

PATHFINDER SOCIETY®

YEAR OF THE STOLEN STORM



CAPTIVES OF TOIL

By Mike Kimmel



Author • Mike Kimmel
Development Lead • Linda Zayas-Palmer
Contributing Artists • Jason Engle, Tawny Fritz,
Daniel Lopez, Mark Molnar, Hector Ortiz, Kelly Perry,
and Ben Wootten
Cartographer • Sean Macdonald

Editor-in-Chief • F. Wesley Schneider
Creative Director • James Jacobs
Creative Design Director • Sarah E. Robinson
Executive Editor • James L. Sutter
Senior Developer • Rob McCreary
Pathfinder Society Lead Developer • John Compton
Developers • Adam Daigle, Crystal Frasier,
Amanda Hamon Kunz, Mark Moreland,
Owen K.C. Stephens, and Linda Zayas-Palmer
Senior Editors • Judy Bauer and Christopher Carey
Editors • Jason Keeley and Josh Vogt
Lead Designer • Jason Bulmahn
Designers • Logan Bonner, Stephen Radney-MacFarland,
and Mark Seifter
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell
and Adam Vick

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
Chief Financial Officer • John Parrish
Staff Accountant • Ashley Kaprielian
Data Entry Clerk • B. Scott Keim
Chief Technical Officer • Vic Wertz
Software Development Manager • Cort Odekirk
Senior Software Developer • Gary Teter
Project Manager • Jessica Price
Organized Play Coordinator • Tonya Woldridge
Adventure Card Game Designer • Tanis O'Connor

Community Team • Liz Courts and Chris Lambertz
Customer Service Team • Sharaya Copas, Katina Davis,
Sara Marie Teter, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase,
Mika Hawkins, Heather Payne, Jeff Strand, and
Kevin Underwood
Website Team • Christopher Anthony, William Ellis, Lissa
Guillet, Don Hayes, Julie Iaccarino, and Erik Keith

HOW TO PLAY

Pathfinder Society Scenario #8-03: Captives of Toil is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



TABLE OF CONTENTS

CAPTIVES OF TOIL 3

PLAYER HANDOUTS 23

APPENDIX: STAT BLOCKS 24

MAPS 26

CHRONICLE SHEET. 28

GM RESOURCES

This scenario makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Advanced Player's Guide* (APG), and *Pathfinder RPG Monster Codex* (MC). GMs can find the complete rules of these books available online for free at paizo.com/prd, and the relevant rules from the Bestiaries are reproduced in an appendix at the back of the scenario for the GM's convenience.



Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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

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

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

Pathfinder Society Scenario #8-03: Captives of Toil © 2016, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Inc.

CAPTIVES OF TOIL

By Mike Kimmel



Nearly 10,000 years ago, deep in the Darklands, the dwarves heard the divine call of Torag and began migrating to the surface in the so-called Quest for Sky. When they reached the surface, they built 10 great sky citadels to defend their new territory against the orcs above and the duergar below. A number of these citadels have since fallen to the dwarves' enemies, and even their locations have been forgotten in the intervening millennia.

About 3 years ago, the Pathfinder Society rediscovered the dwarven citadel Jormurdun—situated in what is now the Worldwound's northwest corner—and with the assistance of forces from the Five Kings Mountains, the Society managed to evict the duergar and demons that lived within. Dwarven convoys have since braved the rugged badlands to keep Jormurdun supplied, repopulate it, and defend it from the local demons. They have also repaired some of the fortifications leading into the Darklands. However, a few weeks ago, a band of duergar launched a daring raid that overwhelmed the first line of defenses before withdrawing with numerous dwarven captives. By the time Jormurdun's small population had mobilized, the duergar had already slipped away into familiar tunnels. Jormurdun lacks the numbers to rescue its lost comrades without leaving it vulnerable on the surface, so they have called upon their Pathfinder allies for assistance. There is only one place a duergar slaver convoy could be bound: the duergar's capital city of Hagegraf.

Most duergar seek to kill dwarves on sight, so it is strange that the raiders took captives. These duergar are the survivors of the Pathfinders' invasion several years ago. When they sought refuge in Fellstrok and later Hagegraf, they instead found derision from their distant relatives for being overwhelmed by demons and then bested in battle by surface scum. Just as their god Droskar toils to attain perfection, so too were these failed duergar cast out until their own toils could prove them worthy. These outcasts intend to regain respect by capturing the very dwarves that now live in Jormurdun,

WHERE ON GOLARION?

Although the PCs begin the scenario in the dwarven city of Janderhoff, the majority of *Captives of Toil* takes place in the tunnels and caverns of Nar-Voth, the uppermost region of the Darklands, on the portion of the Long Walk between Fellstrok and Janderhoff. To learn more about Nar-Voth and its denizens, see the *Pathfinder Campaign Setting* sourcebooks *Inner Sea World Guide*, *Into the Darklands*, and *Darklands Revisited*. These books are available at bookstores and game stores everywhere and online at paizo.com.



dragging them to the duergar capitol, and slaughtering them before Hagegraf's elite.

SUMMARY

Sir Jorsal of Lauterbury sends the PCs an impassioned request for aid on behalf of Jormurdun. The letter explains the dire situation and asks the PCs to meet with Sandricaan, a Pathfinder living in Janderhoff. Sandricaan answers the PCs' questions and helps them prepare for their mission. He suggests that they seek the aid of a tribe of mongrelmen known to be living near Fellstrok, the region where the Pathfinders are most likely to intercept the duergar slavers.

After setting out from Janderhoff's gates, the PCs must choose between talking their way past the duergar

checkpoints along the Long Walk or avoiding the duergar altogether by navigating the twisting passages of Nar-Voth. As they approach the territory of the mongrelmen, they must choose to either brave or avoid the territory of a pair of bulettes.

Once the PCs reach the tribe of mongrelmen, they gain an audience with the tribe's leader. This leader promises to aid the Pathfinders, but she requests that they help her to befriend a creature called Old Ironfin—an unlikely but powerful ally.

The PCs then make their way to an abandoned duergar outpost to confront the slavers and release their captives. While an epic battle rages around them, the PCs face the elite duergar soldiers and their commanders, including a former paladin who now unwillingly serves the duergars' leader, a malevolent cleric of Droskar.

After the battle with the duergar, the PCs escort the freed captives back to Janderhoff. Before they arrive, a duergar raiding party attacks, and the Pathfinders have a difficult choice to make regarding the fate of the dwarves who have fallen behind.

GETTING STARTED

The PCs begin their mission after receiving a missive from Sir Jorsal of Lauterbury. Give the players **Player Handout #1** (see page 23) to begin the adventure. Each PC receives a copy of this letter along with her own small cloth pouch containing 100 gp labeled "For Tolls." When the PCs reach Janderhoff's surface entrance—a pair of massive iron gates emblazoned with the hammer of Torag—

the guards are expecting them, and they gruffly welcome the PCs to the city. Janderhoff's people—mostly dwarves but some humans, halflings, and gnomes—bustle about the prosperous mountainside citadel, tending its many forges and bringing in carts of copper, iron, silver, and black marble from the nearby mines. The tall chimneys of its forges let forth a constant stream of gray smoke into the blue sky.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)

Based on the results of a Diplomacy check to gather information around Janderhoff or Knowledge (local) check, the PCs might acquire more information about the duergar. If the PCs choose to gather information rather than relying on their own knowledge, be sure to emphasize the anti-duergar sentiments of the Janderhoff dwarves. Dwarven PCs can attempt the Knowledge check untrained, bypassing the typical cap of 10 for an untrained Knowledge check, and they receive a +2 circumstance bonus on either skill check. Each PC gains all of the information whose DC is less than or equal to the result of her check.

10+: The duergar are ancient enemies of the dwarves. They are clannish, hateful, and malevolent creatures that believe themselves superior to all other races.

15+: Once dwarves themselves, the duergar stubbornly refused to join their brethren in the Quest for Sky, and were forever cursed when they turned to a dark god to save them. Duergar see themselves as the true masters of the dwarven race, and typically seek to kill dwarves on sight rather than enslave them. It is unusual that they would take their ancient enemies as captives unless they had some worse fate in mind. These slavers are likely to be the only ones on the Long Walk with a large number of dwarven prisoners.

20+: The chief god of the duergar is Droskar, god of toil, slavery, and cheating. His worship among surface dwarves is extremely limited, and to say that it is greatly frowned upon would be an enormous understatement.

25+: If the duergar have a large number of dwarven prisoners in tow, it is unlikely they will be allowed inside any major duergar settlements such as Fellstrok or Hagegraf. This is either a rogue faction of duergar or a group with a particularly mysterious agenda.

KNOWLEDGE (DUNGEONEERING OR GEOGRAPHY)

Based on the results of a Knowledge (dungeoneering) or Knowledge (geography) check, PCs might have knowledge of Nar-Voth, its



Janderhoff

denizens, and the Long Walk. Allow dwarves, natives of the Darklands, and PCs who have participated in multiple Darklands adventures to attempt these checks untrained, bypassing the typical cap of 10 for an untrained Knowledge check. Each PC gains all of the information whose DC is less than or equal to the result of her check.

10+: Nar-Voth is the uppermost region of the Darklands, descending nearly half a mile beneath the surface. The region consists of countless twisting passages and interconnected caves, and is home to derro, duergar, mongrelmen, troglodytes, and innumerable vicious subterranean beasts and hazards.

15+: While not the most numerous sentient race in Nar-Voth, the duergar are arguably the most organized and possibly the most powerful. They control the Long Walk, a tunnel stretching from the duergar city of Hagegraf under the Five Kings Mountains, to the stronghold of Fellstrok in the Hold of Belkzen. It passes directly beneath the city of Janderhoff.

20+: One of Nar-Voth's most dangerous features is the nature of the terrain itself. Sharp drops, unstable ground, slippery surfaces, and cramped passages make navigation difficult, which is why so many people are willing to take the Long Walk despite its heavy tolls and disagreeable stewards.

Finding **Sandricaan** (N male dwarf wizard 7) is a simple task, as the wizard spends most of his time in his study pouring over historical texts and examining ancient relics. When the PCs arrive, Sandricaan invites them into his cramped study. He explains that he has eagerly anticipated their arrival and is happy to answer any questions they have. Below are some possible questions and Sandricaan's responses. At the very least, he informs the PCs about the mongrelmen (see the first question) and suggests a possible route (see the second question) before taking the Pathfinders to the city's gates.

How can we confront such a large duergar force? Who can we call upon for aid? "If my calculations are correct, you should be able to intercept the slavers somewhere near the duergar stronghold of Fellstrok. The duergar there have waged constant war against the mongrelmen in that area. Mongrelmen are a peculiar people, but also the most friendly—well, least unfriendly—folk you are likely to find in all of Nar-Voth. You should be able to come to an enemy-of-my-enemy agreement with them, one way or another."

What route should we take? "Following the Long Walk is the quickest and surest way to intercept the slavers. However, it's also the easiest way to get yourselves caught before you ever reach your destination. I suggest you follow the side-tunnels near the road. It may take longer, but I've factored that into my calculations. If any of you possess a particularly silvered tongue, and you disguise any dwarves among your group, you might brave the Long Walk itself. In any case, it is imperative to move quickly. If you reach your destination too late, you will not have much time to find allies and prepare. And I absolutely recommend against trying to teleport there! Nothing good can ever come of teleporting in the Darklands."

What dangers might we face in the Darklands? "Nar-Voth's threats are too many to enumerate. I'll advise you to bring plenty of food, fresh water, and light, as well as any other supplies you expect to need on the journey. Don't expect to be able to buy anything else once you have departed from Janderhoff."

What can we expect from the duergar?

"Duergar are evil, wretched creatures. They are also skilled warriors who possess powerful magic and often ride giant vermin into battle."

