

PATHFINDER SOCIETY



GLORIES OF THE PAST, PART 1:

HALLS OF DWARVEN LORE

By Tork Shaw



GLORIES OF THE PAST, PART 1: HALLS OF DWARVEN LORE

PATHFINDER SOCIETY SCENARIO #4-22

Author • Tork Shaw

Contributing Artists • Kelly Perry

Cartographer • Sean Macdonald

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Senior Editor • James L. Sutter

Development Lead • John Compton

Development Team • Logan Bonner, John Compton,
Adam Daigle, Rob McCreary, Mark Moreland, and
Patrick Renie

Editorial Team • Judy Bauer, Christopher Carey, and
Ryan Macklin

Editorial Interns • Jay Loomis and Cassidy Werner

Lead Designer • Jason Bulmahn

Design Team • Stephen Radney-MacFarland and
Sean K Reynolds

Senior Art Director • Sarah E. Robinson

Art Director • Andrew Vallas

Graphic Designer • Sonja Morris

Production Specialist • Crystal Frasier

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Finance Manager • Christopher Self

Staff Accountant • Kunji Sedo

Chief Technical Officer • Vic Wertz

Senior Software Developer • Gary Teter

Campaign Coordinator • Mike Brock

Project Manager • Jessica Price

Licensing Coordinator • Michael Kenway

Customer Service Team • Erik Keith, Justin Riddler, and
Sara Marie Teter

Warehouse Team • Will Chase, Heather Payne,
Jeff Strand, and Kevin Underwood

Website Team • Ross Byers, Liz Courts, Lissa Guillet,
and Chris Lambertz

Pathfinder Society Scenario #4-22: Glories of the Past, Part 1: Halls of Dwarven Lore is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 2*, the *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

Pathfinder Society Scenario #4-22: Glories of the Past, Part 1: Halls of Dwarven Lore © 2013, Paizo Publishing, LLC. All Rights Reserved. Paizo, Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, Pathfinder Society, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Publishing, LLC.



GLORIES OF THE PAST, PART 1: HALLS OF DWARVEN LORE

BY TORK SHAW



The Sky Citadels represent the pinnacle of dwarven engineering and civilization, and as functional monuments of the Quest for Sky, these mighty structures drove roots deep into the familiar earth and thrust towers high into the newfound daylight. They were living corridors between earth and sky, light and dark, past and future, but as the spirit of their creators waned, so too did the Citadels. One by one they fell to voracious orcs, political strife, or the unstoppable forces of nature. Now half of these bastions of hope are overrun with savage denizens of the Darklands and buried beneath centuries of shame and despair. However, buried alongside them are secrets—not just of the dwarves, but of all the surface-dwelling races. Of course wherever there are secrets, there are Pathfinders.

Although the greatest portion of the Sky Citadel Janderhoff's construction occurred in the Age of Darkness, the resident dwarves have slowly expanded the underground city to accommodate the needs of a growing population. When Oldrik Talhirk seized control of the Five Kings Mountains and mandated the worship of Droskar under a newly minted theocracy, many dwarves fled the nation and sought refuge in other Sky Citadels. In 4382 AR, groups of these refugees arrived in Varisia and drove the expansion of a short set of tunnels in Janderhoff; however, within a year a few of the Droskari faithful followed, and their contributions to the new construction so undermined the refugees' work that several chambers collapsed. The leadership of Janderhoff quickly decommissioned and sealed the compromised tunnels, and archivists quietly shelved records of the ill-fated project deep within their libraries. Only when these records resurfaced did the Mithral Mallet Mining Company bid to reopen and refurbish the damaged chambers, a venture complicated considerably by numerous traps left behind by the short-lived cult of Droskar.

When the Pathfinder Society heard of the tunnels, it quickly assembled a small team of explorers and negotiated with the Mithral Mallet Mining Company to grant the team access to the tunnels so they might find a means of bypassing the traps within. When the Pathfinders failed to return after 2 days, the company sent a trio of its own delvers to finish what the Pathfinders could not. However,

WHERE ON GOLARION?

Janderhoff is one of the few remaining dwarf-occupied Sky Citadels and the only known one in Varisia. It is an important trading post in the Mindspin Mountains, particularly between the misunderstood Shoanti and the civilized peoples. Most of Janderhoff exists inside the mountains and occasionally ancient, forgotten chambers or dangerous routes to the Darklands come to light during excavation, expansion, or improvement projects. For more information on Janderhoff and its dwarves, see *Pathfinder Player Companion: Dwarves of Golarion* and *Pathfinder Player Companion: Varisia, Birthplace of Legends*.



both teams fell to threats left within the ruins, and thanks to trace amounts of lazurite in a few chambers, nearly every one of these explorers has since risen as a ghoul.

Only Sandricaan Molnworret, the dwarven scholar who led the Pathfinder expedition, has survived, and he stubbornly holds out against his former comrades in his attempt to solve a complex lock in the chambers' lowest level. Unbeknownst to Sandricaan, the lock protects an extremely valuable relic of dwarven history: a communication stele.

SUMMARY

The adventure takes place in Janderhoff, where the PCs are to explore a recently rediscovered set of tunnels and rescue any surviving members of an earlier Pathfinder expedition. The PCs must first negotiate with the

dwarves guarding the passages for access to the tunnels; failing this, they might access the tunnels through Janderhoff's sewers, but in doing so the PCs attract the attention of stealthy creatures that stalk them and complicate a later combat. Once inside the tunnels, the PCs must navigate a corridor with many traps, some sprung and others still armed.

At the end of the corridor lies an elevator that provides access to five other floors below, though the gremlins that live on the second level stole several of the access keys that would allow the elevator to reach the bottom floor. Defeating the nuglub sorcerer Wedderwark and her jinkin cronies allows the PCs to descend to the fourth level, where the gremlins threw one of the access keys. Unfortunately, the dwarven Delvers who reached this floor ran afoul of a deadly construct, died, and reanimated as lacedons. To recover the access key, the PCs must wrest it from these foes.

At the very bottom of the complex, the PCs encounter Shu-Lin Fu, who perished in a cave-in, reanimated as a ghoul, and uses her magical abilities to lure the PCs closer so that she and her companions might ambush them more easily. Beyond, the dwarven wizard Sandricaan has sealed himself off from the undead Pathfinders, and he insistently recruits the PCs to aid him in solving the combination lock that has stymied him for many sleepless hours. The lock is actually a puzzle labyrinth that punishes those who fail to navigate it properly. Beyond, the PCs find a giant stone stele bearing a damaged map of the Sky Citadels, and with it they are able to find clues that might lead to an even greater discovery.

GETTING STARTED

The PCs begin the scenario in Janderhoff after earlier receiving an urgent missive from Venture-Captain Sheila Heidmarch that directed them to their next assignment. Read the following to get the adventure underway.

Pathfinders, the Society seeks your assistance in a matter most urgent. Recent engineering works uncovered a series of lost chambers beneath Janderhoff, but the company that began exploration and refurbishment of this space soon encountered trap-related difficulties. I quickly assembled a group of nearby agents to explore the lost corridors in exchange for a brief window of time in which to study anything found within. I have not heard back from those agents, and a contact has informed me that the team has been missing for two days, prompting the Mithral Mallet Mining Company to send a team of its own specialists to find out what became of them. Nobody has heard from either group since.

It is rare that we have an opportunity to document the interior of a Sky Citadel, so your task is twofold. First, find out what happened to the first team of Pathfinders. Second,

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook* (CR), *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary* (B1), the *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

explore the recently reopened chambers, and recover or document any historical treasures found within. I doubt that representatives of the Mithral Mallet will be pleased to see additional Pathfinders, so contact Rukha Borthwick, the sister-in-law of one of our agents in the first team. She is a resourceful dwarf and likely knows what steps to take to get you into those ruins. Luck be yours, Pathfinders.

Diplomacy (gather information) or Knowledge (local)

The PCs may wish to spend time learning about civic officer Borthwick, the missing Pathfinders, and the uncovered tunnels.

15+ The ruins beneath Janderhoff are part of the ancient city closed off because it was dangerous, or because it fell out of use. The trading company that uncovered the area also reports missing tools, broken equipment, and general disruption to its efforts even before the chambers were uncovered.

20+ The exact purpose of the chambers is unclear, as the official records appear to have been altered several hundred years ago. Although few citizens of Janderhoff recognize that Pathfinders have explored the newly discovered area, a half-elf known to be a Pathfinder recently began a brawl in a local brewery.

25+ A few employees from the Mithral Mallet Mining Company have mentioned that the newly discovered area is unstable and will need considerable reinforcement before being safe for regular use.

30+ One of the Pathfinders spotted going into the ruins was Beetle, a male halfling wanted for murder in Palin's Cove.

Finding Rukha Borthwick is not difficult, as after 80 years spent as a civil engineer specializing in the trenches and pipes that channel water around and away from Janderhoff, the brunette dwarf has developed a modest amount of status. She ushers the PCs into her office without delay and willingly answers any questions that she can. Below are some likely questions and Rukha's responses.

Who was part of the original Pathfinder team? “My brother-in-law Sandricaan Molnworret led the group, and he is a wizard of some talent. I know that he brought three others with him—a halfling, a human, and a half-elf. Sandricaan mentioned that the Tian woman has a reputation as a jinx, having been the sole survivor of several previous missions. Sandricaan’s no saint either, especially after his stint with the Aspis Consortium. Still, family is family, and I would rather see my sister’s husband safely out of there.”

What were the chambers used for originally? “All I know is that they appear to predate the Rending, which means they are at least 800 years old. They might be even older than that.”

