, it is still Gargantuan; ensure there is sufficient space to accommodate the beast.

Subtier 1–2 (CR 3)

GELATINOUS CUBE CR 3

hp 50 (*Pathfinder RPG Bestiary* 138)

Subtier 3–4 (CR 5)

GELATINOUS CUBES (2) CR 3

hp 50 each (*Pathfinder RPG Bestiary* 138)

Subtier 5–6 (CR 7)

GRAY OOZES (3) CR 4

hp 50 each (*Pathfinder RPG Bestiary* 166)

Subtier 7–8 (CR 9)

BLACK PUDDINGS (2) CR 7

hp 105 each (*Pathfinder RPG Bestiary* 35)

Subtier 10–11 (CR 12)

STUNTED CARNIVOROUS BLOB CR 12

Young carnivorous blob (*Pathfinder RPG Bestiary* 2 51, 294)
AC 8, touch 8, flat-footed 6 (+2 Dex, –4 size)
hp 152

Infested

The duergar infiltrators would've had a stronger presence in their raid on the Pathfinders in Jormurdun's Grand Cathedral had a number of them not been waylaid by fungus queens nesting in the depths of the sky citadel. Some of these fungoid duergar wander about the ruins. When the PCs come upon a group of them, the Table GM should initially identify them as more duergar. A DC 13 Perception check indicates players notice that the skin of these humanoids is moist and patches of mold grow on them. In Subtier 10–11, one of these fungus queens accompanies her brood, which allows her fungoid minions to directly assault the party while she employs attacks from a distance.

Subtier 1–2 (CR 3)

FUNGOID DUERGAR FIGHTER 1 (2) CR 1

See Appendix: Bestiary, page XX
hp 17 each

Subtier 3–4 (CR 5)

FUNGOID DUERGAR FIGHTER 2 (3) CR 2

See Appendix: Bestiary, page XX

hp 23 each

Subtier 5–6 (CR 7)

FUNGOID DUERGAR FIGHTER 4 (3) CR 4

See Appendix: Bestiary, page XX

hp 42 each

Subtier 7–8 (CR 9)

FUNGOID DUERGAR FIGHTER 6 (3) CR 6

See Appendix: Bestiary, page XX

hp 61 each

Subtier 10–11 (CR 12)

FUNGUS QUEEN CR 9

See Appendix: Bestiary, page XX

hp 114

FUNGOID DUERGAR FIGHTER 9 (2) CR 9

See Appendix: Bestiary, page XX

hp 90 each

Unquiet Spirits

Incorporeal spirits of long-dead residents of Jormurdun still wander the citadel's chambers and corridors. The appearance of living creatures fills these disembodied beings with hateful rage. Note that the poltergeists encountered in the lower subtiers have plenty of broken statuary and other debris from the ruins at any location to throw about with their telekinesis ability. Despite having once been a dwarf, the ghost in Subtier 5–6 uses the same stats as the human ghost aristocrat that appears in the *Pathfinder RPG Bestiary*. The geists in Subtiers 7–8 and 10–11 are duergar slain by haunts elsewhere in Jormurdun.

Subtier 1–2 (CR 3)

HATEFUL SPIRIT CR 3

Advanced poltergeist (*Pathfinder RPG Bestiary* 2 211, 292)

AC 18, touch 16, flat-footed 15 (+3 deflection, +3 Dex, +2 natural)

hp 22

Special Attacks frightener (DC 14), telekinesis (DC 14)

Subtier 3–4 (CR 5)

HATEFUL SPIRITS (2) CR 3

Advanced poltergeist (*Pathfinder RPG Bestiary* 2 211, 292)

FUNGOID SIMPLE TEMPLATE (CR +1)

The fungoid template first appeared in *Pathfinder Campaign Setting: Inner Sea Bestiary*. Creatures with the fungoid template appear as they did in life, save that their flesh is pallid and moist, and mushrooms and mold cake their bodies. This template can be applied to any living, non-plant creature. A fungoid creature's quick and rebuild rules are the same.

Rebuild Rules: The creature's type changes to plant, and it gains all of the traits of the plant type. The creature gains telepathy 100 ft. with other fungoid creatures. Its alignment changes to chaotic evil.

AC 18, touch 16, flat-footed 15 (+3 deflection, +3 Dex, +2 natural)

hp 22 each

Special Attacks frightener (DC 14), telekinesis (DC 14)

Subtier 5–6 (CR 7)

HATEFUL SPIRIT CR 7

Dwarf ghost aristocrat 7 (*Pathfinder RPG Bestiary* 144)

hp 73

Subtier 7–8 (CR 9)

GEIST CR 9

hp 114 (*Pathfinder RPG Bestiary* 4 124)

Subtier 10–11 (CR 12)

GEISTS (3) CR 9

hp 114 each (*Pathfinder RPG Bestiary* 4 124)

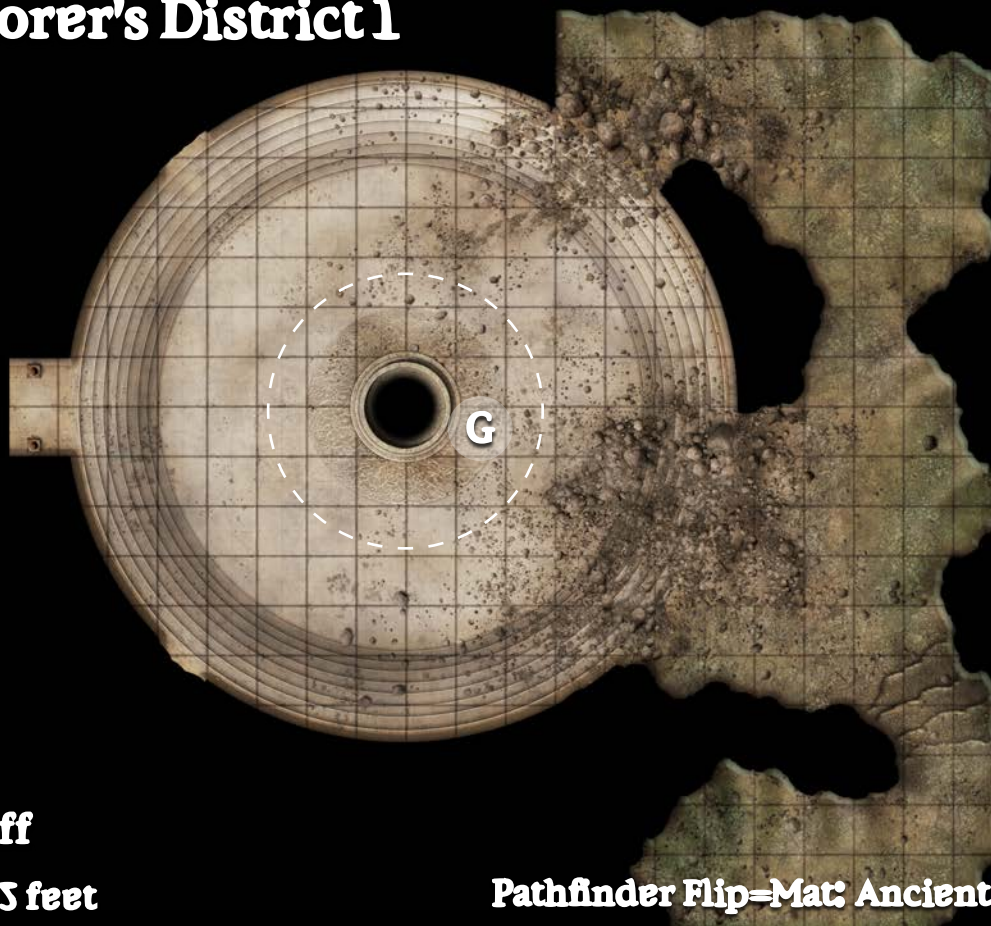
A. ARMORER'S DISTRICT

The Armorer's District was once the heart of Jormurdun's smithing industries, where they smelted and hammered sundry ores into a wide range of tools and weapons. It is recommended that the PCs begin any common encounter in area A1 after having dealt with the location's trap.

A1. The Cold Forge

The rocky, rubble-filled tunnel corridors open onto a great circular chamber, the domed ceiling twenty-five feet above. At the center of this space is a sturdy round edifice of stone, rimmed with a collar of dark metal, a chimney directly above it in the ceiling overhead. A pungent smell clings to the

A. Armorer's District 1



G : Garuff

1 square = 5 feet

Pathfinder Flip=Mat: Ancient Dungeons

chamber's walls even three millennia later. This must be one of Jormurdun's fabled forges.

Trap: Closer visual examination of the long-cold forge suggests that runes of ancient pedigree are inscribed into the metal along its rim. However, they are badly obscured by caked-on soot. The PCs can clean off this soot with water and a cloth or just several minutes of scrubbing; however, touching the metal rim triggers the trap described below. Once the soot is washed away, a PC can read the inscription with a successful Linguistics check (DC equal to 16 + APL), which says "By our harmony, hammer, and anvil/the clang of metal sings our song" in addition to what appears to be a proper name or title: "Casadagar." A PC who can read and understand Dwarven gains a +5 bonus on this check.

COLD FORGE SUMMONING TRAP **CR 3**

Type: magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger touch; Reset 1 day

Effect When this trap is triggered, the slag in the forge glows brightly and spews burning metal, summoning two small fire

elementals on opposite sides of the forge.

SMALL FIRE ELEMENTAL (2) **CR 1**

hp 11 each (Pathfinder Bestiary 124)

Subtier 3–4 (CR 5)

COLD FORGE SUMMONING TRAP **CR 5**

Type: magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger touch; Reset 1 day

Effect When this trap is triggered, the slag in the forge glows brightly and spews burning metal, summoning a large magma elemental.

LARGE MAGMA ELEMENTAL **CR 5**

hp 60 each (Pathfinder Bestiary 2 118)

Subtier 5–6 (CR 7)

COLD FORGE SUMMONING TRAP **CR 7**

Type: magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; Reset 1 day

Effect When this trap is triggered, the slag in the forge glows brightly and spews burning metal, summoning a magma ooze.

MAGMA OOZE CR 7

hp 85 each (Pathfinder Bestiary 2 184)

Subtier 7–8 (CR 9)

COLD FORGE SUMMONING TRAP CR 9

Type: magic; Perception DC 32; Disable Device DC 32

EFFECTS

Trigger touch; Reset manual

Effect When this trap is triggered, the slag in the forge glows brightly and spews burning metal, summoning an advanced shard slag.

ADVANCED SHARD SLAG CR 9

hp 150 each (Pathfinder Bestiary 4 240, 288)

Subtier 10–11 (CR 12)

COLD FORGE SUMMONING TRAP CR 12

Type: magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger touch; Reset manual

Effect When this trap is triggered, the slag in the forge glows brightly and spews burning metal, summoning an advanced shard slag.

ADVANCED ELDER MAGMA ELEMENTAL CR 12

hp 150 each (Pathfinder Bestiary 2 118, 292)

Development: Reciting the inscribed lines aloud in Dwarven pops open a panel in the alcove to the west, where the master of this forge hid an emergency stash of supplies; be sure to report that the PCs found these when reporting the encounter's success.

The walls of this chamber are carved from the very rock of the mountain and stained black with soot. Littering the tiled floor are hundreds of coins made of precious metal, freshly forged shields, bucklers, maces, blades, and suits of chainmail. A number of jawless skulls also lie on the heaps of treasure, along with several open and empty ironbound oak chests. A winding path through the rich debris leads to a fifteen-foot tall statue of bronze: a muscled humanoid with the head of a bull-pig hybrid, bearing a bowl in which something shines brightly.

A PC who succeeds at a DC 20 Knowledge (history or religion) check identifies this idol as Ghrode, an obscure

mythological being believed to serve Torag by inspecting the work of blacksmiths and gemcutters. Among the strange practices of the denizens of Jormurdun was this appeasement cult: those dwarves who worked the citadel's fabled forges and workshops made regular offerings to Ghrode here in his shrine—offerings that should be left undisturbed. If the the Knowledge check exceeded the DC by 5 or more, the PC is also aware that Ghrode was considered possessive, capricious, and vindictive, and that those who entered his shrines only did so to leave a worthy gift. The bright item in the offering bowl (which is held 10 feet off the ground) is a carved jade bull the size of a dwarf's head. However, the figure is an illusion and vanishes as soon as anyone attempts to take it. Close examination of the idol reveals a phrase etched into its lips in Dwarven: "A master earns enough to give, and a novice can spare enough to earn my favor. Both give gifts to Ghrode."

Hazard: A dreadful curse lies over the items in this chamber that the duergar attempted to loot millennia ago. Anyone who touches or treads upon any of the offerings scattered across the shrine (such as by moving into a square mostly covered with treasure), or attempts to take the illusory statuette in the idol's bowl is subject to the curse (see below). A save is required every time a cursed item is touched or trod upon, and any items removed from the room are automatically teleported back when a PC exits. Each time a player is touched by the curse, the individual tastes ashes in her mouth; this is fleeting if the save is successful, but persists as long as the curse plagues the victim.

It is possible to avoid the curse and receive a boon by making an offering of coins, gems, or manufactured goods. A PC can determine that the value of an appropriate donation with a successful DC 15 Appraise or Knowledge (religion) check; the gold piece value is equal to 10 times the total number of character levels among the PCs. PCs who make such an offering are rewarded later (see Development).

Subtier 1–2 (CR 3)

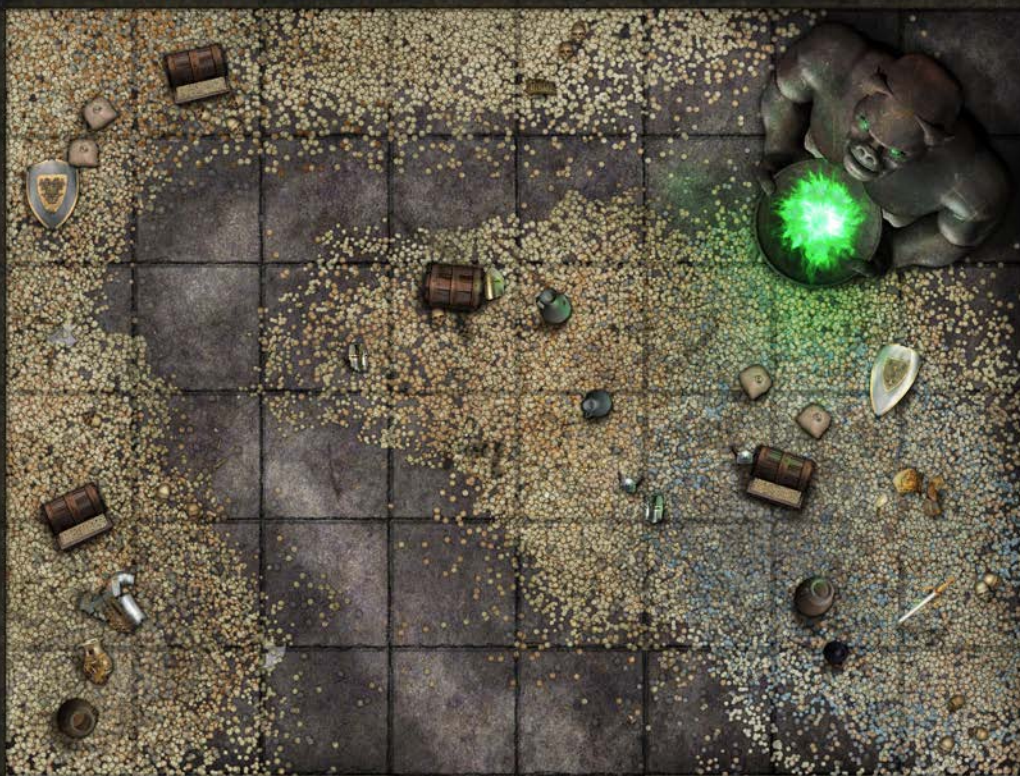
THIEF'S BURDEN

Type curse; Save Will DC 15

Frequency 1/day

Effects The Dwarven word for "thief" appears on the afflicted individual's cheek, written in soot. Furthermore, the subject takes a -2 penalty to his highest ability score. If two ability scores are tied, then determine randomly which ability score is affected.