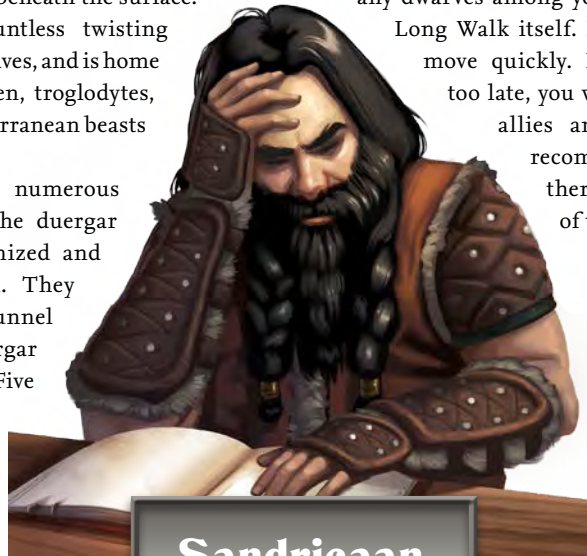
Why would the duergar capture dwarves instead of killing them? "I've pondered that very question since learning of the raid, and all I can think is that they have some reason for bringing dwarves to Hagegraf. Whatever it is, it can't be good. Perhaps you will learn the duergars' intentions while on your mission."

FACTION NOTES

If any of the PCs are members of the Liberty's Edge faction, they receive a separate letter from Major Colson Maldris before departing Janderhoff. Provide these PCs with **Player Handout #2**. If the PCs ask Sandricaan about the contents of the letter, he does not know any further information about Dornarnus, but suggests that the Pathfinders should be prepared to defeat the paladin in battle without killing him.

THE LONG WALK

Sandricaan leads the way through Janderhoff's interconnected rooms, stairways, and tunnels, following a complex route that boasts increasing numbers of surly dwarven guards as the path



Sandricaan

DELAYS

The PCs are set on a race against the clock as they travel to intercept the slave caravan and rescue the prisoners. See area **B** for details about how these delays impact the battle with the duergar. If the PCs travel at a movement speed of 20 feet or slower, add two to their number of delays. If they travel at a movement speed of 40 feet or faster, subtract two from their total number of delays.

Not all delays take the same amount of time, but for the purpose of this scenario, most complications that take at least 1 full day to resolve count as delays. Examples of delays include the following.

- Getting lost in the side-tunnels or held up at checkpoints on the Long Walk (see page 6) can result in multiple delays.
- Taking 1 full day (not just the night) to rest results in one delay per day.
- Being forced to wait for the mongrelmen runners rather than being taken directly to Felgriss (see Befriending the Mongrelmen on page 9) results in one delay.
- Individual encounters detail the various ways that the PCs can increase or reduce the number of delays they accumulate on their journey.

descends toward Nar-Voth. Eventually, he stops at a massive gate bearing the same hammer symbol as all of the city's entrances. He speaks briefly with the captain on duty, and the heavily armed dwarf pauses before giving a slow nod and reluctantly commanding the guards to open the gates.

Sandricaan does not follow the PCs past the gates of the city. The journey from Janderhoff to Fellstrok, where the PCs' path crosses with the duergars' (area **B**) covers approximately 300 miles if the PCs stick to the Long Walk. At a movement speed of 30 feet, this journey takes approximately 13 days; at 20 feet, it takes nearly 19 days. The PCs can choose between two general methods for navigating the Long Walk. The first is to take the road itself, talk their way past the duergar, and pay exorbitant tolls. The second is to stick to the side-tunnels that run along the road in order to avoid duergar patrols and outposts. The first method is faster, but more expensive unless the PCs are particularly skilled in their negotiations. The second method is slower unless the PCs have particular success in navigating the tunnels.

If the PCs take the road, they must convince the duergar to allow them to pass without lengthy questioning and inspections. Have each PC who is interested in participating in discussions roll a Bluff or Diplomacy check to be allowed to pass. PCs can also attempt Intimidate checks, but such checks suffer a –5

penalty due to the duergars' strength in numbers. If the PCs attempt to skirt around the checkpoints instead, have each PC who is interested in helping plot the course roll a Knowledge (dungeoneering) or Survival check. Whichever method the PCs choose, use the highest result, and allow any PC who succeeded at a DC 10 skill check to instead assist that roll (as the aid another action), even if the PC used a different skill than the one used to obtain the highest result. The PCs receive the following results based on the results of their combined skill check. Be sure that the players are aware that it is worthwhile for everyone to contribute—the skill check represents their combined efforts over a long period of time. In Subtier 8–9, increase all of the DCs below by 4.

Less than 20: The PCs undergo substantial questioning and inspections at multiple checkpoints, and they do not manage to evade any of them. They eventually make it past the checkpoints, but they incur four delays and must pay a fee of 300 gp per PC.

20–24: The PCs undergo substantial questioning and inspection at one of the checkpoints, or they avoid only one of the checkpoints. They incur three delays and must pay a fee of 300 gp per PC.

25–29: The PCs make it past the checkpoints as quickly as a surface dweller could ever expect to, or they avoid a few of the checkpoints. They incur 2 delays and must pay a fee of 200 gp per PC.

30–34: The PCs make it past the all checkpoints as quickly as a duergar would, or they evade nearly all checkpoints. They incur 1 delay, and their toll is reduced to 100 gp per PC.

35+: The PCs' exemplary skill allows them to either negotiate their way past the checkpoints at no cost or to avoid them entirely. The PCs do not incur any delays or pay any tolls.

If any of the PCs are dwarves, their presence adds an element of complication to the journey; as Sandricaan warned, duergar are likely to attack dwarves on sight. If the party chooses to travel on the Long Walk, dwarven PCs must make a successful DC 18 Disguise or Stealth check (DC 21 in Subtier 8–9); failing this check results in a +5 increase to the DC of the check to bypass the duergar checkpoints, regardless of what strategy the PCs chose. Duergar are more watchful for dwarves than members of other races, and highly suspicious of their presence along the Long Walk. Another PC can use aid another to assist on the skill check to conceal the dwarf's appearance. If the PCs use short-duration magic, such as *disguise self*, receiving the bonus from the effect requires the PCs to use it five times during the journey.

If the PCs discuss splitting up, the GM should emphasize that even with some way of magically communicating, the confusing nature of Nar-Voth creates a near-certain

possibility that the two groups could become separated for many days. The Pathfinders should stick together and choose one method of reaching their destination. A group that splits accrues two additional delays automatically, in addition to incurring the increased difficulty of navigating a path with smaller numbers.

Some PCs might have access to teleportation magic. If the PCs wish to use this strategy, the GM should advise that the nature of the Darklands means that a long-range teleportation could land the Pathfinders in an extremely dangerous location, and it could take months to reach their destination—if the PCs even survive the ordeal.

A. BULETTE CAVES

Eventually the PCs make it to the point in their journey when they must navigate slightly away from the Long Walk in order to enter the territory of the mongrelmen, their potential allies in the battle to come. Sandricaan's directions lead the Pathfinders through a series of caves that, unbeknownst to the wizard, are currently occupied by vicious Darklands beasts.

This large cavern arches to a height of forty feet at its center. It extends about sixty feet from east to west and one hundred feet from north to south. The floor consists of tightly packed dirt and gravel, and strange furrows in the earth crisscross the room. Patches of luminescent fungi cling to the floor, walls, and ceilings, and the sound of water dripping into several shallow pools echoes through the chamber. A ten-foot-wide tunnel leads off to the south, and broad, roughly hewn steps lead to a similar passage heading to the northeast.

The glowing mushrooms illuminate the chamber with dim light. A subterranean river once flowed through this chamber, depositing sediment and gravel on the cavern's floor—the bulettes that live in this area are able to burrow through this earth freely (see Creatures below).

PCs who succeed at a DC 17 Knowledge (arcana) check recognize that the furrows were made by the dorsal fin of a bulette. The DC increases to 21 in Subtier 8–9, as the water dripping into this room has partially obscured the furrows' distinctive shape. The PC knows that these creatures, often called landsharks, typically patrol hilly terrain near the surface. Bulettes are intensely territorial, and each bulette commands up to 30 square miles. They often burrow deep underground, especially to breed.

If the PCs succeed at the above skill check and wish to avoid entering bulette territory, they can find an alternative path through the caverns. However, this alternative option lengthens their journey by multiple days; if they succeed at a DC 21 Knowledge

SCALING ENCOUNTER A

Make the following changes to the encounter in order to accommodate parties of 4 PCs.

Subtier 5–6: Apply the young simple template to the bulette (*Pathfinder RPG Bestiary* 295).

Subtier 8–9: Use two standard bulettes instead of two advanced bulettes.

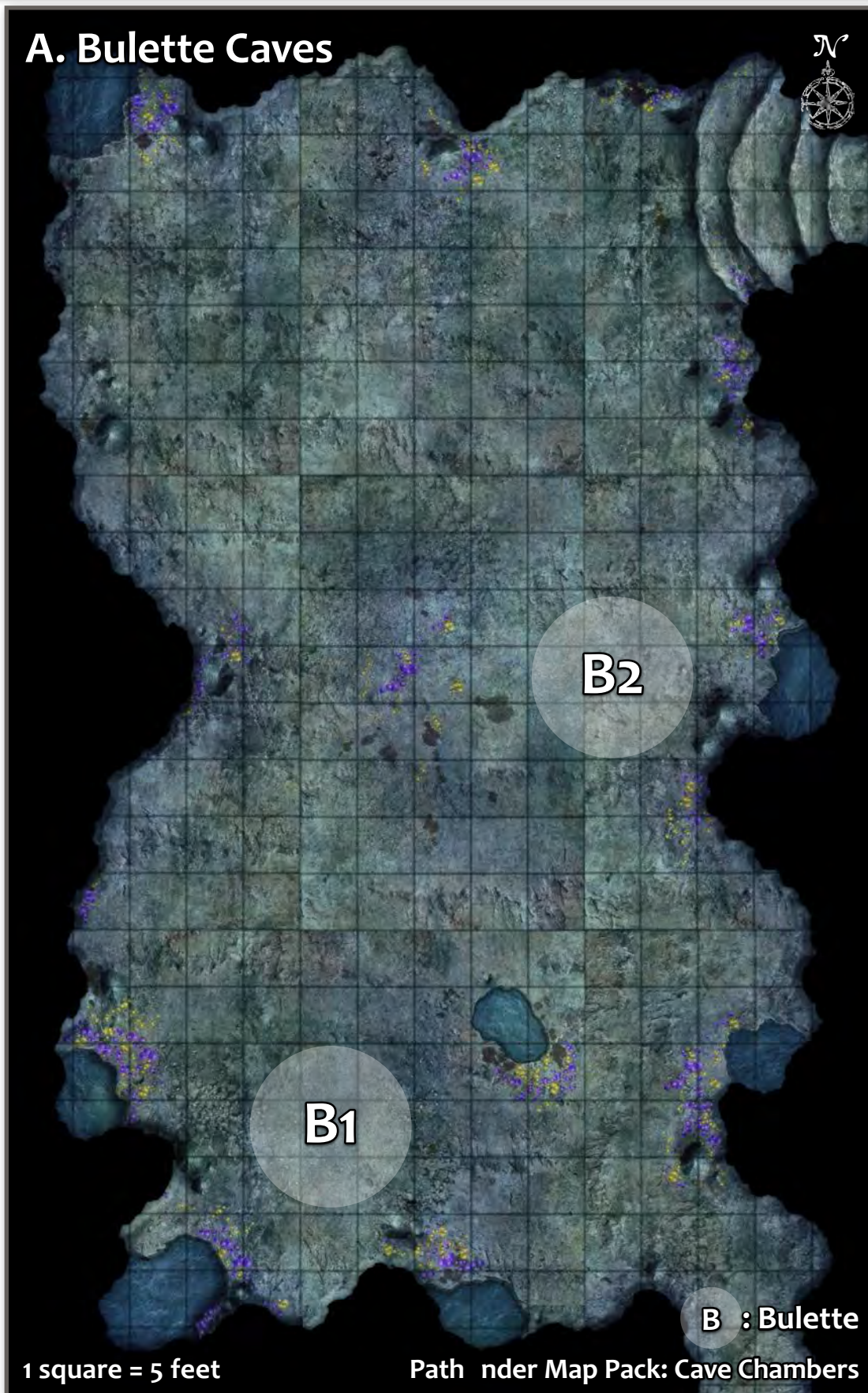
(dungeoneering) or Survival check (DC 24 in Subtier 8–9), they gain two delays and find an alternative route. If they fail the check, they get lost and end up back at the bulette caves; they gain two delays and are so confused by the surrounding caves that they can no longer attempt to find an alternative route to their destination—they must pass through this cave to continue.

