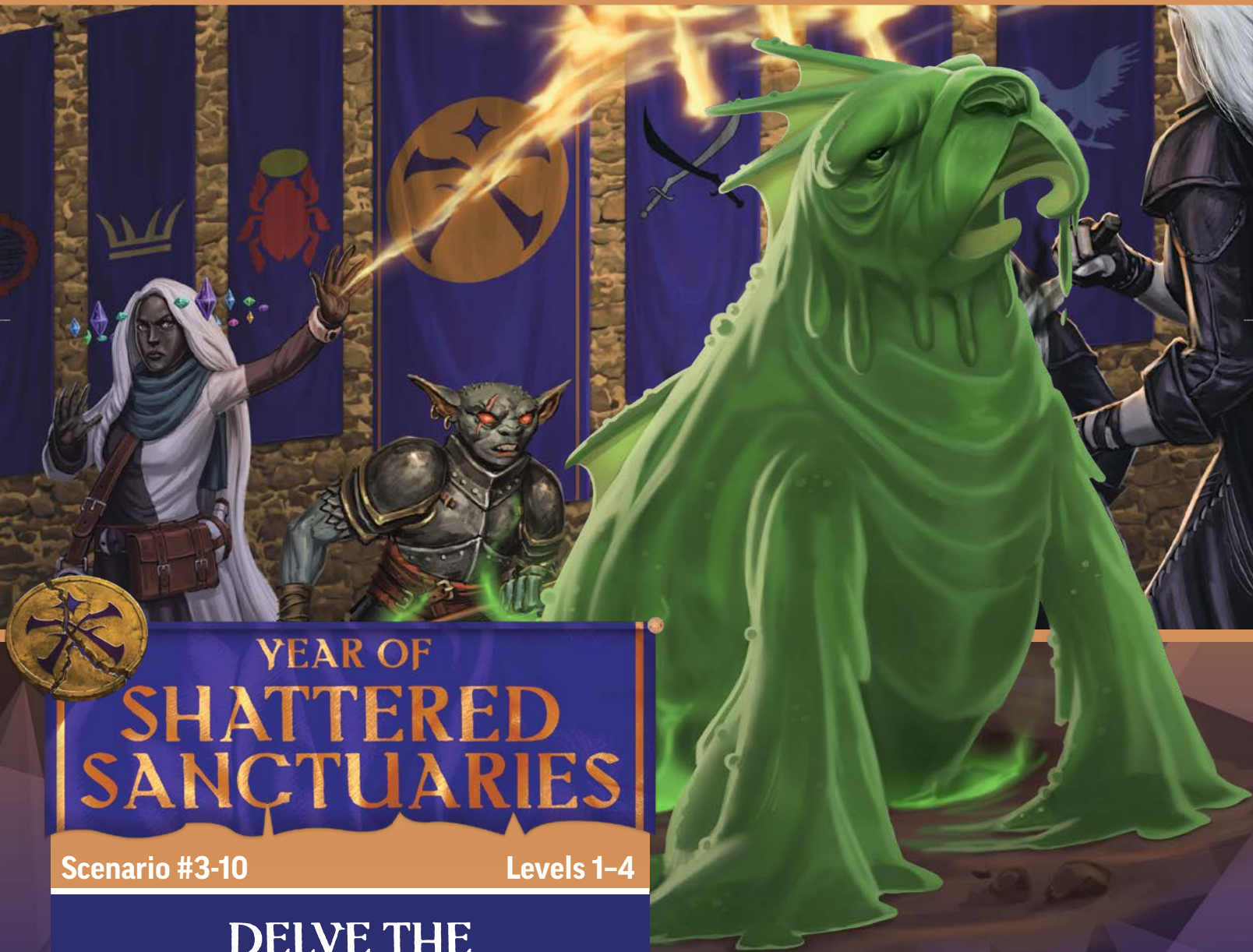


PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-10

Levels 1-4

DELVE THE PALLID DEPTHS

By Caryn DiMarco



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DELVE THE PALLID DEPTHS

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Advanced Player's Guide*, and *Pathfinder Lost Omens Ancestry Guide*

Maps: *Pathfinder Flip-Mat: Dungeon Multi-Pack* and *Pathfinder Flip-Tiles: Darklands Starter Set*

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

SCENARIO TAGS

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

SUMMARY

The site of a previous Pathfinder Society mission, Droskar's Crag—volcano and frequent home to duergar raiders—has been suspiciously free of raids for the last few months. Venture-Captain Luna Aldred requests a team of Pathfinders to investigate the area, hoping for proof the duergar threat has been driven back for good.

The Pathfinders venture into Droskar's Crag, searching for any hints of duergar activity or clues as to the force that removed them from the picture. Within the ruins, the PCs face territorial, cave-dwelling creatures and undead foes as they discover clues of the duergars' fate. They discover multiple passages leading to other areas of the ruins, including an expansive catacomb and a massive forge currently blocked by volcanic activity. As they explore the ruins, they learn the duergars were all slain by undead guardians created by a necromancer living somewhere in the catacombs.

Upon returning to the Gold Falls Inn, the Pathfinders have a chance to relay their adventures to the crowd and convince them the area is no longer under threat.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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ADVENTURE BACKGROUND

Over 1,400 years ago, the dwarven empire of Tar Khadurrm ruled the lands around the Five Kings Mountains from the underground city Jernashall and its aboveground counterpart of Raseri Kanton. The area was well-developed—but when the volcano Droskar's Crag erupted, the empire's people lost both the cities and the spirit that had helped them flourish. This eruption, known as the Rending, destroyed much of Tar Khadurrm and plunged Raseri Kanton into the earth, though a few ruins managed to survive the volcano's wrath.

One such ruin is a complex known as Kazhlik that was built into the side of Droskar's Crag. For years, it has served as a base camp for duergar raiders, who kidnapped locals and forced them to toil away beneath the mountain. In a previous Pathfinder expedition to the area (*Pathfinder Society Scenario #2-19: Enter the Pallid Peak*), adventurers discovered a trio of ifrit dwarves hiding in the ruins and, deeper in the ruins, a party of duergar raiders. The Pathfinders defeated the duergars and rid the area of other hazards, then helped their new ifrit friends escape.

In the intervening months, the Pathfinder Society has established a presence at the nearby Gold Falls Inn in the interest of continued exploration of the area. Venture-Captain Luna Aldred came north from her previous posting in Olfden to oversee further missions and has been waiting for the right time to send another party into the mountain. She had expected duergar retaliation following the previous mission, but no attacks came; in fact, shortly following the events of the initial search of Kazhlik, the duergar raids ceased altogether. The local duergars stopped raiding the surface because all of them perished after making a terrifying discovery near the ruins, but none have yet heard of their fate.



LUNA ALDRED

WHERE ON GOLARION?

This adventure begins in the Gold Falls Inn near the settlement of Olfden in Andoran but primarily takes place in the ruins and caverns within Droskar's Crag, the tallest peak in the Five Kings Mountains. For more information on this area, see pages 125-126 of the *Pathfinder Lost Omens World Guide*.



With locals questioning whether the duergar threat is gone for good, Luna Aldred has decided to combine an exploration mission with a search to determine what became of the raiders who had, until recently, been active in the area. While Pathfinder scouts have located their camp, Luna Aldred needs a group of trained agents to thoroughly search the area, remove any remaining dangers, and document whatever significant findings they come across.

GETTING STARTED

The adventure begins at the Gold Falls Inn, about one day of travel from the nearby settlement of Olfden in Andoran's Darkmoon Vale region. Venture-Captain **Luna Aldred** (NG female beastkin human folk hero; *Pathfinder Lost Omens Ancestry Guide* 78) sits at a table

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in the crowded Gold Falls Inn lobby reading a battered paperback. As the PCs enter, she looks up and waves them over. Read or paraphrase the following to brief the PCs on their upcoming journey. If any PCs played *Pathfinder Society* #2-19: *Enter the Pallid Peak*, Aldred mentions those PCs while describing the previous mission and thanks them for returning to help this region once more.

"Ah, Pathfinders! I was afraid you wouldn't make it on time, but we still may have a few minutes. Come, this way." Venture-Captain Luna Aldred pulls her knitted shawl close against the evening's chill as she leads the way to a balcony.

"There. Isn't it beautiful?" The setting sun has hit Gold Falls at the perfect angle to make the rushing waters and mist take on a spectacular orange glow.

"Of course, I didn't call you here just to share the view. The Pathfinder Society has a big opportunity here in Darkmoon Vale. Our previous mission into Droskar's Crag disrupted a duergar raiding party and uncovered multiple passageways further into the mountain; I'm anxious to see what more we can learn here. I've also been working to improve our relationship with the locals. We aim to make this region safer and to recover what we can of the historical relics believed lost when Droskar's Crag erupted. I'm hoping you can help with both goals and show the people of the region that the Society isn't just here to find treasure and make trouble.

"Though the duergar attacks ceased after our last mission, the people of Darkmoon Vale still fear that the raiders might reappear. Our scouts found their camp in the ruins, and I'm sending you to investigate. Learn what happened to the duergar, and clear the area around their camp of anything dangerous. If you find any captives or their belongings, bring them back so they can be returned to their families. Take note of any significant historical discoveries, as well as tunnels that may lead deeper into the ruins, but save such passages for a future expedition—we need you to clear the way and find what our next opportunities might be first. Be prepared to share tales of what you discover when you return. Now, let's eat!"

After returning inside to eat dinner with Luna, the PCs have time to ask her any questions about the upcoming mission. Here are her answers to some likely queries:

Any idea what happened to the duergar raiders? "It's hard to say—no one has seen them for months. However, they were a fearsome lot, so if they're gone, it might be because something worse moved in."

What else can you tell us about the duergar raiders? "They were capturing locals to help them explore the ruins in Droskar's Crag. We know they worshipped Droskar and, from the duergars your colleagues fought, at least one could use magic." If any PCs played *Pathfinder*

Society: #2-19: *Enter the Pallid Peak*, Aldred suggests that the other Pathfinders look to them for advice, as they have first-hand experience in dealing with the raiders.

What other dangers might there be? "I can't be sure. However, it's a good guess there are creatures that thrive in the dark, or perhaps enjoy plundering the ruins themselves. If something did wipe out the duergars in that camp, I'm sure I don't need to tell you it could be a threat to you, as well."