How can we reach these chambers? “The Mithral Mallet is unlikely to allow other explorers into the tunnels, especially because early reports show that the section seems to need bracing. It may be that speaking nicely to the foreman will gain you easy access to the site, but you’d need to convince him that you’re competent and unlikely to cause any damage to the area. Failing that, I might be able to direct you through a few pipes that let out near that part of the Sky Citadel, but I would rather avoid risking my job to get you in.”

Will you come with us? “I’m not prepared to handle anything that can waylay a team of Pathfinders and a team of Mithral Mallet delvers. I can escort you to meet with the Mithral Mallet toughs that guard the entrance to the tunnels you want, but I will go no farther.”

THE HEART OF JANDERHOFF

If the PCs choose to talk their way into the tunnels, Rukha offers to lead the way and guide them through Janderhoff to the checkpoint guarded by Delver Ornregar and Delver Kannis, warriors from the Mithral Mallet Mining Company. Rukha introduces the PCs and allows them to lead further negotiations, stepping in only to substantiate truthful claims or cover for any breaches of dwarven etiquette.

The delvers are rightfully wary about allowing anyone else into the tunnels unless directed to do so by their superiors; a clumsy interloper might not just get herself killed but also trigger a devastating cave-in that might threaten chambers elsewhere in Janderhoff. However, the lost delvers were comrades of the two dwarves, and the latter are willing to look the other way to allow another group of Pathfinders into the tunnels. The delvers have a –1 Charisma modifier and begin with an attitude of unfriendly. Convincing them to allow the PCs to pass requires their attitude be improved to friendly. Due to the delvers’ concerns about unskilled explorers entering the tunnels, the PCs may use Disable Device, Knowledge (dungeoneering), Knowledge (engineering), Profession (miner), or Survival to aid any Diplomacy check made to improve the dwarves’ attitude.

Development: If diplomatic methods fail, Rukha writes out instructions for navigating several of Janderhoff’s sewer tunnels to reach the guarded chambers from an unexpected direction. The sewers are both fairly clean and fairly safe, though they presently serve as a refuge for several slithering trackers (*Pathfinder RPG Bestiary* 2 250). The ooze are cautious hunters and stalk the PCs through the sewers and into the ruins only to attack later. Spotting a slithering tracker in the sewers requires a successful DC 30 Perception check in Subtier 5–6 or a successful DC 32 Perception check in Subtier 8–9, which grants the PCs advance warning that the ooze might strike later. If attacked in the sewer, the ooze slip into the water and hide until they can again resume the hunt.

Faction Notes: Andoran faction members should encourage as many party members as possible to assist in the Pathfinders’ negotiations to enter the abandoned chambers. So long as the PCs both successfully convince the dwarves to let the Pathfinders pass and have at least two PCs successfully use the aid another action to assist in the Diplomacy check, Andoran faction PCs earn 1 Prestige Point.

Cheliox faction PCs should approach Delver Kannis and remind her of the favor she owes to Zarta Dralneen. From Kannis’s reaction to such a recommendation, it is clear that the favor owed is distasteful and that she had hoped it would eventually be forgotten, and she tries to dismiss the recommendation with prideful bluster. With a successful DC 20 Intimidate or DC 25 Diplomacy check, a PC can convince Delver Kannis that it is in her best interests to comply with Dralneen’s commands, earning Cheliox faction PCs 1 Prestige Point.

THE ABANDONED CHAMBERS

The uppermost levels of the abandoned chambers served as a protected entryway to reach the communication stele on the lower level, and the top level (area A), bottom level (area F), and elevator (area A4) all date to the earlier construction phases of Janderhoff during the Age of Anguish. Unless otherwise noted, the ceilings rise to a height of 10 feet, and the walls are hewn stone.

Faction Notes: Lantern Lodge faction members must fold the piece of paper that they were provided into an origami animal and place it in a dry location anywhere within the abandoned chambers. Folding the paper properly requires a successful DC 15 Craft (origami), Intelligence, or Sleight of Hand check, or the paper is improperly creased and fails to accurately depict an animal that Amara Li might scry upon. A PC may reattempt this skill check, but the DC increases by 2 for each failed attempt. Successfully folding the paper into an animal shape and placing it somewhere safe and dry earns Lantern Lodge faction PCs 1 Prestige Point.



The Abandoned Chambers

1 square = 10 feet

Trap Key:

Arrow Trap	
Grapple Bolt Trap	
Pit Trap	

The main map shows a complex layout of rooms and corridors. Rooms A1, A2, and A3 are at the top left, connected to A4. Room B is a square room with a decorative border. Room C is a circular room with a textured floor. Room D is a long narrow room. Room E is a circular room with a textured floor. Rooms F1, F2, F3a, F3b, and F4 are on the right side. A central compass rose is present. A door labeled 'to F3' is on the right. Various traps and hazards are marked on the map.

F3b. The Vault Lock

1 square = 5 feet

The detailed map of F3b shows a 10x10 grid of floor tiles. The tiles are arranged in a pattern of squares and rectangles. A door is located on the right side of the grid.

A1. Ruined Entrance Hall (CR 5 or CR 8)

A recent, unfinished passageway branches off from a preexisting dwarven hallway. The extension runs for only a few dozen feet before reaching a smooth, worked stone corridor that opens into a large circular room with two exits leading east. Aside from the musty atmosphere, these ancient chambers are strikingly similar to Janderhoff's more modern construction. Hewn from the mountain, the floor is worked to resemble flagstones and the walls are intermittently decorated with mock brickwork. Arrows—some broken, some splintered, and all ancient—litter the cold floor.

The ceilings are 15 feet high throughout this level, and there are no light sources.

Traps: The faux flagstones conceal a multitude of pressure plates linked to arrow traps throughout the area. Some traps have expended all of their ammunition, and consequently they simply click audibly when someone depresses their pressure plates. When the first group of Pathfinders traversed this area, it triggered several of the arrow traps before spotting and bypassing the remaining pressure plates. Noticing the arrows strewn about, the dwarven delvers took care to spot and jump over the traps' triggers.

Subtier 5–6 (CR 5)

EMPTY ARROW TRAP CR 0

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect The firing mechanism clicks loudly.

ARROW TRAP (4) CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +15 ranged (1d8+1/x3)

Subtier 8–9 (CR 8)

EMPTY ARROW TRAP CR 0

(Use the stats from Subtier 5–6)

ADVANCED ARROW TRAP (4) CR 4

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +20 ranged (1d8+6/x3)

Treasure: Among the broken arrows are a number of intact ones. In Subtier 5–6, these include two normal

arrows and one adamantite arrow. In Subtier 8–9, there are also two +2 igniting adamantite arrows (*Pathfinder RPG Ultimate Equipment* 143).

Rewards: If the PCs find the arrows, reward them thus.

Subtier 5–6: Give each player 5 gp.

Subtier 8–9: Give each player 58 gp.

A2. Registration Hall (CR 6 or CR 9)

The central feature of this nearly square room is the wide set of shallow stairs that leads upward to a pair of passageways on the eastern side of the room. A row of ancient and splintered desks lies at the top of the stairs, and an empty room is visible beyond.

Each of these wide stone steps is only 4 inches tall. Along the eastern wall, the remains of administrative desks once dedicated to holding construction records and documentation rot quietly, eaten away by dampness and time. The slightest touch causes the ruined furniture to crumble.

Traps: This area is heavily trapped, including grapple bolt traps that skewer intruders and pull them to the eastern wall. As the northernmost of these two grapple bolts drags its target, the victim also depresses additional pressure plates that trigger more traps.

Treasure: Among the moldering desks is a single divine scroll untouched by age. In Subtier 5–6, this is a scroll of zone of truth and calm emotions. In Subtier 8–9, there is also a scroll of discern lies.

Rewards: If the PCs recover the scrolls, reward them thus.

Subtier 5–6: Give each player 25 gp.

Subtier 8–9: Give each player 58 gp.

Subtier 5–6 (CR 6)

EMPTY ARROW TRAP CR 0

(Use the stats from area A1)

ADVANCED ARROW TRAP (2) CR 4

(Use the stats from area A1)

GRAPPLE BOLT TRAP (2) CR 3

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +20 ranged (1d10/19–20 plus grab)

A creature that takes damage from this bolt is grappled and subjected to an immediate drag combat maneuver toward the trap's mechanism on the east wall. The trap has an effective Strength of 20, has a CMB of +15, and can lift up to 400 pounds. The trap attempts a new drag maneuver each round at the start of the target's turn until the chain is fully retracted. The chain then remains taut and the target grappled until freed.

The target can tear the arrow out with a grapple combat maneuver against the trap's CMD of 25, dealing 2d6 points of damage to himself if successful. Alternatively, the bolt can be removed with a successful DC 15 Heal check, dealing 1d4 points of damage to the target. The chain has hardness 10, 5 hit points, and a break DC of 26.

Subtier 8–9 (CR 9)

EMPTY ARROW TRAP CR 0

(See page 7)

ADAMANTINE-SPRING-LOADED ARROW TRAP (2) CR 6

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +20 ranged (2d8+12/x3)

ADVANCED GRAPPLE BOLT TRAP (2) CR 6

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +20 ranged (1d10+5/19–20 plus grab)

A creature that takes damage from this bolt is grappled and subjected to an immediate drag combat maneuver toward the trap's mechanism on the east wall. The trap has an effective Strength of 25, has a CMB of +20, and can lift up to 800 pounds. The trap attempts a new drag combat maneuver each round at the start of the target's turn until the chain is fully retracted. The chain then remains taut and the target grappled until freed.

The target can tear the arrow out with a grapple combat maneuver against the trap's CMD of 30, dealing 4d6 damage to himself if successful. Alternatively, the bolt can be removed with a successful DC 15 Heal check, dealing 1d4 points of damage to the target. The chain has hardness 10, 5 hit points, and a break DC of 26.