A. Armorer's District 2



1 square = 5 feet

Pathfinder Map Pack: Dungeon Sites

Subtier 3–4 (CR 5)

THIEF'S BURDEN

Type curse; Save Will DC 18

Frequency 1/day

Effects The Dwarven word for "thief" appears on the afflicted individual's cheek, written in soot. Furthermore, the subject takes a -2 penalty to his highest ability score. If two ability scores are tied, then determine randomly which ability score is affected.

Subtier 5–6 (CR 7)

THIEF'S BURDEN

Type curse; Save Will DC 21

Frequency 1/day

Effects The Dwarven word for "thief" appears on the afflicted individual's cheek, written in soot. Furthermore, the subject takes a -4 penalty to his highest ability score. If two ability scores are tied, then determine randomly which ability score is affected.

Subtier 7–8 (CR 9)

THIEF'S BURDEN

Type curse; Save Will DC 24

Frequency 1/day

Effects The Dwarven word for "thief" appears on the afflicted individual's cheek, written in soot. Furthermore, the subject takes a -4 penalty to his highest ability score. If two ability scores are tied, then determine randomly which ability score is affected.

Subtier 10–11 (CR 12)

THIEF'S BURDEN

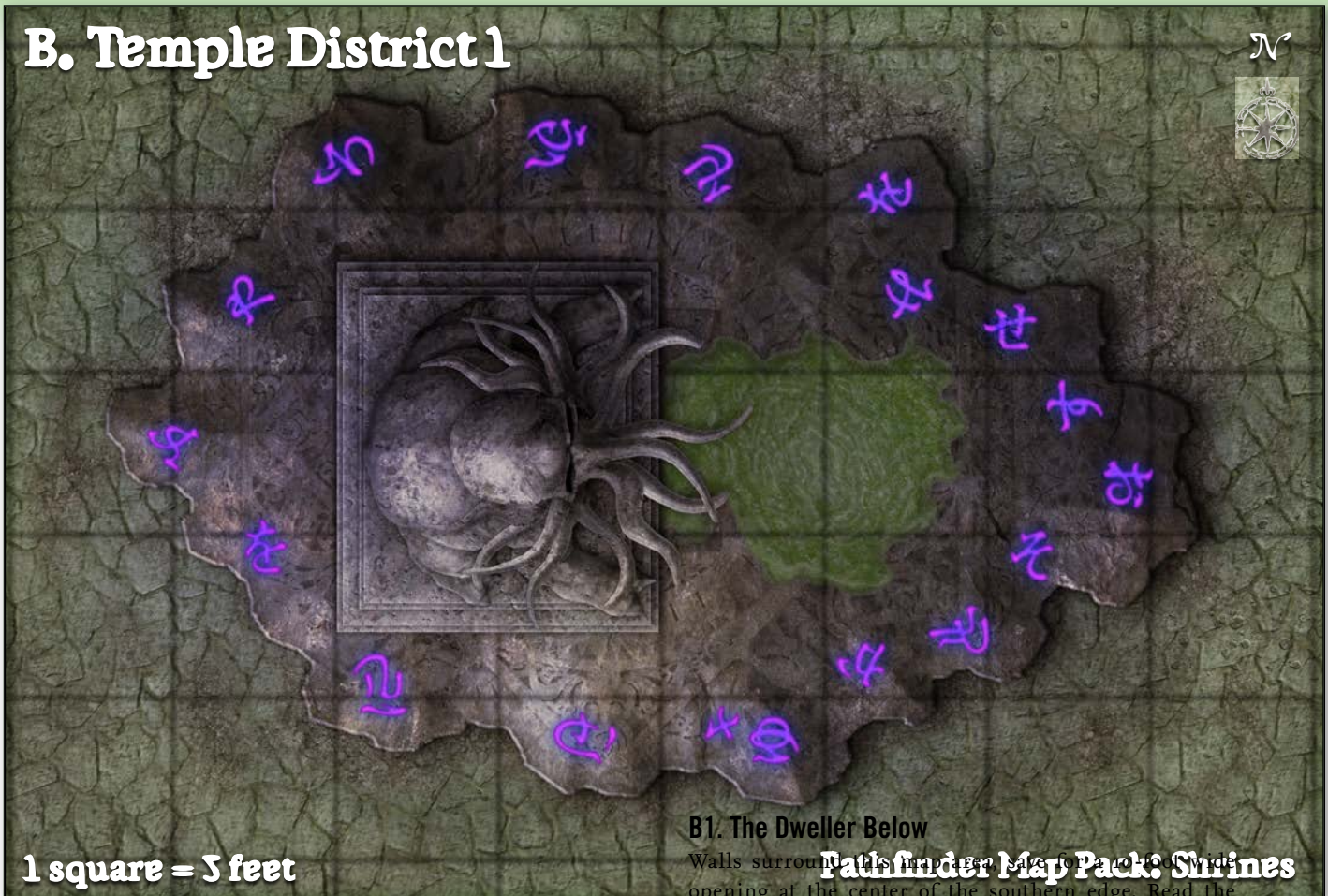
Type curse; Save Will DC 27

Frequency 1/day

Effects The Dwarven word for "thief" appears on the afflicted individual's cheek, written in soot. Furthermore, the subject takes a -4 penalty to his highest ability score. If two ability scores are tied, then determine randomly which ability score is affected.

Development: If the PCs made an adequate donation to the Ghrode's shrine, the next time they complete an

B. Temple District 1



B1. The Dweller Below

Walls surrounding this platform are 4 ft to 6 ft wide, opening at the center of the southern edge. Read the following as PCs enter.

A cracked, squat idol with a toad-like body and bloated head boasting a number of tentacles spread around its loathsome form sits atop this raised, irregular platform. A slimy indentation before it is lined with green-tinged mold and runes ring the platform's edge, glowing with a sickly, purplish hue. The idol's sightless black eyes seem to glare with malevolence.

A PC who succeeds at a DC 20 Knowledge (history or religion) check identifies this idol as an entity known simply as The Dweller Below, a malignant bogeyman representing the evil found in the Darklands from whence dwarves came. Images of the creature are a reminder of the dangers that live in the subterranean depths, though worship of The Dweller Below is rarely tolerated, much less condoned. A short-lived cult formed in Jormurdun to appease this cruel spirit, but now the site is a magnet for the aberrations that stalk the sky citadel.

Trap: A DC 14 Perception check reveals that a small tome, ancient sheets of vellum between worn leather covers, sits beneath the thing's tentacles. The eyes of the idol are made of polished obsidian, but are set in orbits overlapped by stone and cannot be removed without

1 square = 5 feet

encounter that does not have supplies for the PCs to find, they find a cache of supplies. One coin or item among the supplies bears an inscription in Dwarven that reads, "Ghrode rewards the pious."

B. TEMPLE DISTRICT ENCOUNTERS

The Temple District has the greatest concentration of public temples and shrines other than small forges dedicated to Torag. There is at least one large place of worship dedicated to each of the dwarven pantheon other than Droskar. Several smaller shrines dedicated to lesser cults are nestled in alleys. As the dwarves of Jormurdun isolated themselves more and more, they became less trusting of foreign deities and more tolerant of alternate yet locally developed interpretations of their traditional pantheon.

The common encounter for this district can occur at either location. However, the PCs should have an opportunity to neutralize the haunt in area B2 before the common encounter occurs.

breaking the statue or employing *stone shape*. Touching the idol in any way or the tome triggers a potentially lethal trap.

Subtier 1–2 (CR 3)

DWELLER'S GARROTE TRAP **CR 3**

Type: magic; Perception DC 25; Disable Device DC 27

EFFECTS

Trigger touch; Reset automatic

Effect Anyone touching the Dweller idol or tome feels a cold, damp, yet invisible tentacle wrap itself around her neck. Unless a DC 15 Will save is made the target suffers 1d4 of nonlethal damage. On each subsequent round the damage increases by 1d4 to a maximum of 3d4. Each round on its turn, the subject may attempt a new saving throw to end the effect. The effect ends automatically if the subject falls unconscious. Other PCs may assist the subject using healing spells or other creative solutions.

Subtier 3–4 (CR 5)

DWELLER'S GARROTE TRAP **CR 5**

Type: magic; Perception DC 27; Disable Device DC 29

EFFECTS

Trigger touch; Reset automatic

Effect Anyone touching the Dweller idol or tome feels a cold, damp, yet invisible tentacle wrap itself around her neck. Unless a DC 17 Will save is made the target suffers 1d4 of nonlethal damage. On each subsequent round the damage increases by 1d4 to a maximum of 4d4. Each round on its turn, the subject may attempt a new saving throw to end the effect. The effect ends automatically if the subject falls unconscious. Other PCs may assist the subject using healing spells or other creative solutions.

Subtier 5–6 (CR 7)

DWELLER'S GARROTE TRAP **CR 7**

Type: magic; Perception DC 30; Disable Device DC 32

EFFECTS

Trigger touch; Reset automatic

Effect Anyone touching the Dweller idol or tome feels a cold, damp, yet invisible tentacle wrap itself around her neck. Unless a DC 19 Will save is made the target suffers 1d8 of nonlethal damage. On each subsequent round the damage increases by 1d8 to a maximum of 3d8. Each round on its turn, the subject may attempt a new saving throw to end the effect. The effect ends automatically if the subject falls unconscious. Other PCs may assist the subject using healing spells or other creative solutions.

Subtier 7–8 (CR 9)

DWELLER'S GARROTE TRAP **CR 9**

Type: magic; Perception DC 32; Disable Device DC 34

EFFECTS

Trigger touch; Reset automatic

Effect Unless a DC 21 Will save is made the target suffers 1d8 of nonlethal damage. On each subsequent round the damage increases by 1d8 to a maximum of 4d8. Each round on its turn, the subject may attempt a new saving throw to end the effect. The effect ends automatically if the subject falls unconscious. Other PCs may assist the subject using healing spells or other creative solutions.

Subtier 10–11 (CR 12)

DWELLER'S GARROTE TRAP **CR 12**

Type: magic; Perception DC 34; Disable Device DC 36

EFFECTS

Trigger touch; Reset automatic

Effect Anyone touching the Dweller idol or tome feels a cold, damp, yet invisible tentacle wrap itself around her neck. Unless a DC 24 Will save is made the target suffers 2d8 of nonlethal damage. On each subsequent round the damage increases by 2d8 to a maximum of 8d8. Each round on its turn, the subject may attempt a new saving throw to end the effect. The effect ends automatically if the subject falls unconscious. Other PCs may assist the subject using healing spells or other creative solutions.

Development: If the party manages to procure the tome entitled *It Crawls in Darkness*, they find it is still intact and contains references to the Seer's, Mines, and Monuments districts of Jormurdun. In addition, the tome acts as a scroll that contains several spells depending on the subtier.

Subtier 1–2: *Shield of faith* and *enlarge person*

Subtier 3–4: *Resist energy* and *lesser restoration*

Subtier 5–6: *Haste* and *prayer*

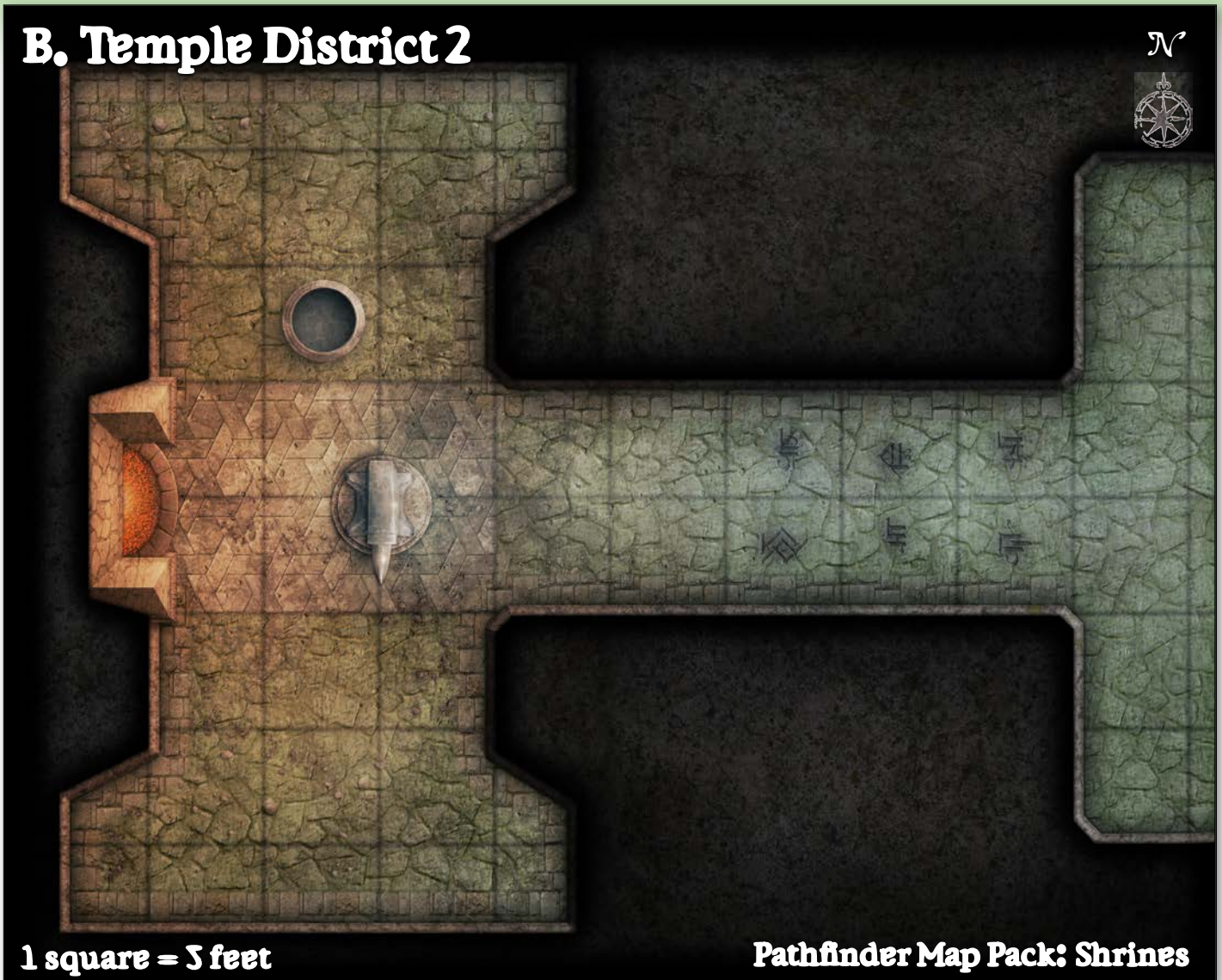
Subtier 7–8: *Freedom of movement* and *dimension door*

Subtier 10–11: *Hold monster* and *true seeing*

B2. Defiled Shrine (Temple District Map 2)

Plaques at the entrance of this space identify it as a shrine to Torag, patron god of the dwarves of Jormurdun, but the unfolding scene is shocking. The bas relief carvings on the stone walls are defaced, not by the ravages of time, but by the work of impious vandals. The adamantine anvil-altar is scarred, and ritual instruments are scattered around the floor. Strangely, the glow of fire still pulses from the sacred forge on the west wall.

B. Temple District 2



1 square = 5 feet

Pathfinder Map Pack: Shrines

When the duergar (favored servants of the banished dwarven god Droskar) conquered Jormurdun, they systematically desecrated every shrine to Torag that they could find. This large shrine is no exception, and the interior is slathered in painted blasphemies and gouged by duergar picks. The holy water font south of the battered anvil-altar is cracked and dry and examination of the ritual instruments (a pair of iron chalices, tongs of silver, a jeweler's loop and chisel, blacksmith's gloves, and three pieces of coal) shows they have been deliberately brutalized, torn, marred, and broken. Even the anvil's inscription (in Dwarven: "Hard work and tidy forge are their own blessing") has a single long scratch scarred into the iron. With a successful DC 10 Appraise or Perception check, a PC can determine that the damage is ancient.