What else should we know about the ruins? "There used to be two great cities in the area, Jernashall and Raseri Kanton. The ruins you'll be exploring are closer to Raseri Kanton, a trade city built near the surface that sunk into the ground during the Rending—that's when Droskar's Crag erupted, several centuries ago. We're eager to see what we can learn or recover before it's lost forever, whether to duergar raiders, another eruption, or worse."

After the discussion, Luna hands out room keys for the night and tells the Pathfinders to rest up and prepare for what could be a dangerous journey. Several merchants have already traveled from Olfden to Gold Falls Inn, anticipating a rush of adventurers to the area in the near future, so PCs can purchase equipment as if they were in the nearby settlement.

Rewards: Luna provides the PCs with a simple map showing how to navigate past the previously explored area. She also provides each PC with a *minor healing potion* (a *lesser healing potion* instead for levels 3–4).

A FAMILIAR FACE

If any players at the table have earned a Chronicle Sheet for *Pathfinder Society Scenario* #2-19: *Enter the Pallid Peak* with any of their characters, a familiar character approaches them; otherwise, skip this section and continue to the Recall Knowledge checks on page 5.

The familiar face is one of the three ifrits the Pathfinders met in the first expedition to Droskar's Crag. **Yandrada** (N female ifrit dwarf gang leader; *Pathfinder Lost Omens Ancestry Guide* 100) is staying at the inn and enters the room as the PCs are wrapping up their conversation with Luna Aldred. Read or paraphrase the following.

A figure with golden skin and hair so bright it appears to be on fire enters the lobby from upstairs.

"I wondered when the next group of Pathfinders would show up," she says. "The Society helped me and my friends once, and I barely got to thank them. Perhaps I can repay my debt by helping you.

"If you're heading back to the Crag, be careful: Even the area your compatriots found me in was haunted by death. Fallen empires can leave behind far worse things than

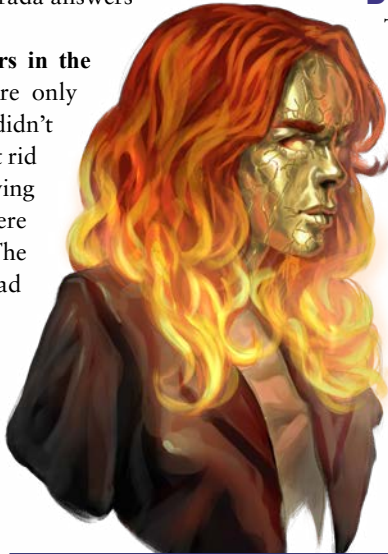
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duergar. There's a reason they call it 'the Pallid Peak,' after all. So many deaths occurred there, all at once—it sometimes felt like the walls themselves were haunted! I have always wondered if there was some other necromantic influence in that terrible place, even now."

If the PCs ask her questions, Yandrada answers as follows:

Do you know any specific dangers in the ruins? "My companions and I were only there to hide, not to explore, so we didn't see much. We saw the Pathfinders get rid of some spirits who were stuck reliving their deaths. I can only imagine there are other horrors in the ruins. The whole place felt creepy, and I'm glad to be out of it."

Rewards: Yandrada gives the PCs three vials of *holy water* and a *wolf fang* talisman. For levels 3–4, she also gives the PCs a *lesser rope of climbing* (*Pathfinder Advanced Player's Guide* 262).



YANDRADA

ARCANA OR OCCULTISM (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Arcana or Occultism check to Recall Knowledge knows more about magical hazards the party could encounter. Those who spoke with Yandrada gain a +2 circumstance bonus to their check. This check should be rolled secretly.

Critical Success It's likely the practitioners of magic from ancient Tar Khadurrm harnessed the volcano's power in their artisanry and spells. If this is true, any lingering magic in the ruins likely includes elements of heat or fire.

Success The underground conditions, when combined with lingering magic from the ancient dwarven empire, may be a ripe spawning ground for more than just undead. Creatures such as aberrations and constructs may also be present.

Critical Failure With a magically capable civilization living so close to its center, the volcano could have formed a spirit of its own that can influence unwary intruders.

NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 13 Nature check to Recall Knowledge knows more about potential dangers inside the caverns. This check should be rolled secretly.

Critical Success Creatures who live in a volcano may be resistant to fire damage and acid damage, thanks to the heat and sulfur that surround them.

Success Vermin are common in underground ruins.

Critical Failure Magically enhanced variants of animals like frogs and rats, evolved to live in the hottest parts of volcanoes, have been on the rise in recent years. While not particularly dangerous on their own, the swarms they form can easily engulf unwary travelers in flames.

DISCOVERIES

The PCs have several opportunities to find or study objects and features of the ruins to learn new information about the site and the fate of the duergar raiders. The text indicates when and how the PCs can make a discovery, usually by succeeding at a skill check or finding something after an encounter. There are a total of nine discoveries, and GMs should track the total number the PCs have found, as they contribute to the PCs' secondary objectives. A checklist of these discoveries appears in a GM reference handout on page 29. Each discovery can be earned only once for the whole group, not once for each PC.

INTO THE RUINS

Luna expects the PCs to set out the following day after a night of rest and preparation. After an

hour's hike to the entrance of Droskar's Crag, the PCs find themselves in the ruins of Kazhlik. Luna's suggested route keeps them far enough from the lava rivers that the heat is bearable. This area has been cleared of any dangers, so the PCs can quickly make their way through the rooms explored by the previous expedition and deeper into the complex. While some of the previously discovered tunnels lead closer to the main ruins of Raseri Kanton, Luna's map directs the PCs to explore the area near a smaller set of ruins containing the duergar camp.

However, the straight tunnel through Kazhlik is soon blocked by a collapse; Luna's map shows the PCs must follow an alternative route, a natural tunnel with recent signs of excavation. Rather than the chiseled uniformity of the dwarven halls, the width and height of this new passageway fluctuates every few hundred feet, with lofty ceilings and spacious walkways suddenly condensing into claustrophobic tunnels that require adventurers to walk single-file. Its twists and turns make what could be a direct route into an extended trek.

A. CRYSTAL CAVE

LOW

After around two hours of walking through the cramped passages, the PCs come to a cave containing the first

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dangers of the expedition. Pinpoints of light flashing in an irregular pattern are visible ahead. It's unclear where the light is coming from until the party gets closer, at which point the PCs discover a large geode thousands of years in the making. Curiously, the geode is filled with luminescent mushrooms protruding from the crystal growths that are causing the crystals to glimmer.

Cave Features: The walls, ceilings, and floors of this area are natural stone. The ceilings are somewhat irregular, averaging 15 feet high. Smoky quartz glimmers from all sides of a massive geode on the southern wall of the passage (as indicated by the mushrooms on the map on page 6), casting dim light in a 20-foot radius. The geode is difficult terrain.

Creatures: The PCs aren't the first ones to come across this natural wonder. A few duergar scouts were fleeing a dangerous foe when they stumbled into the geode and were set upon by territorial bats. Unstable necromantic energy in the duergars' corpses, lingering from their prior encounter, caused them to reanimate as skeletons. When a living creature comes within 20 feet of the geode, the skeletons rise up from the geode to attack. At the same time, the bats roosting in an alcove 25 feet west of the geode swoop out to defend their territory. The bats know they can't harm the skeletons—besides, they already picked the corpses clean—and focus their attack on the newly arrived PCs. The skeletons mindlessly attack whichever living creature is nearest, except the bats. The bats have a sinister red glow in their beady eyes—drinking the duergars' necromantically corrupted blood has turned them extremely aggressive, and they fight to the death so long as other living creatures are present.

LEVELS 1-2

UNSTABLE SKELETON GUARD

Page 16

CREATURE -1

VAMPIRE BAT SWARM

Page 16

CREATURE 1

LEVELS 3-4

GIANT BAT

Page 21

CREATURE 2

UNSTABLE SKELETAL CHAMPION

Page 21

CREATURE 2

Discovery: A PC who examines the remains of the duergars or bats and succeeds at a DC 15 Arcana, Medicine, Occultism, or Religion check understands that the duergars rose as undead due to some sort of malicious necromancy, and the bats became corrupted when drinking the duergars' blood. Learning this information counts as one discovery.

Rewards: The PCs can gather a total of 5 gp worth of crystals from the geode (15 gp for levels 3-4).

Development: With the dangers in this area dispatched or circumvented, the PCs can continue around the curve through the natural tunnel and travel for a few hundred more feet (and a few dozen feet deeper into the mountain) before the passage turns east and they reach area B.

B. DWARVEN RUINS

At last, the natural tunnel joins a hallway of worked stone, bringing the PCs back into the ruins of Kazhlik. This area was once a hub connecting several important subterranean structures, including an outpost near the surface (from "Into the Pallid Peak"), a temple and forge dedicated to Torag, living quarters, a market, and more. Most of these places were buried or destroyed in the Rending, but the duergars in the area believe the forge is still intact; if it is, it could yet contain valuable treasure. However, the partially collapsed ruins are also connected

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to a dangerous series of caverns that are the home of a duergar exile who had been hiding in Raseri Kanton during the Rending. She survived—in a fashion—and remained hidden in the ruins for centuries. When the duergar raiders stumbled across evidence that **Hedga the Blessed** (NE female duskwalker duergar necromancer; *Pathfinder Lost Omens: Ancestry Guide* 28) was still alive, they focused their efforts on locating her, hoping to return home with the lost exile and earn a glorious prize. Their mission ended in the death of the entire raiding party and all of their captives.

Ruin Features: The walls, ceilings, and floors of this area are worked stone, except in areas **B6** and **B7**, which are natural stone. The worked stone ceilings are 15 feet high, while natural stone ceilings are irregular and range from 10 to 15 feet high. There are no light sources unless otherwise noted.

Use the map on page 7 for encounters in this area. If the PCs approach the ruins from area **A**, they first arrive in area **B1**.

B1. STATUE ROOM

Where the hallway comes to an intersection, a vestibule to the east contains a statue of a male dwarf. Strangely, the statue is defaced with dried blood, and heaps of bones are piled nearby—those of small animals and humanoid creatures alike. PCs who speak Dwarven learn from the nameplate that this is Kols, the Oathkeeper, dwarven demigod of duty. Others who wish to identify the statue must succeed at a DC 15 Religion or Society check or a DC 10 Dwarven Lore check to Recall Knowledge.

