

SECOND EDITION

# PATHFINDER SOCIETY



## YEAR OF SHATTERED SANCTUARIES

Scenario #3-98

Levels 3-6

## EXPEDITION INTO PALLID PERIL

By Rigby Bendele





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## EXPEDITION INTO PALLID PERIL

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### GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

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

**Maps:** *Pathfinder Flip-Mat: Bigger Bridge*, *Pathfinder Flip-Mat: Dungeons Multipack*, and *Pathfinder Flip-Mat Classics: Twisted Caverns*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://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>.



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### SUMMARY

Almost 800 years ago, a cataclysmic event known as the Rending destroyed Jernashall, the capital of the great dwarven empire of Tar Khadurrm, along with its sister city of Raseri Kanton. Since then, the ruins of Raseri Kanton have remained buried under the mountain, and attempts to find a path to the city have all failed. Recent Pathfinder Society investigations have uncovered a possible route to Raseri Kanton, and a local venture-captain has put together a grand expedition to investigate. Dozens of Pathfinders are ready to explore the ruins, where ancient traps and threats lie in wait. Meanwhile, agents of the infamous Aspis Consortium have begun to stir in the area, their efforts dedicated to ousting the discovery out of the Society's hands. It's up to daring and skilled Pathfinders to uncover the entrance to the lost city!

## HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 3–6



PLAYERS: 3–6



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# EXPEDITION INTO PALLID PERIL

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## EXPEDITION INTO PALLID PERIL

In 3980 AR, the volcano Torag's Crag erupted in a sudden, cataclysmic event that came to be known as the Rending. The volcano had begun to show signs of impending eruption in the early 3900s, but the dwarven kingdom of Tar Khadurrm around and under the mountain ignored the warning. Tar Khadurrm's underground capital city Jernashall was overwhelmed by magma flows, and its sister city of Raseri Kanton, on the surface, was destroyed when it fell into the open earth. This led to a great decline for Tar Khadurrm, which descended into bickering and fractured alliances until it finally collapsed almost 500 years later.

The dwarves of the Five Kings Mountains would go on to rename the mountain Droskar's Crag, after the reviled god of cheating and endless toil. Over the following centuries, the caverns beneath became home to exiles and wandering monsters, and the mountain picked up another ominous name: the Pallid Peak.

In recent years, a group of prospectors exploring Droskar's Crag discovered a mountainside entrance to what they believed to be a dwarven complex within the mountain. Soon after they began to explore the ruin, the prospectors were overwhelmed by its perils, with only one escaping to tell the tale. The survivor retreated to the nearby city of Olfden, where he provided a report to Venture-Captain Luna Aldred of the Pathfinder Society. After receiving this report, Luna sent multiple expeditions of Pathfinders to investigate the specific region of the mountain. There, Pathfinders found a sprawling series of dungeon complexes filled with puzzles, traps, guardians, unquiet spirits, and duergars. These missions are detailed further in *Pathfinder Society Scenario #2-19: Enter the Pallid Peak* and *Pathfinder Society Scenario #3-10: Delve the Pallid Depths*.

Between the ruin's location, clear connection to dwarven history, and sheer size, the venture-captain believes these expeditions are close to uncovering the fabled lost city of Raseri Kanton. She has decided that the potential route to Raseri Kanton is too valuable not to explore and has dispatched several teams in the hopes of finding the lost city. She is correct, though the way

## WHERE ON GOLARION?

*Expedition into Pallid Peril* takes place under Droskar's Crag, also known as the Pallid Peak, the tallest mountain in the Five Kings Mountains. The nearest city, Olfden, can be reached by boat and is approximately 25 miles away by river. More information about these locations can be found on pages 122-126 of *Pathfinder Lost Omens World Guide*. Other areas of Droskar's Crag are explored in *Pathfinder Society Scenario #2-19: Enter the Pallid Peak* and *Pathfinder Society Scenario #3-10: Delve the Pallid Depths*. More information about the Aspis Consortium can be found on page 65 of *Pathfinder Lost Omens Character Guide*.



through the ruins is rife with danger and not yet charted.

Besides the typical ruin dwellers and dwarven remnants, danger approaches from the Society's enemies. Luna planned on having the expedition unfold across months. However, she learned that the Society's rival, the Aspis Consortium, received a tip about the potential find. Now racing against time, Luna has called for all available Pathfinders to descend upon Droskar's Crag as soon as possible and catalog any findings before the Consortium pillages them for profit.

## GLOSSARY OF TERMS

*Expedition into Pallid Peril* is an interactive event designed to be played by multiple tables simultaneously.



# EXPEDITION INTO PALLID PERIL

The successes and setbacks of each table contribute to the progress of the mission as a whole. This adventure uses several terms unique to Organized Play interactive events. Each participant's role in the event is outlined under the respective entry.

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

**Challenge Points:** Challenge Points are a measure of the PCs' overall strength that Pathfinder Society scenarios use to adjust difficulty of encounters for groups of varying sizes and levels. More information on this system appears on page 71.

**House:** The House consists of all players and GMs participating in the adventure.

**House GM:** This Game Master manages the timing, scoring, and flow of the event. In addition, they make announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes of the adventure. The House GM should have some means of signaling to the entire House, especially Table GMs, who are their liaisons to the players. This can be through a bell or other auditory signal that can cut through the din of a room full of excited players, or it could be a visual signal like a flashing light or waving flag. The signal indicates that everyone in the House should be silent and direct their attention to the House GM.

The House GM should inform all Table GMs what this signal is prior to the event's start and ensure that they are all positioned to be able to see or hear it during the event.

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

**Mustering:** Mustering is the process of gathering up players and assigning groups of players to GMs.

**Table GM:** A Table GM is GM who manages a single table of players. Table GMs run their tables as normal for GMs of a Pathfinder Society adventure, except that Table GMs must follow the House GM's instructions for when to begin or end encounters.

## RUNNING THE EVENT

*Expedition into Pallid Peril* is meant to accommodate varying House sizes (from 3 tables up to 150+ tables). To facilitate a more cohesive process for seating players at larger events, mustering is built into the scenario during the introduction (page 5). There is no requirement to have

everyone seated before the players begin the introduction, and Table GMs should be ready to start as soon as four or more players have been seated at their table.

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

The scenario has two versions: one designed for levels 1–4 and one for levels 3–6. When assigning and adjusting tables, remember that a PC can only play at a table if their level falls within the range for that version.

Text intended for the Table GMs to read aloud is dark blue, while text intended for the House GM to read aloud is red and bold.

**Handout #2: Table GM Reference Sheet** and **Handout #3: House GM Reference Sheet** in Appendix 3 summarize all of the key features of this adventure for ease of reference. They are not intended to be shown to players.

## TIMELINE

*Expedition into Pallid Peril* is designed to take less than 5 hours, including a modest amount of time for mustering and setup. Each section transitions automatically after a certain amount of time passes, though the introduction is somewhat flexible based on mustering needs. The following is a measure of how long each part should last, though the final decision on timing rests with the House GM and HQ Staff.

While the text for the conclusion appears in the adventure as a part of wrapping up Act 2, the time allocated is presented separately here. It's important for the House GM to leave enough time after tables conclude their encounters for players and GMs to handle Chronicle Sheets, pack up their things, and avoid being rushed out the door by other events that may need the space after them.

**Introduction:** 15 minutes (or longer, if mustering requires)

**Act 1:** 150 minutes (Table GMs should provide 5-to-10-minute breaks between areas when appropriate)

**Act 2:** 100 minutes

**Conclusion:** 15 minutes

## INTRODUCTION: ARRIVAL AT THE BASE CAMP

The adventure begins as players start to be seated at their tables during the mustering phase of the event. Instructions for the House GM are provided first, followed by instructions for Table GMs.



# EXPEDITION INTO PALLID PERIL

## HOUSE GM INSTRUCTIONS

As the House GM, you'll likely spend the very beginning of the event assisting the HQ staff with mustering or handling other last-minute questions to ensure the event runs smoothly.

Once all players finish mustering, it's time to formally begin the event. **Venture-Captain Luna Aldred** (NG female beastkin [*Pathfinder Lost Omens Ancestry Guide* 78] human folk hero) addresses the assembled Pathfinders to begin the expedition. Read or paraphrase the following.

**Venture-Captain Luna Aldred bangs on her shield to gain the attention of the gathered crowd. As the noise dies down, she points to a piece of stretched canvas with a whittled stick. "When I was first told about the discovery of a ruined outpost under this mountain, I assigned a few agents to explore it."**

**On the canvas, charcoal and chalk outline a sprawling underground complex. The map already lists names, discoveries, and potential hazards. However, three highlighted routes lead past the end of the explored segments. Each route is labelled with a name and shaded with a distinctive color: yellow for the Labyrinth, blue for the Sunken Halls, and white for Unsealed Way.**

**"Their preliminary explorations found extensive ruins, as well as signs that this path will lead us to a find that's worthy of the Pathfinder Chronicles: the lost city of Raseri Kanton, which has been missing for almost a thousand years! This expedition warrants a large team. I reckon this group is enough, though I won't turn away any stragglers."** Venture-Captain Aldred chuckles.

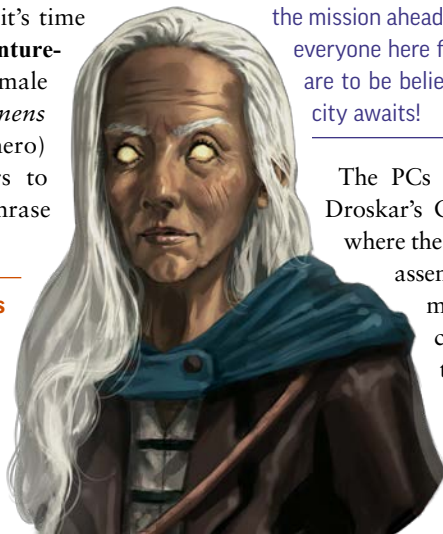
**Her tone darkens as she continues, "This expedition was set to take months. However, the Aspis Consortium has heard of our plans, and they'll surely be dispatching their own teams. We need to act quickly before those destructive louts claim the ruins. Move quickly, but not recklessly. Report back regularly. And for all that Aroden left us, don't die.**

**"You know what to do. Explore. Report. Cooperate."**

After presenting this text, proceed to Act 1 (page 6).

## TABLE GM INSTRUCTIONS

As players arrive at their tables, Table GMs should read the following to introduce the players to the adventure.



LUNA ALDRED

At the looming foot of Droskar's Crag, a dormant volcano, the Pathfinder Society's base camp bustles with activity. Wagons arrive with new goods as merchants set up shop. A steady stream of Pathfinders trickles into the camp, and joyful greetings fill the air, together with whispered rumors about the mission ahead. Venture-Captain Luna Aldred has called everyone here for a major expedition, and if the rumors are to be believed, the secret road to a legendary lost city awaits!

The PCs arrive at the base camp outside of Droskar's Crag, also known as the Pallid Peak, where the Pathfinder Society has called agents to assemble for a full investigation. If players move between tables, they should consider their PC as being reassigned to different Pathfinder groups.

During this section of the adventure, the players should introduce their PCs and finalize any preparations they want to make. Since the PCs traveled to the area, they can make their daily preparations after arriving at the base camp but before entering the ruins. In addition, PCs can make any purchases they want

(see Purchases on page 6 for full details).

The PCs may know some information about Droskar's Crag based on rumors, previous expeditions or examination of the local area. Likewise, any PCs who previously played *Pathfinder Society Scenario #2-19: Enter the Pallid Peak* or *Pathfinder Society Scenario #3-10: Delve the Pallid Depths* can share their knowledge of the Pallid Peak and the adventures they've had.

If time remains after the players have completed their introductions, they can attempt the following skill check.

## DIPLOMACY, SOCIETY, DWARVEN LORE OR PATHFINDER SOCIETY LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Diplomacy or Society check or DC 15 Dwarven Lore or Pathfinder Society Lore check to Recall Knowledge knows more about Droskar's Crag and the Pathfinder Society expeditions that have explored this region in the past. PCs who played *Pathfinder Society Scenario #2-19: Enter the Pallid Peak* or *Pathfinder Society Scenario #3-10: Delve the Pallid Depths* were part of those past expeditions; they automatically receive the results of a success on this check. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.



# EXPEDITION INTO PALLID PERIL

**Critical Success** The two largest cities lost in the Rending were Tar Khardurrm's underground capital city, Jernashall, and its sister city on the surface, Raseri Kanton. Jernashall was overwhelmed by magma flows, and Raseri Kanton was swallowed up by the earth. While some areas of the ruins still contain magma chambers, this expedition's route should avoid them. More-likely environmental dangers include flooded chambers and unstable ground.

**Success** Droskar's Crag, also known as the Pallid Peak, is a dormant volcano. It erupted nearly 800 years ago in a cataclysm known as the Rending, which toppled the great dwarven empire of Tar Khardurrm. Expeditions into the Pallid Peak have uncovered a wide range of dangers, from vermin to duergars to fiends. Expeditions should be well-stocked and prepared with deal with a variety of different threats.

**Critical Failure** One of the most fearsome creatures of the Pallid Peak is a lava elemental that tears flaming stones from its body and throws them at foes.

## PURCHASES

Merchants from Olfdén and beyond followed the rumors of a large Pathfinder Society expedition in the hopes of a quick profit. The PCs can make purchases at the start of the adventure or when they return to the base camp (see Resting on page 8 for more details). At the start of the adventure (before any base camp upgrades), the PCs can purchase common equipment from the *Pathfinder Core Rulebook* of up to their level. In addition to equipment, the PCs can purchase spellcasting services to remove negative conditions. The PCs' base camp upgrades as they progress through Act 1 of the adventure; see Fortifying the Base Camp on page 8 for details.

## TRANSITION TO ACT 1

Once the House has finished mustering, the House GM will read the adventure's mission briefing from Venture-Captain Luna Aldred, which ends with the Pathfinder Society's motto, "Explore, Report, Cooperate!". After this announcement, Table GMs should take a few minutes to wrap introductions and preparations, and then give the players **Handout #1: Scouting Reports** (page 68), which outlines the available locations and provides representative snippets of the scouts' reports. Once the players have chosen a location and are ready to continue, proceed to Act 1 below.

## ACT 1: EXPLORATION

During Act 1, the House performs its initial exploration into the Ruins. This section begins with instructions for House GMs below, followed by an overview of interactive elements and encounters with variable locations for

Table GMs on page 8, followed by descriptions of each of the three locations the PCs can explore (with the Labyrinth on page 11, the Sunken Halls on page 14, and the Unsealed Way on page 18).

## HOUSE GM INSTRUCTIONS

As the House GM, your responsibilities during Act 1 are to count and tally the reports from each table and make announcements. The timing of these announcements depends upon both the reports from tables and the amount of time that has elapsed. In Act 1, there are a total of seven reporting conditions to track. Specifically, there are three types of general successes that tables can earn in multiple locations (Ally, Combat, and Hazard), three types of location successes (Sunken Halls, Labyrinth, and Unsealed Way), and one other reporting condition, Rests, which represents the time PCs spend making reports and recuperating. **Handout #3: House GM Reference Sheet** includes all of these reporting conditions. If you are using a visual aid to help players and GMs track their successes, remember to update it regularly.

## GENERAL SUCCESSES

As tables earn Ally, Combat, and Hazard successes, they unlock benefits that help the entire House with their encounters. The only purpose of these successes is to prompt the announcements below; once you have made the announcement based on a type of success, there's no need to keep tracking that type of success.

When the House has acquired a number of Ally successes equal to two-thirds (2/3) the number of tables, read the following aloud.

---

**Even under the mountain, the Pathfinder Society builds alliances. The Allies Gathered condition is now in effect.**

---

When the House has acquired a number of Combat successes equal to the number of tables, read the following aloud.

---

**Fellow Pathfinder Society agents have thinned out the dangers of the mountain. The Creatures Abated condition is now in effect for Act 1.**

---

When the House has acquired a number of Hazard successes equal one and a third (1-1/3) times the number of tables, read the following aloud.

---

**The traps and haunts of the Pallid Peak have been weakened, be it by skill or force. The Hazards Identified condition is now in effect for Act 1.**

---



# EXPEDITION INTO PALLID PERIL

## LOCATION SUCCESSES

The House's goal is to fully explore as many locations as possible before time runs out. Successes in this category have two roles.

**Exploration Progress:** First, the successes the House reports at each location represent how close the Pathfinders are to completing their survey of the area. Once the House reports a number of successes equal to the number of tables, that location is considered fully explored.

Read the following announcement when the House reports a number of Sunken Halls successes equal to two-thirds (2/3) the number of tables.

---

**A crowd of drenched Pathfinders is pleased to report that the Sunken Halls is cleared!**

---

Read the following announcement when the House reports a number of Labyrinth successes equal to two-thirds (2/3) the number of tables.

---

**With bravery and tenacity, Pathfinders have fought their way through the Labyrinth's haunted halls. The Labyrinth is cleared!**

---

Read the following announcement when the House reports a number of Unsealed Way successes equal to two-thirds (2/3) the number of tables.

---

**Pathfinders exploring the Unsealed Way have found the beginnings of new passageways. The expedition will soon have new routes leading farther into the mountain. The Unsealed Way is cleared!**

---

Because tables complete and report encounters at different rates, some tables may report successes for missions after you've already announced that the location has been cleared. You can apply these successes to either of the remaining location goals in Act 1, using your judgement to determine which is better for the pacing of the game.

After the House has fully explored all 3 locations or 145 minutes have passed, read the following announcement to warn GMs that Act 1 is about to end. Five minutes after reading this announcement, proceed to Act 2 (page 21).

---

**A courier arrives bearing a message: All agents are to report back to base camp. Table GMs, you have 5 minutes to complete Act 1."**

---

**Fortification:** In addition to determining the pacing of Act 1, successes the PCs earn in each location enable the

Pathfinder Society to direct more resources to fortifying and improving their base camp. Their base camp's quality is measured by the Fortification Meter, which starts at 0. Increase the Fortification Meter by 1 every time the House reports a total number of location successes (Sunken Halls, Labyrinth, and Unsealed Way successes) equal to two-thirds (2/3) the number of tables.

When the Fortification Meter reaches 1, read the following aloud.

---

**With a source of copper being discovered within one of the ruins, the spellcasters at the base camp have more resources available. The Enhanced Spellcasting condition is now in effect.**

---

When the Fortification Meter reaches 2, read the following aloud.

---

**Opportunistic merchants have flooded the market at the base camp. The Diverse Investments condition is now in effect.**

---

When the Fortification Meter reaches 3, read the following aloud.

---

**Promising finds within the ruins have drawn more chroniclers to the Pallid Peak base camp. The Pathfinder Reinforcements condition is now in effect.**

---

## RESTS AND THE THREAT METER

When the PCs at a table return to the base camp, the table reports a Rest. The number of Rests determines how much time the Aspis Consortium has to catch up to Pathfinder Society. This danger is represented by the Threat Meter, which starts at 0. Increase the Threat Meter by 1 every time the House reports a total number of Rests equal to half (1/2) the number of tables. While the Threat Meter is guaranteed to rise to at least 2 and likely to rise to at least 3, Houses that carefully manage their Rests can prevent the meter from rising to 4.

When the Threat Meter reaches 1, read the following aloud.

---

**Rumors of the Pathfinder Society's expedition have attracted another interested party. Table GMs, run Event 1: First Contact.**

---

When the Threat Meter reaches 2, read the following aloud.

---

**Additional Aspis Consortium teams have infiltrated the Pallid Peak. Table GMs, run Event 2: Aspis Incursions.**

---



# EXPEDITION INTO PALLID PERIL

If the Threat Meter reaches 3, read the following aloud.

---

**The Aspis Consortium has taken countermeasures against the Pathfinder Society. Table GMs, run Event 3: Countermeasures.**

---

If the Threat Meter reaches 4, read the following aloud.

---

**The Aspis Consortium grows bold. Table GMs, run Event 4: Aspis Strike.**

---

The Threat Meter can't rise beyond 4.

## TABLE GM INSTRUCTIONS

As the PCs enter the Pallid Peak, the table should select one of the three starting locations: the Labyrinth (area **A**), the Sunken Halls (area **B**), or the Unsealed Way (area **C**). Additional locations become available in Act 2: Further Exploration. As the PCs enter the Pallid Peak for the first time, read or paraphrase the following.

---

A Pathfinder Society agent makes a note of everyone present and the locations they intend to explore before running through a memorized set of instructions. "Keep in mind that this is a coordinated expedition. If anything strange happens, report it back. If you fully explore an area, report back. If you find additional passageways, report it back. If Venture-Captain Aldred gives you instructions or you receive a courier to change locations, follow them immediately. If you ever find yourself in over your heads, retreat and rest. If you're not sure what to do... I guess you should report that back as well. Best of luck down there."

---

The PCs can proceed to their chosen location. It takes 30 minutes to reach a location. However, PCs must return to the base camp to switch locations, reporting a Rest when they do (see Resting below).

Continue running encounters until the House GM announces that it's time to transition to Act 2. At that point, quickly end the current encounter and proceed to Act 2 (page 21).

## RESTING

When the PCs aren't engaged in an encounter, they can leave the dungeons under Pallid Peak and return to the base camp. Any time the PCs leave a location for any reason during Act 1 (including completing the location or retreating), the Table GM should report a Rest to the House. The PCs can rest for 8 hours and complete any daily preparations. Changing locations requires the PCs to leave the Pallid Peak, return to the base camp and rest for 8 hours; this includes changing locations after fully exploring one.

## ANNOUNCEMENTS

There are a total of 13 announcements that the House GM might announce during Act 1. Three are tied to specific locations (Labyrinth Cleared, Sunken Halls Cleared, and Unsealed Way Cleared), three are conditions that provide general benefits (Allies Gathered, Creatures Abated, and Hazards Identified), three are tied to fortifying the base camp (Diverse Investments, Enhanced Spellcasting, and Pathfinder Reinforcements), and four are instructions to run specific events (Events 1–4). The effects of each of these announcements are detailed below.

## LOCATION CONDITIONS

These three conditions are tied to successes earned in each of the locations: Labyrinth Cleared, Sunken Halls Cleared, and Unsealed Way Cleared. After the House GM makes an announcement that a location has been cleared, it's still worthwhile to complete encounters in that location; any future successes reported for that location are applied to another location of the House GM's choice. When choosing a new location to begin, choose one that is not yet cleared if one is available.

## GENERAL CONDITIONS

Three conditions that the House GM might announce are tied to the Ally, Creature, and Hazard successes that tables report from successfully completing encounters.

**Allies Gathered:** The reputation of the Pathfinder Society precedes the PCs. Reduce the DCs of any skill checks when interacting with Bolkanga or the Sisters by 2.

**Creatures Abated:** The steady wave of explorers has damaged the creatures that live under the mountain. At the start of the next combat, reduce one enemy creature's Hit Points by 25%. This condition only applies to a combat in the current Act.

**Hazards Identified:** Other Pathfinder Society teams have noted where hazards appear. Reduce the Stealth DCs and Stealth modifiers for all hazards in the current Act by 2.

## FORTIFYING THE BASE CAMP

At the start of the adventure, the base camp is little more than a collection of tents and wagons at the end of a recently cut road. Fortifications are nonexistent and only in the planning stages, leaving security to a rotating watch shift. The Pathfinder Society provides meals, water, and other necessities.