Creatures: This cave is one of many that a mated pair of bulettes frequently patrols. The PCs encounter one or both members of this mated pair (depending on the subtier) as they make their way through the cavern; the creatures' tremorsense allows them to sense the Pathfinders' presence automatically unless all of the PCs avoid walking on the ground. Bulettes are extremely aggressive, foul-tempered, and territorial. GMs can foreshadow the encounter with Old Ironfin (page 11) by playing up these traits.



Bulette

A. Bulette Caves



SUBTIER 5–6 (CR 7)

BULETTE

CR 7

hp 84 (*Pathfinder RPG Bestiary* 39, see page 24)

TACTICS

Before Combat The bulette waits under the cave floor until the PCs are about a third of the way into the cavern, and then burrows up to attack.

During Combat The bulette prefers halfling targets above all others.

Morale The aggressive bulette has little regard for its own safety and fights to the death.

SUBTIER 8–9 (CR 10)

TERRITORIAL BULETTES (2)

CR 8

Advanced bulettes (*Pathfinder RPG Bestiary* 294, 39)

N Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +13

DEFENSE

AC 26, touch 12, flat-footed 22 (+4 Dex, +14 natural, –2 size)**hp** 100 each (8d10+56)**Fort** +13, **Ref** +10, **Will** +7

OFFENSE

Speed 40 ft., burrow 20 ft.**Melee** bite +15 (2d8+12/19–20) and 2 claws +14 (2d6+8)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** leap, savage bite

TACTICS

Before Combat The bulettes wait under the cave floor until the PCs are about a third of the way into the cavern, then burrow up to attack.

During Combat One of the bulettes attacks in the first round, attempting to burrow up into the middle of the PCs and cause the party to split up. The second bulette waits until the second round, when it bursts from the ground to attack whichever PC is farthest from its mate. The bulettes prefer halfling targets above all others.

Morale The aggressive bulettes have little regard for their own safety and fight to the death.

STATISTICS

Str 27, **Dex** 19, **Con** 24, **Int** 2, **Wis** 19, **Cha** 10**Base Atk** +8; **CMB** +18; **CMD** 32 (36 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +11 (+19 jumping), **Perception** +11; **Racial Modifiers** +4 on Acrobatics checks made to jump

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can

follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

Development: Defeating the bulette(s) in this encounter allows the PCs to impress Old Ironfin more easily (see the Old Ironfin section on page 11).

BEFRIENDING THE MONGRELMEN

After several miles, the twisting tunnels converge into a single, wider tunnel that leads upward toward the sound of running water. As the passage levels out, a crude barricade comes into view ahead: sharp spears, broken blades, and stakes of petrified wood jut at all angles across the twenty-foot width of the tunnel floor.

The tribe of mongrelmen living in this area, who call themselves the Gunduara tribe, consists of about 100 hardworking men and women. While mongrelmen are typically a peaceful race, the Gunduara have had to fend off more than their fair share of duergar slavers, and so most adult members of the tribe have some amount of martial training. These mongrelmen are also better armed than is usual—they do not have the skills or resources to craft arms of their own, but they are efficient scavengers. Their motley weapons are as varied as their appearances: duergar hammers, troglodyte spears, and the occasional drow blade are just a few of the many implements of war that they wield.

This is but one of many such barricades that block the passages a few miles from the tribe's home, necessary in order to ward off the many dangers the Darklands present. As the PCs approach, a half dozen mongrelmen—men and women with the features of numerous different humanoid races, no two of whom look the same—confront them from the other side of the barricade, demanding to know the travelers' business.

Creatures: Six mongrelmen guards currently oversee this outpost, led by **Dwalla** (LN male mongrelman^{B2} fighter 6), the guard captain. Dwalla does not have the authority to make an alliance with the Pathfinders; the PCs must convince him to allow them to meet with the tribe's leader. The mongrelmen are not aggressive toward the PCs unless the Pathfinders make threats first. However, the guards do not let travelers pass without a compelling reason. The PCs must succeed at a DC 20 Bluff, Diplomacy, or Intimidate check (DC 24 in Subtier 8–9) to convince the guards to let them through. If the PCs succeed at this check, the mongrelmen show them to a side passage that

bypasses the barricade and escort the Pathfinders to their chieftain, Felgriss. If the PCs fail the check, the guards send runners back to the tribe to chieftain to ask for permission first. This takes 1 full day and results in one delay, but eventually the runners return and grant the PCs permission to enter the tribe's territory.

MEETING WITH THE CHIEFTAIN

Past the barricade, the tunnel follows the path of a subterranean stream. After several miles, it opens onto a wide cavern. The stream flows into a small lake at the center of a grove of petrified, deformed trees. Many dwellings constructed from varying materials rest at the base of these trees, and some even sit among the branches. On the far side of the lake sits a single massive petrified tree, its uppermost branches reaching almost to the roof of the cavern. The tree is decorated with furs, vines, and patches of glowing fungus, and at its base strands of pebble, bones, and shells hang over the entrance of a tunnel leading between two massive roots.

This petrified forest is the lair of the Gunduara tribe. The settlement appears peaceful enough, but closer inspection reveals many barricades scattered among the buildings and trees, and assorted weapons are visible within each dwelling.

Creature: The tribe's chieftain, **Felgriss** (LN old female mongrelman^{B2} druid 7), welcomes the PCs into her home, which she has decorated with furs from a wide assortment of creatures, and asks them to explain why they have sought her out. Felgriss speaks slowly, considering her words carefully, and often gazes off into the distance for several moments before voicing her thoughts. If, during their conversation, the PCs voice their impatience, she smiles and says, "Do not rush my decision, or I may make one you do not like." If the PCs used intimidation as their primary means of bypassing the guards, Felgriss is less pleased to see them. This imposes no mechanical disadvantage, but the aging druid is more businesslike and matter-of-fact with the Pathfinders and less willing to entertain their questions. Presented below are some likely points of conversation, including possible questions from the PCs, and Felgriss's responses.

When the PCs mention the duergar slavers coming down from Jormurdun, Felgriss nods knowingly and says: "I know of the group that you seek. Most of the gray dwarves stay close to their roads and fortresses, but about three years ago a group traveled past Fellstrok. They came from the north, and looked as if they had traveled for many days. Recently, they passed by our territory again, returning north. They appeared even more bedraggled than the first time. We fought with the duergar, but only long enough to drive them away from our tunnels. We managed to capture one of their scouts in the battle. He said that he followed a disgraced leader, but he believed in her. He said that she would lead him and his fellows to glory and help them regain the respect of their fellow duergar. Now it seems that this great leader and her followers are returning south once more."

What else do you know of these duergar and their leader? "It is impossible to say how many warriors they have now, but several dozen traveled north. Many of their scouts rode gigantic beetles. We never got close enough to see their leader, but whoever she is, she inspires great loyalty in her followers."

What can you tell us about your people? What is your history with the duergar? "The Gunduara have lived in this ancient grove for many generations. We try to live in peace with others when we can, but the duergar are relentless in their raids, and we have been bitter enemies for as long as I can remember."

Will you help us defeat the duergar? How can you help? "We can help you to defeat the duergar—we have long



Mongrelman

awaited an opportunity to prove our strength to them. However, before we go to battle, there is one other who may join our cause. The great beast Old Ironfin ranges not far from here. Long have I tried to befriend him, to no avail. Perhaps you can help me to impress the creature. He has great reason to hate the duergar, and would be a powerful ally.”

OLD IRONFIN

Read the following when Felgriss takes the PCs to meet Old Ironfin.

The ground in these tunnels is particularly uneven, and deep claw marks mar the rough stone walls. Deep furrows in the stone floor lead to a dark cave that smells of rust and blood.

Creature: The duergar typically take humanoid slaves, but on occasion they manage to wrangle one of Nar-Voth’s many beasts into servitude. Old Ironfin was such a creature. Duergar captured the bulette in his youth and forced him to act as a beast of burden, excavation implement, and terrifying weapon of war. The duergar augmented the creature by bolting plates of adamantine to his already substantial armor and replacing his claws with the same metal. These painful enhancements allow the bulette to burrow through solid stone. Eventually, the creature’s rage at his masters grew so great that he slaughtered the duergar and fled into Nar-Voth. Over the years, he became a local legend to the nearby humanoids, especially the mongrelmen, who gave him the name “Old Ironfin.” Although the bulette has been known to kill mongrelmen from time to time, he focuses most of his aggression toward the duergar.

As the PCs approach, Felgriss asks if any of them are skilled at the language of beasts (that is, wild empathy). If a PC volunteers to lead the effort of taming Old Ironfin, she places that PC in charge. If not, she informs the PC that she has some skill in that language herself and personally takes the lead. When the PCs approach within 60 feet of Old Ironfin, the bulette hisses and emerges from his cave. Scars cover the fierce creature’s hide and face. Thick plates of adamantine are bolted to his face, jaw, and back, and ancient bloodstains stain his hide where they were attached. His claws have been replaced with claw-shaped adamantine blades. Old Ironfin bellows, claws at the ground, and lowers his head as if he is about to charge—but he hesitates, letting the PCs act first.

In order to befriend Old Ironfin and gain his aid in the battle against the duergar, the

SCALING OLD IRONFIN

To accommodate a party of 4 PCs, reduce all DCs in the encounter (including the wild empathy DC) by 2.

group must succeed at a DC 20 wild empathy check. If one or more of the PCs has this skill, the PCs roll the check; otherwise, Felgriss receives a result of 14 without assistance (using her total bonus of +4, which includes the –4 penalty for influencing a magical beast). Every character who does not roll this wild empathy check can attempt a single skill or combat maneuver check to impress Old Ironfin. Each successful DC 20 check (DC 24 in Subtier 8–9) grants a +2 bonus to the wild empathy check. A wide variety of checks can serve to sway the bulette, and GMs should encourage PCs to elaborate on how they are using their abilities in creative ways. For example, they might make a display of strength (a combat maneuver or Intimidate check), or attempt to ease the constant pain caused by Old Ironfin’s adamantine plating (Handle Animal or Heal). A PC who uses an appropriate spell or ability in conjunction with a check (such as casting *cure* with a Handle Animal check, or casting *shatter* on the wall and using Intimidate) gains a +4 bonus or automatically succeeds on the check, at the GM’s discretion. If Felgriss does not roll the wild empathy check, she automatically succeeds at her aid another check to assist. The presence of one or more halflings imposes a –2 penalty on the wild empathy check, as Old Ironfin’s instinct to devour the tasty creature distracts him. If the PCs killed the bulette(s) in area A, Old Ironfin has already learned of their victory, and the wild empathy check gains a +2 bonus.



Old Ironfin

TRACKING CASUALTIES

Throughout the scenario, the PCs' actions impact the number of captives who survive the battles with the duergar and the arduous return to Janderhoff. The GM need not track the exact number of survivors, but should use the following system to count the number of incidents that result in casualties.