Discovery: If the PCs identify that the statue represents Kols, they also realize that duergars are generally inclined to despise the demigod, as dwarves often refer to his teachings against “oath breakers” to justify their animosity with duergars. A PC who succeeds at a DC 10 Medicine check realizes the bones and blood around the statue range from extremely recent to many decades old, suggesting the recent raiding party wasn’t responsible. Together, discerning the information about both Kols and the remains counts as one discovery.

Though the PCs have no way of knowing yet, Hedga was responsible for defacing the statue. She harbors unique hatred for Kols following her persecution by worshippers of the strict demigod after seeking refuge in Raseri Kanton.

B2. EXCAVATION ROOM

In this large room, a pile of tools and excavation equipment lies abandoned by its duergar owners.

PCs who Search the area find a leather-bound expedition journal that contains maps of the surrounding

tunnels and brief notes made by duergar excavators about the cave. With a successful DC 15 Survival check (DC 18 for levels 3–4) to interpret the maps, or a DC 15 Society check (DC 18 for levels 3–4) to decipher the notes, the PCs learn more about what lies ahead, as follows.

Critical Success As success, and the target of the duergars’ excavation—and the location of the threat—is a large tomb in one of the caverns below.

Success The path of the duergars’ excavation becomes clear, culminating in a large room marked on the maps as dangerous. According to a note in the margins, the duergars planned to sneak into the area through a small, hidden passageway to protect themselves. The passageway is to the south of the duergar camp. Another path, heading west from the camp, leads to the same large room, but it contains an additional trap.

Failure The duergars discovered two different routes to a large room that seems to have been their objective.

Critical Failure A note in the margin of one map points to a small, hidden passageway as the source of a mysterious, dangerous creature.

Discovery: If a PC succeeded or critically succeeded at a check to interpret the expedition journal, the group earns one discovery, as the PCs now know the layout of the area they need to explore and where the risk of attack is strongest. If the PCs earned this discovery, when they’re in area **B6**, they realize which of the exits leads to the hidden passage, automatically discovering the route from area **B6** to area **C** via the extending bridge.

B3. DUERGAR QUARTERS

An array of smaller rooms to the south of the excavation room contains some of the duergars’ discarded personal belongings. There are more than a dozen bedrolls between the three largest rooms; the smallest of them lacks any creature comforts but for a few rags on the floor. A fine layer of dust covers everything in the area.

Next to one of the bedrolls, PCs that Search the area find a personal account of the duergars’ troubles in these caverns, written in a personal shorthand using a mix of Common, Dwarven, and Undercommon. If the reader speaks only Common, the simple subject matter and organized structure of the text make it possible to attempt a DC 18 Society check to Decipher Writing (DC 21 for levels 3–4) to translate the journal. Reduce the DC by 2 if the PC speaks Dwarven or Undercommon, or by 4 if the PC speaks both languages. This check should be rolled secretly.

If the PC succeeds in deciphering the journal, give them **Handout #1: Devotee’s Journal**. If they critically fail, give them **Handout #2: Cleric’s Journal**—a mistranslation

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of the journal—instead. If they fail the check (but don't critically fail), they don't understand the journal and take a -2 circumstance penalty to further checks to decipher it, as normal for checks to Decipher Writing.

Discovery: If the PCs successfully deciphered the journal and earned the correct handout (**Handout #1**), they earn one discovery.

Rewards: The journal contains a *scroll of disrupting weapons* and a *scroll of heal* (plus a *scroll of heal* [2nd] for levels 3–4).

B4. LOOKOUT POST

This hall is lined with several sconces containing *everburning torches*.

Discovery: To the north lies a large altar topped by a massive warhammer intricately carved out of stone. Ancient magic causes flames to flicker along the length of the warhammer, much like an *everburning torch*. A PC who succeeds at a DC 10 Religion or Society check or a DC 5 Dwarven Lore check identifies it as a tribute to Torag. A creature who critically succeeds at this check, or who worships Torag, realizes that a well-known aphorism, “An anvil is nothing without fire,” should evoke a response. If a creature speaks the phrase (in any language) while within 15 feet of the altar, they're met with a response from a resounding voice emanating from the warhammer, stating, “The greatest anvils require the hottest fire. Welcome to the Forever Forge.” The response comes in Dwarven, but any PC who spoke the phrase can understand the response's meaning. The response references a location lying somewhere through the passage to the north. If a PC speaks the phrase, the group earns one discovery.

North Passage: The passage leading directly north from the altar, out of the ruins, soon approaches an extremely hot, dangerous, lava-filled series of volcanic caverns. The passage leads to a site of great interest—the Forever Forge, a forge and temple dedicated to Torag, still partially intact. For now, the PCs should make note of the hazardous passage and leave it for a future expedition.

Barricade: Toward the southern end of the hallway, just before the ruins meet the natural caverns, a hastily erected rock barricade once blocked most of the passageway. The barricade has largely collapsed, leaving difficult terrain stretching across the hall, as indicated on the map.

Rewards: PCs who Search the ruined barricade discover two *minor healing potions* (two *lesser healing potions* for levels 3–4) and a +1 *morningstar* (a +1 *striking morningstar* for levels 3–4).

B5. SUPPLY ROOM MODERATE

What little the duergars had in the way of extra rations, tools, and clothing has been neatly stacked in this large

cavern. In the southeast corner, clothing and weapons owned by former duergars and prisoners alike have been thrown into a bloody pile. PCs who succeed at a DC 15 Medicine or Religion check (DC 18 for levels 3–4) realize the blood is fresh and likely indicates the presence of undead creatures in the vile heap. If the PCs know this information, they gain a +2 circumstance bonus to their initiative rolls when they encounter these creatures.

The only thing along the southern wall is a small, wooden chest with no lock.

Creatures: As soon as a PC touches the chest or approaches within 15 feet of the southeast corner of the room, the pile of bones and clothes in the corner starts to shift. The pile contains the undead remains of the duergars and prisoners who were injured or killed while confronting the horrors in the caverns beneath the ruins. For levels 3–4, some of the skeletons are the exoskeletons of the duergars' former giant beetle mounts. The skeletons emerge and attack the nearest living creatures. On each skeleton's first turn, it uses its first action to stand up and assemble itself for battle.

LEVELS 1–2

BLOODY SKELETON GUARD **CREATURE -1**
Page 17

BLOODY SKELETAL CHAMPION **CREATURE 2**
Page 17

LEVELS 3–4

BLOODY BEETLE EXOSKELETONS (2) **CREATURE 3**
Page 22

Discovery: After dispatching the skeletons, PCs who look through the chest find a number of personal items, including rings, lockets, and other keepsakes taken from the duergars' captives. Recovering these objects earns the PCs one discovery.

B6. BOILING MUD POT MODERATE

Toward the southern end of the complex, nature has once again started to reclaim the ruins. A mud pot that stretches across the cavern makes the air thick with the smell of rotten eggs. The heavy bubbling of the feature shows it's far too hot to touch. However, this doesn't seem to have stopped the duergars from approaching: two lie dead at the edge of the mud pot, their flesh largely seared from their bodies and their belongings corroded beyond usefulness. These two hapless scouts perished while facing off against the dangers lurking beneath

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the boiling mud, though their sacrifice allowed other duergars to pursue foes deeper in the ruins.

Hazard: A rock dam sits at the source of the mud pot, increasing the viscosity of the mud and causing it to bubble and spew unpredictable waves of superheated acidic mud. The hazard's area is indicated on the map on page 7. PCs must be in or adjacent to the pool on the map—the mud pot itself—to attempt to disable it by moving the rock dam.

Creatures: The heat isn't the only hazard here. As soon as a creature comes within 10 feet of the mud pot or disables it, one or more sulfuric slimes—oozes born of sulfur and fire—rear up from the spring to beat back the intruders, as they did when the duergars passed by. The oozes fight to the death.

LEVELS 1–2

SULFURIC SLIME

CREATURE 1

Page 18, art on page 26

MUD POT

HAZARD 1

Page 18



SULFURIC SLIME

LEVELS 3–4

SULFURIC SLIMES (2)

CREATURE 1

Page 23, art on page 26

CAUSTIC MUD POT

HAZARD 3

Page 23

Discovery: In a small alcove to the southwest of the spring, eerie figurines and bone trinkets (some coated in splatters of mud or blood) line the floor. A PC who succeeds at a DC 15 Nature, Religion, Occultism, or Society check discerns from the arrangement and variety of the objects that these “offerings” were likely made by a deeply religious, cavern-dwelling individual with an affinity for necromancy. Learning this information earns the PCs one discovery.

Rewards: PCs who Search the alcove also find a valuable object among the bones: a fancy bronze goblet crusted with dried blood, worth 2 gp (or three goblets worth a total of 6 gp for levels 3–4).

Southern Exit: The passage exiting to the south from this area leads to the ancient bridge, then to area C2. If the PCs deciphered the expedition journal in area B2, they know this passage is likely safer than the alternative route through area B7.

B7. NATURAL TUNNEL

The passage exiting to the west from this area leads to area C1. If the PCs deciphered the expedition journal in area B2, they know this passage contains an additional trap near a large room, and that the passage south (from area B6) is likely safer.

B8. COLLAPSED HALL

This hall ends in a cave-in after merely 10 feet.

B9. RUINED STOREHOUSE

The room to the north of this passage was once a storehouse for food, cloth, and other supplies, but its contents rotted centuries ago. The passage leading east from here ends in a cave-in after 30 feet.

INTO THE CAVES

The PCs once again leave behind the uniform passageways of Kazhlik as they push on toward the danger below. When the bubbling of the mud pot fades into the distance, the caverns become eerily quiet; each footfall and clink of armor seems unnaturally loud.

To learn the fate of the duergar raiding party and complete their mission, the PCs must press on past the mud pot (area B6) by taking the passage to the south of

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area **B6** or the passage west through area **B7**. If they go south through area **B6**, proceed to **Ancient Bridge** below. If they take the passage from area **B7**, proceed to area **C1** on page 12.