During the adventure, the PCs can find supplies that fortify the base camp. The House GM uses a Fortification Meter to track the base camp's growth, which starts at 0. Each time the Fortification meter reaches a new level, the House GM will announce one of the following conditions.



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**Enhanced Spellcasting** (Fortification Meter Level 1): The reserves of needed spellcasting reagents have been replenished, allowing for the casting of non-essential spells. The PCs can purchase spellcasting services for any common spell in the *Pathfinder Core Rulebook* of up to their level at a 10% discount for the duration of the adventure. It takes at least 30 minutes to reach each of the encounter areas, so this feature is best used for spells with a duration of at least 1 hour. Spellcasting services to remove negative conditions are also available at this 10% discount. This discount only applies to purchases made with gold.

**Diverse Investments** (Fortification Meter Level 2): As news of the encampment spreads, more merchants arrive to sell distinctive wares. The PCs can purchase any common item of up to their level to which they have access at the base camp (including items that aren't from the *Core Rulebook*). In addition, each PC receives a free *healing potion* or *oil of unlife* (*Pathfinder Advanced Player's Guide* 258) with an item level of up to their level. The potion includes a tag advertising Hands-Off Healing, one of the newest merchants at the base camp with a main location in Absalom.

**Pathfinder Reinforcements** (Fortification Meter Level 3): Additional Pathfinder agents arrive at the base camp, allowing for additional patrols and relief from the watches. The PCs can rest once for 8 hours without having to report a Rest to the House (see Resting on page 8).

## ASPIS EVENTS

As the Pathfinder Society's expedition continues, agents of the Aspis Consortium make headway with their own expedition, as represented by the Threat Meter. The Threat Meter starts at 0 and rises over time as tables report Rests. Each time the Threat Meter rises, Aspis agents attack; **Event 1** takes place when the Threat Meter reaches 1, **Event 2** takes place when it reaches 2, and so on. The House GM will make an announcement when it is time to run an Event. If the PCs are in encounter mode when the House GM instructs you to run an Event, complete the current encounter before beginning the Event.

The map used for this encounter depends on where the PCs are when the House GM makes the Event announcement. If the PCs are at one of the three locations, use the map for that location if there is a good place to put it without combining with an existing encounter, or the Aspis Events Map on page 10 if there is not (use only the lower portion of the Flip-Mat as indicated). In the latter case, the Aspis Events map connects to the place where the PCs entered the map for the location

they are exploring. If the PCs are at the base camp, the Event occurs while the PCs are on their way to the next location; use the Aspis Events map on page 10.

## EVENT 1: FIRST CONTACT

LOW

The patter of footsteps precedes a group of humans that stumble around the corner. They look at each other in surprise before one says, "Those are the Pathfinders, right?"

Another responds, exasperated, "Yes. Get your dagger out."

**Creatures:** After getting word that the Pathfinder Society had discovered a new set of ruins, the Aspis Consortium deployed agents as quickly as possible.



ASPIS AGENT



# EXPEDITION INTO PALLID PERIL

## ASPIS EVENTS





# EXPEDITION INTO PALLID PERIL

These new recruits are still proving themselves as capable agents—at least while the other members are around. However, if only one Aspis Consortium member remains conscious in the area, they surrender or flee.

## LEVELS 3–4

<b>ASPIS AGENTS (3)</b>	<b>CREATURE 1</b>
Page 30	

## LEVELS 5–6

<b>ASPIS STRIKERS (3)</b>	<b>CREATURE 3</b>
Page 48	

**Development:** If interrogated, the Aspis agents have little new information to divulge about their operation. They freely admit that stronger agents operate in the Pallid Peak, but they know little about future incursions.

**EVENT 2: ASPIS INCURSION** **MODERATE**  
A stronger group of Aspis agents catches up to the PCs.

**Creatures:** This wave of Aspis agents are more capable and focused on driving out the Pathfinder Society by scaring them off. They begin combat by Avoiding Notice and roll Stealth for initiative. They try to flank PCs when they can. Agents with the Ready the Fang ability try to use it every round, and the other Aspis agents fight with their daggers to take advantage of it.

## LEVELS 3–4

<b>ASPIS AGENTS (2)</b>	<b>CREATURE 1</b>
Page 31	

<b>ASPIS ENFORCER</b>	<b>CREATURE 3</b>
Page 31	

## LEVELS 5–6

<b>ASPIS STRIKERS (2)</b>	<b>CREATURE 3</b>
Page 49	

<b>ASPIS OPPRESSOR</b>	<b>CREATURE 5</b>
Page 49	

**Development:** These Aspis agents are more loyal to the Consortium than the initial group of agents. To get information from the Aspis agents, a PC must succeed at a DC 20 Diplomacy or Intimidation check (DC 23 for levels 5–6). PCs with the Former Aspis Agent background automatically succeed at this check. In addition to the

information the early crew knew, these Aspis members know that a silver agent teleported to the Pallid Peak for a decisive strike. Silver agents in the Aspis Consortium have a level of power and influence that is akin to venture-captains in the Pathfinder Society.

## EVENT 3: COUNTERMEASURES **TRIVIAL**

While waiting on the Consortium to send reinforcements, Aspis agents in the Pallid Peak turned to indirect attacks.

**Hazard:** The trip wire is set up at the entrance of the location the PCs are currently in or are planning to enter next. They encounter this trip wire the next time they enter or exit the area. Note that because of the time needed to travel to and from camp, the clumsy condition from the trip wire goes away before the PCs reach the next location.

## LEVELS 3–4

<b>LACERATING TRIP WIRE</b>	<b>HAZARD 3</b>
Page 32	

## LEVELS 5–6

<b>SEVERING TRIP WIRE</b>	<b>HAZARD 5</b>
Page 50	

## EVENT 4: ASPIS STRIKE **SEVERE**

The band of Aspis agents hold their weapons and shields at the ready. The most lightly armored of the bunch calls out to the rest, "These are the ones. Get 'em!" and the whole group advances in response.

**Creatures:** This band of Aspis members are a well-oiled team used to operating in tandem. They fight with coordinated tactics, including attempting to Shove the PCs into more advantageous positions and Taking Cover when it's available.

## LEVELS 3–4

<b>ASPIS ENFORCER</b>	<b>CREATURE 3</b>
Page 33	

<b>ASPIS WARDENS (2)</b>	<b>CREATURE 3</b>
Page 33	

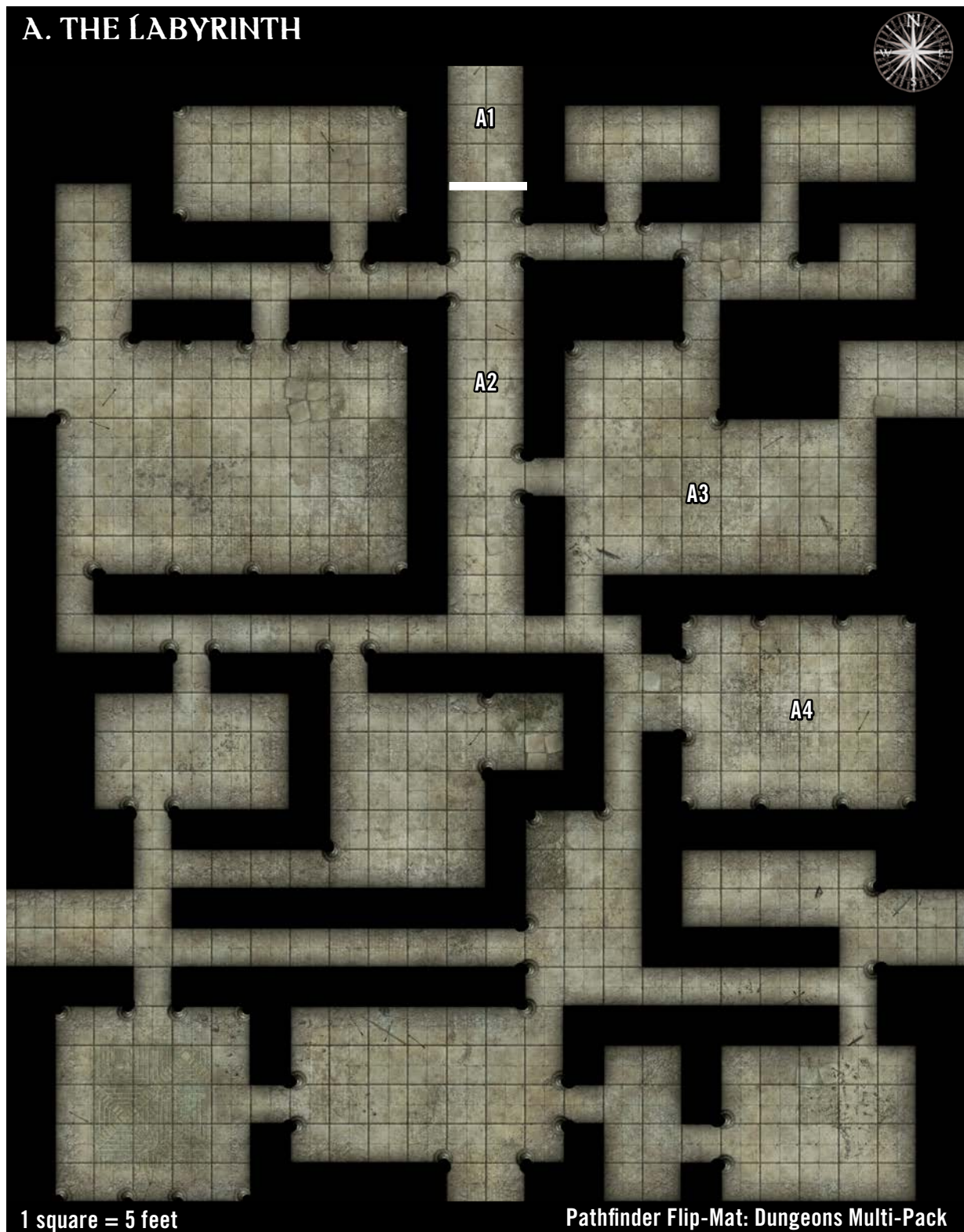
## LEVELS 5–6

<b>ASPIS BULWARKS (2)</b>	<b>CREATURE 5</b>
Page 51	



# EXPEDITION INTO PALLID PERIL

## A. THE LABYRINTH





# EXPEDITION INTO PALLID PERIL

## ASPIS OPPRESSOR

Page 51

## CREATURE 5

### A. THE LABYRINTH

Nicknamed the Labyrinth by the initial scouts, reaching this area requires the PCs to traverse corridors that twist unexpectedly. *Everburning torches* light the area, hanging in iron chandeliers from the ceiling and providing normal light throughout the area. The ceilings are all 15 feet high. The walls are made from stone, and doors are reinforced wood (*Core Rulebook* 577).

Use the map on page 12 for this area. The PCs enter the map from the north.

### A1. THE TOMBSTONE DOOR TRIVIAL

The slab that seals this hallway bears the marking of a gravestone. Three icons are carved into it, as well as an inscription and foot-wide square that glow faintly with magic.

The slab is marked by a white line on the map on page 12. The inscription, written in Dwarven, reads, “It is not how it ends, but how it starts”. A PC who doesn’t speak Dwarven can decipher the text with a successful DC 20 Society check to Decipher Writing.

The three icons in the illuminated square have been worn down. A PC who succeeds at a DC 15 Crafting check realizes that the wear comes from repeatedly being touched. This damage is more severe in levels 3–4; increase the DCs of all checks in the following paragraph by 2 to reflect the loss of identifying details.

The first of the three icons portrays a dwarven hammer, the sacred symbol of the god Torag. This symbol is easily identifiable, requiring only a successful DC 10 Religion check or DC 5 Dwarven Lore check to Recall Knowledge (dwarf PCs and PCs who worship Torag automatically recognize the symbol). The second icon shows an underground city; the PCs can identify it as the city of Tar Khadurrm with a successful DC 17 Society check or DC 13 Dwarven Lore check to Recall Knowledge. The third icon shows a dwarf cutting off his beard, which the PCs can identify as part of traditional mourning ritual called thundran with a successful DC 17 Religion check or DC 15 Dwarven Lore check to Recall Knowledge.

This area served a meditation path; dwarves fleeing Tar Khadurrm reflected here on the cities and community members that they left behind. This slab marks the beginning of the path. To enter the path, the dwarves touched the illuminated square and contemplated Tar Khadurrm, and the door opened for them. While it was originally designed to open after a dwarf spoke the kingdom’s name, the magic has deteriorated.

**Hazards:** The door has collected the sorrows of all of the dwarves who meditated here, and its magic is poised to lash out with these echoes at anyone who touches it. After the hazard triggers or is disabled, the door swings open. Note that because of the time needed to travel to and from camp, the enfeebled condition that the PCs can gain from the door goes away before they reach the next location.

### LEVELS 3–4

## SORROWFUL TOMBSTONE DOOR

## HAZARD 3

Page 34

### LEVELS 5–6

## ANGUISHED TOMBSTONE DOOR

## HAZARD 5

Page 52

**Reporting:** If the PCs disable the tombstone door, report a Hazard success.

### A2. THE SHROUDED HALLS TRIVIAL

Inscriptions decorate the walls with scattered images, Dwarven script, and other symbols. The images and runes depict relics of dwarven life in centuries past.

Mourning dwarves used these corridors for rites of remembrance. The images include portraits of loved ones, carvings of the destroyed cities, and small remembrances of the life left behind in the aftermath of the disaster. For example, images of the markets bustling with commerce are alongside images of children’s favored toys left behind in the crisis. The walls also contain numerous letters to those left behind, often with a pining sorrow for what life was like before the volcano erupted. If at least one PC reads Dwarven, they piece together that a community of dwarf refugees moved through this area after the destruction of Jernashall and Raseri Kanton, the two great cities of the kingdom of Tar Khadurrm.

**Hazard:** A mist fills the Labyrinth, emanating as tears from the carvings on the wall just past the entrance. The mist arrives in a flash of negative energy and then lingers, hampering visibility in entirety of area A until disabled. If the PCs trigger the hazard and don’t disable it within 2 rounds, the combatant(s) from area A3 approach to attack them through the mists.

### LEVELS 3–4

## WEeping CARVED MOURNER

## HAZARD 3

Page 35



# EXPEDITION INTO PALLID PERIL

## LEVELS 5–6

### GRIEVING CARVED MOURNER

### HAZARD 5

Page 53

**Reporting:** If the PCs disable the carved mourner, report a Hazard success.

## A3. CARVED GUARD ROOM LOW

A bas relief of a great city split in two adorns the walls of this chamber. Every inch bears a fine detail, from pairs of guards that watch over the doorway to a forge hammering away at a clan dagger. Dwarven calligraphy covers the stone tiles that make up the floor.

This room near the center of the Labyrinth, memorializes the other lost city of Jernashall on the northern wall, and Raseri Kanton on the southern. The floor's message is a prayer to the Dwarven pantheon, calling on all the deities to help those fleeing to remember the traditions they bring with them.

**Creatures:** Over the centuries, the collected grief of the dwarves took the form of one or more spirits. The spirits are bound to the Labyrinth and can't leave area A. Combatants in this area might move to area A2 depending upon how the PCs interact with the hazards, as described in area A2. For levels 5–6, the abandoned zealot was once dedicated to Torag and has grown bitter in its years alone.

## LEVELS 3–4

### WAILING GHOSTS (2)

### CREATURE 2

Page 36

## LEVELS 5–6

### ABANDONED ZEALOT

### CREATURE 6

Page 53

**Reporting:** If the PCs defeat the unquiet spirit(s), report an Act 1 Combat success.

## A4. THE REPOSITORY

Stone shelves built into the walls here store books, ledgers, and other documents. A desk with an oil lamp provides space for a solitary researcher to investigate the materials.

The records the dwarves brought with them on their journey proved to be too heavy to continue carrying, and

## AQUATIC COMBAT RULES

The full rules for aquatic combat can be found on page 478 of the *Pathfinder Core Rulebook*. For ease of GMing, the most relevant rules are reprinted here.

- You're flat-footed unless you have a swim Speed.
- You gain resistance 5 to acid and fire.
- You take a –2 circumstance penalty to melee slashing or bludgeoning attacks that pass through water.
- Ranged attacks that deal bludgeoning or slashing damage automatically miss if the attacker or target is underwater, and piercing ranged attacks made by an underwater creature or against an underwater target have their range increments halved.
- You can't cast fire spells or use actions with the fire trait while underwater.

so the dwarves created a repository in this hall. While many of the materials crumble when touched, what remains provides a picture of a life disrupted. If a PC can speak Dwarven and spends 1 hour collecting the documents in this room, they uncover a picture of the calamity that affected the city. Several ledgers remain that show bustling trade in both Raseri Kanton and Jernashall prior to 3980 AR. Diaries speak of a well-functioning, thriving society with little mention of unrest until a volcano erupted and forced the inhabitants to flee. If the PCs succeed at an additional DC 16 Academia Lore, Dwarven Lore, Library Lore or other relevant Lore check to Recall Knowledge (DC 18 for levels 5–6) or a DC 18 Society check to Recall Knowledge (DC 20 for levels 5–6) while filing these documents, they learn the information about the eruption and subsequent decline of Tar Khadurrm from the Adventure Background (page 3).

**Reporting:** Once the PCs have fully explored the Labyrinth, report a Labyrinth success. If the PCs move on to a new location, remember to report a Rest for the group as well.

## B. THE SUNKEN HALLS

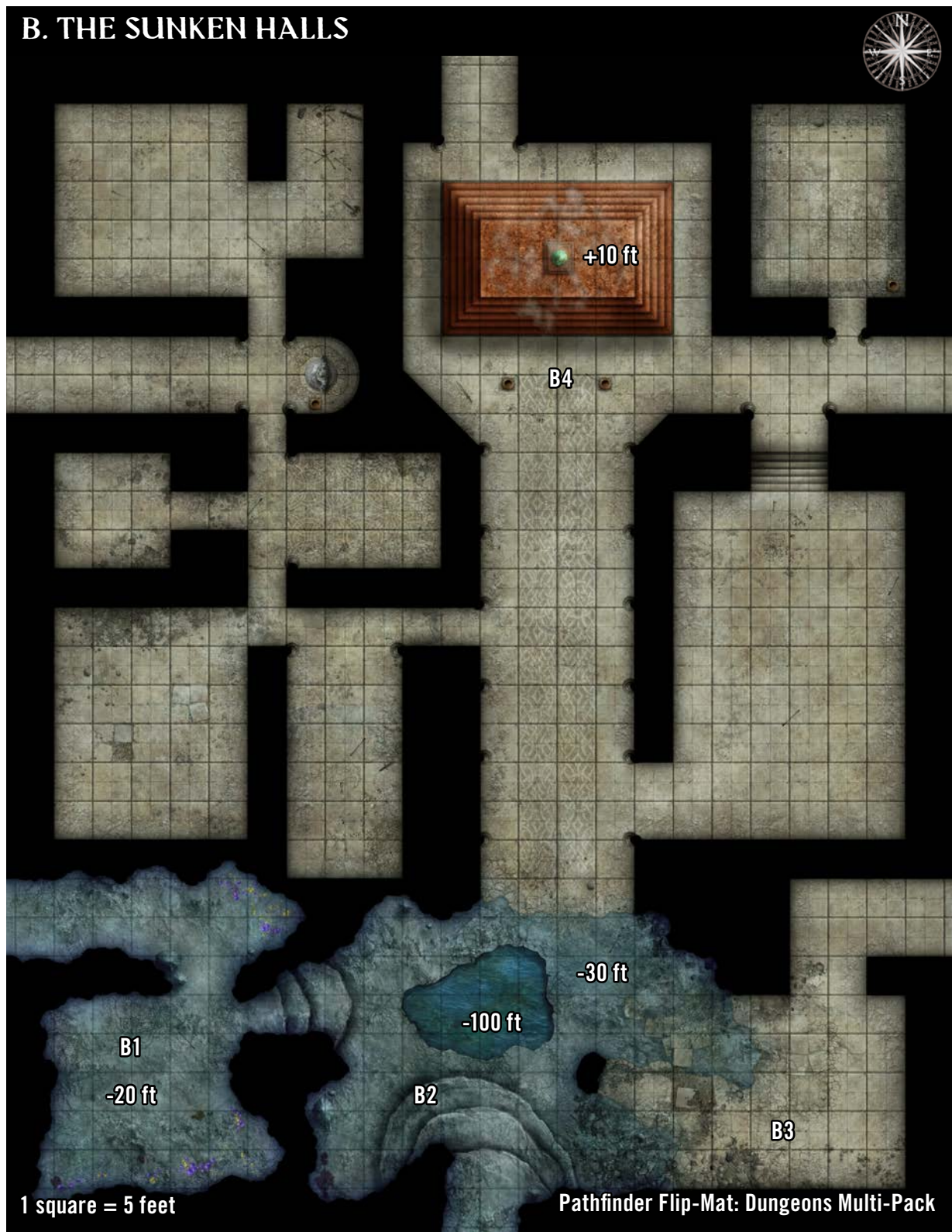
At the bottom of a lake, the entrance to the Sunken Halls offers underwater passage to a worked stone room beyond. Before the PCs enter the water, the Society provides each of them with a *potion of water breathing*. Past Society expeditions have placed a guide rope that leads directly to the entrance to the mapped chambers, enabling the PCs to reach this area without rolling a skill check.

The cavernous rooms in the south edge of the map (areas B1 and B2) contain water, at depths specified in the rooms' descriptions. Bioluminescent algae flourishes in these areas, shedding dim light. The rest of the map is in darkness.



# EXPEDITION INTO PALLID PERIL

## B. THE SUNKEN HALLS





# EXPEDITION INTO PALLID PERIL

Use the map on page 15 for this location. The PCs enter from the underwater tunnel to the southwest.

## B1. THE SUNKEN ANTECHAMBER MODERATE

Faintly glowing algae tints jagged stone walls in a green light. A fine silt that clouds the water with every movement covers the bottoms of the chamber, though it settles seconds later. Clearly manufactured steps start at the base of the floor and sink to deeper waters in the flooded room to the east.

This room is 20 feet tall, but all but a sliver of air near its ceiling is filled with still water (DC 10 Athletics to Swim). The rough stone wall provides natural handholds that PCs can use, so long as they are careful not to grab onto anything sharp. While adjacent to the walls, the PCs can use the handholds to Climb instead of Swimming (the DC of the Athletics check to Climb along these handholds is 10). Well-crafted but oversized steps lead down from this area to another cavern to the east. Each step goes down by 5 feet.

The jagged walls have been sharpened to an edge from the teeth of the creatures that live here. Any creature or object Pushed into the walls takes 2d6 piercing damage (3d6 for levels 5–6).

**Creatures:** Carnivorous aquatic life retreats to this chamber after hunting in the lake. They're hungry and eager to try new prey, focusing their attacks on any PC that seems edible. Mostly looking for an easy meal, they flee if reduced to one-quarter of their maximum Hit Points or fewer. They don't pursue PCs who flee out of the water (such as into area **B3** or toward area **B4**), instead lurking in area **B1** and waiting for them to return.

### LEVELS 3–4

#### BUNYIPS (2)

Page 37

#### CREATURE 3

### LEVELS 5–6

#### GIANT MORAY EELS (2)

Page 55

#### CREATURE 5

**Reporting:** If the PCs defeat the aquatic creatures, the table should report an Act 1 Combat success.

## B2. SUNKEN THRESHOLD

Water lapping on stone is the loudest sound at the surface of the water in this chamber, marking its isolation from the

rest of the Pallid Peak. The stone in the room's center has broken away, and the water continues down into darkness. To the north, a wide hallway rises above the water's edge. To the east, barricades of bone and rocks block two entrances to another chamber beyond.