A3. Waiting Room (CR 5 or CR 8)

A few broken chairs complete with moldering cushions line the outer walls of this circular room. Four sconces sit lonely and empty around the room's perimeter. To the west, a short passage leads to another circular room. The floors of both rooms are unbroken but etched with a geometric pattern that sharply contrasts with the flagstones to the east.

This room once served as a place to await the elevator to descend deeper. Beyond this circular room is the elevator, the primary source of access to the lower levels and a marvel of early dwarven engineering.

Traps: Although the entire room is solidly built, the 10-foot-square section of floor at the center of the room

triggers the creation of a magical pit trap when stepped on. In Subtier 5–6, this is a *spiked pit* trap, and in Subtier 8–9, this is an empowered *spiked pit* trap.

Subtier 5–6 (CR 5)

HEIGHTENED SPIKED PIT TRAP CR 5

Type magical; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect spell effect (spiked pit^{APG}, 5d6 falling damage and 2d6 piercing damage, DC 16 Reflex save avoids); multiple targets (all targets in a 10-ft.-square area)

Subtier 8–9 (CR 8)

EMPOWERED HEIGHTENED SPIKED PIT TRAP CR 8

Type magical; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect spell effect (spiked pit^{APG}, 5d6 falling damage and 2d6 piercing damage plus 50%, DC 16 Reflex save avoids); multiple targets (all targets in a 10-ft.-square area)

A4. The Elevator

A three-foot-diameter iron wheel mounted horizontally on a short stone pedestal is the only feature in this large, circular room. Spaced evenly around the pedestal are six hexagonal keyholes, each a slightly different size, and keys protrude from four of these.

This room is the carriage for a powerful stone elevator that functions as a huge threaded screw inside a 100-foot-long shaft. The elevator services six different floors, and a PC might identify the "room's" true purpose with either a successful DC 20 Knowledge (engineering) or Perception check to note the narrow break in the floor at the very entrance of the room. Operating the elevator is as simple as turning the wheel clockwise to move up or counterclockwise to move down, at which point the elevator moves until it reaches the next floor. It takes 1 minute for the elevator to move the 20 feet up or down to a new level, and it turns slowly enough that passengers are not inconvenienced by the movement.

The elevator will not descend to a floor unless its key is placed within the corresponding keyhole, and at present two of these keys are missing. Wedderwark, a gremlin who recently claimed part of this complex as her own, quickly discerned how to operate the elevator, claimed one key for herself (the third key, which allows access to area C), and threw another into the quickly flooding chamber (the fifth key, which allows access to

area E). Without recovering these keys, descending to the bottom floor (area F) is very difficult. The gremlins have jammed the small control panels on each level that would normally allow the elevator to be called from another floor.

Each floor has a stone door that can be opened by rolling it to the side. Unless otherwise noted, each level's door is closed.

Development: Once the elevator begins to move, the Pathfinder Shu-Lin Foo casts *helping hand* and sends the hand to locate anyone wearing a *wayfinder* and beckon for them to reach area F. The hand continues to follow one of the PCs over the course of 8 hours or until the PCs encounter Shu-Lin Foo in area F2.

Faction Notes: Sczarni faction PCs should secretly acquire one of the keys and create a wax blank or perform a detailed sketch of the device. Successfully sketching the device requires a DC 20 Craft (drawing) or similar check, though magical means of creating an accurate image are also sufficient for Guaril Karela's purposes. Successfully creating a copy of one of the keys without being spotted by a non-faction member earns Sczarni faction PCs 1 Prestige Point.

B. The Gremlin Workshop (CR 8 or CR 11)

Whether due to partial collapse or by intention, the floor of this fifty-foot-square room slopes gently down from the western entryway. A second set of walls creates a smaller space within the room, and cracks riddle the inner chamber's walls, obscuring what might have once been intricate carvings and offering glimpses of the corridor that rings the walls' perimeter.

A variety of tools lie scattered and abandoned about the room, and to the east a few of the heaviest implements are arrayed in a half circle around the base of a highly polished and unused anvil.

During its brief renovation by the faithful of Droskar, this area served as a shrine to the dark god. When it became clear that the hasty modifications to the complex had made it unsafe and unusable, the priests ritually damaged the walls in the shrine and elsewhere to formally decommission the construction and abandon it in shame. The tools spread around the anvil are a final homage left to Droskar, identifiable with a successful DC 18 Knowledge (religion) check.

Four *unseen servants* slowly march around the outer corridor while repeating the same tasks over and over. One knots and unknots a frayed length of rope, another fills and then empties a bag of caltrops, yet another screws and unscrews a nut and bolt, and the last counts coins while passing them from one "hand" to another.

SCALING ENCOUNTER B

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 5-6: Remove two of the jinkins from the encounter, and give the slithering tracker the young creature simple template.

Subtier 8-9: Remove two of the jinkin rogues and one of the advanced slithering trackers from the encounter.

The dwarves left these spirits here when they abandoned the shrine, and the *unseen servants* have not ceased their toil since. The servants do not resist anyone's taking their tools and permanently fade into nothingness if the tools are not returned within 1 minute.

The crumbling inner walls have a multitude of cracks and fissures that a Tiny creature can use to squeeze from side of the wall to the other. The inner walls grant improved cover.

Creatures: This floor is now the home to a tribe of gremlins led by the deranged nuglub Wedderwark. After noting the considerable activity in the area when the dwarves rediscovered this section of tunnels, Wedderwark set her jinkin allies to inspect the newly revealed construction. Following the Pathfinders' and dwarves' disappearance, Wedderwark decided the area was suitably hostile to intrusions by her enemies, so she moved her band into the complex, set about sabotaging the mechanisms that might allow the lost explorers to return to the surface, and began stealing tools from the Mithral Mallet Mining Company. In the near future she hopes to sneak these faulty tools back to the dwarves and relish their surprise as seemingly reliable tools fail in horrendously harmful ways.

Unfortunately, in her frenzy to demolish everything in sight, Wedderwark inadvertently damaged her only reliable means of reaching the entrance to the tunnels: the elevator. Though the jinkins can readily use *dimension door* to come and go as they please, the nuglub is stranded until she can bully the jinkins into sending the elevator to the second floor. All of this has enraged Wedderwark to the point that she relentlessly attacks any non-gremlin that appears. Although the jinkins delight in seeing Wedderwark rage, they readily join her to fight off intruders.

If the PCs had to navigate the sewers to bypass the Mithral Mallet's blockade, any slithering trackers that have been shadowing them attack during the second round of combat by seeping into the elevator carriage from above. If the PCs never entered the sewers, there are no slithering trackers in this encounter.

Subtier 5–6 (CR 8)

WEDDERWARK CR 7

Nuglub sorcerer 6 (*Pathfinder RPG Bestiary 2* 143)

CE Small fey

Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +10

DEFENSE

AC 27, touch 15, flat-footed 23 (+4 armor, +4 Dex, +4 natural, +4 shield, +1 size)

hp 91 (9 HD; 3d6+6d6++60)

Fort +8, **Ref** +9, **Will** +8

DR 5/cold iron; **SR** 13

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claw +8 (1d3+2 plus trip), bite +7 (1d4+2 plus grab)

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*prestidigitation*

1/hour—*heat metal* (DC 15), *shocking grasp*, *snare* (DC 15)

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

6/day—laughing touch

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*deep slumber* (DC 19)

2nd (6/day)—*frigid touch*^{UM}, *glitterdust* (DC 15), *hideous laughter* (DC 18)

1st (7/day)—*entangle* (DC 14), *grease* (DC 14), *mage armor*, *shield*, *vanish*

0 (at will)—*acid splash*, *bleed* (DC 14), *daze* (DC 16), *detect magic*, *mage hand*, *open/close*, *read magic*

Bloodline fey

TACTICS

Before Combat Wedderwark casts *mage armor* as soon as

she hears the elevator moving, hides, and commands her minions to do the same. As it opens, she casts *shield*.

During Combat Wedderwark first casts silent *glitterdust* to confound as many foes as possible without revealing her position. She then uses *grease*, *deep slumber*, or *fear* before wading into melee with *frigid touch* and natural attacks. She uses her trip ability to keep spellcasters prone and favors casting touch spells when she cannot manage a full attack.

Morale Wedderwark attempts to parley in Undercommon if reduced to fewer than 30 hit points, and she casts *vanish* to flee if she fails to negotiate her peaceful surrender.

Base Statistics Without *mage armor* and *shield*, Wedderwark's statistics are **AC** 19, touch 15, flat-footed 15.

STATISTICS

Str 15, **Dex** 18, **Con** 20, **Int** 6, **Wis** 11, **Cha** 16

Base Atk +4; **CMB** +5 (+9 grapple or trip); **CMD** 19

Feats Combat Casting, Eschew Materials^B, Silent Spell, Spell Focus (enchantment), Step Up, Toughness^B, Weapon Focus (claw)

Skills Acrobatics +10, Climb +10, Craft (traps) +8, Intimidate +13,

Perception +10, Stealth +16, Use Magic Device +7; **Racial**

Modifiers +4 Craft (traps), +4 Intimidate, +4 Perception

Languages Undercommon

SQ bloodline arcana (+2 DC for compulsion spells), kneecapper, woodland stride

Combat Gear *potion of cure moderate wounds*, *wand of fear* (4 charges); **Other Gear** *amulet of natural armor +1*, *handy haversack*, hexagonal elevator key.

ADVANCED JINKINS (3) CR 2

hp 8 each (*Pathfinder RPG Bestiary 2* 142, 292)

Ranged mwk light crossbow +8 (1d4/19–20)

Other Gear tiny mwk light crossbow, 22 bolts

TACTICS

During Combat The jinkins hide in the perimeter corridors to fire their crossbows from cover. After each attack, they scurry to another hole to hide again. If cornered, they cast *dimension door* to escape.

SLITHERING TRACKER CR 4

hp 42 (*Pathfinder RPG Bestiary 2* 250)

Subtier 8–9 (CR 11)

WEDDERWARK CR 9

Nuglub sorcerer 8 (*Pathfinder RPG Bestiary 2* 143)

CE Small fey

Init +8; **Senses** darkvision 120 ft., low-light vision; Perception +12

DEFENSE

AC 28, touch 16, flat-footed 23 (+4 armor, +4 Dex, +1 dodge, +4 natural, +1 size, +4 shield)

hp 112 (11 HD; 3d6+8d6+74)

Fort +9, **Ref** +10, **Will** +10

DR 5/cold iron; **SR** 13



OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claws +10 (1d3+3 plus trip), bite +9 (1d4+3 plus grab)

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*prestidigitation*

1/day—*heat metal* (DC 15), *shocking grasp*, *snare* (DC 15)

Bloodline Spell-Like Abilities (CL 8th; concentration +11)

8/day—laughing touch

Sorcerer Spells Known (CL 8th; concentration +11)

4th (4/day)—*confusion* (DC 20)

3rd (6/day)—*deep slumber* (DC 19), *dispel magic*, *displacement*

2nd (7/day)—*frigid touch*, *glitterdust* (DC 16), *hideous laughter* (DC 18), *resist energy*

1st (8/day)—*entangle* (DC 14), *grease* (DC 14), *mage armor*, *magic missile*, *shield*, *vanish*

0 (at will)—*acid splash*, *bleed* (DC 13), *daze* (DC 16), *detect magic*, *detect poison*, *mage hand*, *open/close*, *read magic*

Bloodline fey

TACTICS

Before Combat Wedderwark casts *mage armor* as soon as she hears the elevator moving, hides, and commands her minions to do the same. Finally, she casts *shield* as the elevator arrives.

During Combat Wedderwark first casts silent *glitterdust* to confound as many foes as possible without revealing her position. She then uses *confusion*, *deep slumber*, or *fear* before wading into melee with *frigid touch* and natural attacks. She uses her trip ability to keep spellcasters prone and favors casting touch spells when she cannot manage a full attack.

Morale Wedderwark attempts to parley in Undercommon if reduced to fewer than 30 hit points, and she casts *vanish* to flee if she fails to negotiate her peaceful surrender.

Base Statistics Without *mage armor* and *shield*, Wedderwark's statistics are **AC** 19, touch 15, flat-footed 15.

STATISTICS

Str 16, **Dex** 18, **Con** 20, **Int** 6, **Wis** 11, **Cha** 16

Base Atk +5; **CMB** +7 (+11 grapple, +11 trip); **CMD** 22

Feats Combat Casting, Dodge, Eschew Materials⁸, Improved Initiative, Silent Spell, Spell Focus (enchantment), Step Up, Toughness⁸, Weapon Focus (claw)

Skills Acrobatics +10, Climb +11, Craft (traps) +8, Intimidate +13, Perception +12, Stealth +17; **Racial Modifiers** +4 Craft (traps), +4 Intimidate, +4 Perception

Languages Undercommon

SQ kneecapper, bloodline arcana (+2 DC for compulsion spells), woodland stride

Combat Gear *potion of cure moderate wounds*, *potion of remove fear*, *scroll of shrink item*, *scroll of haste*, *wand of fear* (4 charges), alchemist's fire, tanglefoot bag; **Other Gear** *amulet of natural armor +1*, *cloak of resistance +1*, *handy haversack*, hexagonal elevator key, mwk trapmaking tools, 20 gp

JINKIN TRICKSTER (4)

CR 5

Jinkin rogue 4 (*Pathfinder RPG Bestiary* 2 142)

CE Tiny fey

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 19, flat-footed 13 (+6 Dex, +1 dodge, +1 natural, +2 size)

hp 40 (5 HD; 1d6+4d8+19)

Fort +3, **Ref** +12 (+1 vs. traps), **Will** +4

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/cold iron; **SR** 12

OFFENSE

Speed 30 ft.

Melee short sword +11 (1d3-2/19-20), bite +11 (1d3-2)

Ranged shortbow +11 (1d3-2/x3)

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

Special Attacks sneak attack +3d6, tinker

Spell-Like Abilities (CL 5th; concentration +7)

At will—*prestidigitation*

1/day—*dimension door* (self plus 5 lbs. only)

TACTICS

Before Combat On Wedderwark's orders, the jinkins hide in the perimeter corridors, consume their potions, and prepare to ambush whatever emerges from the elevator.

During Combat The jinkins hide in the perimeter corridors to fire their shortbows from cover. After each attack, they scurry to another hole to hide again. If cornered, they use *spider climb* or cast *dimension door* to escape.

Morale The jinkins fight until Wedderwark orders them to stand down or until she falls in combat, at which point the jinkins flee using *dimension door*. If the PCs cannot speak to a surrendering Wedderwark in Undercommon, the jinkins interpret for them.

STATISTICS

Str 7, **Dex** 22, **Con** 15, **Int** 16, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +7; **CMD** 16

Feats Dodge, Point-Blank Shot, Precise Shot, Toughness⁸, Weapon Finesse⁸

Skills Acrobatics +13, Appraise +8, Bluff +9, Climb +4, Craft (traps) +14, Disable Device +17, Disguise +9, Escape Artist +13, Knowledge (dungeoneering) +10, Knowledge (engineering) +7, Perception +8, Sleight of Hand +13, Stealth +21, Use Magic Device +9; **Racial Modifiers** +4 Craft (traps), +4 Disable Device

Languages Aklo, Common, Dwarven, Undercommon

SQ rogue talents (fast stealth, surprise attack), trapfinding +2

Combat Gear *potion of spiderclimb*, *potion of blur*, +1 arrows (6), +1 *dwarf-bane arrow*, acid; **Other Gear** +1 leather armor, short sword, shortbow with 26 arrows, mwk thieves tools, backpack, 44 gp

SLITHERING HUNTER (2)

CR 5

Advanced slithering trackers (*Pathfinder RPG Bestiary* 2 250, 292)

hp 50

Treasure: There are several valuable trinkets scattered about the room, including the gold coins that the unseen servant handles and a pair of beautifully crafted platinum scissors bearing a jinkin curse. In Subtier 8–9, the handle of one of the hammers laid before the altar bears the symbol of Droskar and functions as an *immovable rod*.

Rewards: If the PCs defeat the gremlins and recover the Droskari artifacts, reward them thus..

Subtier 5–6: Give each player 786 gp.

Subtier 8–9: Give each player 2,252 gp.

C. Ruined Staterooms

A cave-in blocks the passageway that once accessed this level.

D. Flooded Chambers (CR 7 or CR 10)

A stone door tightly seals the entryway of this floor. Rivulets of water trickle from the edges of the doorway, suggesting considerably more water lies beyond.

Spring water from much deeper in the Darklands wells up here, and hasty excavation led to the Droskari engineers accidentally tapping into the pressurized water. When the door is sealed, the water fills the entire area over the course of 6 hours. What no one has discovered yet is that the water that feeds this spring also carries trace amounts of lazurite, and the constant trickle of this water has left behind small deposits of the mineral that maintain a fragment of their original potency.

The elevator does not descend farther without the fourth floor's key, which the gremlins threw into the flooded rooms beyond. Opening the door allows the immense amount of water to rush into the elevator carriage, flooding the entire conveyance in 2 rounds. Walking against the torrent requires a successful DC 20 Strength check or DC 25 Swim check, and after the elevator fills entirely, the turbulence makes the water rough and choppy. Moving the elevator up or down while the door is open allows the water to drain slowly, emptying entirely over the course of 5 minutes.

When the dwarven delvers reached this level, they drained the room. This swept away the worst of the grit and debris of past centuries, and as a result, the water is clear and does not impede vision.

Creatures: The priests of Droskar did not just abandon these tunnels; they also left behind the flawed guardians crafted by the faithful, certain that their craftsmen could create something even better in the future. These graven guardians quickly slew the dwarven delvers that entered and closed the door. As the lazurite-tainted water filled

SCALING ENCOUNTER D

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 5–6: Remove one flawed graven guardian from the encounter.

Subtier 8–9: Remove one Droskari defender from the encounter.

the chambers, it infused the bodies of the dwarves, who animated soon thereafter as lacedons.

Subtier 5–6 (CR 7)

DWARVEN LACEDONS (3) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146)

FLAWED GRAVEN GUARDIANS (2) CR 4

hp 43 each (*Pathfinder RPG Bestiary* 3 140)

OFFENSE

Melee +1 keen light hammer +10/+5 (1d4+5/19–20 plus trip) or slam +9 (1d6+4)

Ranged +1 returning light hammer +9 (1d4+5)

SPECIAL ABILITIES

Flawed (Ex): Due to construction flaws, this graven guardian only has the trickery domain ability, has fewer maximum hit points, and has no fast healing.

Subtier 8–9 (CR 10)

ADVANCED DWARVEN LACEDONS (3) CR 2

hp 17 each (*Pathfinder RPG Bestiary* 146, 294)

DROSKARI DEFENDERS (3) CR 6

Advanced graven guardians (*Pathfinder RPG Bestiary* 3 140, 290)

hp 53 each

OFFENSE

Melee +1 keen light hammer +12/+7 (1d4+7/19–20 plus trip) or slam +11 (1d6+6)

Ranged +1 returning light hammer +11 (1d4+7)

STATISTICS

SQ guardian domains (Artifice, Trickery)

Treasure: Upon becoming lacedons, the dwarves stripped off their armor and equipment. Unless the PCs drained all of the water from the room quickly, the dwarves equipment is still resting on the floor of the westernmost chamber. It includes three +1 chain shirts, a deluxe dungeoneering kit (*Ultimate Equipment* 63), and a traveler's anytool (*Ultimate Equipment* 323). In Subtier 8–9, there is also a set of restless lockpicks (*Ultimate Equipment* 317).

Rewards: If the PCs recover the dwarves' gear, reward them thus.

Subtier 5–6: Give each player 530 gp
Subtier 8–9: Give each player 860 gp.

E. RUINED SERVANT'S QUARTERS

The door on this floor is partially open, and rough-edged chunks of rubble choke the passageway, blocking progress.

This chamber has collapsed and is inaccessible, though the fallen rocks are highly permeable. If the elevator carriage is flooded, the water drains twice as quickly as normal while open to this level.

F. THE CEREMONIAL HALLS

The lowest level of the abandoned chambers is also the largest, but time, poorly planned modifications, and ritually inflicted damage as part of the Droskari priests' decommissioning of the area have robbed the area of some of its onetime glory. Part of the construction represents much older and sturdier dwarven architecture, and a portion is instead of the hastily excavated style that immediately preceded the chambers' abandonment. In addition, as the water from above trickled down over the centuries, the dissolved lazurite slowly accumulated in crevices and crystallized in corners.

F1. Abandoned Staterooms

Fragmented and fractured interior walls make a broken circuit around a large, square room more than fifty feet on a side and with a ceiling vaulted to a height of fifteen feet. Silty puddles of water conceal much of the floor's surface, and crusty, black flakes of sediment have accumulated where walls meet the floor. To the west, a set of stairs descends into a coarsely excavated cavern, and a trio of closed doors lines the north wall of the room. To the south, a narrow passage leads to the elevator carriage.

This space once served as a gathering place for those interested in viewing and using the stele contained in area F4, and the PCs can recognize the much older construction with a successful DC 20 Knowledge (engineering or history) check. The ceiling is lined with rusted hooks where great curtains would have cordoned the space according to the needs of the inhabitants. To the north three wooden doors lead to area F3, but each is difficult to open. The central and eastern doors are both blocked by collapsed rubble, and Sandricaan cast *arcane lock* (caster level 7) on the western door as a means of keeping his bloodthirsty former allies from attacking him. Opening this stone door requires a successful DC 20 Disable Device check, a successful DC 38 Strength check, or any magic capable of dispelling the *arcane lock*.

SCALING ENCOUNTER F2

To accommodate parties of four PCs, remove Marcetta Larch-Bough from the encounter. Her partially eaten corpse may be found near Beetle's starting position.

If the PCs try repeatedly to open the door without success, Sandricaan calls out from the other side and asks them to identify themselves. The dwarf is very concerned that the PCs might be his bloodthirsty companions, and convincing him to dismiss the *arcane lock* requires a successful DC 24 Diplomacy check over the course of the several minutes of reassurance.

Mixed in with the sediment are flecks of lazurite so diminished in strength and concentration that they provide almost no threat or benefit. Undead creatures in area F1 receive only a +2 bonus to their turn resistance, and a creature that dies in the area has only a 10% chance of rising as a ghoul.

Creatures: Although Marcetta Larch-Bough hides in the northwest corner of this room when she hears the elevator approaching, she waits for the PCs to approach Shu-Lin Foo to spring an ambush and attack. Marcetta is detailed completely in the description for area F2.

F2. Lazurite Cavern (CR 8 or CR 11)

An acrid smell permeates this natural cavern, and a thick coat of dust cakes nearly everything here. To the north, what might have once been a passageway has collapsed. Several inches of murky water cover the floor here.

This excavated area is relatively new, having been constructed very soon after the Rending. Due to hasty planning and poorly guided decisions, the dwarves working on the chamber discovered a natural flaw in the rock far too late to properly work around it. Construction ceased as a result, and the mistake was the final shameful error made before the dwarves abandoned the area. Despite the long centuries since and collapses on other floors, the cavern did not sustain any significant damage until explored by Pathfinders a few days ago.

As the lowest point in the abandoned chambers, this is also where drained water eventually collects before slowly seeping into cracks in the stone. As a result, flakes of lazurite have crystallized along the low waterline. None of the mineral is nearly as potent as when it was first eroded from the marrowstone deposits much deeper in the Darklands, and undead creatures in area F2 only receive a +2 bonus to turn resistance. In addition, a creature that dies in the area has only a 20% chance of rising as a ghoul. The potency was once slightly stronger,

but the Pathfinders who died here consumed much of the lingering necromantic energy.

Creatures: Sandricaan led his fellow Pathfinders to the lowest level, where a series of missteps led to the accidental death of one ally. As his remaining allies fell to bickering among themselves and drew weapons in hot blood, the dwarf wizard quickly hurried to area F3 and sealed the doors against further passage.

Shu-Lin Foo was a shy Tian woman who commanded respect on the few occasions that she deigned to assert herself. Brought to the Inner Sea region as a slave from Wanshou, Shu-Lin worked for several years in Varisia before being freed by sympathetic Pathfinders. She joined the Lantern Lodge and bears a tattoo identifying her affiliation on her left ankle, but her decisiveness ends there. Over the past several missions, she has hesitated to act in moments of peril, leading to the deaths of her comrades.

Beetle was a halfling servant who clawed his way out of Cheliox by his own resources and cunning, qualities that the Pathfinder Society noticed before offering him a field commission. Despite his improved living conditions, Beetle retained a considerable paranoid streak that often led him to violently attack contacts, and Sheila Heidmarch quickly intervened to station him far from civilization in the wilds of Varisia. For the past year, he has worked as an agent for Grandmaster Torch, whose ceaseless vigilance appeals to Beetle.

Finally, Marcetta Larch-Bough was a feisty and aggressive half-elf whose excessively direct methods of gathering intelligence earned her repeated reprimands and unenviable field assignments. She hails from Mivon, where she enjoyed a brief career in the Dented Helm mercenary company, and she still carries a dagger marked with the company's seal. After deciding that the mercenaries' codes too restrictive, she left the River Kingdoms and traveled to Magnimar, where she established herself as an efficient but sometimes-wild-tempered bodyguard for foreign visitors. Agents of Qadira recently recruited her and sent her to mind Qadiran interests in Janderhoff, only learning of her full reputation too late to recall her.

Shu-Lin Foo was the first of Sandricaan's allies to fall but the last to die when she accidentally triggered a cave-in while probing a side passage in the area. Buried from the waist down, she tried first to free herself with her divinely

granted abilities before beseeching the other Pathfinders for help. Beetle and Marcetta quickly fell to bickering among one another about how best to free the Tian woman, and the argument escalated through a series of perceived insults that led to their drawing weapons and drawing blood. Sandricaan fled just as Marcetta cut down Beetle before the half-elf bled to death. Shu-Lin Foo perished a few hours later from the damage she had sustained in the ceiling's collapse. The accumulated lazurite contained just enough necromantic energy to animate their bodies as ghouls, though Shu-Lin-Foo remains pinned in place.

As the PCs arrive, Beetle hides deeper in the cavern and climbs up onto the natural rock to avoid disturbing the water, and Marcetta waits behind cover in area F1. Shu-Lin Foo casts *disguise self* and *nondetection* in an attempt to hide her ghoulish features, but now that she is an undead creature, she can no longer use the first spell to assume the form of a true humanoid. Instead, she does her best to appear as a vampire, whose undead qualities she can better conceal, and activates her master's illusion domain ability as soon as potential prey walks into sight. Properly disguised, she calls for help and attempts to lure the PCs closer so that her allies perform an ambush.

Subtier 5–6 (CR 8)



Shu-Lin Foo

BEETLE **CR 3**

Male ghoul rogue 3 (*Pathfinder RPG Bestiary* 146)

CE Small undead

Init +5; **Senses** darkvision 60 ft.;

Perception +8

DEFENSE

AC 22, touch 17, flat-footed 16 (+3 armor, +5 Dex, +1 dodge, +2 natural, +1 size)

hp 36 (4 HD; 1d8+3d8+19)

Fort +5, **Ref** +8 (+1 vs. traps), **Will** +4

Defensive Abilities evasion, trap sense +1, channel resistance +2;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +8 (1d4 plus disease and paralysis), 2 claws +8 (1d3 plus paralysis) or

cold iron dagger +8 (1d3/19–20), bite +3 (1d4 plus disease and paralysis), claw +3 (1d3 plus paralysis)

Ranged mwk shortbow +9 (1d4/×3)

Special Attacks paralysis (1d4+1 rounds, DC 14), sneak attack +2d6

TACTICS

Before Combat Beetle hides in the lazurite cavern and waits for prey to approach Shu-Lin Foo.

HALLS OF DWARVEN LORE

During Combat Beetle tries to slay a target wearing little or no armor, and he loudly demands that Marcetta attack his target. He tries to stay mobile, switching positions and flanking where possible.

Morale Despite his overwhelming hunger, Beetle is rather intrigued by his undeath. He tries to escape to the elevator and ascend to freedom if reduced to 8 hit points or fewer.

STATISTICS

Str 11, **Dex** 21, **Con** —, **Int** 15, **Wis** 12, **Cha** 18

Base Atk +2; **CMB** +1; **CMD** 17

Feats Dodge, Mobility, Weapon Finesse

Skills Acrobatics +12, Bluff +11, Climb +5, Disable Device +12, Disguise +9, Escape Artist +12, Perception +8, Sense Motive +6, Sleight of Hand +12, Stealth +16, Use Magic Device +9

Languages Common, Dwarven, Halfling

SQ rogue talents (finesse rogue), trapfinding +1

Combat Gear *potion of invisibility*, alchemist's fire (2); **Other Gear** mwk studded leather, cold iron dagger, mwk shortbow with 31 arrows, *hand of the mage*, note from Grandmaster Torch, sunrods (2), 65 gp.

MARCETTA LARCH-BOUGH

CR 3

Female ghoulish fighter 2 (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +2 natural)

hp 34 (4 HD; 2d8+2d10+14)

Fort +6, **Ref** +4, **Will** +6 (+1 vs. fear)

Defensive Abilities bravery +1, channel resistance +2;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee mwk elven curve blade +9 (1d10+4/18–20), bite +2 (1d6+1 plus disease and paralysis) or bite +7 (1d6+3 plus disease and paralysis), 2 claws +7 (1d4+3 plus paralysis)

Ranged light crossbow +7 (1d8/19–20)

Special Attacks paralysis (1d4+1 rounds, DC 14)

TACTICS

Before Combat Marcetta hides in area **F1** and awaits Beetle's signal or the sound of combat before attacking.

During Combat Marcetta is swift and aggressive in combat, using Power Attack and her weapon's deadliness to neutralize targets as quickly as possible. She flanks with Beetle when possible but harangues the former halfling for his poor tactics, appearance, and other petty foibles. Marcetta dislikes spellcasters and tries to stay nearby to disrupt their concentration.

Morale Marcetta fights until destroyed, and she does not permit her allies' retreat; if Beetle attempts to run, Marcetta targets him with an attack of opportunity.

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 11, **Wis** 16, **Cha** 16

Base Atk +3; **CMB** +6; **CMD** 20

Feats Exotic Weapon Proficiency (elven curve blade), Power Attack, Weapon Finesse, Weapon Focus (elven curve blade)

Skills Acrobatics +8, Climb +8, Perception +8, Profession (mercenary) +7, Stealth +9, Swim +7

Languages Common, Elven

Combat Gear *potion of cure moderate wounds*, *potion of jump* (CL 5); **Other Gear** mwk studded leather armor, mwk elven curve blade, silver dagger, light crossbow with 15 bolts, 57 gp.

SHU-LIN FOO

CR 7

Female ghoulish cleric of Sun Wukong 8 (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 natural)

hp 103 (10 HD; 2d8+8d8+58)

Fort +10, **Ref** +3, **Will** +14

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 0 ft.

Melee bite +9 (1d6+2 plus disease and paralysis), 2 claws +9 (1d4+2 plus paralysis)

Special Attacks channel negative energy 7/day (DC 18, 4d6), paralysis (1d4+1 rounds, DC 15)

Domain Spell-Like Abilities (CL 8th; concentration +13)

At will—master's illusion (8 rounds/day)

8/day—copycat (8 rounds)

Cleric Spells Prepared (CL 8th; concentration +13)

4th—*chaos hammer* (DC 19), *confusion*⁰ (DC 19), *dismissal* (DC 19), *spit venom*^{UM} (DC 19)

3rd—*badger's ferocity*^{UM}, *dispel magic*, *helping hand*, *nondetection*⁰, *prayer*

2nd—*hold person* (DC 17), *invisibility*⁰, *resist energy*, *silence* (DC 17), *sound burst* (DC 17)

1st—*command* (DC 16), *deathwatch*, *disguise self*⁰, *magic weapon*, *murderous command*^{UM} (DC 16), *sanctuary* (DC 16), *shield of faith*

0 (at will)—*detect magic*, *light*, *read magic*, *stabilize*

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

TACTICS

Before Combat Shu-Lin Foo is disguised by *disguise self*, and *nondetection* and casts *shield of faith* as soon as she hears the elevator come to a halt.

During Combat Shu-Lin Foo casts spells and channels energy to assist her allies and harm her enemies. She favors casting *confusion* first unless she faces a large number of spellcasters, in which case she casts *silence* on Beetle's shortbow.

Morale Trapped, Shu-Lin Foo fights until destroyed.

STATISTICS

Str 15, **Dex** 13, **Con** —, **Int** 15, **Wis** 20, **Cha** 18

Base Atk +7; **CMB** +9; **CMD** 20

Feats Eschew Materials, Improved Counterspell, Toughness, Turn Undead, Versatile Channeler^{UM}

Skills Bluff +17, Disguise +15, Heal +10, Knowledge (arcana) +7, Knowledge (religion) +9, Perception +10, Perform (dance) +7, Perform (wind) +7, Sense Motive +10, Spellcraft +10, Stealth +6, Swim +3

Languages Common, Senzar, Tien, Varisian

SQ aura, freedom's call (8 rounds/day), liberation (8 rounds/day), trapped

Combat Gear *potion of shield of faith* (CL6), *potion of owl's wisdom*, *scroll of tongues*, *wand of cure moderate wounds* (9 charges), *wand of lesser restoration* (4 charges), +1 *evil outsider-bane bolts* (3), +1 *undead-bane bolts* (3), holy water; **Other Gear** quarterstaff, mwk breastplate, light crossbow with 12 bolts, *cloak of resistance +1*, wooden holy symbol of Sun Wukong, backpack, 27 gp.

SPECIAL ABILITIES

Trapped (Ex) Shu-Lin Foo is trapped from the waist down and is unable to move from her square. She benefits from partial cover while trapped, but she is also considered prone.

Subtier 8–9

BEETLE **CR 8**

Male ghoulish rogue 8 (*Pathfinder RPG Bestiary* 146)
 CE Small undead
Init +10; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 25, touch 18, flat-footed 18 (+5 armor, +6 Dex, +1 dodge, +2 natural, +1 size)
hp 84 (9 HD; 1d8+8d8+44)
Fort +7, **Ref** +13 (+2 vs. traps), **Will** +6
Defensive Abilities channel resistance +2, evasion, improved uncanny dodge, trap sense +2; **Immune** undead traits

OFFENSE

Speed 30 ft.
Melee bite +13 (1d4+1 plus disease and paralysis), 2 claws +13 (1d3+1 plus paralysis) or +1 *dagger* +14/+9 (1d3+2/19–20), bite +8 (1d4 plus disease and paralysis), claw +8 (1d3 plus paralysis)
Ranged mwk shortbow +14/+9 (1d4/×3)
Special Attacks sneak attack +4d6, paralysis (1d4+1 rounds, Fort DC 14)

TACTICS

Before Combat Beetle hides in the lazurite cavern and waits for prey to approach Shu-Lin Foo.

During Combat Beetle tries to slay a target wearing little or no armor, and he loudly demands that Marcetta attack his target. He tries to stay mobile, switching positions and flanking where possible.

Morale Despite his hunger, Beetle is rather intrigued by being undead. He tries to escape to the elevator and ascend to freedom if reduced to 20 hit points or fewer.

STATISTICS

Str 12, **Dex** 22, **Con** —, **Int** 15, **Wis** 12, **Cha** 18
Base Atk +6; **CMB** +6; **CMD** 23
Feats Combat Expertise, Dodge, Improved Feint, Improved Initiative, Mobility, Weapon Finesse
Skills Acrobatics +18, Appraise +8, Bluff +16, Climb +9, Disable Device +18, Disguise +12, Escape Artist +18, Perception +13, Sense Motive +9, Sleight of Hand +18, Stealth +22, Use Magic Device +12
Languages Common, Dwarven, Halfling
SQ rogue talents (finesse rogue, powerful sneak^{APG}, quick disable, surprise attack), trapfinding +4
Combat Gear *potion of invisibility*, +1 *flaming arrows* (2), +1 *human bane arrows* (2), alchemist's fire (2); **Other Gear** +1 *mithral chain shirt*, +1 *dagger*, mwk shortbow with 31 arrows, *cloak of resistance +1*, *hand of the mage*, note from Grandmaster Torch, sunrods (2), 160 gp

MARCETTA LARCH-BOUGH **CR 8**

CE Female ghoulish fighter 7 (*Pathfinder RPG Bestiary* 146)
 CE Medium undead
Init +5; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 24, touch 15, flat-footed 19 (+7 armor, +1 deflection, +5 Dex, +2 natural)
hp 81 (9 HD; 2d8+7d10+34)
Fort +9, **Ref** +8, **Will** +9 (+2 vs. fear)
Defensive Abilities bravery +2, channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.
Melee +1 elven curve blade +16/+11 (1d10+8/18–20), bite +8 (1d6+1 plus disease and paralysis) or bite +13 (1d6+3 plus disease and paralysis), 2 claws +13 (1d4+3 plus paralysis)
Ranged light crossbow +13 (1d8/19–20)
Special Attacks weapon training (heavy blades +1), paralysis (1d4+1 rounds, DC 14)

TACTICS

Before Combat Marcetta hides in area **F1** and awaits Beetle's signal or the sound of combat before attacking.

During Combat Marcetta is swift and aggressive in combat, using Power Attack and her weapon's deadliness to neutralize targets as quickly as possible. She flanks with Beetle when possible but harangues the former halfling for his poor tactics, appearance, and other petty foibles. Marcetta dislikes spellcasters and tries to stay nearby to disrupt their concentration.

Morale Marcetta fights until destroyed, and she does not permit her allies' retreat; if Beetle attempts to run, Marcetta targets him with an attack of opportunity.

STATISTICS

Str 17, **Dex** 20, **Con** —, **Int** 11, **Wis** 16, **Cha** 16

Base Atk +8; **CMB** +11; **CMD** 27

Feats Disruptive, Exotic Weapon Proficiency (elven curve blade), Following Step, Power Attack, Step Up, Step Up and Strike, Weapon Finesse, Weapon Focus (elven curve blade), Weapon Specialization (elven curve blade)

Skills Acrobatics +13, Climb +7, Perception +10, Profession (mercenary) +7, Stealth +12, Swim +6

Languages Common, Elven

SQ armor training 2

Combat Gear *potion of cure moderate wounds*, *potion of jump* (CL 5); **Other Gear** +1 *breastplate*, +1 *elven curve blade*, silver dagger, light crossbow with 15 bolts, *cloak of resistance* +1, *ring of protection* +1, 57 gp.

SHU-LIN FOO

CR 7

(Use the stats from Subtier 5–6)

Faction Notes: Grand Lodge faction PCs must confirm Shu-Lin Foo's faction allegiance, which she is unlikely to discuss while still undead. She does bear a Lantern Lodge tattoo on her left ankle, but her legs were crushed by the cave-in, ruining the tattoo to the point of indecipherability. A PC may discern the nature of the tattoo's subject with a successful DC 25 Knowledge (local) check. A PC may also cast any spell that can heal undead or restore flesh to a corpse to restore the tattoo completely. Identifying Shu-Lin Foo's true allegiance earns Grand Lodge faction PCs 1 Prestige Point.

Osirion faction PCs should study the minerals in this area, identify the weakened lazurite, and procure a sample. Identifying the rare mineral requires a successful DC 20 Knowledge (dungeoneering or nature) check, but a PC who casts *detect magic* and successfully determines the exact source with a successful DC 13 Spellcraft check can also note which fragments are the best to collect. Collecting a sample of weakened lazurite earns Osirion faction PCs 1 Prestige Point.

Qadira faction PCs should acquire the recipe held by Marcetta Larch-Bough and translate it. The recipe is written in dwarven code, and deciphering it requires a DC 25 Linguistics check; a PC who can understand Dwarven gains a +5 bonus on this skill check. Successfully deciphering the recipe earns Qadira faction PCs 1 Prestige Point.

Shadow Lodge faction PCs should procure the missive held by Beetle and destroy it. The letter is from Grandmaster Torch and instructs Beetle to keep a close eye on Sandricaan, a dwarf wizard who also serves Torch and once worked for the Aspis Consortium. The letter further instructs Beetle to slay Sandricaan quietly at the first sign of disloyalty. Destroying the missive without anyone else reading it earns Shadow Lodge faction PCs 1 Prestige Point, though a PC who reads the missive first must succeed at a successful DC 15 Bluff check when reporting back to Grandmaster Torch to conceal that

the PC disobeyed orders. If the PC fails this check, no Prestige Point is awarded.

Silver Crusade faction PCs must perform burial rites for the fallen Pathfinders, which they may accomplish with a successful DC 20 Knowledge (religion) check. Casting *bless*, *consecrate*, or any other magic that might prevent a corpse from rising as undead grants the PC a +5 bonus on this skill check. Succeeding at this check earns Silver Crusade faction PCs 1 Prestige Point.

Taldor faction PCs should recover the ring from Marcetta Larch-Bough, but she no longer wears it. She is missing several fingers, which a PC can identify with a successful DC 15 Heal check as having been bitten off after death. In fact, the ring is in Beetle's stomach as a result of his first meal as a ghoul before the newly animated Shu-Lin Fu successfully convinced him to cease his feasting. Extracting the ring from Beetle requires no skill check and earns Taldor faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the undead Pathfinders, reward them thus.

Subtier 5–6: Give each player 1,115 gp.

Subtier 8–9: Give each player 2,138 gp.

F3. The Vault Lock (CR 8 or CR 11)

The corridor opens into a 30-foot, circular, dusty room littered with the trappings of a modest camp and illuminated by light from a smokeless torch. Four sets of dials adorn the rounded wall at even intervals, and two passageways provide access to the room. The passageway to the northeast leads across a short bridge over a deep trench before terminating in a small recess just large enough to accommodate a fully armored dwarf. The southwest passageway winds gradually to the south and is littered with but not blocked by rubble.

This room (area **F3a**) and the room beyond (area **F3b**) are part of an immense "lock" that guards the stele—a means of preventing unauthorized individuals from gazing upon the carved stone and activating the communication device. The trench extends 30 feet into a vaulted open space beneath the northern room, and its walls are fairly smooth, requiring a successful DC 25 Climb check to scale.

Each set of dials can be spun in a particular pattern to activate two of the 5-foot-square columns in area **F3b**, causing one to rise to create a new open space and the previously raised column to fall, closing off a previously open space. This movement happens quickly, but an attentive individual can easily step into a new space before a column drops into the vacated space. Each 5-foot-square section of floor in the northern room also serves as a combination pressure plate and trap door, and the mechanism can sense when a pressure plate has

or has not depressed. When a PC manipulates the north, east, south, or west set of dials, it can raise the column to the north, east, south, or west respectively of the open space whose pressure plate is currently depressed.

Thus, the lock is in fact a puzzle maze; at least one person must manipulate the dials to raise columns to open up the path to the other end of the maze, and another person must step from one open space to the next to depress the pressure plate. Because the columns are solid stone, the one operating the dials cannot see the path ahead or anyone inside the maze, but a damaged map of the lock mechanism (see the Player Handout on page 20) is carved into the wall above the northern dials. If the players do not associate this carving with the puzzle lock, a PC may determine that it is an incomplete map with a successful DC 15 Intelligence check. *Mending* is insufficient to restore the damaged map, but *make whole* repairs it completely.

Clever or resourceful PCs might devise some means of communicating with one another while visually separated. For example, PCs can hear each other pounding on the floor or wall with a successful DC 25 Perception check, and they might devise a code to signal which direction to move next.

Successfully operating a set of dials requires either a successful DC 13 Intelligence check or a successful DC 24 Disable Device or Linguistics check; a PC able to read Dwarven receives a +5 bonus on all of these skill checks. Failing a check does not break the device, but three consecutive failures cause the lock to forcefully eject anyone inside and reset itself. To prevent an interloper from just moving in a straight line, a few of the columns in the maze are fixed in place and cannot be lifted, which a PC can spot with a successful DC 12 Perception check. Attempting to raise a fixed column automatically fails and counts as a failed activation for the purposes of resetting the device.

Creatures: Perched on a folding chair by one of the dials, an exhausted-looking dwarf twirls his jet-black beard in the fingers of his left hand while in his right hand crackling blue sparks. **Sandricaan Molnworret** (N male dwarf wizard 7) is a Pathfinder wizard of some ability, but he has spent many sleepless hours studying the vault lock while also dreading falling asleep and being killed and consumed by his former comrades. As a result, he casts and holds a *shocking grasp* spell when he hears anyone fighting elsewhere in area F or trying

to open the doors leading from area F2. When he sees the PCs and confirms that they are Pathfinders, he is delighted and immediately dismisses the spell.

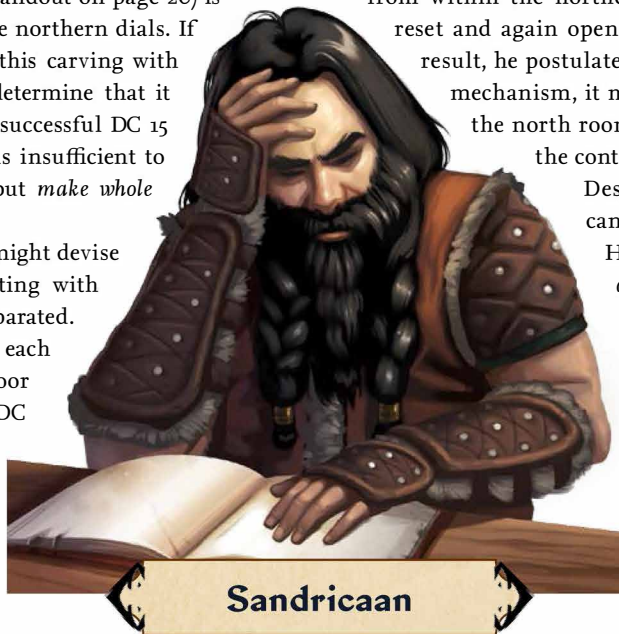
After more than 24 hours of study, Sandricaan has determined that the room to the north is an enormous combination lock, part of a vault that surely contains a great cultural treasure. Further, he knows that the northern panel is able to raise the column to the immediate north, but it also lowers a column that seals the new space off from sight. He knows that manipulating any of the controls then causes grinding noises to originate from within the northern room before seeming to reset and again open up the original alcove. As a result, he postulates that in order to operate the mechanism, it may require someone to enter the north room and another to manipulate the controls from outside in area F3a.

Despite his efforts, Sandricaan cannot operate the device alone. He has considered casting *dimension door* to return to the surface and resupply, but his stubborn pride prevents him from returning empty-handed. Although the wizard can operate the mechanism for the PCs, he speaks Dwarven, has an Intelligence score of 16, and has a +10 modifier to Linguistics—he is mentally fatigued and

emotionally drained, inflicting a –2 penalty on all of his Intelligence-based skill and ability checks. As a result of this and of having been stymied by his earlier failures, he prefers that the PCs choose which dials to activate and in what order.

Although he entertains other questions, he insistently tries to redirect any conversation back to solving the problem at hand: the vault lock. However, if the PCs question Sandricaan about what happened to his partners, he relates that a fight broke out among his colleagues that forced him to take shelter deeper into the ruins. As he had discovered traces of lazurite earlier, the dwarf took no chances when silence fell. He applied every available abjuration to the door and refused to answer the voices on the other side. Asking Sandricaan about his time with the Aspis Consortium earns a level stare and the dwarf's assurances that his previous employment was brief and involved little but research.

Traps: Failing to activate the dials three or more times in a row causes the raised column to crash down onto the open space's occupant just as the space's trap door drops open.



Sandricaan

Subtier 5–6

VAULT LOCK CR 6

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

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +10 melee (2d6); 30-foot pit (3d6 falling damage)

Subtier 8–9

VAULT LOCK CR 9

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

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +20 melee (5d6); 30-foot pit (3d6 falling damage)

F4. The Stele Vault

This stark room measures twenty feet to a side and is undecorated but for a large stone stele that stands against the southern wall. A pile of rubble loosely covers a square metal chest, but the ceiling above shows no sign of damage.

When the Droskari decided to abandon these chambers, they hastily buried a chest containing records and instructions once used for creating the large, vaulted chambers common in Sky Citadels. The polished granite stele weighs 5 tons and carved into its face is a worn map of the Inner Sea region, albeit with no scale and only the faintest of remaining markings. A handful of runes survive, and a PC may identify their significance with a successful DC 15 Knowledge (geography) check; Sandricaan is able to puzzle out the runes' significance in time. The runes represent known locations of Sky Citadels: Dongun Hold, Highhelm, Janderhoff, Kraggondan, Kravenkus, and Koldukar. The rune situated in what is now modern Belkzen is the best preserved and identifies itself as Koldukar in Dwarven. If anyone speaks this name aloud while within area F4, the rune glows with a faint blue light for a fraction of a second. The runes all bear moderate divination magic, but the unique effect is as damaged as the stele, allowing a PC only to determine that the runes were once used for long-distance communication.

If Sandricaan is present, he excitedly explains that similar steles are said to exist in other Sky Citadels, though this one is among the better preserved specimens known to dwarves. Such steles also are also said to have served as repositories of knowledge for the dwarves, though no single stele is sufficiently complete to tap any information that might have been stored within. Upon seeing the rune for Koldukar glow, Sandricaan observes that the rune's responsiveness suggests the lost Sky Citadel—now controlled by orcs—must contain a well-preserved stele, likely even better preserved

than the one in this room. Sandricaan marks the wall with a personal rune to enable more accurate teleportation to the room in the future, then insists that the Pathfinders take this knowledge back to Sheila Heidmarch.

Treasure: In Subtier 5–6, a set of four silver-etched manuals for the construction of large, underground chambers are inside the chest, worth 62 gp each. In Subtier 8–9, the manuals are instead platinum-etched and worth 200 gp each.

Rewards: If the PCs reach the stele and acquire the manuals, reward them thus.

Subtier 5–6: Give each player 41 gp.

Subtier 8–9: Give each player 133 gp.

CONCLUSION

The discovery made in the depths of Janderhoff has repercussions even the ambitious Sandricaan could not have foreseen. Despite its broken condition, the uncovered stele is a precious clue in locating the lost Sky Citadels. More directly, it suggests its partner stele within Koldukar still functions, possibly even better than the one in Varisia. A trip beneath that dangerous city could lead the Society to one of its greatest discoveries in dwarven—and even Golarion's—history.

Success Conditions

To succeed at their goal, the PCs must discover the fate of Sandricaan's expedition and uncover the Stele. They need not remove the stele, but they must pass information of its existence and content to the Society.

Faction Missions

Player characters may earn prestige from their respective factions for completing the listed tasks during the course of the adventure.

Andoran Faction: Andoran faction PCs who successfully negotiate passage with the dwarves in the Heart of Janderhoff and benefit from the aid another action of at least two other PCs earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who convince Delver Kannis to honor her earlier bargain with Zarta Dralneen in the Heart of Janderhoff earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who discover Shu-Lin Foo's faction allegiance by uncovering her lantern tattoo in area F2 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who deposit a properly crafted origami animal anywhere in the ruins earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who collect a sample of lazurite from area F2 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who retrieve the recipe for Auroch's Breath from Marcetta in area F2 earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

Sczarni Faction: Sczarni faction PCs who copy or sketch any of the elevator keys used in area **A4** without being observed earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who destroy the missile carried by Beetle in area **F2** earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade PCs who successfully sanctify the bodies of the undead Pathfinders in area **F2** earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who retrieve Marcetta's signet ring from area **F2** earn 1 Prestige Point.



HALLS OF DWARVEN LORE

Andoran



Fellow Supporter of Freedom,

Dwarves are not egalitarian, and it might be more irreverently said that they're stuck in their ways. Show them that equality born of many voices can also be worthy of respect. As you negotiate passage through their Sky Citadel, ensure not only that the dwarves are impressed but also that your companions add their voices to the dialogue. Freedom cannot exist without everyone having a voice.

Yours in freedom,

Major Colson Maldris

Chelax



Cherished Plaything,

In your mission beneath Janderhoff there is a task you must complete to win my affection and ensure that we regain much lost political capital. A Delver named Kannis owes me a considerable favor, and for such a normally practical people, the dwarf has proven most conveniently forgetful. Remind her of her debt and ask that she seek out a way to repay it expediently. Remember, precious darling, that this favor is mine to claim. Do not attempt to seek its benefit for yourself.

Expectantly,

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder.

As Venture-Captain Sheila Heidmarch indicated, the original mission sent beneath Janderhoff was ill-conceived. For that we are both apologetic and embarrassed, but I am also suspicious as to whether any of the original team's allegiances were directed toward another organization. In particular I am concerned about one Shu-Lin Foo, a Tian mystic whose record shows that she is curiously the lone survivor of several recent missions. This cannot be coincidence, and I would like to know what inquiries to make in case a larger plot is afoot. Please confirm for us to which faction she belonged.

Duty bound,

Venture-Captain Ambrus Valsin

Lantern Lodge



Most Worthy and Competent Ally,

Dwarves are rare in Tian Xia, and as I turn my attention back toward that beautiful land, I simultaneously turn my back on the study of so noble a subterranean race. So long as a proper sensor exists in the depths of the dwarves' Sky Citadel, I will be able to scry upon the structure and continue to learn of their amazing architecture. I have included a single sheet of enchanted paper with this missive. While you are deep within Janderhoff, fold it into the shape of an animal, deposit it somewhere safe, and inform me what shape you chose.

As always, my greatest respect,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Seeker of Truth and Wisdom,

As you are aware, the Ruby Prince suffers greatly at the hands of a mysterious illness. Although efforts to find a cure progress, there are always items and elements we seek to hurry his recovery. Thus far, the dwarves of Janderhoff have been reticent to share with us any of the rare minerals mined beneath their great Sky Citadel, so desperation demands that you secure a sample of a rare raw material during your exploration. Precious metal is of no interest; I seek something truly rare.



Amenopheus

Eternal blessings,

Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

There is much we can learn from the dwarves of Varisia, but they can be difficult to deal with. Our agent Marcetta Larch-Bough was sent to retrieve a recipe for a variant of Auroch's Breath, brewed only in Janderhoff, and while she was asked to develop a respectful and useful relationship with its brewers, she instead chose to beat the information out of her contact. We cannot condone this kind of behavior, but now it has happened, there is little we can do about it. I do not expect you to cover for this deplorable faux pas; I have sent someone else to manage that. Instead, track down Marcetta and secure the recipe. If she is not willing to hand it over to a more competent agent, I authorize you to use threats or stronger means to acquire the document from her.



Aaqir al'Hakam

Signed,

Trade Prince Aaqir al'Hakam

SCZARNI



My Closest Cohort,

All of this world is built of locks and keys, and long ago the dwarves forged a very special kind of each. We have only limited information about these special six-sided keys, and it's reasonable to assume our enemies are just as ignorant. While you're in Janderhoff, try to acquire a key or two, make some form of copy or sketch of it, and return it with none the wiser. I can only imagine the look of surprise on an enterprising upstart's face when he sees us using dwarven locks!



Keep your eyes open,

Guaril Karela

Guaril Karela

SHADOW LODGE



Careful Ally,

Two of our agents are in the missing party you seek, and one carries a missive that reflects poorly on the lodge. Find that missive and destroy it. It is a simple task, but it is an essential one. Do not let down the lodge, and do not betray my trust by reading the missive.



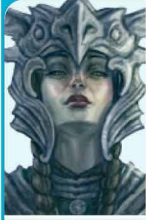
Torch

In solidarity,

Grandmaster Torch

HALLS OF DWARVEN LORE

Silver Crusade



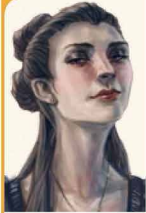
Holy Servant,

I understand that there has been no word from the first Pathfinder team to explore Janderhoff's depths. As much as I might pray that exciting discoveries are the source of their delay, I dread that they are, in fact, in need of immediate aid. As you prepare for your journey, pack what you need to administer healing to the wounded, and carry whatever you need to properly administer burial rites to the dead. Ensure that as many of the Pathfinders return alive and well. Ensure also that any who gave their lives in the pursuit of knowledge are honored and sanctified in the afterlife.

May the light shine upon your mission,

Ollysta Zadrian

TALDOR



Noble Servant,

A wayward child of a potential ally has become swept up in the riddle you seek to solve. Marcetta Larch-Bough, the daughter of a Varisian noble, was with the original mission you seek. Find her, so we may be the first to tell her mother the good news. If she has fallen, bring her signet ring so that her family may grieve their loss. The ring is shaped after her name—in the form of a larch branch.

With hope and prayer,

Lady Gloriana Morilla

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-22: Glories of the Past, Part 1: Halls of Dwarven Lore

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

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="checkbox"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v.1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Slithering Tracker from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Society Scenario #4-22: Glories of the Past, Part 1: Halls of Dwarven Lore © 2013, Paizo Publishing, LLC; Author: Tork Shaw.