ANCIENT BRIDGE

The passage south from area **B6** leads to an ancient bridge designed by the site's ancient architects to allow miners and prospectors to reach the gem-rich caves beyond an enormous rift in the earth. The bridge is a mechanical wonder made to extend and retract as needed so the tremors along the fault line would not destroy or dislodge it. When retracted, the majority of the bridge slots into a narrow channel carved into the mountain itself. The bridge is a step down from ground level thanks to this unique construction.

The duergar raiders eventually abandoned this route in favor of the passage from area **B7**, as the surviving members of the raiding party lacked the skill to operate it.

When the PCs approach the bridge, read or paraphrase the following.

A pile of rubble near the entrance of the hidden passageway almost obscures it from view. Though once maintained in the style of Kazhlik, this tunnel has only recently been cleared out after a collapse. The path, only five feet across at its widest point, is strewn with gravel and uneven. Though the walls and ceiling bear a few cracks, they're minimal enough that the passage hasn't yet fallen in completely.

The narrow corridor widens to a ledge that oversees a chasm so deep its bottom glows a dull red. A metal contraption that looks like part of a bridge juts out from the near side of the crevasse; more metal glints from the other side, 30 feet away. It doesn't appear the bridge was torn apart by the power of the fault or eroded by the elements: The slab of metal that protrudes a few inches over the gap ends in a straight, clean edge.

The PCs might have another way to cross a 30-foot-wide, near-bottomless chasm, and GMs should allow for such solutions. Learning how the bridge functions is a noteworthy endeavor for the Pathfinders to undertake in its own right, so GMs should encourage them to examine the bridge even if they have another method of crossing the chasm.

Though currently stuck in its retracted state, the bridge provides safe passage across the fault to PCs who figure out how it works. To extend the bridge and reach the other side, the PCs must investigate the area to learn how the bridge operates. Next to the bridge, rough handholds and footholds lead down to a small alcove just big enough for one Medium or smaller creature. From this

maintenance platform, it's easy to understand how the contraption works. Tugging on the metal makes it move a few inches but isn't enough to extend the bridge. That capability is controlled by a hand crank that's set in an alcove near the end of the hidden passageway.

When the PCs initially examine the bridge, allow each PC to attempt one check to Recall Knowledge or roll Perception to locate the mechanism. Then, allow the PCs to attempt checks to repair the bridge until they've either successfully extended it or rendered it inoperable through their meddling. Each of these checks is required to operate the bridge and is detailed further below.

Finding the Mechanism: Upon first encountering the bridge, each PC can attempt a DC 17 Perception check or a DC 15 Crafting or Survival check to Recall Knowledge. Alternatively, a PC can attempt a DC 13 check with an appropriate Lore skill, such as Engineering Lore; increase the DCs of these checks by 3 for levels 3–4. A PC who succeeds at this check carefully considers the unique risks of constructing anything on the edge of a fault, realizes the other parts of the mechanism should be a few feet back, and discovers a hand crank in a hidden alcove.

If none of the PCs discovers the hand crank, increase the DC of all checks to repair the bridge (see below) by 2.

Repairing the Bridge: The hand crank is ancient and rusted, making it difficult to turn. The PCs must succeed at any two of the following four checks to operate it, each check requiring about 10 minutes of effort. If the PCs critically fail two checks before finishing their repairs, the bridge becomes inoperable, requiring the PCs to find another way to cross the 30-foot chasm or return from where they came and take the path from area **B7**. If the PCs come up with a creative way to use the *lesser rope of climbing* (from Yandrada) to aid in their efforts, reduce the DCs of any checks that relate to their strategy by 2.

- Crafting (DC 15, or DC 18 for levels 3–4) to repair the hand crank and make it stronger.
- Thievery (DC 15, or DC 18 for levels 3–4) to nudge the existing parts into better alignment.
- Athletics (DC 17, or DC 20 for levels 3–4) to pull the bridge past a point of friction that is making the crank harder to turn.
- Recall Knowledge using Engineering Lore or another related Lore skill (DC 14, or DC 16 for levels 3–4) to envision the mechanics of the underground parts and provide strategic advice.

Extending the Bridge: Once repairs have been made, it only takes around a minute to extend the bridge across the gap, where magnetic rocks guide it into its berth. The chime of metal against metal alerts PCs that the bridge has found its anchor and is now stable. As they cross the bridge, the PCs notice the far side of the crevasse has

DELVE THE PALLID DEPTHS

a matching maintenance alcove. The glint of metal is visible from a shelf sculpted into the wall of the alcove.

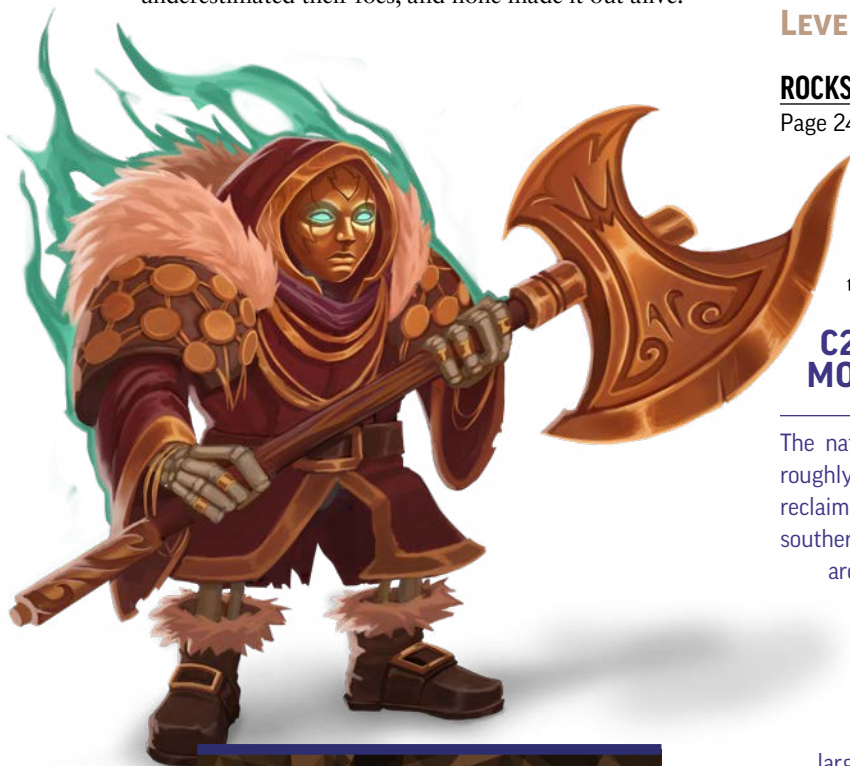
Discovery: If the PCs repair and extend the bridge, they earn one discovery.

Rewards: PCs who explore the maintenance alcove on the other side of the chasm find antique tools worth 2 gp (4 gp for levels 3–4).

Development: After crossing the bridge, the PCs arrive in area C after about 10 minutes of walking. Taking this path allows the PCs to avoid the rockslide trap in area C1 as they approach the final encounter in area C2.

C. RUINED TOMB

Hedga the necromancer took up residence in a cavernous crypt after the Rending destroyed Raseri Kanton. This chamber is but one section of an expansive network of tombs. As this section is so close to the ruins of Kazhlik, Hedga created undead guardians out of the bones of dead animals and people to thwart intruders. Recognizing the exiled Hedga's work from recent duergar legends and believing the necromancer might still be alive somewhere in the tomb, the duergar raiders attempted a full-scale assault and were soundly defeated. The remaining forces concocted a plan to ambush the undead guardians and destroy them in a land slide trap. They once again underestimated their foes, and none made it out alive.



FORGED BONES

Use the map on page 13 for encounters in this area.

Ruined Tomb Features: This chamber was once made of worked stone, but the Rending did serious damage, causing partial collapses of the walls and ceilings. The floors are level ground, but the walls and ceilings are uneven natural stone. The ceilings range from 15 to 20 feet high. There are no sources of light.

C1. TRAPPED PATH

TRIVIAL

PCs who don't find the passageway containing the ancient bridge, or chose not to take it, must instead approach the area from the tunnel to the west of area B7.

Hazard: The duergars rigged a rockslide in their attempts to destroy the dangerous creatures in area C2. The rockslide only partially collapsed when it triggered—failing to defeat the duergars' foes—and the remaining unstable rocks are still dangerous to anyone who passes through. The area appears more stable than it is, and creatures must tread carefully to avoid a rockslide.

