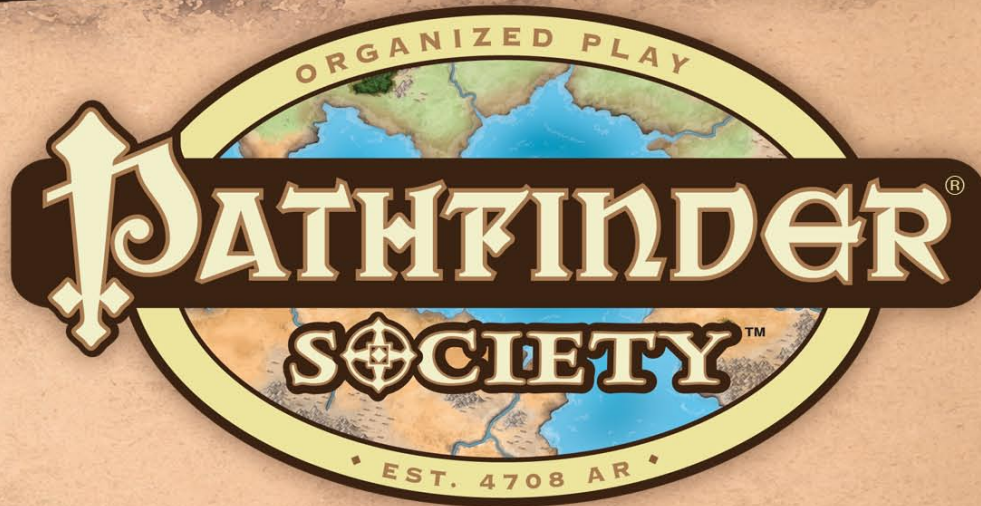


A PATHFINDER SOCIETY SCENARIO



THE BEGGAR'S PEARL™

By James F. MacKenzie



THE BEGGAR'S PEARL

PATHFINDER SOCIETY SCENARIO 37

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The OGL can be found on page 16 of this product.

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THE BEGGAR'S PEARL™

BY JAMES F. MACKENZIE

A formidable range dividing Cheliox from Andoran, the Aspodell Mountains hold little to interest most explorers. The hunting ground of barbaric giants and terrifying dragon-kin, only the rugged mountain men of the Aspodell Rangers can claim to have explored the mountains' wild recesses. Despite periodic patrols by Chelish mountain troops, only the desperate or determined venture far from the winding trail of Aspodell Pass, the sole trade route through the mountains.

One such foolhardy explorer was the dwarven prospector Torvic Scrathmane. Descended from the renowned dwarven craftmaster Berek Triongger, he sought his ancestor's lost workshops, reputed to lie beneath the Aspodells. Impressed by Torvic's drive, a trio of Aspodell Rangers joined the dwarf: a lanky human archer named Jorlin, a scarred dwarf warrior known as Merisk, and a Chelish ranger named Lyrehawk.

A bare handful of clues informed the prospector's quest: tattered manuscripts and an unusual luminescent pearl. Their fragmentary descriptions of Berek Triongger's Gallery of Wonders convinced Torvic to venture among the Candlestone Caverns, labyrinthine caves winding beneath the Aspodells.

The quest was not without setbacks. Just as Torvic sensed he was closing in on the Gallery, a thieving vagabond known as Beggar visited the dwarf's camp, vanishing in the night with Torvic's heirloom pearl and the tattered manuscripts.

Despite these losses, Torvic's band located Berek's hidden hall. Unfortunately, they weren't the first to discover it—a cruel fey creature had claimed the craftmaster's shadowed galleries, a worshipper of nightmare who called herself Lady Morilaeth. Born of the unnatural union between an elvish mother and a nameless creature of darkness, Lady Morilaeth possessed the terrifying power to reshape dreams and bring them to hideous life.

Torvic and his allies found themselves prisoners within Berek's workshops. Inhuman tortures and vile fungal concoctions muddled Torvic's memories

and left him a battered wreck, but hidden reserves of determination gave the dwarf and the archer Jorlin the strength they needed to escape. Their memories muddled and confused, they stumbled toward the surface. They were determined to rescue their imprisoned allies, but the next night hellish nightmares possessed Jorlin. He died screaming, a victim of Lady Morilaeth's murderous abilities. Torvic dared not sleep, for Lady Morilaeth's hideous power awaited, and hid himself away—little did he know that Beggar's theft of his heirlooms would soon turn events to his advantage. The thief sold the pearl and manuscripts to a member of the Pathfinder Society, inspiring the Society to send an expedition into the Aspodells to find Torvic and aid him in finding his ancestor's halls.

SUMMARY

The Pathfinders head into the Aspodell Mountains, seeking Torvic in hopes of finding Berek Triongger's Gallery of Wonders. Locating the dwarf, the PCs find him beset by mites and their giant ant pets, servants of Lady Morilaeth. Once rescued, the nightmare-haunted dwarf offers the Gallery's treasures in exchange for freedom from Lady Morilaeth's oppressive power. Before his escape, Torvic overheard his captors' plans for an upcoming celebration: Lady Morilaeth's debauched Feast of the Pallid Measure. His foes might easily fall if attacked during their bizarre festivities.

His memories garbled by his captors' vile experiments and Lady Morilaeth's cruel nightmares, Torvic can't help the party navigate the Gallery's trap-guarded entrance. If placed in a setting in the entrance's sculptures, the PCs find that the dwarf's luminous pearl disarms some of the hazards, allowing relatively safe entry.

Inside, the PCs find that a forest of fungi fills the dwarven living spaces, now the twisted realm of sadistic derros. Lethal traps clutter the workrooms of the dwarven sculptors, built by a sadistic mite trap master. The PCs also find pain-maddened prisoners here—tormented

and confused, these victims' assistance may cause more trouble than it prevents.

Finally, the PCs locate Barek's once-opulent sculpture gallery and find Lady Morilaeth coldly overseeing the bizarre revelry of the Pallid Measure. At her command, motley followers stumble and twitch across the dance floor, their senses enslaved by foul drugs and the Lady's malign influence.

GETTING STARTED

Read the following to get the adventure underway:

An autumn chill filled the Pathfinder Society's chapter house in Almas as Venture-Captain Brackett briefed you. Normally brash and outgoing, the hatchet-faced veteran's face instead wore an expression of guarded concern. "I need you to venture into the Aspodell Mountains between Cheliox and Andoran; a dwarven prospector there seeks a lost dwarven site and we want in on his expedition. The prospector's name is Torvic and he's obsessively searched for years, hoping to find the hidden galleries of his ancestor, the dwarven craftsman Berek Triongger."

At this point, the chapter's librarian Wystorn Telfyr stepped forward and from a small wooden case, he produced several tattered scrolls and a gleaming, strangely phosphorescent pearl. "We recently acquired these from a man called Beggar. They describe the Gallery of Wonders built by Berek Triongger during the death throes of the dwarven Empire of Tar Khadurrm."

Picking up the strangely-glowing pearl, the librarian continued, "These pearls are only found in the deepest of the Darklands' seas. While not especially valuable, a cache of these would be a rare find. Divinations revealed that Berek apparently used this one as a key. We could claim substantial favors from the dwarves of Emperor's Peak should we discover what it's a key for."

Venture-Captain Brackett took over. "I'm wagering that Beggar stole these items, as the likelihood of a wandering vagabond possessing legally acquired dwarven heirlooms seems small. Looking through these documents and comparing them to *Pathfinder Chronicles* on the matter, it's clear that this Torvic is onto something." Brackett cocked a thumb toward Telfyr. "Our librarian was able to glean some information from Beggar about where he acquired these items and was also able to divine a likely location where the dwarf might be holed up. Find him and make an alliance with him; hopefully, he'll want his pearl back and will show you the way to the Gallery of Wonders."