Haunt: When the duergar reached this shrine, it was still occupied by three priests of Torag. The invaders subdued the clerics, bound them, and woke them long

enough that they could witness the desecration of the temple. The humiliation complete, the duergar killed the priests, used the blood to paint more insults, and disposed of the bodies.

Approaching the forge is dangerous due to the fact the spirits of the long-dead priests witness ed the shrine's desecration are centered there. Entering the shrine activates the haunt.

Subtier 1–2 (CR 3)

BLASPHEMOUS FLAMES CR 3

CE haunt (5 ft. radius of the forge)

Caster Level 3rd

Notice Perception DC 20 (to note faint faces dancing in the forge's flames)

hp 13; Trigger proximity; Weakness in addition to positive energy the haunt takes damage from magical cold aimed at the forge; Reset 1 day

Effect When the haunt boundary is crossed, flames shoot out from the forge in a 15 ft. cone, accompanied by a hateful cacophony of screams (flames as burning hands, cast at 3rd level; targets of good alignment suffer +1 damage on the die).

Destruction The shrine must be re-consecrated.

Subtier 3–4 (CR 5)

BLASPHEMOUS FLAMES CR 5

CE haunt (10 ft. radius of the forge)

Caster Level 5th

Notice Perception DC 26 (to note faint faces dancing in the forge's flames)

hp 22; Trigger proximity; Weakness in addition to positive energy the haunt takes damage from magical cold aimed at the forge; Reset 1 day

Effect When the haunt boundary is crossed, flames shoot out from the forge in a 15 ft. cone, accompanied by a hateful cacophony of screams (flames as burning hands, cast at 5th level; targets of good alignment suffer +1 damage on the die).

Destruction The shrine must be re-consecrated.

Subtier 5–6 (CR 7)

BLASPHEMOUS FLAMES CR 7

CE haunt (20 ft. radius of the forge)

Caster Level 7th

Notice Perception DC 26 (to note faint faces dancing in the forge's flames)

hp 31; Trigger proximity; Weakness in addition to positive energy the haunt takes damage from magic cold aimed at the forge; Reset 1 day

Effect When the haunt boundary is crossed, flames explode from the forge in a 20 ft. radius, accompanied by a hateful cacophony of screams (flames as fireball, cast at 7th level; targets of good alignment suffer +1 damage on the die).

Destruction The shrine must be re-consecrated.

Subtier 7–8 (CR 9)

BLASPHEMOUS FLAMES CR 9

CE haunt (20 ft. radius of the forge)

Caster Level 9th

Notice Perception DC 30 (to note faint faces dancing in the forge's flames)

hp 40; Trigger proximity; Weakness in addition to positive energy the haunt takes damage from magic cold aimed at the forge; Reset 1 day

Effect When the haunt boundary is crossed, flames explode from the forge in a 20 ft. radius, accompanied by a hateful cacophony of screams (flames as fireball, cast at 9th level;

targets of good alignment suffer +1 damage on the die).
Destruction The shrine must be re-consecrated.

Subtier 10–11 (CR 12)

BLASPHEMOUS FLAMES CR 12

CE haunt (20 ft. radius of the forge)

Caster Level 10th

Notice Perception DC 30 (to note faint faces dancing in the forge's flames)

hp 54; Trigger proximity; Weakness in addition to positive energy the haunt takes damage from magic cold aimed at the forge; Reset 1 day

Effect When the haunt boundary is crossed, flames explode from the forge in a 20 ft. radius, accompanied by a hateful cacophony of screams (flames as fireball, cast at 10th level; targets of good alignment suffer +2 damage on the die).

Destruction The shrine must be re-consecrated.

Development: After the haunt has triggered and all PCs have left the effective range of the flames, the screams of the damned, spoken in Dwarven, persist: "TORAG! WE HAVE FAILED YOU!"

If the PCs spend at least 10 minutes cleaning the shrine, they earn a minor blessing from Torag as thanks for their hard work. For the rest of the adventure, the PCs weapons are treated as magic weapons for the purpose of overcoming damage reduction and harming incorporeal creatures. If a weapon is already magic, it is also treated as cold iron. Cold iron magic weapons deal an additional 2 points of damage to duergar.

If a PC is a worshipper of the dwarven pantheon or casts *bless* or a similar spell to help cleanse the shrine, the enhancement bonus of any weapon he wields increases by 1 for the rest of the adventure.

C. MINER'S DISTRICT ENCOUNTERS

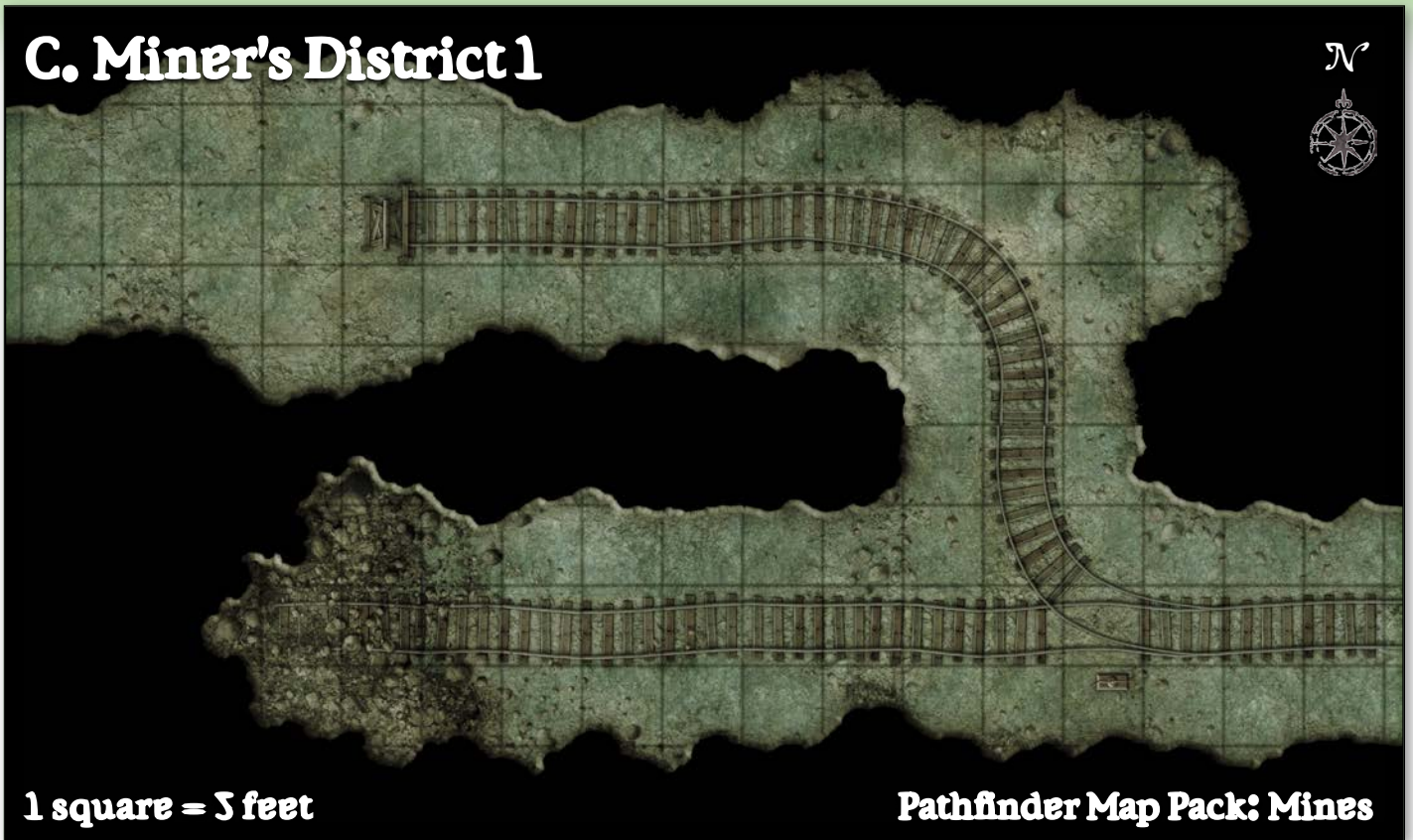
The Miner's District contains the tunnels through which the dwarves ascended to the surface from Nar-Voth, and it is also where they extracted much of the ore that brought them wealth. Many facilities used for crushing ore, storing raw materials, and housing workers still stand here.

The common encounter for this district can occur at either location. However, the PCs should have an opportunity to encounter the haunt in area C1 before the common encounter occurs.

C1. Strange Cave-In (Miner's District Map 1)

The PCs arrive in this area through the tunnel to the east.

C. Miner's District 1



1 square = 5 feet

Pathfinder Map Pack: Mines

This tunnel corridor is blocked by a cave-in with rubble filling much of the tunnel all the way to its ceiling. Protruding from the edge of the debris on the track is an ancient pickaxe against which rests a skeletal arm that protrudes from the wreckage. A few small gold nuggets and a rusted cart wheel lie nearby.

Haunt: Initial clashes with the duergar saw the use of powerful magic, including spells that shook entire tunnels to the point of collapse and summoned massive earth elementals that could crush supports. Several miners were unable to escape these early skirmishes and died in the ensuing cave-ins. It's now haunted by the angry spirits of four buried miners.

Subtier 1–2 (CR 3)

MINER'S NIGHTMARE CR 3

Caster Level 3rd
 Notice Perception DC 15 (to note the distant sound of a rock slide followed by muffled cries for help)
 hp 6; Trigger touch (the pickaxe or skeletal hand of the buried miner); Weakness in addition to positive energy the haunt takes 5 points of damage for each vial of holy water poured on the pickaxe or hand; Reset 1 week
 Effect Persons standing within 5 ft. of the pickaxe or skeletal hand when it is touched experience the claustrophobic

sensation of being buried under rubble while suffering the effects of mass pain strikeAPG (CL 3rd, Fortitude DC 14).
 Destruction The bones of all four miners must be unearthed and given proper burial.

Subtier 3–4 (CR 5)

MINER'S NIGHTMARE CR 5

Caster Level 5th
 Notice Perception DC 20 (to note the distant sound of a rock slide followed by muffled cries for help)
 hp 10; Trigger touch (the pickaxe or skeletal hand of the buried miner); Weakness in addition to positive energy the haunt takes 5 points of damage for each vial of holy water poured on the pickaxe or hand; Reset 1 week
 Effect Persons standing within 10 ft. of the pickaxe or skeletal hand when it is touched experience the claustrophobic sensation of being buried under rubble while suffering the effects of mass pain strikeAPG (CL 6th, Fortitude DC 18).
 Destruction The bones of all four miners must be unearthed and given proper burial.

Subtier 5–6 (CR 7)

MINER'S NIGHTMARE CR 7

Caster Level 7th
 Notice Perception DC 20 (to note the distant sound of a rock

C. Miner's District 2



1 square = 5 feet

Pathfinder Map Pack: Mines

slide followed by muffled cries for help)
 hp 14; Trigger touch (the pickaxe or skeletal hand of the buried miner); Reset 1 week
 Effect Persons standing within 15 ft. of the pickaxe or skeletal hand when it is touched experience the claustrophobic sensation of being buried under rubble while suffering the effects of ash stormUM and mass pain strikeAPG (CL 6th, Fortitude DC 18).
 Destruction The bones of all four miners must be unearthed and given proper burial.

Subtier 7–8 (CR 9)

MINER'S NIGHTMARE CR 9

Caster Level 9th
 Notice Perception DC 20 (to note the distant sound of a rock slide followed by muffled cries for help)
 hp 18; Trigger touch (the pickaxe or skeletal hand of the buried miner); Reset 1 day
 Effect Persons standing within 20 ft. of the pickaxe or skeletal hand when it is touched experience the claustrophobic sensation of being buried under rubble while suffering the effects of ash stormUM and mass pain strikeAPG (CL 6th, Fortitude DC 18) but dealing 2d6 damage per round instead of 1d6.
 Destruction The bones of all four miners must be unearthed and given proper burial.

Subtier 10–11 (CR 12)

MINER'S NIGHTMARE CR 12

Caster Level 12th
 Notice Perception DC 20 (to note the distant sound of a rock slide followed by muffled cries for help)
 hp 24; Trigger proximity (standing within 5 ft. of the pickaxe or skeletal hand of the buried miner); Reset 1 day
 Effect Persons standing within 25 ft. of the pickaxe or skeletal hand when it is touched experience the claustrophobic sensation of being buried under rubble while suffering the effects of mass suffocationAPG (CL 12, Fortitude DC 23).
 Destruction The bones of all four miners must be unearthed and given proper burial.

Development: Should the party examine the ancient pickaxe afterwards, they find runes etched in the handle spelling the name Khargall. If the PCs take 10 minutes to excavate the wreckage and succeed at a DC 15 Knowledge (dungeoneering or engineering) or Profession (miner) check, they can clear enough of the rubble to recover some of the gold-bearing rocks in the cart. This counts as recovering supplies when reporting a successful encounter.

C2. Duergar Depths (Miner's District Map 2)

The tunnel is interrupted by a fifteen-foot wide gap in the ground, the mining track twisted up and away from the ground. A dozen cave bats suddenly emerge from the descending hole, their high-pitched screeching echoing off the rocky walls of the tunnel as they fly into the darkness to the west. An ancient shovel lies on the ground.

A PC who succeeds at a DC 13 Knowledge (dungeoneering or engineering) check suggests that the hole was dug here recently. Closer inspection of the shovel (DC 15 Appraise or Perception) indicates that rather than being old, it is simply of exceptionally poor craftsmanship. With a successful DC 15 Knowledge (religion) check, a PC can discern that this kind of workmanship is characteristic of worshipers of Droskar, a clue that this recent work was done by the duergar and that this is one of their entry points from the Darklands below. In fact, the duergar who ambushed the Pathfinders in the Grand Cathedral came up here, intent on attacking Yealek-Vor's demonic forces that had previously occupied that area.

Trap: The cunning duergar have trapped the edges of this entry hole. While casual inspection suggests the precipice is firm ground, in fact the five-foot sections on either side of the hole are quite unstable. Anyone who steps in these areas runs the risk of the ground breaking away and falling down the hole, banging against rocky walls until she comes to rest on one of the ledges below. The trap can be avoided entirely if a PC climbs across the tunnel wall, the ease of which varies between subtiers as listed in the trap's description. Those who fall into the pit can climb out with a successful DC 15 Climb check (all subtiers).

A PC can attempt what appears to just be a 15-foot leap, though in fact he must jump at least 25 feet to avoid triggering the collapse on either side of the chasm. A PC can disable the trap on the eastern side, success indicating that the individual has managed to use other rocks and debris to shore up the area. The west side must be disabled separately.

Subtier 1–2 (CR 3)

PERILOUS PRECIPICE TRAP CR 3

Type: mechanical; Perception DC 22; Disable Device DC 22

EFFECTS

Trigger location; Reset none; Climb DC 20

Effect Those standing (or landing) in the area of effect find the ground crumbling beneath their feet and plummet into the pit's depths, landing on a ledge 20 feet down and taking 2d6 damage (Reflex DC 20 negates)

Subtier 3–4 (CR 5)

PERILOUS PRECIPICE TRAP CR 5

Type: mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Reset none; Climb DC 22

Effect Those standing (or landing) in the area of effect find the ground crumbling beneath their feet and plummet into the pit's depths, landing on a ledge 40 feet down and taking 4d6 damage (Reflex DC 22 negates)

Subtier 5–6 (CR 7)

PERILOUS PRECIPICE TRAP CR 7

Type: mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Reset none; Climb DC 24

Effect Those standing (or landing) in the area of effect find the ground crumbling beneath their feet and plummet into the pit's depths, landing on a ledge 80 feet down and taking 8d6 damage (Reflex DC 24 negates).

Subtier 7–8 (CR 9)

PERILOUS PRECIPICE TRAP CR 7

Type: mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Reset none; Climb DC 24

Effect Those standing (or landing) in the area of effect find the ground crumbling beneath their feet and plummet into the pit's depths, landing on a ledge 80 feet down and taking 8d6 damage (Reflex DC 24 negates).

FALLING BLOCK TRAP CR 7

Type: mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Reset none; Climb DC 24

Effect Those flying above the pit trigger hidden tripwires that causes a block of stone to fall from the ceiling, pushing them into the pit below and dealing 8d6 damage (Reflex DC 24 negates).

Subtier 10–11 (CR 12)

PERILOUS PRECIPICE TRAP CR 9

Type: mechanical; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger location; Reset none; Climb DC 26

Effect Those standing (or landing) in the area of effect find the ground crumbling beneath their feet and plummet into the pit's depths, landing on a ledge 100 feet down and taking 10d6 damage (Reflex DC 26 negates).

FALLING BLOCK TRAP CR 11

Type: mechanical; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger location; Reset none; Climb DC 24

Effect Those flying above the pit trigger hidden tripwires that causes a block of stone to fall from the ceiling, pushing them into the pit below and dealing 11d6 damage (Reflex DC 24 negates).

Development: The players could potentially bypass this encounter by going around it, a route that takes an additional 10 minutes. Bypassing the encounter in this way does not count as a success.

D. SEER'S DISTRICT ENCOUNTERS

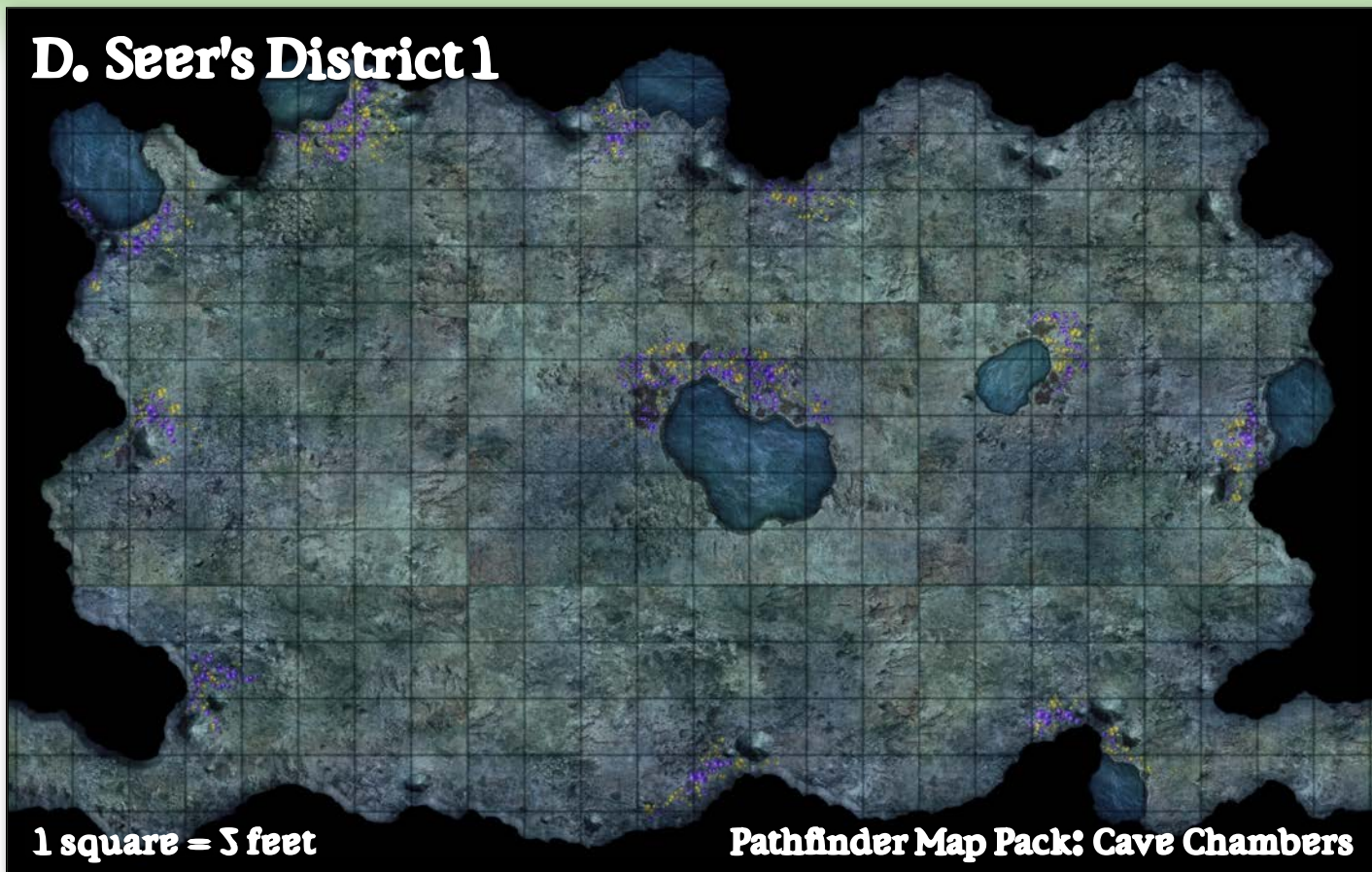
The Seer's District gets its name from the unique gases that seep from natural fissures in the rock. The dwarves soon built valves to control the flow of these gases, many of which could induce hallucinations—or prophetic visions in those blessed by Torag to interpret the resulting images. Most of the district is occupied by monasteries, academies, and other places of contemplation and learning.

Common encounter can take place at either site. However, the PCs should have an opportunity to complete the encounter in area **D1** before using the site for common encounters.

D1. The Ravenous Dead

Hundreds of stalactites extend from the ceiling of this natural cavern thirty feet overhead. Dirt and stony debris litter the

D. Seer's District 1



1 square = 5 feet

Pathfinder Map Pack: Cave Chambers

cave floor, along with discarded scrolls, bits of bone, and a few jawless skulls. Moisture drips from the stalactites into seven natural pools scattered about the chamber, which bears the putrescent odor of a charnel house.

The scrolls on the floor of the cave are ancient and crumble to powder as soon as they're disturbed. The bones are those of small animals—bats, lizards, snakes—used in divination rituals millennia past. The skulls are those of dwarves, and PCs who succeed at a DC 20 Knowledge (arcana or religion) check recognize that the skulls' artful etchings suggest that they once belonged to honored seers who passed on.

Creatures: Undead inhabit the fringes of this cave, the revenants of some long-ago explorers who fell afoul of the dangers of Jormurdun's ruins. Drawn by the PCs' breath, they come from the shadows of the northwest and northeast corners and attack with hatred the dead hold for the living.

Subtier 1–2 (CR 3)

FLAMING BEHEADED (2) CR 1/2

hp 4 each (*Pathfinder RPG Bestiary* 4 17)

SCREAMING BEHEADED (2) CR 1/2

hp 4 each (*Pathfinder RPG Bestiary* 4 17)

Subtier 3–4 (CR 5)

SHREDSKINS (3) CR 2

hp 22 each (*Pathfinder RPG Bestiary* 4 243)

Subtier 5–6 (CR 7)

WIGHTS (4) CR 3

hp 26 each (*Pathfinder RPG Bestiary* 276)

Subtier 7–8 (CR 9)

GAKIS (2) CR 7

hp 74 each (*Pathfinder RPG Bestiary* 4 118)

Subtier 10–11 (CR 12)

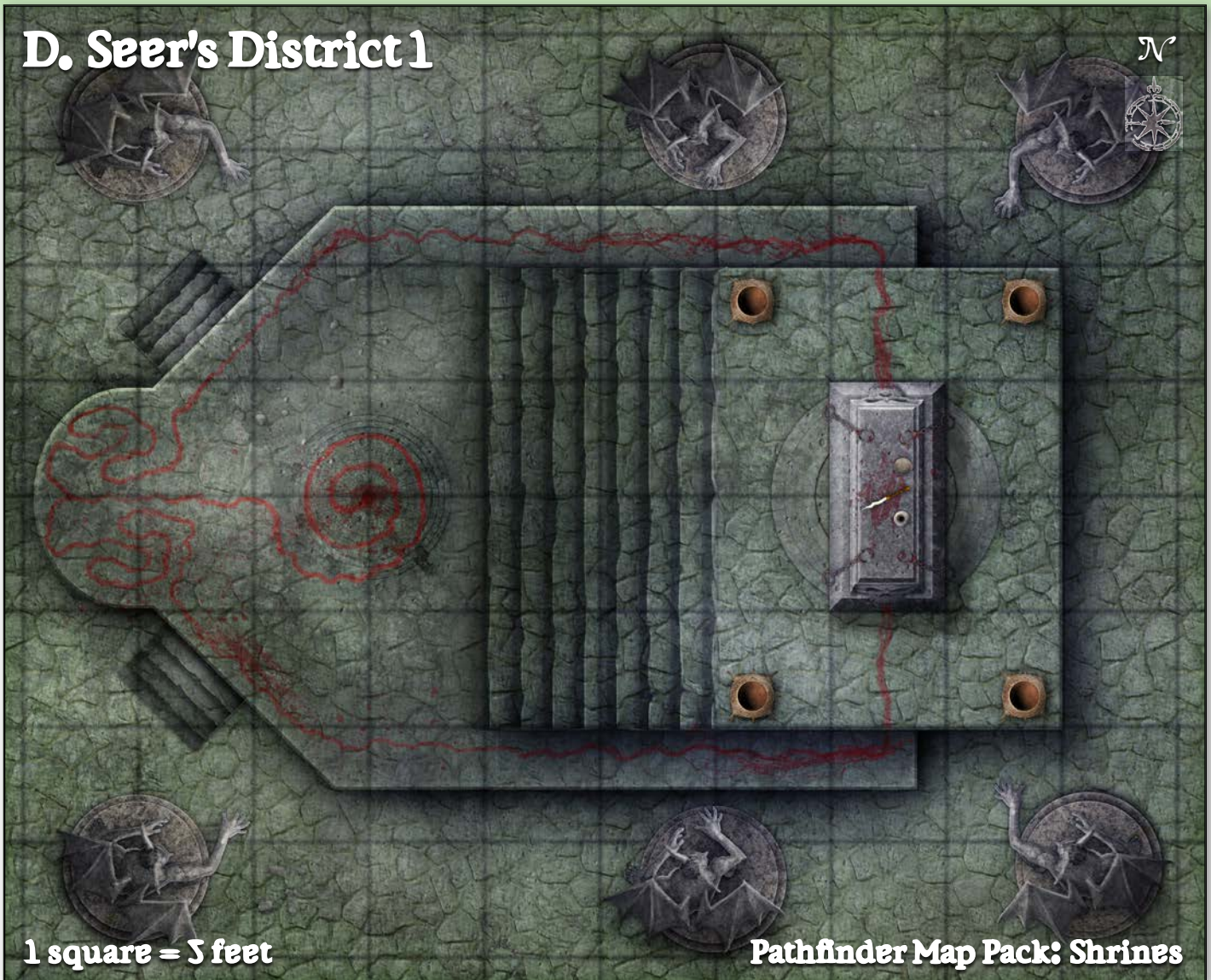
MOHRGS (4) CR 8

hp 91 each (*Pathfinder RPG Bestiary* 208)

D2. Chamber of Auguries

Although this area appears to have open sides, it is actually a room enclosed by walls along the map's

D. Seer's District 1



1 square = 5 feet

Pathfinder Map Pack: Shrines

periphery. There is a 10-foot-wide entrance in the center of the south wall.

A large two-tier platform dominates this chamber, a rectangular stone altar to the north. A narrow channel stained red runs around its floor, twisting in strange patterns. The platform is flanked by six statues of demonic mien that reach out with wickedly clawed hands.

A PC who succeeds at a DC 15 Knowledge (arcana or religion) check recognizes that the chamber was once used for performing auguries based on its layout, furnishings, and decorations. Exceeding the DC by 10 or more also allows the PC to identify the statues as so-called “beasts of ignorance,” mythological creatures common in the artwork of a divination cult known as the Vision Unveiled. From a distance one can see that there are some

implements on the altar, though details aren’t discernable without closer examination. Anyone standing next to the altar can see a knife made of silver and colored tiles fixed into the stone surface, dingy with age.

Hazard: As soon as someone mounts the highest tier of the platform, a red liquid is released from skull mouths carved in the base of the altar on its left and right sides. This liquid fills the twisting channel over the course of 2 rounds. A DC 20 Craft (Alchemy) or Knowledge: Arcana check reveals that it’s a substance once used in divination magic that fell out of fashion (25+ suggests that the oil had deleterious effects on augurs after years of exposure). Once the liquid has filled the channel, track the time the party remains in this space as the combination of the ancient oil (super-concentrated after years in storage) and the carbon dioxide being exhaled by the PCs creates a gas known as augur’s vapors and is potentially lethal. Within

a few rounds, the fumes have become concentrated enough to poison anyone in the area.

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Subtier 1–2 (CR 3)

AUGUR'S VAPORS CR 3

Environmental hazard

Onset 6 rounds after the liquid fills the channel

Notice (Before Onset) Perception DC 16 (to notice a mild odor of cinnamon and vinegar)

Notice (After Onset) Perception DC 16 (to notice a sharp odor of cinnamon and vinegar)

Effect Augur's vapors (**Type** inhaled; **Fort DC** 13; **Frequency** 1/round for 6 rounds; **Effect** 1 Con damage; **Cure** 1 save). PCs may attempt to hold their breath (see *Pathfinder RPG Core Rulebook* 558).

Dissipation After players leave the chamber, it takes an hour for the fumes to dissipate.

Subtier 3–4 (CR 5)

AUGUR'S VAPORS CR 5

Environmental hazard

Onset 5 rounds after the liquid fills the channel

Notice (Before Onset) Perception DC 19 (to notice a mild odor of cinnamon and vinegar)

Notice (After Onset) Perception DC 19 (to notice a sharp odor of cinnamon and vinegar)

Effect Augur's vapors (**Type** inhaled; **Fort DC** 16; **Frequency** 1/round for 6 rounds; **Effect** 1 Con and 1 Dex damage; **Cure** 1 save). PCs may attempt to hold their breath (see *Pathfinder RPG Core Rulebook* 558).

Dissipation After players leave the chamber it takes an hour for the fumes to dissipate.

Subtier 5–6 (CR 7)

AUGUR'S VAPORS CR 7

Environmental hazard

Onset 4 rounds after the liquid fills the channel

Notice (Before Onset) Perception DC 22 (to notice a mild odor of cinnamon and vinegar)

Notice (After Onset) Perception DC 22 (to notice a sharp odor of cinnamon and vinegar)

Effect Augur's vapors (**Type** inhaled; **Fort DC** 16; **Frequency** 1/round for 6 rounds; **Effect** 1 Con and 1 Dex damage plus confused 1 round; **Cure** 1 save). PCs may attempt to hold their breath (see *Pathfinder RPG Core Rulebook* 558).

Dissipation After players leave the chamber it takes an hour for the fumes to dissipate.

Subtier 7–8 (CR 9)

AUGUR'S VAPORS CR 9

Environmental hazard

Onset 3 rounds after the liquid fills the channel

Notice (Before Onset) Perception DC 25 (to notice a mild odor of cinnamon and vinegar)

Notice (After Onset) Perception DC 25 (to notice a sharp odor of cinnamon and vinegar)

Effect Augur's vapors (**Type** inhaled; **Fort DC** 19; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Con and 1d2 Dex damage plus confused 1d3 rounds; **Cure** 1 save). PCs may attempt to hold their breath (see *Pathfinder RPG Core Rulebook* 558).

Dissipation After players leave the chamber it takes 24 hours for the fumes to dissipate.

Subtier 10–11 (CR 12)

AUGUR'S VAPORS CR 12

Environmental hazard

Onset 3 rounds after the liquid fills the channel

Notice (Before Onset) Perception DC 28 (to notice a mild odor of cinnamon and vinegar)

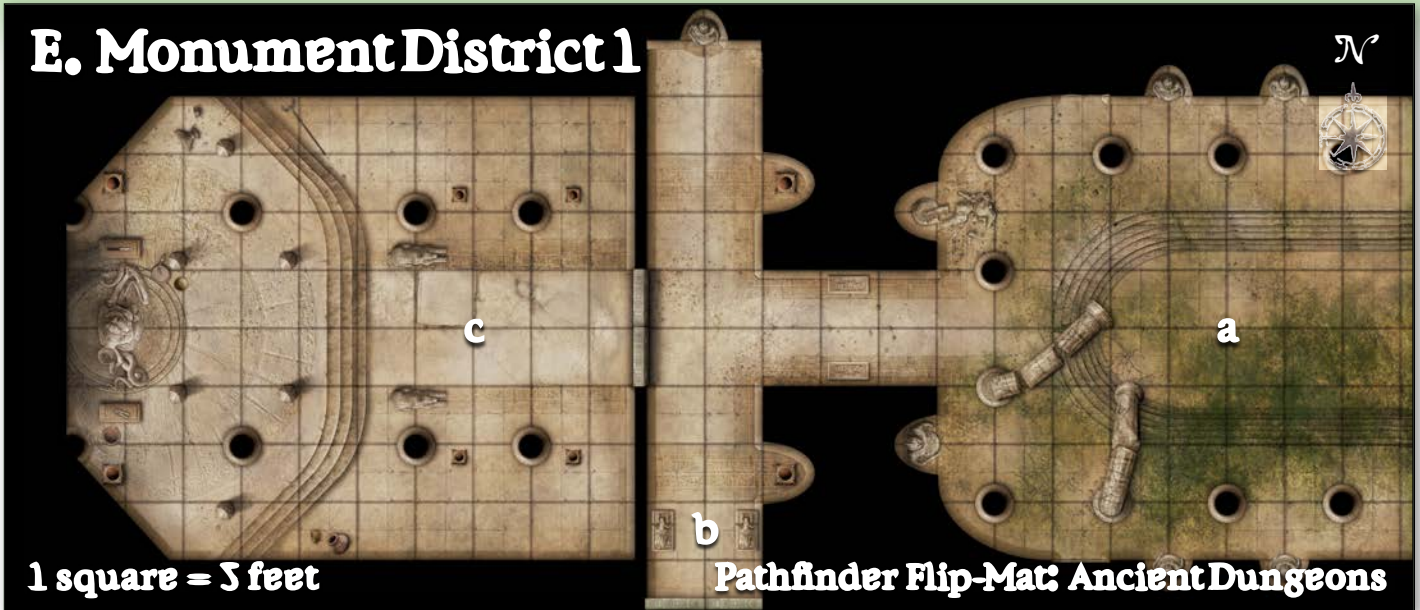
Notice (After Onset) Perception DC 28 (to notice a sharp odor of cinnamon and vinegar)

Effect Augur's vapors (**Type** inhaled; **Fort DC** 19; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Con and 1d2 Dex drain plus confused 1d3 rounds; **Cure** 1 save). PCs may attempt to hold their breath (see *Pathfinder RPG Core Rulebook* 558).

Dissipation After players leave the chamber it takes 24 hours for the fumes to dissipate.

Development: The tile pattern is visual tool used in divinations, often when the viewer has already been exposed to the districts vision-inducing gases. A PC who spends at least one minute studying the tile patterns can attempt a Knowledge (arcana or religion) check with a DC equal to 15 plus the PCs' APL to procure insights about Jormurdun and locate Supplies hidden by the seers before they fled Jormurdun.

E. Monument District 1



E. MONUMENT DISTRICT ENCOUNTERS

In addition to its high concentration of residences, the Monument District is the home of hundreds of statues of revered dwarven ancestors and shrines to historical events. These monuments were among the duergars' favorites to deface, and most carvings are purposefully marred in one way or another. Some of the most damaged are those that have inferior copies left nearby, where duergar sculptors attempted to create copies in Droskar's name, failed, and destroyed the original out of spite.

Common encounters should occur in east chamber (area E1a) rather than in area E2.

E1. Hungry Hounds

This is the entrance area for the Monument District, with players approaching from the east. There is nothing of particular interest of area (a): tumbled columns, broken statuary of martial dwarves. The metallic doors in the hallway beyond (b) sit between statues of recumbent hounds. The iron doors have no lock or handles, but a 4-inch thick bar of adamantine (160 hp, 20 hardness) is slid through great iron rings in the portal and into the walls, blocking the way. The means of opening the doors lies in western the chamber (c). Those double doors are also made of iron, but have handles. A DC 15 Strength check is necessary to open them.

Beyond the iron doors is a magnificent chamber hewn from the very rock, the stone polished to a mirror-like sheen even after the passage of centuries. Pillars support the ceiling 20 feet overhead, and a pair of recumbent hounds flank a walkway to a raised platform. On the platform is a statue of

strange figure carved in black stone, a toad-like body crowned by a bloated head, tentacles writhing from its torso. The walls bear bas relief carvings of dwarves tunneling from below the earth, toward an idyllic, sunlit scene.

A PC who succeeds at a DC 10 Knowledge (history) check identifies the wall carvings as illustrations depicting the Quest for Sky. The statue on the platform depicts The Dweller Below (see area B1), which the PCs can identify with a successful DC 20 Knowledge (history or religion) check unless they already succeeded at the check earlier. Examination of the idol when one stands before it (DC 12 Perception) reveals two things: first, the eye sockets once held gems, and second, what looks like an axe wound is carved in its head. Behind the idol (DC 12 Perception) are two bronze axes, verdigris green, that radiate faint abjuration magic. The blade of one axe fits perfectly into the "wound," and doing so causes the adamantine bar to lift, allowing the PCs to move farther into the district.

Trap: Passing between the two recumbent hound statues triggers a trap, and thus it's easily avoided by walking to either side of the path between the idols.

Subtier 1–2 (CR 3)

HUNGRY HOUNDS TRAP

CR 3

Type: mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger proximity; Reset automatic (the chains retract into the statues, resetting in 2 rounds)

Effect Passing between the hound statues, both turn with startling speed and lunge forward on a moving plate, attempting to bite the passerby (Atk +10 ranged 1d4+greenblood oil).

Subtier 3–4 (CR 5)

HUNGRY HOUNDS TRAP CR 5

Type: mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger proximity; Reset automatic (the chains retract into the statues, resetting in 2 rounds)

Effect Passing between the hound statues, both turn with startling speed and lunge forward on a moving plate, attempting to bite the passerby (Atk +13 ranged 1d4+malyass root paste).

Subtier 5–6 (CR 7)

HUNGRY HOUNDS TRAP CR 7

Type: mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger proximity; Reset automatic (the chains retract into the statues, resetting in 2 rounds)

Effect Passing between the hound statues, both turn with startling speed and lunge forward on a moving plate, attempting to bite the passerby (Atk +17 ranged 1d6+malyass root paste).

Subtier 7–8 (CR 9)

HUNGRY HOUNDS TRAP CR 9

Type: mechanical; Perception DC 29; Disable Device DC 20

EFFECTS

Trigger proximity; Reset automatic (the chains retract into the statues, resetting in 2 rounds)

Effect Passing between the hound statues, both turn with startling speed and lunge forward on a moving plate, attempting to bite the passerby (Atk +20 ranged 1d8+malyass root paste).

Subtier 10–11 (CR 12)

HUNGRY HOUNDS TRAP CR 12

Type: mechanical; Perception DC 35; Disable Device DC 20

EFFECTS

Trigger proximity; Reset automatic (the chains retract into the statues, resetting in 2 rounds)

Effect Passing between the hound statues, both turn with startling speed and lunge forward on a moving plate, attempting to bite the passerby (Atk +25 ranged 1d8+purple worm poison).

E2. Ruins of the Brothers' Arches

Once awe-inspiring with grand statues and an impressive vaulted ceiling 40 feet overhead, this great hall is now a ruin. Most of the statues are badly cracked or broken into

fragments, with stone and metal littering the floor, though a few scarred specimens still stand defiantly. Most striking are the two pairs of giant statues that frame the entrances to the hall: dwarven brothers whose now broken arms must have once clasped hand to form archways.

Creatures: The Medium and Large statues in this chamber all depict armored dwarves wielding greataxes. A construct or constructs still watch over this chamber (their locations are indicated on the map; the two higher subtier encounters appear as statues, the others rise from apparent rubble), attacking PCs who have no way of knowing the ancient pass phrase. They fight until destroyed. Given the scattered debris, treat all squares here as difficult terrain.

Subtier 1–2 (CR 2)

IRON COBRA CR 2

hp 15 (*Pathfinder RPG Bestiary* 182)

Subtier 3–4 (CR 5)

ADVANCED JUNK GOLEM CR 5

AC 23, touch 11, flat-footed 22 (+1 Dex, +12 natural)

hp 42 (*Pathfinder RPG Bestiary* 4 132, 288)

Fort +1, Ref +2, Will +3

Melee 2 slam +10 (1d6+6 plus disease)

Base Atk +4; CMB +10; CMD 21

Subtier 5–6 (CR 7)

ADVANCED JUNK GOLEMS (2) CR 5

hp 42 each (*Pathfinder RPG Bestiary* 4 132, 288)

Subtier 7–8 (CR 9)

TERRA COTTA SOLDIERS (3) CR 6

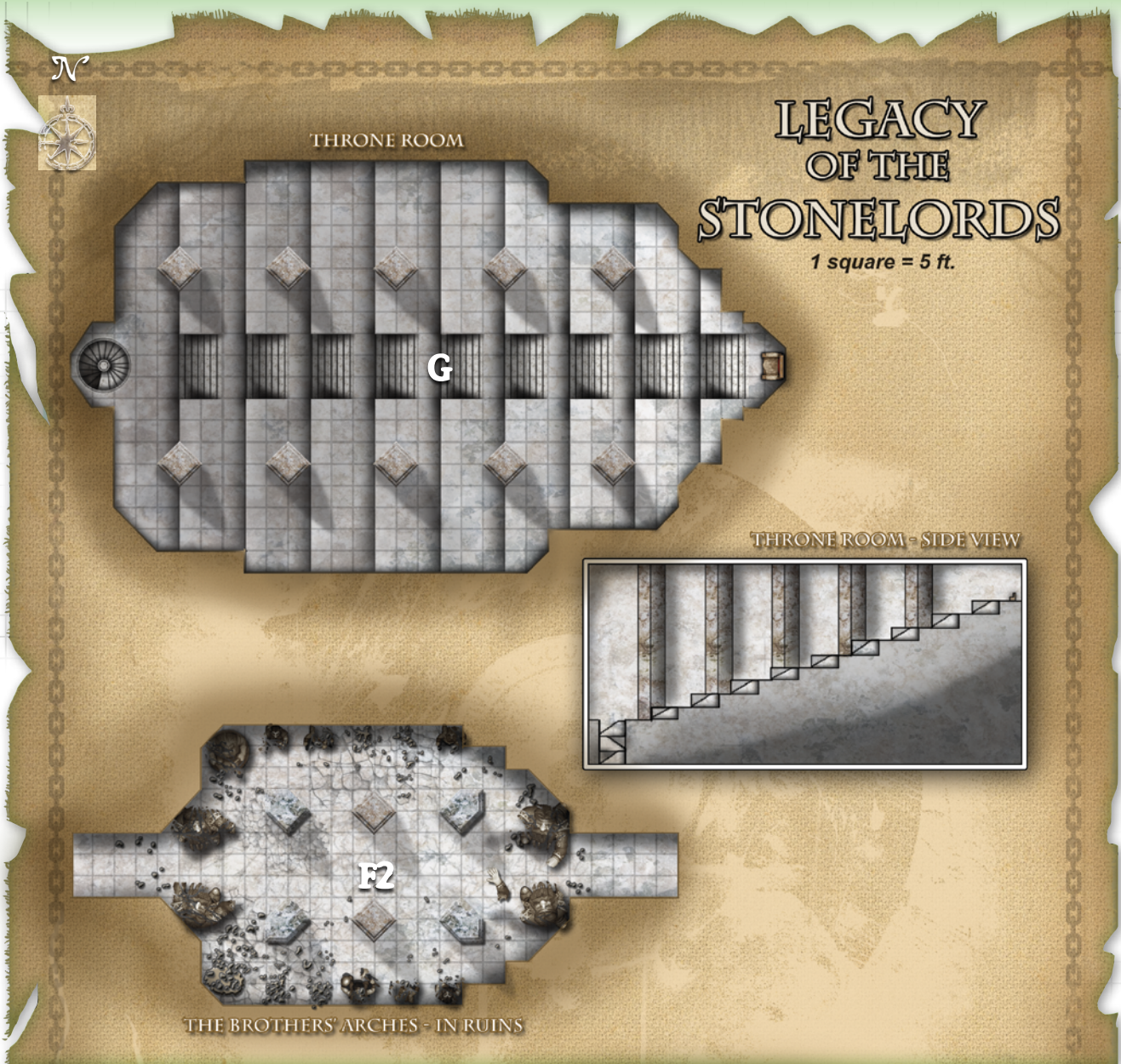
hp 64 each (*Pathfinder RPG Bestiary* 3 262)

Subtier 10–11 (CR 12)

CLAY GOLEMS (2) CR 10

hp 101 each (*Pathfinder RPG Bestiary* 159)

Development: The broad corridor beyond the western brothers' arch leads up to the throne antechamber (area F), a sub-district that dedicated to the minutiae of dwarven politics and bureaucracy.



F. THRONE ANTECHAMBER

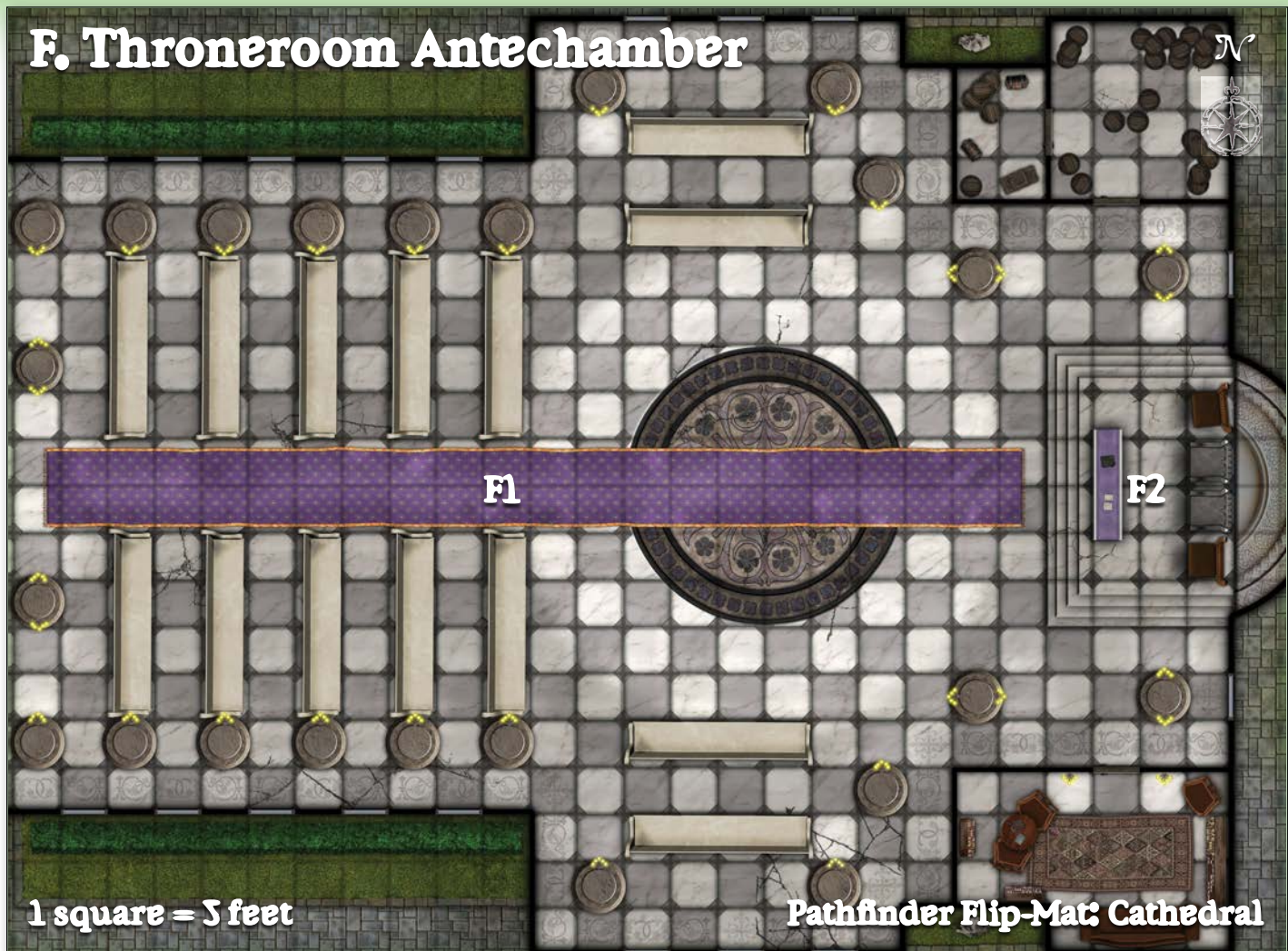
The long staircase ends in a broad chamber filled with pillars and cracked, ancient statues eternally standing at attention. While this chamber is well preserved, the surfaces are superficially vandalized with profane script written in blood.

With a successful DC 15 Linguistics check—or the ability to speak Abyssal—a PC can recognize the script as Abyssal, and the writing is distressingly fresh. The scrawled graffiti translates as “Kneel before Yealek-Vor, King of Jormurdun.” A PC who succeeds at a DC 30 Knowledge (planes) check recognizes Yealek-Vor as the name of a powerful kalavakus demon that serves Shivaska, a demon lord known as the Chained

Maiden. Blood is smeared on the floors as well, crimson footprints and drag marks crisscrossing stone tiles. A DC 20 Survival check suggests that some of the footprints are humanoid (duergar), while others come from a wide variety of demonkind.

F1. Demonic Greeting

Creatures: Soon after entering this hall, the party hears the sounds of metal on metal clicking from the east, echoing in the expansive space. At this moment a demon strolls out from behind pillars at the far end of the chamber, holding several pairs of manacles. A strange mechanical servitor follows closely. The Demon draws itself up before the players, “I am the Keeper of the Doors. My Lord is expecting you, and asks that you please put



these on before passing through the Clockwork Portal.” If the players refuse, the demon appears shocked at their audacity before launching an attack.

Subtier 1–2 (CR 3)

DRETSCH CR 2
hp 18 (*Pathfinder RPG Bestiary* 59)

YOUNG CLOCKWORK SERVANT CR 1
hp 21 (*Pathfinder RPG Bestiary* 3 56)

Subtier 3–4 (CR 5)

DRETSCH DEMONS CR 2
hp 18 (*Pathfinder RPG Bestiary* 59)

CLOCKWORK SERVANT (2) CR 2
hp 31 each (*Pathfinder RPG Bestiary* 3 56)

Subtier 5–6 (CR 7)

ADVANCED SCHIR CR 5
hp 47 (*Pathfinder RPG Bestiary* 3 74)

CLOCKWORK SOLDIER CR 6
hp 64 each (*Pathfinder RPG Bestiary* 3 57)

Subtier 7–8 (CR 7)

INCUBUS DEMON CR 6
hp 76 (*Pathfinder RPG Bestiary* 3 73)

CLOCKWORK SOLDIER (2) CR 6
hp 64 each (*Pathfinder RPG Bestiary* 3 57)

Subtier 10–11 (CR 12)

NABASU DEMON CR 8
hp 103 (*Pathfinder RPG Bestiary* 64)

CLOCKWORK LEVIATHAN

CR 12

hp 128 each (*Pathfinder RPG Bestiary 3 55*)

Development: If the players capture and subdue at least one of the demons, it can be interrogated. Even if bleeding and badly wounded, it continues to titter and lick its lips. A successful Intimidate check (Subtier 1—2 DC 14, Subtier 3—4 DC 17, Subtier 5—6 DC 20, Subtier 7—8 DC 23, Subtier 10—11 DC 27) causes the fiend to divulge the following.

“Through the great Clockwork Portal is a winding staircase leading to the Throne Room, where Yealek-Vor holds court. He has the Key to the Sky, and he alone can open the Portal. Interlopers such as you will need to find another means through those doors. Even then my lord will peel the skin from your flesh and feed your organs to the dogs of the Abyss.”

At this juncture Kreighton Shaine arrives and requests a report of what the PCs have found. They should make a brief report to the Master of Scrolls about their encounters before arriving in the antechamber. He states that the players can examine the Clockwork Portal (area F2), but that they should avoid tinkering with it until more agents are on hand to deal with whatever lies beyond. Until Act 3 ends, the PCs are free to travel to other districts to secure additional resources, blessings, and gear hidden throughout Jormurdun.

ACT 4: TO TOPPLE A TYRANT

F2. The Clockwork Portal (Antechamber Map)

Read the following aloud to any PCs who inspect the door before the end of Act 3. The Overseer GM also reads this part aloud to transition to Act 4.

A pair of enormous brass doors blocks the way forward. Numerous plates are missing from the doors’ surface, exposing complex clusters of gears, sprockets, springs, and other confusing clockwork innards. Every second a thousand gears twist, click, and whirl like clockwork. For all its complexity, the doors seem to be missing any means of being opened.

As Act 4 begins, the Overseer GM should read the following.

Kreighton Shaine paces back and forth in front of the doors for a moment as several Pathfinder agents tinker with the doors’ complex machinery. Satisfied, he hops up on a piece of debris to address the crowd.

“Congratulations to those of you who have survived the dangers of our expedition thus far. Some of your fellow

Pathfinders interrogated a demon lurking here. This beast reports that the Throne Room is the domain of one Yealek-Vor, who we have surmised is a kalavakus demon-priest of the Chained Maiden, the “Horned One” our duergar spoke of. He reportedly possesses something called a ‘Key of the Sky’ and is attended by many fellow demons. We’ll have quite a fight on our hands. But first we require those amongst with the skills to find a way through this clockwork portal. I imagine some finesse could persuade them to open.”

As the elf finishes his declaration, one of the Pathfinder agents cries out in alarm as the doors begin clacking wildly and grind the trapsmith’s tools into tiny shards. The portal shudders and begins violently sloughing off gears and scrap metal that animate and begin attacking the crowd.

“Or force,” shouts Kreighton Shaine above the din. “Brute force may be in order!”

At this point, Table GMs should begin combat as various animated constructs begin tearing themselves from the door. Each time one does so, the door gets a bit weaker, so it is only a matter of time before the Pathfinders can open the door by attrition alone. Each time a table successfully defeats its foes, the table must report its success to a Runner or signal a Courier.

During each encounter, a PC can attempt a Disable Device or Knowledge (engineering) check as a full-round action while adjacent to the door (DC 15 + APL). On a success, this counts as one additional success the next time the table finishes an encounter. A table can gain no more than one additional success in this way per combat.

Creatures: The rain of mechanical debris coalesces to form a wide range of bizarre shapes. Most of these are at most only vaguely anthropomorphic, and many take otherworldly shapes.

Subtier 1–2 (CR 3)

YOUNG CLOCKWORK SERVANTS (2)

CR 1

hp 21 (*Pathfinder RPG Bestiary 3 56*)

Subtier 3–4 (CR 5)

MEDIUM ANIMATED OBJECTS (2)

CR 3

hp 36

SQ construction points (additional attack, faster)

Subtier 5–6 (CR 7)

ADVANCED CLOCKWORK SERVANTS (2)

CR 3

hp 31 (*Pathfinder RPG Bestiary 3 56*)

MEDIUM ANIMATED OBJECTS (2)

CR 3

hp 36

SQ construction points (additional attack, faster)

Subtier 7–8 (CR 9)

CLOCKWORK MAGE CR 6

hp 102 each (*Pathfinder RPG Bestiary 4 32*)

Special Attacks wand magic (evocation)

Subtier 10–11 (CR 12)

CLOCKWORK GOLEM CR 12

hp 118 (*Pathfinder RPG Bestiary 2 137*)

Development: Once the House has accrued a number of successes equal to one-and-a-half times the number of tables, the door crumbles, and any remaining constructs cease moving. The Overseer GM should read the following.

A dozen more forms fly off the clockwork portal, but it is too much for the now perforated door. With a crash, it falls off its hinges, and the remaining constructs fall limp on the floor.

“Alright, comrades!” shouts Kreighton Shaine. “Quickly bind your wounds and follow me up this stairwell. We have more demons to slay!”

Tables have a few minutes in which to resolve any ongoing effects and cast healing spells before the Overseer GM begins reading the . All PCs should proceed up the spiral stairs revealed behind the door for the long climb to the Throne Room (area G).

G. The Host of Yealek-Vor

The seemingly interminable staircase finally exits into an immense hall that rises in massive tiers like the side of a step pyramid. Intricately crafted geometric designs cover the walls, but they are marred by spattered bloodstains dripping down the stony surfaces. A legion of grinning demons and mechanical monstrosities crowds the steps and stares down at the new arrivals like a crowd of spectators preparing to watch an unfair fight. At the top of the steps sits a massive throne occupied by a powerfully build demon that leans forward, shouts a sharp command, and sends the horde surging forward.

The PCs begin in the western half of the throne room but can move about the area during the combat. A veritable army of demonkind are here, scattered across the tiers in clusters.

Each time the PCs defeat an encounter, the table must send a Runner back to the HQ Staff or flag down a Courier to relay the success as well as whether they

completed “standard” encounter or a “challenging” one. The PCs can then choose whether they would like to push further up the stairs and face *much* more challenging foes or continue to fight where they are. If they choose to remain where they are, the GM should either repeat the encounter or have the PCs face the twice as many foes as appear in the next lowest subtier (such as a Subtier 5–6 group facing two schir demons and four clockwork servants). If the PCs choose to face the tougher foes, they encounter the creatures found in the next highest subtier (such as a Subtier 5–6 group facing one nabasu demons and two clockwork soldiers). In Subtier 10–11, the tougher challenge is Yealek-Vor himself. During such a challenging fight, so long as no PC is within 15 feet of an enemy, the entire group can elect to flee from that fight and instead begin a standard encounter.

During the fight, the Overseer may announce certain color codes that represent the House’s progress and also affect the combat.

Code White: The demons begin to lose heart, granting all enemy demons but Yealek-Vor the shaken condition.

Code Gray: Increasingly desperate, Yealek-Vor calls out to Shivaska for aid, causing all enemy constructs to begin overheating and fighting recklessly, which reduces their AC and attack bonus by 2 but causes them to deal additional fire damage with each attack (1d3 fire in Subtier 1–2, 1d6 in Subtiers 3–4 and 5–6, 1d8 in Subtier 7–8, and 2d6 in Subtier 10–11). When a construct is reduced to one quarter its maximum hit points, it explodes and deals 1d6 piercing damage to all creatures in a 10-foot radius (Reflex DC 10 + APL for half). Increase the piercing damage and fire damage by 1d6 each for each subtier above Subtier 1–2.

Code Black: The House is victorious. Direct the table’s attention to the Overseer GM.

Subtier 1–2 (CR 3)

CLOCKWORK SERVANT CR 2

hp 31 (*Pathfinder RPG Bestiary 3 56*)

DEMONIC MASTIFFS (2) CR 1/2

CE Fiendish giant dog (*Pathfinder RPG Bestiary 87, 294*)

hp 8 each

Subtier 3–4 (CR 6)

CLOCKWORK SERVANTS (2) CR 2

hp 31 each (*Pathfinder RPG Bestiary 3 56*)

SCHIR DEMON CR 4

hp 37 each (*Pathfinder RPG Bestiary 3 74*)

Subtier 5–6 (CR 8)

BABAU DEMON CR 6

hp 73 each (*Pathfinder RPG Bestiary* 57)

CLOCKWORK SOLDIER CR 6

hp 64 (*Pathfinder RPG Bestiary* 3 57)

Subtier 7–8 (CR 10)

CLOCKWORK SOLDIERS (2) CR 6

hp 64 each (*Pathfinder RPG Bestiary* 3 57)

NABASU DEMONS CR 8

hp 103 each (*Pathfinder RPG Bestiary* 64)

Subtier 10–11 (CR 13)

CLOCKWORK MAGES (2) CR 9

hp 102 each (*Pathfinder RPG Bestiary* 4 32)

Special Attacks wand magic (evocation)

HEZROU DEMON CR 11

hp 145 (*Pathfinder RPG Bestiary* 62)

Alternate Subtier 10–11 (CR 15)

YEALEK-VOR CR 15

Kalavakus demon cleric of Shivaska 10 (*Pathfinder RPG Bestiary* 2 78)

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

Init +8; **Senses** darkvision 60 ft.; Perception +32

Aura madness (30 ft., DC 21, 10 rounds/day)

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural)

hp 230 (20 HD; 10d10+10d8+130)

Fort +16, **Ref** +14, **Will** +20

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee bite +24 (1d6+7), 2 claws +24 (1d8+7), gore +24 (2d6+7)

Special Attacks channel negative energy 9/day (DC 21, 5d6), enslave soul (DC 19), horns, powerful charge (gore, 4d6+7)

Spell-Like Abilities (CL 12th; concentration +16)

At will—*command* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*air walk*, *dominate person* (DC 19), *haste*

1/day—*greater command* (DC 19), *summon* (level 4, 1 kalavakus 40%), *symbol of persuasion* (DC 20)

Domain Spell-Like Abilities (CL 10th; concentration +16)

9/day—touch of darkness (5 rounds)

9/day—vision of madness (+/-5)

Cleric Spells Prepared (CL 10th; concentration +16)

5th—*flame strike* (DC 21), *slay living* (DC 22), *summon monster* ^V (summons 1d3 shadows), *unholy ice*^{UM} (DC 21)

4th—*chaos hammer* (DC 20), *confusion*^O (DC 20), *cure critical wounds*, *fleshworm infestation*^{UM} (DC 20), *unholy blight* (DC 20)

3rd—*bestow curse* (DC 20), *chain of perdition*^{UC}, *contagion* (DC 20), *deeper darkness*^O, *dispel magic*

2nd—*dread bolt*^{UM} (DC 18), *enthrall* (DC 18), *resist energy*, *shard of chaos*^{UM} (DC 18), *sound burst* (DC 18), *spiritual weapon*, *touch of idiocy*^O

1st—*bane* (DC 17), *divine favor*, *doom* (DC 18), *murderous command*^{UM} (DC 17), *ray of sickening*^{UM} (DC 18), *shield of faith*, *obscuring mist*^O

0 (at will)—*bleed* (DC 17), *detect magic*, *read magic*, *resistance*

D domain spell; **Domains** Madness, Darkness

TACTICS

Before Combat Before the PCs have an opportunity to fight him, Yealek-Vor studies their tactics, identifies the most dangerous threat, uses his ring of foe focus on that target, and casts either shield of faith or divine favor just before combat.

During Combat Yealek-Vor is an intelligent combatant who alternates between spellcasting and brutal natural attacks as necessary. He favors debilitating his foes with trip and disarm attacks before killing them.

Morale Yealek-Vor is not willing to surrender his rulership of Jormurdun, and he fights to the death.

STATISTICS

Str 24, **Dex** 18, **Con** 22, **Int** 15, **Wis** 22, **Cha** 18

Base Atk +17; **CMB** +24 (+26 bull rush, +26 disarm, +26 trip); **CMD** 38 (40 vs. bull rush, 40 vs. disarm, 40 vs. trip)

Feats Blind-Fight, Combat Expertise, Extra Channel, Improved Bull Rush, Improved Channel, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Spell Focus (necromancy), Quick Channel

Skills Acrobatics +17, Climb +20, Intimidate +17, Knowledge (planes) +15, Knowledge (religion) +20, Perception +32, Sense Motive +19, Spellcraft +20, Stealth +17, Use Magic Device +22; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

SQ eyes of darkness (5 rounds/day)

Other Gear *amulet of natural armor* +1, *ring of foe focus*^{UE}, Sky Key core

SPECIAL ABILITIES

Enslave Soul (Su) A kalavakus can attempt to enslave the soul of any mortal creature within 60 feet as a swift action. The kalavakus must have line of sight to the target. The target can resist this special attack with a DC 19 Will save, but is staggered for 1 round even if the save is successful. If the save is successful, the creature is immune to this ability for 24 hours. If the save is a failure, the target's soul

is enslaved—this creature takes a –6 penalty on all attack rolls and saving throws against that kalavakus. If a creature with an enslaved soul is slain by that kalavakus, the soul immediately infuses the demon’s body, affecting it with a *heal* spell (CL 12th). A kalavakus can have only one mortal soul enslaved at a time—if it enslaves a second soul, the first is released. This is a mind-affecting death effect. The save DC is Charisma-based.

Horns (Ex) The kalavakus’s numerous horns can easily catch weapons and yank them away from opponents. The demon gains a +4 racial bonus on all disarm attempts as a result.

Overseer GM Instructions

During this encounter, the Overseer GM must track the tables as they defeat Yealek-Vor’s minions. Each time a group defeats an encounter, the Table GM should send a Runner or flag down a Courier to relay the information to HQ Staff. Each standard encounter completed counts as one success necessary to end Act 4. Each challenging encounter (either fighting Yealek-Vor himself or electing to fight creatures intended for the next highest subtier) counts as two successes.

Once the PCs accrue a number of successes equal to half the number of tables, the Overseer GM calls out “**Code White**,” meaning the morale of Yealek-Vor’s forces has begun to falter, and all demon combatants except Yealek-Vor gain the shaken condition. Once the PCs accrue a number of successes equal to the number of tables in the room, the Overseer GM calls out “**Code Gray**.” When this happens, Yealek-Vor calls to Shivaska for aid and causes the construct creatures under his command to become increasingly reckless and dangerous. Finally, when the House has accrued a number of successes equal to one-and-a-half times the number of tables in the room, the Overseer GM calls out “**Code Black**,” signaling victory. The Overseer GM should conclude the adventure by reading the following.

The scorched body of Yealek-Vor topples from the raised throne and tumbles lifelessly down the stairs. The few surviving demons screech in a combination of fury and terror before attempting to flee, but most fall to the waiting blades of the victorious Pathfinders. As the horned demon’s carcass comes to rest, a smooth, fist-sized mass of what appears to be hematite falls from around its neck, rolls across the floor, and comes to a stop against Kreighton Shaine’s foot. He pauses to pick it up and begins turning it over in his hands before addressing the assembled agents.

“Although we expected to find trouble in Jormurdun, this fine sky citadel has proven far more perilous than we had predicted. Nonetheless, thanks to your bravery and cleverness, we have cleansed Jormurdun of its foulest elements in only a day. With the city under the Society’s control, we can now explore at a

more leisurely pace. Without a doubt there is much more to learn than we found in our hasty campaign.” The hematite orb that Kreighton Shaine is passing between his hands suddenly lights up with a complex web of incandescent green lines and begins humming loudly. Eyebrows raised in excitement and momentarily forgetting that he was addressing a large crowd, the elf lifts the sphere to study it more closely. The lines pulse even brighter for a few seconds before fading entirely, causing Shaine to shrug and hold the object more securely as he turns back to the many Pathfinders.

“A fine demonstration of how much there is for us to learn,” he remarks with a smile. Before we look too far to the future let us remember the past. Not all of our agents and comrades survived this expedition—whether that is just today or in the year of preparation and service to the Mendevian Crusade that allowed us to be victoriously standing here today. Their names shall be recorded in the Grand Lodge to remember those who have fallen in the pursuit of knowledge.

“But for now, we can celebrate. Congratulations, Pathfinders. You have done very well.”

FINAL CLOSING

The Overseer GM should close the event, thank the Table GMs for their hard work, thank the players for their support of Pathfinder Society Organized Play, and provide the GMs and players with instructions for submitting reporting sheets and exiting the event.

APPENDIX: BESTIARY

Duergar

Duergar all have the following racial traits. These are found on page 117 of *Pathfinder RPG Bestiary* and page 186 of *Pathfinder RPG Advanced Race Guide*.

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

Superior Darkvision: Duergar can see in the dark up to 120 feet.

Duergar Immunities: Duergar are immune to paralysis, phantasms, and poison. They gain a +2 racial bonus on saves against spells and spell-like abilities.

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

Spell-Like Abilities: A duergar can use enlarge person and invisibility once each per day, using its character level as its caster level and affecting itself only.

Light Sensitivity: Duergar are dazzled in areas of bright light.

Alternate Racial Traits: Several duergar also have one of the following abilities that replaces one of the above racial traits.

Blood Enmity: Duergar with this racial trait receive a +1 racial bonus on attack rolls against humanoid creatures of the dwarf or elf subtypes. This racial trait replaces the invisibility spell-like ability.

Deep Magic: Duergar with this racial trait receive a +2 racial bonus on caster level checks made to overcome spell resistance and a +2 racial bonus on dispel checks. This racial trait replaces the enlarge person and invisibility spell-like abilities.

Duergar Cleric, Fighter, Rogue: CR 1/2

DUERGAR CLERIC CR 1/2

Duergar cleric of Droskar 1

LE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 11 (1d8+3)

Fort +4, **Ref** +0, **Will** +5; +2 vs. spells and spell-like abilities

Defensive Abilities defensive training; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee heavy mace +1 (1d8+1)

Ranged light crossbow +0 (1d8/19–20)

Special Attacks channel negative energy 3/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—dazing touch

6/day—touch of darkness (1 rounds)

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

1st—*bane* (DC 14), *bless*, *charm person*^h (DC 14)

0 (at will)—*bleed* (DC 13), *read magic*, *resistance*

D domain spell; **Domains** Charm, Darkness

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 8, **Wis** 16, **Cha** 11

Base Atk +0; **CMB** +1; **CMD** 11

Feats Blind-Fight, Improved Channel

Skills Perception +0 (+2 relating to stonework), Stealth –2;

Racial Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ deep magic, slow and steady, stability

Combat Gear *potions of cure light wounds* (3); **Other Gear** chainmail, heavy steel shield, heavy mace, light crossbow with 20 bolts, 21 gp

DUERGAR FIGHTER CR 1/2

Duergar fighter 1

LE Large humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +3

DEFENSE

AC 16, touch 8, flat-footed 16 (+6 armor, –1 Dex, +2 shield, –1 size)

hp 14 (1d10+4)

Fort +5, **Ref** –1, **Will** +2; +2 vs. spells and spell-like abilities

Defensive Abilities defensive training; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk warhammer +5 (2d6+3/×3)

Ranged light crossbow +0 (2d6/19–20)

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

Special Attacks blood enmity

Spell-Like Abilities (CL 3rd; concentration +0)

1/day—*enlarge* (self only, reflected in stats)

STATISTICS

Str 17, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4

Base Atk +1; **CMB** +4; **CMD** 14

Feats Power Attack, Weapon Focus (warhammer)

Skills Intimidate +1, Perception +3 (+5 relating to stonework), Stealth –6; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Other Gear chainmail, heavy steel shield, mwk warhammer, light crossbow with 20 bolts

DUERGAR ROGUE CR 1/2

Duergar rogue 1

LE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 11 (1d8+3)

Fort +2, **Ref** +4, **Will** +0; +2 vs. spells and spell-like abilities

Defensive Abilities defensive training; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee rapier +2 (1d6+2/18–20)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd; concentration +2)

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

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 14

Feats Armor Proficiency (medium)

Skills Acrobatics +1 (–3 when jumping), Bluff +3, Disable Device +1, Escape Artist +1, Intimidate +3, Perception +4 (+6 relating to stonework), Sense Motive +4, Stealth +5; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon
SQ slow and steady, stability, trapfinding +1
Combat Gear *potions of cure light wounds* (2), tanglefoot bag;
Other Gear chainmail, rapier, light crossbow with 20 bolts,
 33 gp

Duergar Cleric, Fighter, Rogue: CR 1

DUERGAR CLERIC CR 1

Duergar cleric of Droskar 2
 LE Medium humanoid (dwarf)
Init +0; **Senses** darkvision 120 ft.; Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)
hp 18 (2d8+6)
Fort +5, **Ref** +0, **Will** +6; +2 vs. spells and spell-like abilities
Defensive Abilities defensive training; **Immune** paralysis, phantasms, poison
Weaknesses light sensitivity

OFFENSE

Speed 20 ft.
Melee mwk heavy mace +3 (1d4+1)
Ranged light crossbow +1 (1d8/19–20)
Special Attacks channel negative energy 3/day (DC 13, 1d6)
Domain Spell-Like Abilities (CL 2nd; concentration +5)
 6/day—dazing touch
 6/day—touch of darkness (1 rounds)
Cleric Spells Prepared (CL 2nd; concentration +5)
 1st—*bane* (DC 14), *bless*, *ray of sickening*^{UM} (DC 14), *charm person*^P (DC 14),
 0 (at will)—*bleed* (DC 13), *read magic*, *guidance*, *resistance*
D domain spell; **Domains** Charm, Darkness

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 8, **Wis** 16, **Cha** 11
Base Atk +1; **CMB** +2; **CMD** 12
Feats Blind-Fight, Improved Channel
Skills Knowledge (religion) +3, Perception +0 (+2 relating to stonework), Stealth –2; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth
Languages Common, Dwarven, Undercommon
SQ , deep magic, slow and steady, stability
Combat Gear *potions of cure light wounds* (3), *potion of vanish*; **Other Gear** chainmail, heavy steel shield, mwk heavy mace, light crossbow with 20 bolts, unholy symbol of Droskar (60 gp), 12 gp

DUERGAR FIGHTER CR 1

Duergar fighter 2
 LE Large humanoid (dwarf)
Init +0; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 17, touch 9, flat-footed 17 (+6 armor, +2 shield, –1 size)
hp 23 (2d10+8)

Fort +6, **Ref** +0, **Will** +2 (+1 vs. fear); +2 vs. spells and spell-like abilities
Defensive Abilities bravery +1, defensive training; **Immune** paralysis, phantasms, poison
Weaknesses light sensitivity

OFFENSE

Speed 20 ft.
Melee mwk warhammer +5 (2d6+2/×3)
Ranged light crossbow +1 (2d6/19–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blood enmity
Spell-Like Abilities (CL 3rd; concentration +0)
 1/day—*enlarge* (self only, reflected in stats)

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4
Base Atk +2; **CMB** +5; **CMD** 15
Feats Improved Shield Bash, Power Attack, Weapon Focus (warhammer)
Skills Intimidate +2, Perception +4 (+6 relating to stonework), Stealth –5; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth
Languages Common, Dwarven, Undercommon
SQ slow and steady, stability
Combat Gear *potions of cure light wounds* (2) ; **Other Gear** chainmail, heavy steel shield, mwk warhammer, light crossbow with 20 mwk bolts, 41 gp

DUERGAR ROGUE CR 1

Duergar rogue 2
 LE Medium humanoid (dwarf)
Init +2; **Senses** darkvision 120 ft.; Perception +5

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 18 (2d8+6)
Fort +2, **Ref** +5, **Will** +0; +2 vs. spells and spell-like abilities
Defensive Abilities evasion, defensive training; **Immune** paralysis, phantasms, poison
Weaknesses light sensitivity

OFFENSE

Speed 20 ft.
Melee mwk rapier +5 (1d6+2/18–20)
Ranged light crossbow +3 (1d8/19–20)
Special Attacks blood enmity, sneak attack +1d6
Spell-Like Abilities (CL 3rd; concentration +2)
 1/day—*enlarge* (self only), *invisibility* (self only)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 10, **Wis** 10, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 15
Feats Armor Proficiency (medium), Weapon Focus (rapier)
Skills Acrobatics +2 (–2 when jumping), Bluff +4, Disable Device +3, Escape Artist +2, Intimidate +4, Perception +5 (+7 relating to stonework), Sense Motive +5, Stealth +6; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon
SQ rogue talents (weapon training), slow and steady, stability, trapfinding +1
Combat Gear *potions of cure light wounds* (2), tanglefoot bag;
Other Gear chainmail, mwk rapier, light crossbow with 20 mwk bolts, 3 gp

Duergar Cleric, Fighter, Rogue: CR 3

DUERGAR CLERIC CR 3

Duergar cleric of Droskar 4
 LE Medium humanoid (dwarf)
Init +4; **Senses** darkvision 120 ft.; Perception +4

DEFENSE
AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield)
hp 33 (4d8+12)
Fort +6, **Ref** +1, **Will** +7; +2 vs. spells and spell-like abilities
Defensive Abilities defensive training; **Immune** paralysis, phantasms, poison
Weaknesses light sensitivity

OFFENSE
Speed 20 ft.
Melee mwk heavy mace +5 (1d8+1)
Ranged mwk light crossbow +4 (1d8/19–20)
Special Attacks channel negative energy 4/day (DC 15, 2d6)
Domain Spell-Like Abilities (CL 4th; concentration +7)
 6/day—dazing touch
 6/day—touch of darkness (2 rounds)
Cleric Spells Prepared (CL 4th; concentration +7)
 2nd—*lesser animate dead*^{um}, *blindness/deafness* (only to cause blindness)^o (DC 15), *sound burst* (DC 15), *spiritual weapon*
 1st—*bane* (DC 14), *bles*, *cause fear* (DC 14), *charm person*^p (DC 14), *ray of sickening*^{um} (DC 14)
 0 (at will)—*bleed* (DC 13), *read magic*, *guidance*, *resistance*
D domain spell; **Domains** Charm, Darkness

STATISTICS
Str 13, **Dex** 10, **Con** 14, **Int** 8, **Wis** 16, **Cha** 12
Base Atk +3; **CMB** +4; **CMD** 14
Feats Blind-Fight, Improved Channel, Improved Initiative
Skills Knowledge (religion) +3, Perception +4 (+6 relating to stonework), Sense Motive +7, Stealth –1; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth
Languages Common, Dwarven, Undercommon
SQ deep magic, slow and steady, stability
Combat Gear *potion of cure moderate wounds*, ; **Other Gear** +1 chainmail, heavy steel shield, mwk warhammer, mwk light crossbow with 20 mwk bolts, unholy symbol of Droskar (60 gp)

DUERGAR FIGHTER CR 3

Duergar fighter 4
 LE Large humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +6

DEFENSE
AC 18, touch 9, flat-footed 18 (+7 armor, +2 shield, –1 size)
hp 42 (4d10+16)
Fort +7, **Ref** +1, **Will** +3 (+1 vs. fear); +2 vs. spells and spell-like abilities
Defensive Abilities bravery +1, defensive training; **Immune** paralysis, phantasms, poison
Weaknesses light sensitivity

OFFENSE
Speed 20 ft.
Melee mwk warhammer +8 (2d6+5/×3)
Ranged light crossbow +3 (2d6/19–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blood enmity
Spell-Like Abilities (CL 3rd; concentration +0)
 1/day—*enlarge* (self only, reflected in stats)

STATISTICS
Str 16, **Dex** 10, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4
Base Atk +4; **CMB** +8 (+10 bull rush); **CMD** 18 (20 vs. bull rush)
Feats Improved Bull Rush, Improved Initiative, Improved Shield Bash, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer)
Skills Intimidate +4, Perception +6 (+8 relating to stonework), Sense Motive +4, Stealth –3; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth
Languages Common, Dwarven, Undercommon
SQ armor training 1, slow and steady, stability
Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 chainmail, heavy steel shield, mwk warhammer, light crossbow with 20 mwk bolts, 11 gp

DUERGAR ROGUE CR 3

Duergar rogue 4
 LE Medium humanoid (dwarf)
Init +7; **Senses** darkvision 120 ft.; Perception +7

DEFENSE
AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 33 (4d8+12)
Fort +3, **Ref** +7, **Will** +1; +2 vs. spells and spell-like abilities
Defensive Abilities defensive training, evasion, trap sense +1, uncanny dodge; **Immune** paralysis, phantasms, poison
Weaknesses light sensitivity

OFFENSE
Speed 20 ft.
Melee mwk rapier +8 (1d6+2/18–20)
Ranged light crossbow +6 (1d8/19–20)
Special Attacks sneak attack +2d6
Spell-Like Abilities (CL 3rd; concentration +2)
 11/day—*enlarge* (self only), *invisibility* (self only)

STATISTICS
Str 14, **Dex** 16, **Con** 15, **Int** 10, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 19

Feats Armor Proficiency (medium), Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +5 (+1 when jumping), Bluff +6, Disable Device +7, Escape Artist +5, Intimidate +6, Perception +7 (+9 relating to stonework), Sense Motive +7, Stealth +9; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ rogue talents (combat trick, weapon training), trapfinding +2, slow and steady, stability

Combat Gear *potion of cure light wounds*, *potions of cure moderate wounds* (2), *potion of invisibility*, +1 bolts (20);

Other Gear chainmail, mwk rapier, light crossbow, 23 gp

Duergar Cleric, Fighter, Rogue: CR 5

DUERGAR CLERIC CR 5

Duergar cleric of Droskar 6

LE Medium humanoid (dwarf)

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

DEFENSE

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)

hp 48 (6d8+18)

Fort +7, **Ref** +2, **Will** +8; +2 vs. spells and spell-like abilities

Defensive Abilities defensive training; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk heavy mace +6 (1d8+1/×3)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 16, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +9)

6/day—dazing touch

6/day—touch of darkness (3 rounds)

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—*animate dead*, *bestow curse* (DC 17), *contagion* (DC 17), *suggestion*^P (DC 16)

2nd—*blindness/deafness* (only to cause blindness)^P (DC 16), *boiling blood*^{UM} (DC 15), *inflict moderate wounds* (DC 16), *sound burst* (DC 15), *spiritual weapon*

1st—*bane* (DC 14), *bleed*, *cause fear* (DC 15), *charm person*^P (DC 14), *ray of sickening*^{UM} (DC 15)

0 (at will)—*bleed* (DC 14), *read magic*, *guidance*, *resistance*

D domain spell; **Domains** Charm, Darkness

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 8, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +5; **CMD** 15

Feats Blind-Fight, Improved Channel, Improved Initiative, Spell Focus (necromancy)

Skills Knowledge (religion) +4, Perception +4 (+6 relating to stonework), Sense Motive +8, Stealth +0; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ deep magic, slow and steady, stability

Combat Gear *potions of cure moderate wounds* (2), *potion of cure serious wounds*, *potion of resist energy*; **Other Gear** +1 chainmail, +1 heavy steel shield, mwk heavy mace, light crossbow with 20 mwk bolts, unholy symbol of Droskar (60 gp), 1 gp

DUERGAR FIGHTER CR 5

Duergar fighter 6

LE Large humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +8

DEFENSE

AC 19, touch 9, flat-footed 19 (+7 armor, +3 shield, –1 size)

hp 61 (6d10+24)

Fort +8, **Ref** +2, **Will** +4 (+2 vs. fear); +2 vs. spells and spell-like abilities

Defensive Abilities bravery +2, defensive training; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 warhammer +11/+6 (2d6+7/×3)

Ranged mwk light crossbow +6 (2d6/19–20)

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

Special Attacks blood enmity, weapon training (hammers +1)

Spell-Like Abilities (CL 3rd; concentration +0)

1/day—*enlarge* (self only, reflected in stats)

STATISTICS

Str 16, **Dex** 10, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4

Base Atk +6; **CMB** +10 (+14 bull rush); **CMD** 20 (22 vs. bull rush)

Feats Greater Bull Rush, Improved Bull Rush, Improved Initiative, Improved Shield Bash, Power Attack, Shield Focus, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Intimidate +6, Perception +8 (+10 relating to stonework), Sense Motive +6, Stealth –3; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ armor training 1, slow and steady, stability

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 chainmail, heavy steel shield, +1 warhammer, mwk light crossbow with 20 mwk bolts

DUERGAR ROGUE CR 5

Duergar rogue 6

LE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 120 ft.; Perception +9

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 48 (6d8+18)

Fort +4, **Ref** +8, **Will** +2; +2 vs. spells and spell-like abilities

Defensive Abilities evasion, defensive training, trap sense +2, uncanny dodge; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 rapier +9 (1d6+3/18–20)

Ranged light crossbow +7 (1d8/19–20)

Special Attacks blood enmity, sneak attack +3d6

Spell-Like Abilities (CL 3rd; concentration +2)

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

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Armor Proficiency (medium), Combat Reflexes, Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +8 (+4 when jumping), Bluff +8, Disable Device +11, Escape Artist +8, Intimidate +8, Perception +9 (+11 relating to stonework), Sense Motive +9, Stealth +12;

Racial Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ rogue talents (bleeding attack +3, combat trick, weapon training), slow and steady, stability, trapfinding +3

Combat Gear *potions of cure moderate wounds* (2), *potions of invisibility*; **Other Gear** +1 chainmail, +1 rapier, light crossbow with 20 mwk bolts

Duergar Cleric, Fighter, Rogue: CR 8

DUERGAR CLERIC

CR 8

Duergar cleric of Droskar 9

LE Medium humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +5

DEFENSE

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)

hp 71 (9d8+27)

Fort +8, **Ref** +3, **Will** +9; +2 vs. spells and spell-like abilities

Defensive Abilities defensive training; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 heavy mace +9/+4 (1d8+2)

Ranged mwk light crossbow +7 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 17, 5d6)

Domain Spell-Like Abilities (CL 9th; concentration +12)

At will—*charming smile* (9 rounds, DC 14)

6/day—*dazing touch*

6/day—*touch of darkness* (4 rounds)

Cleric Spells Prepared (CL 9th; concentration +12)

5th—*slay living* (DC 19), *summon monster V^o* (summons 1d3 shadows)

4th—*blessing of fervor*^{APG}, *heroism*, *unholy blight^o* (DC 18)

3rd—*animate dead*, *bestow curse* (DC 17), *contagion* (DC 17), *prayer*, *suggestion^o* (DC 16)

2nd—*boiling blood^{um}* (DC 15), *desecrate*, *inflict moderate wounds* (DC 16), *sound burst* (DC 16), *spiritual weapon*, *blindness/deafness^o* (only to cause blindness)(DC 16)

1st—*bane* (DC 14), *bless*, *charm person^o* (DC 14), *doom* (DC 15), *ray of sickening^{um}* (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *read magic*, *guidance*, *resistance*

D domain spell; **Domains** Charm, Darkness

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 8, **Wis** 16, **Cha** 13

Base Atk +6; **CMB** +7; **CMD** 17

Feats Blind-Fight, Improved Channel, Improved Initiative, Spell Focus (necromancy), Spell Focus (evocation), Weapon Focus (warhammer)

Skills Knowledge (religion) +4, Perception +5 (+7 relating to stonework), Sense Motive +9, Stealth +1; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ deep magic, eyes of darkness (4 rounds/day), slow and steady, stability

Combat Gear *potions of cure serious wounds* (3), *potions of invisibility*, *potions of resist energy* (2), +1 bolts (16); **Other Gear** +1 light fortification chainmail, +1 heavy steel shield, +1 heavy mace, mwk light crossbow, unholy symbol of Droskar (60 gp)

DUERGAR FIGHTER (CR 8)

CR 8

Duergar fighter 9

LE Large humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +9

DEFENSE

AC 21, touch 9, flat-footed 21 (+8 armor, +4 shield, –1 size)

hp 90 (9d10+36)

Fort +9, **Ref** +3, **Will** +5 (+2 vs. fear); +2 vs. spells and spell-like abilities

Defensive Abilities bravery +2, defensive training; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 warhammer +16/+11 (2d6+8/19–20/x3)

Ranged mwk light crossbow +10 (2d6+1/19–20)

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

Special Attacks blood enmity, weapon training (hammers +2, crossbows +1)

Spell-Like Abilities (CL 3rd; concentration +0)

1/day—*enlarge* (self only)

STATISTICS

Str 17, **Dex** 10, **Con** 16, **Int** 13, **Wis** 14, **Cha** 4

Base Atk +9; **CMB** +13 (+17 bull rush); **CMD** 23 (25 vs. bull rush)

Feats Greater Bull Rush, Greater Weapon Focus (warhammer), Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Improved Shield Bash, Power Attack, Shield Focus, Weapon Focus (warhammer), Weapon

Specialization (warhammer)
Skills Intimidate +9, Perception +9 (+11 relating to stonework), Sense Motive +11, Stealth -1; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth
Languages Common, Dwarven, Undercommon
SQ armor training 2, slow and steady, stability
Combat Gear *potions of cure serious wounds* (2), *potion of resist energy*; **Other Gear** +2 chainmail, +1 heavy steel shield, +1 warhammer, mwk light crossbow with 20 mwk bolts, 11 gp

DUERGAR ROGUE CR 8

Duergar rogue 9
 LE Medium humanoid (dwarf)
Init +7; **Senses** darkvision 120 ft.; Perception +12
DEFENSE
AC 19, touch 13, flat-footed 16 (+6 armor, +2 Dex, +1 dodge)
hp 80 (9d8+36)
Fort +6, **Ref** +9, **Will** +3; +2 vs. spells and spell-like abilities
Defensive Abilities defensive training, evasion, improved uncanny dodge, trap sense +3; **Immune** paralysis, phantasms, poison
Weaknesses light sensitivity

OFFENSE

Speed 20 ft.
Melee +1 *corrosive rapier* +11/+6 (1d6+3/18-20)
Ranged light crossbow +9 (1d8/19-20)
Special Attacks sneak attack +5d6
Spell-Like Abilities (CL 3rd; concentration +2)
 1/day—*enlarge* (self only), *invisibility* (self only)

STATISTICS

Str 14, **Dex** 16, **Con** 16, **Int** 10, **Wis** 10, **Cha** 8
Base Atk +6; **CMB** +8; **CMD** 22
Feats Armor Proficiency (medium), Combat Reflexes, Dodge, Improved Initiative, Vital Strike, Weapon Finesse, Weapon Focus (rapier)
Skills Acrobatics +10 (+6 when jumping), Bluff +11, Disable Device +14, Escape Artist +10, Intimidate +11, Perception +12 (+14 relating to stonework), Sense Motive +12, Stealth +14; **Racial Modifiers** +-4 Acrobatics when jumping, +2 Perception relating to stonework, +4 Stealth
Languages Common, Dwarven, Undercommon
SQ rogue talents (bleeding attack +5, combat trick, surprise attack, weapon training), slow and steady, stability, trapfinding +4
Combat Gear *potions of cure moderate wounds* (2), +1 bolts (20); **Other Gear** chainmail, +1 *corrosive rapier*, light crossbow, 23 gp

Other Creatures

FUNGUS QUEEN CR 9

Pathfinder Campaign Setting Inner Sea Bestiary 12

CE Medium plant (extraplanar)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)
hp 114 (12d8+60)
Fort +13, **Ref** +7, **Will** +7
DR 10/cold iron or good; **Immune** electricity, plant traits; **Resist** acid 10, cold 10; **SR** 20

OFFENSE

Speed 20 ft.
Melee 2 claws +14 (1d6+5), 4 tentacles +12 (1d4+2 plus grab)
Special Attacks compel plants, constrict (1d4+5), create spawn, energy drain (1 level, DC 23), sporepod
Spell-Like Abilities (CL 9th; concentration +16)
 Constant—*detect good, tongues*
 At will—*veil* (DC 23, self only)
 3/day—*charm monster* (DC 21), *detect thoughts* (DC 19), *suggestion* (DC 19)
 1/day—*dominate person* (DC 22), *mind fog* (DC 22), *slow* (DC 20)

STATISTICS

Str 21, **Dex** 17, **Con** 21, **Int** 18, **Wis** 16, **Cha** 24
Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 27
Feats Combat Expertise, Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Skill Focus (Disguise)
Skills Bluff +19, Disguise +25, Knowledge (dungeoneering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +15, Use Magic Device +19
Languages Abyssal, Aklo, Common, Orvian, Undercommon; *tongues*, telepathy 100 ft.
SQ plant empathy +23

SPECIAL ABILITIES

Compel Plants (Su) A fungus queen's mind-affecting powers and spell-like abilities (and spells, should the fungus queen gain the ability to cast them) affect plant creatures (but not mindless plant creatures) as if they weren't immune to mind-affecting effects.
Create Spawn (Su) A creature that would normally be slain by a fungus queen's energy drain attack is not killed—instead, it immediately loses all negative levels imparted by the fungus queen and transforms into a fungus-infested minion of the queen. Such creatures gain the fungoid simple template (granting it all of the plant traits), which must be removed using *heal*, *limited wish*, *miracle*, or *wish* before the end of the scenario, otherwise the character is removed from Pathfinder Society Organized Play. Fungoid creatures are under the control of the fungus creature that created them, and remain enslaved until their mistress is destroyed or until they are cured of the infestation. A fungus queen can communicate telepathically with her fungoid spawn at any range as long as they are on the same plane, and may have a number of Hit Dice worth of enslaved spawn totaling

no more than twice her own Hit Dice; any spawn she creates that would exceed this limit become free-willed fungoid creatures. A fungus queen may free an enslaved spawn in order to enslave a new spawn, but once freed, a fungoid creature cannot be enslaved again (although it can still be influenced by the fungus queen's compel plants and plant empathy abilities).

Energy Drain (Su) A fungus queen's energy drain functions identically to that of a succubus (*Bestiary* 68). Creatures killed by this attack do not die—they instead become infested with the fungus queen's spores (see Create Spawn). The save DC is Charisma-based.

Plant Empathy (Ex) This ability functions as the druid's wild empathy, save that a fungus queen can use this ability only on plant creatures. A fungus queen gains a +4 racial bonus on this check. Mindless plant creatures are imparted a modicum of implanted intelligence when a fungus queen uses this ability, allowing her to train such creatures as guardians.

Sporepod (Su) As a standard action, a fungus queen can cause a Medium pod of fungal material to burst out of the ground at any point within 60 feet of her current location. Once created, a sporepod cannot move. If the fungus queen travels more than 120 feet from a sporepod, it is destroyed. A fungus queen can maintain a number of sporepods equal to her Charisma modifier (7 for the typical fungus queen). As a move action, she can instantaneously travel to one of her sporepods as if using transport via plants. She can also choose to spread out her tentacle attacks among her sporepods, attacking a creature within 5 feet of any sporepod with a tentacle—she is still limited to making only four tentacle attacks as part of a full-attack action, or one as a standard action. A sporepod is an object that has an AC of 15 and 20 hit points; damage dealt to a sporepod does not harm the fungus queen.

INSTRUCTIONS

Most of the citadel is likely in ruins, so as you make your way to the Throne Room, stop only when you come upon an area well preserved or possessing some feature of special interest. The dwarves of Jormurdun were remarkable in many ways. While primarily devotees of Torag, the residents of this citadel also subscribed to a number of eccentric mystery cults long faded from practice. Unusual divination rituals, ceremonial appeasement of malevolent beings, fabled forges that burned hotter than the sun, remnant evidence of their rich mythology and talents must lie scattered among the crumbling stone. Gather what you can.

Pathfinder Society Scenario #6-00: Legacy of the Stonelords

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Andoran <input type="checkbox"/> Qadira <input type="checkbox"/> A	<input type="checkbox"/> Cheliox <input type="checkbox"/> Sczarni <input type="checkbox"/> B
<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> C	<input type="checkbox"/> Osirion <input type="checkbox"/> Taldor <input type="checkbox"/> D

Character #	<input style="width: 40px; height: 20px;" type="text"/> Prestige Points
Character Name	
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Pathfinder Society Scenario #6-00: Legacy of the Stonelords

Character Chronicle #

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

This Chronicle sheet grants access to the following:

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	1-2	250	500
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	3-4	625	1,250
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	5-6	1,250	2,500
SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal			
7-8	2,667	5,334	
SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal			
10-11	3,833	7,667	

EXPERIENCE	Starting XP
	+
	XP Gained (GM ONLY)
	=
	Final XP Total

FAME	Initial Prestige	Initial Fame
	+	
	Prestige Gained (GM ONLY)	
	-	
	Prestige Spent	
	Current Prestige	Final Fame

GOLD	Starting GP
	+
	GP Gained (GM ONLY)
	+
	Day Job (GM ONLY)
	-
Gold Spent	
=	
Total	

For GM Only

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