The area is cool, dark and quiet, as it's truly separated from the rest of the Pallid Peak. The water in this room is 30 feet deep in most places, with a further 20 feet of air above the water's surface. The hallway and the chamber that lead on from this room are at the level of the water's surface, with small puddles formed by lapping waves. Fallen rocks block the exit to the south entirely.

The dark hole in the floor (marked by the darker spaces on the map) is a naturally occurring shaft where the water's depth increases to 100 feet; the algae doesn't grow far enough down to illuminate the bottom. Allow creative solutions for bringing light to the bottom, such as catching some of the glowing algae in an empty potion bottle and carrying it down. At the bottom of the shaft, runes inscribed with magic help control the tides; a PC examining the runes who succeeds at a DC 18 Nature check to Recall Knowledge (DC 20 for levels 5–6) notices this effect. On a success, a PC can also attempt to deactivate the runes with an additional successful DC 20 Nature check (DC 22 for levels 5–6). Deactivating the runes here decreases the number of successes needed to disable the hazard in area **B4** by 1.

## B3. BOLKANGA'S HOME

Upon inspection, the barriers blocking these doors have telltale signs they were placed deliberately. Bones and rocks are lashed together with rope to create a fence. Through tiny gaps in the fence, the PCs can see movement on the other side.

**Creatures:** The crafter **Bolkanga** (N female undine dwarf hermit) remains as one of the few children of the original exodus during the collapse of Raseri Kanton. While she lived outside the Pallid Peak in her first century of life, she returned to the solitude of the region after struggling to live in the Five Kings Mountains. She heard the stories of the city from her father, and while she didn't find Raseri Kanton, she found the ruins and has claimed them as her ancestral home. Now quite elderly, she survives through foraging and fishing, making trips out of the mountain to collect other supplies once every few years.

At first, Bolkanga has no interest in entertaining visitors, and her attitude begins at unfriendly. PCs can attempt to communicate with her with a successful DC 18 Diplomacy, Performance, or Society check (DC 20 for levels 5–6) or a relevant DC 16 Lore check (DC 18 for levels 5–6), with the following results.



# EXPEDITION INTO PALLID PERIL

**Critical Success** The PCs gain 2 Rapport Points.

**Success** The PCs gain 1 Rapport Point.

**Critical Failure** The PCs lose 1 Rapport Point.

**Rapport:** If the PCs gain a number of Rapport Points equal to at least half the number of PCs, Bolkanga's attitude becomes friendly and she offers to share what she knows about the ruins over a fermented seaweed beverage. Many of the details from her oral family history have faded from her memory, but she remembers that her family came from the now-lost dwarven city of Raseri Kanton. She explains that this route was part of the path her family took while they retreated. She



**BOLKANGA**

returned to her seek her ancestral home as an adult when her plans didn't work out in the Five Kings Mountains, and came to settle here.

**Treasure:** If the PCs improve Bolkanga's attitude to friendly, she provides each PC with a "special brew" before they leave, which functions as a moderate bestial mutagen (or a moderate cheetah's elixir for levels 5–6).

**Reporting:** If the PCs improve Bolkanga's attitude to friendly, the table should report an Ally success.

## B4. THE TIDES ROOM

**TRIVIAL**

The 60-foot-long hallway leading to this room is 20 feet tall and 20 feet wide.

Read or paraphrase the following as the PCs approach the altar.

A stepped pyramid made of verdigris-clouded copper rises to a platform 10 feet above. At the center of the platform is an altar that holds a turquoise sphere rotating within a pool of water. As orb rotates on its base, the runes engraved on its surface flickering faintly.

**Hazard:** If the PCs touch the altar, the tidal controls in this area start malfunctioning. The PCs hear a rush of water coming from area B2 as the tide surges.

### LEVELS 3–4

#### MALFUNCTIONING TIDAL CONTROLS

**HAZARD 3**

Page 38

### LEVELS 5–6

#### VOLATILE TIDAL CONTROLS

**HAZARD 5**

Page 56

**Treasure:** While the altar has fallen into disrepair, it's still made from brass and holds a large turquoise gazing orb. Additionally, the platform it rests on is formed from over 100 tons of copper. Despite the damage, the altar and orb could be set up at the base camp to assist with spellcasting, and the mountain of copper is quite valuable.

If the PCs ask Bolkanga about the objects, she says that they aren't of much interest to her and allows the PCs to remove as much as they can carry. PCs who return to speak with her might also note that while her room is now damp, she doesn't seem bothered by the flood; she reports that this sort of thing happens occasionally, and that it's foolish to own things that can't stand up to a little water.

**Reporting:** If the PCs disable the malfunctioning tidal controls, report an Act 1 Hazard success. Once the PCs have fully explored the Sunken Halls and report their



# EXPEDITION INTO PALLID PERIL

findings, report a Sunken Halls success. If the PCs move on to a new location, remember to report a Rest as well.

## C. THE UNSEALED WAY

These stone chambers lead to two different roads to Raseri Kanton. Before the Pathfinder Society can explore these roads, however, they must first discover them and clear out whatever dangers stand in their way. All rooms here are dark and quiet, and all ceilings rise 15 feet high unless otherwise stated.

Use the map on page 19 for this area, using only the upper portion of the Flip-Mat as indicated. The PCs enter the map from the west.

**Reporting:** Once the PCs have fully explored the Unsealed Way (including finding at least one of the elevators marked **C4** as well the tunnel down in area **C5**), report an Unsealed Way success. If the PCs move on to a new location, remember to report a Rest as well.

## C1. THE SLIDING ROOM TRIVIAL

A slender post spans from floor to ceiling in each corner of this stone chamber. The bracket that holds the posts in the floor is chipped, leaving the posts only loosely attached.

This room was originally crafted with a hidden drain in each corner, so that those traveling on foot had a space to clean their gear without flooding other areas. Over time, collected moisture caused the subfloor supports to rot.

**Hazard:** The floor here tilts whenever weight is placed on it. While the PCs can disable this hazard through typical means, creative solutions (such as tossing objects of equal Bulk into each corner) can balance the room and provide easy passage to the room to the south.

### LEVELS 3-4

**SLIDING FLOOR** **HAZARD 3**  
Page 39

### LEVELS 5-6

**PRECARIOUS SLIDING FLOOR** **HAZARD 5**  
Page 57

**Reporting:** If the PCs disable or bypass the tilting floor, report a Hazard success.

## C2. THE CROSSROADS MODERATE

Moldering bags and gear pile in the southwestern corner of this square room. Stone stairs lead upward to the south.

Passageways show glimpses of rooms to the northwest and south.

The staircases rise about 2-1/2 feet to the platform above. The stairs are shoddy from ages of neglect, making them both uneven ground and difficult terrain.

**Creatures:** Leaning against the wall along with the abandoned gear are moldering bodies, which are the remains of dwarves that attempted a return trip to Raseri Kanton. They died of starvation after getting lost in the ruins. Once a PC approaches the gear, they rise in undeath and attack.

### LEVELS 3-4

**SKELETON GUARDS (2)** **CREATURE -1**  
Page 40

**SKELETAL CHAMPIONS (2)** **CREATURE 2**  
Page 40

### LEVELS 5-6

**RASERI KANTON SKELETONS (3)** **CREATURE 4**  
Page 58

**Reporting:** If the PCs defeat the undead, report an Act 1 Combat success.

## C3. THE SISTERS

A statue stands on each side of this room, each sculpted to look like a dwarf woman wearing an apron. Their hands stretch out in welcome. The only difference between the two statues are the veins of raw ore preserved in their stone robes.

The statue to the east blinks her eyes open. "Oh!" she says. "Sister, we have visitors. It's been so long."

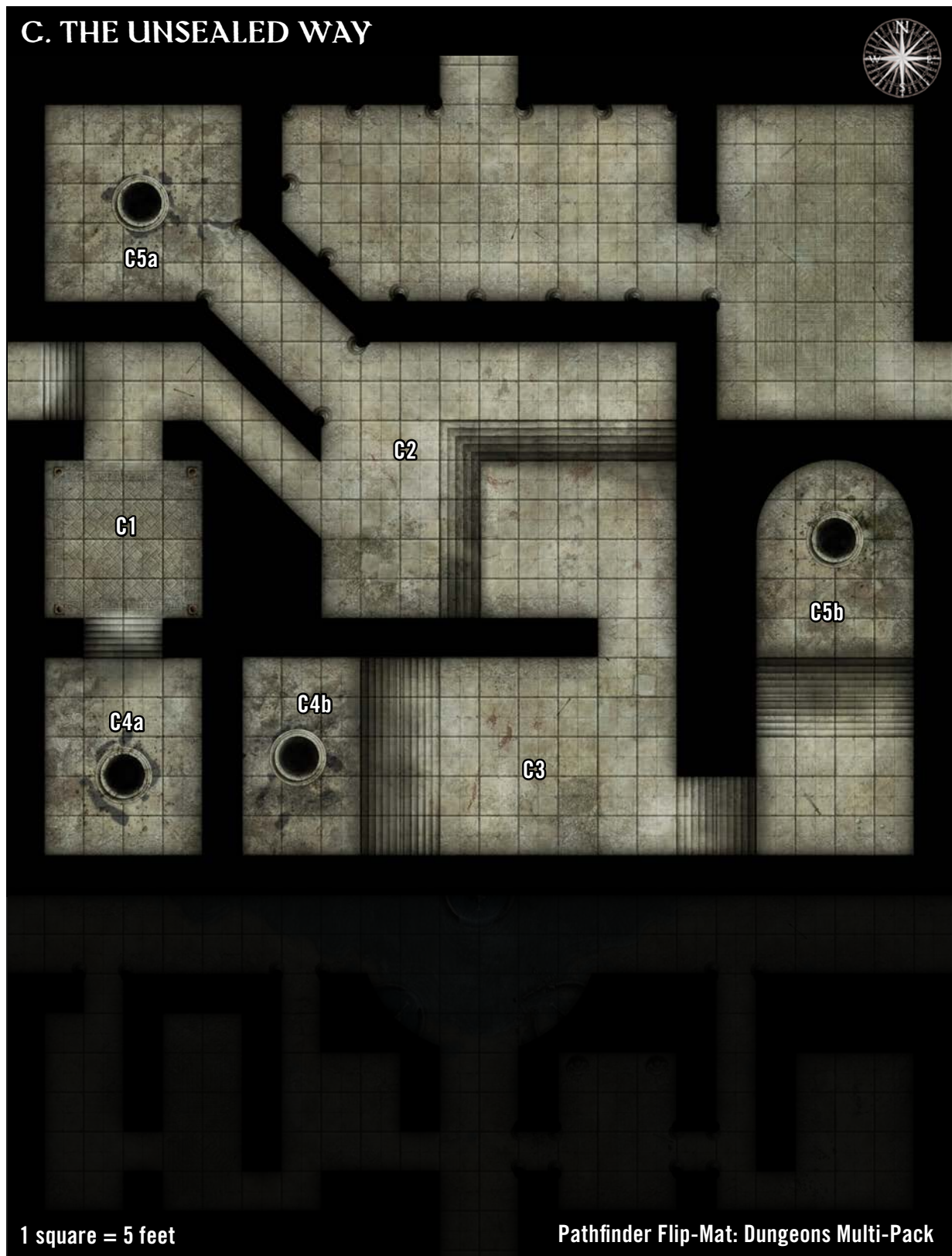
The other statue shakes herself awake. She yawns before saying, "I told someone would come back. Now, who are you?"

Two statues here serve as symbolic markers of the settlements of Jernashall and Raseri Kanton, crafted as a pair of dwarf sisters. Their names match that of the cities they represent. Jernashall guards area **C5b** and is adorned with veins of obsidian ore. Raseri Kanton guards area **C4b** and has a bright river of silver over her apron. A cleric of the dwarven goddess Folgrit, the Watchful Mother, crafted these two statues and animated them to provide information to travelers seeking to reconnect with their families. Travelers could leave information about where they were heading or messages for loved ones, and later visitors could retrieve the same information.



# EXPEDITION INTO PALLID PERIL

## C. THE UNSEALED WAY





# EXPEDITION INTO PALLID PERIL

In the centuries since the last wave of travelers, the statues have grown bored. Over the long stretches of time, they've started bickering with each other about what Mother Folgrit would want them to do. Jernashall believes that they should keep an active watch in case anyone returns for information. Raseri Kanton believes that they should stop storing information and instead focus their energy on emitting a beacon, so that it's easier to find the routes to the cities—but doing so would destroy the records they've collected.

When the PCs arrive, they're a welcome set of visitors. After being stuck with each other for centuries, the sisters eagerly interact with the newcomers. They introduce themselves (in Common, which they've been divinely imbued with the ability to speak) and explain that they help reunite travelers with their families. The following are basic questions the PCs are likely to ask and their answers. The two statues know the same information, so

typically the statue that was asked the question answers.

**Aren't Raseri Kanton and Jernashall cities?** "Yes, I was named after a city I never saw. My maker told me that I was to help guide those from the cities to their family. A traveler only needs to give me a name and I can say if that person has come past. If there was a message left, I can provide that as well."

**When did the last traveler pass through here?** "There was a trio that passed through here long ago. I don't know the exact date, but it was long enough ago that we were debating what to do next."

**How many travelers have you met?** "I have met with 5,612 travelers who recorded 1,207 messages."

**What do you want to do next?** "That's the question. Would you help us settle the debate?"

If the PCs agree to help settle the debate, the two sisters present the options: maintaining their current status or archiving records to become a beacon. The PCs can influence the sisters and gain their favor by engaging with their argument. Each PC can attempt two DC 18 Diplomacy, Religion, or Society checks (DC 20 for levels 5–6) or appropriate DC 16 Lore checks, such as Dwarven Lore (DC 18 for levels 5–6), to influence the debate. When they do so, PCs should declare which sister's decision they are supporting. Any points they earn must either be Jernashall Sister Points or Raseri Kanton Sister Points, depending on which sister they chose to support. If a PC chooses not to side with a sister (typically by presenting a third alternative), they can still attempt a check to earn unaligned Sister Points.

**Critical Success** The PCs gain 2 Sister Points for the sister they chose to support.

**Success** The PCs gain 1 Sister Point for the sister they chose to support.

**Failure** The PCs gain no sister points.

**Critical Failure** The PCs lose 1 Sister Point for the sister they chose to support.

If the PCs earn at least as many combined Sister Points as the number of players, the statues have faith that the PCs will be helpful allies in the future. The PCs gain a +2 circumstance bonus to Dwarven Lore checks for the remainder of the adventure. They also let the PCs be the deciding factor in their decision. If the PCs earn more Jernashall Sister Points than Raseri Kanton Sister Points, the sisters decide to maintain their current state and offer the PCs access to their records. If the PCs earn more Raseri Kanton Sister Points than Jernashall Sister Points, the sisters decide to archive their records and turn into navigational beacons, creating a magnetic force that pulls the needles on all compasses in the Pallid Peak towards them (including *wayfinders*). If the PCs earn more unaligned



THE SISTERS



# EXPEDITION INTO PALLID PERIL

Sister Points and advocate for a different solution, the Sisters agree to try their idea instead. If the sisters are tied for Sister Points, the sisters come to a split decision; Raseri Kanton opts to serve as a beacon, while Jernashall maintains her records.

If the PCs earned fewer combined Sister Points than the number of players, their arguments aren't convincing enough to end the argument between the sisters, but the statues still allow them to pass through to area C4.

**Reporting:** If the PCs gain combined Sister Points equal to the number of players, regardless of which solution they chose to support, report an Ally success. Regardless of their success or failure, make a note of the outcome of this encounter, as it's tracked in the reporting conditions at the end of the adventure.

## C4. TO THE CARAVAN ROUTE

These paired rooms are both large elevators that lead to a cavern above. Each chamber's central feature is a large stone wheel connected to a complicated gear shaft. A PC can Activate an elevator by rotating the wheel; clockwise to move the elevator up, or counterclockwise to move it back down. As large as the wheel is, the elevator's numerous gears and internal mechanisms enable the PCs to turn it without trouble. When first used, the wheel grinds slowly and creaks as the entire room moves up, shaking as it goes. After a few seconds, the grinding and shaking stops, and the wheel and room move smoothly for the first time in centuries.

The upper level is a wide, natural cavern. Long ago, the dwarves who lived here cast *shape stone* and used stonecutters to smooth out the area. Abandoned wagons of metal and stone mark this as the start of a caravan route, though any cargo that may have once been here has long since decayed. Approximately a thousand feet down the road, a set of double doors seal off the next chamber (which leads to area D). A warning sign in Dwarven reads "Maximum Width: 8 feet". Mice scatter when the first PC enters the area. With a successful DC 15 Crafting or Occultism check to Recall Knowledge, the PCs recognize that a wide swath of stone has been damaged by the acidic trail of an ooze.

While investigating this passage, it should quickly become obvious to the PCs that they have left the Unsealed Way and found a new route. If necessary, remind the players that they were told to report back about any new routes they find.

## C5. TO THE TEMPLE ROUTE

Shafts lead from the centers of these two chambers. Iron rungs built into the side of the shafts enable PCs to easily Climb 15 feet down to the spacious cavern below (DC

10 Athletics). The cavern leads to a short passage, which ends in a pair of doors covered in the religious symbols of the deities of the dwarven pantheon. A PC who succeeds at a DC 15 Religion check or a DC 10 Dwarven Lore check can identify that only the symbol of Droskar, the evil dwarven god of toil, is undamaged.

These doors lead to the Temple Route (area E), which passes through what was once a sacred site outside of Raseri Kanton used for complex rituals. A metallic scent wafts from a passageway, though the origin of the smell is deep in the darkness. A PC who succeeds at a DC 20 Religion check to Recall Knowledge (DC 22 for levels 5–6, as the scent is fainter) recognizes this smell as Abyssal energy that remains after summoning fiends.

While investigating this passage, it should quickly become obvious to the PCs that they have left the Unsealed Way and found a new route. If necessary, remind the players that they were told to report back about any new routes they find.

## ACT 2: FINAL EXPLORATION

During Act 2, the House explores the routes they found in Act 1 and discovers the lost city they seek—though not before a final confrontation with their Aspis rivals! This section begins with instructions for House GMs, followed by an overview of interactive elements for Table GMs, followed by descriptions of the encounters for Table GMs.

## HOUSE GM INSTRUCTIONS

With additional ruins discovered, Venture-Captain Luna Aldred calls the Pathfinders to explore those passages. Read or paraphrase the following to begin Act 2.

---

**"With everyone's work, we've uncovered two new areas in the ruins. One route follows an old caravan route through the mountain, while the other goes through an abandoned temple. Choose whichever route you prefer, but keep your eyes peeled, as we're getting closer to Raseri Kanton. However, the Aspis Consortium is closing in. We'll return to the ruins tomorrow and beat those snakes to the city. Rest up tonight and prepare for a long day tomorrow. Table GMs, begin Act 2."**

---

As the House GM, your responsibilities during Act 2 are to count and tally the reports from each table and make announcements. The timing of these announcements depends upon both the reports from tables and the amount of time that has elapsed. In Act 2, there are a total of five reporting conditions to track. Specifically, there are two types of general successes that tables can earn in multiple locations (Combat



# EXPEDITION INTO PALLID PERIL

and Hazard), two types of location successes (Caravan Route and Temple Route), and one reporting condition, Aspis successes, that is based on the results of **Event 5**. **Handout #3: House GM Reference Sheet** includes all of these reporting conditions. If you're using a visual aid to help players and GMs track their successes, remember to update it regularly.

## GENERAL SUCCESSES

As tables earn Combat and Hazard successes, they unlock benefits that help the entire House with their encounters. Though these success conditions have the same names as their counterparts in Act 1, they're tracked separately for Act 2. Reset the PCs' number of successes in each category to 0 at the beginning of Act 2. The only purpose of these successes is to prompt the announcements below; once you've made the announcement based on a type of success, there's no need to keep tracking that type of success.

When the House has acquired a number of Combat successes during Act 2 equal to two-thirds (2/3) the number of tables, read the following aloud.

---

**Fellow Pathfinder Society agents have thinned out the dangers of the mountain. The Creatures Abated condition is now in effect for Act 2.**

---

When the House has acquired a number of Hazard successes equal to two-thirds (2/3) the number of tables during Act 2, read the following aloud.

---

**The traps and haunts of the Pallid Peak have been weakened, be it by skill or force. The Hazards Identified condition is now in effect for Act 2.**

---

## LOCATION SUCCESSES

The House's goal is to fully explore both the Caravan Route and the Temple Route before time runs out. Successes for these two routes should be counted together. The House has one hour to complete this portion of Act 2. If the House reports a total number of Caravan Route and Temple Route successes equal to one and a third (1-1/3) times the number of tables, the routes are considered fully explored. When the House either runs out of time or fully explores the routes, make the following announcement. This announcement serves a 5-minute warning for Table GMs to complete their current encounter.

---

**Venture-Captain Luna's voice fills the mind of key agents, allowing them to disseminate her latest orders.**

**"Agents, the way to Raseri Kanton is clear. Hurry here—the Aspis are on their way!"**

---

The adventure instructs Table GMs to send any last-minute reports after hearing this announcement. While you can collect these reports to get a sense of how many encounters have been completed, the only reports that could affect the adventure's results are Act 2 Creature successes if you haven't already announced the Creatures Abated condition, as this condition could benefit the PCs during **Event 5**. There are no more hazards in the adventure, so there's no need to announce the Hazards Identified condition even if the PCs earn it now.

Five minutes after providing the warning announcement, read or paraphrase the following to begin **Event 5**.

---

**Venture-Captain Luna Aldred stands at one end of a wide stone bridge, facing the path back to base camp. At the far end of the bridge, a pair of tall doors stands open. Within, a marvelous city rises, seemingly unscathed by the passage of centuries. From afar, the research possibilities seem endless. As Pathfinder agents gather on the bridge, preparing to enter the city, Luna scans the area carefully. The muffled sounds of clanking armor and shuffling footsteps announce the approach of unwanted company.**

Soon, a massive group of Aspis agents strides out onto the bridge. The leader of the Aspis, a man wearing a fortune in diamond jewelry, casually tosses a dagger from hand to hand.

"You aren't so tough now, 'venture-captain'. I do wish you didn't have to die, but this is merely business. Profit margins are razor-thin these days."

Luna casts a glance behind her for just a moment, smiling at the assembled Pathfinder agents. Her teeth sharpen into fangs as she charges to attack. While some Aspis agents stay behind to engage with her, many more rush past her, making a break for the city's doors. The venture-captain can't hold back this tide alone!

**Table GMs, run Event 5: The Door In.**

---

When the House reports a total number of Aspis successes equal to one and a third (1-1/3) times the number of tables, proceed to the Conclusion below.

## CONCLUSION

To conclude the adventure, read or paraphrase the following.

---

**Venture-Captain Luna Aldred pants after the exertion of the fight. As she catches her breath, she smiles confidently, her fangs gleaming in the light of her wayfinder.**

Her gaze lingers on what can only be the legendary lost city of Raseri Kanton. It looks like the dwarves that lived there merely stepped away for a minute, rather than fled centuries prior. A great temple to Torag stands just past the entrance, and the rest of the city unfolds past it.



# EXPEDITION INTO PALLID PERIL

**"I think we've done enough for now," she says with a chuckle as she moves the unconscious body of an Aspis agent aside. "We need to finish securing the site and ensure there are no more snakes lurking around. As much as I want to start documenting Raseri Kanton, it will have to wait for another day. For now, let us rest and celebrate our victory!"**

After presenting this final text, it's time to close the event, thanking the Table GMs, organizers, convention staff, and others who helped make the event possible for their hard work, and thanking players for their support of Pathfinder Society Organized Play. Afterwards, provide the Table GMs and players with instructions for submitting reporting sheets and exiting the event.

## TABLE GM INSTRUCTIONS

When the House GM announces that it's time to begin Act 2, quickly conclude your current encounter; successes earned or Rests taken in Act 1 no longer have any effect. Between Acts 1 and 2, all PCs return to camp for the night, receiving the benefit of an overnight rest and making their daily preparations. Table GMs who haven't yet assigned 3 Hero Points should assign Hero Points now.

Once the characters have rested, have your players choose which route to take: the Caravan Route (area **D**, page 23) or the Temple Route (area **E**, page 25). If the PCs fully explore their chosen location, they can switch to the other location. Continue running encounters in these locations until the House GM makes an announcement that "the way to Raseri Kanton is clear"; at this point, you have about 5 minutes to wrap up your current encounter, after which the House GM will make another announcement to direct the House to run **Event 5** (page 28). Once **Event 5** begins, the House GM will no longer count reported successes other than the one specific to **Event 5**, so if you have any unreported successes, be sure to get them in during this 5-minute window.

**Event 5** continues until the House GM presents a passage of text to wrap up the story and informs the House that the event is over. At that point, proceed to the Conclusion.

## RESTING

The PCs don't have time to take a full night's rest or make detailed reports on their findings during Act 2. While they're exploring areas **D** and **E**, they can still return to the base camp to purchase equipment and spellcasting services from the base camp, including any unlocked by the Fortification Meter. Once **Event 5** begins, they can no longer return to the base camp.

## GENERAL CONDITIONS

There are two conditions that the House GM might announce that are tied to the Creature and Hazard successes that tables report from successfully completing encounters. Note that these have the same names as the conditions in Act 1, but the PCs must earn these conditions again for the new areas.

**Creatures Abated:** The steady wave of explorers has damaged the creatures that live under the mountain. At the start of the next combat, reduce any enemy creature's hit points by 25%. This condition can only apply to a combat in the current Act.

**Hazards Identified:** Other Pathfinder Society teams have uncovered hazards in the ruins and provided notes on their locations. For all hazards in the current Act, reduce their Stealth DCs and Stealth modifiers by 2.

## CONCLUSION

When the House GM announces that the event has concluded, give each player a Chronicle Sheet and follow the House GM's instructions for submitting reporting sheets. In convention spaces or other venues where the table space will soon be needed for another event, be sure that players don't linger long enough to disrupt the next group that needs the space, that no one leaves possessions behind, and that the area is left clean.

## REPORTING NOTES

Check a box on the reporting sheet based on the outcome of the encounter with the sister statues in area **D3**. If the PCs successfully ended the sisters' argument, check box **A** if they sided with Jernashall, box **B** if they sided with Raseri Kanton, or box **C** if they created a third solution. Check box **D** if you didn't run the encounter or if the PCs didn't earn enough Sister Points to influence the outcome.

## OBJECTIVES

This adventure has no specific objectives. For participating in this adventure, each PC earns 4 Reputation with their chosen faction.

## D. THE CARAVAN ROUTE

These naturally occurring caves served as a main path out of the once-vibrant city of Raseri Kanton. Since using the Temple Route was considered sacrilegious to orthodox dwarves, this route provided an alternative path away from the city.

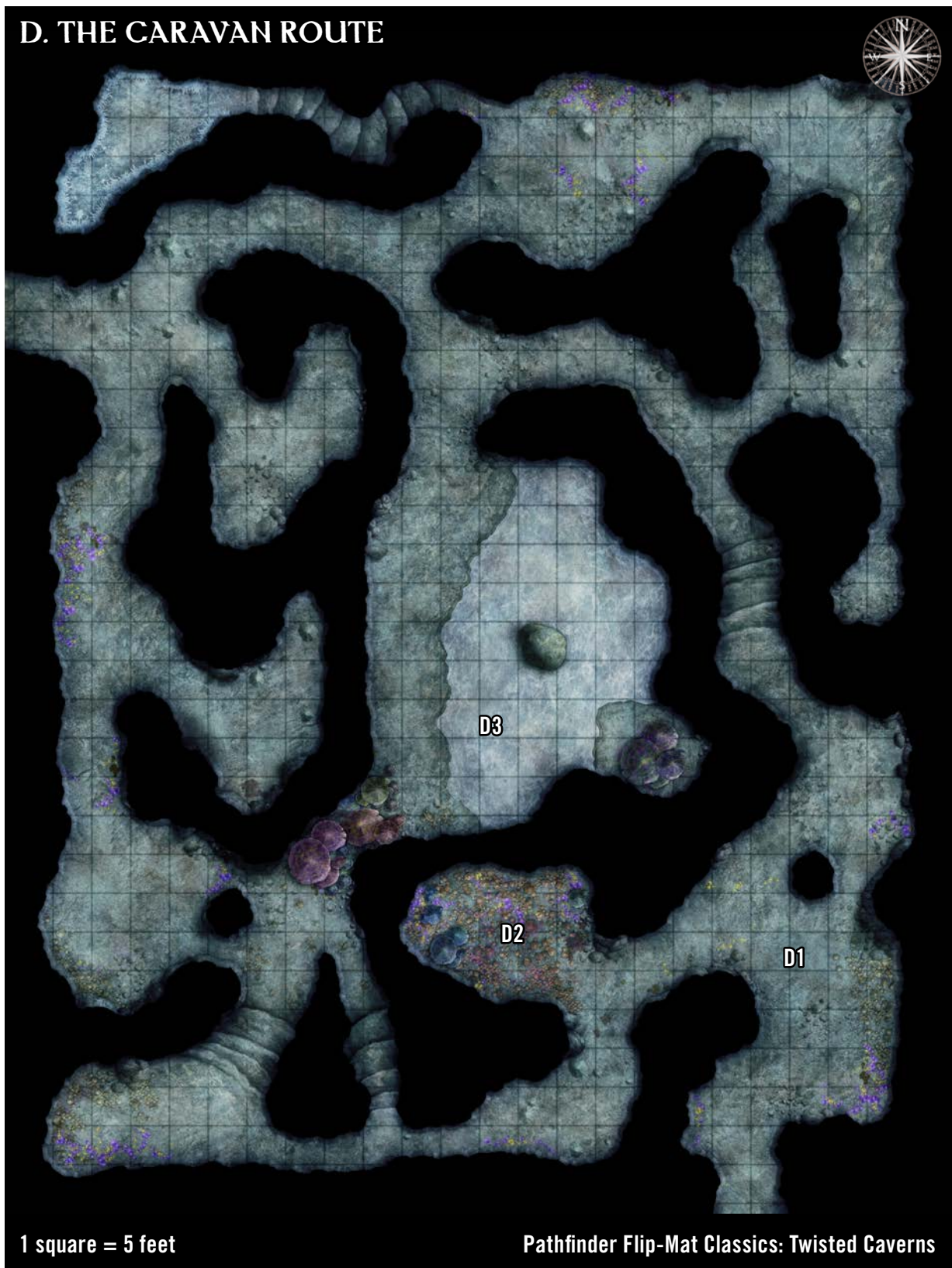
Unless otherwise stated, this area has no illumination, and the ceiling is 10 feet high. The tunnels are natural stone caverns.

Use the map on page 24 for this area.



# EXPEDITION INTO PALLID PERIL

## D. THE CARAVAN ROUTE





# EXPEDITION INTO PALLID PERIL

## D1. THE CONSUMED CHAMBER MODERATE

Something has drained the color and lichen from the stone here, leaving it smooth to the touch. Finely crumbled mineral deposits cover this room with dust. With the sizable amount left undisturbed, it's clear that this area has been abandoned for years.

**Creatures:** The damage to the stone in this chamber came from the oozes as they leached minerals out of the stone. These oozes mindlessly and instinctively move toward any vibrations in this room, such as footsteps or talking. They follow the strongest source of vibrations and attack the creature responsible.

### LEVELS 3–4

#### GELATINOUS CUBES (2)

#### CREATURE 3

Page 41

### LEVELS 5–6

#### OCHRE JELLIES (2)

#### CREATURE 5

Page 59

**Reporting:** If the PCs defeat the oozes in this room, report an Act 2 Combat success.

## D2. THE ICEBOX

## TRIVIAL

The temperature takes an immediate drop in this chamber, casting a chill on any exposed flesh. Strange fuzz covers rocky surfaces. Lumps covered in this strange layer rise from the floor, each about the size of an adventurer's pack.

**Hazard:** Among the most iconic of dungeon perils, brown mold absorbs heat from the air. This patch of fungus covers the entirety of area D2.

### LEVELS 3–4

#### ENHANCED BROWN MOLD

#### HAZARD 4

Page 42

### LEVELS 5–6

#### MUTATED BROWN MOLD

#### HAZARD 6

Page 60

**Treasure:** As the mold recedes, the lumps are revealed to be a pair of leather satchels. Each satchel contains a

moderate frost vial (two moderate frost vials for levels 5–6), which the brown mold couldn't consume due to its weakness to cold.

**Reporting:** If the PCs destroy the mold in this room, report a Hazard success.

## D3. SCAVENGER'S SANCTUM MODERATE

Webs coat half of this chamber in thick layers that obscure the rock underneath.

Compared to the cramped quarters of the connecting passages, this chamber feels vast. It rises 20 feet in height.

**Creatures:** Multiple species of vermin nest in this room. Their ancestors from generations ago initially followed the dwarves out of the city, as the dwarf civilization was a primary food source. While the molds and fungi in this area sustain the current population, the smell of fresh food or other consumables excites them. Having spent their lives in relative safety, the swarming creatures are daring enough to attack humanoid prey. The swarms start in the clear half of the room; if you're adding spiders due to the scaling adjustments as described in the encounter appendixes, the spiders start in the webbed part of the room. All vermin fight until reduced to 0 Hit Points.

### LEVELS 3–4

#### CENTIPEDE SWARMS (2)

#### CREATURE 3

Page 43

### LEVELS 5–6

#### BORE WORM SWARMS (2)

#### CREATURE 5

Page 61

**Reporting:** If the PCs defeat the vermin in this room, report an Act 2 Combat success. Once the PCs have fully explored the location, report a Caravan Route success.

## E. THE TEMPLE ROUTE

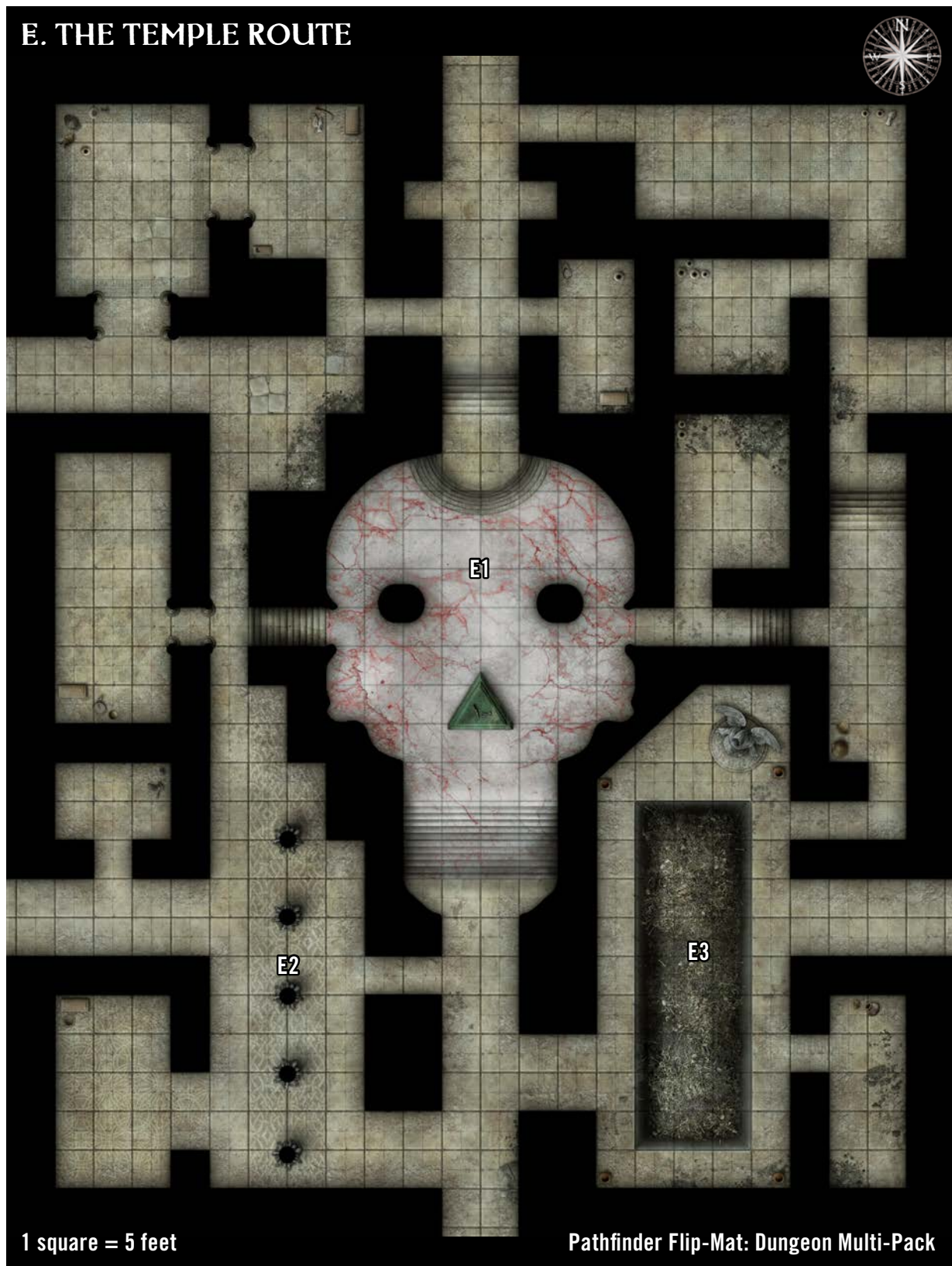
This area once served as a religious site for the dwarven pantheon, particularly for closed ceremonies and dangerous rituals. Over the past centuries, duergars have retaken the area and dedicated it solely to Droskar, the Dark Smith who was cast out by the rest of the dwarven deities. The duergars reactivated the summoning circles to call fiends and damaged the temple in Droskar's destructive name.

This area is dark unless otherwise stated, as it is far



# EXPEDITION INTO PALLID PERIL

## E. THE TEMPLE ROUTE





# EXPEDITION INTO PALLID PERIL

below the surface and any lighting system was destroyed by the duergars ages ago. Unless otherwise stated, the ceilings are 10 feet high. The structure is made of worked stone.

Use the map on page 26 for this location. The PCs enter the map from the hallway to the north.

## E1. DROSKAR'S ALTAR **MODERATE**

Something has torn the stone tiles from this room, exposing red-streaked white soil beneath. Sections of the wall have collapsed or been torn apart, changing the room from the typical, straight lines of worked stone to a more organic shape almost like that of a skull. A sickly green altar radiates light from a fire etched into it.

This is an unholy site to Droskar, desecrated from its original dedication to Torag. A PC can identify the symbol in the altar as Droskar's symbol (a fire under a stone arch) with a successful DC 15 Religion check or DC 10 Dwarven Lore check to Recall Knowledge. A PC who critically succeeds at this check also recognizes the room's original function and realizes that the room has been consecrated to Droskar in a way that is harmful to the followers of other dwarven deities. All worshippers of Droskar gain a +1 status bonus to attack rolls, skill checks, saving throws and Perception checks in this room. Worshippers of Torag and the rest of the dwarven pantheon besides Droskar take a -1 status penalty to those checks instead. For the purpose of this effect, the abrikandilus (see Creatures below) count as worshippers of Droskar.

The altar's menacing glow bathes the room in dim light. The ceiling here rises 20 feet high.

**Creatures:** A pair of abrikandilus, demons created from the souls of vandals, delight in the wreckage of this temple. They seek to destroy the nicest objects in this room, most likely the PCs' valuable gear. The duergars in area E3 hear the sounds of combat, but they don't come to assist.

### LEVELS 3-4

**WEAK ABRIKANDILUS (2) **CREATURE 3****  
Page 44

### LEVELS 5-6

**ELITE ABRIKANDILUS (2) **CREATURE 5****  
Page 62

**Reporting:** If the PCs defeat the fiends in this room, report an Act 2 Combat success.

## E2. CRUMBLING SANCTUM **TRIVIAL**

Five stone columns form a line through the center of the room. The once-intricate details on the columns are now dust that coats the ground.

**Hazard:** Droskar's faithful destroyed the supporting columns in this room. Each column is set to collapse when a creature moves adjacent to it. If more than one column collapses, the duergars in area E3 arrive in 2 rounds to investigate the noise.

### LEVELS 3-4

**UNSTABLE COLUMNS (5) **HAZARD 2****  
Page 45

### LEVELS 5-6

**UNSTABLE COLUMNS (5) **HAZARD 4****  
Page 63

**Reporting:** If the PCs activate or disable all the traps in this room, report a Hazard success.

## E3. DUERGAR AMBUSH **MODERATE**

Most of this room is taken up by an open mass grave filled with bones. A statue of a young dwarf woman with long braids and a falcon on her shoulder watches over the room, but the statue's face has been utterly destroyed.

What was once a shallow, tranquil pool of water has become a grisly testament to the many victims whose lives the cruel followers of Droskar claimed. A PC who succeeds at a DC 20 Religion check or DC 15 Dwarven Lore check recognizes the statue as a ruined depiction of the dwarven deity Bolka, goddess of beauty, love, and marriage. The 2-foot-deep pile of bones is difficult terrain. PCs who don't wish to desecrate the remains may wish to guide this combat into one of the adjoining rooms instead; the foes who await the PCs here have no such compunctions.

**Creatures:** PCs who enter this room may expect to be attacked by undead. Their foes are very much alive, though just as twisted. A team of duergars have hidden themselves among the bones and wait to ambush the PCs as they enter this room. The bones provide them standard cover and enable them to roll Stealth for initiative. They must spend their first action of combat standing up from prone so they can see the PCs clearly. They focus their attacks on PCs who have wounds from other encounters.



# EXPEDITION INTO PALLID PERIL

## LEVELS 3–4

### **DUERGAR BOMBARDIERS (2)**

**CREATURE 1**

Page 46

### **DUERGAR TASKMASTER**

**CREATURE 2**

Page 46

## LEVELS 5–6

### **DUERGAR TASKMASTERS (2)**

**CREATURE 2**

Page 64

### **DUERGAR CRUSHER**

**CREATURE 5**

Page 64

**Reporting:** If the PCs defeat the duergars, report an Act 2 Combat success.

## EVENT 5: THE THRESHOLD MODERATE

This final encounter takes place on the 25-foot-wide bridge that leads right up to the doors of Raseri Kanton. The chasm below the bridge drops almost 50 feet to a section of cavernous floor with a small stream in it. The area is cast in dim light from the *wayfinders* worn by gathered Pathfinder Society members. Venture-Captain Luna Aldred stands back to guard the rear as the PCs approach the doorway. Just before they can reach it, however, she raises a cry—a huge group of Aspis agents is coming! The venture-captain is a talented warrior and folk hero with skill in both magical and martial combat; while she's certain to survive their attacks, no one person could stop them all. If the Aspis agents are allowed to enter the city, they could hide away and prove a major thorn in the Pathfinder Society's side.

The PCs can't return to the base camp during this encounter.

**Creatures:** The Aspis agents make a break for the entrance of Raseri Kanton, entering the map from the west. Only the PCs can stop them from reaching their goal. If a PC takes a hostile action against any of the Aspis agents, the Aspis strike back. Any agent reduced to 10 Hit Points or fewer (15 Hit Points or fewer for levels 5–6) attempts to flee, or to surrender if they are the last one standing, fighting to the death if their attempt fails.

## LEVELS 3–4

### **ASPIS ENFORCER**

**CREATURE 3**

Page 47

### **ASPIS WARDEN**

**CREATURE 3**

Page 47

## LEVELS 5–6

### **ASPIS BULWARK**

**CREATURE 5**

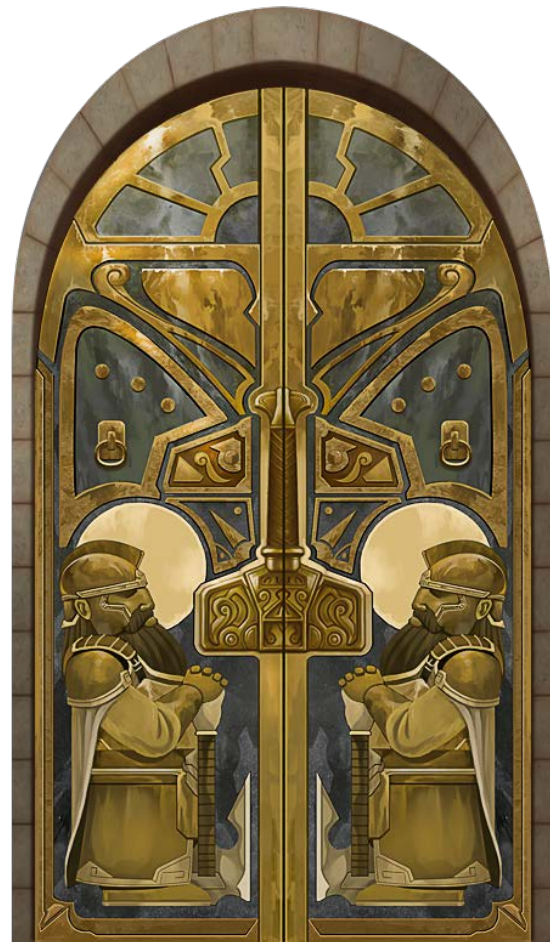
Page 65

### **ASPIS OPPRESSOR**

**CREATURE 5**

Page 65

**Reporting:** If the PCs defeat the Aspis attack, the table should report an Aspis success. If the House hasn't yet earned enough Aspis successes (and time permits), the table can choose to fight an additional encounter. Give the PCs a little over 10 minutes to rest after each encounter, and use the statistics from **Event 1: First Contact** for these additional encounters. Each successful encounter earns an additional Aspis success.

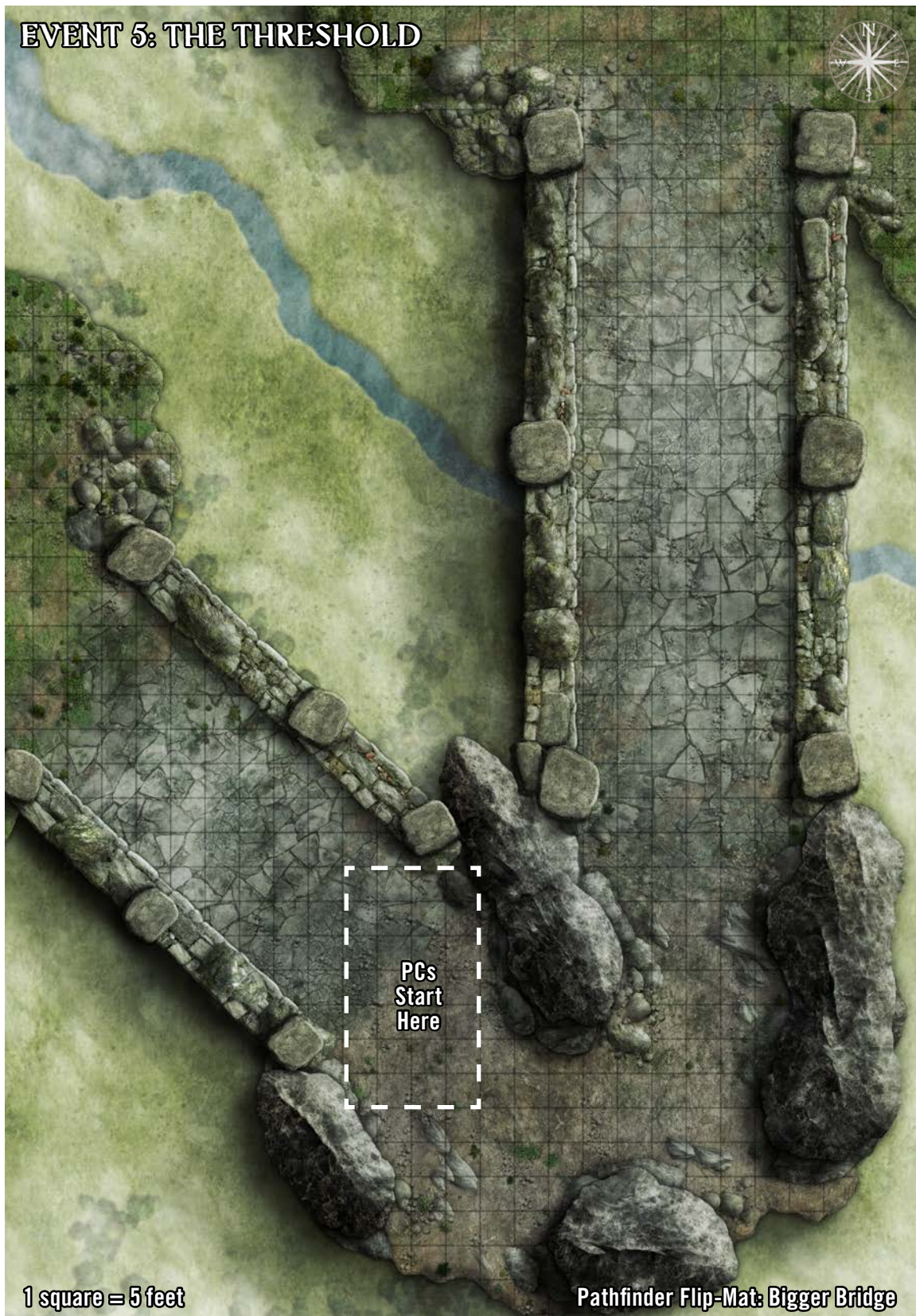


DOORS TO RASERI KANTON



# EXPEDITION INTO PALLID PERIL

## EVENT 5: THE THRESHOLD





# EXPEDITION INTO PALLID PERIL

## APPENDIX 1: 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 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).

## EVENT 1: FIRST CONTACT (LEVELS 3-4)

### ASPIS AGENTS (3)

### CREATURE 1

UNCOMMON

NE

MEDIUM

HUMAN

HUMANOID

**Perception** +7

**Languages** Common

**Skills** Acrobatics +6, Deception +6, Stealth +8, Survival +3, Thievery +8

**Str** +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +1

**Items** bronze Aspis Consortium badge, dagger, lesser thunderstone

**AC** 16; **Fort** +6, **Ref** +10, **Will** +5

**HP** 18

**Impress The Boss** ➤ **Trigger** An adjacent Aspis Consortium ally is targeted by a melee or ranged attack from an attacker the Aspis agent can see; **Effect** The Aspis agent rushes to block the blow. The ally gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ♦ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

**Ranged** ♦ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

**Sneak Attack** The Aspis agent deals an extra 1d6 precision damage to flat-footed creatures.

## SCALING EVENT 1

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

**10-11 Challenge Points:** Add an Aspis agent to the encounter.

**12-13 Challenge Points:** Give all Aspis agents 10 additional Hit Points and increase their attack bonus with daggers to +9.

**14-15 Challenge Points:** Add two Aspis agents to the encounter.

**16-18 Challenge Points (5+ players):** Add three Aspis agents to the encounter.



# EXPEDITION INTO PALLID PERIL

## EVENT 2: ASPIS INCURSION (LEVELS 3-4)

### ASPIS AGENTS (2)

### CREATURE 1

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +7

**Languages** Common

**Skills** Acrobatics +6, Deception +6, Stealth +8, Survival +3, Thievery +8

**Str** +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +1

**Items** bronze Aspis Consortium badge, dagger, lesser thunderstone

**AC** 16; **Fort** +6, **Ref** +10, **Will** +5

**HP** 18

**Impress The Boss** ➤ **Trigger** An adjacent Aspis Consortium ally is targeted by a melee or ranged attack from an attacker the Aspis agent can see; **Effect** The Aspis agent rushes to block the blow. The ally gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ♦ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

**Ranged** ♦ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

**Sneak Attack** The Aspis agent deals an extra 1d6 precision damage to flat-footed creatures.

### ASPIS ENFORCER

### CREATURE 3

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +9

**Languages** Common, Mwangi

**Skills** Deception +10, Diplomacy +8, Performance +8, Stealth +10, Thievery +8

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

**Items** bronze Aspis Consortium badge, dagger (4), minor elixir of life

**AC** 19; **Fort** +7, **Ref** +10, **Will** +9

**HP** 45

**Speed** 25 feet

**Melee** ♦ dagger +12 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

**Ranged** ♦ dagger +12 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

**Prepare Fangs** ♦♦ The Aspis enforcer slices their palm with a dagger, and the weapon glows as it absorbs some of their blood. The glow spreads to the daggers of the enforcer's Aspis allies. For 1 round, all daggers wielded by the enforcer and allies within 30 feet of them deal an additional 3 poison damage.

## SCALING EVENT 2

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

**10-11 Challenge Points:** Add an Aspis agent to the encounter.

**12-13 Challenge Points:** Add an Aspis warden to the encounter.

**14-15 Challenge Points:** Add an Aspis warden and an Aspis agent to the encounter.

**16-18 Challenge Points (5+ players):** Add an Aspis warden and an Aspis enforcer to the encounter.

### ASPIS WARDENS (0)

### CREATURE 3

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +9

**Languages** Common

**Skills** Acrobatics +7, Athletics +11, Deception +5, Stealth +9

**Str** +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

**Items** bronze Aspis Consortium badge, dagger (2), sap, scale mail, steel shield (Hardness 5, HP 20, BT 10) (2)

**AC** 18 (20 with shield raised); **Fort** +10, **Ref** +9, **Will** +6

**HP** 50

**Attack of Opportunity** ➤

**Shield Block** ➤

**Speed** 25 feet

**Melee** ♦ dagger +12 (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

**Melee** ♦ sap +12 (agile, nonlethal), **Damage** 1d6+6 bludgeoning

**Ranged** ♦ dagger +12 (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

**Quick Replacement** ♦ The Aspis Warden Interacts to draw a steel shield, then Raises that Shield.



# EXPEDITION INTO PALLID PERIL

## EVENT 3: COUNTERMEASURES (LEVELS 3-4)

### LACERATING TRIP WIRE

### HAZARD 3

MECHANICAL TRAP

**Stealth** DC 23 (trained)

**Description** Barbed wire stretches across the passageway at the perfect height to tear into ankles.

**Disable** DC 20 Thievery (trained) to detach the wire

**AC** 19; **Fort** +14, **Ref** +6

**Hardness** 10; **HP** 44 (BT 22)

**Snarl** ➤ **Trigger** A creature walks into the trip wire; **Effect** The trip wire snaps free and coils around limbs. The triggering creature must succeed at a DC 23 Reflex save or become clumsy 1 for 1 hour. On a critical failure, the trip wire embeds into the creature's skin, making the creature clumsy 1 until it rests for 8 hours.

## SCALING EVENT 3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**14-18 Challenge Points:** Increase the Stealth and Disable DCs for the trip wire by 2.



# EXPEDITION INTO PALLID PERIL

## EVENT 4: ASPIS STRIKE (LEVELS 3-4)

### ASPIS ENFORCER

### CREATURE 3

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +9

**Languages** Common, Mwangi

**Skills** Deception +10, Diplomacy +8, Performance +8, Stealth +10, Thievery +8

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

**Items** bronze Aspis Consortium badge, dagger (4), minor elixir of life

**AC** 19; **Fort** +7, **Ref** +10, **Will** +9

**HP** 45

**Speed** 25 feet

**Melee** ♦ dagger +12 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+6 piercing

**Ranged** ♦ dagger +12 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+6 piercing

**Prepare Fangs** ♦♦ The Aspis enforcer slices their palm with a dagger, and the weapon glows as it absorbs some of their blood. The glow spreads to the daggers of the enforcer's Aspis allies. For 1 round, all daggers wielded by the enforcer and allies within 30 feet of them deal an extra 3 poison damage.

### ASPIS WARDENS (2)

### CREATURE 3

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +9

**Languages** Common

**Skills** Acrobatics +7, Athletics +11, Deception +5, Stealth +9

**Str** +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

**Items** bronze Aspis Consortium badge, dagger (2), sap, scale mail, steel shield (Hardness 5, HP 20, BT 10) (2)

**AC** 18 (20 with shield raised); **Fort** +10, **Ref** +9, **Will** +6

**HP** 50

**Attack of Opportunity** ↻

**Shield Block** ↻

**Speed** 25 feet

**Melee** ♦ dagger +12 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+8 piercing

**Melee** ♦ sap +12 (agile, nonlethal), **Damage** 1d6+6 bludgeoning

**Ranged** ♦ dagger +12 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+8 piercing

**Quick Replacement** ♦ The Aspis Warden Interacts to draw a steel shield, then Raises that Shield.

## SCALING EVENT 4

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

**10-11 Challenge Points:** Add an Aspis agent to the encounter.

**12-13 Challenge Points:** Add an Aspis warden and an Aspis agent to the encounter.

**14-15 Challenge Points:** Add an Aspis warden and two Aspis agents to the encounter.

**16-18 Challenge Points (5+ players):** Add two Aspis wardens and an Aspis enforcer to the encounter.

### ASPIS AGENTS (0)

### CREATURE 1

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +7

**Languages** Common

**Skills** Acrobatics +6, Deception +6, Stealth +8, Survival +3, Thievery +8

**Str** +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +1

**Items** bronze Aspis Consortium badge, dagger, lesser thunderstone

**AC** 16; **Fort** +6, **Ref** +10, **Will** +5

**HP** 18

**Impress The Boss** ↻ **Trigger** An adjacent Aspis Consortium ally is targeted by a melee or ranged attack from an attacker the Aspis agent can see; **Effect** The Aspis agent rushes to block the blow. The ally gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ♦ dagger +7 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+2 piercing

**Ranged** ♦ dagger +7 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+2 piercing

**Sneak Attack** The Aspis agent deals an extra 1d6 precision damage to flat-footed creatures.



# EXPEDITION INTO PALLID PERIL

## A1. THE TOMBSTONE DOOR (LEVELS 3-4)

### SORROWFUL TOMBSTONE DOOR

HAZARD 3

MECHANICAL TRAP

**Stealth** DC 20 (trained)

**Description** The malfunction in the door's opening mechanism has caused unstable magic to pool within it, making it liable to release the collected sorrows of all who have mourned their lost homeland at its threshold.

**Disable** DC 20 Religion (trained) or DC 23 Deception to coax the door's magic into allowing access; the DC is reduced by 2 if someone in the room has said "Tar Khadurrm" in the last hour.

**Surge of Sorrow** ➤ **Trigger** A creature touches the door; **Effect** The last of the door's magic arcs outward. All creatures within 10 feet of the door must succeed at a DC 20 Will save or be enfeebled 1 for 1 hour.

**Reset** 1 hour

### SCALING ENCOUNTER A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**14-18 Challenge Points:** Increase the Stealth and Disable DCs for the door by 2.



# EXPEDITION INTO PALLID PERIL

## A2. THE SHROUDED HALLS (LEVELS 3-4)

### WEeping CARVED MOURNER

### HAZARD 3

#### HAUNT

**Stealth** DC 23 (trained)

**Description** The carving weeps. Its tears turn into a mist that covers the halls.

**Disable** DC 20 Religion (trained) to recite prayers for the dead, or DC 17 Dwarven Lore to speak the history of Raseri Kanton, or DC 23 Thievery to plug the holes in the carving

**AC** 22; **Fort** +12, **Ref** +6

**Hardness** 11; **HP** 48 (BT 24)

**Weep for Raseri Kanton** ☞ (necromancy, negative) **Trigger** A creature looks at the carved mourner; **Effect** The hallways fill with a thick mist. When the mist first appears, all living creatures in area **A** take 2d6 negative damage (DC 20 basic Fortitude save), and all undead creatures regain 2d6 Hit Points. All creatures within the mist become concealed. This mist lasts for 1 hour or until the trap is disabled.

**Reset** The trap resets whenever a creature enters the Labyrinth for the first time.

### SCALING ENCOUNTER A2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**14-18 Challenge Points:** Add a second weeping carved mourner to the map. The second hazard is located farther down the same hall, next to the entrance to area **A3**. The first hazard's mist prevents non-adjacent creatures from seeing the second hazard until the first hazard has been dispelled.



# EXPEDITION INTO PALLID PERIL

## A3. CARVED GUARD ROOM (LEVELS 3–4)

### WAILING GHOSTS (2)

### CREATURE 2

UNCOMMON N MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

**Perception** +8

**Languages** Common, Dwarven

**Skills** Dwarven Lore +6, Religion +8, Stealth +8

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

**Site Bound** The wailing ghost is bound to the labyrinth and can't stray from its location.

**AC** 17; **Fort** +6, **Ref** +8, **Will** +6

**HP** 15 (negative healing), **Immunities** death effects, disease, paralysis, poison, precision, unconscious, **Resistances** all damage 2 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Rejuvenation** (divine, necromancy) When a ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

**Speed** fly 20 feet

**Melee** ✦ ghostly hand +10 (agile, finesse, magical), **Damage** 1d6+3 negative

**Weeping Moan** ✦ (auditory, divine, emotion, enchantment, fear, mental) The wailing ghost shakes with a terrible sob, forcing each living creature within 15 feet to attempt a DC 18 Will save. On a failure, a creature becomes frightened 1 (or frightened 2 on a critical failure). On a success, a creature is temporarily immune to this ghost's Weeping Moan for 1 minute.

### SCALING ENCOUNTER A3

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

**10–11 Challenge Points:** Increase each wailing ghost's Hit Points by 5.

**12–13 Challenge Points:** Add a wailing ghost to the encounter.

**14–15 Challenge Points:** Add a wailing ghost to the encounter and increase two of the wailing ghost's Hit Points by 5.

**16–18 Challenge Points (5+ players):** Add two wailing ghosts to the encounter.



# EXPEDITION INTO PALLID PERIL

## B1. THE SUNKEN ANTECHAMBER (LEVELS 3-4)

### BUNYIPS (2)

### CREATURE 3

**N** **MEDIUM** **ANIMAL** **AQUATIC**

*Pathfinder Bestiary* 49

**Perception** +10; blood scent, darkvision, scent (imprecise) 100 feet

**Skills** Athletics +11, Stealth +10, Survival +8

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

**Blood Scent** The bunyip can smell blood in water from up to 1 mile away.

**AC** 19; **Fort** +9, **Ref** +12, **Will** +6

**HP** 45

**Aquatic Opportunity** ➤ As Attack of Opportunity, but both the bunyip and the triggering creature must be in water.

**Speed** 10 feet, swim 40 feet

**Melee** ➤ jaws +11, **Damage** 1d10+4 piercing plus 1d6 persistent bleed damage

**Melee** ➤ tail +11 (agile), **Damage** 1d8+4 bludgeoning

**Blood Frenzy** ➤ **Requirements** The bunyip is not fatigued or already in a frenzy; **Trigger** The bunyip deals bleed damage to a living creature; **Effect** The bunyip flies into a frenzy that lasts 1 minute. While frenzied, the bunyip gains a +4 status bonus to damage rolls with its jaws Strike, gains 8 temporary HP that go away at the end of the frenzy, and takes a -2 penalty to AC.

**Roar** ➤ (auditory, concentrate, emotion, enchantment, fear, mental, primal) The bunyip lets out a loud and horrifying roar. Other creatures within 100 feet must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure, frightened 1 on a success, or unaffected on a critical success). No matter the result, the creature is temporarily immune to the effect for 1 minute.

**Shift Form** ➤ (morph, primal, transmutation) A bunyip can alter its form slightly to gain an advantage and make it harder to recognize. When it does, its teeth shrink and its jaws Strike doesn't deal the 1d6 persistent bleed damage. It can choose to gain either a long snake tail, granting its tail Strike the reach 10 feet trait and Grab, or squat crocodile legs, increasing its land Speed to 20 feet. If it uses Shift Form again, the bunyip can return to normal or switch between a long tail or crocodile legs.

### SCALING ENCOUNTER B1

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

**10-11 Challenge Points:** Add a reefclaw to encounter.

**12-13 Challenge Points:** Add a bunyip to the encounter.

**14-15 Challenge Points:** Add a bunyip and a reefclaw to the encounter.

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

### REEFCRAW (0)

### CREATURE 1

**CN** **SMALL** **ABERRATION** **AQUATIC**

*Pathfinder Bestiary* 279

**Perception** +8; darkvision

**Languages** Common (can't speak any language)

**Skills** Acrobatics +7, Athletics +4 (+8 to Swim)

**Str** +1, **Dex** +4, **Con** +2, **Int** -3, **Wis** +1, **Cha** +1

**AC** 20; **Fort** +7, **Ref** +9, **Will** +4

**HP** 17

**Death Frenzy** ➤ **Trigger** The reefclaw is reduced to 0 Hit Points; **Effect** The reefclaw makes a claw Strike before dying.

**Speed** 5 feet, swim 30 feet

**Melee** ➤ claw +9 (finesse), **Damage** 1d6+1 slashing plus reefclaw venom and Grab

**Constrict** ➤ 1d6 bludgeoning, DC 17

**Reefclaw Venom** (poison) **Saving Throw** DC 17 Fortitude;

**Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round), **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)



# EXPEDITION INTO PALLID PERIL

## B4. THE TIDES ROOM (LEVELS 3-4)

### MALFUNCTIONING TIDAL CONTROLS

### HAZARD 3

RARE COMPLEX MAGICAL TRAP

**Stealth** +13 (trained)

**Description** Sigils carved into the turquoise sphere atop the altar illuminate. Moments later, a rush of water flows into the hallway.

**Disable** DC 20 Nature (trained) to neutralize the tidal magic, DC 23 Survival to predict the changing tides, or DC 23 Thievery (trained) to scratch away the sigils; two total successes are required to disable the trap

**AC** 22; **Fort** +14, **Ref** +6

**Hardness** 12; **HP** 42 (BT 21)

**Tidal Surge** ➤ **Trigger** A creature touches the altar that contains the tidal control orb; **Effect** The hazard rolls initiative as water rushes down the hallway. Area **B4** becomes flooded with 15 feet of water.

**Routine** (1 action) The magic controlling the tides malfunctions, causing the tides to change every few seconds. Water flows rapidly between areas **B2** and **B4**. Each creature in area **B2**, area **B4**, or the hallway connecting them must attempt a DC 20 Fortitude save as the shifting tides buffet them, dealing 2d8 bludgeoning damage.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is moved 10 feet along with the water.

**Critical Failure** The creature takes full damage and is moved 20 feet along with the water.

### SCALING ENCOUNTER B4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**14-18 Challenge Points:** The malfunctioning tidal controls require three total successes to disable.



# EXPEDITION INTO PALLID PERIL

## C1. THE SLIDING ROOM (LEVELS 3–4)

### SLIDING FLOOR

### HAZARD 3

MECHANICAL TRAP

**Stealth** DC 20 (trained)

**Description** The floor wobbles with each step.

**Disable** DC 23 Thievery to prop up the floor, or DC 20 Crafting (trained) to reinforce subflooring

**AC** 22; **Fort** +14, **Ref** +6

**Hardness** 10; **HP** 46 (BT 23)

**Tilt** ➤ **Trigger** A creature moves on the unstable floor; **Effect**

The floor tilts into a steep incline. Any creature on the tilting floor must succeed at a DC 23 Reflex save or a DC 20 Acrobatics check to Balance (the creature chooses) or else take 1d10+6 bludgeoning damage as it slams into the wall.

**Critical Success** The creature takes no damage. It keeps its footing and can move freely across the floor this round.

**Success** The creature takes no damage but becomes somewhat off-balance; the floor is difficult terrain for the creature this round.

**Failure** The creature slides backward into the wall, taking full damage.

**Critical Failure** The creature slides backward into the wall with great force, taking double damage.

**Reset** immediate

### SCALING ENCOUNTER C1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**14–18 Challenge Points:** Increase the Stealth and Disable DCs for the floor by 2.



# EXPEDITION INTO PALLID PERIL

## C2. THE CROSSROADS (LEVELS 3–4)

### SKELETON GUARDS (2)

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

*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

**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

### SKELETAL CHAMPIONS (2)

CREATURE 2

NE MEDIUM SKELETON UNDEAD

*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

**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 C2

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

**10–11 Challenge Points:** Replace one skeleton guard with a skeletal champion.

**12–13 Challenge Points:** Replace both skeleton guards with skeletal champions.

**14–15 Challenge Points:** Add two skeletal champions to the encounter.

**16–18 Challenge Points (5+ players):** The PCs face five skeletal champions and one skeleton guard.



# EXPEDITION INTO PALLID PERIL

## D1. THE CONSUMED CHAMBER (LEVELS 3–4)

### GELATINOUS CUBES (2)

### CREATURE 3

**N** **LARGE** **MINDLESS** **OOZE**

*Pathfinder Bestiary* 254

**Perception** +5; motion sense 60 feet, no vision

**Skills** Athletics +11 (+13 to Shove)

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

**Motion Sense** A gelatinous cube can sense nearby motion through vibration and air movement.

**Transparent** A gelatinous cube is so clear that it's difficult to spot. A successful DC 23 Perception check is required to notice a stationary cube, and a creature must be Searching to attempt this check. A creature that walks into the cube is automatically Engulfed (this usually causes the GM to call for initiative).

**AC** 10; **Fort** +12, **Ref** +0, **Will** +5

**HP** 90; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Resistances** electricity 5

**Speed** 15 feet

**Melee** ♦ cube face +11, **Damage** 1d6 acid plus paralysis

**Engulf** ♦♦ DC 19, 2d6 acid, Escape DC 19, Rupture 7. A creature Engulfed by the gelatinous cube must also attempt a saving throw against paralysis.

**Paralysis** (incapacitation) A creature Engulfed by the cube or hit by its attack is paralyzed unless it succeeds at a DC 20 Fortitude save. A victim can attempt a new save to recover at the end of each of its turns.

**Weak Acid** A gelatinous cube's acid damages only organic material—not metal, stone, or other inorganic substances.

### SCALING ENCOUNTER D1

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

**10–11 Challenge Points:** Add a giant amoeba to the encounter.

**12–13 Challenge Points:** Add a gelatinous cube to the encounter.

**14–15 Challenge Points:** Add a gelatinous cube and a giant amoeba to the encounter.

**16–18 Challenge Points (5+ players):** Add two gelatinous cubes to the encounter.

### GIANT AMOEBA (0)

### CREATURE 1

**N** **SMALL** **AMPHIBIOUS** **MINDLESS** **OOZE**

*Pathfinder Bestiary* 2 192

**Perception** +4; motion sense 60 feet, no vision

**Skills** Athletics +6, Stealth +3

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

**Motion Sense** A giant amoeba can sense nearby creatures through vibration and air or water movement.

**AC** 8; **Fort** +7, **Ref** +3, **Will** +5

**HP** 45; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Weaknesses** slashing 5

**Speed** 10 feet, climb 10 feet, swim 10 feet

**Melee** ♦ pseudopod +8, **Damage** 1d6 acid plus Grab

**Constrict** ♦ 1d4 bludgeoning plus 1d4 acid, DC 17

**Envelop** ♦♦ **Requirements** The giant amoeba begins its turn with a target its size or smaller grabbed; **Effect** The giant amoeba maintains the Grab and extends pseudopods to surround the creature and pull it inside the amoeba's body. This thereafter has the same effect as if the amoeba had Engulfed the creature (DC 17, 1d6 acid, Escape DC 17, Rupture 3).

**Weak Acid** A giant amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.



# EXPEDITION INTO PALLID PERIL

## D2. THE ICEBOX (LEVELS 3–4)

### ENHANCED BROWN MOLD

HAZARD 4

UNCOMMON

ENVIRONMENTAL

FUNGUS

Variant brown mold (*Pathfinder Gamemastery Guide* 77)

**Stealth** DC 25 (trained)

**Description** This unassuming fungus leeches heat out of the air.

**Disable** DC 22 Survival (trained) to safely remove the fungus.

**Emit Cold** (aura, cold); 5 feet. Enhanced brown mold deals 1d10+6 cold damage to nearby creatures.

**AC** 21; **Fort** +14, **Ref** +8

**HP** 46 (BT 23); **Immunities** critical hits, fire, object immunities, precision damage; **Weaknesses** cold 15

**Leech Warmth** ➤ **Trigger** Fire comes within 5 feet of the brown mold; **Effect** The brown mold expands into every square adjacent to its space. As it grows, it pulls more heat from its surroundings, dealing 2d10+13 cold damage (DC 21 basic Fortitude save) to creatures within 10 feet after it expands.

**Reset** After expanding, the brown mold can't grow again for 1 day.

### SCALING ENCOUNTER D2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**14–18 Challenge Points:** Increase the enhanced brown mold's Stealth and Disable DCs by 2.



# EXPEDITION INTO PALLID PERIL

## D3. SCAVENGER'S SANCTUM (LEVELS 3-4)

### CENTPEDE SWARMS (2)

### CREATURE 3

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

*Pathfinder Bestiary* 61

**Perception** +9; darkvision, tremorsense (imprecise) 30 feet

**Skills** Acrobatics +9, Athletics +7, Stealth +9

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

**AC** 18; **Fort** +8, **Ref** +11, **Will** +5

**HP** 30; **Immunities** precision, swarm mind; **Resistances** bludgeoning 5, piercing 5, slashing 2; **Weaknesses** area damage 5, splash damage 5

**Speed** 30 feet, climb 30 feet

**Centipede Swarm Venom** (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and flat-footed (1 round); **Stage 2** 1d8 poison damage, clumsy 1, and flat-footed (1 round)

**Swarming Bites** ◆ Each enemy in the swarm's space takes 1d8 piercing damage (DC 20 basic Reflex save) plus centipede swarm venom.

### SCALING ENCOUNTER D3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**10+ Challenge Points:** For every 2 Challenge Points beyond 8, add a hunting spider to the encounter.

### HUNTING SPIDER (0)

### CREATURE 1

**N** **MEDIUM** **ANIMAL**

*Pathfinder Bestiary* 306

**Perception** +7; darkvision, web sense

**Skills** Acrobatics +7, Athletics +5, Stealth +7

**Str** +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** -4

**Web Sense** The hunting spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

**AC** 17; **Fort** +6, **Ref** +9, **Will** +5

**HP** 16

**Spring Upon Prey** ◆ (attack); **Requirement** Initiative has not yet been rolled; **Trigger** A creature touches the hunting spider's web while the spider is on it; **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

**Speed** 25 feet, climb 25 feet

**Melee** ◆ fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

**Ranged** ◆ web +7 (range increment 30 feet), **Effect** web trap

**Descend on a Web** ◆ (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, HP 5) severs it, causing the spider to fall.

**Hunting Spider Venom** (poison) **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round)

**Web Trap** A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).



# EXPEDITION INTO PALLID PERIL

## E1. DROSKAR'S ALTAR (LEVELS 3-4)

### WEAK ABRIKANDILUS (2)

### CREATURE 3

UNCOMMON CE MEDIUM DEMON FIEND

*Pathfinder Bestiary* 3 6, 61

**Perception** +8; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Athletics +10, Intimidation +6

**Str** +4, **Dex** +1, **Con** +3, **Int** -2, **Wis** +2, **Cha** +0

**AC** 17; **Fort** +13, **Ref** +7, **Will** +5

**HP** 55; **Weaknesses** cold iron 5, good 5

**Hatred of Mirrors** An abrikandilu loathes the sight of their reflection. When a creature Interacts with a mirror within sight of the wrecker demon, the demon takes a -2 penalty to Will saves against Intimidation checks. An abrikandilu that ends their turn adjacent to a mirror or that's attacked by a creature holding a mirror takes 1d6 mental damage (this usually leads abrikandilus to focus their efforts on destroying nearby mirrors using Wreck).

**Speed** 25 feet

**Melee** ♦ claw +12 (agile), **Damage** 2d6+2 slashing

**Melee** ♦ jaws +12, **Damage** 3d6+2 piercing plus mutilating bite

**Ranged** ♦ hurled debris +9 (range increment 20 feet),

**Damage** 2d6+2 bludgeoning

**Divine Innate Spells** DC 18; **2nd** *fear* (×2)

**Rituals** DC 18; **1st** *Abyssal pact*

**Mutilating Bite** (curse, divine, necromancy) When the abrikandilu hits a creature with a jaws Strike, the creature must succeed at a DC 19 Fortitude save or become physically mutilated. The creature then takes a -1 status penalty to Charisma-based checks. This penalty is cumulative up to -3 and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.

**Wreck** ♦ The abrikandilu makes two claw Strikes against an unattended object or held mirror. Held mirrors use the holding character's AC. If both Strikes hit, combine their damage for the purpose of overcoming any Hardness or resistance. These Strikes don't count toward the abrikandilu's multiple attack penalty, nor does that penalty apply to these Strikes.

### SCALING ENCOUNTER E1

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

**10-11 Challenge Points:** Replace one weak abrikandilu with an abrikandilu.

**12-13 Challenge Points:** Add a weak abrikandilu to the encounter.

**14-15 Challenge Points:** Add an abrikandilu to the encounter.

**16-18 Challenge Points (5+ players):** Add two weak abrikandilus to the encounter.

### ABRIKANDILU (0)

### CREATURE 4

CE MEDIUM DEMON FIEND

*Pathfinder Bestiary* 3 61

**Perception** +10; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Athletics +12, Intimidation +8

**Str** +4, **Dex** +1, **Con** +3, **Int** -2, **Wis** +2, **Cha** +0

**AC** 19; **Fort** +15, **Ref** +9, **Will** +7

**HP** 70; **Weaknesses** cold iron 5, good 5

**Hatred of Mirrors** An abrikandilu loathes the sight of their reflection. When a creature Interacts with a mirror within sight of the wrecker demon, the demon takes a -2 penalty to Will saves against Intimidation checks. An abrikandilu that ends their turn adjacent to a mirror or that's attacked by a creature holding a mirror takes 1d6 mental damage (this usually leads abrikandilus to focus their efforts on destroying nearby mirrors using Wreck).

**Speed** 25 feet

**Melee** ♦ claw +14 (agile), **Damage** 2d6+4 slashing

**Melee** ♦ jaws +14, **Damage** 3d6+4 piercing plus mutilating bite

**Ranged** ♦ hurled debris +11 (range increment 20 feet),

**Damage** 2d6+4 bludgeoning

**Divine Innate Spells** DC 20; **2nd** *fear* (×2)

**Rituals** DC 20; **1st** *Abyssal pact*

**Mutilating Bite** (curse, divine, necromancy) When the abrikandilu hits a creature with a jaws Strike, the creature must succeed at a DC 21 Fortitude save or become physically mutilated. The creature then takes a -1 status penalty to Charisma-based checks. This penalty is cumulative up to -3 and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.

**Wreck** ♦ The abrikandilu makes two claw Strikes against an unattended object or held mirror. Held mirrors use the holding character's AC. If both Strikes hit, combine their damage for the purpose of overcoming any Hardness or resistance. These Strikes don't count toward the abrikandilu's multiple attack penalty, nor does that penalty apply to these Strikes.



# EXPEDITION INTO PALLID PERIL

## E2. CRUMBLING SANCTUM (LEVELS 3–4)

### UNSTABLE COLUMNS (5)

### HAZARD 2

MECHANICAL TRAP


**Stealth** DC 20 (trained)

**Description** Plaster crumbles from this column moments before it collapses.

**Disable** DC 18 Crafting (trained) to stabilize the column, or DC 21 Athletics to push the column back into place

**AC** 18; **Fort** +12, **Ref** +5

**Hardness** 7; **HP** 30 (BT 15)

**Collapse**  **Trigger** A creature steps on the tiles adjacent to the column; **Effect** The column collapses. The triggering creature must attempt a DC 18 basic Reflex save as debris falls on them, which deals 2d10+7 bludgeoning damage. The area adjacent to the collapsed column becomes difficult terrain.

### SCALING ENCOUNTER E2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**14–18 Challenge Points:** Increase the unstable columns' Stealth and Disable DCs by 2. Increase the damage dealt by the Collapse reaction to 2d10+13.



# EXPEDITION INTO PALLID PERIL

## E3. DUERGAR AMBUSH (LEVELS 3–4)

### DUERGAR BOMBARDIERS (2)

### CREATURE 1

LE MEDIUM DUERGAR DWARF HUMANOID

*Pathfinder Bestiary* 138

**Perception** +4; darkvision

**Languages** Common, Dwarven, Undercommon

**Skills** Acrobatics +6, Crafting +6, Occultism +6, Stealth +6, Survival +4

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

**Infused Items** A duergar bombardier's items listed as infused last for 24 hours or until the next time they make their daily preparations.

**Items** alchemist's tools, infused lesser acid flask (2), infused lesser alchemist's fire (2), infused reagents (2), studded leather armor, warhammer

**AC** 18; **Fort** +7, **Ref** +8, **Will** +4; +2 status to all saves vs. magic  
**HP** 20

**Light Blindness**

**Speed** 20 feet

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

**Ranged** ♦ bomb +8 (range increment 30 feet, splash), **Effect** varies by bomb

**Occult Innate Spells** DC 17; **2nd** *enlarge* (self only), *invisibility* (self only)

**Alchemical Formulas** (1st) lesser acid flask, lesser alchemist fire, lesser tanglefoot bag

**Far Lobber** The duergar bombardier has a range increment of 30 feet with their bombs instead of 20 feet.

**Quick Alchemy** ♦ The duergar bombardier creates a single alchemical item from their formula book (see alchemical formulas). This item has the infused trait, but it remains potent only until the start of the duergar bombardier's next turn.

**Quick Bomber** ♦ The duergar can Interact to draw a bomb, then Strike with it.

## SCALING ENCOUNTER E3

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

**10–11 Challenge Points:** Add a duergar bombardier to the encounter.

**12–13 Challenge Points:** Add two duergar bombardiers to the encounter.

**14–15 Challenge Points:** Add two duergar taskmasters to the encounter.

**16–18 Challenge Points (5+ players):** Add a duergar taskmaster and three duergar bombardiers to the encounter.

### DUERGAR TASKMASTER

### CREATURE 2

LE MEDIUM DUERGAR DWARF HUMANOID

*Pathfinder Bestiary* 139

**Perception** +8; darkvision

**Languages** Common, Dwarven, Undercommon

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

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

**Items** chain mail, maul, religious symbol

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

**HP** 30

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

**Light Blindness**

**Speed** 20 feet

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

**Divine Prepared Spells** DC 18; **1st** fear, harm, magic weapon;

**Cantrips (1st)** detect magic, shield

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

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



# EXPEDITION INTO PALLID PERIL

## EVENT 5: THE THRESHOLD (LEVELS 3–4)

### ASPIS ENFORCER

### CREATURE 3

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +9

**Languages** Common, Mwangi

**Skills** Deception +10, Diplomacy +8, Performance +8, Stealth +10, Thievery +8

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

**Items** bronze Aspis Consortium badge, dagger (4), minor elixir of life

**AC** 19; **Fort** +7, **Ref** +10, **Will** +9

**HP** 45

**Speed** 25 feet

**Melee** ♦ dagger +12 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+6 piercing

**Ranged** ♦ dagger +12 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+6 piercing

**Prepare Fangs** ♦♦ The Aspis enforcer slices their palm with a dagger, and the weapon glows as it absorbs some of their blood. The glow spreads to the daggers of the enforcer's Aspis allies. For 1 round, all daggers wielded by the enforcer and allies within 30 feet of them deal an extra 3 poison damage.

### ASPIS WARDEN

### CREATURE 3

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +9

**Languages** Common

**Skills** Acrobatics +7, Athletics +11, Deception +5, Stealth +9

**Str** +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

**Items** bronze Aspis Consortium badge, dagger (2), sap, scale mail, steel shield (Hardness 5, HP 20, BT 10) (2)

**AC** 18 (20 with shield raised); **Fort** +10, **Ref** +9, **Will** +6

**HP** 50

**Attack of Opportunity** ↻

**Shield Block** ↻

**Speed** 25 feet

**Melee** ♦ dagger +12 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+8 piercing

**Melee** ♦ sap +12 (agile, nonlethal), **Damage** 1d6+6 bludgeoning

**Ranged** ♦ dagger +12 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+8 piercing

**Quick Replacement** ♦ The Aspis Warden Interacts to draw a steel shield, then Raises that Shield.

## SCALING EVENT 5

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

**10–11 Challenge Points:** Add an Aspis agent to the encounter.

**12–13 Challenge Points:** Add an Aspis warden to the encounter.

**14–15 Challenge Points:** Add an Aspis warden and an Aspis agent to the encounter.

**16–18 Challenge Points (5+ players):** Add an Aspis warden and an Aspis enforcer to the encounter.

### ASPIS AGENTS (0)

### CREATURE 1

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +7

**Languages** Common

**Skills** Acrobatics +6, Deception +6, Stealth +8, Survival +3, Thievery +8

**Str** +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +1

**Items** bronze Aspis Consortium badge, dagger, lesser thunderstone

**AC** 16; **Fort** +6, **Ref** +10, **Will** +5

**HP** 18

**Impress The Boss** ↻ **Trigger** An adjacent Aspis Consortium ally is targeted by a melee or ranged attack from an attacker the Aspis agent can see; **Effect** The Aspis agent rushes to block the blow. The ally gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ♦ dagger +7 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+2 piercing

**Ranged** ♦ dagger +7 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+2 piercing

**Sneak Attack** The Aspis agent deals an extra 1d6 precision damage to flat-footed creatures.



# EXPEDITION INTO PALLID PERIL

## APPENDIX 2: LEVEL 5-6 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 5th-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).

### EVENT 1: FIRST CONTACT (LEVELS 5-6)

#### ASPIS STRIKERS (3)

#### CREATURE 3

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common

**Skills** Acrobatics +9, Deception +9, Stealth +11, Survival +6, Thievery +11

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

**Items** bronze Aspis Consortium badge, dagger, moderate thunderstone

**AC** 19; **Fort** +8, **Ref** +12, **Will** +6

**HP** 40

**Impress The Boss** ➤ **Trigger** An adjacent Aspis Consortium ally is targeted by a melee or ranged attack from an attacker the Aspis striker can see; **Effect** The Aspis striker rushes to block the blow. The ally gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ✦ dagger +10 (agile, thrown 10 feet, versatile S),

**Damage** 1d4+7 piercing

**Ranged** ✦ dagger +10 (agile, thrown 10 feet, versatile S),

**Damage** 1d4+7 piercing

**Sneak Attack** The Aspis striker deals an extra 1d6 precision damage to flat-footed creatures.

**Surprise Attack** On the first round of combat, if the Aspis striker rolls Deception or Stealth for initiative, creatures that haven’t acted are flat-footed to them.

#### SCALING EVENT 1

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

**19-22 Challenge Points:** Add an Aspis striker to the encounter.

**23-27 Challenge Points:** Give all strikers 15 additional Hit Points and increase their attack bonus with their daggers to +17.

**28-32 Challenge Points:** Add two Aspis strikers to the encounter.

**33+ Challenge Points:** Add three Aspis strikers to the encounter.



# EXPEDITION INTO PALLID PERIL

## EVENT 2: ASPIS INCURSION (LEVELS 5–6)

### ASPIS STRIKERS (2)

### CREATURE 3

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common

**Skills** Acrobatics +9, Deception +9, Stealth +11, Survival +6, Thievery +11

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

**Items** bronze Aspis Consortium badge, dagger, moderate thunderstone

**AC** 19; **Fort** +8, **Ref** +12, **Will** +6

**HP** 40

**Impress The Boss** ➤ **Trigger** An adjacent Aspis Consortium ally is targeted by a melee or ranged attack from an attacker the Aspis striker can see; **Effect** The Aspis striker rushes to block the blow. The ally gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ♦ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+7 piercing

**Ranged** ♦ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+7 piercing

**Sneak Attack** The Aspis striker deals an extra 1d6 precision damage to flat-footed creatures.

**Surprise Attack** On the first round of combat, if the Aspis striker rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

### ASPIS OPPRESSOR

### CREATURE 5

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +12

**Languages** Common, Mwangi

**Skills** Deception +13, Diplomacy +11, Performance +11, Stealth +13, Thievery +11

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

**Items** bronze Aspis Consortium badge, dagger (4), lesser elixir of life

**AC** 22; **Fort** +9, **Ref** +13, **Will** +12

**HP** 75

**Speed** 25 feet

**Melee** ♦ dagger +15 (agile, thrown 10 feet, versatile S), **Damage** 1d4+9 piercing

**Ranged** ♦ dagger +15 (agile, thrown 10 feet, versatile S), **Damage** 1d4+9 piercing

**Prepare Fangs** ♦♦ The Aspis oppressor slices their palm with a dagger, and the blade glows as it absorbs some of their blood. The glow spreads to the daggers of the oppressor's Aspis allies. For 1 round, all daggers wielded by the oppressor and allies within 30 feet of them deal an additional 4 poison damage.

**Surprise Attack** See Aspis striker.

## SCALING EVENT 2

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

**19–22 Challenge Points:** Add an Aspis striker to the encounter.

**23–27 Challenge Points:** Add an Aspis bulwark to the encounter.

**28–32 Challenge Points:** Add an Aspis striker and an Aspis bulwark to the encounter.

**33+ Challenge Points:** Add an Aspis bulwark and an Aspis oppressor to the encounter.

### ASPIS BULWARK (0)

### CREATURE 5

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +10

**Languages** Common

**Skills** Acrobatics +12, Athletics +14, Deception +9, Stealth +12

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

**Items** bronze Aspis Consortium badge, daggers (2), sap, scale mail, steel shields (Hardness 5, HP 20, BT 10) (3)

**AC** 21 (23 with shield raised); **Fort** +15, **Ref** +12, **Will** +9

**HP** 90

**Attack of Opportunity** ➤

**Shield Block** ➤

**Speed** 25 feet

**Melee** ♦ dagger +15 (agile, thrown 10 feet, versatile S), **Damage** 1d4+11 piercing

**Melee** ♦ sap +15 (agile, nonlethal), **Damage** 1d6+9 bludgeoning

**Ranged** ♦ dagger +15 (agile, thrown 10 feet, versatile S), **Damage** 1d4+11 piercing

**Quick Replacement** ♦ The Aspis bulwark Interacts to draw a steel shield, then Raises that Shield.



# EXPEDITION INTO PALLID PERIL

## EVENT 3: COUNTERMEASURES (LEVELS 5-6)

### SEVERING TRIP WIRE

HAZARD 5

MECHANICAL TRAP


**Stealth** DC 26 (expert)

**Description** Barbed wire stretches across the passageway at the perfect height to tear into ankles.

**Disable** DC 23 Thievery (expert) to detach the wire

**AC** 22; **Fort** +17, **Ref** +9

**Hardness** 13; **HP** 52 (BT 26)

**Snarl**  **Trigger** A creature walks into the trip wire; **Effect** The trip wire snaps free and coils around limbs. The triggering creature must succeed at a DC 26 Reflex save or become clumsy 1 until it rests for 8 hours (clumsy 2 for the same duration on a critical failure).

### SCALING EVENT 3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**28+ Challenge Points:** Increase the Stealth and Disable DCs for the trip wire by 2.



# EXPEDITION INTO PALLID PERIL

## EVENT 4: ASPIS STRIKE (LEVELS 5-6)

### ASPIS BULWARKS (2)

### CREATURE 5

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +10

**Languages** Common

**Skills** Acrobatics +12, Athletics +14, Deception +9, Stealth +12

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

**Items** bronze Aspis Consortium badge, daggers (2), sap, scale mail, steel shields (Hardness 5, HP 20, BT 10) (3)

**AC** 21 (23 with shield raised); **Fort** +15, **Ref** +12, **Will** +9  
**HP** 90

**Attack of Opportunity** ↻

**Shield Block** ↻

**Speed** 25 feet

**Melee** ✦ dagger +15 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+11 piercing

**Melee** ✦ sap +15 (agile, nonlethal), **Damage** 1d6+9 bludgeoning

**Ranged** ✦ dagger +15 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+11 piercing

**Quick Replacement** ✦ The Aspis bulwark Interacts to draw a steel shield, then Raises that Shield.

### ASPIS OPPRESSOR

### CREATURE 5

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +12

**Languages** Common, Mwangi

**Skills** Deception +13, Diplomacy +11, Performance +11, Stealth +13, Thievery +11

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

**Items** bronze Aspis Consortium badge, dagger (4), lesser elixir of life

**AC** 22; **Fort** +9, **Ref** +13, **Will** +12

**HP** 75

**Speed** 25 feet

**Melee** ✦ dagger +15 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+9 piercing

**Ranged** ✦ dagger +15 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+9 piercing

**Prepare Fangs** ✦✦ The Aspis oppressor slices their palm with a dagger, and the blade glows as it absorbs some of their blood. The glow spreads to the daggers of the oppressor's Aspis allies. For 1 round, all daggers wielded by the oppressor and allies within 30 feet of them deal an additional 4 poison damage.

**Surprise Attack** On the first round of combat, if the Aspis oppressor rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

## SCALING EVENT 4

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

**19-22 Challenge Points:** Add an Aspis striker to the encounter.

**23-27 Challenge Points:** Add an Aspis bulwark and an Aspis striker to the encounter.

**28-32 Challenge Points:** Add an Aspis bulwark and two Aspis strikers to the encounter.

**33+ Challenge Points:** Add two Aspis bulwarks and an Aspis oppressor to the encounter.

### ASPIS STRIKER (0)

### CREATURE 3

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common

**Skills** Acrobatics +9, Deception +9, Stealth +11, Survival +6, Thievery +11

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

**Items** bronze Aspis Consortium badge, dagger, moderate thunderstone

**AC** 19; **Fort** +8, **Ref** +12, **Will** +6

**HP** 40

**Impress The Boss** ↻ **Trigger** An adjacent Aspis Consortium ally is targeted by a melee or ranged attack from an attacker the striker can see; **Effect** The Aspis striker rushes to block the blow. The ally gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ✦ dagger +10 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+7 piercing

**Ranged** ✦ dagger +10 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+7 piercing

**Sneak Attack** The Aspis striker deals an extra 1d6 precision damage to flat-footed creatures.

**Surprise Attack** On the first round of combat, if the Aspis striker rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.



# EXPEDITION INTO PALLID PERIL

## A1. THE TOMBSTONE DOOR (LEVELS 5–6)

### ANGUISHED TOMBSTONE DOOR

HAZARD 5

MECHANICAL TRAP

**Stealth** DC 23 (trained)

**Description** A malfunction in the door's opening mechanism has caused unstable magic to pool within it, making it liable to release the sorrows it has collected from all who have mourned their lost homeland at its threshold.

**Disable** DC 23 Religion (expert) or DC 26 Deception (trained) to coax the door's magic into allowing access; the DC is reduced by 2 if someone in the room has said "Tar Khadurrm" in the last hour.

**Surge of Sorrow** ➤ **Trigger** A creature touches the door; **Effect** The last of the door's magic arcs outward. All creatures within 10 feet of the door must succeed at a DC 23 Will save or be enfeebled 1 for 1 hour.

**Reset** 1 hour

### SCALING ENCOUNTER A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**28+ Challenge Points:** Increase the Stealth and Disable DCs for the door by 2.



# EXPEDITION INTO PALLID PERIL

## A2. THE SHROUDED HALLS (LEVELS 5-6)

### GRIEVING CARVED MOURNER

### HAZARD 5

#### HAUNT

**Stealth** DC 26 (trained)

**Description** The carving weeps. Its tears turn to a mist that covers the halls.

**Disable** DC 23 Religion (trained) to recite prayers for the dead, or DC 20 Dwarven Lore to speak the history of Raseri Kanton, or DC 26 Thievery (trained) to plug the holes in the carving

**AC** 22; **Fort** +12, **Ref** +6

**Hardness** 11; **HP** 48 (BT 24)

**Weep for Raseri Kanton** ➤ (necromancy, negative) **Trigger** A creature looks at the carved mourner; **Effect** The hallways fill with a thick mist. When the mist first appears, all living creatures in area **A** take 3d6 negative damage (DC 20 basic Fortitude save), and all undead creatures regain 3d6 Hit Points. All creatures within the mist become concealed. This mist lasts for 1 hour or until the haunt is disabled.

**Reset** The trap resets whenever a creature enters the Labyrinth for the first time.

### SCALING ENCOUNTER A2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**28+ Challenge Points:** Add a second grieving carved mourner to the map. The second hazard is located farther down the same hall, next to the entrance to area **A3**. The first hazard's mist prevents non-adjacent creatures from seeing the second hazard until the first hazard has been dispelled.



# EXPEDITION INTO PALLID PERIL

## A3. CARVED GUARD ROOM (LEVELS 5–6)

### ABANDONED ZEALOT

### CREATURE 6

CE MEDIUM INCORPOREAL SPIRIT UNDEAD

*Pathfinder Bestiary* 3 8

**Perception** +14; darkvision, lifesense 60 feet, sense apostate

**Languages** Common, Necril

**Skills** Acrobatics +14, Boneyard Lore +12, Intimidation +14, Religion +12, Stealth +16

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

**Sense Apostate** (detection, divination, divine) An abandoned zealot can sense the presence and direction of false priests within 500 feet of them. Lead or running water blocks this sense.

**AC** 22; **Fort** +10, **Ref** +14, **Will** +16; +1 status to all saves vs. divine and positive

**HP** 75 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive, double resistance vs. non-magical)

**Anathematic Aversion** (emotion, fear, mental) If they encounter a priest of their former faith, an abandoned zealot must attempt a Will save against the highest spell DC among those priests, or the highest Will DC if none of them can cast spells. The zealot attempts this saving throw only once per minute, even if more priests arrive later.

**Critical Success** The abandoned zealot spends their reaction to Stride directly toward a priest of their former faith. For 1 minute, the abandoned zealot's hand of despair Strike deals one additional damage die against priests of the creature's former faith.

**Success** The abandoned zealot spends their reaction to Stride directly toward a priest of their former faith.

**Failure** The abandoned zealot becomes frightened 1 and gains the fleeing condition until the end of their next turn.

**Critical Failure** As failure, but frightened 2.

**Elegy of the Faithless** ⚡ (abjuration, divine, mental) **Trigger** A divine spell is cast within 30 feet of the abandoned zealot;

**Effect** The abandoned zealot howls an elegy of regret, forcing the spellcaster to attempt a DC 22 Will save, or DC 24 if the caster is a member of the zealot's former faith. On a failure, the elegy disrupts the spell.

**Speed** fly 40 feet

**Melee** ♦ hand of despair +16 (finesse, magical), **Damage** 2d10+4 negative plus rend faith

**Divine Innate Spells** DC 24; **6th** *zealous conviction* (self only); **4th** *crisis of faith*

**Rend Faith** When hit by an abandoned zealot's hand of despair Strike, a creature capable of divine spellcasting or with divinely granted abilities must succeed at a DC 24 Will save or be unable to use those spells or abilities until the end of its next turn.

### SCALING ENCOUNTER A3

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

**19–22 Challenge Points:** Add one wailing ghost to the encounter.

**23–27 Challenge Points:** Add two wailing ghosts to the encounter.

**28–32 Challenge Points:** Add three wailing ghosts to the encounter.

**33+ Challenge Points:** Add an abandoned zealot to the encounter.

### WAILING GHOST (0)

### CREATURE 2

UNCOMMON N MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

**Perception** +8

**Languages** Common, Dwarven

**Skills** Dwarven Lore +6, Religion +8, Stealth +8

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

**Site Bound** The wailing ghost is bound to the labyrinth and can't stray from its location.

**AC** 17; **Fort** +6, **Ref** +8, **Will** +6

**HP** 15 (negative healing), **Immunities** death effects, disease, paralysis, poison, precision, unconscious, **Resistances** all damage 2 (except force, ghost touch, or positive; double resistance against non-magical)

**Rejuvenation** (divine, necromancy) When a ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

**Speed** fly 20 feet

**Melee** ♦ ghostly hand +10 (agile, finesse, magical), **Damage** 1d6+3 negative

**Weeping Moan** ♦ (auditory, divine, emotion, enchantment, fear, mental) The wailing ghost shakes with a terrible sob, forcing each living creature within 15 feet to attempt a DC 18 Will save. On a failure, a creature becomes frightened 1 (or frightened 2 on a critical failure). On a success, a creature is temporarily immune to this ghost's Weeping Moan for 1 minute.



# EXPEDITION INTO PALLID PERIL

## B1. THE SUNKEN ANTECHAMBER (LEVELS 5–6)

### GIANT MORAY EELS (2)

### CREATURE 5

N LARGE ANIMAL AQUATIC

*Pathfinder Bestiary* 142

**Perception** +11; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +9, Athletics +13, Stealth +13

**Str** +6, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

**AC** 21; **Fort** +14, **Ref** +13, **Will** +9

**HP** 65; **Resistances** bludgeoning 5, piercing 5

**Ambush** **Trigger** A target creature passes within 20 feet of the giant moray eel's hiding place and hasn't detected the giant moray eel; **Effect** The giant moray eel lunges out of its hiding place, Swims directly toward the triggering creature, and makes a jaws Strike against it. The target creature is flat-footed to this attack.

**Speed** 10 feet, swim 40 feet

**Melee** **◆** jaws +15 (reach 10 feet), **Damage** 2d6+8 piercing plus Grab

**Pharyngeal Jaws** **◆◆ Requirements** The giant moray eel has a creature grabbed in its jaws; **Effect** The giant moray eel uses its second set of jaws to pull the prey into its gullet. The eel deals 1d6+4 piercing damage to the grabbed creature and gains a +2 circumstance bonus to its Swallow Whole attempts and to the DC for the creature to Escape. This effect ends if the target Escapes or the giant moray eel Swallows it Whole.

**Swallow Whole** **◆** (attack) Small, 1d6+6 bludgeoning, Rupture 12

### BUNYIP (0)

### CREATURE 3

N MEDIUM ANIMAL AQUATIC

*Pathfinder Bestiary* 49

**Perception** +10; blood scent, darkvision, scent (imprecise) 100 feet

**Skills** Athletics +11, Stealth +10, Survival +8

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

**Blood Scent** The bunyip can smell blood in the water from up to 1 mile away.

**AC** 19; **Fort** +9, **Ref** +12, **Will** +6

**HP** 45

**Aquatic Opportunity** **↻** As Attack of Opportunity, but both the bunyip and the triggering creature must be in water.

**Speed** 10 feet, swim 40 feet

**Melee** **◆** jaws +11, **Damage** 1d10+4 piercing plus 1d6 persistent bleed damage

**Melee** **◆** tail +11 (agile), **Damage** 1d8+4 bludgeoning

### SCALING ENCOUNTER B1

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

**19–22 Challenge Points:** Add a bunyip to the encounter.

**23–27 Challenge Points:** Add a giant moray eel to the encounter.

**28–32 Challenge Points:** Add a giant moray eel and a bunyip the encounter.

**33+ Challenge Points:** Add two giant moray eels to the encounter.

**Blood Frenzy** **◆ Requirements** The bunyip is not fatigued or already in a frenzy; **Trigger** The bunyip deals bleed damage to a living creature; **Effect** The bunyip flies into a frenzy that lasts 1 minute. While frenzied, the bunyip gains a +4 status bonus to damage rolls with its jaws Strike, gains 8 temporary HP that go away at the end of the frenzy, and takes a –2 penalty to AC.

**Roar** **◆** (auditory, concentrate, emotion, enchantment, fear, mental, primal) The bunyip lets out a loud and horrifying roar. Other creatures within 100 feet must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure, frightened 1 on a success, or unaffected on a critical success). No matter the result, the creature is temporarily immune to the effect for 1 minute.

**Shift Form** **◆** (morph, primal, transmutation) A bunyip can alter its form slightly to gain an advantage and make it harder to recognize. When it does, its teeth shrink and its jaws Strike doesn't deal the 1d6 persistent bleed damage. It can choose to gain either a long snake tail, granting its tail Strike reach 10 feet and Grab, or squat crocodile legs, increasing its land Speed to 20 feet. If it uses Shift Form again, the bunyip can return to normal or switch between a long tail or crocodile legs.



# EXPEDITION INTO PALLID PERIL

## B4. THE TIDES ROOM (LEVELS 5–6)

### VOLATILE TIDAL CONTROLS

### HAZARD 5

COMPLEX MAGICAL TRAP

**Stealth** +16 (expert)

**Description** Sigils carved into the turquoise sphere atop the altar illuminate. Moments later, a rush of water flows into the hallway.

**Disable** DC 23 Nature (trained) to neutralize the tidal magic, DC 26 Survival to predict the changing tides, or DC 26 Thievery (trained) to scratch away the sigils; two total successes are required to disable the trap

**AC** 25; **Fort** +17, **Ref** +9

**Hardness** 14; **HP** 50 (BT 25)

**Tidal Surge** ➤ **Trigger** A creature touches the altar that contains the tidal control orb; **Effect** The hazard rolls initiative as water rushes down the hallway. Area **B4** becomes flooded with 15 feet of water.

**Routine** (1 action) The magic controlling the tides malfunctions, causing the tides to change every few seconds. Water flows rapidly between areas **B2** and **B4**. Each creature in area **B2**, area **B4**, or the hallway connecting them must attempt a DC 22 Fortitude save as the shifting tides buffet them, dealing 2d8+5 bludgeoning damage.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is moved 10 feet along with the water.

**Critical Failure** The creature takes full damage and is moved 20 feet along with the water.

### SCALING ENCOUNTER B4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**28+ Challenge Points:** The malfunctioning tidal controls require three total successes to disable.



# EXPEDITION INTO PALLID PERIL

## C1. THE SLIDING ROOM (LEVELS 5-6)

### PRECARIOUS SLIDING FLOOR

HAZARD 5

MECHANICAL TRAP

**Stealth** DC 23 (expert)

**Description** The floor wobbles with each step.

**Disable** DC 26 Thievery (trained) to prop up the floor, or DC 23 Crafting (expert) to reinforce subflooring

**AC** 25; **Fort** +17, **Ref** +9

**Hardness** 14; **HP** 52 (BT 26)

**Tilt** ➤ **Trigger** A creature moves on the unstable floor; **Effect** The floor tilts into a steep incline. Any creature on the precarious sliding floor must succeed at either a DC 26 Reflex save or a DC 22 Acrobatics check to Balance (the creature chooses) or else take 2d8+7 bludgeoning damage as it slams into the wall.

**Critical Success** The creature takes no damage. It keeps its footing and can move freely across the floor this round.

**Success** The creature takes no damage but is somewhat off-balance; the floor is difficult terrain for the creature this round.

**Failure** The creature slides backward into the wall, taking full damage.

**Critical Failure** The creature slides backward into the wall with great force, taking double damage.

**Reset** immediate

### SCALING ENCOUNTER C1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**28+ Challenge Points:** Increase the Stealth and Disable DCs for the floor by 2.



# EXPEDITION INTO PALLID PERIL

## C2. THE CROSSROADS (LEVELS 5-6)

### RASERI KANTON SKELETONS (3)

#### CREATURE 4

RARE NE MEDIUM SKELETON UNDEAD

**Perception** +11; darkvision

**Languages** Common, Dwarven, Necril

**Skills** Athletics +13, Crafting +8, Intimidation +10

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

**Items** chain mail, greatpick, repair kit

**AC** 21; **Fort** +13, **Ref** +12, **Will** +9

**HP** 50; **Immunities** death effects, disease, paralysis, poison, precision, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Collapse** ➤ **Trigger** The Raseri Kanton skeleton is critically hit; **Effect** The skeleton collapses into a pile of bones, and the attack deals only normal damage. The skeleton can reform in a standing position as a single action, but until it does, it's immobilized and flat-footed.

**Speed** 20 feet

**Melee** ➤ greatpick +14 (fatal d12), **Damage** 1d10+7 piercing

**Bone Missile** ➤➤ The Raseri Kanton skeleton yanks a rib from its ribcage to use as a javelin. The skeleton loses 4 HP, then makes a ranged Strike with an attack bonus of +10 that deals 1d10+11 piercing damage with a range increment of 20 feet.

### SKELETAL CHAMPION (0)

#### CREATURE 2

NE MEDIUM SKELETON UNDEAD

*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

**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 C2

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

**19-22 Challenge Points:** Add a skeletal champion to the encounter.

**23-27 Challenge Points:** Add two skeletal champions to the encounter.

**28-32 Challenge Points:** Add a Raseri Kanton skeleton and two skeletal champions to the encounter.

**33+ Challenge Points:** Add two Raseri Kanton skeletons and one skeletal champion to the encounter.



# EXPEDITION INTO PALLID PERIL

## D1. THE CONSUMED CHAMBER (LEVELS 5–6)

### OCHRE JELLIES (2)

### CREATURE 5

**N** **LARGE** **MINDLESS** **OOZE**

*Pathfinder Bestiary* 254

**Perception** +7; motion sense 60 feet, no vision

**Skills** Athletics +13

**Str** +4, **Dex** –5, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

**Motion Sense** A ochre jelly can sense nearby motion through vibration and air movement.

**AC** 12; **Fort** +15, **Ref** +4, **Will** +7

**HP** 150; **Immunities** acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual

**Split** Whenever an ochre jelly is hit by an attack or effect that would deal slashing, piercing, or electricity damage and the ochre jelly has at least 10 HP, the jelly splits into two identical jellies, each with half the original's HP. One jelly is in the same space as the original, and the other appears in an adjacent, unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

**Speed** 15 feet, climb 10 feet

**Melee** ♦ pseudopod +15, **Damage** 1d8+7 bludgeoning plus 2d4 acid and Grab

**Constrict** ♦ 1d8+3 bludgeoning plus 1d4 acid, DC 23

**Ochre Acid** An ochre jelly's acid damages only flesh—not bone, stone, wood, or other materials.

### SCALING ENCOUNTER D1

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

**19–22 Challenge Points:** Add a gelatinous cube to the encounter.

**23–27 Challenge Points:** Add an ochre jelly to the encounter.

**28–32 Challenge Points:** Add two gelatinous cubes to the encounter.

**33+ Challenge Points:** Add two ochre jellies to the encounter.

### GELATINOUS CUBE (0)

### CREATURE 3

**N** **LARGE** **MINDLESS** **OOZE**

*Pathfinder Bestiary* 254

**Perception** +5; motion sense 60 feet, no vision

**Skills** Athletics +11 (+13 to Shove)

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

**Motion Sense** A gelatinous cube can sense nearby motion through vibration and air movement.

**Transparent** A gelatinous cube is so clear that it's difficult to spot. A successful DC 23 Perception check is required to notice a stationary cube, and a creature must be Searching to attempt this check. A creature that walks into the cube is automatically Engulfed (this usually causes the GM to call for initiative).

**AC** 10; **Fort** +12, **Ref** +0, **Will** +5

**HP** 90; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Resistances** electricity 5

**Speed** 15 feet

**Melee** ♦ cube face +11, **Damage** 1d6 acid plus paralysis

**Engulf** ♦♦ DC 19, 2d6 acid, Escape DC 19, Rupture 7. A creature Engulfed by the gelatinous cube must also attempt a saving throw against paralysis.

**Paralysis** (incapacitation) A creature Engulfed by the cube or hit by its attack is paralyzed unless it succeeds at a DC 20 Fortitude save. A victim can attempt a new save to recover at the end of each of its turns.

**Weak Acid** A gelatinous cube's acid damages only organic material—not metal, stone, or other inorganic substances.



# EXPEDITION INTO PALLID PERIL

## D2. THE ICEBOX (LEVELS 5-6)

### MUTATED BROWN MOLD

HAZARD 6

UNCOMMON

ENVIRONMENTAL

FUNGUS

Variant brown mold (*Pathfinder Gamemastery Guide* 77)

**Stealth** DC 28 (expert)

**Description** This unassuming fungus leeches heat out of the air.

**Disable** DC 25 Survival (trained) to safely remove the fungus.

**Emit Cold** (aura, cold); 10 feet. Mutated brown mold deals 2d8+7 cold damage to nearby creatures.

**AC** 24; **Fort** +17, **Ref** +11

**HP** 54 (BT 27); **Immunities** critical hits, fire, object immunities, precision damage; **Weaknesses** cold 15

**Leech Warmth** ➤ **Trigger** Fire comes within 5 feet of the brown mold; **Effect** The brown mold expands into every square adjacent to its space. As it grows, it pulls more heat from its surroundings, dealing 4d8+14 cold damage (DC 24 basic Fortitude save) to creatures within 15 feet after it expands.

**Reset** After expanding, the brown mold can't grow again for 1 day.

### SCALING ENCOUNTER D2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**28+ Challenge Points:** Increase the mutated brown mold's Stealth and Disable DCs by 2.



# EXPEDITION INTO PALLID PERIL

## D3. SCAVENGER'S SANCTUM (LEVELS 5-6)

### BORE WORM SWARMS (2)

### CREATURE 5

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

*Pathfinder Bestiary* 3 36

**Perception** +12; tremorsense (imprecise) 60 feet

**Skills** Acrobatics +10, Stealth +12

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

**AC** 20; **Fort** +15, **Ref** +12, **Will** +8

**HP** 60; **Immunities** acid, precision, swarm mind; **Resistances** bludgeoning 4, piercing 8, slashing 8; **Weaknesses** area damage 4, splash damage 4, water 8

**Speed** 15 feet, burrow 30 feet

**Swarming Bites** ♦ Each enemy in the swarm's space takes 3d6 acid damage (DC 22 basic Reflex save). Creatures that fail this save become sickened 1 from the swarm's painful bites.

### GIANT SCORPION (0)

### CREATURE 3

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

*Pathfinder Bestiary* 295

**Perception** +9; darkvision, tremorsense (imprecise) 60 feet

**Skills** Athletics +11, Stealth +7

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

**AC** 19; **Fort** +12, **Ref** +9, **Will** +7

**HP** 45

**Attack of Opportunity** ➤ Stinger only.

**Speed** 40 feet

**Melee** ♦ pincer +11 (agile, reach 10 feet), **Damage** 1d8+6 slashing plus Grab

**Melee** ♦ stinger +11 (reach 10 feet), **Damage** 1d6+6 piercing plus giant scorpion venom

**Constrict** ♦ 1d6+4 bludgeoning, DC 20

**Giant Scorpion Venom** (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

## SCALING ENCOUNTER D3

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

**19-22 Challenge Points:** Add a giant scorpion to the encounter.

**23-27 Challenge Points:** Replace one of the bore worm swarms with an empress bore worm.

**28-32 Challenge Points:** Replace one of the bore worm swarms with an empress bore worm and add a giant scorpion to the encounter.

**33+ Challenge Points:** Replace the bore worm swarms with empress bore worms.

### EMPRESS BORE WORM (0)

### CREATURE 7

**N** **HUGE** **ANIMAL**

*Pathfinder Bestiary* 3 37

**Perception** +13; tremorsense (imprecise) 60 feet

**Skills** Athletics +17, Stealth +14

**Str** +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -4

**AC** 23; **Fort** +18, **Ref** +14, **Will** +11

**HP** 140; **Immunities** acid; **Weaknesses** water 10

**Viviparous Birth** When killed, an empress bore worm violently expels the young it carries. These young erupt as a bore worm swarm in the empress bore worm's space. In addition, every creature within 20 feet takes 5d10 acid damage (DC 25 basic Reflex save) from the splatter of caustic viscera.

**Speed** 25 feet, burrow 40 feet

**Melee** ♦ bite +17 (reach 15 feet), **Damage** 2d6+9 piercing plus 1d6 acid and painful bite

**Borer** An empress bore worm can leave a tunnel behind itself when it burrows, and it usually does.

**Corrosive Wake** ♦ The empress bore worm Strides, leaving behind dribbles of acid in every square that it passes through. A creature that enters or begins its turn in such a square takes 3d6 acid damage (DC 22 basic Fortitude save). The acid becomes inert after 1 minute.

**Painful Bite** The bite of an empress bore worm causes excruciating pain. The target must succeed at a DC 25 Fortitude save or become sickened 1 from the pain (sickened 2 on a critical failure).



# EXPEDITION INTO PALLID PERIL

## E1. DROSKAR'S ALTAR (LEVELS 5–6)

### ELITE ABRIKANDILUS (2)

### CREATURE 5

UNCOMMON CE MEDIUM DEMON FIEND

*Pathfinder Bestiary* 3 6, 61

**Perception** +12; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Athletics +14, Intimidation +10

**Str** +4, **Dex** +1, **Con** +3, **Int** –2, **Wis** +2, **Cha** +0

**AC** 21; **Fort** +17, **Ref** +11, **Will** +9

**HP** 85; **Weaknesses** cold iron 5, good 5

**Hatred of Mirrors** An abrikandilu loathes the sight of their reflection. When a creature Interacts with a mirror within sight of the wrecker demon, the demon takes a –2 penalty to Will saves against Intimidation checks. An abrikandilu that ends their turn adjacent to a mirror or that's attacked by a creature holding a mirror takes 1d6 mental damage (this usually leads abrikandilus to focus their efforts on destroying nearby mirrors using Wreck).

**Speed** 25 feet

**Melee** ♦ claw +16 (agile), **Damage** 2d6+6 slashing

**Melee** ♦ jaws +16, **Damage** 3d6+6 piercing plus mutilating bite

**Ranged** ♦ hurled debris +13 (range increment 20 feet),

**Damage** 2d6+6 bludgeoning

**Divine Innate Spells** DC 22; **2nd** *fear* (×2)

**Rituals** DC 22; **1st** *Abyssal pact*

**Mutilating Bite** (curse, divine, necromancy) When the abrikandilu hits a creature with a jaws Strike, the creature must succeed at a DC 23 Fortitude save or become physically mutilated. The creature then takes a –1 status penalty to Charisma-based checks. This penalty is cumulative up to –3 and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.

**Wreck** ♦ The abrikandilu makes two claw Strikes against an unattended object or held mirror; held mirrors use the holding character's AC. If both Strikes hit, combine their damage for the purpose of overcoming any Hardness or resistance. These Strikes don't count toward the abrikandilu's multiple attack penalty, nor does that penalty apply to these Strikes.

### SCALING ENCOUNTER E1

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

**19–22 Challenge Points:** Add a weak abrikandilu to the encounter.

**23–27 Challenge Points:** Add an elite abrikandilu to the encounter.

**28–32 Challenge Points:** Add an elite abrikandilu and a weak abrikandilu to the encounter.

**33+ Challenge Points:** Add two elite abrikandilus to the encounter.

### WEAK ABRIKANDILUS (0)

### CREATURE 3

UNCOMMON CE MEDIUM DEMON FIEND

*Pathfinder Bestiary* 3 6, 61

**Perception** +8; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Athletics +10, Intimidation +6

**Str** +4, **Dex** +1, **Con** +3, **Int** –2, **Wis** +2, **Cha** +0

**AC** 17; **Fort** +13, **Ref** +7, **Will** +5

**HP** 55; **Weaknesses** cold iron 5, good 5

**Hatred of Mirrors** An abrikandilu loathes the sight of their reflection. When a creature Interacts with a mirror within sight of the wrecker demon, the demon takes a –2 penalty to Will saves against Intimidation checks. An abrikandilu that ends their turn adjacent to a mirror or that's attacked by a creature holding a mirror takes 1d6 mental damage (this usually leads abrikandilus to focus their efforts on destroying nearby mirrors using Wreck).

**Speed** 25 feet

**Melee** ♦ claw +12 (agile), **Damage** 2d6+2 slashing

**Melee** ♦ jaws +12, **Damage** 3d6+2 piercing plus mutilating bite

**Ranged** ♦ hurled debris +9 (range increment 20 feet),

**Damage** 2d6+2 bludgeoning

**Divine Innate Spells** DC 18; **2nd** *fear* (×2)

**Rituals** DC 18; **1st** *Abyssal pact*

**Mutilating Bite** (curse, divine, necromancy) When the abrikandilu hits a creature with a jaws Strike, the creature must succeed at a DC 19 Fortitude save or become physically mutilated. The creature then takes a –1 status penalty to Charisma-based checks. This penalty is cumulative up to –3 and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.

**Wreck** ♦ The abrikandilu makes two claw Strikes against an unattended object or held mirror. Held mirrors use the holding character's AC. If both Strikes hit, combine their damage for the purpose of overcoming any Hardness or resistance. These Strikes don't count toward the abrikandilu's multiple attack penalty, nor does that penalty apply to these Strikes.



# EXPEDITION INTO PALLID PERIL

## E2. CRUMBLING SANCTUM (LEVELS 5–6)

### UNSTABLE COLUMNS (5)

### HAZARD 4

MECHANICAL TRAP

**Stealth** DC 25 (trained)

**Description** Plaster crumbles from this column moments before it collapses.

**Disable** DC 22 Crafting (trained) to stabilize the column, DC 25 Athletics to push the column back into place

**AC** 21; **Fort** +15, **Ref** +8

**Hardness** 11; **HP** 46 (BT 23)

**Collapse** ➤ **Trigger** A creature steps on the tiles adjacent to the column; **Effect** The column collapses. The triggering creature must attempt a DC 21 basic Reflex save as debris falls on them, which deals 4d8+10 bludgeoning damage. The area adjacent to the collapsed column becomes difficult terrain.

### SCALING ENCOUNTER E2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**28+ Challenge Points:** Increase the unstable columns' Stealth and Disable DCs by 2. Increase the bludgeoning damage dealt by the Collapse reaction to 4d8+14.



# EXPEDITION INTO PALLID PERIL

## E3. DUERGAR AMBUSH (LEVELS 5–6)

### DUERGAR TASKMASTERS (2)

### CREATURE 2

LE MEDIUM DUERGAR DWARF HUMANOID

*Pathfinder Bestiary* 139

**Perception** +8; darkvision

**Languages** Common, Dwarven, Undercommon

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

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

**Items** chain mail, maul, religious symbol

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

**HP** 30

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

**Light Blindness**

**Speed** 20 feet

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

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

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

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

### DUERGAR CRUSHER

### CREATURE 5

LE MEDIUM DUERGAR DWARF HUMANOID

**Perception** +14; darkvision

**Languages** Common, Dwarven, Undercommon

**Skills** Athletics +13, Intimidation +12, Survival +10

**Str** +5, **Dex** +1, **Con** +3, **Int** +2, **Wis** +1, **Cha** +4

**Items** half plate, *moderate healing potion*, +1 *striking war flail*

**AC** 21; **Fort** +14, **Ref** +10, **Will** +10; +2 status to all saves vs. magic, iron mind

**HP** 77; **Resistances** poison 5

**Iron Mind** Duergar crushers automatically disbelieve all illusions of 2nd level or lower.

**Light Blindness**

**Speed** 20 feet

**Melee** ♦ *war flail* +15 (disarm, sweep, trip), **Damage** 2d10+5 bludgeoning plus Knockdown

**Occult Innate Spells** DC 21, attack +13; **3rd** *enlarge* (self only), *invisibility* (self only); **Cantrips (3rd)** *telekinetic projectile*

**Kick 'Em While They're Down** ♦ **Requirements** An adjacent creature is prone; **Effect** The duergar crusher stomps down on the prone creature, dealing 2d8+5 bludgeoning damage (DC 22 basic Reflex save).

## SCALING ENCOUNTER E3

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

**19–22 Challenge Points:** Add a duergar taskmaster to the encounter.

**23–27 Challenge Points:** Add a duergar crusher to the encounter.

**28–32 Challenge Points:** Add two duergar taskmasters and a duergar crusher to the encounter.

**33+ Challenge Points:** Add two duergar crushers to the encounter.



# EXPEDITION INTO PALLID PERIL

## EVENT 5: THE THRESHOLD (LEVELS 5-6)

### ASPIS BULWARKS (2)

### CREATURE 5

UNCOMMON NE MEDIUM HUMAN HUMANOID

**Perception** +10

**Languages** Common

**Skills** Acrobatics +12, Athletics +14, Deception +9, Stealth +12

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

**Items** bronze Aspis Consortium badge, daggers (2), sap, scale mail, steel shields (Hardness 5, HP 20, BT 10) (3)

**AC** 21 (23 with shield raised); **Fort** +15, **Ref** +12, **Will** +9  
**HP** 90

**Attack of Opportunity** ↻

**Shield Block** ↻

**Speed** 25 feet

**Melee** ✦ dagger +15 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+11 piercing

**Melee** ✦ sap +15 (agile, nonlethal), **Damage** 1d6+9 bludgeoning

**Ranged** ✦ dagger +15 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+11 piercing

**Quick Replacement** ✦ The Aspis bulwark Interacts to draw a steel shield, then Raises that Shield.

### ASPIS OPPRESSOR

### CREATURE 5

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +12

**Languages** Common, Mwangi

**Skills** Deception +13, Diplomacy +11, Performance +11, Stealth +13, Thievery +11

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

**Items** bronze Aspis Consortium badge, dagger (4), lesser elixir of life

**AC** 22; **Fort** +9, **Ref** +13, **Will** +12

**HP** 75

**Speed** 25 feet

**Melee** ✦ dagger +15 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+9 piercing

**Ranged** ✦ dagger +15 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+9 piercing

**Prepare Fangs** ✦✦ The Aspis oppressor slices their palm with a dagger, and the blade glows as it absorbs some of their blood. The glow spreads to the daggers of the oppressor's Aspis allies. For 1 round, all daggers wielded by the oppressor and allies within 30 feet of them deal an additional 4 poison damage.

**Surprise Attack** On the first round of combat, if the Aspis oppressor rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

## SCALING EVENT 5

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

**19-22 Challenge Points:** Add an Aspis striker to the encounter.

**23-27 Challenge Points:** Add an Aspis bulwark to the encounter.

**28-32 Challenge Points:** Add an Aspis bulwark and Aspis striker to the encounter.

**33+ Challenge Points:** Add an Aspis bulwark and an Aspis oppressor to the encounter.

### ASPIS STRIKER (0)

### CREATURE 3

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common

**Skills** Acrobatics +9, Deception +9, Stealth +11, Survival +6, Thievery +11

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

**Items** bronze Aspis Consortium badge, dagger, moderate thunderstone

**AC** 19; **Fort** +8, **Ref** +12, **Will** +6

**HP** 40

**Impress The Boss** ↻ **Trigger** An adjacent Aspis Consortium ally is targeted by a melee or ranged attack from an attacker the Aspis striker can see; **Effect** The Aspis agent rushes to block the blow. The ally gains a +2 circumstance bonus to AC against the triggering attack.

**Speed** 30 feet

**Melee** ✦ dagger +10 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+7 piercing

**Ranged** ✦ dagger +10 (agile, thrown 10 feet, versatile S),  
**Damage** 1d4+7 piercing

**Sneak Attack** The Aspis striker deals an extra 1d6 precision damage to flat-footed creatures.

**Surprise Attack** On the first round of combat, if the Aspis striker rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.



# EXPEDITION INTO PALLID PERIL

## APPENDIX 3: GAME AIDS



LUNA ALDRED

THE SISTERS



BOLKANGA

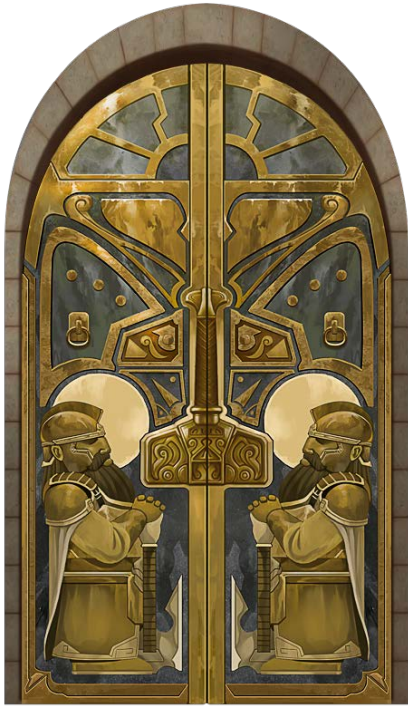
ASPIS AGENT





# EXPEDITION INTO PALLID PERIL

## APPENDIX 3: GAME AIDS



DOORS TO RASERI KANTON



# EXPEDITION INTO PALLID PERIL

## HANDOUT #1: SCOUTING REPORTS

Please see the enclosed collection of scouting notes. — Luna Aldred

**The Sunken Halls:** *“Strangely, one of our members heard a voice coming from the lake. When we went to examine it, we found a tunnel at the bottom of the lake. We secured the area but turned back when we found carnivorous fish.”*

**The Labyrinth:** *“At the end of these passageways is a sort of door. A tombstone stretches from floor to ceiling and seals off the next set of halls. It reacts to the touch, but we haven’t found a way to open it yet.”*

**The Unsealed Way:** *“We used the rest of our munitions to clear the rubble from these hallways. They seem clear enough now, but we can’t figure out why it was sealed before. We recommend a larger team investigate.”*



# EXPEDITION INTO PALLID PERIL

## HANDOUT #2: TABLE GM MISSION LISTS & CONDITIONS

### ACT 1 MISSIONS

During Act 1, each group can attempt the following three missions in any order. Trackable objectives are listed below. Report each success to the HQ staff.

MISSION NAME	ALLY	COMBAT	HAZARD	COMPLETED
The Labyrinth (page 11)	X	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Sunken Halls (page 14)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Unsealed Way (page 18)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### REPORTING CONDITION

PCs who explore the Unsealed Way have an opportunity to mediate an argument between two statue sisters. Check the box corresponding to the path they chose on your scenario reporting sheet, or mark it off below for easy reference at the end of the adventure.

- ☐ A: Sided with Jernashall
- ☐ B: Sided with Raseri Kanton
- ☐ C: Created a third solution
- ☐ D: Did not run encounter, or did not earn enough Sister Points to influence the outcome

### ACT 1 THREAT METER MISSIONS

As tables report Rests, the Threat Meter increases. Each time it reaches a new threshold, the House GM will announce that it is time to run an event. Completion of these missions does not need to be reported to the HQ staff.

THRESHOLD	EVENT NAME	COMPLETED
1	Event 1: First Contact (page 9)	<input type="checkbox"/>
2	Event 2: Aspis Incursions (page 11)	<input type="checkbox"/>
3	Event 3: Countermeasures (page 11)	<input type="checkbox"/>
4	Event 4: Aspis Strike (page 11)	<input type="checkbox"/>

### ACT 1 ANNOUNCED CONDITIONS

The House GM might announce the following conditions during Act 1.

**Allies Gathered:** The reputation of the Pathfinder Society precedes the PCs. Reduce the DCs of any skill checks when interacting with Bolkanga in area B3 or the Sisters in area C3 by 2.

**Creatures Abated:** The steady wave of explorers has damaged the creatures that live under the mountain. At the start of the next combat, reduce any enemy creature's Hit Points by 25%. This condition only applies to a combat in Act 1; it doesn't affect combats in Act 2.

**Hazards Identified:** Other Pathfinder Society teams noted where hazards appear. Reduce the Stealth DCs and Stealth modifiers of all hazards in Act 1 by 2. This benefit doesn't affect hazards in Act 2.

### FORTIFICATION ANNOUNCED CONDITIONS

The following are conditions that bolster the Pathfinders' base camp. These benefits persist into Act 2.

**Diverse Investments:** As news of the encampment spreads, more merchants arrive to sell distinctive wares. The PCs can purchase any common item of up to their level at the base camp. In addition, each PC receives a free *healing potion* or *oil of unlife* (*Pathfinder Advanced Player's Guide* 258) with an item level of up to their level that includes a tag advertising "Hands-On Healing", one of the newest merchants at the base camp with a main location in Absalom.

**Enhanced Spellcasting:** The spellcasting reagents have replenished needed reserves, allowing for non-essential spells to be cast. The PCs can purchase spellcasting services for any common spell in the *Pathfinder Core Rulebook* of up to their level at a 10% discount for the duration of the adventure. Spellcasting services to remove negative conditions are also available at this 10% discount. This discount only applies to purchases made with gold.

**Pathfinder Reinforcements:** Additional Pathfinder agents arrive at the base camp, allowing for additional patrols and relief from the watches. The PCs can rest once for 8 hours without having to report a Rest to the House.

### ACT 2 MISSIONS

During Act 2, each table can choose which of the two discovered routes they would like to take, switching to the second route if they complete their first choice. Trackable objectives are listed below. Report each success to the HQ staff.

MISSION NAME	COMBAT	HAZARD	COMPLETED
Caravan Route (page 23)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Temple Route (page 25)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### ACT 2 ANNOUNCED CONDITIONS

The following are conditions that the table may receive during this portion of the event. While these conditions have the same names and effects as those in Act 1, the House must earn them again in Act 2 to receive their benefits.

**Creatures Abated:** The steady wave of explorers has damaged the creatures that live under the mountain. At the start of the next combat, reduce any enemy creature's Hit Points by 25%.

**Hazards Identified:** Other Pathfinder Society teams have uncovered hazards in the ruins and provided notes on their locations. Reduce their Stealth DCs and Stealth modifiers of all hazards in Act 2 by 2.



# EXPEDITION INTO PALLID PERIL

## HANDOUT #3: HOUSE GM REFERENCE SHEET

### TIMELINE

**Introduction:** ~15 minutes (or longer if mustering requires)

**Act 1:** ~150 minutes (or when the House clears all three locations, whichever comes first)

**Act 2:** ~100 minutes (after 55 minutes have passed, read the 5-minute warning announcement for Event 5 of you haven't already)

**Conclusion:** 15 minutes (the Conclusion appears in the instructions for Act 2)

### ACT 1 GENERAL SUCCESS ANNOUNCEMENTS

Tables will report Ally, Act 1 Combat, and Act 1 Hazard successes. Once they reach a threshold, tracking that type of success is no longer required.

**Number of Ally successes to announce "Allies Gathered":**  $2/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Act 1 Combat successes to announce "Creatures Abated":**  $1 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Act 1 Hazard successes to announce "Hazards Identified":**  $1-1/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

### ACT 1 LOCATION SUCCESS ANNOUNCEMENTS

Track the Labyrinth, Sunken Halls, and Unsealed Way successes the PCs earn. Once they reach a threshold, apply additional successes reported to one of the other areas that hasn't been cleared. Once the PCs have cleared all 3 locations or once 145 minutes have passed since the start of Act 1, whichever comes first, read the 5-minute warning announcement, wait 5 minutes, then begin Act 2.

**Number of Labyrinth successes to announce "Labyrinth Cleared":**  $2/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Sunken Halls successes to announce "Sunken Halls Cleared":**  $2/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Unsealed Way successes to announce "Labyrinth Cleared":**  $2/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Total Number of Location Successes to Move to Act 2:**  $3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

### ACT 1 FORTIFICATION METER ANNOUNCEMENTS

When a table reports a Labyrinth, Sunken Halls, or Unsealed Way success, they also contribute to their base camp's fortifications.

**Number of Overall successes to announce "Enhanced Spellcasting":**  $2/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Overall successes to announce "Diverse Investments":**  $1-1/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Overall successes to announce "Pathfinder Reinforcements":**  $2 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

### ACT 1 THREAT METER ANNOUNCEMENTS

Tables will report Rests, which gradually increase the Threat Meter. The Threat Meter starts at 0. Each time the House takes a number of Rests equal to half the number of tables, the Threat Meter rises.

**Number of Overall Rests to raise the Threat Meter to 1:**  $1/2 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Overall Rests to raise the Threat Meter to 2:**  $1 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Overall Rests to raise the Threat Meter to 3:**  $1-1/2 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Overall Rests to raise the Threat Meter to 4:**  $2 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

### ACT 2 GENERAL SUCCESS ANNOUNCEMENTS

Tables will report Act 2 Combat and Act 2 Hazard successes during Act 2. These should be tracked separately from the Act 1 Combat and Hazard successes, meaning that the PCs start Act 2 with 0 successes in each category. Once a threshold is reached, tracking that type of success is no longer required.

**Number of Act 2 Combat successes to announce "Creatures Abated":**  $2/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Act 2 Hazard successes to announce "Hazards Identified":**  $2/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

### ACT 2 PROGRESS ANNOUNCEMENTS

Tables will report Caravan and Temple successes during the first part of Act 2. The first part of Act 2 is on a time limit; 1 hour after Act 2 begins, if you haven't yet made the announcement that ends "the way to Raseri Kanton is clear", do so regardless of the number of successes the PCs have earned. Five minutes after making this announcement, make the announcement to begin Event 5. During Event 5, tables will report Aspis successes. There is no need to track any reports except Aspis successes after Event 5 begins.

**Number of Caravan Successes + Temple Successes to announce "the way to Raseri Kanton is clear":**  $1-1/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$

**Number of Aspis successes to proceed to the Conclusion:**  $1-1/3 \times \# \text{ of Tables} = \underline{\hspace{2cm}}$



# EXPEDITION INTO PALLID PERIL

## ORGANIZED PLAY

### CHRONICLE SHEET

Unlike a typical scenario, *Expedition into Pallid Peril* doesn't have Treasure Bundles. PCs automatically earn the amount of gold listed below for completing the scenario.

### TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	38 gp
4	64 gp
5	100 gp
6	150 gp

### CHALLENGE POINTS

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

3rd-level PCs = 2 points each

4th-level PCs = 3 points each

5th-level PCs = 4 points each

6th-level PCs = 6 points each

Now use the table below to determine which level range is appropriate for your PCs. Level 3–4 encounters appear in Appendix 1, and level 5–6 encounters appear in Appendix 2.

### CHALLENGE POINTS

CP TOTAL	LEVEL RANGE
8–14	3–4
16–18 (5+ players)	3–4
16–18 (4 players)	5–6
19+	5–6



# EXPEDITION INTO PALLID PERIL



## Event Reporting Form

Date: \_\_\_\_\_ Event Code: \_\_\_\_\_

Location: \_\_\_\_\_

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

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

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

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

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

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

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



# EXPEDITION INTO PALLID PERIL

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## Scenario #3-98: Expedition Into Pallid Peril

		<b>2</b>
Character Name	Organized Play #	Character #
Adventure Summary		
<p>Venture-Captain Luna Aldred of the Darkmoon Vale assembled a great host of Pathfinders to investigate the Pallid Peak in search of the lost dwarven city of Raseri Kanton. You joined the expedition and travelled through the Sunken Halls, the Labyrinth and the Unsealed Way. Following your investigations, you continued deeper into the mountain and explored the treacherous caravan and temple routes that led to the lost city. You and other Pathfinders eventually came before the great doors of Raseri Kanton, where you battled off agents from the Aspis Consortium and secured the lost entrance. As part of the expedition to rediscover the fabled dwarven city, you've given yourself and other Pathfinders the opportunity to begin a more rigorous exploration in future missions!</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 <b>paizo.com</b> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <b>paizo.com/organizedPlay/myAccount</b> and click on the Boons tab. Note that you must have created a <b>paizo.com</b> account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventure grants the following unique Achievement Point boon: <b>Deathtouched Explorer</b>.</p>		Starting XP
		XP Gained
		Total XP
		Starting GP
		GP Gained
		Total GP
Reputation Gained		
Items		
<p>Pathfinder Society characters can purchase a wide variety of items. For a full list of the items and other options available to Pathfinder Society characters, visit <b><a href="https://paizo.com/pathfindersociety/characteroptions">https://paizo.com/pathfindersociety/characteroptions</a></b>. Your character can buy items from this list up to their character level. Chronicle Sheets for Pathfinder Society adventures sometimes include items, which your PC can buy up to their character level +2.</p>		
Purchases		
Items Sold / Conditions Gained		
<small>TOTAL VALUE OF ITEMS SOLD</small>		
<small>Add 1/2 this value to the GP Gained Box</small>		
Items Bought / Conditions Cleared		
<small>TOTAL COST OF ITEMS BOUGHT</small>		
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
GM Organized Play #		

Chronicle Code: GFWM

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](https://pathfindersociety.club)