The stolen pearl matches nothing found in familiar seas. Glowing like a golden candle, the opalescent stone gleams with hints of fiery crimson. A DC 19 Appraise check or DC 21 Knowledge (dungeoneering) check identifies the pearl as a type found only in the Vaults of Orv, a Darklands realm far beneath the surface. Due to its extreme rarity in the surface world above the Darklands, its value is priceless.

One of the aged parchments is also intriguing. Written in Dwarven, its runes tell of the dwarven craftsman Berek Triongger and his Gallery of Wonders hidden in a place called the Candlestone Caverns. A DC 30 Knowledge (history) or Knowledge (local) check reveals the historical background given in *The Gallery of Wonders* in Act 2.

Allow the PCs a chance to purchase whatever they like or perform additional research on Torvic, Beggar, the Aspodell Mountains, or the Candlestone Caverns before leaving Almas. Once the PCs are ready to go, continue to Act 1.

ACT 1: TORVIC'S CAVE (CR 2, CR 4, OR CR 7)

The journey from Almas up into the Aspodell Mountains is uneventful, save for dismal frigid rains. In the plains, the dreary autumn weather carries promises of a harsh winter, but the mountain weather is much worse. Telfyr's divinations placed Torvic's location in a cave about four days' hike from Piren's Bluff in northwestern Andoran.

After enduring weeks of relentless mountain wind and sleeting rain, clambering past jagged stone faces and slogging through ice-crusting mud, the PCs finally reach the valley holding Torvic's encampment. Gnarled conifers surround the mountain trail, their fallen needles carpeting the rocky valley. The trail cuts back and forth upslope toward the cave described by Telfyr. A plume of smoke rises the cave's mouth.

A DC 17 Perception check allows the PCs to hear the sounds of fighting inside the cave—Torvic battles a mite hunting party sent to recapture him. The mites and their giant ant pets found the hapless dwarf shortly before the PCs do. Battered and weary, Torvic is too weak to hold them off for long and is unconscious once the PCs reach him.

Barricades of wooden boughs block the cave entrance, their sharpened branches lashed together with rawhide cords (Hardness 4, 13 hp, DC 18 to smash).

TORVIC SCRATHMANE

Male dwarf expert 2

LN Medium humanoid

Init +0; Senses darkvision 60 ft.; Perception -1

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 15 (currently -1) (2d8+2)

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

Defensive Abilities defensive training, hardy, stability

OFFENSE

Speed 20 ft.

Melee battleaxe +1 (1d8)

Special Attacks hatred (+1 attack vs orcs and goblins)

TACTICS

Base Statistics When the PCs encounter him, Torvic has been awake for days and was tortured with fungal concoctions from which he has not recovered. He is fatigued. If given the chance to recover, Torvic has a Strength score of 13, a Dexterity score of 10, and a Charisma score of 9. Torvic's current Charisma score is the result of 3 points of Charisma damage from Lady Morilaeth's night terrors ability.

STATISTICS

Str 11 Dex 8, Con 13, Int 12, Wis 10, Cha 6

Base Atk +1; CMB +2; CMD 12 (16 vs bull rush or trip attempts)

Feats Power Attack

Skills Appraise +6 (+2 on items with precious metals or gemstones), Disable Device +4, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (nature) +6, Linguistics +6, Perception -1, Stealth +4

Languages Common, Dwarven, Orcish, Terran, Undercommon**SQ** stonecunning

Gear mining tools, ragged clothing, rusty battleaxe, assorted nonmagical scrolls

Creatures: Giant ants rip apart the cave's inner barricade and the mites beat Torvic unconscious in the round just before the PCs arrive. The PCs' arrival throws the mites into a panic and they order their ants to attack.

Tier 1–2 (CR 2)**MITES (2)**

CR 1/4

hp 3 each (*Pathfinder RPG Bestiary* 207)**TACTICS**

During Combat The mites first order their ant minion to attack using their vermin empathy ability, and then cast *doom* on the first two PCs that enter the cave. After that they assault the PCs from range with darts.

Morale If the ant dies, the mites both flee in terror.

GIANT ANT (WORKER)

CR 1

hp 18 (*Pathfinder RPG Bestiary* 16)**TACTICS**

During Combat Once ordered, the giant ant attacks the nearest PC and always mindlessly attacks whatever PC is closest.

Morale The ant fights to the death.

NIGHT TERRORS

Torvic and his companions were accosted by Lady Morilaeth, a cleric of Lamashtu with the nightmare creature template from the *Advanced Bestiary*. That template gives her an ability called night terrors and it's through this ability that she attacked Torvic and poor Jorlin. This ability is detailed below.

Night Terrors (Su) A nightmare creature can enter the dreams of a sleeping creature at will as a standard action. This ability has the same effect as a *dream* spell, except that once inside the dream of another creature, the nightmare creature can control the dream world with which the sleeper interacts.

While inside the victim's dream, the nightmare creature can attempt to control it. The victim must succeed on a Will save (DC 10 + 1/2 nightmare creature's character level + nightmare creature's Charisma modifier) or remain unconscious and asleep, trapped in the dream world with the nightmare creature. The nightmare creature controls all aspects of the dream world, and the victim is powerless to change anything—although the nightmare creature might allow it to think it has such power or even that it has awakened from the dream. Each hour thereafter, the victim must make a new Will save. Success allows it to awaken immediately; failure means it remains asleep and trapped in the dream world. The victim automatically awakens after 8 hours if it is still alive.

Each hour that the victim remains trapped in sleep by the nightmare creature, it takes 1d4 points of Charisma damage. A creature that has taken Charisma damage during its dream awakens fatigued and does not heal or regain spells as it normally would while resting. A creature reduced to 0 Charisma this way dies.

A *wish* or *miracle* spell or an *antimagic field* ends the effect and awakens the victim. A *protection from evil* spell blocks night terrors for its duration, but it does not awaken the victim. A *dream* spell used on the sleeping creature allows the victim a new save to break free of the effect, but the deliverer of the dream message must succeed on a Will save or be trapped in sleep with the nightmare creature ruling its dreams, just as though it were the original target of the night terrors. A blanket of silver links worth at least 2,000 gp prevents a nightmare creature from entering a creature's dreams so long as it is in contact with the sleeping creature, but it has no effect if placed on a sleeping creature already embroiled in night terrors.

Tier 3–4 (CR 4)**MITES (4)**

CR 1/4

hp 3 each (*Pathfinder RPG Bestiary* 207)**GIANT ANT**

CR 2

hp 18 (*Pathfinder RPG Bestiary* 16)

Tier 6–7 (CR 7)

MITES (4)

CR 1/4

hp 3 each (*Pathfinder RPG Bestiary 207*)

GIANT ANTS (DRONE) (4)

CR 3

hp 22 each (*Pathfinder RPG Bestiary 16*)

Development: If the PCs rescue and return poor Torvic to consciousness, he sees the PCs as his saviors and throws himself at their feet. He thanks them, though his mind is addled from lack of sleep, lack of food, and his experiences in the caverns below. He declares repeatedly that the PCs have saved his life but expresses confusion—does he know them? Should he know them? There is a lot he can no longer remember. If questioned about the date, Torvic believes it's nearly a month ago.

If questioned about the Gallery of Wonders, Torvic brightens briefly and begins speaking rapidly about his ancestor's gallery and the amazing works that are said to be contained within. But he quickly lapses into confusion and wonders aloud if he hadn't just recently been there. After a long moment of quiet, he exclaims, "I was there! There were things there! I remember—something. A woman who whispered nightmares." His eyes go wide at this point and he repeatedly warns the PCs not to sleep but can't explain why.

Torvic also tries to convince the PCs to let him accompany them back to the Gallery of Wonders. Though he can't remember much about being there, he's convinced that he can't remember it for a reason and needs to see it again. He also explains to the PCs that he's relatively sure as he makes his way down to the Gallery again that he'll be able to remember things a little more clearly.

In truth, Torvic was imprisoned by Lady Morilaeth and suffered horribly at the hands of her derro thralls. A derro torturer's bizarre alterations gave Torvic the ability to go for several days without sleep,

surgery intended to give the derro a weapon against Lady Morilaeth's sinister power over nightmares. Sleep deprivation still affects him normally, but he doesn't sleep.

Torvic doesn't remember much about Beggar's theft of his objects but he insists that the pearl was the most important part of the exploration of the Gallery of Wonders and that, without it, he can't disable the traps. If the PCs reveal that they now have the pearl, Torvic becomes unbelievably excited and explains that he feels deep down that whatever afflicted him in the Gallery must have done so because he didn't possess the pearl. In the end, thanks to the derros' repulsive fungal elixirs and Lady Morilaeth's nightmare visions, Torvic's memories of the Gallery are hopelessly muddled. Despite his befuddlement, Torvic can roughly guide the PCs to the Gallery, though his knowledge of the place ends at the entrance.

Treasure: One of the mites carries a pouch filled with uncut amethysts (Tier 1–2: 240 gp, Tier 3–4: 1,500 gp, Tier 6–7: 2,700 gp).

Mission Notes: Andoran faction members can ask Torvic about the Fallen Clan Tablets of Tar Khadurrm. Torvic gladly parts with them, though he keeps them buried beneath his fire pit. Although the tablets have no monetary value, the dwarves of Emperor's Peak will be thrilled to study them. Unfortunately, the three slabs together weigh 120 pounds. Andoran faction PCs need to either return the tablets to civilization or return with rubbings.

Osirion faction PCs who ask Torvic about his texts of dwarven lore will sadly be told that he doesn't know what happened to them. He thinks the derros have them, but his memories are confused. Taldor faction members need to describe their plan for placing the Chelish journal on the way into the mountains, presumably near Aspodell Pass. If placed poorly, it could be easily overlooked. Plans involving deception require a DC 18 Bluff check for success.



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

Tier 1–2:

Give each player 40 gp.

Tier 3–4:

Give each player 250 gp.

Tier 6–7:

Give each player 450 gp.

ACT 2: THE GALLERY OF WONDERS

Almost 250 years ago, the dwarven Empire of Tar Khadurrm tore itself apart. In the tragic final chapters of a millennium-long tragedy, internal conflicts destroyed a once-great realm. Thousands fled their empire's turmoil. Among these exiles, the master craftsman Barek Triongger may have been the most famous. Secretive keeper of techniques known in no other land, Barek refused to bow before any other dwarf. Instead of fleeing to some dwarven hold, the renowned craftsman planned his own hall, a well-hidden workshop and gallery. Deep beneath the Aspodell Mountains, the skillful chisels of his apprentices excavated a hidden Gallery of Wonders filled with masterpieces of dwarven artistry.

Barek's dream lasted 20 years before the wondrous gallery was abandoned after toxic mold infested the complex's air vents, triggering violent madness. A handful of survivors returned to dwarven lands, whispering of madness and murder. The amazing gallery was lost, becoming another legend of the dwarves' fallen empire.

Carved from limestone, every surface of the Gallery of Wonders is adorned with interlaced knotwork designs and bas-relief images from dwarven history, folklore, and myth. Inlaid black marble contrasts with the gleaming limestone of the native stone. Ornate fountains decorate the dwarven chambers and halls.

Vaulted ceilings reach nearly 12 feet high in the gallery's corridors, while most chambers' ceilings arch above 25 feet unless otherwise noted. The complex's interior doors were carved from translucent alabaster, shaped into delicate arabesques to reduce their weight. Breaking down these doors requires a DC 18 Strength check. Each door has Hardness 7 and 15 hp.

The doors from the foundries were intended to serve as barriers if the sanctum were invaded. Shaped of silver-gilt iron, stout iron bars can secure these portals from inside the work areas. They have Hardness 10 and 30 hp, requiring DC 27 to break down.

Colonies of massive Darklands fungi spread after the dwarves abandoned their sanctum—mushrooms several feet tall and brain-like globes of fungal corruption. Cultivated as food by the derros, towering

mushrooms and eerie phosphorescent molds fill the once-beautiful chambers.

1. Gate of the Humbled King (CR 1, CR 4, OR CR 7)

The gallery's secret entranceway lies hidden at the end of a long ledge of worked stone at the bottom of a treacherous and winding mountain path several hours further into the mountains from the cave where the PCs locate Torvic. The narrow ledge leads along a fungus-choked crevasse. Along the ledge, the cavern wall is smooth and adorned with wide panels of dwarven art. Intricately detailed bas-relief designs depict a regal-looking dwarf wearing a crown kneeling before another in an artisan's apron. The path ends at a section of wall adorned with dwarven runes (marked as a secret door on the map).

The rune-covered wall praises the glory of art in dwarven verse. A DC 15 Perception check notices the ornate wall forms a secret door and spots 5 runes among the verse that can be pressed: dwarven signs for “found,” “kings,” “glory,” “art,” and “support.” Pressing the runes in the following order opens the secret door: the “glory” of “kings” is “found” in the “art” they “support.” The right phrase could be managed by trial and error (even if no party member speaks Dwarven), but unless the sliding wall is disarmed, three successive wrong combinations sets off the trap. A DC 20 Disable Device check allows the PCs to pry one of the runes loose, bypassing the door's mechanism. Torvic's parchment scraps also contain the needed phrase; careful scrutiny (Perception DC 20 and the ability to speak Dwarven) of the documents spots the matching runes.

Trap: A sliding wall trap guards this entrance, shoving unwary PCs into the crevasse. The trap wasn't armed when Torvic traversed this area, though it is now. A DC 21 Perception check allows those examining the bas-relief to also note that the king's crown holds an empty setting for a gem. Placing Torvic's pearl in the setting disarms the sliding wall trap. For Tier 1–2, if the trap succeeds on its CMB roll, anyone it attacks falls 20 feet. For Tier 3–4, the fall is 40 feet. For Tier 6–7, the fall is 60 feet.

Tier 1–2 (CR 1)

WALL OF THE HUMBLER KING CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

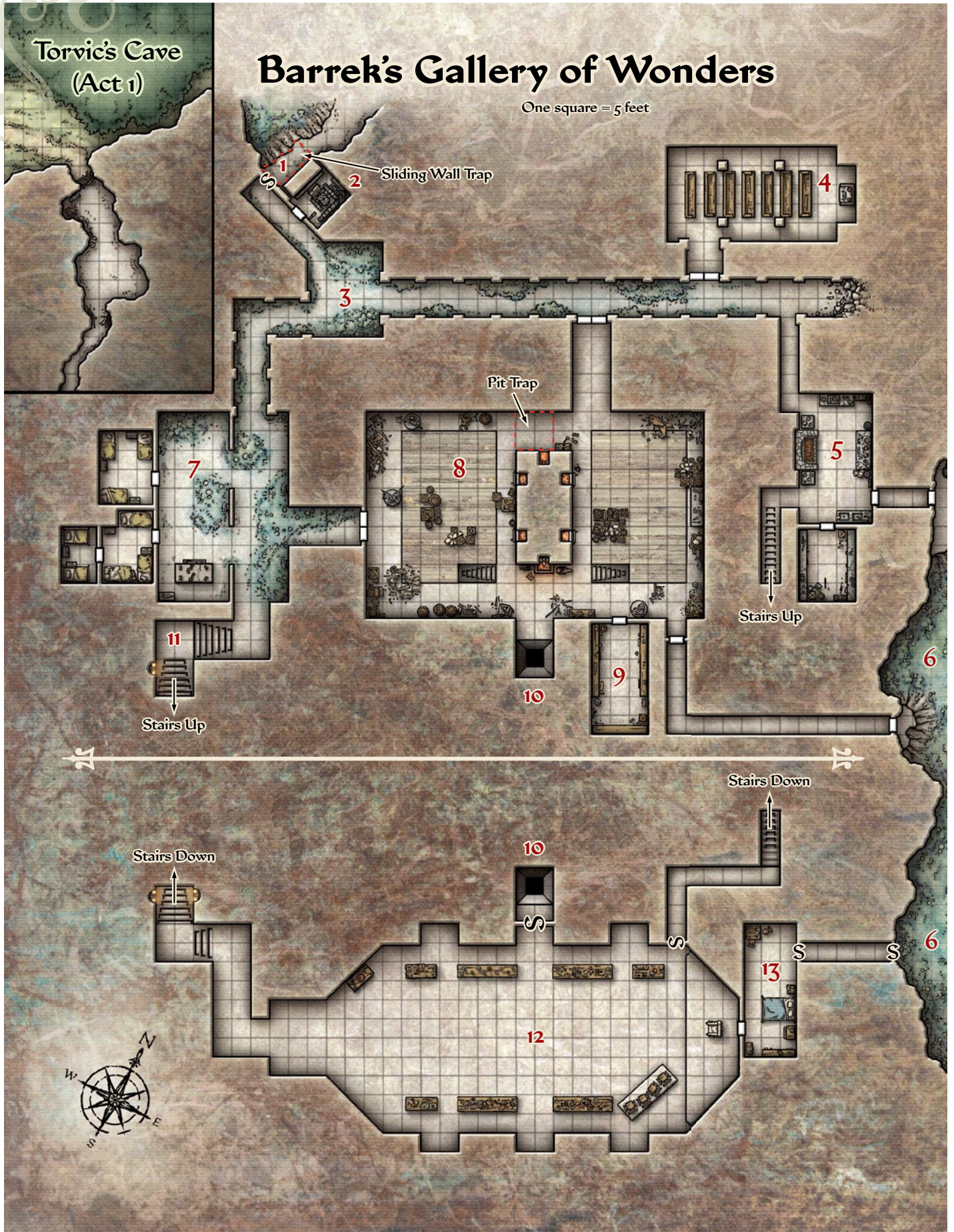
Trigger touch; Reset automatic reset

Effect CMB +10 (push 5, 2d6 falling damage); DC 20 Reflex save avoids; multiple targets (all targets in a 10-ft.-by-5-ft. area)

Torvic's Cave
(Act 1)

Barrek's Gallery of Wonders

One square = 5 feet



Tier 3–4 (CR 4)

WALL OF THE HUMBLED KING CR 4

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger touch; Reset automatic reset

Effect CMB +15 (push 5, 4d6 falling damage); DC 20 Reflex save avoids; multiple targets (all targets in a 10-ft.-by-5-ft. area)

Tier 6–7 (CR 7)

WALL OF THE HUMBLED KING CR 7

Type mechanical; Perception DC 29; Disable Device DC 20

EFFECTS

Trigger touch; Reset automatic reset

Effect CMB +20 (push 5, 6d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-by-5-ft. area)

Treasure: A battered chest lies at the bottom of the crevasse, overgrown with moss and fungi. The chest holds 10-lb. silver ingots and masterwork stoneworkers' tools (Tier 1–2: 2 tool sets and 3 ingots; Tier 3–4: 6 tool sets and 12 ingots; Tier 6–7: 6 tool sets and 40 ingots). The DC to spot the chest is only DC 15 for someone at the bottom of the crevasse (say, after falling). The difficulty class to spot the chest from the ledge is DC 17 for Tier 1–2, DC 19 for Tier 3–4, and DC 21 for Tier 6–7.

Mission Notes: Taldor faction PCs can make a DC 15 Perception check before entering the gallery to spot a patch of glowing moss growing at the bottom of the crevasse (see treasure above). Should a Taldor faction PC be knocked from ledge by the wall trap, his Perception check DC is reduced to 10 as he lands near it.

Rewards: If the PCs drag up the chest, reward each tier thusly:

Tier 1–2:

Give each player 34 gp.

Tier 3–4:

Give each player 128 gp.

Tier 6–7:

Give each player 361 gp.

2. Trap Works

Massive wheels and gears fill this room, the mechanisms driving the entrance trap. A large lever can be pushed into the gears to effectively disable the trap (Perception DC 10).

3. Vestibule

Beyond the gallery's hidden door, a nauseating wonderland of giant fungi fills the hallway. Foul-smelling mold obscures the walls' carved adornments. A

narrow footpath winds among towering mushrooms, all lit by the unwholesome blue glow of mold. This entire area is slippery and choked with organic matter, making it difficult terrain.

4. Temple of Torag

Dedicated to the dwarven creator-smith, the derros avoid this sanctum, convinced it holds some deadly trap. All it really holds are dusty pews and an altar that appears to be an enormous floor-to-ceiling warhammer sitting on its head, handle up.

5. Kitchen

The derro have covered this room's stone tables with dozens of ceramic pots, each filled with smelly fungal concoctions. The surface races are typically nauseated by the smell of these mixtures (Fortitude save DC 10), but derros find them stimulating. The eastern exit tunnel leads to a ledge 60 feet above an enormous cavern (area 6). Shattered dwarven sculptures choke the stairway leading to the ballroom (area 12), but can still be climbed.

6. Mushroom Cavern (CR 2, CR 4, OR CR 7)

Expansive fungi cover the floor of this massive vaulted chamber, with rivulets of fresh water dribbling in from tiny cracks. Wide paths have been torn out between the fungal growths, winding haphazardly between the giant stalks. The uneven walls of the cave require a DC 15 Climb check to safely clamber down them. The two lower ledges (off areas 5 and 8) are 60 feet up from the floor of the cavern. A ladder leads up to the ledge adjacent to area 13, 80 feet up from the floor.

Creatures: Giant ants nest in this area, where they are often captured and tamed by the nearby mites. The insects attack intruders voraciously. Pale fungal growths infest these creatures, covering their exoskeletons with bulbous projections. Although unsightly, the fungi have no effect on the creatures' ability to fight. This is an **optional encounter** and should only be run if the PCs have more than two hours remaining in the scenario. Alternatively, the ants can serve as wandering monsters, foraging elsewhere in the Gallery.

Tier 1–2 (CR 2)

GIANT ANT CR 2

hp 18 (*Pathfinder RPG Bestiary* 16)

TACTICS

During Combat The ant mindlessly attacks the nearest foe each round.

Morale The ant fights to the death.

Tier 2–4 (CR 4)

GIANT ANTS (2) CR 2

hp 18 each (*Pathfinder RPG Bestiary* 16)

Tier 6–7 (CR 7)

GIANT ANTS (DRONE) (4) CR 3

hp 22 each (*Pathfinder RPG Bestiary* 16)

7. Macabre Laboratory (CR 3, CR 5, OR CR 8)

Beyond a curtain of sticky yellow filaments, the corridor opens to reveal a bizarre chamber. Glowing fungi bathe the chamber in dim blue light, revealing dozens of incomprehensible devices and texts heaped atop tables and shelves. Half torture chamber, half alchemical laboratory, one table holds the dissected remains of a mountain goat, surrounded by blood-spattered parchments covered in cryptic notes and drawings. Strange wires project from the goat's remains, connected to odd-looking metallic boxes.

What was once a library and living chambers has become a macabre laboratory and overgrown fungal garden, where the derros' savant practices terrible experiments beneath the eerie blue light of a brain mold. The smaller rooms are partially divided into sleeping quarters for the derro. Incomprehensible surgical tools lie scattered about.

Creatures: The derro torturer Tnarat and his assistant are here when the PCs arrive. Tnarat clutches a large jar of humanoid brains preserved in alcohol. He refused to close down his experiments for Lady Morilaeth's revel (area 12). Tnarat reacts angrily to any interference with his perverse research, shouting at the offending characters in garbled Common. If Torvic is with the party, he attacks Tnarat, suddenly remembering horrible tortures visited on his dwarven frame in this very room.

Tier 1–2 (CR 3)

TNARAT CR 3

Male derro

hp 25 (*Pathfinder RPG Bestiary* 70)

TACTICS

During Combat Tnarat casts *darkness* and then wields his crossbow from cover. He hesitates to use *sound burst*, lest the spell damage his treasured lab equipment. Tnarat would rather capture foes than kill them.

Morale If brought to below 10 hit points, Tnarat flees.

KINLUNIK, GOBLIN THRALL CR 1/3

Male goblin warrior 1

hp 6 (*Pathfinder RPG Bestiary* 156)

TACTICS

During Combat Kinlunik stays near Tnarat and fights to keep the PCs away from his derro master.

Morale Kinlunik fights to the death as long as Tnarat is alive. He flees if Tnarat is killed.

Tier 3–4 (CR 5)

TNARAT AND STERIK CR 3

Male derros

hp 25 each (*Pathfinder RPG Bestiary* 70)

TACTICS

During Combat Both derros cast *darkness* on the first round of combat and then wield their crossbows from cover. They hesitate to use *sound burst*, lest the spell damage their treasured lab equipment. Both would rather capture foes than kill them.

Morale If brought to below 10 hit points, Tnarat and Sterik flee.

KINLUNIK, ORC THRALL CR 1/2

Male orc warrior 1 (*Pathfinder RPG Bestiary* 222)

hp 6

TACTICS

During Combat Kinlunik stays near Tnarat and fights to keep the PCs away from his derro masters.

Morale Kinlunik fights to the death as long as the derros are alive. He flees if they are both dead.

Tier 6–7 (CR 8)

Same as Tier 3–4 but replace the orc with two trolls.

KINLUNIK AND GARDAK, TROLL THRALLS CR 5

Male trolls (*Pathfinder RPG Bestiary* 268)

hp 63 each

TACTICS

During Combat The trolls stay near Tnarat and fight to keep the PCs away from their derro masters.

Morale The trolls fight to the death as long as the derros are alive. Should both derros fall, one troll stays to fight the PCs and the other flees to area 12 to warn Lady Morilaeth.

Development: The raucous music of Lady Morilaeth's revelry echoes down the stairway from area 12, along with the screams of excited celebrants. Have the PCs make a DC 30 Perception check. Any who succeed determine the screams to be those of a celebration—failure means that PC is sure the sounds are of tortures or combat or something equally morbid.

Treasure: Although most of the dwarven items that once resided here have been destroyed, the laboratory still holds scrolls describing lost artistic techniques and valuable secrets of stonecutting and weaponsmithing. A dozen valuable dwarven texts can be found, along with a healer's kit and 10 odd devices wrought of metal and glass—strange tools used by the derro torturers. The total value for these items is 960 gp for Tier 1–2; 2,040 gp for Tier 3–4; and 3,440 gp for Tier 6–7.

Mission Notes: Written in Aklo, the torturer's notes provide a wealth of information on the derros' odd drugs and medicines—Cheliox faction PCs should be interested in recovering them. Torvic Scrathmane's dwarven lore texts lie heaped in a pile of trash, fertilizer for the mushrooms—Osirion faction PCs should want to recover them.

In the far southeast room of area 7, the PCs find the corpse of a pixie (DC 19 Knowledge [nature] check to identify the corpse as such). The pixie appears to have been savaged by the torturers (DC 15 Heal check) and died of its wounds, though an additional DC 15 Heal check reveals the final blows were dealt by a cold iron rapier. Qadira faction PCs should be very interested in the pixie's corpse and will likely want to return to Almas with it.

Rewards: If the PCs recover the dwarven texts and derro savant's tools, reward each tier thusly:

Tier 1–2:

Give each player 188 gp.

Tier 3–4:

Give each player 397 gp.

Tier 6–7:

Give each player 629 gp.

8. Forges and Workrooms (CR 2, CR 3, OR CR 6)

Patches of dimly glowing fungi reveal a complex dwarven workshop. A wall of kilns, ovens and forges divides the workshop into two vast chambers, each crowded with unfinished sculptures, cobweb-covered tool racks and tables heaped with rusted detritus. The workshop's ancient, splintering floorboards sag beneath heaped debris. Holes and cracked planks reveal an open space below the cluttered chamber, evidently accessed via stairways on the southern half of the room. Twenty feet overhead, cobweb-covered booms and racks support hanging crucibles and massive chains for hoisting quarried stone.

This room is crammed full of broken machinery and rusting forge implements and is none too safe to traverse. Crumbling stone walkways surround the

chamber and wooden planks floor its center. Holes in the rotting wood make the floorboards a maze of potential pitfalls. Heaps of rusty, jagged scrap collapse at a touch or shift out from underfoot. Disgusting vermin scuttle everywhere. Because of these hazards, movement in the workroom is challenging. The outer stone walkways are considered difficult terrain because of their decayed state. Because of their holes, rot, and because they are thickly piled with vermin and bits of broken machinery, the wooden planks across the center of the floor are considered to be under the effect of a *grease* spell.

Have the PCs make a DC 15 Perception check to hear moans and incoherent mutterings coming from behind the locked door along the southeast wall (see area 9 below). Two corpses, victims of the derro torturers, lie discarded in the midst of the broken machinery in front of the door to area 9.

Creatures: A band of mites nests here, their beds hidden among the heaped debris in the spaces below the floorboards. Very few are present when the PCs arrive, as most are attending Lady Morilaeth's revel upstairs.

Tier 1–2 (CR 2)

TIFER	CR 1/2
Male mite rogue 3 (<i>Pathfinder RPG Bestiary 207</i>)	
LE Small fey	
Init +3; Senses darkvision 120 ft., low-light vision, scent;	
Perception +7	
DEFENSE	
AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)	
hp 24 (1d6+3d8+4)	
Fort +2, Ref +8, Will +3	
Defensive Abilities evasion, trap sense +1; DR 2/cold iron;	
Weaknesses light sensitivity	
OFFENSE	
Speed 20 ft., climb 20 ft.	
Melee short sword +5 (1d4+1/19–20) or 2 short swords +3 (1d4+1/19–20)	
Ranged dart +6 (1d3+1)	
Special Attacks hatred, sneak attack +2d6	
Spell-Like Abilities (CL 1st)	
At will— <i>prestidigitation</i>	
1/day— <i>doom</i> (DC 10)	
STATISTICS	
Str 12, Dex 17, Con 13, Int 8, Wis 11, Cha 10	
Base Atk +2; CMB +2; CMD 15	
Feats Point-Blank Shot, Two-Weapon Fighting, Weapon Focus (shortsword)	
Skills Climb +12, Craft (trapmaking) +6, Handle Animal +4, Perception +7, Ride +7, Sleight of Hand +14, Stealth +18; Racial Modifiers +4 Sleight of Hand, +4 Stealth	

Languages Undercommon

SQ trapfinding, vermin empathy +4, weapon training

Gear 12 darts, 2 small short swords, studded leather armor, masterwork thieves' tools, key to area 9

PIT TRAP CR 1

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

EFFECTS

Trigger location; **Reset** manual

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

Tier 3–4 (CR 3)

TIFER CR 1/2

Male mite rogue 3

hp 24 (Tier 1–2)

APPRENTICE TRAPMAKERS (2) CR 1/4

Male mites (*Pathfinder RPG Bestiary 207*)

hp 3 each

TACTICS

During Combat Tifer's apprentices help him by casting *doom* on the nearest PCs and helping him to flank.

Morale Tifer's apprentices flee if their master is killed.

PIT TRAP CR 1

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

EFFECTS

Trigger location; **Reset** manual

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

Tier 6–7 (CR 6)

TIFER, PESTIN, AND GRALT CR 1/2

Male mite rogues 3

hp 24 each (Use the stats for Tifer, Tier 1–2)

SPIKED PIT TRAP CR 5

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

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +20 melee, 2d4 spikes per target for 1d4+1 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Treasure: Two matching ivory-handled swords are lying amidst the debris in the southeast room—worth 120 gp total, these belong to Merisk (see area 9). The mites also have a number of manacles used for restraining prisoners (Tier 1–2: 12 manacles with average locks; Tier

3–4: 12 manacles with good locks; Tier 6–7: 24 masterwork manacles with good locks). For Tier 6–7, the PCs also find a golden statuette of a leaping wolf worth 1,700 gp.

Rewards: If the PCs take the treasure with them, reward each tier thusly:

Tier 1–2:
Give each player 50 gp.

Tier 3–4:
Give each player 119 gp.

Tier 6–7:
Give each player 591 gp.

9. Storeroom

The following prisoners are currently chained inside:

Lyrehawk (NG female human ranger 2), a member of Torvic's party, lies bound by ropy fungal growths that encase her head and send pulsing tendrils along her limbs. These growths have temporarily blinded her. A DC 20 Heal check can restore her sight and get her moving again, though short of magical healing, she'll need weeks to recover. Bizarre, agonizing growths protrude from the limbs of **Merisk** (CG male dwarf fighter 2), another member of Torvic's party. His pain can be temporarily alleviated with a DC 24 Heal check which enables him to walk for short distances. Merisk needs potent magical cures and weeks to recover from his ordeal. The scars of old floggings cover his torso, slightly obscured by new welts and cuts.

Snatched from Aspodell Pass, a Chelish merchant named **Horvet Suder** (LN male human expert 2) is chained opposite the adventurers. His scalp sports jagged scars and he's unable to speak, though he moans constantly. Horvet is broken mentally and it'll be some time before he can describe the horrors visited on him by the derros and mites. None of them are in any condition to fight, even if they're magically healed. Assume each prisoner has 7 hit points and are all currently staggered at 0 hit points.

Mission Notes: Chelax faction PCs will likely want to show Lyrehawk the note from her old flame. Her immediate reaction after reading it is one of anger, but she quickly calms herself and asks the PCs not to mention the note to anyone (particularly Merisk).

Qadira faction PCs may notice Merisk's matching ivory-hilted swords and the faded scars on his torso and might realize that he's the murderous slave their leaders seek. A Diplomacy check (Merisk is unfriendly and has a Charisma modifier of +0) or inspired roleplay uncovers a very different story. He explains the true killer made him his scapegoat, giving Merisk the swords and forcing him to run by threatening to kill his enslaved family. He doesn't even know who the murderer was. Qadira faction

PCs should be interested in acquiring some item from Merisk to prove they saw him and should want to report Merisk's story to the Pasha.

10. Shaft

This empty shaft once held a pulley system for hauling heavy objects from the workrooms to the ballroom. The pulleys collapsed long ago and no longer function. A DC 20 Climb check is required to free climb the shaft up to area 12. The door to area 12 is hidden from the ballroom side (DC 20 Perception check), but not from the shaft side.

11. Processional Stairs

These wide, ornate stairs lead up to the ballroom. The stairs are clear of the fungi infesting most of the complex and dwarven statuary can be seen in niches on each side of the stairway. Strangely-colored candles burn atop the statues, filling the stairwell with a faint red light.

12. Ballroom (CR 3, CR 5, OR CR 8)

Dozens of whirling, twitching humanoids fill the massive chamber, dressed in outlandish costumes. Masked derros madly waltz about, ducking in and out of the light shed by a few battered candelabra. Others wave banners of tattered cloth or whirl feeble, guttering torches, their dim light an unnatural blood red. Some mites wind between the derros' legs in a chaotic mimicry of peasants' country dances, while other intoxicated mites awkwardly gather dirty plates and goblets from tables. More creatures crowd an elevated gallery at the chamber's east end and appear to be a mockery of an orchestra, each musician vying to outdo his fellows in thunderous cacaphony.

A handful of human bodies lie sprawled among the dancing creatures in the middle of the room. Merchants snatched from caravans in Aspodell Pass, these men provided entertainment during the feast's first course, a sword dance that reduced each merchant to bloody ruin. A DC 16 Knowledge (local) check identifies the corpses as members of Andoran's Lumber Consortium.

The mites and derros dancing here are under the influence of a powerful liquid drug they call the draught of dark pleasures. To mites and derros, this liquid functions as a powerful narcotic mixture that causes weakness, hallucinations, and euphoria. It also occasionally kills its imbibers, causing them to collapse in a frothing seizure. For non-derros and non-mites (such as humans, elves, and dwarves), the bitter black mixture simply tastes revolting and anyone drinking

LADY MORILAETH

The nightmare template from the *Advanced Bestiary* adds a good deal of complexity to an NPC stat block. For Lady Morilaeth, be sure to study her stat block thoroughly before running this encounter—she has a lot of moving pieces and it's easy to forget one or two of them.

it must immediately make a DC 15 Fortitude save or become nauseated for 1d6 rounds.

Creatures: Each of the deranged creatures dancing and flopping on the dance floor drank deeply of the draught of dark pleasures, and is barely aware of his surroundings, let alone the PCs. If attacked, the derros and mites do not defend themselves, but instead run shrieking from the room. There are 15 derros here and an additional 10 mites. The revelers will not fight and are not included in the tiers below.

Perched on a throne of carved alabaster, Lady Morilaeth enjoys her degenerate followers' drugged revelry. The ill-proportioned product of a union between an elf-maid and a mysterious creature of fey nightmare, Lady Morilaeth masks her gaunt features with thick layers of white ceruse makeup. Pale linen robes shroud her armored form.

Tier 1–2 (CR 3)

LADY MORILAETH

CR 2

Female nightmare creature elf cleric of Lamashtu 2 (*Advanced Bestiary* 187)

CE Medium humanoid (elf)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +4

Aura fear aura (60 ft., DC 14), frightful presence (30 ft., DC 14)

DEFENSE

AC 21, touch 14, flat-footed 19 (+6 armor, +2 deflection, +2 Dex, +1 shield)

hp 16 (2d8+4); regeneration 5 (silver or good)

Fort +4, **Ref** +2, **Will** +5; +2 saves vs. good creatures, +2 saves vs. enchantment spells and effects

Defensive Abilities protection from good; **DR** 5/silver or good;

Immune illusion spells and effects

OFFENSE

Speed 20 ft., fly 10 ft. (perfect)

Melee dagger +2 (1d4+1/19–20) or cold iron rapier +2 (1d6+1/18–20)

Ranged mwk longbow +4 (1d8/x3)

Special Attacks channel negative energy (1d6, DC 14, 4/day), night terrors, nightmare spellcasting

Spell-Like Abilities (CL 2nd; concentration +4)

1/day—*shadow walk*

Domain Spell-Like Abilities (CL 2nd; concentration +4)

5/day—*copycat* (2 rounds), *vision of madness* (+/–1)

Cleric Spells Prepared (CL 2nd, nightmare spellcasting; concentration +4)

PATHFINDER SOCIETY SCENARIO

1st—*bane* (DC 13), *cause fear* (DC 13), *cure light wounds*, *disguise self*^P (DC 13)

o (at will)—*detect magic*, *detect poison*, *stabilize*, *virtue*

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

TACTICS

Before Combat If Lady Morilaeth detects the PCs she casts *disguise self* to change her appearance to that of a derro, albeit the tallest derro in the room.