- Taking 10 or more rounds to complete encounter **B1** grants the PC one incident.
- Taking 10 or more rounds to complete encounter **B2** grants the PCs one incident.
- Each of the three phases of Return to Janderhoff (page 20) grants the PCs one incident unless three or more PCs succeed on their checks in that phase.
- Choosing to leave the dwarven stragglers behind in Return to Janderhoff grants the PCs two incidents.

If the PCs do not accrue any incidents by the end of the adventure, no dwarves die. If they accrue one or two incidents, the dwarves suffer minimal casualties, and if they accrue three or more incidents, the dwarves suffer significant casualties. See this scenario's Secondary Success Conditions for more information.

Development: If the group fails the check, Old Ironfin roars and burrows away into Nar-Voth. Felgriss agrees that the mongrelmen will help them despite the failure of their efforts—the chance to strike at the duergar and prove the Gunduara's strength is too tempting. However, she is clearly displeased with the result.

If the group succeeds at the check, he allows them to approach and bows to the character who used wild empathy. He assists in each of the duergar battles (**B1** and **B2**) for 3 rounds, plus 1 round for every 2 by which the group exceeds the wild empathy check's DC. Felgriss thanks the PCs for helping her gain the creature's trust.

Regardless of the outcome, Felgriss encourages the PCs to take an evening to rest while the mongrelmen prepare, and suggests they set out the next day. Meanwhile, she explains that she knows a secret way to a nearby outpost where the duergar are likely to make camp. Her plan is to evade the duergar outriders, surprise the main force, free the dwarven captives, and then battle the outriders when they return. Any other plan would likely result in the duergar becoming aware of intruders and executing their prisoners. Felgriss advises the PCs to be prepared for two large battles in relatively quick succession.

Treasure: If the PCs befriend Old Ironfin, Felgriss gives them a *wand of daylight* with 8 charges remaining, as well as a *wand of invisibility* with 12 charges remaining. In Subtier 8–9, replace the *wand of invisibility* with a *wand of greater invisibility* with 8 charges remaining.

Rewards: If the PCs do not befriend Old Ironfin, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 240 gp.

Out of Subtier: Reduce each PC's gold earned by 335 gp.

Subtier 8–9: Reduce each PC's gold earned by 430 gp.

B. THE RUINED OUTPOST

This crumbling outpost lies several miles south of Fellstrok along the Long Walk. Formerly a well-maintained duergar checkpoint, the fort has been the site of many battles between the mongrelmen and the gray dwarves over the years. Neither side has been able to maintain a strong presence here for long, and the outpost has fallen into disrepair.

The outpost's upper level and raised platforms are 20 feet higher than the lower level, and the stairs leading up are quite steep, designed for duergar who have used *enlarge person* to increase their stride. Medium or Small creatures move at half speed while ascending or descending the stairs; smaller creatures must use the Climb skill (DC 10). Large creatures can use the stairs without reducing their speed, but if they end their movement on the stairs, they must squeeze. The towers in the center and each corner of the outpost are observation platforms that the duergar once used to monitor those passing below; the towers have no lower level rooms, but do extend from floor to ceiling. The archways leading into the towers are 15 feet high; Medium creatures mounted on Large mounts have just enough room to fit through the archways or beneath the bridges without needing to duck. The dotted lines connecting to the central tower are bridges. The passages to the east and west extend several miles before connecting back with the Long Walk to the south.

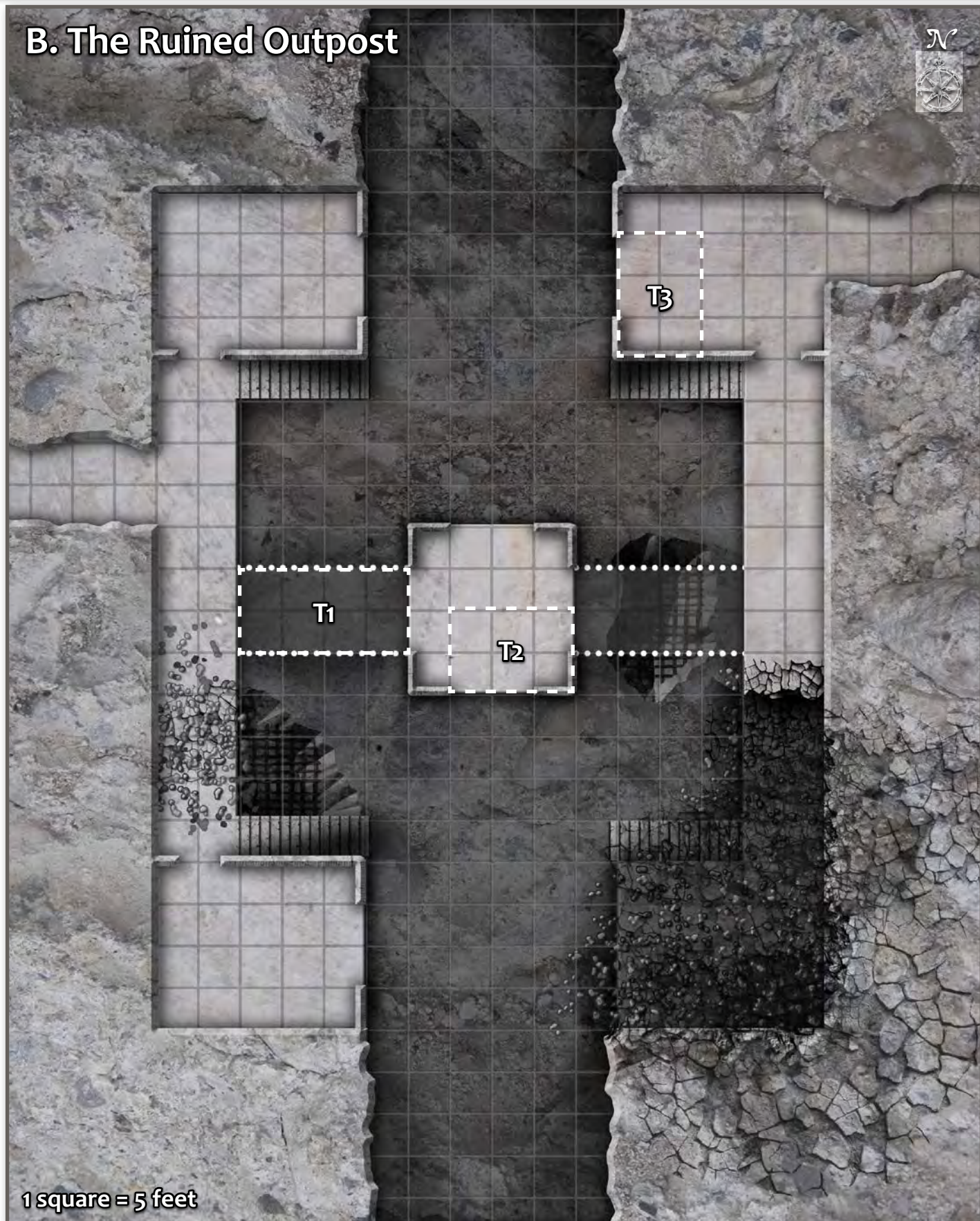
The ceiling is 40 feet above the lower floor (20 feet above the upper platforms). The walls, floor, and ceiling are made of worked stone, but much of the structure is damaged (see Hazards below). The chamber has no lighting of its own.

With guidance from their mongrelmen allies, the PCs are able to evade the caravan's outriders and strike at the heart of the gray dwarf caravan to free the dwarven captives before facing Thulmaga and her forces. The massive battle quickly draws the outriders' attention, however, and they return to counter-attack not long after the initial battle's conclusion.

GMs should read carefully over the encounters presented below to understand how the timing of the PCs' arrival relates to the placement of combatants, as well as the numerous ways that the hazards and forces in play impact the battles.

Hazards: The outer walls and floors of the ruins are thick, but decades of neglect and battle have dealt serious damage to the structure. Large sections of the floor have

B. The Ruined Outpost



SCALING ENCOUNTER B1

Make the following changes to the encounter in order to accommodate parties of 4 PCs.

Subtier 5-6: Remove two duergar raiders.

Subtier 8-9: Remove two duergar lieutenants.

fallen away, revealing two seemingly endless pits depicted as dark regions on the map. The marked sections of the floor labeled T₁, T₂, and T₃ are unstable. These sections collapse under any amount of weight greater than 150 pounds. Creatures that fall in this manner can attempt a DC 15 Reflex saving throw to jump to safety in the nearest square or take 2d6 falling damage. Creatures below the collapsing area are buried unless they succeed at a DC 15 Reflex save. Buried creatures can escape with a successful DC 20 Escape Artist or Strength check. Noticing the unstable floors requires a successful DC 25 Perception or Knowledge (engineering) check. Duergar and dwarves receive a check to notice these areas if they pass within 10 feet, whether or not they are actively looking.

A rough lattice of thick chains crisscrosses the pits 20 feet below—a safeguard the duergar placed here long ago. A small or larger creature that falls or is pushed from the ruins is caught in the chains and does not risk falling into the void. Creatures take damage from this fall as normal and become entangled in the chains unless they succeed at a DC 15 Reflex save (DC 19 in Subtier 8-9). Escaping once entangled is a move action and requires a successful DC 25 Escape Artist check (DC 30 in Subtier 8-9) or DC 20 Strength check. A creature unable to ascend with tools, flight, magic, or assistance must wait until after the battle, when the freed dwarves lower their chains to help. Tiny creatures or smaller that fall into the pit must succeed at a DC 15 Reflex save (DC 19 in Subtier 8-9) or plummet to the bottom of the pit 500 feet below.

B1. Assault on the Duergar (CR 8 or CR 11)

Depending on their number of delays, the PCs arrive at a different time relative to the main duergar caravan. If they experienced one or fewer delays, they arrive 1 day ahead of the caravan and have ample time to prepare an ambush and locate the weak points in the floor (see Hazards above). If the PCs experienced between two and three delays, they arrive at the southern entrance as the duergar forces arrive at the northern entrance. If they experienced four or more delays, the caravan has already set up camp at the outpost by the time the PCs arrive, and the duergar are standing in the towers. In this case, the duergar have already located the weak points in the floor.

Creatures: Dozens of soldiers comprise the main body of the duergar caravan, which is too strong for the PCs to

face alone. However, thanks to the mongrelmen, the PCs can focus on the elite duergar leaders while their allies battle the bulk of the duergar forces in the tunnels outside the structure, significantly beyond the boundaries of the map. Feel free to extend any of the four tunnels leading off the map to create more space for combat if the PCs need it. The GM should not place the mongrelmen and their foes on the battle map. However, the GM should take a moment each round on initiative count 10 to describe the desperate battle between the mongrelmen, the duergar, and the captives, who bravely attempt to hamper the duergar despite the thick chains binding the captives' wrists and ankles. While this battle rages on in the background, the PCs battle the elite duergar and Dornarnus, a dwarven paladin who Thulmaga dominated and forced to work with the duergar.

If the PCs befriended Old Ironfin, he attacks each round on initiative count 16. Roll a single attack against one of the PCs' duergar foes (bite +15, 2d8+12/19-20). The GM should describe the mighty bulette crashing through the ruins, chomping at helpless duergar with his savage jaws, and flinging them aside with deadly swipes of his claws if he lands a killing blow. Old Ironfin focuses his attacks on the duergar and avoids their captives, the mongrelmen, and the PCs. GMs should not represent the rampaging bulette on the battle map; however, each round that he attacks, there is a cumulative 20% chance that the massive landshark accidentally knocks down the section of unstable ground marked T₁ on the map, in a manner that is far more dangerous than if the PCs trigger a collapse with their own weight. Creatures on or below this bridge must succeed at a DC 18 Reflex save to jump to safety, or take 4d6 bludgeoning damage and become buried in rubble. Buried creatures can escape with a successful DC 25 Escape Artist or Strength check. If this section is already destroyed, the bulette destroys the section of the central tower marked T₂, which collapses to the lower level and may bury creatures standing on that section, as above. The third time his destructive rampage damages the room, he destroys the section of the northeast tower marked T₃ in the same way. The cumulative chance of environmental destruction does not reset after each catastrophe—Old Ironfin's rage only increases as he wreaks havoc. The bulette attacks for a number of rounds determined by the results of the Old Ironfin encounter on page 12, and then disappears into the tunnels until his return in encounter B2.

