

Table GM Markdown

Introduction

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

Recall Knowledge - DC 20 Diplomacy or Society; DC 15 Dwarven Lore or PFS Lore

Critical Success

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

Success

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

Critical Failure

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

Act 1: Exploration

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

Aspis Events

Event 1: First Contact

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

Another responds, exasperated, ****“Yes. Get your dagger out.”****

Event 4: Aspis Strike

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

A. The Labyrinth

A1. The Tombstone Door

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

A2. The Shrouded Halls

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

A3. Carved Guard Room

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

A4. The Repository

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

B. The Sunken Halls

B1. The Sunken Antechamber

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

B2. Sunken Threshold

Water lapping on stone is the loudest sound at the surface of the water in this chamber, marking its isolation from the rest of the Pallid Peak. The stone in the room’s center has broken away, and the water continues down into darkness. To the north, a wide hallway rises above the

water's edge. To the east, barricades of bone and rocks block two entrances to another chamber beyond.

B4. The Tides Room

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

C. The Unsealed Way

C1. The Sliding Room

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

C2. The Crossroads

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

C3. The Sisters

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

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

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

Aren't Raseri Kanton and Jernashall cities?

****“Yes, I was named after a city I never saw. My maker told me that I was to help guide those from the cities to their family. A traveler only needs to give me a name and I can say if that person has come past. If there was a message left, I can provide that as well.”****

When did the last traveler pass through here?

****“There was a trio that passed through here long ago. I don't know the exact date, but it was long enough ago that we were debating what to do next.”****

How many travelers have you met?

****“I have met with 5,612 travelers who recorded 1,207 messages.”****

What do you want to do next?

****“That's the question. Would you help us settle the debate?”****

Act 2: Final Exploration

D. The Caravan Route

D1. The Consumed Chamber

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

D2. The Icebox

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

D3. Scavenger's Sanctum

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

E. The Temple Route

E1. Droskar's Altar

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

E2. Crumbling Sanctum

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

E3. Duergar Ambush

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