LEVELS 1-2

FAULTY ROCKSLIDE TRAP

HAZARD 1

Page 19

LEVELS 3-4

ROCKSLIDE TRAP

HAZARD 3

Page 24

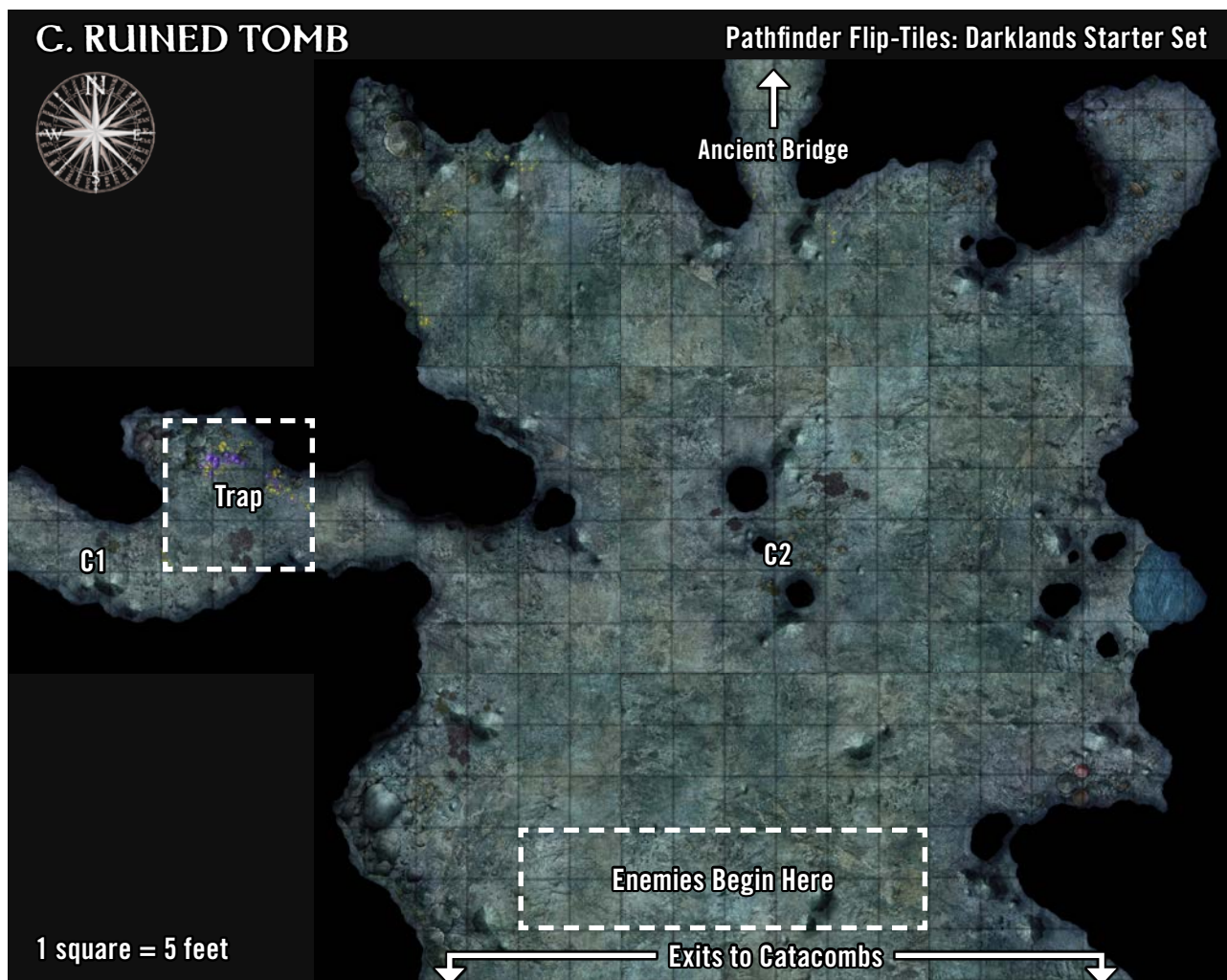
Development: If the rockslide triggers, the creatures in area C2 immediately become aware of intruders and roll initiative, then move forward to attack.

C2. HEDGA'S DOORSTEP MODERATE

The natural cavern here was, at one point, shaped into a roughly rectangular room, but the volcano has started to reclaim it, and little of its former glory remains. From the southern wall, three tunnels lead further into the dark. Their arched shape and even distribution makes it clear they were painstakingly crafted by the dwarves who once dwelled here, but curtains of thousands of dangling animal and humanoid bones show that someone or something else has taken up residence in the chambers beyond. Above the middle tunnel, a large Dwarven rune is carved into the wall.

PCs who speak Dwarven or who succeed at a DC 15

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Religion or Society check to Recall Knowledge know the rune represents the word “repose” and discern that this area is an expansive tomb. There are a few bodies piled outside the three tunnel entrances, but the creatures in this room attack immediately, leaving no time to investigate before the fight.

Creatures: Hedga used necromancy to construct many undead creatures over the centuries, the most powerful of which are undead guardians made from the bones of many other creatures, which she calls “forged bones.” She outfitted these creations with weapons and armor she discovered in the tombs and other ruins. The forged bones begin combat by casting *reaper’s lantern*. On most turns, they make a single Strike at an enemy in melee range, using their remaining actions to cast spells, expand the radius of their ongoing spells, or use Forge-Flame Breath. If their *reaper’s lantern* spell ends, they begin making two-handed Strikes with their war axes. They fight until destroyed, obeying their commands to defend the entrance to their

creator’s caverns.

The forged bones may have allies as the result of Challenge Point adjustments. These additional undead creatures are also Hedga’s creations. They attack relentlessly and fight to the death. Once the forged bones are destroyed, the magic surrounding them dissipates and they collapse into a disconnected pile of bones. Their skulls, no longer covered by masks, are not humanoid and were sanded down to fit with the illusion. PCs who look closer find the rest of the bones are also from non-humanoid creatures and were merely assembled into a roughly dwarven shape.

LEVELS 1-2

FORGED BONES

Page 20, art on page 26

CREATURE 3

LEVELS 3-4

FORGED BONES (2)

CREATURE 3

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Page 25, art on page 26

Development: PCs who Search the room find several dead duergars along with the remains of a couple of crawling hands and flaming skulls. The duergars are badly burned. PCs who successfully interpreted the records they found in the dwarven ruins (**Handout #1**) verify that these remains account for the entire duergar raiding party.

Discovery: If the PCs take a moment to explore the tunnels, they find they lead to a dank, eerie, mazelike catacomb littered with discarded animal bones and covered in faded murals of long-dried blood. The PCs should take note of this location for Luna Aldred but save it for a later expedition, as instructed. The PCs earn one discovery for finding this area.

Rewards: The PCs can recover the forged bones' ceremonial forge masks and war axes, all of which were forged in the days of the Tar Khadurrm empire. Altogether, the items are worth 8 gp (24 gp for levels 3–4).

TALES AT GOLD FALLS

The PCs have no trouble returning to the surface with the treasure and information they gathered. Back at the inn, Luna informs them the locals have been waiting for news of their return. After allowing the PCs to rest, the venture-captain helps them to spruce themselves up and then tells everyone in the tavern that her agents have returned with a story of what they found.

Read or paraphrase the following.

Luna Aldred taps her fork against a glass to call for quiet in the crowded dining area. As the conversation dies down, she motions the party toward the front of the room. "I have some wonderful news," she says. "Our Pathfinders who went into Droskar's Crag have returned, and they assure me you are no longer in danger of being hunted by duergar raiders. But don't take it from me. I'll let them tell the story!"

The PCs have a chance to impress the locals by sharing what they saw in the ruins. They can convince the locals the threat of raiders is gone, speak of the interesting sites yet to be explored, or simply tell tales of their deeds and battles. Encourage players to briefly roleplay their storytelling or explain how the skill check they choose contributes to the performance.

Each PC can attempt one of the following skill checks: Performance (DC 15, or DC 18 for levels 3–4) to weave an intriguing tale; Athletics or Acrobatics (DC 15, or DC 18 for levels 3–4) to act out their daring exploits; Pathfinder Society Lore (DC 13, or DC 16 for levels 3–4) to recall other famous agents' feats to compare their own

adventures to; Nature, Religion, or Survival (DC 15, or DC 18 for levels 3–4) to add details about the dangers that lurk in a volcano and show their bravery in overcoming them. If at least two PCs succeed at their checks (or three PCs for parties of five or more PCs), or if any PC critically succeeds, the party has helped Luna improve the Pathfinder Society's reputation in Darkmoon Vale.

Rewards: Successful PCs earn the trust and admiration of the crowd. The bartender, thankful for their work, pulls down a sealed bottle of top-shelf Gold Falls Ale worth 5 sp (1 gp for levels 3–4) and gifts it to the adventurers. If the PCs don't win over the crowd, Luna assures them that publicity is hard work and buys them ordinary ale. Either way, she invites them to join her for a full debriefing.

CONCLUSION

After listening to the details of the mission, Luna confides in the PCs that their discoveries match up with other information she's heard about what remains of Kazhlik, Raseri Kanton, and the surrounding ruins. She suspects that a famous temple and forge known as the Forever Forge may still be intact, and if the PCs discovered it, she thanks them for confirming her suspicion. The presence of a powerful necromancer in the ruins comes as more of a surprise to her.

In the coming months, Luna intends to organize a full-scale expedition to set up a base camp and explore the ruins. She hopes the PCs can lend their expertise in these efforts. As for the Forever Forge and the necromancer's catacomb, Luna believes exploring these sites may require a team of highly experienced Pathfinders. She intends to build up the base camp and scout the area before sending a group on these missions, but she's curious as to which area—the forge or the catacomb—the PCs think the Pathfinder Society should explore next. She adds that the forge may contain valuable weapons and relics of the lost dwarven empire, while the necromancer living in the catacomb could be a survivor of the Rending and thus possess great knowledge—not to mention power.

REPORTING NOTES

If the majority of the PCs voted for the Pathfinder Society to explore the Forever Forge next, check box A. If the majority voted for the Pathfinder Society to explore the necromancer's catacomb next, check box B.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they eliminate all the undead in the ruins, discovering what became of the duergar raiders in the process, and return to the Gold

DELVE THE PALLID DEPTHS

Falls Inn to tell a tale of their adventure. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objectives if they earn at least six of the nine possible discoveries in the ruins. Doing so earns each PC 2 Reputation with their chosen faction.

DELVE THE PALLID DEPTHS

APPENDIX 1: LEVEL 1-2 ENCOUNTERS

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

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

A. CRYSTAL CAVE (LEVELS 1-2)

UNSTABLE SKELETON GUARD

CREATURE -1

UNCOMMON NE MEDIUM MINDLESS SKELETON UNDEAD

Variant skeleton guard (*Pathfinder Bestiary* 298)

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 1d6 slashing damage (DC 13 basic Reflex save).

Speed 25 feet

Melee ♦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ♦ shortbow +6 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

SCALING ENCOUNTER A

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

10-11 Challenge Points: Add one unstable skeleton guard to the encounter. It rises from the geode on the second round of combat.

12-13 Challenge Points: Add one unstable skeleton guard with the elite adjustment to the encounter.

14-15 Challenge Points: Add one vampire bat swarm with 16 Hit Points to the encounter.

16-18 Challenge Points (5+ players): Add one giant bat to the encounter.

VAMPIRE BAT SWARM

CREATURE 1

N LARGE ANIMAL SWARM

Pathfinder Bestiary 39

Perception +10; echolocation (precise) 20 feet, low-light vision

Skills Acrobatics +7, Athletics +4 (+7 to Climb), Stealth +7

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

Echolocation A bat swarm can use its hearing as a precise sense at the listed range.

AC 15; **Fort** +6, **Ref** +9, **Will** +6

HP 11; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 6, piercing 6, slashing 3

Speed 5 feet, fly 30 feet

Blood Feast ♦ Each enemy in the bat swarm’s space takes 1d4 piercing damage (DC 16 basic Reflex save). Creatures that fail this save also take 1 persistent bleed damage.

GIANT BATS (0)

CREATURE 2

N LARGE ANIMAL

Pathfinder Bestiary 39

Perception +11; echolocation (precise) 40 feet, low-light vision

Skills Acrobatics +8, Athletics +8, Stealth +8

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

Echolocation A bat can use its hearing as a precise sense at the listed range.

AC 18; **Fort** +9, **Ref** +8, **Will** +7

HP 30

Wing Thrash ⤵ **Trigger** An adjacent enemy damages the giant bat; **Effect** The bat makes one or two wing Strikes—one against the triggering creature and one against another adjacent creature.

Speed 15 feet, fly 30 feet

Melee ♦ fangs +10, **Damage** 1d10+4 slashing

Melee ♦ wing +10 (agile), **Damage** 1d6+4 piercing

DELVE THE PALLID DEPTHS

B5. SUPPLY ROOM (LEVELS 1-2)

BLOODY SKELETON GUARD

CREATURE -1

UNCOMMON NE MEDIUM MINDLESS SKELETON UNDEAD

Variant skeleton guard (*Pathfinder Bestiary* 298)

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4, fast healing 1, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious;

Resistances cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ✦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ✦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ✦ shortbow +6 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

BLOODY SKELETAL CHAMPION

CREATURE 2

UNCOMMON NE MEDIUM SKELETON UNDEAD

Variant skeletal champion (*Pathfinder Bestiary* 298)

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +8, Intimidation +7

Str +4, **Dex** +4, **Con** +1, **Int** -1, **Wis** +2, **Cha** +1

Items chain mail, lance, longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

HP 25, fast healing 2, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Attack of Opportunity ✨

Shield Block ✨

Speed 25 feet

Melee ✦ longsword +10 (versatile P), **Damage** 1d8+4 slashing

Melee ✦ claw +10 (agile), **Damage** 1d6+4 slashing

Melee ✦ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

SCALING ENCOUNTER B5

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

10-11 Challenge Points: Add one bloody skeleton guard to the encounter.

12-13 Challenge Points: Replace the bloody skeleton guard with a bloody skeletal champion.

14-15 Challenge Points: Add one bloody skeletal champion to the encounter.

16-18 Challenge Points (5+ players): Add one bloody skeleton guard and one bloody skeletal champion to the encounter.

DELVE THE PALLID DEPTHS

B6. BOILING MUD POT (LEVELS 1-2)

SULFURIC SLIME

CREATURE 1

UNCOMMON N MEDIUM MINDLESS OOZE

Perception +4; motion sense 60 feet, no vision

Skills Stealth +2 (+5 in water or mud)

Str +0, **Dex** -3, **Con** +2, **Int** -5, **Wis** +1, **Cha** -5

Motion Sense A sulfuric slime can sense nearby motion through vibration and air movement.

AC 10; **Fort** +7, **Ref** +2, **Will** +4

HP 30; **Immunities** acid, critical hits, mental, precision, unconscious, visual

One With the Mud **Trigger** The slime takes piercing or slashing damage while touching water or mud; **Effect** The slime temporarily shrinks in size as part of its body seeps out through its wounds. It thrashes in the nearby sludge, making it more difficult to determine where the boundaries of its body end. It becomes concealed and gains a +2 circumstance bonus to its AC until the beginning of its next turn.

Speed 10 feet, swim 10 feet

Ranged **Damage** sulfur spout +8 (range increment 10 feet), 1d4 bludgeoning plus 1d6 acid

MUD POT

HAZARD 1

UNCOMMON COMPLEX ENVIRONMENTAL POISON

Stealth DC 18 (trained)

Description Solid ground gives way to a lake of bubbling mud that burns anyone who enters and routinely belches out sulfur.

Disable DC 17 Survival (trained) to find and remove the stones blocking the flow of water to the mud pot. The water decreases the viscosity of the mud, allowing steam and sulfur to escape gradually, rather than in violent bursts, so creatures can pass through unharmed. The hazard requires two successful checks to disable. Attempting the check takes two actions.

Belch **Trigger** A creature other than a sulfuric slime comes within 10 feet of the mud pot; **Effect** The hazard rolls initiative as a gaseous cloud explodes out of the mud. The triggering creature takes 1d6+3 acid damage (DC 17 basic Reflex save).

Routine (1 action) On its initiative, the mud pot belches a cloud of sickening sulfur into the small cavern. Creatures other than sulfuric slimes within 10 feet must succeed at a DC 16 Fortitude save or be exposed to sulfur poisoning.

Sulfur Poisoning (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage; **Stage 2** 1d6 poison damage and sickened 1 (1 round); **Stage 3** 2d6 poison damage and sickened 2 (1 round)

SCALING ENCOUNTER B6

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

10-11 Challenge Points: Apply the elite adjustment to the sulfuric slime.

12-13 Challenge Points: Add one sulfuric slime to the encounter.

14-15 Challenge Points: Add one sulfuric slime with the elite adjustment to the encounter.

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

DELVE THE PALLID DEPTHS

C1. MAIN ENTRY (LEVELS 1-2)

FAULTY ROCKSLIDE TRAP

HAZARD 1


UNCOMMON

TRAP

Stealth DC 17 (trained)

Description The unstable rocks on the floor shift when stepped on, triggering rocks in the pile above to fall down across the pathway.

Disable DC 17 Survival (trained) to navigate a save path or DC 17 Thievery (trained) to bolster the rocks on the floor so they don't shift under a creature's weight. Two successful checks are necessary to ensure the route through the precarious pile of rocks is safe. Attempting each check requires two actions.

Rockfall  **Trigger** A creature steps on one of the unstable rocks; **Effect** Rocks come crashing down onto the creatures below. The rockfall deals 2d6 bludgeoning damage to each creature within 10 feet of the rock pile (DC 17 basic Reflex save).

Critical Success The creature takes no damage.

Success The creature takes half damage and is knocked prone.

Failure The creature takes full damage, is knocked prone, and takes a -10-foot circumstance penalty to its movement speeds for 1 round.

Critical Failure The creature takes double damage, is knocked prone, and takes a -20-foot circumstance penalty to its movement speeds for 2 rounds.

DELVE THE PALLID DEPTHS

C2. HEDGA'S DOORSTEP (LEVELS 1-2)

FORGED BONES

CREATURE 3

UNCOMMON LE LARGE SKELETON UNDEAD

Perception +10; darkvision

Languages Dwarven, Necril, Undercommon

Skills Acrobatics +9, Athletics +10, Intimidation +9

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

Items ceremonial dwarven war axe, ceremonial robes

AC 17; **Fort** +12, **Ref** +9, **Will** +6

HP 40, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ war axe +10 (dwarf, sweep, two-hand d12), **Damage** 1d8+7 slashing

Divine Innate Spells (DC 17) **2nd** *reaper's lantern* (1 slot); **1st** *bane* (1 slot)

Forge-Flame Breath ♦♦ (divine, evocation) The forged bones calls on the power contained in its mask to shoot a burst of forge-hot flames at intruders, dealing 3d6 fire damage in a 15-foot cone (DC 17 basic Reflex save). The forged bones can't use Forge-Flame Breath again for 1d4 rounds.

CRAWLING HANDS (0)

CREATURE -1

NE TINY UNDEAD

Pathfinder Bestiary 2 56

Perception +5; lifesense 30 feet, tremorsense (imprecise) 30 feet

Languages Common (can't speak any language)

Skills Athletics +5, Stealth +6, Survival +2

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

AC 12; **Fort** +2, **Ref** +5, **Will** +2

HP 8, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Speed 30 feet, climb 30 feet

Melee ♦ claw +7 (agile, finesse), **Damage** 1d4+1 slashing plus Grab

Grip Throat A Medium or smaller creature that is grabbed by the crawling hand has difficulty speaking and must spend an extra action to perform any action with the verbal trait.

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and to damage rolls when it Strikes its quarry.

SCALING ENCOUNTER C2

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

10-11 Challenge Points: Add one crawling hand to the encounter.

12-13 Challenge Points: Add two crawling hands to the encounter.

14-15 Challenge Points: Add three crawling hands to the encounter.

16-18 Challenge Points (5+ players): Add one forged bones to the encounter.

DELVE THE PALLID DEPTHS

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

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

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

A. CRYSTAL CAVES (LEVELS 3-4)


GIANT BAT



CREATURE 2

N **LARGE** **ANIMAL**
Pathfinder Bestiary 39

Perception +11; echolocation (precise) 40 feet, low-light vision
Skills Acrobatics +8, Athletics +8, Stealth +8
Str +4, **Dex** +2, **Con** +3, **Int** -4, **Wis** +3, **Cha** -2
Echolocation A bat can use its hearing as a precise sense at the listed range.

AC 18; **Fort** +9, **Ref** +8, **Will** +7
HP 30

Wing Thrash  **Trigger** An adjacent enemy damages the giant bat; **Effect** The bat makes one or two wing Strikes—one against the triggering creature and one against another adjacent creature.

Speed 15 feet, fly 30 feet
Melee  fangs +10, **Damage** 1d10+4 slashing
Melee  wing +10 (agile), **Damage** 1d6+4 piercing

UNSTABLE SKELETAL CHAMPION

CREATURE 2

UNCOMMON **NE** **MEDIUM** **SKELETON** **UNDEAD**

Variant skeletal champion (*Pathfinder Bestiary* 298)

Perception +8; darkvision
Languages Common, Necril
Skills Acrobatics +8, Athletics +8, Intimidation +7
Str +4, **Dex** +4, **Con** +1, **Int** -1, **Wis** +2, **Cha** +1
Items chain mail, lance, longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6
HP 25, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 1d6 slashing damage (DC 15 basic Reflex save).

SCALING ENCOUNTER A

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

19-22 Challenge Points: Add one vampire bat swarm to the encounter. It arrives on the second round of combat.

23-27 Challenge Points: Add one unstable skeletal champion to the encounter.

28-32 Challenge Points: Add two vampire bat swarms with 16 Hit Points each to the encounter.


33+ Challenge Points: Add one giant bat and one unstable skeletal champion to the encounter.


Attack of Opportunity

Shield Block

Speed 25 feet

Melee  longsword +10 (versatile P), **Damage** 1d8+4 slashing

Melee  claw +10 (agile), **Damage** 1d6+4 slashing

Melee  lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

VAMPIRE BAT SWARMS (0)

CREATURE 1

N **LARGE** **ANIMAL** **SWARM**


Pathfinder Bestiary 39

Perception +10; echolocation (precise) 20 feet, low-light vision
Skills Acrobatics +7, Athletics +4 (+7 to Climb), Stealth +7
Str +1, **Dex** +4, **Con** +1, **Int** -4, **Wis** +3, **Cha** -3
Echolocation A bat swarm can use its hearing as a precise sense at the listed range.

AC 15; **Fort** +6, **Ref** +9, **Will** +6

HP 11; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 6, piercing 6, slashing 3

Speed 5 feet, fly 30 feet

Blood Feast  Each enemy in the bat swarm’s space takes 1d4 piercing damage (DC 16 basic Reflex save). Creatures that fail this save also take 1 persistent bleed damage.

DELVE THE PALLID DEPTHS

B5. SUPPLY ROOM (LEVELS 3-4)

BLOODY BEETLE EXOSKELETONS (2) CREATURE 3

UNCOMMON NE LARGE MINDLESS SKELETON UNDEAD

Variant skeletal giants (*Pathfinder Bestiary* 299)

Perception +7; darkvision

Skills Athletics +12, Intimidation +9

Str +5, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

AC 17; **Fort** +10, **Ref** +8, **Will** +7

HP 50, fast healing 3, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious;

Resistances cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ horns +12 (agile), **Damage** 1d10+5 piercing

Sweeping Horn ♦♦ The beetle exoskeleton makes two Strikes with its horns against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Terrifying Charge ♦♦ The beetle exoskeleton Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the strike hits, the beetle attempts to Demoralize the target.

BLOODY SKELETAL CHAMPIONS (0) CREATURE 2

UNCOMMON NE MEDIUM SKELETON UNDEAD

Variant skeletal champion (*Pathfinder Bestiary* 298)

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +8, Intimidation +7

Str +4, **Dex** +4, **Con** +1, **Int** -1, **Wis** +2, **Cha** +1

Items chain mail, lance, longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

HP 25, fast healing 2, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Attack of Opportunity ⤴

Shield Block ⤴

Speed 25 feet

Melee ♦ longsword +10 (versatile P), **Damage** 1d8+4 slashing

Melee ♦ claw +10 (agile), **Damage** 1d6+4 slashing

Melee ♦ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

SCALING ENCOUNTER B5

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

19-22 Challenge Points: Remove one bloody beetle exoskeleton and add two bloody skeletal champions to the encounter.

23-27 Challenge Points: The PCs instead face four bloody skeletal champions.

28-32 Challenge Points: Add two bloody skeletal champions to the encounter.

33+ Challenge Points: The PCs instead face four bloody skeletal champions and one bloody beetle exoskeleton.

DELVE THE PALLID DEPTHS

B6. BOILING MUD POT (LEVELS 3-4)

SULFURIC SLIMES (2)

CREATURE 1

UNCOMMON N MEDIUM MINDLESS OOZE

Perception +4; motion sense 60 feet, no vision

Skills Stealth +2 (+5 in water or mud)

Str +0, **Dex** -3, **Con** +2, **Int** -5, **Wis** +1, **Cha** -5

Motion Sense A sulfuric slime can sense nearby motion through vibration and air movement.

AC 10; **Fort** +7, **Ref** +2, **Will** +4

HP 30; **Immunities** acid, critical hits, mental, precision, unconscious, visual

One With the Mud **Trigger** The slime takes piercing or slashing damage while touching water or mud; **Effect** The slime temporarily shrinks in size as part of its body seeps out through its wounds. It thrashes in the nearby sludge, making it more difficult to determine where the boundaries of its body end. It becomes concealed and gains a +2 circumstance bonus to its AC until the beginning of its next turn.

Speed 10 feet, swim 10 feet

Ranged **◆** sulfur spout +8 (range increment 10 feet), **Damage** 1d4 bludgeoning plus 1d6 acid

CAUSTIC MUD POT

HAZARD 3

UNCOMMON COMPLEX ENVIRONMENTAL POISON

Stealth DC 21 (trained)

Description Solid ground gives way to a lake of bubbling mud that burns anyone who enters and routinely belches out sulfur.

Disable DC 20 Survival (trained) to find and remove the stones blocking the flow of water to the mud pot. The water decreases the viscosity of the mud, allowing steam and sulfur to escape gradually, rather than in violent bursts, so creatures can pass through unharmed. The hazard requires one successful check to disable. Attempting the check takes two actions.

Belch **Trigger** A creature other than a sulfuric slime comes within 10 feet of the mud pot; **Effect** The hazard rolls initiative as a gaseous cloud explodes out of the mud. The triggering creature takes 1d10+6 acid damage (DC 20 basic Reflex save).

Routine (1 action) On its initiative, the mud pot belches a cloud of sickening sulfur into the small cavern. Creatures other than sulfuric slimes within 10 feet must succeed at a DC 17 Fortitude save or be exposed to sulfur poisoning.

Sulfur Poisoning (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d10 poison damage; **Stage 2** 1d12 poison damage and sickened 1 (1 round); **Stage 3** 2d10 poison damage and sickened 2 (1 round)

SCALING ENCOUNTER B6

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

19-22 Challenge Points: Add one sulfuric slime to the encounter.

23-27 Challenge Points: Add two sulfuric slimes to the encounter.

28-32 Challenge Points: Add two sulfuric slimes with the elite adjustment to the encounter.

33+ Challenge Points: The PCs instead face four elite sulfuric slimes and one caustic mud pot.

DELVE THE PALLID DEPTHS

C1. MAIN ENTRY (LEVELS 3-4)

ROCKSLIDE TRAP

HAZARD 3


UNCOMMON

TRAP

Stealth DC 20 (trained)

Description The unstable rocks on the floor shift when stepped on, triggering rocks in the pile above to fall down across the pathway.

Disable DC 20 Survival (trained) to navigate a save path or DC 20 Thievery (trained) to bolster the rocks on the floor so they don't shift under a creature's weight. Two successful checks are necessary to ensure the route through the precarious pile of rocks is safe. Attempting each check requires two actions.

Rockfall  **Trigger** A creature steps on one of the unstable rocks; **Effect** Rocks come crashing down onto the creatures below. The rockfall deals 4d6 bludgeoning damage to each creature within 10 feet of the rock pile (DC 20 basic Reflex save).

Critical Success The creature takes no damage.

Success The creature takes half damage and is knocked prone.

Failure The creature takes full damage, is knocked prone, and takes a -10-foot circumstance penalty to its movement speeds 1 for 1 round.

Critical Failure The creature takes double damage, is knocked prone, and takes a -20-foot circumstance penalty to its movement speeds for 2 rounds.

DELVE THE PALLID DEPTHS

C2. HEDGA'S DOORSTEP (LEVELS 3–4)

FORGED BONES (2)

CREATURE 3

UNCOMMON LE LARGE SKELETON UNDEAD

Perception +10; darkvision

Languages Dwarven, Necril, Undercommon

Skills Acrobatics +9, Athletics +10, Intimidation +9

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

Items ceremonial dwarven war axe, ceremonial robes

AC 17; **Fort** +12, **Ref** +9, **Will** +6

HP 40, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ war axe +10 (dwarf, sweep, two-hand d12), **Damage** 1d8+7 slashing

Divine Innate Spells (DC 17) **2nd** *reaper's lantern* (1 slot); **1st** *bane* (1 slot)

Forge-Flame Breath ♦♦ (divine, evocation) The forged bones calls on the power contained in its mask to shoot a burst of forge-hot flames at intruders, dealing 3d6 fire damage in a 15-foot cone (DC 17 basic Reflex save). The forged bones can't use Forge-Flame Breath again for 1d4 rounds.

FLAMING SKULL (0)

CREATURE 2

NE TINY MINDLESS UNDEAD

Pathfinder Bestiary 3 30

Perception +9; darkvision

Languages Common, Necril

Skills Acrobatics +8 (+10 to Maneuver in Flight)

Str +1, **Dex** +4, **Con** +1, **Int** –5, **Wis** +3, **Cha** +0

AC 18; **Fort** +5, **Ref** +10, **Will** +7

HP 30, negative healing; **Immunities** death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** positive 3

Fiery Explosion When destroyed, a flaming skull explodes in a blast of fire and bone that deals 1d6 piercing damage plus 1d6 fire damage to each adjacent creature (DC 18 basic Reflex save).

Speed 15 feet, fly 30 feet

Melee ♦ forehead +10 (finesse), **Damage** 1d6+3 bludgeoning plus 1d6 fire

Ranged ♦ spitfire +10 (agile), **Damage** 1d12+2 fire

Flaming Shroud A flaming skull is shrouded in hideous flames. It deals 1d6 fire damage to any unattended item it touches and on a forehead Strike. On a critical hit with a Strike, the target catches fire, taking 1d4 persistent fire damage.

SCALING ENCOUNTER C2

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

19–22 Challenge Points: Remove one forged bones and add two flaming skulls to the encounter.

23–27 Challenge Points: Add one forged bones to the encounter.

28–32 Challenge Points: Add two flaming skulls to the encounter.

33+ Challenge Points: Add two forged bones to the encounter.

DELVE THE PALLID DEPTHS

APPENDIX 3: GAME AIDS



LUNA ALDRED

SULFURIC SLIME



YANDRADA

FORGED BONES



DELVE THE PALLID DEPTHS

HANDOUT #1: DEVOTEE'S JOURNAL

Day 97,

Progress has been slow with so few captives, but today we uncovered something new—an ancient burial chamber. It took all my magic just to unlock the first few vaults, and there were three tunnels lined with them! Two of the search parties we sent inside have returned with weapons forged of gold, fine gems, and magical trinkets. If we have to search for the third party tomorrow, they will regret it. I am glad of this new discovery, as the forge remains inaccessible.

Day 98,

All died. Charred to a crisp. Some believe a fireball was rigged to the valuables, but I question why it waited until it was outside the vault to explode. We assigned two prisoners to traverse the length of each tunnel tonight to search for other traps.

Day 99,

Only one prisoner survived, and he is incoherent and bleeding heavily. He spoke of encountering someone—another duergar. But who? We need answers he cannot give. Tomorrow we will send our best scouts to the tomb and dispatch a raiding party to replenish our workers' numbers.

Day 100,

Everything we had gathered from the vaults disappeared overnight. Assuming the risk was in the tombs, we had not set a guard. Now we know it's not just traps we have to worry about. Thankfully the scouts returned alive and unharmed. They believe they found a second entrance to the tombs—perhaps to an area not stalked by death. The strange objects we have found here disturb me. I've ordered the others not to touch them.

Day 101,

No word from the raiding party, and stillness overnight. I finally had enough time to examine the bodies of our deceased. We found traces of necromantic magic. Are they cursed? One of them yet bleeds, though he is surely dead.

The scouts and their prisoners managed to clear the hidden passage, but it leads to a giant fissure with only the remnants of a bridge. Droskar, have you not tested us enough?

Day 104,

A scout caught a glimpse of this other duergar in the tomb. I believe her to be the exile, Hedga the Blessed, though surely she ought to have died long ago—in the Rending, or of old age. Perhaps she is a more capable necromancer than the legends told. But her strange creations, and these heretical baubles, leave no doubt in my mind.

Rather than confronting this threat, my plan is to outwit her. I spent today constructing a trap. With any luck, we can destroy the necromancer's guardians and apprehend her. Glory awaits us when we return with her head.

All of us will leave camp tomorrow. Our lead scout suggested searching for the other side of the fissure—passage to find a means to repair the bridge. Now I pray we are not slain the moment we return to that cursed place.

DELVE THE PALLID DEPTHS

HANDOUT #2: CLERIC'S JOURNAL

Day 97,

Our prisoners are slow, but every day is a chance for something new—like the tombs we found. With my magic, I was able to open the doors, and the three tunnels were lined with treasure! Two searchers brought back expensive weaponry, jewels, and magic goods; I'm happy to find this, as the forge is closed. I am upset with the third party, and will search with them tomorrow.

Day 98,

Many people died. Serious burns all over them. I think a fireball was traveling in one of the treasures. When they took it out of the vault, it exploded. Tonight, two prisoners will go to the tunnels and walk down them, setting traps of our own.

Day 99,

The only surviving prisoner has bled out so much he could not even talk. Whatever he knows, it is still a secret. Tomorrow our scouts will go first, then the rest of us will follow to raid the tombs with our captives.

Day 100,

Last night everything we had looted went missing. The tomb is still the most dangerous place, but our camp needs guards as well. Traps may not be enough to stop whatever is after us.

Our scouts were lucky to come home unharmed today. They found a secret entrance to the tombs, but in an area they say is patrolled by death itself...

Day 101,

We haven't talked about returning to raid more tombs, but at least nothing happened overnight. Instead, I looked at some of the bodies we found. They are strong with necromantic energy. With my training in this magic, perhaps I can read the spells to learn something about our enemy.

The scouts tried to clear out the hidden passage today, but a giant collapse covers the bridge. Droskar, will you help us pass this test?

Day 104,

A scout saw a duergar in the tomb. I think she was exiled long ago, Hedga the Holy, though she should be dead in the old Rending. Perhaps she is a great necromancer, from the stories. Her magic and unholy items leave little doubt.

The smartest thing for us to do is to confront the danger. We can use prisoners as bait in my trap and destroy the tomb guardians. I seek great fame in taking her head.

We leave camp tomorrow. We will look for the other side of the hidden passage and retreat to the bridge. I pray with our ambush we can end the curse on this place.

DELVE THE PALLID DEPTHS

GM REFERENCE: DISCOVERY CHECKLIST

The nine significant discoveries the PCs can make during this adventure are listed below.

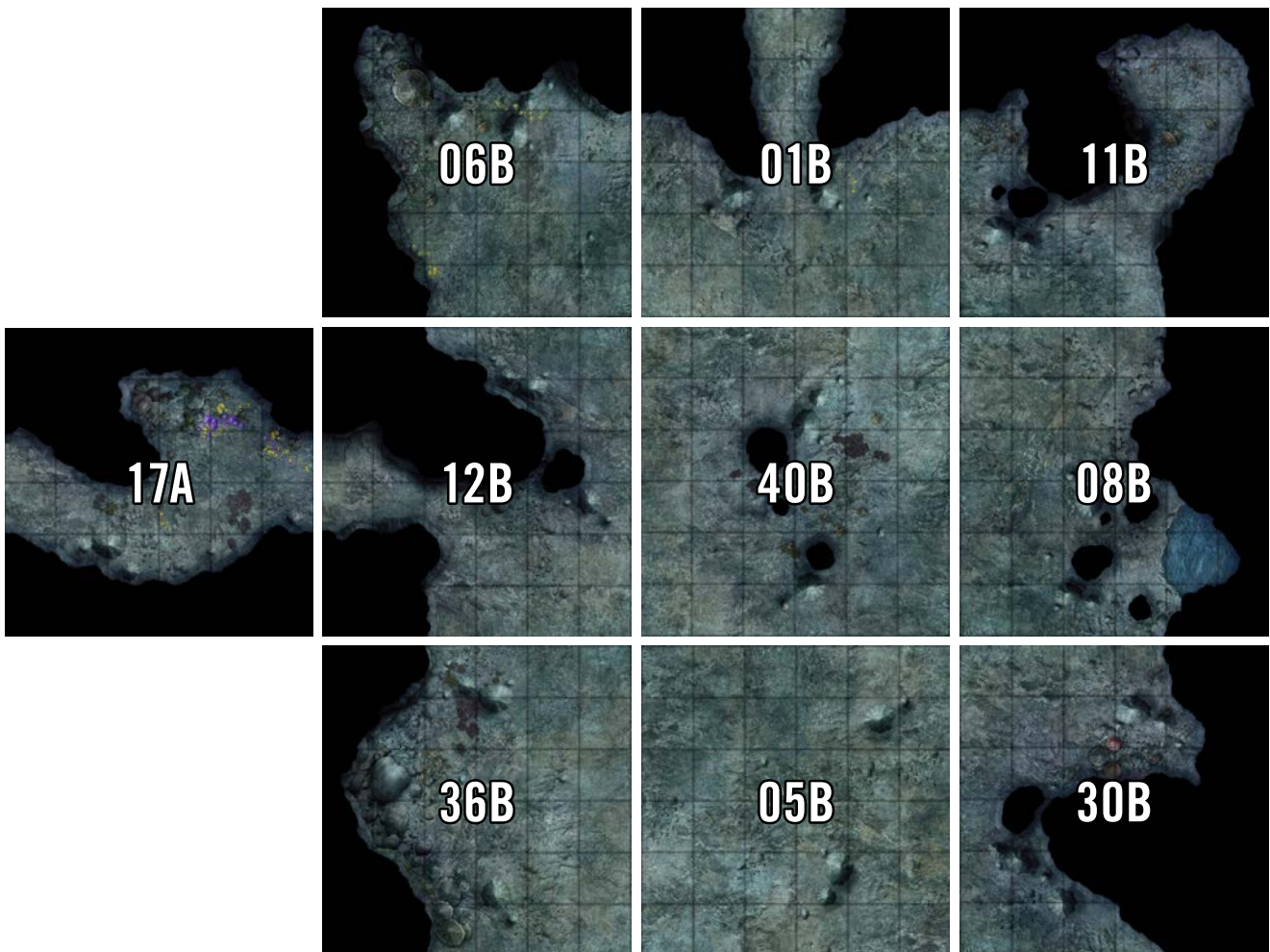
- ☐ Area **A**: Determine that necromancy is the source of the corruption in the bats
- ☐ Area **B1**: Identify the statue of Kohls and determine that its desecration was not recent
- ☐ Area **B2**: Locate and interpret the maps and notes in the expedition journal
- ☐ Area **B3**: Correctly decipher the devotee's journal
- ☐ Area **B4**: Speak the aphorism near the altar
- ☐ Area **B5**: Recover the keepsakes from the chest
- ☐ Area **B6**: Identify the significance of the figurines and trinkets
- ☐ **Ancient Bridge**: Repair and extend the bridge
- ☐ Area **C2**: Make note of the tunnels leading onward

DELVE THE PALLID DEPTHS

A. CRYSTAL CAVE



C. RUINED TOMB



DELVE THE PALLID DEPTHS

ORGANIZED PLAY

TREASURE TABLE

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

TREASURE BUNDLES

- ☐ Area **A**, page 5: 1 Treasure Bundle for defeating the foes
- ☐ Area **B3**, page 8: 1 Treasure Bundle for recovering and reading the journal (Handout #1 or #2)
- ☐ ☐ Area **B4**, page 8: 2 Treasure Bundles for exploring the lookout post
- ☐ ☐ Area **B6**, page 9: 2 Treasure Bundles for disarming the hazard and defeating the sulfuric slimes
- ☐ **Ancient Bridge**, page 11: 1 Treasure Bundle for repairing and extending the ancient bridge
- ☐ ☐ Area **C2**, page 13: 2 Treasure Bundles for defeating the undead
- ☐ **Conclusion**, page 14: 1 Treasure Bundle for improving the reputation of the Pathfinder Society among the locals



Location _____

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

DELVE THE PALLID DEPTHS

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Scenario #3-10: Delve the Pallid Depths

Character Name	Organized Play #	Character # <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto; text-align: center; line-height: 20px;">2</div>
Adventure Summary		
<p>The site of a previous Pathfinder Society mission, Droskar's Crag—volcano and frequent home to duergar raiders—has been suspiciously free of raids for the last few months. Venture-Captain Luna Aldred asked you to investigate the area, hoping for proof the duergar threat has been driven back for good.</p> <p>You ventured into Droskar's Crag, searching for any hints of duergar activity or clues to the force that removed them from the picture. Within the ruins, you faced territorial cave-dwelling creatures and undead foes as you discovered clues of the duergars' fate. You discovered passages leading to other areas of the ruins, including an expansive catacomb and a massive forge currently blocked by volcanic activity. As you explored the ruins, you learned the duergars were all slain by undead guardians created by a necromancer who lives somewhere in the catacombs.</p> <p>Upon returning to the Gold Falls Inn, you relayed your adventures to the crowd and convinced them the area is no longer under threat.</p>		
Boons		Rewards
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p>		Starting XP
		XP Gained
		Total XP
		Starting GP
		GP Gained
Reputation Gained		Total GP
Items		Purchases
	Items Sold / Conditions Gained	
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