SUBTIER 5-6 (CR 8)

DORNARNUS

CR 5

Male dwarf ex-paladin 7

LG Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; Perception +2

DEFENSE**AC** 18, touch 10, flat-footed 18 (+8 armor)**hp** 71 (7d10+28)**Fort** +7, **Ref** +3, **Will** +5; +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training**OFFENSE****Speed** 20 ft.**Melee** +1 warhammer +11/+6 (1d8+5/×3)**Special Attacks** hatred**TACTICS**

Before Combat Dornarnus has already failed multiple saving throws to resist being forced to fight with the duergar; though fighting the Pathfinders is against his nature, he does not get to make a new saving throw against Thulmaga's *dominate person* spell.

During Combat Dornarnus is forced to defend the duergar and to ensure his dwarven companions remain in captivity. He fights the PCs to the best of his ability. If the PCs free him from the *dominate person* spell, he turns on the duergar.

Morale Dornarnus is under command to fight to the death.**STATISTICS****Str** 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12**Base Atk** +7; **CMB** +10; **CMD** 22 (26 vs. bull rush, 26 vs. trip)**Feats** Cleave, Improved Initiative, Power Attack, Toughness

Skills Acrobatics -6 (-10 to jump), Appraise +0 (+2 to assess nonmagical metals or gemstones), Diplomacy +6, Handle Animal +6, Heal +5, Perception +2 (+4 to notice unusual stonework), Ride -1, Sense Motive +5, Spellcraft +5; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

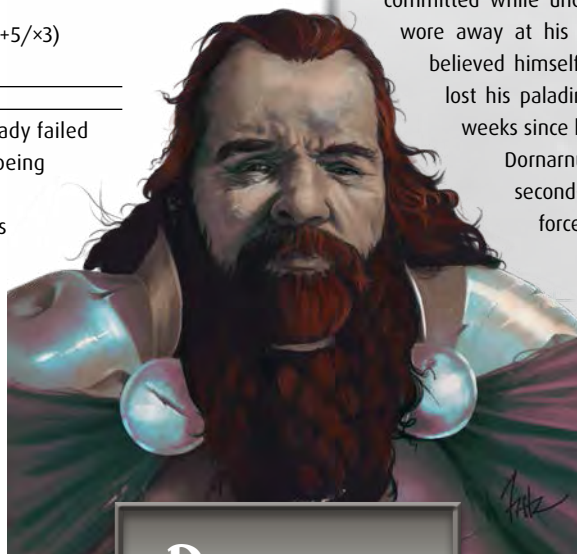
Languages Common, Dwarven**Gear** half-plate, +1 warhammer**DUERGAR RAIDERS (4)****CR 3**Duergar ranger 4 (*Pathfinder RPG Bestiary* 117)

LE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +10**DEFENSE****AC** 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)**hp** 34 (4d10+8)**Fort** +5, **Ref** +5, **Will** +4; +2 bonus vs. spells and spell-like abilities**Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**DORNARNUS,
EX-PALADIN OF TORAG**

The paladin Dornarnus was a champion of Torag who fought tirelessly to protect Jormurdun from duergar until the Droskari cleric Thulmaga captured him and used her powerful staff to dominate him. Dornarnus resisted many times, but his freedom never lasted long. Eventually, the deeds he committed while under the wicked duergar's control wore away at his faith until Dornarnus no longer believed himself worthy of Torag's blessings. He lost his paladin class abilities, and it has been weeks since he last resisted the spell.

Dornarnus now acts as Thulmaga's second-in-command. The cruel acts she forces him to commit are a source of great despair for the captives. Dornarnus unwillingly leads to certain death in Hagegraf.

**Dornarnus****OFFENSE****Speed** 20 ft.**Melee** mwk warhammer +9 (2d6+3/×3)**Ranged** mwk light crossbow +6 (1d8/19-20)**Special Attacks** combat style (mounted^{APG}), favored enemy (dwarves +2)**Spell-Like Abilities** (CL 4th; concentration +1)1/day—*enlarge person* (self only), *invisibility* (self only)**Ranger Spells Prepared** (CL 1st; concentration +4)1st—*lead blades*^{APG}**TACTICS****Before Combat** The duergar cast *lead blades* on themselves.

The effects of this spell are included in their statistics.

During Combat The duergar use *enlarge person* only if they need to in order to reach a foe. They spread out among the outpost's many platforms and attack from multiple directions. If Dornarnus falls unconscious or breaks free of the *dominate person* spell, the duergar try to kill him.

Morale The duergar know that Thulmaga is on her way to reinforce them. They fight to the death.

Base Statistics When not under the effects of *lead blades*, the raider's statistics are **Melee** mwk warhammer +9 (1d8+3/×3).

STATISTICS**Str** 16, **Dex** 13, **Con** 12, **Int** 12, **Wis** 16, **Cha** 4**Base Atk** +4; **CMB** +7; **CMD** 18 (22 vs. bull rush, 22 vs. trip)**Feats** Endurance, Mounted Combat, Power Attack, Weapon Focus (warhammer)

Skills Acrobatics +0 (-4 to jump), Climb +9, Handle Animal +4, Knowledge (dungeoneering) +8, Perception +10, Ride +7, Stealth +4, Survival +10, Swim +9; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Terran, Undercommon
SQ favored terrain (underground +2), hunter's bond (companions), track +2, wild empathy +1
Combat Gear *potion of cure moderate wounds*, alchemist's fire (2), thunderstone (2); **Other Gear** +1 chain shirt, crossbow bolts (20), mwk light crossbow, mwk warhammer, 101 gp

SUBTIER 8–9 (CR 11)

DORNARNUS CR 8

Male dwarf ex-paladin 10
 LG Medium humanoid (dwarf)
Init +5; **Senses** darkvision 60 ft.; Perception +2
DEFENSE
AC 21, touch 12, flat-footed 20 (+9 armor, +1 deflection, +1 Dex)
hp 99 (10d10+40)
Fort +9, **Ref** +4, **Will** +7; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training
OFFENSE
Speed 20 ft.
Melee +1 warhammer +15/+10 (1d8+5/x3)
Special Attacks hatred

TACTICS

Before Combat Dornarnus has already failed multiple saving throws to resist being forced to fight with the duergar; though fighting the Pathfinders is against his nature, he does not get to make a new saving throw against *dominate person*.

During Combat Dornarnus is under command to defend the duergar against all attackers, and to ensure his dwarf companions remain in captivity. He fights the PCs to the best of his ability. If the PCs break him from the *dominate person* spell, he turns on the duergar.

Morale Dornarnus is under command to fight to the death. If the PCs break him out of the command, he turns his attacks on the duergar.

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12
Base Atk +10; **CMB** +13;
CMD 25 (29 vs. bull rush, 29 vs. trip)
Feats Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (warhammer)
Skills Acrobatics –4 (–8 to jump),

Appraise +0 (+2 to assess nonmagical metals or gemstones), Diplomacy +7, Handle Animal +7, Heal +6, Perception +2 (+4 to notice unusual stonework), Ride +2, Sense Motive +6, Spellcraft +6; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

Other Gear mwk full plate, +1 warhammer, ring of protection +1

DUERGAR LIEUTENANTS (5) CR 5

hp 61 each (*Pathfinder RPG Monster Codex* 46, see page 24)

TACTICS

Before Combat The duergar cast *lead blades* and *ironskin* on themselves.

During Combat The duergar cast *longstrider* only if they need to in order to reach a foe. They spread out among the outpost's many platforms and attack from multiple directions. If Dornarnus falls unconscious or breaks free of the *dominate person* spell, the duergar try to kill him.

Morale The duergar know that Thulmaga is on her way to reinforce them. They fight to the death.

Development: The battle between the duergar and the mongrelmen lasts as long as the PCs' battle; see the Tracking Casualties sidebar on page 12 for the results. If the PCs free Dornarnus from domination and he is conscious, he can explain how Thulmaga captured him and his companions and forced them into servitude. He explains Thulmaga's intention to slay the dwarves in order to regain her status in Hagegraf. He is remorseful, but angry, and determined to help see his people safely home. If Dornarnus is incapacitated, another captive can explain these elements of the story to the PCs.

Rewards: If the PCs do not defeat the duergar, reduce each PC's gold earned as follows.

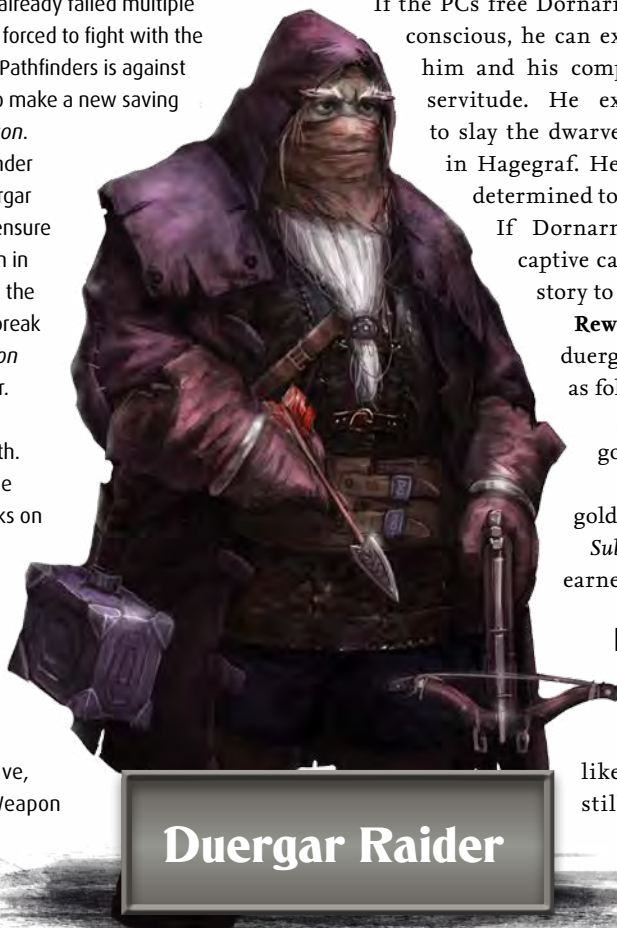
Subtier 5–6: Reduce each PC's gold earned by 833 gp.

Out of Subtier: Reduce each PC's gold earned by 1,395 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,958 gp.

B2. Counterattack! (CR 9 or CR 12)

About 10 minutes after the end of the initial battle, likely while the mongrelmen are still helping the PCs break the captives' chains, Thulmaga returns with her duergar outriders



Duergar Raider

mounted on gigantic beetles. Once again, the bulk of the outriders battle the mongrelmen and the dwarves while the PCs face off against Thulmaga's forces.

Creatures: Thulmaga, the leader of the duergar, is a devoted cleric of Droskar. She is a sadist who delights in her captives' suffering, especially the suffering she causes by dominating Dornarnus. Desperate to regain her status among her people, Thulmaga will stop at nothing to bring her captives to Hagegraf and execute them before the city's elite.

Thulmaga begins the battle in the northern tunnel. GMs should spring her remaining forces among the four entrances to the outpost to try to surround the PCs and captives. At least one mounted duergar (or the captain in Subtier 8–9) begins next to Thulmaga.

If the PCs befriended Old Ironfin, he returns in this encounter and behaves as described in encounter B1. His chance of damaging a structure resets to 20% at the beginning of this combat. If the PCs freed Dornarnus from Thulmaga's control and he is conscious, he also fights with the PCs.

SUBTIER 5–6 (CR 9)

DARK SPITTER BEETLES (3) CR 3

hp 26 each (*Pathfinder RPG Monster Codex* 52, see page 24)

TACTICS

During Combat The beetles obey their riders' commands, using melee attacks and their breath weapons to damage as many foes as possible.

Morale The mind-controlled beetles fight to the death.

DORNARNUS CR 5

hp 71 (see encounter B1 on page 14)

TACTICS

During Combat Dornarnus focuses on killing Thulmaga

Morale Dornarnus fights to the death to defeat the duergar and protect the captives.

DUERGAR RAIDERS (3) CR 3

LE duergar ranger 4 (see encounter B1 on page 14)

hp 34 each

TACTICS

Before Combat The duergar cast *lead blades* on themselves. The effects of this spell are included in their statistics.

During Combat The duergar ride their dark spitter beetles into melee, trying to outflank opponents.

Morale The duergar fight to the death.

Base Statistics When not under the effects of *lead blades*, the raider's statistics are **Melee** mwk warhammer +9 (1d8+3/x3).

SCALING ENCOUNTER B2

Make the following changes to the encounter in order to accommodate parties of 4 PCs.

Subtier 5–6: Remove one duergar raider and its beetle mount.

Subtier 8–9: Remove the duergar captain and use standard dark spitter beetles instead of advanced ones.

STATISTICS

Other Gear The raiders possess masterwork chain shirts to which they have applied *oils of magic vestment*.

THULMAGA CR 7

Female duergar cleric of Droskar 8 (*Pathfinder RPG Bestiary* 117)
NE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 19, touch 12, flat-footed 19 (+7 armor, +3 deflection, –1 Dex)

hp 79 (8d8+40)

Fort +10, **Ref** +2, **Will** +11; +2 bonus vs. spells and spell-like abilities

Immune paralysis, phantasms, poison; **Resist** fire 20

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 *light hammer* +7/+2 (1d4+1)

Special Attacks channel negative energy 2/day (DC 13, 4d6)

Spell-Like Abilities (CL 8th; concentration +7)

1/day—*enlarge person* (self only) (DC 10), *invisibility* (self only)

Domain Spell-Like Abilities (CL 8th; concentration +12)

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

7/day—*copycat* (8 rounds), *touch of*



Dark Spitter Beetle

STAFF OF DROSKAR'S DEMANDS

Thulmaga carries this staff with her in order to exert control over her captives. It carries a curse that makes it difficult for those who do not worship Droskar to use it.

STAFF OF DROSKAR'S DEMANDS		PRICE 23,415 GP
SLOT —	CL 9th	WEIGHT 10 lbs.
AURA moderate enchantment		

A heavy chain dangles from the end of this 4-foot-long iron staff, ending in a manacle that must be secured to the wielder's wrist in order for the staff's powers to function. The wielder can command the manacle to lock or unlock, or it can be removed with a DC 25 Strength check. The wielder can cast the spells from this staff as if they were on her spell list. The staff allows the use of the following spells.

- *command* (1 charge)
- *greater command* (2 charges)
- *dominate person* (4 charges)

Any creature that fails a saving throw against a *command* spell cast from the staff suffers a –2 penalty on saving throws against *greater command* spells cast from the staff for the next 24 hours. If the same creature then fails a saving throw against a *greater command* spell cast from the staff, that creature suffers a –4 penalty against *dominate person* spells cast from the staff for the next 24 hours, as well as any saves to break free from the spell as long as it persists. If the staff's wielder dies or the staff is destroyed, all spells previously cast from it automatically end.

The staff's creators intentionally placed a curse on it: the staff forces any wielder who is not a duergar worshiper of Droskar to obey the same actions that she tries to command others to perform. The wielder automatically fails saving throws against these effects. The staff does not function at all for dwarves.

darkness (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +12)

4th—*confusion*^o (DC 18), *cure critical wounds*, *dismissal* (DC 18), *freedom of movement*

3rd—*bestow curse* (2, DC 18), *blindness/deafness* (2, DC 18), *nondetection*^o

2nd—*blindness/deafness* (blindness only)^o (DC 17), *death knell* (DC 17), *hold person* (2, DC 16), *resist energy*

1st—*command* (2, DC 15), *cure light wounds*, *detect good*, *obscuring mist*^o, *shield of faith*

0 (at will)—*create water*, *detect magic*, *mending*, *read magic*

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

TACTICS

Before Combat Thulmaga casts *shield of faith*, *freedom of*

movement, and *resist energy* (fire, or the energy type the PCs favor) on herself. She is aware of this energy type only if Dornarnus witnessed them use it while under the effects of *dominate person*. She also casts *magic weapon* on her light hammer. The effects of these spells are included in her statistics.

During Combat Thulmaga uses her staff's remaining charges to cast *greater command* (DC 19) twice, aiming to cause as many foes as possible to "halt." She then targets those who succeeded at their saving throws with more debilitating magic, starting with her most powerful spells. She finishes off a fallen foe with *death knell* (preferably Dornanus).

Morale Thulmaga knows that losing this battle will cause her further disgrace; she fights to the death.

Base Statistics Without *magic weapon*, *resist energy*, and *shield of faith*, Thulmaga's statistics are: **AC** 17, touch 9, flat-footed 17; Resist none; Melee mwk light hammer +7/+2 (1d4)

STATISTICS

Str 10, **Dex** 8, **Con** 16, **Int** 13, **Wis** 19, **Cha** 8

Base Atk +6; **CMB** +6; **CMD** 18 (22 vs. bull rush, 22 vs. trip)

Feats Blind-Fight, Combat Casting, Improved Initiative, Spell Focus (necromancy), Toughness

Skills Acrobatics –5 (–9 to jump), Diplomacy +6, Intimidate +3, Knowledge (planes) +8, Knowledge (religion) +8, Sense Motive +11, Spellcraft +8, Stealth –1; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

SQ eyes of darkness (4 rounds/day)

Combat Gear *staff of Droskar's demands* (4 charges remaining, see sidebar on page 18), *wand of remove blindness/deafness* (7 charges); **Other Gear** +1 *chainmail*, light crossbow with 10 bolts, mwk light hammer, *cloak of resistance* +1, diamond dust worth 1,000 gp

SUBTIER 8–9 (CR 12)

AGGRESSIVE DARK SPITTER BEETLES (3)

CR 4

Advanced dark spitter beetles (*Pathfinder RPG Bestiary* 294, *Pathfinder RPG Monster Codex* 52)

N Large vermin

Init +2; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)

hp 34 each (4d8+16)

Fort +8, **Ref** +3, **Will** +3

Immune acid, mind-affecting effects

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee bite +8 (2d8+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (15-ft. cone, 2d4 acid damage, Reflex DC 16 half, usable once every 1d4 rounds), trample

(1d6+9, DC 18)

TACTICS

During Combat The beetles obey their riders' commands, using melee attacks and their breath weapons to damage as many foes as possible.

Morale The mind-controlled beetles fight to the death.

STATISTICS

Str 22, **Dex** 15, **Con** 19, **Int** —, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +10; **CMD** 22 (26 vs. trip)

DORNARNUS**CR 8**

hp 99 (see encounter **B1** on page 14)

TACTICS

During Combat Dornarnus focuses his efforts on killing Thulmaga.

Morale Dornarnus fights to the death.

DUERGAR CAPTAIN**CR 8**

hp 90 (*Pathfinder RPG Monster Codex* 50, see page 24)

TACTICS

During Combat The captain stands near Thulmaga and protects her from melee combatants.

Morale The captain fights to the death.

DUERGAR LIEUTENANTS (3)**CR 5**

hp 34 each (*Pathfinder RPG Monster Codex* 46, see page 24)

TACTICS

Before Combat The duergar lieutenants cast *lead blades* and *ironskin* on themselves. The effects of these spells are included in their statistics.

During Combat The lieutenants ride their dark spitter beetles into melee, trying to outflank opponents.

Morale The lieutenants fight to the death.

Base Statistics When not under the effects of *ironskin* and *lead blades*, the lieutenant's statistics are **AC** 16, touch 11, flat-footed 15; **Melee** +1 warhammer +11/+6 (1d8+4/x3).

STATISTICS

Other Gear The lieutenants possess warhammers to which they have applied *oils of magic weapon*.

THULMAGA**CR 10**

Female duergar cleric of Droskar 11 (*Pathfinder RPG Bestiary* 117)

NE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 19, touch 12, flat-footed 19 (+7 armor, +3 deflection, -1 Dex)

hp 130 (11d8+77)

Fort +13, **Ref** +3, **Will** +12; +2 bonus vs. spells and spell-like abilities

Immune paralysis, phantasms, poison; **Resist** fire 30; **SR** 23

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk light hammer +9/+4 (1d4)

Ranged mwk light crossbow +7 (1d8/19–20)

Special Attacks channel negative energy 2/day (DC 14, 6d6)

Spell-Like Abilities (CL 11th; concentration +10)

1/day—*enlarge person* (self only), *invisibility* (self only)

Domain Spell-Like Abilities (CL 11th; concentration +15)

At will—*master's illusion* (11 rounds/day)

7/day—*copycat* (11 rounds), *touch of darkness* (5 rounds)

Cleric Spells Prepared (CL 11th; concentration +15)

6th—*harm* (DC 21), *mislead*^o (DC 20)

5th—*false vision*^o, *spell resistance*, *true seeing*

4th—*confusion*^o (DC 19), *cure critical wounds* (2), *dismissal* (DC 18), *freedom of movement*

3rd—*bestow curse* (3, DC 18), *blindness/deafness* (2, DC 18), *nondetection*^o

2nd—*blindness/deafness (blindness only)*^o (DC 17), *death knell* (DC 17), *hold person* (3, DC 17), *resist energy*

1st—*command* (DC 16), *cure light wounds* (2), *detect good*, *obscuring mist*^o, *shield of faith*

0 (at will)—*create water*, *detect magic*, *mending*, *read magic*

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

TACTICS

Before Combat Thulmaga casts *shield of faith*, *freedom of movement*, *spell resistance*, and *resist energy* (fire, or the energy type the PCs favor) on herself. She is aware of this energy type only if Dornarnus witnessed them use it while under the effects of *dominate person*.

During Combat Thulmaga uses her staff's remaining charges to cast *greater command* (DC 20), aiming to cause as many foes as possible to "halt," then casts *dominate person* on the most susceptible-looking PC, or on Dornarnus if the paladin is fighting with the PCs. She then targets those who passed their saves with more debilitating magic, starting with her most powerful spells. She finishes off fallen foes with *death knell*, but saves it for Dornarnus if he remains un-dominated.

Morale Thulmaga knows that losing this battle will cause her further disgrace; she fights to the death.

Base Statistics Without *bear's endurance* and *shield of faith*, Thulmaga's statistics are: **hp** 108; **Saves** Fort +11; **AC** 17, touch 9, flat-footed 17; **Con** 16.

STATISTICS

Str 10, **Dex** 8, **Con** 20, **Int** 13, **Wis** 19, **Cha** 8

Base Atk +8; **CMB** +8; **CMD** 17 (21 vs. bull rush, 21 vs. trip)

Feats Blind-Fight, Combat Casting, Improved Initiative, Spell Focus (enchantment), Spell Focus (necromancy), Spell Penetration, Toughness

Skills Acrobatics -5 (-9 to jump), Diplomacy +8, Intimidate +5, Knowledge (planes) +9, Knowledge (religion) +9, Sense Motive +12, Spellcraft +10, Stealth -1; **Racial Modifiers** +4 Stealth

SCALING RETURN TO JANDERHOFF

To accommodate parties of four PCs, reduce the number of successes needed in each phase to 2.

Languages Common, Dwarven, Terran, Undercommon

SQ eyes of darkness (5 rounds/day)

Combat Gear *staff of Droskar's demands* (6 charges remaining), *wand of remove blindness/deafness* (7 charges);
Other Gear +1 chainmail, mwk light crossbow with 10 bolts, mwk light hammer, *cloak of resistance +1*, diamond dust worth 300 gp, eye ointment worth 250 gp (for *true seeing*)

Hazards: See encounter **B1**.

Development: The freed captives profusely express their gratitude to the Pathfinders. They can share any elements of the scenario's story that the PCs have yet to uncover. Felgriss and the mongrelmen thank the PCs and encourage them to make haste for Janderhoff, then return to their tribal grounds to celebrate their victory.

Treasure: The duergar control their mounts using *headbands of vermin control* (*Pathfinder RPG Monster Codex* 45); each rider possesses this item in addition to his usual treasure. These headbands are protected by *dust ward* spells (*Pathfinder RPG Monster Codex* 45). The cursed *staff of Droskar's demands* is unlikely to be useful to the PCs.

Faction Notes: Liberty's Edge PCs realize that the staff has no value to the Pathfinders, and should be destroyed or returned to the Society. If they fail to do one of these things, they do not earn any faction boon for this scenario.

Rewards: If the PCs fail to defeat the duergar in battle, then reduce each PC's gold earned as follows. If they do defeat the duergar but fail to save any of the *headbands of vermin control*, then reduce each PC's gold by the amount listed in parentheses. This scenario's gold reward is slightly higher than normal and takes into account the fact that the PCs are unlikely to save these headbands.

Subtier 5–6: Reduce each PC's gold earned by 1,142 gp (150 gp).

Out of Subtier: Reduce each PC's gold earned by 1,953 gp (200 gp).

Subtier 8–9: Reduce each PC's gold earned by 2,765 gp (250 gp).

RETURN TO JANDERHOFF

The liberated dwarves trudge through the tunnels, eager to be returning home but exhausted after weeks of travel. Most of the return journey is uneventful. However, with only a few dozen miles left between the dwarves and Janderhoff, a scout reports that a duergar raiding party followed the group from Fellstrok. The raiding party is far too large to fight, and there are many dwarven

stragglers who will certainly die unless someone takes quick and decisive action.

With several dozen liberated dwarves now in tow, the return journey is more complex than a simple stroll along the Long Walk. In order to lead the dwarves back to Janderhoff with minimal casualties, the PCs must avoid or outwit the raiding party. There are a number of approaches the PCs might take to accomplish this task. They might find an alternate route through Nar-Voth; use force to create a blockade; intimidate the duergar into backing down; inspire the dwarves to pick up the pace; or use some other tactic.

Whatever method the PCs choose, executing their plan requires them to successfully navigate three phases: the first to prepare their plan (requiring a successful DC 20 check), the second to enact their plan (requiring a successful DC 22 check), and the third to handle a setback or unexpected twist (requiring a successful DC 24 check). The types of checks required are a skill check or combat maneuver check, depending on the plan that the PCs pursue. During each phase, each PC attempts a relevant check of her choice. As long as at least three PCs succeed at their checks in a phase, the PCs succeed at their goal and reduce the number of casualties resulting from the encounter. If the PCs fail, they move on to the next phase, but casualties result from their failure (see the Tracking Casualties sidebar on page 12).

Examples of possible plans for the PCs to employ and the associated required checks are provided in the table below. The GM should allow for creative solutions. Even if the PCs follow one of the listed plans, the GM is free to allow the PCs to use other types of checks as appropriate. The GM may also mix and match entries on the table to better model the PCs' actions, or select three or four skills to model a part of the PCs' plan that goes in an entirely different direction.

If Dornarnus is still alive, the ex-paladin insists upon taking a small force to hold off the raiders long enough for the dwarves to reach Janderhoff. He intends to sacrifice himself in order to buy time.

Before enacting their plan, the PCs have a choice to make regarding the fate of Dornarnus and the stragglers. If the ex-paladin died before this encounter, or is unconscious, or otherwise unable to participate in the scene, the PCs cannot choose the first option presented below regarding his fate.

Allow Dornarnus to sacrifice himself in order to buy time for the stragglers: If the PCs agree to let Dornarnus sacrifice himself, they gain a +4 bonus on all of their checks in this encounter.

Leave the stragglers to fend for themselves against the duergar and ensure the safety of the rest of the dwarves: If the PCs do not allow Dornarnus to sacrifice himself, and do not themselves help the stragglers, they gain no bonus or penalty, and many of the dwarven stragglers die. This counts

Example Plan	Step 1: Preparation (DC 20)	Step 2: Enact a Plan (DC 22)	Step 3: Unexpected Twist (DC 24)
Outmaneuver the duergar in the winding tunnels.	Find the way with Knowledge (dungeoneering or geography), Perception, or Survival.	Navigate a subterranean pool with Acrobatics, Climb, Swim, or Survival.	Ambushed by troglodytes! Overpower them with a combat maneuver, or evade them with Acrobatics, Climb, Ride, or Stealth.
Inspire the dwarves to pick up the pace and outrun the duergar.	Recall the proper way to address the dwarves with Knowledge (history or local) or Sense Motive.	Give an impassioned speech with Bluff, Diplomacy, Intimidate or Perform.	Several dwarves collapse from exhaustion. Provide aid or encouragement with Diplomacy, Heal, Ride, or a combat maneuver.
Create a natural blockade.	Find the proper spot with Disable Device, Knowledge (dungeoneering or engineering), or Perception.	Cause a cave-in with Disable Device, Knowledge (engineering), or a combat maneuver.	The cave-in attracts a giant cave lizard. Fend it off with Handle Animal, Intimidate, wild empathy, or a combat maneuver.

as two incidents that increase casualties, in addition to any incidents resulting from failure during this encounter.

Leave no dwarf behind: The PCs can choose to go above and beyond by helping all the stragglers along without risking the ex-paladin's life. If they do this, the DCs of all checks in this encounter increase by 2, but the PCs then avoid the automatic casualty incidents that result from the previous option. Dornarnus survives to the end and has a chance at atonement.

If the players cannot reach consensus on the ex-paladin's fate, the GM should call for a vote after a few minutes of discussion. In the case of a tie, Dornarnus himself breaks the tie in favor of sacrificing himself. GMs should randomly determine the outcome in case of a tie between the two other options.

Development: After the final phase of their plan, the PCs finally reach Janderhoff. Refer to the Tracking Casualties sidebar on page 12 to determine how many dwarves survive the trip.

Faction Notes: Dornarnus's fate impacts Liberty's Edge faction PCs. The GM should inform these PCs that, although they were tasked with bringing Dornarnus back alive, allowing him to sacrifice himself in the name of freedom and redemption would also satisfy their faction goals and serve as an inspiration.

CONCLUSION

Once the PCs evade the duergar raiders, they bring the surviving dwarves the rest of the way to Janderhoff. There the dwarves rest, resupply, re-arm, and make their way home to Jormurdun via surface routes. Sandrican meets

with the PCs. The wizard is relieved to see that the PCs returned from their journey, and asks for a report on their experiences. He takes meticulous notes as they talk. Once the PCs finish telling their tales, he bows his head in remembrance of any PCs or dwarves who perished along the way. Finally, he presents the PCs with gifts from the families of the dwarves they saved (see Treasure below). These gifts are attached to a note that reads "May Torag's shield protect you always."

Sir Jorsal of Lauterbury sends the Pathfinders a letter thanking them for their bravery and quick action in rescuing the captives. Their efforts proved that the dwarves of Jormurdun and Janderhoff can still count members of the Pathfinder Society as trusted allies.

Refer to the faction notes on page 22 for information regarding what comes next for Dornarnus.

Treasure: The grateful families of the dwarves the PCs saved gift them with a pot of *stone salve* and an *oil of versatile weapon* (*Pathfinder RPG Advanced Player's Guide* 254). In Subtier 8–9, the PCs also receive a *potion of righteous vigor* (*Advanced Player's Guide* 239).

Rewards: If the PCs do not return to Janderhoff with any dwarves in tow, reduce each PC's gold earned by the following amount. Note that no matter how many incidents the PCs accrue, incidents alone aren't enough to kill all of the dwarves, as long as the PCs continue to try to escort them to safety (see Tracking Casualties on page 12).

Subtier 5–6: Reduce each PC's gold earned by 395 gp.

Out of Subtier: Reduce each PC's gold earned by 412 gp.

Subtier 8–9: Reduce each PC's gold earned by 429 gp.

REPORTING NOTES

If Dornarnus dies before the PCs reach Return to Janderhoff, check box A. If he sacrifices himself for his allies to escape, check box B. If he survives to the end, check box C.

PRIMARY SUCCESS CONDITIONS

The PCs complete their mission if they defeat the duergar raiding party and bring what survivors they can back to Janderhoff. This earns the PCs 1 Prestige Point and the Darklands Delver boon on their Chronicle Sheets.

SECONDARY SUCCESS CONDITIONS

The PCs achieve their secondary success condition if they had two or fewer incidents resulting in dwarven casualties (see the Tracking Casualties sidebar on page 12). This earns the PCs 1 additional Prestige Point.

FACTION NOTES

Liberty's Edge faction PCs may earn one of two boons depending on the fate of Dornarnus. If Dornarnus

survives and makes it back to Janderhoff, he thanks the PCs for their efforts and promises to atone for the deeds he committed under Thulmaga's vile influence. He even suggests that once he has fully atoned he may join the Liberty's Edge faction to fight for freedom throughout the Inner Sea. Major Colson Maldris writes to members of the Liberty's Edge faction to congratulate them, stating that Dornarnus will certainly prove to be a valuable ally. PCs in the Liberty's Edge faction earn the Blessing of the Atoned boon on their Chronicle sheets.

If the paladin sacrificed himself to buy time for the stragglers to escape the duergar, Major Colson Maldris writes to members of the Liberty's Edge faction stating that he understands the difficult choice they made. Thankfully, tales of Dornarnus's noble sacrifice will live long in the memories of the surviving dwarves. PCs in the Liberty's Edge faction earn the Remember the Fallen boon on their Chronicle sheets.

If Dornarnus died during the battles with the duergar, the PCs do not earn a faction boon.

PLAYER HANDOUT #1: MISSION BRIEFING

Pathfinders,

The time has come for you to prove your worth once more. The dwarven city of Jormurdun, recently liberated from vile duergar thanks in no small part to the Society, fell under attack three weeks ago. A band of duergar slavers overwhelmed the city's outer defenses and captured several dozen soldiers and laborers. By the time the city's forces mobilized, the gray dwarves had already fled into the tunnels of Nar-Voth, the upper reaches of the Darklands.

Jormurdun lacks the numbers to rescue its lost comrades—its forces are stretched too thin as it is. I call upon you to respond in this hour of need. Our intelligence, gleaned from a captured duergar, reveals that the gray dwarves make for Hagegraf using the Long Walk, an old trade route swarming with slavers, guards, and allies of the duergar. If you travel north from Janderhoff, you can intercept the slavers before they reach their destination. Those who maintain the tunnels of the Darklands charge hefty tolls to travelers, so I have provided you with some gold to cover those expenses. Once you free the captives, bring them to Janderhoff so that they can return home by surface routes. I have already sent a request to Janderhoff that they let you through their gates so that we can aid their kin.

You will need to secure allies in order to confront the duergar forces, which are far too strong for even our best Pathfinders to take on alone. Before departing Janderhoff, seek out fellow Pathfinder and scholar Sandricaan Molnworret. He can help you prepare for your mission. Make haste, Pathfinders. Countless lives, and the reputation of the Society, depend on you.

—Sir Jorsal of Lauterbury, Venture-Captain

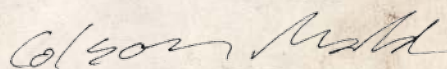
PLAYER HANDOUT #2: LETTER FROM COLSON MALDRIS

Pathfinders,

Your mission to free the dwarven prisoners from the clutches of their ancient enemies is a worthy cause. You can strike a blow in the name of freedom and justice by breaking the shackles of duergar tyranny.

An equally important matter has also come to my attention. The gray dwarves take pride in breaking their strongest-willed captives and forcing them to betray and subjugate their own comrades. We know that the most powerful dwarven prisoner is a paladin of Torag. This great warrior, Dornarnus, has won many battles against duergar slavers and is a true ally of our faction. If our suspicions are correct, he now fights for the duergar, albeit unwillingly. I ask that you ensure he escapes their clutches so that he can help us in our continued struggles against oppression.

In pursuit of true liberty, always.



—Major Colson Maldris

APPENDIX: STAT BLOCKS

The following stat blocks appear in this scenario.

BULETTE CR 7

Pathfinder RPG Bestiary 39

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +11

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 84 (8d10+40)

Fort +11, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +13 (2d8+9/19-20) and 2 claws +12 (2d6+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks leap, savage bite

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +9 (+17 jumping), **Perception** +11; **Racial**

Modifiers +4 on Acrobatics checks made to jump

DESCRIPTION

This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders.

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

DARK SPITTER BEETLE CR 3

Pathfinder RPG Monster Codex 52

N Large vermin

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 26 (4d8+8)

Fort +6, **Ref** +1, **Will** +1

Immune acid, mind-affecting effects

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee bite +6 (2d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (15-ft. cone, 2d4 acid damage,

Reflex DC 14 half, usable once every 1d4 rounds), trample (1d6+6, DC 16)

STATISTICS

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

Base Atk +3; **CMB** +8; **CMD** 18 (22 vs. trip)

DESCRIPTION

This large beetle's black, shiny exoskeleton clicks and grinds as it opens its dripping mandibles.

DUERGAR CAPTAIN CR 8

Pathfinder RPG Monster Codex 50

Duergar fighter 9

LE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; **Perception** +2

DEFENSE

AC 22, touch 10, flat-footed 20 (+10 armor, +1 deflection, +1 natural, -1 size)

hp 90 (9d10+36)

Fort +10, **Ref** +4, **Will** +6 (+2 vs. fear); +2 vs. spells

Defensive Abilities bravery +2, Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +2 *dwarven waraxe* +17/+12 (2d8+12/19-20/x3)

Ranged mwk heavy crossbow +11 (2d8+1/19-20)

Special Attacks weapon training (axes +2, crossbows +1)

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

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +9; **CMB** +13 (+15 overrun, +15 sunder); **CMD** 25 (29 vs. bull rush or trip)

Feats Cleave, Great Cleave, Greater Overrun, Greater Sunder, Greater Weapon Focus (dwarven waraxe), Mounted Combat, Power Attack, Vital Strike, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +6, Handle Animal +3, **Perception** +2, Ride +8, Survival +8

Languages Common, Dwarven, Undercommon

SQ armor training 2, slow and steady, stability

Combat Gear *potions of cure serious wounds* (2), thunderstones (3); **Other Gear** +1 *full plate*, +2 *dwarven waraxe*, mwk heavy crossbow with 10 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 129 gp

DUERGAR LIEUTENANT CR 5

Pathfinder RPG Monster Codex 46

Duergar ranger 6

LE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; **Perception** +11

DEFENSE

AC 20, touch 11, flat-footed 19 (+5 armor, +1 Dex, +4 natural)
hp 61 (6d10+24)

Fort +8, **Ref** +6, **Will** +4; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 warhammer +11/+6 (2d6+4/x3)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks favored enemy (dwarves +4, elves +2)

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

1/day—*dust of twilight*^{APG}, *ironskin*^{MC}

Ranger Spells Prepared (CL 3rd; concentration +5)

1st—*lead blades*^{APG}, *longstrider*

TACTICS

Before Combat The lieutenant casts *ironskin* and *lead blades* on himself.

Base Statistics When not under the effects of *ironskin* and *lead*

blades, the lieutenant's statistics are **AC** 16, touch 11, flat-footed 15; **Melee** +1 warhammer +11/+6 (1d8+4/x3).

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +6; **CMB** +9; **CMD** 20 (24 vs. bull rush or trip)

Feats Cleave, Endurance, Mounted Combat, Power Attack, Weapon Focus (warhammer)

Skills Climb +11, Handle Animal +6, Knowledge

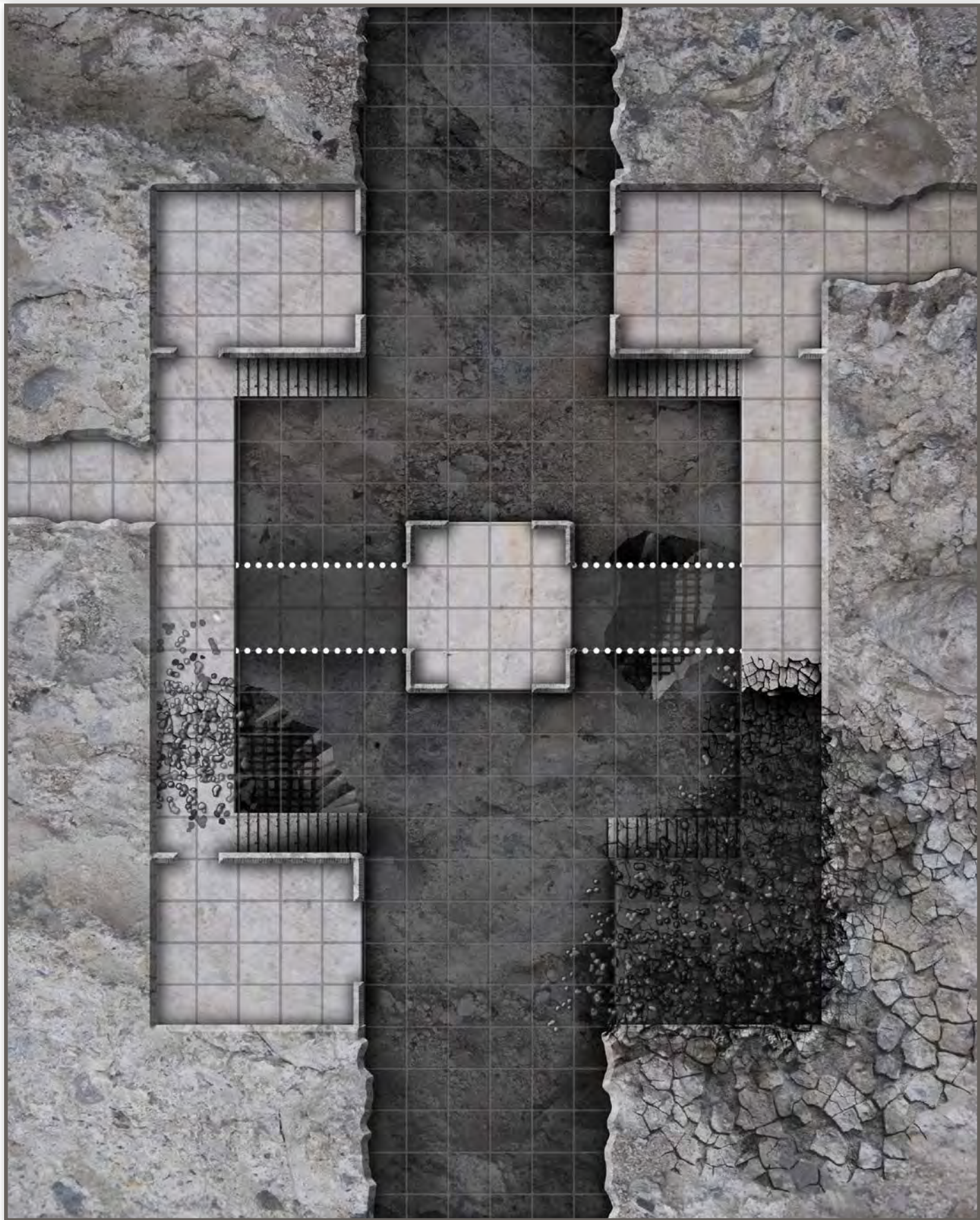
(dungeoneering) +9, Perception +11, Ride +9, Survival +11

Languages Common, Dwarven, Undercommon

SQ favored terrain (underground +2), hunter's bond

(companions), *ironskin*^{MC}, slow and steady, stability, track +3, twilight touched^{MC}, wild empathy +3

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, alchemist's fire (2), thunderstones (2); **Other Gear** +1 chain shirt, +1 warhammer, mwk light crossbow with 20 bolts, 51 gp



CAPTIVES OF TOIL

Pathfinder Society Scenario #8-03: Captives of Toil

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

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

Pathfinder Society Scenario #8-03: Captives of Toil © 2016, Paizo Inc.; Author: Mike Kimmel.



Pathfinder Society Scenario #8-03: Captives of Toil

Character Chronicle #

☐ Core Campaign

Player Name A.K.A. Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

☐ ☐ **Blessing of the Atoned (Liberty's Edge):** You successfully helped the ex-paladin Dornarnus return home and atone for misdeeds he committed under the vile control of a Droskari cleric. You may check one of the boxes preceding this boon before rolling to gain a +2 bonus on a Charisma-based skill check made to influence a good-aligned spellcaster or creature with the good subtype. Alternatively, you may check off the box to use lay on hands as a paladin of your character level. If you have lay on hands as a class feature, the uses of lay on hands granted by this blessing heal 2d6 additional points of damage (or deal 2d6 additional points of damage to an undead creature). Once per scenario, you can use this bonus to influence a paladin or any worshiper of Torag without crossing off one of the check boxes.

Darklands Delver: Your experience navigating the treacherous tunnels of Nar-Voth has taught you much about its hazards and denizens. You gain a +2 bonus on all Knowledge checks related to dangers you encounter in the Darklands and can make those checks untrained. This bonus increases to +4 for checks relating to duergar. Before making a Knowledge check related to duergar, you can decide to take 20 on the check. When you do, cross this boon off your Chronicle sheet.

☐ ☐ **Remember the Fallen (Liberty's Edge):** The dwarves will not soon forget the tale of Dornarnus's noble sacrifice, nor your part in helping to liberate the dwarven captives. Thanks to your reputation among the dwarves, you may check off one of the boxes preceding this boon to gain a +2 bonus on any Knowledge or Diplomacy (gather information) check related to dwarves or their history or a +2 bonus on an attack roll in an underground environment. Once per scenario, while in a Sky Citadel, you can use this bonus without crossing off one of the check boxes.

All Subtiers

cloak of resistance +1 (1,000 gp)
oil of versatile weapon (750 gp; *Pathfinder RPG Advanced Player's Guide* 254)
stone salve (4,000 gp)
wand of daylight (8 charges; 1,800 gp, limit 1)
wand of invisibility (12 charges; 1,080 gp, limit 1)
wand of remove blindness/deafness (7 charges; 1,575 gp, limit 1)

Subtier 5-9

+2 *dwarven waraxe* (8,330 gp)
amulet of natural armor +1 (2,000 gp)
potion of righteous vigor (400 gp; *Pathfinder RPG Advanced Player's Guide* 239)
ring of protection +1 (2,000 gp)
wand of greater invisibility (8 charges; 3,360 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,305	2,610

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,048	4,096

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,791	5,582

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD
Starting XP
+ <input type="text"/> GM's Initials
XP Gained (GM ONLY)
= <input type="text"/>
Final XP Total

FAME		
	Initial Prestige	Initial Fame
	+	GM's Initials
	Prestige Gained (GM ONLY)	
	-	
	Prestige Spent	
	Current Prestige	Final Fame

GOLD		
	Starting GP	
	+	GM's Initials
	GP Gained (GM ONLY)	
	+	GM's Initials
	Day Job (GM ONLY)	
	-	
	Gold Spent	
	=	
Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #