

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-19

Levels 1-4

**ENTER THE
PALLID PEAK**

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PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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ENTER THE PALLID PEAK

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Gamemastery Guide*

Maps: *Pathfinder Flip-Mat: Bigger Ancient Dungeon*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>. This scenario has no scenario tags.

SUMMARY

In the town of Olfdan in the free nation of Andoran, venture-captain and retired heroine Luna Aldred asks a team of Pathfinders to explore a recently discovered site on the volcano known as Droskar's Crag. The group of prospectors who found the site were attacked moments after they entered; the venture-captain suggests the Pathfinders talk to the only prospector who survived the ordeal. Though he's stricken with grief and hesitant to speak, PCs who show him compassion and understanding could learn valuable information.

Traveling through Darkmoon Vale, the Pathfinders find their way blocked by a log jam, which they can help clear to speed their passage. Finally reaching their destination, the Pathfinders find an ancient outpost of the dwarven empire of Tar Khadurrm. Here, they uncover the ruins' history and reclaim a vestige of the past locked in a puzzle vault. The ruin is a treacherous place to explore, with lava still flowing through its ruined, stifling halls. In addition to the environmental dangers, guardian constructs remain active, as do restless spirits of dwarves killed in the cataclysmic explosion known as the Rending. A few living creatures linger here too, including a trio of ifrit fugitives who could become allies, and a duergar raiding band who are only too happy to make prisoners of any Pathfinders they encounter.

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ADVENTURE BACKGROUND

The dwarven empire of Tar Khadurrm was founded more than 1,400 years ago, in 3279 AR, and quickly spread across the southern Five Kings Mountains. The empire grew into the center of dwarf life in the region and a mighty commercial power, with trade flowing between its southern cities of Jernashall and Raseri Kanton and the then-Taldan provinces of Cheliox and Isgar. Then, in 3980 AR, the volcano of Droskar's Crag erupted in a cataclysm that would come to be known as the Rending. The explosion buried Jernashall under a surge of magma, and Raseri Kanton fell into the open earth. The Rending dealt a fatal blow to Tar Khadurrm as it fell into bickering and fractured alliances—though it wouldn't fully collapse for almost 500 years. The dwarves of the region now shun Droskar's Crag, which became home to little more than exiles and wandering monsters.

Among the places destroyed in the Rending was a sprawling dwarven complex known as Kazhlik, in the eastern slope of the volcano, where dwarves kept watch for traders and stood vigilant against bandits and monsters. But unlike Jernashall and Raseri Kanton, Kazhlik didn't remain abandoned forever. In 4353 AR, Tar Khadurrm's King Garbold sent a group of dwarves to reclaim the outpost in a doomed bid to bolster the empire. The dwarves managed to make some inroads, erecting bridges over the blazing magma that still flowed through the outpost, but it soon became too much. The brutal conditions of their work battered their spirits, and the workers' leaders fell to the worship of Droskar, the evil dwarven god of endless toil. Soon after, the workers rebelled, retreating home and vowing never to return.

Other than a few mephits, the ruins have largely stayed empty ever since. The occasional duergar raiding party into Darkmoon Vale uses the ruins as a resting place, though they don't venture past the lava. In recent months, a trio of ifrit dwarves took up residence in the northern part of the ruins. Forced to flee from their thieves' guild in the nearby city of Taggoret, they discovered the ruins while looking for a hiding place on Droskar's Crag. A few weeks ago, several prospectors discovered the

WHERE ON GOLARION?

This adventure begins in the Darkmoon Vale region of northern Andoran and brings the Pathfinder agents to the slopes of Droskar's Crag, the tallest peak in the Five Kings Mountains. For more information on these areas, see pages 122–126 of *Pathfinder Lost Omens World Guide*.



mountainside watch post and its entrance to Kazhlik. The prospectors immediately ran afoul of guardian constructs; only one survivor escaped to Olfden, where Venture-Captain Luna Aldred coaxed out the details of the disastrous discovery.

GETTING STARTED

The PCs begin the adventure outside the Pathfinder lodge in Olfden, one of the safest towns in Andoran's Darkmoon Vale. They've come to the lodge at the request of Venture-Captain **Luna Aldred** (NG female beastkin [*Pathfinder Lost Omens Ancestry Guide* 78] human folk hero).

Olfden's residents greet them happily—their economy caters to explorers and adventurers who venture into the vale's forests and mountains. Read or paraphrase the following to begin the adventure.

The streets of Olfden bustle with activity as shopkeepers call out for attention, promising only the very best wares. In front

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of the Pathfinder lodge on the outskirts of town stands a statue of a woman wielding a blade and a wand, furiously battling a group of humanoid wolves. Several stone wolves lie dead at the statue's base, but it's clear the woman is being overwhelmed. As if to give voice to the fallen wolves, a chorus of deep barks echoes from a walled yard behind the lodge.

The statue depicts Luna Aldred, commemorating her for her role in saving Olfden 15 years ago. During an attack known as the Night of Silver Blood, she single-handedly held off a force of werewolves just long enough for the town to defeat the larger army. She died of her wounds, but the high priest of Sarenrae raised her the next day as thanks for her heroism. When she returned to life, she found that she had gained some of the powers

of the werewolves who attacked her without losing any clarity of mind. She tamed the wolves that remained in the town and created an animal sanctuary.

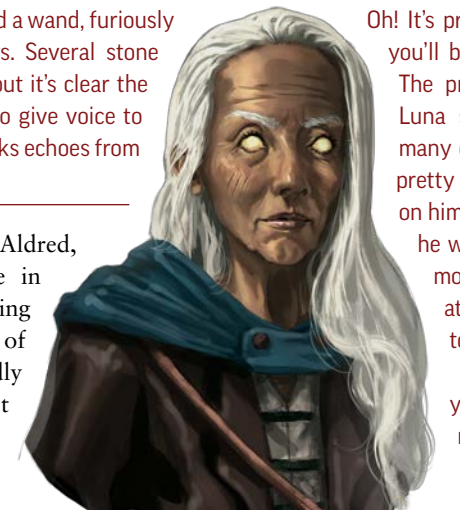
Olfden's Pathfinder Lodge, Silver Moon Sanctuary, now houses the descendants of many of these original wolves. The lodge is decorated with trophies from Luna's adventuring days, as well as gifts from grateful townsfolk. When the PCs enter, Luna waves them into a homey reading room with an assortment of plush chairs and side tables haphazardly piled with books, where she awaits them. She's an older woman with startling yellow eyes. It's immediately clear to the PCs that she's the woman depicted in the statue outside.

An expert swordswoman and spellcaster before her semi-retirement, Luna doles out motherly advice inflected with a sense of fatalism. As the PCs find their seats, read or paraphrase the following.

Venture-Captain Luna Aldred sets down a steaming mug as she leans back in her chair. She smiles and gestures for everyone to find seats as she props her feet up on a padded stool and reaches down for her knitting. She looks like the picture of retirement, but a sword hilt and wand poke out of the basket of yarn at her side.

"Welcome to Silver Moon Sanctuary," she says. "Olfden doesn't see as much activity as some lodges, but I'm always happy to see agents. I recently learned a group of prospectors discovered an entrance to what may be an old dwarven ruin on Droskar's Crag. It could be part of a much larger complex and may hold significant historical value."

Her silver knitting needles click as she continues.



LUNA ALDRED

"I'd like you to take a look, see what you can find. Oh! It's probably not a surprise, but it sounds like you'll be sticking your hand in the wolf's jaws. The prospectors didn't all make it back out." Luna shakes her head sadly. "I couldn't get many details of what happened—the survivor is pretty upset; I had to push a pocketful of gold on him and swear nobody would get hurt before he would draw a map—but maybe you'll have more luck. He's been staying down the street at the Silver Bulette inn, if you want to talk to him."

She sets down her knitting and sits up, yellow eyes intense as she emphasizes her next words.

"I don't know how big this place is, so don't go too deep. Explore as much as you can, but I don't want to send a recovery team in a month just to find out you've followed some path to a fey party in the Vale. Clear out any threats

and make a note of any tunnels leading deeper into the mountain, but save them for another expedition. All right?"

Aldred's answers to some likely questions are below.

How do we get there? "It's easy. You'll follow the road to Falcon's Hollow. Then, I hope none of you gets seasick, because I've arranged for you to be ferried up the River Foam to Gold Falls Inn. It's a nice place, run by a retired Pathfinder, Mierson Berekland. Stay there the night, then head up the mountain. Just follow the map."

Can you tell us about the prospectors? "They were the usual sort, three of them looking for gold. The survivor is a half-orc man named Elsitt. The other two were a gnome named Gethel and a human woman named Floria. Like I said, Elsitt was pretty upset. The trio were used to handling themselves in the mountains, but they weren't expecting whatever they found."

Why is there a statue of you outside? "The town insisted," she says ruefully. "I quit adventuring 15 years ago. Turns out I should have waited a little longer—I got back here at the same time as a werewolf army. I did what I could, which apparently was just enough for the town to turn the tide. The high priest of Sarenrae was kind enough to bring me back to life the next day, but I still can't really recommend dying."

DWARVEN LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 13 Dwarven Lore check or a DC 15 Society check to Recall Knowledge remembers more about the region's history. A failure grants no

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information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success Despair crept into Tar Khadurrm's souls after the Rending. After King Garbold was assassinated in 4369 AR, the empire fell into civil war and eventually became a theocracy devoted to Droskar, the evil dwarven god of toil.

Success The ancient dwarven empire Tar Khadurrm dominated this region for centuries. It was known for its cities Jernashall and Raseri Kanton, which were centers of trade in southern Avistan. But when Droskar's Crag erupted in an event known as the Rending, it destroyed the cities and led to the empire's demise 500 years later.

Critical Failure The dwarven empire Tar Khadurrm claimed the southern range of the Five Kings Mountains, but its alliance with a balor (a powerful fire demon) eventually led to the eruption of Droskar's Crag, shattering the empire. The fiend is long gone, but plenty of its lesser kin roam the volcano's slope.

NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Nature check to Recall Knowledge remembers more about the volcanic activity of Droskar's Crag. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success Since its eruption in 3980 AR, Droskar's Crag continues to spew ash and smoke into the air, meaning the volcano remains active. Magma hidden underground could pose heat and fire dangers for anyone who ventures into the mountain.

Success Droskar's Crag erupted nearly 750 years ago, devastating the region.

Critical Failure Droskar's Crag has been dormant for centuries, but it's still just hot enough to send melting snow from the ice-covered peaks cascading down the mountain. Freezing water could be a real threat for anyone ascending the volcano.

HERO POINTS

Once the PCs finish their preparations, remind the players that they each have 1 Hero Point available.

THE PROSPECTOR

If they follow Luna Aldred's advice, the Pathfinders can find **Elsitt Treddy** (N male half-orc prospector) at the Silver Bulette, a large inn with an expansive tavern on the first floor. The rugged half-orc is well into his cups of dwarven whiskey as he mourns his slain friends. He looks up blearily when the PCs approach, eyes red-rimmed from crying. If asked about what happened, he demurs,

saying he doesn't want to talk or think about it. "That job cost my friends their lives," Elsitt says. "I wish we'd never been there. No matter how much gold I got for the map, it's not enough. Gethel would've disagreed, there wasn't anything he wouldn't do for gold." He drunkenly launches into a story about the ridiculous lengths his slain gnome friend went to for a little gold he thought he spotted in a river, gesturing for the PCs to join him in a toast as he calls for another round.

The Pathfinders can continue to encourage him to share stories, joining in with their own. A PC can attempt a Deception or Performance check or use an appropriate Lore check, such as Pathfinder Lore or Warfare Lore, to share their own tales. PCs can take many different approaches for this check; regardless of the skill used, the DC is 15 (18 for Levels 3–4). Each PC can attempt one skill check. A success earns the PCs 1 Commiseration Point, and a critical success earns 2 Commiseration Points, while a critical failure drives Elsitt to a new low, losing 1 Commiseration Point.

The information the PCs learn from Elsitt depends on the number of points they earn and the number of PCs in the group, as follows:

0 Points: Elsitt doesn't reveal any useful information.

1+ Points: Elsitt tells the PCs that "suits of dwarf armor" attacked when the prospectors entered the first room. His friends were killed before they could escape, but the suits of armor did not follow Elsitt outside. (PCs who learn this information can attempt to Recall Knowledge about animated objects.)

3+ Points (5+ for tables of 6 PCs): In addition to describing the attack, Elsitt recalls that the ruins were hot—"it felt like we had stepped into an oven."

5+ Points (7+ for tables of 6 PCs): Elsitt hands over a dwarven charm he found outside the ruins' entrance. The half-orc doesn't know the token's meaning but hopes it brings the PCs more luck than it did him. One side bears the image of Magrim, dwarven overseer of the afterlife, hefting a warhammer, while the other depicts a mole.

The token provides a hint to solving the chest puzzle the PCs might discover in area A6. A PC who succeeds at a DC 15 Religion or DC 13 Dwarven Lore check recognizes this symbol; PCs who worship Magrim automatically succeed at this check.

Development: Regardless of the number of Commiseration Points the PCs earn, Elsitt calls out to them as they leave. If they bring back his friends' bodies for a proper burial, he tells them, he'll give them a share of the money he got from Luna Aldred as a reward. "They shouldn't be left to rot—or worse—in that place!" See the Conclusion on page 14 for more information about this reward.

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THE JOURNEY

When they're ready, the Pathfinders depart for an easy trip north to Falcon's Hollow. They board a boat to travel 25 miles up the River Foam to the Gold Falls Inn at the base of Droskar's Crag. Unfortunately, as they make their way north, they encounter an unexpected obstacle at the confluence of the Darkmoon River: a log jam blocks the way forward. Log drivers from the Lumber Consortium work furiously to clear the mess, but they're shorthanded and struggling in the wake of a duergar attack several days earlier. The log drivers fought off the duergar raiders but suffered casualties in the process. They're desperate to clear the jam and get out of this area.

The leader of the log drivers is Boss **Pattin** (N male halfling logging boss), a hirsute, muscular halfling whose normal speaking voice is a shout loud enough to be heard over rapids and tumbling logs. Despite his aggressive demeanor, Boss Pattin cares for his team and doesn't ask anyone to do anything he wouldn't do himself. When he spots the Pathfinders, he roars from atop the logs, "Don't just stand there gawking! You can't go anywhere until we clear this, so help already!"

In the unlikely event the PCs decide not to help, they can wait for the log drivers to do their job; disembarking to ascend on foot is far too treacherous and beyond the scope of this adventure. To help with the jam, PCs can attempt an Acrobatics or Athletics check to clamber atop the logs and dislodge them, or a Crafting, Nature, or Thievery check to figure out the best way to direct workers to undo the tangle. The DC for each of the checks is 16 (19 for Levels 3–4). Each PC can attempt one check, and they need a total number of successful checks equal to half the number of PCs (rounded up).

Afterward, if the PCs attempted to help, the log drivers gratefully invite them to share their camp for the night. Over a hearty stew, Boss Pattin tells their story: "Nothing has gone right on this trip. Couple days ago, duergar raiders attacked, tried to take us prisoner! We sent them back up the Crag, but they left us bloodied. That's why this mess happened." If the PCs didn't try to help, they're forced to wait until morning as the log drivers clear the river. The log drivers glare at them as they go their separate ways, and Boss Pattin yells, "I hope you're more willing to lift a finger if those duergar raiders come back down the mountain. Gods help you if you don't!"



ROWSH

Rewards: If the PCs succeeded in their attempt to help, the log drivers offer a reward, with a half-joking admonition to not let any higher-ups in the Lumber Consortium know. They hand over a satchel containing a lesser leaper's elixir, a sunrod, and a minor elixir of life. For Levels 3–4, the satchel also contains a lesser salamander's elixir.

Development: After making it past the logjam, the Pathfinders finish their journey without incident and soon reach Gold Falls Inn, a former dwarven ruin that has been transformed into a lodging with spectacular views of the waterfall. **Mierson Berekland** (NG male human innkeeper) welcomes the PCs and supplies them for their trip up Droskar's Crag. Luna's map leads the PCs to a cliff ledge where rocky debris hides a pair of shattered gates that open into the mountain.

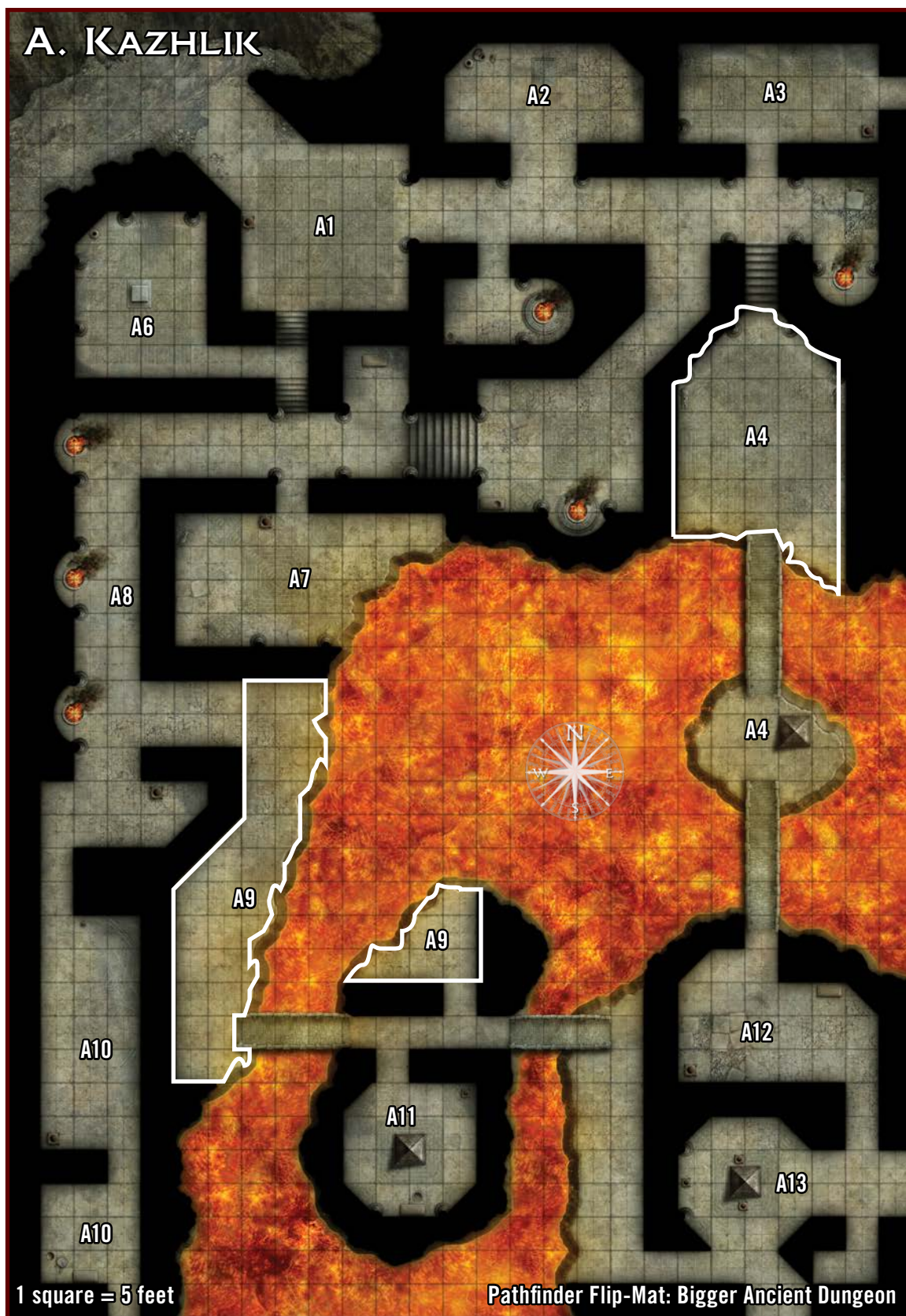
A. KAZHLIK

The dark basalt walls, ceiling, and floor of Kazhlik are worked stone, though they bear signs of damage from the explosion of Droskar's Crag, such as cracks and missing chunks. The bridges are clearly several centuries newer; they're largely undamaged and made of a speckled white granite hauled in from distant quarries. They are simple spans; the Droskari overseers didn't care about guardrails or other such safety measures. Much of the rubble was cleaned by the second wave of dwarves, so the floors are all normal terrain.

The ceilings throughout the structure are all 10 feet high, and the halls and rooms are in darkness unless indicated otherwise. In most of the dungeon, the PCs experience mild heat—PCs become fatigued after 4 hours in it, meaning the PCs might need to rest more frequently if they don't have thermal protection. In some areas, PCs are subject to extreme heat. They take 1d6 fire damage (2d6 for Levels 3–4) every 10 minutes spent in those areas (*Core Rulebook* 517–518), though they're unlikely to need to linger for that long there. See *Volcanic Eruptions* (*Core Rulebook* 519) for the effects in the unlikely event that a PC touches the lava, though they should easily be able to avoid such a dire situation.

The exact order of events and encounters in the ruins of Kazhlik depends on the choices the PCs make about where to explore, as there is no single path through the area. Most of the inhabitants stay in their indicated area, though the ifrits in areas **A2**, **A3**, and **A5** might move based on the PCs' actions.

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EVENT: IN A HOT SPOT

Rowsh (N male ifrit dwarf thief), **Slayse** (N female ifrit dwarf bouncer), and **Yandrada** (N female ifrit dwarf gang leader) are refugees from the dwarven city of Taggoret, which, thanks to its proximity to Droskar's Crag, is home to many spontaneously born lavasoul ifrits (*Pathfinder Lost Omens Ancestry Guide* 102). While most are welcomed by their parents, a few are cast out by families who fear Droskar has corrupted them. Such castaways are easy pickings for a thieves' guild, The Hot Handle, that preys on their need for family. Recently, these three young guild members found themselves in trouble after a heist went wrong. They fled to the volcano, knowing most dwarves

avoid the region, and found the ruins of Kazhlik. They have no plans to leave until they're certain no one is hunting them. They heard the prospectors' fatal battle but didn't arrive in time to help, and they have no way past the guardians to recover the bodies.

Each ifrit is in a different area of the ruins at the beginning of the adventure (**A2**, **A3**, and **A5**). In most cases, encountering one of them leads to the others joining shortly after. While the ifrits are cautious toward the PCs, they're desperate and make no secrets of their personal values; as a result, the PCs quickly ascertain which conversational skills are most effective for each. During this event, each PC can attempt up to two total skill checks to earn the favor of one of the ifrits. A successful check to earn an ifrit's favor earns the PCs 1 Alliance Point toward befriending that ifrit. A PC who critically succeeds earns 2 Alliance Points, while a critical failure upsets the ifrit in some way, losing 1 Alliance Point. If the PCs earn a number of Alliance Points with a given ifrit equal to or greater than half the number of PCs (rounded up), they win over that ifrit.

When running this adventure for Levels 3–4, increase all DCs in this encounter by 3.

Rowsh: The meekest of the ifrits, Rowsh (who starts in area **A2**) wants to remain in Kazhlik until it's safe, and to be left alone to provide for his companions. The PCs can calm him with a DC 17 Diplomacy check, help him provide better food with a DC 13 Farming Lore check, or provide other tips for living off the land with a DC 15 Nature or Survival check.

Slayse: Slayse (who starts in area **A3**) sees herself as



SLAYSE

her group's shield and hammer, and she's full of loud, empty threats. The PCs can cut through the bluster with a DC 17 Diplomacy check, help her fortify the ruins with a DC 13 Warfare Lore or Crafting check, or respond to her bluster in kind with a DC 15 Intimidation check.

Yandrada: Yandrada (who starts in **A5**) is the unofficial leader of the group. The PCs can convince her that they're worthy allies with a DC 17 Diplomacy check, provide a detailed plan for how the Pathfinder Society could help her group with a DC 13 Pathfinder Society Lore check, or provide other useful information for escaping safely with a DC 15 Society or Medicine check.

If the PCs win over none of the ifrits, or just a single ifrit, the trio don't feel safe; they gather their things and depart back down the tunnel in area **A3**.

If the PCs win over two of the ifrits, the trio answer any questions the PCs have and warn them about the haunt in area **A4**. Fearing further danger, they haven't entered area **A9**, so they can't warn PCs of the dangers there. They otherwise leave the PCs to explore on their own. If the PCs are struggling with the chest puzzle in area **A6**, they can provide a hint, such as identifying Drannngvit's visage for them. This grants a +2 circumstance bonus to the next Thievery, Crafting, Religion, or Dwarven Lore check a PC makes to investigate the chest or a clue.

If the PCs win over all three ifrits, in addition to answering questions and providing the information noted above, they offer food and a place to rest. If the PCs are still struggling with the chest puzzle, the ifrits can offer to share a list of the most common dwarven deities and their associated symbols, as described in the Puzzle Hints sidebar on page 10.

Development: After the PCs encounter the ifrits, the outcasts either go about their business or leave the area based on the results of the encounter, but they don't seek out further interactions with the PCs. In the event the PCs threaten them directly with violence, all three ifrits leave the area together.

A1. ENTRYWAY

MODERATE

The crumpled remains of iron doors leave this entryway open to the elements. Ash, dirt and other debris cover the floor.

ENTER THE PALLID PEAK

The bloodied bodies of a gnome and human lie near the entrance, arms outstretched toward the exit, away from the dwarf likenesses standing in each corner. Below the remains, a map carved into the stone floor spreads across this chamber. A wide hallway leads east out of the room, and to the south, a narrow set of stairs leads down.

Sunlight streams through the entrance, making this room normal light. This area was originally a mountain entrance for caravans to stop before journeying on to the larger cities of Tar Khadurrm. The etched map was commissioned to welcome such visitors. The ancient image shows southern Avistan, 1,400 years ago: the borders of Tar Khadurrm stretch north into a unified Five Kings Mountains, with Jernashall and Raseri Kanton still whole. Cheliox, Andoran, Galt, and Isgar exist, but as provinces of Taldor, rather than their own countries. Much of Darkmoon Vale is far less developed, with no sign of Olfden, among other towns.

Use the map on page 7 for this encounter.

Creatures: The dwarves set magical constructs in the northeast and southwest corners of this room to guard against unwanted intruders. (If scaling the encounter requires adding a third guardian, it's in the southeast corner.) These guardians look like decorations—representations of dwarves in 1,400-year-old suits of armor—but attack anyone who enters. The guardians are made of metal that has corroded and weakened over the centuries. They don't pursue creatures outside of this room, either outside or deeper into the ruin.

LEVELS 1–2

ANIMATED GUARDIANS (2)

Page 15

CREATURE 1

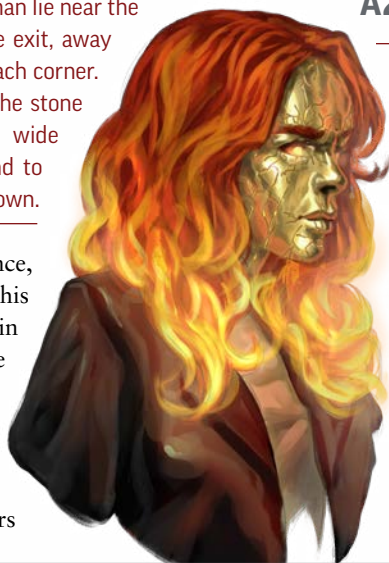
LEVELS 3–4

ANIMATED GUARDIAN WARRIORS (2)

Page 19

CREATURE 3

Rewards: The bodies of the two fallen prospectors remain here, where Elsitt left them. He delivers his promised reward to PCs who return their remains to Olfden. (See the adventure's Conclusion for more information on this reward.)



YANDRADA

A2. GARDEN

A steady drip of water from a crack in the northwestern corner falls into a small pool on the floor of this cavern. Phosphorescent blue moss glows slightly on the walls, spreading out from the trickle, though patches are missing in a series of vertical stripes where something appears to have carefully removed them. Mushrooms sprout along the pool's edge.

The phosphorescent moss provides dim light. It also provides food for the ifrits, who have turned this area into a fungal garden. The moss grows quickly, filling in any strips the ifrits harvest within a day or two. The moss is slightly bitter, with a sweet aftertaste. The mushrooms are also safe to eat, with a strong earthy flavor.

Creatures: Rowsh, one of the ifrits, sings softly in Dwarven as he tends to the garden. He reacts with alarm if he spots the PCs, calling out for them to “get away, leave us alone” before yelling for Slayse and Yandrada. His cries bring the other two ifrits running; see **Event: In a Hot Spot** on page 8 for more information on the ifrits and how the PCs can earn their trust.

A3. GUARD POST

An adventurer's pack leans against a wall here like a makeshift seat. A pile of stone debris partially blocks an exit east into a rough stone passage.

The ifrit Slayse piled rubble at the entrance to the eastward tunnel, from which the trio entered the ruins. She believes anyone hunting them from Taggoret will come from that direction and spends most of her waking time here keeping watch. The tunnel leads into a dark, unworked passage, which the PCs should avoid based on Luna's instructions.

Creatures: If not called away, the ifrit Slayse stands guard here. She's not expecting danger from inside the ruins and is surprised enough if she encounters the PCs here that she hesitates before attacking. She loudly, aggressively and repeatedly interrogates them, asking how they got in and who sent them until her yells draw Rowsh and Yandrada; see **Event: In a Hot Spot** on page 8 for more information on the ifrits and how the PCs can earn their trust.

ENTER THE PALLID PEAK

PUZZLE HINTS

PCs might struggle to immediately solve this puzzle, but hints are scattered around the ruins of Kazhlik (noted as "Chest Clues" in the relevant locations). If players seem frustrated, gently remind them that more exploration could reveal useful information. If the PCs befriend the ifrits, they're another useful tool to help guide frustrated players' efforts.

If players are excited to tackle the puzzle and want more information, you can give any PC who succeeds at a DC 15 Religion or DC 13 Dwarven Lore check a list of the most common dwarven deities and their related symbols (**Handout #2: Dwarven Deities** on page 26). The ifrits could also share this information if the PCs befriend them.

A4. CREMATORY

LOW

The heat in this room hits like a hammer distorting the air into a shimmering haze and obscuring the faint engravings on the dark stone walls. Two undamaged spans of speckled granite stretch south over a river of lava. Between them, on an island in the molten rock, a warhammer juts from a rock cairn.

This area has dim light from the glow of the lava, which elevates the temperature here to extreme heat. Engravings on the walls advertise general goods—evidence of the market that stood here until Droskar's Crag sent a wave of lava that killed untold numbers of fleeing dwarves. PCs can tell the bridges were made well after the explosion with a successful DC 15 Crafting or Architecture Lore check. After the dwarves rebelled against their Droskari overseers, they erected the cairn in honor of those who died in the rebuilding process. A PC who succeeds at a DC 15 Religion or DC 13 Dwarven Lore check to Recall Knowledge recognizes the cairn as a monument to Magrim; PCs who worship Magrim automatically succeed at this check.

Use the map on page 7 for this encounter.

Hazard: The spirits of the dwarves killed in the Rending stir in the presence of living creatures, subjecting intruders who enter the area marked on the map to a grim, phantasmal reenactment of the cataclysmic event that took their lives.

LEVELS 1–2

RELIVE THE RENDING

Page 16

HAZARD 2

LEVELS 3–4

RELIVE THE RENDING

Page 20

HAZARD 4

Chest Clue: A PC who succeeds at a DC 15 Perception check to Seek (DC 18 for Levels 3–4) notices a statuette of a mole peeking out from the cairn. A PC who succeeds at a DC 15 Religion or DC 13 Dwarven Lore check to Recall Knowledge recognizes the sacred animal of Magrim and knows that the warhammer is the god's favored weapon. PCs who worship Magrim automatically succeed at this check.

A5. LIVING QUARTERS

A flame flickers in a large stone brazier in the south of this room, casting light over three bedrolls spread out over the floor. A few household items—two packs leaning in a corner, a dented frying pan, a chamber pot—offer evidence of recent occupation.

This area, which the ifrits call their "guild hall," has normal light, thanks to the *continual flame* spell placed on the brazier that still burns from Kazhlik's glory days. The three ifrits sleep here.

Creatures: If one of the other ifrits hasn't called her, Yandrada is here, rereading their sole book to occupy herself. Yandrada is the ifrits' unofficial leader and prioritizes the group's safety. She reacts calmly to the PCs and gathers her companions to speak to them; see **Event: In a Hot Spot** on page 8 for more information on the ifrits and how the PCs can earn their trust.

A6. SACRED VAULT

Painted stone rubble litters the floor below badly damaged wall murals. A stone box stands in the center of the chamber. Each side of the box has a set of two stone dials. One side has the carved image of a dwarf woman with a slight scowl above the dials, but the images on the other three sides are smashed beyond recognition.

The dwarves used this lockbox to secure visitors' valuables in Kazhlik. It used a simple combination—the dials were set to the favored weapon and sacred animal for the deity whose visage was shown above. When the dwarves sent to reclaim the ruins fell to Droskar, they smashed the religious murals on the walls and most of the visages on the box. They left the image of Drannngvit, the dwarven goddess of debt, pursuit, and vengeance known as The Debt Minder, who harbors sympathy for Droskar. The dials spin and reset with each unsuccessful attempt.

ENTER THE PALLID PEAK

to open the box, making it difficult to simply try every possible combination.

Give the players **Handout #1: Chest Puzzle** (page 26) when they find the chest.

Attempts to open the box with brute force are unlikely to succeed—it's magically reinforced to be impervious to attempts to Force it Open and has a Hardness of 18 (HP 72, BT 36). A PC who succeeds at a DC 15 Thievery or Crafting check (DC 18 for Levels 3–4) knows such locks rarely repeat a solution (so once they've solved one column, they can eliminate those answers from the others). With a successful DC 15 Religion check or DC 13 Dwarven Lore check, a PC recognizes Dranngvit and her favored weapon (a light pick) and sacred animal (a hound) on the dials below. PCs who worship Dranngvit automatically receive at least the results of a success for this check.

To solve the puzzle, the Pathfinders must set the dials to the following combinations:

- **greataxe and boar** (to represent Angradd, the Forge Fire: god of fire, tradition, and war)
- **light pick and hound** (to represent Dranngvit)
- **warhammer and mole** (to represent Magrim: god of death, fate, and the underworld)
- **hammer and lizard** (to represent Kols, the Oath-Keeper: god of duty, honor, and promises)

Chest Clue: A PC studying the damaged murals who succeeds at a DC 15 Perception check to Seek (DC 18 for Levels 3–4) spots a small perched lizard carved on the end of a scroll. A PC who succeeds at a DC 14 Religion or DC 12 Dwarven Lore check to Recall Knowledge recognizes that the image mirrors the symbol of Kols, whose favored weapon is a hammer. PCs who worship Kols automatically succeed at this check.

Rewards: Inside the chest are several items abandoned when Droskar's Crag exploded. Though the heat ruined their contents, several bottles of Chelaxian wine remain valuable for their historic significance, with the date 3979 visible on the labels. They're worth 2 gp (4 gp for Levels 3–4). In addition, the chest holds a +1 *clan dagger*; one side of the blade bears an etching of a dwarven city with a magmaflow safely running through it—it clearly originated in Jernashall, Tar Khadurrm's famed center of trade. For Levels 3–4, the dagger is a +1 *clan dagger* with a *kinwarding* property rune (*Pathfinder Adventure Path #148: Fires of the Haunted City* 75).

A7. GLASS HOUSE

The walls and ceiling of this chamber are crusted with rough black stone that glints in the reflected light of the lava slowly churning past. Shards of the crusted stone cover the floor in a jagged blanket.

This area has dim light from the glow of the lava, and the temperature in this room is extreme heat. The stone is obsidian, which any PC trained in Nature or Mining Lore knows is created by rapidly cooled lava and is potentially valuable. A slimy substance emerges from beneath the obsidian. A PC examining the obsidian who succeeds at a DC 15 Nature check to Recall Knowledge (DC 18 for Levels 3–4) realizes that substance is a dead patch of brown mold, a fungus known for leeching heat from its surroundings. The dwarves rebuilding Kazhlik used brown mold to moderate the lava's heat, but it quickly grew out of control. As it pulled heat from the lava flow, spatters of molten rock rapidly cooled into the volcanic glass on contact. Eventually, enough built up that the mold was starved of heat and perished.

Rewards: The chunks of obsidian on the floor are worth 6 gp (12 gp for Levels 3–4).

A8. HISTORIANS' MARCH

Fire in three stone braziers casts light across a relief that runs the length of the western wall of this hallway. The center depicts dwarves greeting humans and elves; the far ends show both groups crafting goods to trade. Several areas have been damaged, including the lead dwarf figure, though a badger is still visible at their feet.

This area has normal light, thanks to *continual flame* spells in the braziers. A PC who succeeds at a DC 15 Society check or a DC 13 Art Lore or Dwarven Lore check notices that the artwork—which was damaged by the dwarves who turned to Droskar—depicts an alternate, idealized version of the Quest for Sky's conclusion that appeals to mercantile dwarves. They also recognize the defaced leader as a representation of Torag, as does any PC who succeeds at a DC 15 Religion check or who worships Torag.

Chest Clue: A PC who studies the relief and succeeds at a DC 13 Perception check to Seek (DC 16 for Levels 3–4) spots a powerfully built dwarf, with a boar at his feet, creating a greataxe at a smoking forge. A PC who succeeds at a DC 15 Religion check or DC 13 Dwarven Lore check to Recall Knowledge identifies the iconography of Angradd; PCs who worship Angradd automatically recognize this iconography.

A9. BLAST FURNACE

MODERATE

A river of lava glows sullenly as it cuts through this ruined chamber, looking like a portal to the Abyss. The air shimmers above the melted stone as waves of heat pour off it. Crumbling mortar fills gaps and cracks on the broken basalt walls, and

ENTER THE PALLID PEAK

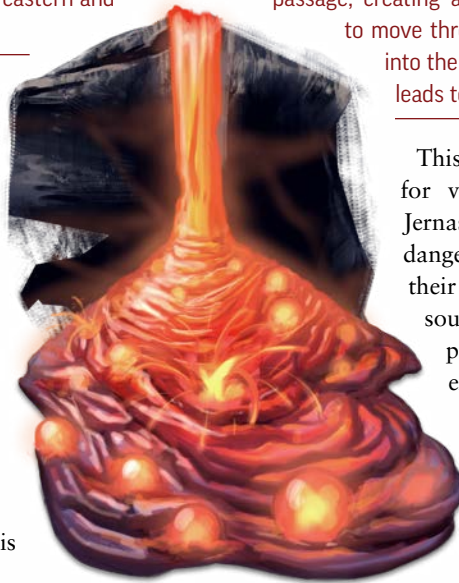
a granite bridge connects the shattered eastern and western halves of the room.

The entire area is in extreme heat and has dim light from the lava. The brown mold here has achieved a perfect balance with the lava—it has enough heat to sustain itself without drawing from the lava and causing spatters, while the cold it emits keeps the chamber survivable for living creatures. PCs can tell the bridge was made long after Droskar's Crag wrecked Kazhlik with a successful DC 15 Crafting or DC 13 Architecture Lore check.

Use the map on page 7 for this encounter.

Creatures: Because of their long proximity to the lava, a band of mephits bound here by Droskari overseers has become infused with its fiery nature. They attack the PCs immediately, focusing their ire on any who disturb the churning lava hazard.

Hazard: Any creature into the mold disturbs it, upsetting the precarious balance in the chamber and causing the lava to churn, potentially spattering nearby creatures. The moldy area is marked on the map.



CHURNING LAVA

passage, creating a natural chokepoint for anyone trying to move through. Chunks of stone cover a bin built into the obstruction. To the south, a passageway leads to a long tunnel.

This area served as both a greeting post for visitors arriving underground from Jernashall and as a bulwark against any dangerous creatures that might have found their way into the passage. The tunnel south leads into a dark, unworked passage, which the PCs shouldn't explore based on Luna's instructions.

Rewards: The bin contains a brass plate worth 6 gp (12 gp for Levels 3–4) that bears an inscription in Common and Dwarven: “May no enmity pass through this gate from Kazhlik, western doorway to the empire of Tar Khadurrm.”

A11. DARK SMITH'S WORKSHOP

A plinth in the center of this room holds sheets of hammered metal etched with writing and illustrations of bridges, though scratches obscure much of the work. Steel sheets covered in Dwarven writing hang on the walls, reinforcing the damaged surfaces.

The dwarves who returned to rebuild Kazhlik used this room as a planning area, though its purpose became grimmer as Droskar's influence grew. A PC who succeeds at a DC 14 Architecture Lore, Engineering Lore, or Labor Lore check or a DC 17 Society check to Recall Knowledge can tell the illustrations are plans for building bridges over the lava, including the use of brown mold for cooling; the scratched-out parts were measures to make the bridges and building process safer (which the Droskari discarded). A note in Dwarven on the plans reads, “Rebuild Kazhlik for the good of Tar Khadurrm—King Garbold,” though the final four words are scratched out and replaced with “Droskar.” “Any Road to Glory” is written large in Dwarven at the top of the four plates on the walls, while smaller letters give a series of a dozen commands, such as “serve” and “toil,” and elaborations in poetic terms. A PC who knows what the words say can attempt a DC 15 Religion check to Recall Knowledge to recognize the phrase as a common Droskari aphorism and the smaller writing as the Droskari scripture *Book of Chains*; they automatically succeed at this check if they worship a deity in the dwarven pantheon.

LEVELS 1–2

CHURNING LAVA

HAZARD 1

Page 17, art on page 24

SCORCHED EARTH MEPHIT

CREATURE 1

Page 17, art on page 24

LEVELS 3–4

CHURNING LAVA

HAZARD 3

Page 21, art on page 24

SCORCHED EARTH MEPHITS (2)

CREATURE 1

Page 21, art on page 24

A10. VISITORS' MARCH

Crumbling stone weapon racks, now empty, line the walls of this long, wide hall stretching north and south. About two-thirds of the way down, a wall protrudes across much of the

ENTER THE PALLID PEAK

A12. SLAVE PEN

Shackles hang from short chains attached to the patched walls in this room. Pallets of filthy rags litter the floor. A stone bridge rises over the lava to the north, and another hallway leads south.

Duergar raiding parties chain captives here when they stop in these ruins to rest, though it's currently empty. The duergar prefer the marginally cooler chamber to the south.

Chest Clue: A PC who succeeds at a DC 15 Perception check to Seek (DC 18 for Levels 3–4) notices a crude charcoal drawing on the wall of a dog carrying a pick. It was left years ago by a vengeance-minded dwarf prisoner chained here. A PC who succeeds at a DC 15 Religion check or DC 13 Dwarven Lore check to Recall Knowledge recognizes the symbols' association with Drannngvit; a PC who worships Drannngvit automatically succeeds at this check.

A13. DUERGAR CAMP SEVERE

The sensation of being watched permeates the area, emanating from a small anvil atop a stone altar in the center of this octagonal chamber. Around it, scattered on the floor, are bedrolls, pots and pans, and other travel gear. The southern end is open to a hallway running east and a larger, unworked passage to the south. A wide hallway leads east, opening to passages heading north and south before leading deeper into the mountain.

Droskari overseers erected this shrine to keep watch on anyone trying to leave. When the duergar raiders recently discovered it, they claimed it as sanctified ground and a secure resting place, though

the heat is too intense for them to use it as anything more than a stopover. A supernatural remnant of the Dark Smith's attention still lingers on the altar here, and it alerts any duergar in this room if any creatures cross the nearest bridges to the north or west, as if they had the spans warded with *alarm*. Destroying the altar ends this effect. The passages to the south and east lead deeper into the mountain, beyond what Venture-Captain Luna Aldred asked the Pathfinders to explore.

Use the map on page 7 for this encounter.

Creatures: The duergar survivors of the raid on the Lumber Consortium log drivers retreated to this outpost to recover. They're back to full health, other than some minor scrapes and bruises. When the altar alerts them of intruders, they cast *invisibility* and prepare to take captives, seeing an opportunity to recoup some investment on their expedition to the surface. The duergar don't cast *enlarge*, knowing it might hinder their pursuit of fleeing foes through the cramped ruins.



SCORCHED EARTH
MEPHIT

ENTER THE PALLID PEAK

LEVELS 1–2

DUERGAR RAIDERS (2)

Page 18, art on page 24

CREATURE 2

LEVELS 3–4

DUERGAR RAIDERS (3)

Page 22, art on page 24

CREATURE 2

DUERGAR TASKMASTER

Page 22, art on page 24

CREATURE 2

Development: If the PCs tell the ifrits about the duergar, the ifrits decide the ruins aren't safe. They retreat back down the tunnel in area **A3** or accompany the PCs if invited to depart with them, regardless of how many the PCs befriended.

CONCLUSION

The PCs have an uneventful return to Olfden, where Venture-Captain Luna Aldred receives their report. She thanks them for their service and promises to call on them again if she plans any further expeditions in search of Tar Khadurrm history. If the PCs talked the ifrits into leaving Kazhlik, the trio

is eager to get as far from Taggoret as they can, as fast as they can.

Rewards: If the PCs return the prospectors' bodies, Elsitt heaves a sob before gratefully giving them their promised reward: two-thirds of his payment from Luna. This reward amounts to 5 gp (or 15 gp for Levels 3–4). He immediately begins preparations to hold a funeral, which he invites the PCs to attend.

REPORTING NOTES

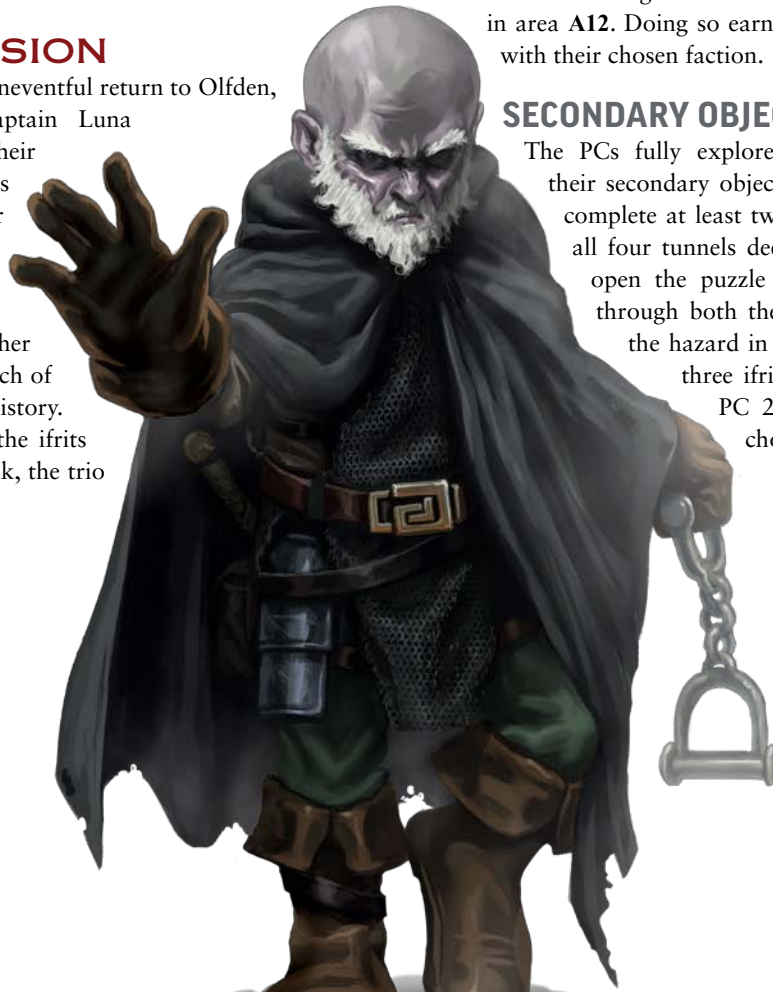
If the PCs befriended all three ifrits, check Box A.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they explore enough of the ruins to find at least two of the tunnels deeper into the mountain, make their way past either the haunt in area **A4** or the hazard in area **A9**, and eliminate both the animated guardians in area **A1** and the duergar in area **A12**. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fully explore the ruins, completing their secondary objective, if they successfully complete at least two of the following: find all four tunnels deeper into the mountain; open the puzzle chest; make their way through both the haunt in area **A4** and the hazard in area **A9**; or befriend all three ifrits. Doing so earns each PC 2 Reputation with their chosen faction.



DUERGAR RAIDER

ENTER THE PALLID PEAK

APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A1. ENTRYWAY (LEVELS 1-2)

ANIMATED GUARDIANS (2)

CREATURE 1

UNCOMMON N MEDIUM CONSTRUCT MINDLESS

Perception +5; darkvision

Skills Athletics +8

Str +2, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 15 (11 when broken), guardian construct armor; **Fort** +9, **Ref** +2, **Will** +3

HP 15; **Hardness** 3; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Guardian Construct Armor Like normal objects, an animated guardian has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated guardian is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 11. When its construct armor breaks, it also loses its Hardness.

Speed 20 feet

Melee ♦ warhammer +9 (shove), **Damage** 1d8+2 bludgeoning

Ranged ♦ gauntlet +7 (agile, free-hand, magical), **Damage** 1d6+2 bludgeoning

SCALING ENCOUNTER A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Replace one animated guardian with a reinforced animated guardian.

12-13 Challenge Points: Replace both animated guardians with reinforced animated guardians.

14-15 Challenge Points: Add one reinforced animated guardian to the encounter.

16-18 Challenge Points (5+ players): Replace one animated guardian in the encounter with two reinforced animated guardians.

REINFORCED ANIMATED GUARDIAN (0)

CREATURE 2

UNCOMMON N MEDIUM CONSTRUCT MINDLESS

Perception +6; darkvision

Skills Athletics +9

Str +3, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 17 (13 when broken), guardian construct armor; **Fort** +10, **Ref** +3, **Will** +4

HP 30; **Hardness** 5; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Guardian Construct Armor Like normal objects, an animated guardian has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated guardian is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 13. When its construct armor breaks, it also loses its Hardness.

Speed 20 feet

Melee ♦ warhammer +11 (shove), **Damage** 1d8+4 bludgeoning

Ranged ♦ gauntlet +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

ENTER THE PALLID PEAK

A4. CREMATORY (LEVELS 1-2)

RELIVE THE RENDING

HAZARD 2

UNIQUE COMPLEX HAUNT

Stealth +8 (expert)

Description The room shakes violently, as it did during the Rending, and the spirits of dozens of dwarves make a mad dash for safety, their terror palpable.

Disable DC 18 Diplomacy, Intimidation, or Religion to calm the panicked spirits, or DC 20 Athletics to wrestle them into a semblance of order. Two successful checks are required to deactivate the haunt, and each attempt requires two actions.

Eruption ⤿ (emotion, enchantment, fear, mental); **Trigger** A living creature approaches within 10 feet of the lava; **Effect** The room rumbles and a blast of heat hits each creature in the area, followed by a surge of fear. The creatures must attempt a DC 18 Will save, and the haunt rolls initiative.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and is fleeing for 1 round.

Routine (1 action) Phantom dwarves trample toward the exit, dealing 1d10+4 bludgeoning damage to each living creature in the area (DC 20 basic Reflex save). On a critical failure, a creature is also knocked prone.

A creature that attempts to Stand after being inside the haunt's area must succeed at a DC 11 flat check or else get knocked back down by the trampling spirits.

Reset Unless deactivated, the haunt deactivates 1 minute after all creatures leave the area but resets immediately thereafter. If deactivated, the haunt resets after 24 hours.

SCALING ENCOUNTER A4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Increase the haunt's Stealth modifier, all of its DCs, and the bludgeoning damage its routine deals by 1.

12–15 Challenge Points: Increase the haunt's Stealth modifier, all of its DCs, and the bludgeoning damage its routine deals by 1. In addition, deactivating the haunt requires three successful checks, instead of two.

16–18 Challenge Points (5+ players): Increase the haunt's Stealth modifier, all of its DCs, and the bludgeoning damage its routine deals by 1. In addition, deactivating the haunt requires four successful checks, instead of two.

ENTER THE PALLID PEAK

A9. BLAST FURNACE (LEVELS 1-2)

CHURNING LAVA


HAZARD 1

UNCOMMON COMPLEX ENVIRONMENTAL FIRE


Stealth +9 (trained)

Description The equilibrium of the brown mold and lava river is disturbed, creating bubbles of molten stone that burst and spew burning debris.

Disable DC 14 Nature or Survival or DC 17 Thievery to clear your square and all adjacent squares of the mold; the churning lava does not target creatures in cleared squares with its spatter attack, but the hazard is not destroyed until every square has been cleared of mold.

Boil  **Trigger** A creature disturbs the mold, typically by walking through it; **Effect** The hazard makes a spatter attack against the triggering creature, and then rolls initiative as the lava begins to bubble.

Routine (1 action) On the its initiative, the churning lava targets a random creature in the area with a ranged spatter attack as a magma bubble bursts.

Ranged  spatter +9, **Damage** 1d4+3 fire, plus the target must attempt a DC 17 Reflex save as the lava rapidly cools and solidifies. On a critical hit, use the outcome for one degree of success worse than the result of the save.

Success The lava slides off the target with no additional effect.

Failure The target becomes clumsy 1. The target or an adjacent creature can take an Interact action to remove the stone, removing the condition.

Critical Failure As failure, except the target becomes clumsy 2. Each Interact action to remove the stone reduces the value of the clumsy condition by 1.

Reset If not completely destroyed, the mold spreads to one additional square within 10 feet of lava each day until it fully regenerates and regains its state of equilibrium. If every square is cleaned of mold, the hazard is destroyed.

SCALING ENCOUNTER A9

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: The hazard gains a second action and uses each of its actions to make a spatter attack against a different PC. The hazard doesn't take a multiple attack penalty.

12-13 Challenge Points: Add 1 scorched earth mephit to the encounter.

14-15 Challenge Points: Add 1 scorched earth mephit to the encounter. The hazard gains a second action and uses each of its actions to make a spatter attack against a different PC. The hazard doesn't take a multiple attack penalty.

16-18 Challenge Points (5+ players): Add 2 scorched earth mephits to the encounter.

SCORCHED EARTH MEPHIT

CREATURE 1

RARE N SMALL EARTH ELEMENTAL FIRE

Perception +3; darkvision, tremorsense (imprecise) 30 feet

Languages Ignan, Terran

Skills Athletics +5, Stealth +2

Str +3, **Dex** -1, **Con** +2, **Int** -2, **Wis** +0, **Cha** -1


AC 16; **Fort** +8, **Ref** +4, **Will** +3

HP 17, fast healing 2 (while underground); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 15 feet, swim 20 feet; magma swim

Melee  fist +8, **Damage** 1d6+3 bludgeoning

Arcane Innate Spells DC 17; **2nd** *enlarge* (self only)

Breath Weapon  (arcane, earth, fire) The scorched earth mephit breathes molten stone in a 15-foot cone that deals 2d4 fire damage and 1d4 persistent fire damage to each creature within the area (DC 17 basic Reflex save). The scorched earth mephit can't use Breath Weapon again for 1d4 rounds.

Magma Swim A scorched earth mephit's swim Speed functions only when the elemental is Swimming through magma or molten lava.

ENTER THE PALLID PEAK

A13. DUERGAR CAMP (LEVELS 1-2)

DUERGAR RAIDERS (2)

CREATURE 2

UNCOMMON **LE** **MEDIUM** **DUERGAR** **DWARF** **HUMANOID**
Perception +8; darkvision
Languages Common, Dwarven, Undercommon
Skills Athletics +8, Intimidation +7, Stealth +8, Survival +7
Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1
Items light hammers (2), poor manacles (2), studded leather
Light Blindness
AC 18; **Fort** +10, **Ref** +8, **Will** +6; +2 status bonus to all saves vs. magic
HP 32
Speed 20 feet
Melee ♦ manacles +11 (trip), **Damage** 1d8+4 bludgeoning
Melee ♦ light hammer +11 (agile), **Damage** 1d6+4 bludgeoning
Ranged ♦ light hammer +8 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning
Occult Innate Spells DC 18; **2nd** *enlarge* (self only), *invisibility* (self only)
Shackle ♦♦♦ (attack, manipulate) **Requirements** The duergar raider has manacles in hand and is adjacent to a creature; **Effect** The duergar raider makes an attack roll with a +8 modifier against the target's AC to bind the creature's wrists or ankles with the manacles. On a success, they apply the manacles.

SCALING ENCOUNTER A13

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Remove one duergar raider and add two duergar bombardiers to the encounter. Increase the duergar raider's Hit Points by 5.

12-13 Challenge Points: Add one duergar raider to the encounter.

14-15 Challenge Points: Add two duergar bombardiers to the encounter. Increase each bombardier's Hit Points by 5.

16-18 Challenge Points (5+ players): Add two duergar raiders to the encounter.

DUERGAR BOMBARDIER (0)

CREATURE 1

LE **MEDIUM** **DUERGAR** **DWARF** **HUMANOID**
Perception +4; darkvision
Languages Common, Dwarven, Undercommon
Skills Acrobatics +6, Crafting +6, Occultism +6, Stealth +6, Survival +4
Str +1, **Dex** +3, **Con** +2, **Int** +3, **Wis** +1, **Cha** -1
Items alchemist's tools, infused lesser acid flask (2), infused lesser alchemist's fire (2), infused reagents (2), studded leather, warhammer
Infused Items A duergar bombardier's items listed as infused last for 24 hours, or until the next time they make their daily preparations.
Light Blindness
AC 18; **Fort** +7, **Ref** +8, **Will** +4; +2 status bonus to all saves vs. magic
HP 20
Speed 20 feet
Melee ♦ warhammer +4 (shove), **Damage** 1d8+1 bludgeoning
Ranged ♦ bomb +8 (range increment 30 feet, splash), **Damage** varies by bomb
Occult Innate Spells DC 17; **2nd** *enlarge* (self only), *invisibility* (self only)
Alchemical Formulas (1st) lesser acid flask, lesser alchemist fire, lesser tanglefoot bag
Far Lobber The duergar bombardier has a range increment of 30 feet with their bombs instead of 20 feet.
Quick Alchemy ♦ The duergar bombardier creates a single alchemical item from their formula book (see Alchemical Formulas). This item has the infused trait, but it remains potent only until the start of the duergar bombardier's next turn.
Quick Bomber ♦ The duergar can use Interact to draw a bomb, then Strike with it.

ENTER THE PALLID PEAK

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A1. ENTRYWAY (LEVELS 3-4)

ANIMATED GUARDIAN WARRIORS (2) CREATURE 3

UNCOMMON

N

MEDIUM

CONSTRUCT

MINDLESS

Perception +9; darkvision

Skills Athletics +11

Str +4, **Dex** -2, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

AC 19 (15 when broken), guardian construct armor; **Fort** +12,

Ref +5, **Will** +5

HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Guardian Construct Armor Like normal objects, an animated guardian warrior has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once the guardian is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 15. When its construct armor breaks, it also loses its Hardness.

Speed 20 feet

Melee ♦ fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

SCALING ENCOUNTER A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Apply the elite adjustment to one of the animated guardian warriors.

23-27 Challenge Points: Add an animated guardian warrior to the encounter.

28-32 Challenge Points: Add an elite animated guardian warrior to the encounter.

33+ Challenge Points: Apply the elite adjustment to both of the animated guardian warriors and add an animated guardian warrior to the encounter.

ENTER THE PALLID PEAK

A4. CREMATORY (LEVELS 3-4)

RELIVE THE RENDING

HAZARD 4

UNIQUE COMPLEX HAUNT

Stealth +12 (expert)

Description The room shakes violently, as it did during the Rending, and the spirits of dozens of dwarves make a mad dash for safety, their terror palpable.

Disable DC 22 Diplomacy, Intimidation, or Religion to calm the panicked spirits, or DC 24 Athletics to wrestle them into a semblance of order. Two successful checks are required to deactivate the haunt, and each attempt requires two actions.

Eruption ⤿ (emotion, enchantment, fear, mental); **Trigger** A living creature approaches within 10 feet of the lava; **Effect** The room rumbles and a blast of heat hits each creature in the area, followed by a surge of fear. The creatures must attempt a DC 21 Will save, and the haunt rolls initiative.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and is fleeing for 1 round.

Routine (1 action) Phantom dwarves trample toward the exit, dealing 2d8+5 bludgeoning damage to each living creature in the area (DC 23 basic Reflex save). On a critical failure, a creature is also knocked prone.

A creature that attempts to Stand after being inside the haunt's area must succeed at a DC 11 flat check or else get knocked back down by the trampling spirits.

Reset Unless deactivated, the haunt deactivates 1 minute after all creatures leave the area but resets immediately thereafter. If deactivated, the haunt resets after 24 hours.

SCALING ENCOUNTER A4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase the haunt's Stealth modifier, all of its DCs, and the bludgeoning damage its routine deals by 1.

23-32 Challenge Points: Increase the haunt's Stealth modifier, all of its DCs, and the bludgeoning damage its routine deals by 1. In addition, deactivating the haunt requires three successful checks, instead of two.

33+ Challenge Points: Increase the haunt's Stealth modifier, all of its DCs, and the bludgeoning damage its routine deals by 1. In addition, deactivating the haunt requires four successful checks, instead of two.

ENTER THE PALLID PEAK

A9. BLAST FURNACE (LEVELS 3-4)

CHURNING LAVA

HAZARD 3

UNCOMMON

COMPLEX


ENVIRONMENTAL

FIRE


Stealth +12 (trained)

Description The equilibrium of the brown mold and river of lava is disturbed, creating bubbles of molten stone that burst and spew burning debris.

Disable DC 17 Nature or Survival or DC 20 Thievery to clear your square and all adjacent squares of the mold; the churning lava does not target creatures in cleared squares with its spatter attack, but the hazard isn't destroyed until every square has been cleared of mold.

Boil  **Trigger** A creature disturbs the mold, typically by walking through it; **Effect** The hazard makes a spatter attack against the triggering creature, and then rolls initiative as the lava begins to bubble.

Routine (1 action) On the its initiative, the churning lava targets a random creature in the area with a ranged spatter attack as a magma bubble bursts.

Ranged  spatter +12, **Damage** 1d10+4 fire, plus the target must attempt a DC 20 Reflex save as the lava rapidly cools and solidifies. On a critical hit, use the outcome for one degree of success worse than the result of the save.

Success The lava slides off the target with no additional effect.

Failure The target becomes clumsy 1. The target or an adjacent creature can spend an Interact action to remove the stone, removing the condition.

Critical Failure As failure, except the target becomes clumsy 2. Each Interact action to remove the stone reduces the value of the clumsy condition by 1.

Reset If not completely destroyed, the mold spreads to one additional square within 10 feet of lava each day until it fully regenerates and regains its state of equilibrium. If every square is cleared of mold, the hazard is destroyed.

SCALING ENCOUNTER A9

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add 1 scorched earth mephit to the encounter.

23-27 Challenge Points: Add 1 scorched earth mephit to the encounter. Add 1 action to the churning lava hazard's routine (no multiple attack penalty) and 2 to its attack modifier.

28-32 Challenge Points: Add 2 scorched earth mephits to the encounter. Add 1 action to the churning lava hazard's routine (no multiple attack penalty) and 2 to its attack modifier.

33+ Challenge Points: Add 2 scorched earth mephits to the encounter. Add 2 actions to the churning lava hazard's routine (no multiple attack penalty) and 2 to its attack modifier.

SCORCHED EARTH MEPHIT

CREATURE 1

RARE

N

SMALL

EARTH

ELEMENTAL

FIRE

Perception +3; darkvision, tremorsense (imprecise) 30 feet

Languages Ignan, Terran

Skills Athletics +5, Stealth +2

Str +3, **Dex** -1, **Con** +2, **Int** -2, **Wis** +0, **Cha** -1


AC 16; **Fort** +8, **Ref** +4, **Will** +3

HP 17, fast healing 2 (while underground); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 15 feet, swim 20 feet; magma swim

Melee  fist +8, **Damage** 1d6+3 bludgeoning

Arcane Innate Spells DC 17; **2nd** *enlarge* (self only)

Breath Weapon  (arcane, earth, fire) The scorched earth mephit breathes molten stone in a 15-foot cone that deals 2d4 fire damage and 1d4 persistent fire damage to each creature within the area (DC 17 basic Reflex save). The scorched earth mephit can't use Breath Weapon again for 1d4 rounds.

Magma Swim A scorched earth mephit's swim Speed functions only when the elemental is Swimming through magma or molten lava.

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A13. DUERGAR CAMP (LEVELS 3–4)

DUERGAR RAIDERS (3)

CREATURE 2

UNCOMMON **LE** **MEDIUM** **DUERGAR** **DWARF** **HUMANOID**

Perception +8; darkvision

Languages Common, Dwarven, Undercommon

Skills Athletics +8, Intimidation +7, Stealth +8, Survival +7

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items light hammers (2), poor manacles (2), studded leather

Light Blindness

AC 18; **Fort** +10, **Ref** +8, **Will** +6; +2 status bonus to all saves vs. magic

HP 32

Speed 20 feet

Melee ♦ manacles +11 (trip), **Damage** 1d8+4 bludgeoning

Melee ♦ light hammer +11 (agile), **Damage** 1d6+4 bludgeoning

Ranged ♦ light hammer +8 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning

Occult Innate Spells DC 18; **2nd** *enlarge* (self only), *invisibility* (self only)

Shackle ♦♦♦ (attack, manipulate) **Requirements** The duergar raider has manacles in hand and is adjacent to a creature; **Effect** The duergar raider attempts an attack roll with a +8 modifier against the target's AC to bind the creature's wrists or ankles with the manacles. If they succeed, they apply the manacles.

SCALING ENCOUNTER A13

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

16–18 Challenge Points: Add one duergar raider to the encounter.

19–22 Challenge Points: Apply the elite adjustment to all three duergar raiders.

23–27 Challenge Points: Apply the elite adjustment to all four duergar and increase each duergar's Hit Points by 5.

28–32 Challenge Points: Apply the elite adjustment to all four duergar and add one more elite duergar raider to the encounter.

33+ Challenge Points: Apply the elite adjustment to all four duergar and add two more elite duergar raiders to the encounter.

DUERGAR TASKMASTER

CREATURE 2

LE **MEDIUM** **DUERGAR** **DWARF** **HUMANOID**

Perception +8; darkvision

Languages Common, Dwarven, Undercommon

Skills Athletics +7, Deception +7, Intimidation +7, Occultism +5, Religion +6, Survival +6

Str +2, **Dex** +0, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3

Items chain mail, maul, religious symbol

Light Blindness

AC 18; **Fort** +8, **Ref** +4, **Will** +8; +2 status bonus to all saves vs. magic, iron mind

HP 30

Iron Mind Duergar taskmasters automatically disbelieve all illusions of 1st level or lower.

Speed 20 feet

Melee ♦ maul +8 (shove), **Damage** 1d12+2 bludgeoning

Divine Prepared Spells DC 18; **1st** *fear*, *harm*, *magic weapon*, *Cantrips* (1st) *detect magic*, *shield*

Occult Innate Spells DC 18; **2nd** *enlarge* (self only), *invisibility* (self only)

Take Them Down! ♦ The duergar taskmaster smashes their maul into the ground and invokes Droskar's name to rally their allies to action. All allied duergars of equal or lower level and within 20 feet of the duergar taskmaster gain a +1 status bonus to attack rolls and damage rolls until the end of the duergar taskmaster's next turn.

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APPENDIX 3: GAME AIDS



VENTURE-CAPTAIN LUNA ALDRED

SLAYSE

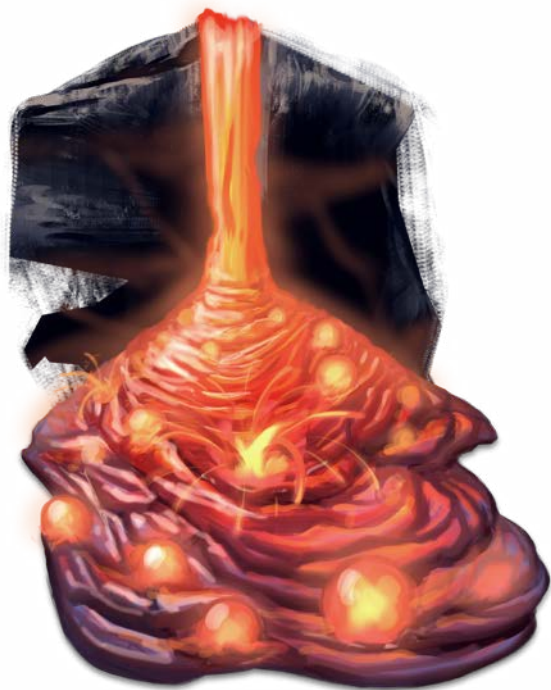


ROWSH

YANDRADA



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CHURNING LAVA
DUERGAR RAIDER



SCORCHED EARTH MEPHIT
DUERGAR TASKMASTER



ENTER THE PALLID PEAK



DUERGAR BOMBARDIER

ENTER THE PALLID PEAK

HANDOUT #1: CHEST PUZZLE

Smashed image	quarterstaff	pick	mace	greataxe
	badger	boar	mole	bear
Image of a woman's face	greataxe	pick	quarterstaff	warhammer
	horse	falcon	hound	lizard
Smashed image	warhammer	hammer	mace	pick
	boar	tadpole	horse	mole
Smashed image	greataxe	pick	hammer	quarterstaff
	mole	lizard	badger	bear

HANDOUT #2: DWARVEN DEITIES

Each of the deities in the dwarven pantheon has an associated favored weapon and sacred animal.

Angradd (greataxe and boar)

Bolka (mace and falcon)

Dranngvit (pick and hound)

Droskar (hammer and beetle)

Kols (hammer and lizard)

Folgrit (quarterstaff and young animals)

Grundinnar (hammer and horse)

Magrim (warhammer and mole)

Torag (warhammer and badger)

Trudd (warhammer and bear)

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ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

TREASURE BUNDLES

- ☐ The Journey, page 6: 1 Treasure Bundle for successfully helping the log drivers.
- ☐ Sacred Vault, page 10: 2 Treasure Bundles for opening the puzzle chest.
- ☐ Glass House, page 11: 1 Treasure Bundle for collecting obsidian shards.
- ☐ Visitors' March, page 12: 1 Treasure Bundle for discovering the bin's contents.
- ☐ Dark Smith's Workshop, page 12: 1 Treasure Bundle for discovering Kazhlik's history.
- ☐ Duergar Camp, page 13: 2 Treasure Bundles for defeating the duergar raiding party.
- ☐ Conclusion, page 14: 2 Treasure Bundles for returning the prospectors' bodies.

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Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Faction:		
Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Faction:		
Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Faction:		
Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Faction:		
Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Faction:		
Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Faction:		
Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

ENTER THE PALLID PEAK

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Scenario #2-19: Enter the Pallid Peak

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
<p>After prospectors discovered the entrance to an ancient dwarven complex beneath Droskar's Crag, the Pathfinder Society sent you to investigate. On the way, you met some loggers who described a recent duergar raid and warned you to be on your guard; after speaking with the only prospector to make it out alive, you journeyed to the site. Exploring the ruins, you discovered several artifacts and murals, as well as <input type="checkbox"/> the contents of an ancient lockbox and <input type="checkbox"/> multiple entrances to a deeper portion of the ruins. You <input type="checkbox"/> discovered and deactivated a churning lava hazard. You <input type="checkbox"/> put the spirits of dwarves who died in the Rending to rest. You <input type="checkbox"/> befriended a trio of ifrit dwarf exiles. Before returning to make your report, you <input type="checkbox"/> fought off a duergar raiding party.</p>			
Boons		Rewards	
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventure qualifies you for the following unique Achievement Point Boon: Kin-Warded.</p>		XP Gained	
Reputation Gained		GP Gained	
Items		Purchases	
		Items Sold / Conditions Gained	
		<div>TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</div>	
		Items Bought / Conditions Cleared	
		<div>TOTAL COST OF ITEMS BOUGHT</div>	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
		GM Organized Play #	