During Combat Once disguised, Morilaeth joins the revelers, hoping to get close to the PCs and surprise them with channeled negative energy. Morilaeth is aware of the effect her fear aura will have on the mites and derros—namely, when she uses it, most of them will run from the room—and she doesn't hesitate to use it. Nor does she hesitate to use her channel negative energy ability to injure both the PCs and the revelers. While fighting, Morilaeth repeatedly screams, "You will dream of me!"

Morale If reduced to less than 5 hit points, Lady Morilaeth retreats to area 13 to regenerate. If she's unable to make it, she uses feign death and regenerates.

Base Statistics AC 19, touch 14, flat-footed 17 (+6 armor, +2 Dex, +1 shield) versus non-good creatures

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +1; **CMB** +2; **CMD** 14

Feats Improved Initiative

Skills Bluff +9, Craft (sculpture) +6, Fly +7, Heal +6, Intimidate +9, Linguistics +7, Stealth +9; **Racial Modifiers** +6 Stealth, +6 Intimidate, +2 Perception

Languages Aklo, Common, Elven, Undercommon

SQ aura, elven magic, feign death

Combat Gear *potion of cure light wounds*, *scroll of aid*; **Other**

Gear masterwork breastplate, masterwork buckler, dagger, masterwork longbow with 20 arrows, cold iron rapier, antitoxin, blackened silver holy symbol of Lamashtu, noblewoman's robes, 4 parchment pages filled with Lamashtu holy scripts, silver necklace (100 gp value), silver ring bearing Lamashtu's symbol (50 gp value), spell component pouch

SPECIAL ABILITIES

Feign Death (Ex) With a successful Bluff check, a nightmare creature can make itself appear dead. Any creature wishing to ascertain whether the nightmare creature is really dead must make a Heal check opposed by the nightmare creature's Bluff check. The nightmare creature cannot move or take any actions pretending to be dead. In addition, whenever a nightmare creature falls unconscious, it appears dead. A DC 15 Heal check is required to ascertain if the nightmare creature is alive. Nightmare creatures use this ability to escape destruction, to gain revenge, or to trick foes into approaching them. The Heal check DC is Charisma-based.

Night Terrors (Su) See sidebar on page 4.

Nightmare Spellcasting (Su) A nightmare creature's effective

caster level for fear, phantasm, and shadow spells increases by +2 over that of the base creature.

Protection from Good (Su) A nightmare creature gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks by good creatures. Furthermore, it is immune to any attempt by a good creature to possess, charm, or influence it.

LADY MORILAETH'S SERVANTS (2) CR 1/4

Male mites (*Pathfinder RPG Bestiary* 207)

hp 3 each

TACTICS

During Combat The mites try to move around the party and fling darts at poorly-armored characters.

Morale The mites fight to the death.

Tier 3–4 (CR 5)

LADY MORILAETH CR 2

Female nightmare creature elf cleric of Lamashtu 2 (*Advanced Bestiary* 187)

hp 16 (Tier 1–2)

LADY MORILAETH'S SERVANTS (4) CR 1/2

Male mite rogues 3

hp 24 each (Use the stats for Tifer, area 8, Tier 1–2)

Tier 6–7 (CR 8)

LADY MORILAETH CR 6

Female nightmare creature elf cleric of Lamashtu 6 (*Advanced Bestiary* 187)

CE Medium humanoid (elf)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +5

Aura fear aura (60 ft., DC 16), frightful presence (30 ft., DC 16)

DEFENSE

AC 23, touch 14, flat-footed 21 (+7 armor, +2 Dex, +2 deflection, +2 shield)

hp 48 (6d8+18); regeneration 5 (silver or good)

Fort +6, **Ref** +6, **Will** +8; +2 saves vs. good creatures, +2 saves vs. enchantment spells and effects

Defensive Abilities protection from good; **DR** 5/silver or good;

Immune illusion spells and effects

OFFENSE

Speed 20 ft., fly 10 ft. (perfect)

Melee cold iron rapier +5 (1d6+1/18–20)

Ranged +1 longbow +7 (1d8+1/x3)

Special Attacks channel negative energy (3d6, DC 16, 4/day), night terrors, nightmare spellcasting

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

1/day—*shadow walk*

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

6/day—*copycat* (6 rounds), *vision of madness* (+/–3)

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

3rd—*blindness/deafness* (DC 16), *dispel magic*, *invisibility^P*,
summon monster III

2nd—*cure moderate wounds*, *hold person* (DC 15),
invisibility^P, *silence* (2)

1st—*bane* (DC 16), *cause fear* (DC 16), *cure light wounds* (2),
disguise self^P (DC 14)

o (at will)—*detect magic*, *detect poison*, *stabilize*, *virtue*

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

TACTICS

Before Combat As Tier 1–2.

During Combat As Tier 1–2.

Morale As Tier 1–2.

Base Statistics AC 21, touch 12, flat-footed 19 (+7 armor, +2 Dex,
+2 shield) versus non-good creatures

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +4; **CMB** +5; **CMD** 17

Feats Improved Initiative, Lightning Reflexes, Toughness

Skills Bluff +7, Craft (sculpture) +7, Fly +6, Heal +9, Intimidate
+12, Linguistics +6, Stealth +13; **Racial Modifiers** +6 Stealth, +6
Intimidate, +2 Perception

Languages Aklo, Common, Elven, Undercommon

SQ aura, elven magic, feign death

Combat Gear *scroll of aid*, *scroll of lesser planar ally*; **Other**

Gear +1 *breastplate*, +1 *buckler*, +1 *longbow* with 20
arrows, cold iron rapier, blackened silver holy symbol of
Lamashtu, noblewoman's robes, 4 parchment pages filled
with Lamashtu holy scripts, silver necklace (100 gp value),
silver ring bearing Lamashtu's symbol (50 gp value), spell
component pouch

SPECIAL ABILITIES

Feign Death (Ex) As Tier 1–2; DC 16 Heal check.

Night Terrors (Su) See sidebar on page 4.

Nightmare Spellcasting (Su) As Tier 1–2.

Protection from Good (Su) As Tier 1–2.

LADY MORILAETH'S SERVANTS (3) CR 3

Male derros (*Pathfinder RPG Bestiary 70*)

hp 25 each

TACTICS

During Combat The derros plunge as many of the PCs as
possible into *darkness*, following up with *sound burst*.

They then work together to flank and sneak attack one PC
at a time.

Morale The derros fight to the death.

Development: With Lady Morilaeth's defeat, any
surviving derros and mites in the room retreat through
area 6 and flee deeper into the Darklands.

Treasure: The yellowed bones of Barek Triongger lie
draped over a chair in a corner of the gallery. An iron
signet ring with his rune still sits on one bony finger

and a rusty iron bracelet holds more luminous pearls
in a hidden compartment. (Tier 1–2/3–4: 2 pearls, worth
250 gp total; Tier 6–7: 14 pearls, worth 1,750 gp total).
Masterwork artisans' tools (stoneworker's chisels) lie in a
satchel by the skeleton's bony feet.

Mission Notes: PCs from the Andoran faction should
be interested in identifying the merchant's corpses in the
center of the room.

Rewards: If the PCs defeat Lady Morilaeth, reward each
tier thusly:

Tier 1–2:

Give each player 169 gp.

Tier 3–4:

Give each player 219 gp.

Tier 6–7:

Give each player 858 gp.

13. Master Suite (CR 6)

This chamber holds a large bed, a wardrobe, and other
bedroom furniture. At the rear of the chamber, a secret
door (Perception DC 15) leads to a hidden escape tunnel
that leads to area 6. A ladder leads from the door down
to the floor of the cavern.

Traps: At Tiers 3–4 and 6–7 only, the door to area 13
from area 12 is guarded by a *glyph of warding* which is
triggered by anyone other than a female elf opening the
door from area 12.

GLYPH OF WARDING TRAP CR 6

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

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (blast glyph, 3d8 sonic damage, DC 16 Reflex
save for half damage); multiple targets (intruder plus all targets
in a 5-ft.-radius burst)

Mission Notes: A fresco on the north wall depicts
distinctly Osirian ruins on a mountain peak, recognizable
as one the PCs passed on their journey. Known as Forlarn
Peak, weather has since eroded the foreign ruins beyond
recognition. Osirion faction PCs will want to report these
facts to their superiors.

CONCLUSION

Once the PCs emerge from the caves, Torvic leaves to
return to his home and spread word of his discovery
among the dwarf kingdoms. Unless Torvic dies, other
dwarves soon arrive, eager to reclaim the Gallery of
Wonders. Eventually, because of the party's discovery,
dwarven craftsmen in the Five Kings Mountains
rediscover some of the techniques of their lost master

artisan. This gives the PCs a small bit of celebrity with the dwarves of the Five Kings Mountains.

If Lyrehawk is rescued, the PCs soon discover that she has influential friends among the Andoren Eagle Knights in Almas. The knights offer the PCs a lavish feast and gift them two *+1 fey bane arrows* for Tier 1–2, ten *+1 fey bane arrows* for Tier 3–4, and ten *+1 fey bane arrows* and an *efficient quiver* for Tier 6–7.

Rewards: If the PCs rescued Lyrehawk, reward each tier thusly:

Tier 1–2:

Give each player 28 gp.

Tier 3–4:

Give each player 138 gp.

Tier 6–7:

Give each player 288 gp.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who identify the dead merchants at Lady Morilaeth's revel in area 12 earn 1 Prestige Award. Those who also bring back Torvic's cumbersome tablets from Act 1 earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who show Lyrehawk her old flame's note receive 1 Prestige Award. PCs from the Cheliox faction who also collect the derro torturer's papers from area 7 earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who gain Torvic's lorebooks from area 7 earn 1 Prestige Award. PCs from the Osirion faction who notice the fresco in area 13 and report the possible ruins at Forlarn Peak earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who recover the pixie's corpse in area 7 earn 1 Prestige Award. PCs from the Qadira faction who also discover Merisk's innocence in Act 5 earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who recover the glowing moss in area 1 earn 1 Prestige Award. Those who thoughtfully place the Chelish journal (see Act 1) earn 1 bonus Prestige Award.

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Andoran Faction Handout

Champion of Freedom,

While in the Aspodell Mountains, your journey should bring you in contact with the dwarven prospector Torvic Scrathmane. Our scholars believe he possesses ancient tablets once belonging to the fallen dwarven clans of Tar Khadurcm. Encourage him to allow you to return these items to the dwarven clans of Emperor's Peak, a gesture sure to encourage stronger ties between the dwarves and Andoran.

Be advised that several merchants have recently vanished from caravans traveling Aspodell Pass. It is possible that these disappearances are part of some new Chelish plot against our land. While you are in the area, determine what has happened and whether Cheliaz had a hand in these events.

Capt. Colson Maldris

Sincerely,

Captain Colson Maldris



Taldor Faction Handout

Serent of the Empire,

My missive shall be brief: the Grand Prince's physician requires a sampling of the peculiar glowing moss occasionally found in the mountainous regions bordering Cheliaz and Andoran. Have no fear—I am assured that the moss's legendary acidic flesh-eating abilities are over-exaggerated.

In recent trade negotiations, Andoren nationalists have repeatedly maligned Taldor's benevolent ruler. Enclosed, you will find a journal mentioning Chelish military forces massing on the Andoran border and their supposed invasion plans. Place this journal where Andorens will find it—such as on a trade route in the Aspodell Mountains—and let's hope the Andorens think their enemies dropped it by chance. No one maligns Grand Prince Stavian III.



For the Emperor!

Baron Jacquo
Baron Jacquo Dalsine

Osirion Faction Handout

Child of the Ancestors,

A recently unearthed legend claims that the infamous serpent priest Atanes once summoned a magical bridge of darkness across the Inner Sea, planting its northern end in a small fortress atop a peak in the Aspodell Mountains. While visiting that inhospitable realm, please be alert to signs of this legend's origins. It is possible that our land's ancient glories stretched further than is commonly supposed.

Hopefully while in Andoran you will meet with the dwarven explorer named Torvic Scrathmane. Although not a scholar, Scrathmane is known to possess texts of dwarven lore long sought by our land's sages—texts we would like you to acquire.



In Furtherance of Wisdom,

Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Servant of the Satrap,

We had a long standing agreement with a pixie in the same area as your missing dwarf—our pixie contact is also missing. It's possible they are related. Should you find him, he'll likely still be wearing the iron scimitar necklace I gifted to him when I bought his services last year. Should he be alive, convince him to contact me. Should he be dead, return his corpse to Almas where one of our contacts will recover him.

One more thing: the Aspodell Mountains harbor an enemy of our land, an escaped slave guilty of cold-blooded murder. He supposedly still carries the ivory-hilted blades he used to slaughter an entire family of Qadiran merchants. Bring me something that belongs to him—other hands will fashion a magical vengeance suited for his villainy.

Kind Regards,

Pasha Muhlia Al-Jakri




Cheliox Faction Handout

O Most Delectable of Servants,

While in the Aspodell Mountains, you may encounter a woman named Lyrehawk among the dwarf Torvic's allies. Once a lieutenant in Westerown's Dottari guards, she turned against her homeland to live among the renegades of the wilderness. Your task is simple. Deliver the enclosed message—a note from the man Lyrehawk once loved. Discover whether the traitor still feels any love for the fool who once betrayed her. If so, our land can again profit from her knowledge. Assure her that her betrayal will be forgiven should she return to her nation's service.

Additionally, your task will bring you near the Candlestone Caverns. Their fae inhabitants are known to produce exotic medicinal agents and toxins. Please acquire any information that you can about these unusual materials. Fail me not or your next whipping will be short.



Paracountess Zarta Draldeen

★ REBEL YELL ★



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PATHFINDER SOCIETY SCENARIO 37: THE BEGGAR'S PEARL

This Chronicle Certifies That _____

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

Items Found During This Scenario

TIER
1-2

Hero of the Five Kings: For helping Torvic (and thus dwarves everywhere) find the Gallery of Wonders, you have gained a small amount of fame with the dwarves of the Five Kings Mountains. When dealing with any dwarf from that region from now on, you gain a +2 circumstance bonus on all Charisma-based checks.

- +1 *fey bane arrows* (Limit 2; 166 gp each)
- Ivory-handled short sword (60 gp)
- Scroll of *aid* (250 gp)

TIER
3-4

+1 *fey bane arrows* (Limit 10; 166 gp each)

TIER
6-7

Efficient quiver (1,800 gp)
Scroll of lesser planar ally (750 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER					
1-2	▶	509			
TIER					
3-4	▶	1,251			
TIER					
6-7	▶	3,177			

MAX GOLD

EXPERIENCE

Starting XP

Final XP Total

Prestige Award

Starting PA

	GM's Initial
--	--------------

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

+		GM's Initial
---	--	--------------

GP Gained (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Subtotal

-	
---	--

Items Bought

=	
---	--

Subtotal

-	
---	--

Gold Spent

=	
---	--

Subtotal

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #