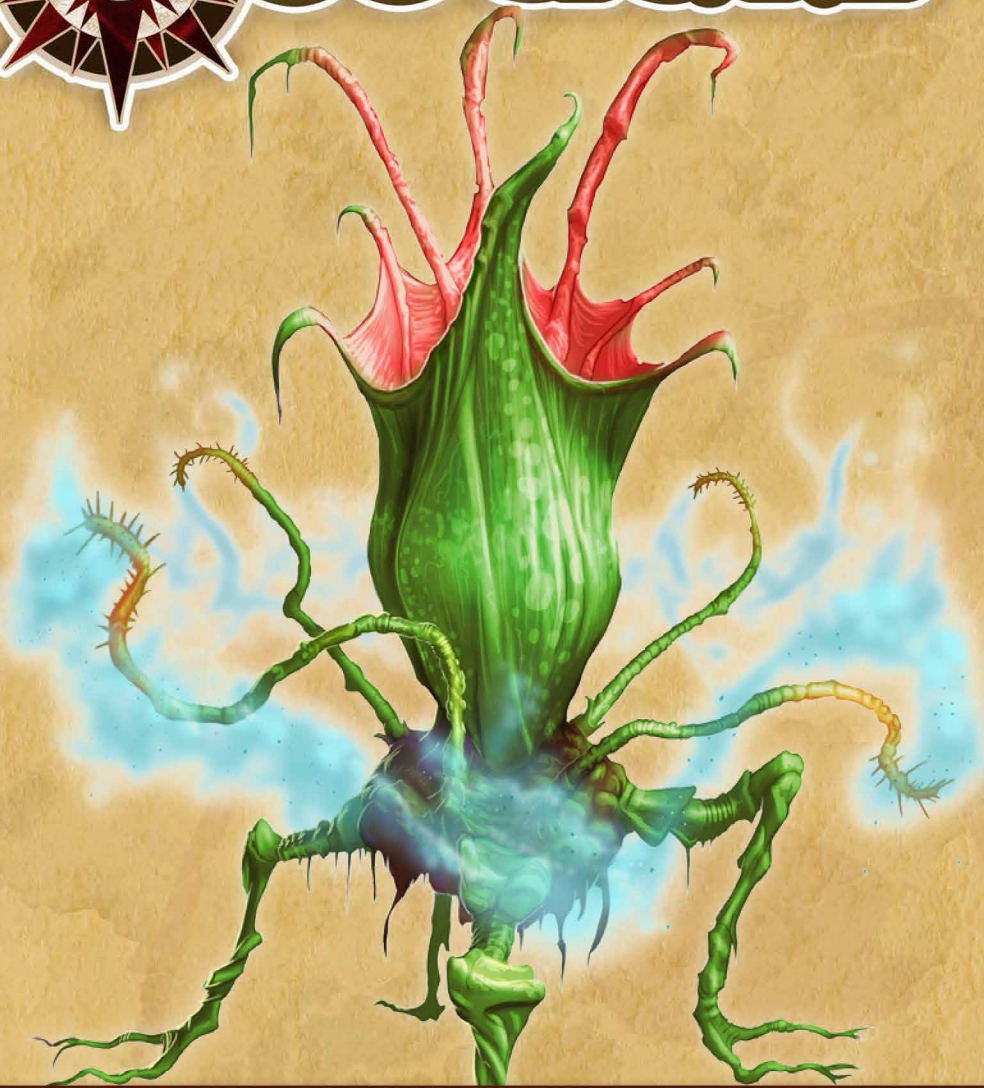


PATHFINDER SOCIETY



TOWER OF THE IRONWOOD WATCH

By Sam Polak



TOWER OF THE IRONWOOD WATCH

PATHFINDER SOCIETY SCENARIO #4-17

Author • Sam Polak

Cartography • Rob Lazzaretti, Corey Macourek,
and Sean Macdonald

Interior Artists • Michael Jaecks and Fernanda Suarez

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Senior Editor • James L. Sutter

Development Lead • John Compton

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

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

Lead Designer • Jason Bulmahn

Design Team • Stephen Radney-MacFarland
and Sean K Reynolds

Senior Art Director • Sarah E. Robinson

Art Director • Andrew Vallas

Graphic Designer • Sonja Morris

Production Specialist • Crystal Frasier

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Finance Manager • Christopher Self

Staff Accountant • Kunji Sedo

Chief Technical Officer • Vic Wertz

Senior Software Developer • Gary Teter

Campaign Coordinator • Mike Brock

Project Manager • Jessica Price

Licensing Coordinator • Michael Kenway

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

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

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

Pathfinder Society Scenario #4-17: Tower of the Ironwood Watch is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

Tower of the Ironwood Watch makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Ultimate Equipment*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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

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

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open 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.

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

Pathfinder Society Scenario #4-17: Tower of the Ironwood Watch © 2013, Paizo Publishing, LLC. All Rights Reserved. Paizo, Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, Pathfinder Society, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Publishing, LLC.

TOWER OF THE IRONWOOD WATCH

BY SAM POLAK



Thassilon remains the most famous ancient civilization in Varisia, but it was not the first. Long before Azlanti refugees began to build the empire of Thassilon, the elves of the Mierani Forest enjoyed a thriving civilization. As the humans flourished, the elves found their forest quickly surrounded on three sides by the Thassilonian provinces of Bakrakhan, Cyrusian, and Edasseril. The elves responded to their new neighbors with caution, constructing several watchtowers at the borders of their forest. The Ironwood Watch, the primary tower guarding the border with Cyrusian in the east, was once an imposing fortress raised up from the stone and crystal among the roots of the forest by elven geomancers. Though it was built as a military outpost, the tower also served as a customs house and boasted lavish decorations to impress visitors.

More than 10,000 years have passed since the tower was abandoned at the coming of the Age of Darkness, and the long neglect is evident. Now nothing but the lowest levels of the tower remain, buried in the earth and looking more like a hill than a fortress. Even the trees have suffered from the elven empire's decline, and the forest gradually gave way to grassland until the tower's ruins rested not among the woods but on a lonely prairie in what is now the Velashu Uplands.

As the Age of Darkness crept near, the majority of the Mierani elves fled through the *aiudara*, or elfgate, known as the *Sovyrian Stone* to their mysterious homeland of Sovyrian, but many stayed behind. Those elves that remained were driven deep underground into the Darklands by the horrors set loose upon the surface in the unending night. Those elves that survived suffered from their harsh trials and, in their search for greater power, eventually embraced the worship of demon lords. These cruel and desperate survivors, the dark elves, became the first drow. When the elves who fled to Sovyrian eventually returned to reclaim the Mierani Forest, they found the once glorious city of Celwynvian occupied by their strange and violent new kin. The elves engaged the drow in a terrible battle to drive them out and reclaim the city, but not all of the dark elves were slain or driven back into the depths. In fact, a small

WHERE ON GOLARION?

Tower of the Ironwood Watch takes place in the ruins of the elven watchtower located at a point in northern Varisia where the eastern Mierani forest bordered the Thassilonian province of Cyrusian over 10,000 years ago. The modern boundary of the forest has receded, leaving the ruined base of the tower looking like an out-of-place hill on a grassy plain in the Velashu Uplands. For more information on the Mierani Forest and greater Varisia, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in game stores and bookstores worldwide and online at paizo.com.



band of drow refugees from the battle of Celwynvian now calls the Tower of the Ironwood Watch its home, capitalizing on the structure's abandonment—both by the elves and in memory—to avoid notice.

The dark elves inhabiting this ruin belong to House Vexidyre, one of the twelve noble houses of the drow capital of Zirnakaynin. House Vexidyre owes allegiance to the demon lord Shax, patron of envy, lies, and murder. Inexora Vexidyre, a cleric of Shax and a low-ranking daughter in her house, was dissatisfied with her weak position, so she volunteered to join the drow forces in Celwynvian with the hope that a military command would bring her greater influence. She brought with her a male ranger named Zolvato, chosen for his expertise in hunting and sporecrafting, the drow art of manipulating plants and fungi. The two drow took

GM MATERIALS

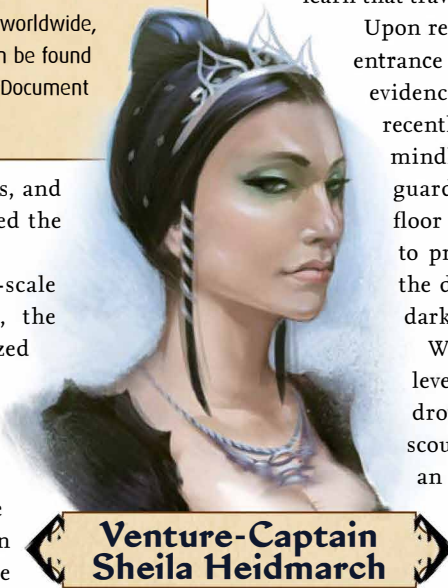
Tower of the Ironwood Watch makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Ultimate Equipment*. The adventure assumes the GM has access to these sourcebooks, and only creatures with non-simple templates applied are reprinted herein. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

command of a small group of scouts, and for a time it seemed that fate favored the priestess and her cohorts.

When the elves launched a full-scale invasion of Celwynvian, however, the drow forces proved too disorganized to hold the city. During the chaos of the final battle, Inexora's scouting detachment slipped through the elven siege lines and escaped. Inexora, following a rare vision from her demonic patron Shax, insisted they travel far to the east, eventually leaving the forest and finding shelter from the sun in the ruins of the forgotten watchtower. Fearful of drawing the attention of the elves of Crying Leaf, they have held their position outside the forest, excavating the ruin's lower levels in the hope that they will eventually find their way back to the Darklands.

Inexora and her small band have survived undetected for years on the surface through stealth, guile, and Zolvato's sporecrafting skills. To gather food, supplies, and information, he leads the scouts on occasional night hunts, using all of his skills to conceal the raids. The Upland Raiders, as they call themselves, have grown accustomed to hiding during the bright day, enduring surface weather, and tolerating the changing seasons, but their hatred of the surface environment and resentment of their circumstances have only grown sharper over time.

Though knowledge of the tower is lost to modern elves, a team of Pathfinders delving a Thassilonian ruin recently uncovered documents describing the elven tower's location. When news of the discovery reached Sheila Heidmarch, she immediately recognized the opportunity and called for a team of experienced field agents to seek out the tower's ruin and whatever secrets it may hold.



**Venture-Captain
Sheila Heidmarch**

SUMMARY

Venture-Captain Sheila Heidmarch dispatches the PCs to an archaeological site in the Velashu Uplands near the edge of the Mierani Forest in northern Varisia. The society has found Thassilonian documents that describe an elven watchtower at that location, a fact that the elves themselves seem to have forgotten. Through their faction contacts or their own resourcefulness, the PCs might learn that travelers in the area have been vanishing.

Upon reaching the tower, the PCs find an easy entrance into the ground floor but quickly find evidence that the tower has been occupied recently. At first it may seem that only mindless monsters and forgotten traps guard the ruin, but several clues on this floor provide clever Pathfinders a chance to prepare for the inevitable conflict with the drow and their servants waiting in the darkness below.

When the PCs descend into the basement level, they find conclusive proof that drow occupy the tower; a small group of scouts hears the intruders and prepares an ambush to arrest the Pathfinders' progress. Nearby, an elven prisoner guarded by a powerful demon in a repurposed shrine has overheard the dark elves discussing their activities and plans and can inform the PCs that the dark elves in the basement not only collected some of the tower's priceless treasures and secrets but also began preparations to depart into the Darklands.

To recover the elven artifacts and stop the drow from reaching their goal, the PCs must track and confront the drow group's matriarch and her demon servants in the tunnels beneath the tower as the villains search for a route to Sekamina and the true Darklands. Victory over the drow leaves the PCs with new questions, as they discover that the dark elves were planning to travel to the Worldwound to meet up with a growing force of Shax cultists.

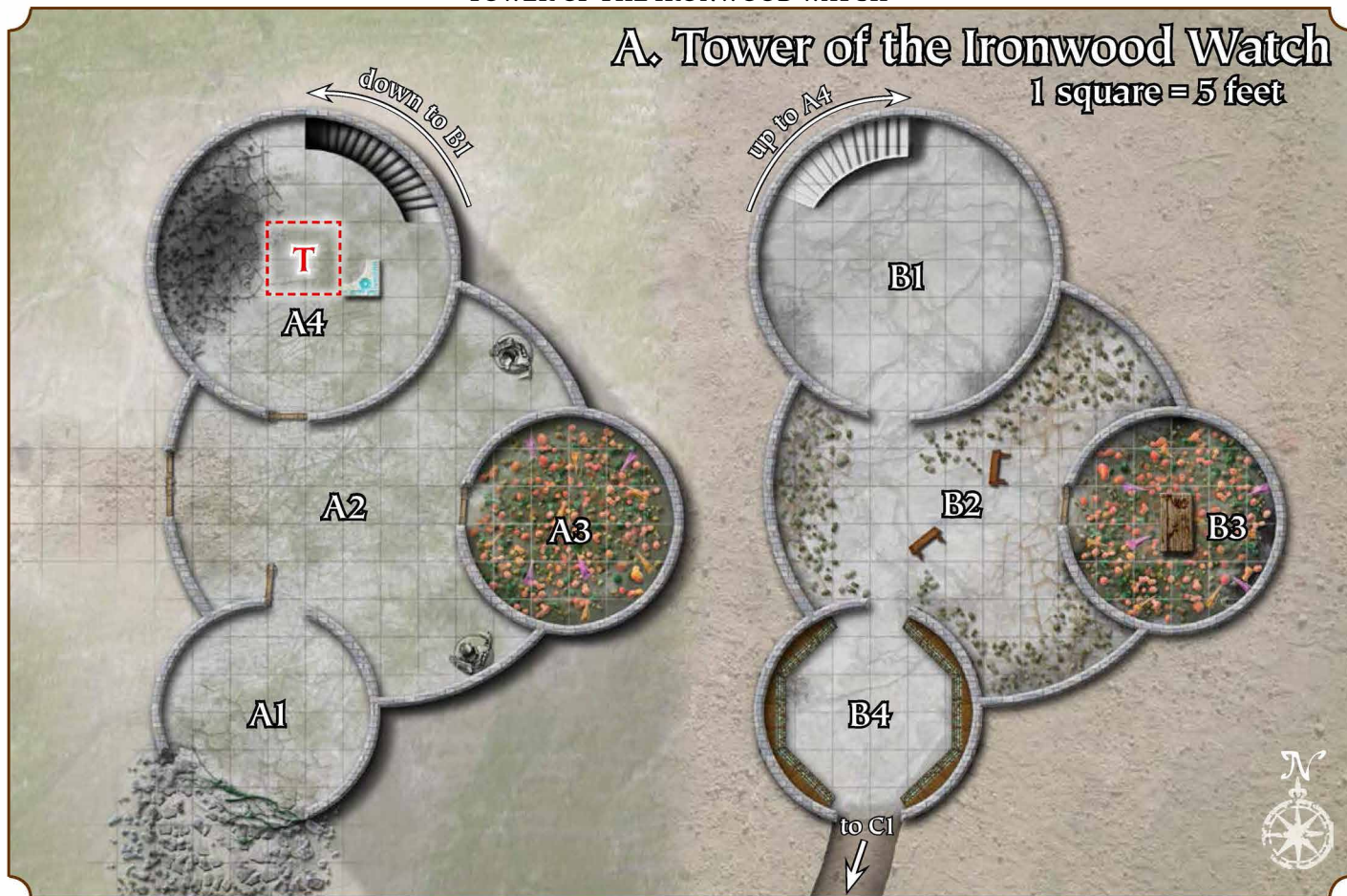
GETTING STARTED

Sheila Heidmarch stands before a window in her study, sunlight glittering on her signature emerald garments. She speaks in a deep and sonorous voice, and wastes no time getting to her point.

"First, thank you for gathering here on such short notice. Please have a seat. Once you've heard what I have to tell you, I believe you will forgive my enthusiasm. Documents we recovered from our Thassilonian excavations describe an elven fortress on the border between the Mierani Forest

A. Tower of the Ironwood Watch

1 square = 5 feet



and the former Thassilonian province of Cyrusian. Because the borders of the forest have receded in the years since, any remaining ruins must be well outside of the forest as it now stands. As I'm sure you're aware, the elves of Kyonin typically guard elven historical sites closely, but in this case it seems the elves have lost all record of the site; they don't even know it exists. Needless to say, this discovery represents an invaluable opportunity for the society to explore without supervision. Take this map and make your preparations. I want you to reach the tower before news of its discovery reaches any of our rivals.

"First, verify that the ruin even exists. Assuming there's still something there, I want a detailed report on the architecture of the site. We don't gain access to ancient elven ruins often, and this investigation must be thorough. Finally, bring back any surviving artifacts left by the elves who built and occupied the tower."

The PCs likely have some questions, but Heidmarch has little more to offer than the location and a few words of encouragement.

Why has nobody found this tower before? "The Celwynvian elves maintain tight borders, and many believe the territory to be haunted by spirits that feast on foreigners. Some of the information may be superstition, but it has been enough to scare off curious eyes."

What documents mention this tower? "The tower appears as a reference in the journal of an emissary to the elves sent from Xin-Cyrusian. In her journal, the wizard left detailed notes about the tower's location and mentioned the building's luxurious accommodations."

What can we expect? "Similar locations have been warded by magic and guarded by outsiders. I doubt that the elves would design anything that would harm their own kind, but we have not explored enough elven sites to offer more than speculation. I am confident in your skills and training."

Diplomacy (Gather Information)

Because no one remembers the Tower of the Ironwood Watch, the only worthwhile information comes from caravans and Velashu riders that the PCs might meet on their journey. Allow the PCs a Diplomacy check to gather information and provide them the following information based on their results.

25+ Travelers often disappear in the area, and local farmers report that their tools and livestock sometimes go missing on particularly dark nights.

30+ A hunter recently spotted a heavily armed group of the elven Shin'Rakorath, also known as "Lantern Bearers," crossing the uplands as if they were in hot pursuit of their quarry.

WHISPERED TALES OF DARK ELVES

Officially, the elven court in Kyonin still maintains dark elves do not exist. Fortunately Pathfinders have access to more information about drow than the typical adventurer might. Savvy Pathfinders can piece together several clues found in the upper floor of the tower to reveal the nature of the basement's occupants.

Caphorite: This radioactive crystal found in areas **A3** and **B2** is not harmful to animals but causes rapid growth and mutation in plants. It is sometimes referred to as drowstone because the dark elves settle near particularly large deposits in the Darklands. Caphorite absorbs light; anyone attempting to cast a spell with the light descriptor within 30 feet of caphorite must make a DC 15 Caster Level check or the crystal absorbs the magic. Identifying caphorite requires a DC 20 Knowledge (dungeoneering) check.

Map Alteration: The map found in area **A4** shows signs of having been altered recently, detectable with a DC 25 Knowledge (history) or DC 20 Knowledge (geography) check. The map now bears modern settlements marked with charcoal, their names abbreviated in Undercommon.

Poisonous Fungi: A DC 15 Knowledge (nature) check reveals that the fungi growing in area **A3** are poisonous, but it only a DC 23 Knowledge (nature) or DC 18 Craft (alchemy) check reveals that the fungi are used specifically for creating drow sleeping poison.

Knowledge (History)

The PCs can draw from their own memories or research the history of the Mierani Forest or the Thassilonian province of Cyrusian. Provide them information as follows based on their success.

20+ Each of the seven runelords specialized in a different school of arcane magic and an associated sin (divination was considered universal). Xanderghul, the ruler of Cyrusian, was the Runelord of Pride, and his specialty was illusion magic. He claimed to be “first among equals” and while society records state this claim is “difficult to verify,” records indicate he had many resources at his disposal, including—if the legends are to be believed—armies of bound angels.

25+ The runelords never went to war with the elves, likely due to a combination of the elves' own strength and the runelords' fear of treachery from their fellows. The elves were isolationists even then, however scholars speculate that there was at least some cultural exchange between the Mierani elves and the Thassilonians, especially in the area of arcane magic.

A. FORGOTTEN RUINS

Time and cataclysm have laid low the once proud fortress that guarded against the power and guile of Thassilon's

greatest province. A lump of weathered stone, all that is visible of the Tower of the Ironwood Watch, stands alone on a lonely plain in the Velashu Uplands where it protrudes from a low hill. Three closely grouped stone turrets arranged in a triangle form the bulk of the tower, though all but the ground floor has collapsed since the tower's abandonment. Built to impress dignitaries as well as provide defense, the tower's rooms rise to a height of 15 feet unless otherwise noted, and the walls are all superior masonry decorated to appear like polished wood.

During the day, room **A1** is brightly lit, and all of the other rooms have dim light. A PC may use the control panel in area **A4** to increase the light level in the other ground floor rooms to normal light.

A1. The Hollow

What at first looked like a cave reveals itself as the foundation of an ancient building. Crumbling stone walls, their blocks blanketed in moisture trails and weeds, slowly give way to the soil of the surrounding plains. The ceiling is partially open to the sky, beneath which shards of fallen stone litter compete for space with small mushrooms and other fungi that grow out of the spiderweb pattern of cracks in the floor. Against the chamber's western wall, the remains of a door made from petrified wood lies open, barely clinging to the door frame with nearly disintegrated hinges.

Nothing in this room presents a danger to the PCs, but if they take a moment to search the room, a DC 20 Perception or Survival check reveals a single footprint left carelessly by Inexora's boot on her last visit to the surface.

A2. Elven Guardians (CR 6 or CR 9)

Stone walls stretch between three rounded turrets to form a vaguely triangular central room. Long forgotten elven heroes bearing swords and hunting hawks stand proudly immortalized as marble statues, silently guarding the shadowed alcoves between the towers. A damp, earthy smell rises from the carpet of moss and small fungi that covers the floor.

The center room and the north tower are choked with fungi grown from spores by one of the tower's new masters. Most of the fungi grown on this level are poisonous, intended for use as traps or weapons, but the variety of species is too broad to allow a PC to discern exactly what poisons they might be used to make. The edible fungi on which the drow subsist grow in the basement level below.

Trap: The two statues are one of the few remaining defenses left by the original elven inhabitants—a trap intended to slow down any intruders who might breach

the walls. Although a pass phrase once allowed non-elves to enter the tower without triggering the trap, that phrase is as forgotten as the tower itself. If the trap triggers, a voice announces in Elven, "Intruders have entered the tower." Immediately after the trap resolves, the statues create a field of abjuration magic that suppresses Thassilonian magic, requiring a spellcaster who attempts to cast a spell from any school other than divination or universal to make a DC 18 Caster Level check (DC 21 in Subtier 8–9) or lose the spell. This field lasts for 10 minutes.

Subtier 5–6 (CR 6)

ELVEN GUARDIAN STATUES CR 6

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

EFFECTS

Trigger sight (*arcane eye*); the trap never targets elves, but is fooled by illusions; **Reset** manual

Effect heightened *deep slumber* (DC 17 Will negates) and magic suppression (see above)

Subtier 8–9 (CR 9)

ELVEN GUARDIAN STATUES CR 9

Type magic; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

Trigger sight (*true seeing*); the trap never targets elves, and sees through illusory disguises and polymorph effects;

Reset manual

Effect heightened *deep slumber* (DC 21 Will negates) and magic suppression (see above)

Development: The noise produced by this trap alerts the creatures in **A3** and **B2** to the PCs' presence. One round after the trap triggers, the basidironds in area **A3** emerge and attack.

Faction Notes: Sczarni faction PCs should examine the lock on the building's main door and take notes on its construction, which requires a DC 20 Disable Device check. Alternatively, Sczarni faction members can remove the door from its hinges and carry it with them back to Magnimar, but should note the door weighs 90 pounds. Either method earns Sczarni faction PCs 1 Prestige Point.

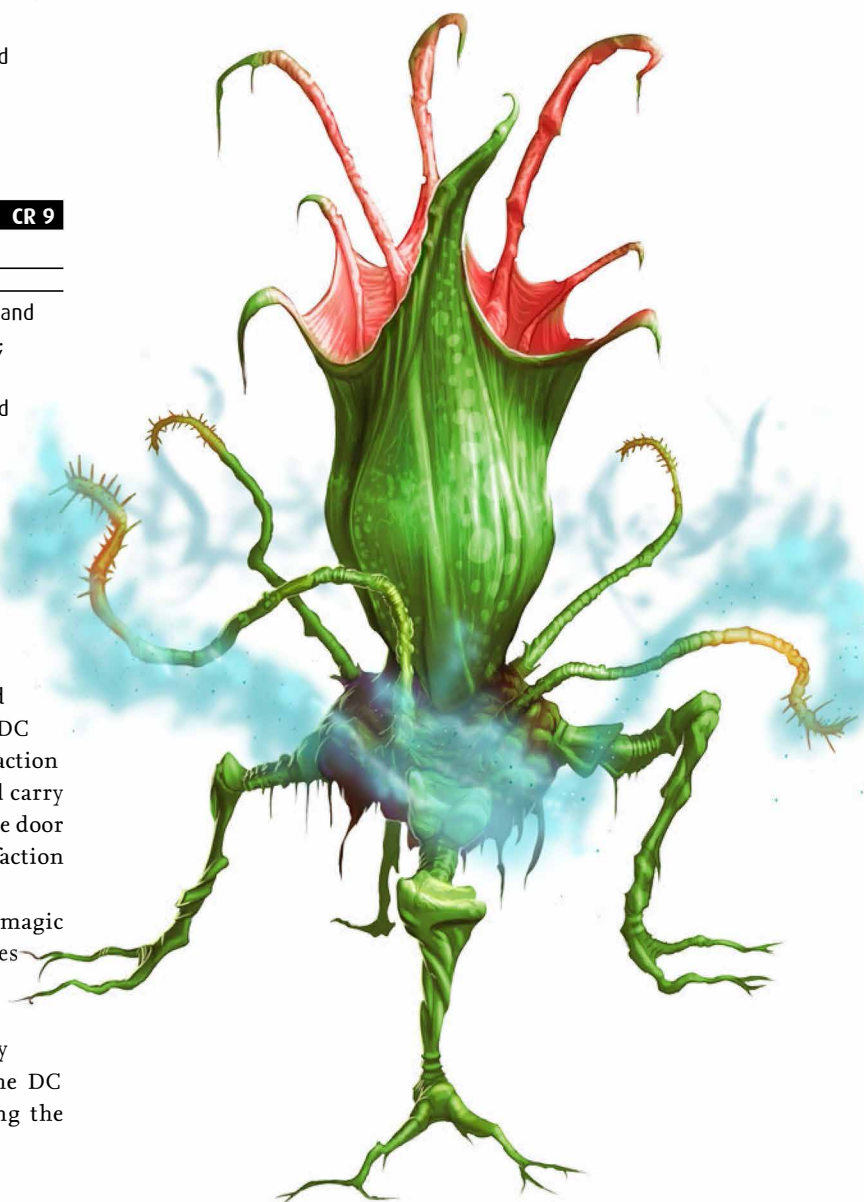
Osirion faction PCs may study the trap's magic suppression field to learn about the elves' defenses against Thassilonian magic by making a DC 20 Knowledge (arcana) or DC 20 Spellcraft check so long as the trap has been triggered. A PC may still study the statues to the same effect, but the DC for either skill check increases to 24. Identifying the

SCALING ENCOUNTER A3

To accommodate tables of 4 players, Zolvato has not fed the basidironds recently, and they are slow to react. Treat them as suffering from cold lethargy at the beginning of the encounter.

statues' defensive magic earns Osirion faction PCs 1 Prestige Point.

Lantern Lodge faction PCs can learn about the elven tradition of falconry by examining the lengthy poetic inscription at the base of either statue. So long as a character can read Elven, she might discern useful information by analyzing the poem with a DC 10 Knowledge (nobility) or DC 15 Linguistics check. Gathering this information earns Lantern Lodge faction PCs 1 Prestige Point.



THE CONTROL PANEL

Many of the tower's original arcane devices have failed, but the controls are still capable of several functions useful to the PCs. A PC can discern the purpose of the panel and how to activate its remaining functions with a DC 25 Knowledge (arcana) check. Operating the controls blindly confuses the sensitive mechanism and causes all three functions to trigger simultaneously.

- Suppress or activate an effect that evokes normal light throughout the tower. (This light is suppressed by the caphorite in rooms **A3**, **B2**, and **B5**).
- Suppress or reset the elven guardian statues trap in area **A2**.
- Suppress or activate the *teleportation circle*. When the PCs enter the room the circle is suppressed. If the circle is activated, see the teleportation trap statistics on page 9.

Taldor faction PCs might examine the statues, but neither of them bears a strong resemblance to the noble mentioned in the Taldor faction handout.

A3. Charnel Blooms (CR 7 or CR 10)

A riot of colorful fungal blooms striped and spotted in bold red, yellow, blue, and purple cover the uneven floor of this round chamber. Several chunks of dimly glowing orange and purple crystal peek through the carpet of mold and puffballs.

The lumpy floor is littered with the remains of several horses and humans, discarded here to feed the fungal growth. Closer examination of the corpses with a DC 15 Heal or Perception check reveals that all of the bodies are missing their eyes. Most of the fungi here are poisonous, and the crystals are caphorite. Resourceful or knowledgeable PCs might identify one or both of these features (see the sidebar on page 6).

Creatures: Soon after the drow scouting band arrived, Zolvato sowed fungal spores in this room to slowly restock his supplies of poison. Once the drow realized that they would have to remain in the tower for an extended time, he planted a handful of basidironds that he trained to guard the upper level of the complex. The basidironds sometimes wander into other rooms, but they favor area **A3** because it is there that the drow leave offerings of fresh meat. The animate plants attack anything that is not a drow, and they hungrily inspect any noises such as the elven announcements from areas **A2** or **A4**.

Subtier 5–6 (CR 7)**BASIDIRONDS (2)****CR 5**Basidirond (*Pathfinder RPG Bestiary* 28)

hp 52 each

Subtier 8–9 (CR 10)**CHARNELHOME BASIDIRONDS (3)****CR 8**Advanced fiendish basidirond (*Pathfinder RPG Bestiary* 28, 294)

hp 66 each

Development: Zolvato and his upland raiders easily hear the sounds of combat with the basidironds (DC 13 Perception check due to distance and a closed door). If the PCs bypass the traps and never encounter the basidironds, the plants have a chance to hear the sounds of combat in the basement. The plants have been trained not to descend the stairs, but they patiently wait in area **A2** for any intruders, possibly resulting in combat at the very end of the scenario.

Treasure: The basidironds have no concept of wealth, but with a DC 15 Perception check a PC can find that one of the corpses thrown to the plants had a pouch of Chelish platinum crowns tucked into the toe of its boot.

Rewards: If the PCs defeat the basidironds, reward each subtier thus.

Subtier 5–6: Give each PC 200 gp.

Subtier 8–9: Give each PC 700 gp.

A4. The Map Room (CR 6 or CR 9)

This wide circular room is relatively clean and clear of debris. Faintly glowing runes embossed into a crescent-shaped pedestal near the center of the room cast wild shadows against the walls. A heap of dirt and rubble along the west wall covers what were once stairs leading up, while to the north, a wide staircase descends into darkness. A stylized map woven of metallic fabric hangs on the east wall.

With a DC 5 Knowledge (geography) check, the PCs can easily determine that the map depicts northern Varisia. A DC 15 Knowledge (geography) or DC 20 Knowledge (history) check confirms that this map was not created recently; in fact, it shows the land as it appeared during the height of the Thassilonian empire over 10,000 years ago. Additionally, the PCs might note signs of the map having been altered (see the sidebar on page 6).

The pedestal is 4 feet high with its top surface sloping down toward the center of the room. Six large runes on raised buttons form a hexagon, with many smaller symbols woven around them. The structure served as an arcane control panel, and some of its functions are still active.

Trap: In addition to the control panel, a nearly imperceptible, 10-foot diameter *teleportation circle* is inlaid in the floor in the center of this room in front of the pedestal. When the tower was in use, the circle served to quickly transport members of the watch between the map room and an observation deck on the top of the tower.

The top floor of the tower no longer exists, making the once-convenient *teleportation circle* extremely dangerous. If the PCs activate the circle, a voice announces in Elven, “Circle active—observation deck,” which allows PCs a chance to leap clear with a successful Reflex save. Any creature remaining in the circle then teleports to a point in the open air high above the hole in the ceiling in area **A1**, where the observation tower used to be.

Subtier 5–6 (CR 6)

INCONVENIENT TELEPORTATION CR 6

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger location; Reset automatic

Effect *teleportation circle* (6d6 falling damage, DC 17 Reflex negates when first activated, otherwise no save); multiple targets (all creatures in a 10 ft. by 10 ft. square)

Subtier 8–9 (CR 9)

INCONVENIENT TELEPORTATION CR 9

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger location; Reset automatic

Effect *teleportation circle* (9d6 falling damage, DC 21 Reflex negates when first activated, otherwise no save); multiple targets (all creatures in a 10 ft. by 10 ft. square)

Faction Notes: Grand Lodge faction PCs should either recover or study the tapestry map, which is firmly attached to the wall. Despite its metallic nature, the tapestry is fragile. Detaching the tapestry without ruining it requires a DC 20 Disable Device check. Alternatively, a PC may study and diagram the map, but only a DC 18 Knowledge (geography) check allows the PC to find several hitherto unknown sites that might interest the society. Accomplishing either task earns Grand Lodge faction PCs 1 Prestige Point.

Shadow Lodge faction PCs may be interested in examining the control panel in detail. Identifying the panel’s functions with a DC 25 Knowledge (arcana) check is sufficient to fill in the gaps in their notes and earn 1 Prestige Point. Alternatively, the PCs can just touch each rune in turn to see what it does, but doing this automatically activates the teleportation circle. Determining the panel’s function through either process earns Shadow Lodge faction PCs 1 Prestige Point.

B. THEIR OWN PRISON

The tower’s basement floor plan is nearly identical to that of the floor above, but to combat the windowless, claustrophobic atmosphere of the subterranean area,

the elven geomancers made the ceilings rise to a height of 20 feet. When the tower was built, this section of the basement level was used mostly for storage. Most of the weapons, food, and supplies abandoned here have rotted away, with the exception of the petrified wooden furniture and the magically preserved bookshelves in the archive room in **B4**. For the last few years, the basement floor has served as a home for the drow. If the PCs activated the evocation rune in area **A4**, area **B1** is illuminated with normal lighting. Areas **B2** and **B5** both contain enough caphorite crystals to suppress magical light in those rooms, and are dimly lit by the caphorite’s purple and orange glow. The mushroom fields in **B2** and **B5** are considered difficult terrain, but count as undergrowth for woodland stride and similar abilities.

B1. Storage

The air here is cooler than the upper floor, and the room is relatively clean and clear of debris. The walls, though made of stone, bear the carved likeness of fresh soil riddled with tree roots. A staircase along the northern wall winds upward to the floor above, and an open doorway leads to the south.

The drow relocated what little remained in this area to rooms deeper in the complex.

B2. Living Quarters (CR 8 or CR 11)

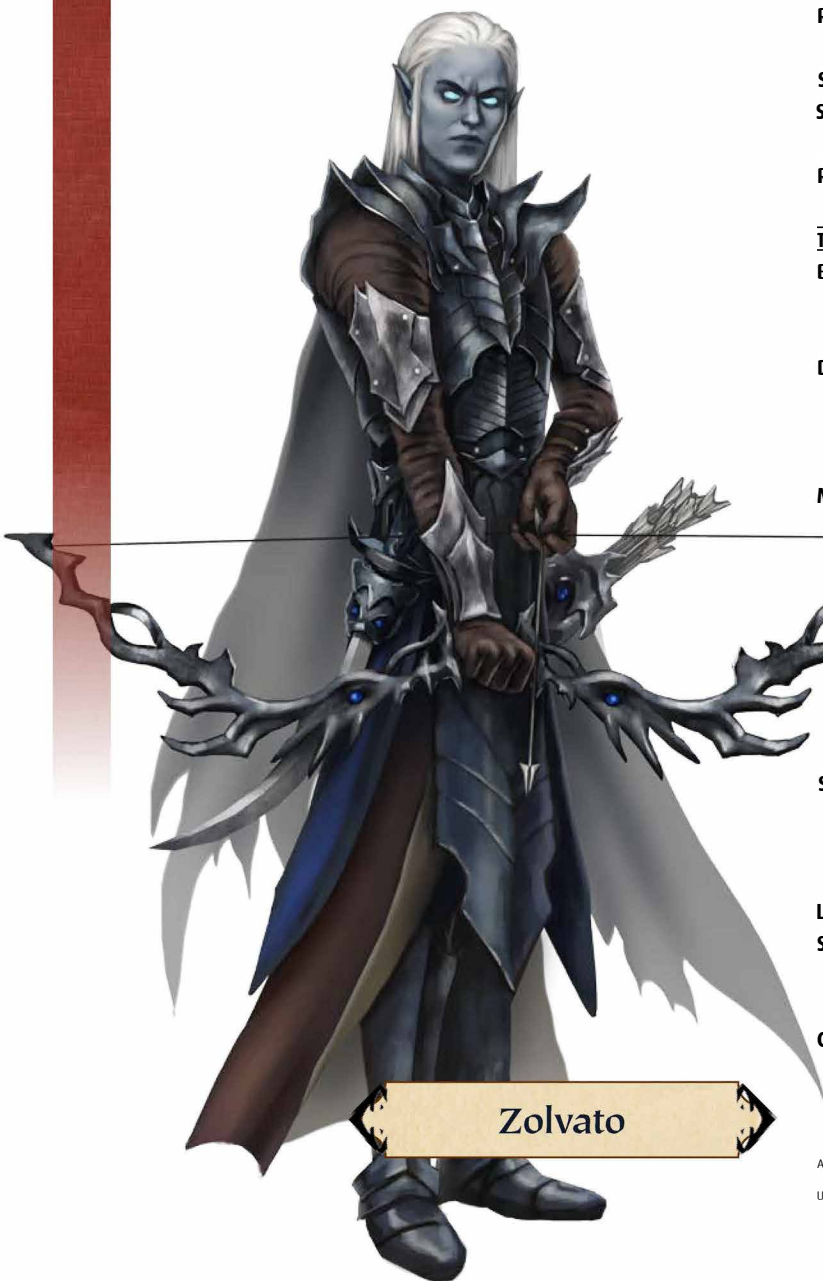
Beyond a few pieces of furniture made of petrified wood and a stack of sleeping pallets, this rounded triangular room is devoid of furnishings and gives the appearance of having been ransacked. A wealth of mushrooms and fungi grow to a height of three feet around the periphery of the room. Open doorways allow passage to the north and south, and a closed door made of petrified wood stands in the middle of the curved eastern wall.

Zolvato is responsible for the thick mats of fungi that the drow use for food, and squares containing the fungus are extremely difficult to traverse; each square is treated as both an obstacle and difficult terrain, requiring 4 squares of movement to move 5 feet. This fungus is a natural growth, which allows creatures with woodland stride to navigate it without penalty.

The drow have also overturned several of the petrified wood tables to provide them cover and slow interlopers. A table may be flipped over with a standard action and a DC 16 Strength check, which effectively removes it as an obstacle. The tables grant cover, have hardness 8, and 30 hit points.

Creatures: The drow ranger Zolvato and a few of his so-called upland raiders await further orders from

Inexora, who is deeper in the complex preparing a journey through the Darklands, keeping tabs on her allies with a *status* spell that she cast on them earlier in the day. The dark elves recently captured a Shin'Rakorath scout, whose armaments Zolvato has claimed as his own. In addition to the weapons he's taken from their Shin'Rakorath captive, he carries a satchel filled with labeled containers of spores that can grow into many of the useful plant creatures, poisons, and alchemical reagents that the drow cultivate in the Darklands. Upon hearing intruders above, the drow cease packing for their departure and arrange themselves behind the overturned tables and wait in ambush.



Zolvato

Subtier 5–6 (CR 8)

ZOLVATO CR 6

Male drow ranger 7 (*Pathfinder RPG Bestiary* 114)

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, **touch** 13, **flat-footed** 15 (+5 armor, +3 Dex)

hp 71 (7d10+28)

Fort +7, **Ref** +8, **Will** +3; +2 vs enchantment

Immune magical sleep; **SR** 13

Weakness light blindness

OFFENSE

Speed 30 ft.

Melee +1 *elven curve blade* +11/+6 (2d8+2/18–20)

Ranged mwk composite longbow +11/+6 (2d6+1/x3 plus drow poison)

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

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

1/day—*dancing lights*, *darkness*, *faerie fire*

Ranger Spells Prepared (CL 4th; concentration +5)

1st—*gravity bow*^{APG}, *lead blades*^{APG}

TACTICS

Before Combat Zolvato casts *gravity bow* and *lead blades*, increasing the damage dealt by his primary weapons by one size category.

During Combat Zolvato uses ranged attacks as much as possible before dropping his bow and drawing his sword. He focuses his fury on any elves in the party, using his +1 *elf bane arrows* and taunting them in Elven.

Morale Zolvato is prepared to fight to the death.

Base Statistics Without *gravity bow* and *lead blades*, the ranger's bow's base damage is 1d8, and his sword's base damage is 1d10.

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +8; **CMD** 21

Feats Endurance, Point-Blank Shot, Rapid Shot, Skill Focus (Perception), Toughness, Quick Draw, Weapon Finesse

Skills Acrobatics +4, Climb +5, Craft (alchemy) +4, Craft (traps) +8, Heal +7, Knowledge (dungeoneering) +5, Knowledge (nature) +9, Perception +16, Stealth +12, Survival +11; **Racial Modifiers** +2 Perception

Languages Elven, Undercommon

SQ favored terrain (underground +2), hunter's bond (companions), poison use, track +3, wild empathy +7, woodland stride

Combat Gear +1 *elf bane arrows* (3); **Other Gear** +1 *chain shirt*, +1 *elven curve blade*, mwk composite longbow, with 20 drow sleep poisoned arrows, *aegis of recovery*^{UE}, drow sporecrafting kit

^{APG} See the *Pathfinder RPG Advanced Player's Guide*.

^{UE} See *Pathfinder RPG Ultimate Equipment*.

SOLVOX AND FIRANIL, UPLAND RAIDERS (2) CR 4Male and female drow rogue 5 (*Pathfinder RPG Bestiary* 114)

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 18, **touch** 14, **flat-footed** 14 (+4 armor, +4 Dex)**hp** 36 (5d8+10)**Fort** +1, **Ref** +8, **Will** +0; +1 vs. traps, +2 vs enchantment**Defensive Abilities** evasion, trap sense +1, uncanny dodge;**Immune** magical sleep; **SR** 11**Weakness** light blindness**OFFENSE****Speed** 30 ft.**Melee** mwk rapier +8 (1d6+2/18–20)**Ranged** mwk hand crossbow +8 (1d4/19–20 plus 1d6 electricity and poison)**Special Attacks** poison use, sneak attack +3d6**Spell-Like Abilities** (CL 5th, concentration +7)1/day—*dancing lights, darkness, faerie fire***TACTICS**

Before Combat The drow hide behind the overturned tables and prepare to ambush their enemies. Once they hear the enemies arrive in the basement, the drow use their *darkness* spell-like abilities on the fletching of their loaded crossbow bolts and then drape their cloaks over their weapons to block the spell effect

During Combat The drow use their stand up talent to stand as a free action, make a ranged attack, reload, then drop back to the ground behind cover if threatened by ranged attackers. After shooting any flat-footed PCs, they attempt to entangle their enemies with tanglefoot bags before continuing to fire their crossbows. When engaged in melee, the drow drop their crossbows and move to flank with their rapiers, hoping to allow Zolvato additional time to fire his bow at vulnerable targets.

Morale Fearing punishment by Inexora, Solvox and Firanil fight to the death.

STATISTICS**Str** 14, **Dex** 18, **Con** 11, **Int** 10, **Wis** 8, **Cha** 14**Base Atk** +3; **CMB** +5; **CMD** 19**Feats** Combat Reflexes, Toughness, Weapon Finesse

Skills Acrobatics +10 (+14 to avoid attacks of opportunity), Disable Device +10, Escape Artist +10, Heal +3, Intimidate +6, Perception +9, Stealth +10, Survival +4, Use Magic Device +10;

Racial Modifiers +2 Perception**Languages** Elven, Undercommon

SQ poison use, rogue talents (bleeding attack +3, stand up), trapfinding +2

Combat Gear +1 drow sleep poisoned shock bolts (10), tanglefoot bag; **Other Gear** chain shirt, mwk hand crossbow with 10 drow sleep poisoned bolts, mwk rapier, *belt of tumbling*^{UE}, drow sleep poison (2 doses), 118 gp

^{UE} See *Pathfinder RPG Ultimate Equipment*.**SCALING ENCOUNTER B2**

To accommodate tables of four players, remove one upland raider from the encounter in both subtiers.

Subtier 8–9 (CR 11)**ZOLVATO CR 9**Male drow ranger 10 (*Pathfinder RPG Bestiary* 114)

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 60 ft.; Perception +22**DEFENSE****AC** 22, **touch** 14, **flat-footed** 19 (+5 armor, +1 deflection, +3 Dex, +3 natural)**hp** 99 (10d10+40)**Fort** +10, **Ref** +11, **Will** +7; +2 vs enchantment**Defensive Abilities** evasion; **Immune** magical sleep; **SR** 16**Weakness** light blindness**OFFENSE****Speed** 30 ft.**Melee** +1 *elven curve blade* +14/+9 (2d8+2/18–20)**Ranged** +1 *composite longbow* +14/+9 (2d6+2/×3 plus 1d6 electricity and poison)**Special Attacks** favored enemy (dwarves +2, elves +6, gnomes +2)**Spell-Like Abilities** (CL 10th; concentration +10)1/day—*dancing lights, darkness, faerie fire***Ranger Spells Prepared** (CL 7th; concentration +8)2nd—*barkskin*1st—*entangle* (DC 12), *gravity bow*^{APG}, *lead blades*^{APG}**TACTICS**

Before Combat Zolvato casts *barkskin*, *gravity bow*, and *lead blades*, increasing his AC and the damage dealt by both of his primary weapons by one size category.

During Combat Zolvato uses ranged attacks as much as possible before dropping his bow and drawing his sword. He focuses his fury on any elves in the party, using his +1 *elf bane arrows* and taunting them in Elven.

Morale Zolvato is prepared to fight to the death.

Base Statistics Without *barkskin*, *gravity bow*, and *lead blades*, the ranger has **AC** is 19, his bow's base damage is 1d8, and his sword's base damage is 1d10.

STATISTICS**Str** 12, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10**Base Atk** +10; **CMB** +11; **CMD** 25

Feats Endurance, Iron Will, Manyshot, Point-Blank Shot, Rapid Shot, Skill Focus (Perception), Toughness, Quick Draw, Weapon Finesse

Skills Acrobatics +8, Climb +8, Craft (alchemy) +4, Craft (traps) +8, Heal +7, Knowledge (dungeoneering) +5, Knowledge (nature) +13, Perception +22, Stealth +16, Survival +14; **Racial Modifiers** +2 Perception

Languages Elven, Undercommon

SQ favored terrain (plains +2, underground +4), evasion, hunter's bond (companions), poison use, swift tracker, track +5, wild empathy +10, woodland stride

Combat Gear +1 elfbane arrows (3), +1 shocking drow sleep poisoned arrows (10), tanglefoot bag; **Other Gear** +1 mithral chain shirt, +1 composite longbow, with 20 drow sleep poisoned arrows, +1 elven curve blade, cloak of resistance +1, ring of protection +1, drow sporecrafting kit, 51 pp

^{APG} See the *Pathfinder RPG Advanced Player's Guide*.

SOLVOX AND FIRANIL, UPLAND RAIDERS (2) CR 7

Male and female drow rogue 8 (*Pathfinder RPG Bestiary* 114)

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, **touch** 15, **flat-footed** 15 (+5 armor, +4 Dex, +1 dodge)

hp 63 (8d8+24)

Fort +3, **Ref** +10, **Will** +1; +2 vs. traps, +2 vs. enchantment

Defensive Abilities evasion, trap sense +2, improved uncanny dodge; **Immune** magical sleep; **SR** 14

Weakness light blindness

OFFENSE

Speed 30 ft.

Melee +1 rapier +12/+7 (1d6+3/18–20)

Ranged +1 hand crossbow +11/+6 (1d4+1/19–20 plus 1d6 electricity and poison)

Special Attacks sneak attack +4d6

Spell-Like Abilities (CL 8th, concentration +10)

1/day—*dancing lights, darkness, faerie fire*

TACTICS

Before Combat The drow hide and prepare to ambush their enemies. Once they hear the enemies arrive in the basement, the drow use their *darkness* spell-like abilities on the fletching of their loaded crossbow bolts and then drape their cloaks over their weapons to block the spell effect.

During Combat The drow use their stand up talent to stand as a free action, make a full ranged attack, then drop back to the ground behind cover if threatened by ranged attackers. After shooting any flat-footed PCs, they attempt to entangle their enemies with tanglefoot bags before continuing to fire their crossbows. When engaged in melee, the drow drop their crossbows and move to flank with their rapiers.

Morale Fearing punishment by Inexora, Solvox and Firanil fight to the death.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +6; **CMB** +8; **CMD** 23

Feats Combat Reflexes, Dodge, Rapid Reload (hand crossbow), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +14, Disable Device +14, Escape Artist +14, Heal +6, Intimidate +6, Perception +12, Stealth +14, Survival +7, Use Magic Device +13; **Racial Modifiers** +2 Perception

Languages Elven, Undercommon

SQ poison use, rogue talents (bleeding attack +4, combat trick, stand up, weapon training), trapfinding +4

Combat Gear +1 shock drow sleep poisoned bolts (10), tanglefoot bag (2); **Other Gear** +1 chain shirt, +1 hand crossbow with 10 drow sleep poisoned bolts, +1 rapier, 68 gp

Development: Inexora constantly monitors the combat readiness of her allies via *status*, and upon sensing their defeat she begins navigating deeper into the Darklands.

Treasure: Zolvato's backpack contains a drow sporecrafting kit, which contains three vials of antifungal salve. A PC may apply the salve like a magic oil to remove the effects of basidiron or myceloid spores. A PC can identify these vials with a DC 20 Craft (alchemy), Heal, or Knowledge (nature), check.

Rewards: If the PCs defeat the drow in this room, reward each subtier thus.

Subtier 5–6: Give each PC 1,364 gp.

Subtier 8–9: Give each PC 2,418 gp.

B3. The Shrine to the Blood Marquis (CR 7 or CR 10)

Yellow puffball fungi nearly a foot in diameter and chunks of orange and purple crystal glow faintly in the gloom of this round chamber. Strange plaster frescoes depicting acts of violence cover the walls, and in the center of the floor stands an altar made of petrified wood that supports a collection of decaying eyeballs laid in an offering bowl like a demented still-life.

Before the Age of Darkness, this room served as a shrine to Calistria. When Inexora and her band moved in, they quickly repurposed the sacred area to venerate Shax, and the PCs might identify the demon lord through the artwork and offerings (see the sidebar on page 13). Most of the eyeballs in the bowl come from animals hunted or captured by the drow, though a few are humanoid in origin.

Creatures: In her preparations for departure, Inexora grew concerned about abandoning this unholy site. Instead of dismantling the shrine, she prayed to Shax for an eternal guardian to guard it against interlopers. The Blood Marquis granted her request by sending several demons to fertilize the room's fungi with abyssal blood. The mandragora that resulted does not attack those bearing symbols of Shax or designated guests, but its orders not to kill the drow's elven captive will last only a few more days before the mandragora must feed. Because it is not his own creation, Zolvato is loathe to interact with the mandragora. This suits the evil plant, and it hides among the fungi here to ambush any who step into the shrine.

The demons whose blood and essence spawned the mandragora are also bound to defend the shrine. When the plant uses its shriek ability, it also summons one or more of the demons, who appear immediately to aid in the shrine's defense. In Subtier 5–6 this demon is an incubus; in Subtier 8–9 two incubi and a shadow demon answer the summons.

Caldion, an elf and member of the Shin'Rakorath who the drow captured 2 days ago, hangs manacled to the room's south wall. At present he has only 16 hit points with 12 Constitution, and he is unable to participate in the combat.

Subtier 5–6 (CR 7)

MANDRAGORA CR 4

hp 37 (*Pathfinder RPG Bestiary 2* 185)

TACTICS

During Combat The mandragora begins combat with its shriek ability, after which it attacks a nearby PC.

INCUBUS CR 6

hp 76 (*Pathfinder RPG Bestiary 3* 73)

Subtier 8–9 (CR 10)

CHARNELHOME MANDRAGORA CR 5

Advanced Mandragora (*Pathfinder RPG Bestiary 2* 185, 292)

hp 47

TACTICS

During Combat The mandragora begins combat with its shriek ability, after which it attacks a nearby PC.

INCUBUS (2) CR 6

hp 76 each (*Pathfinder RPG Bestiary 3* 73)

SHADOW DEMON CR 7

hp 59 (*Pathfinder RPG Bestiary 6* 7)

Development: The prisoner Caldion has valuable information for the PCs, and so long as he is rescued, his initial attitude toward the PCs is friendly. Freeing Caldion requires opening his manacles with a DC 25 Disable Device check, somehow assisting him in an Escape Artist check (his Escape Artist bonus is +4), or breaking the manacles. The manacles have hardness 10, 10 hit points, and can be broken with a DC 28 Strength check. The manacles are not magically locked.

Caldion fastidiously avoids using the words “drow” and “dark elves” to refer to his enemies, and he takes offense at anyone else associating the drow with other elves. During his brief imprisonment he has overheard not only that the drow speak of their flight from the battle

THE BLOOD MARQUIS

The PCs might identify Shax and recall specific information about the demon lord while inspecting this room.

KNOWLEDGE (PLANES OR RELIGION)

- 20+** Shax, also known as The Blood Marquis, is the demon lord of envy, lies, and murder. Typically depicted as having the head of a dove and bird-like legs, Shax is known to eat the eyes of victims. His unholy symbol is a silver feather on a pool of blood.
- 25+** Shax's realm, a vast mansion called Charnelhome, sits perched on an abyssal cliff, flanked by a thicket of blood-drinking plants. Shax is considered the progenitor of the cunning and murderous Babau demons, but also commands the loyalty of many shadow demons due to their envious nature.

of Celwynvian but also that they are prepared to abscond into the Darklands with some of the ancient elven artifacts from the tower. In particular, Caldion is concerned about the logs and notes of the architects, druids, and arcanists who created and maintained the tower; it may quickly become apparent that Caldion takes greater offense at the cultural theft than at his capture, mutilation, and pending sacrifice to a demon lord. The only times that the drow spoke directly to him were to deliver taunts or to interrogate him about the Worldwound.

Below are a few of the more likely questions that the PCs have for Caldion.

Who are you? “I am Caldion, and I am an outrider for the Shin'Rakorath.”

What are the Shin'Rakorath? “It means ‘Lantern Bearer’ in the tongue of my people. We make it our mission to keep the night safe from things like these creatures.”

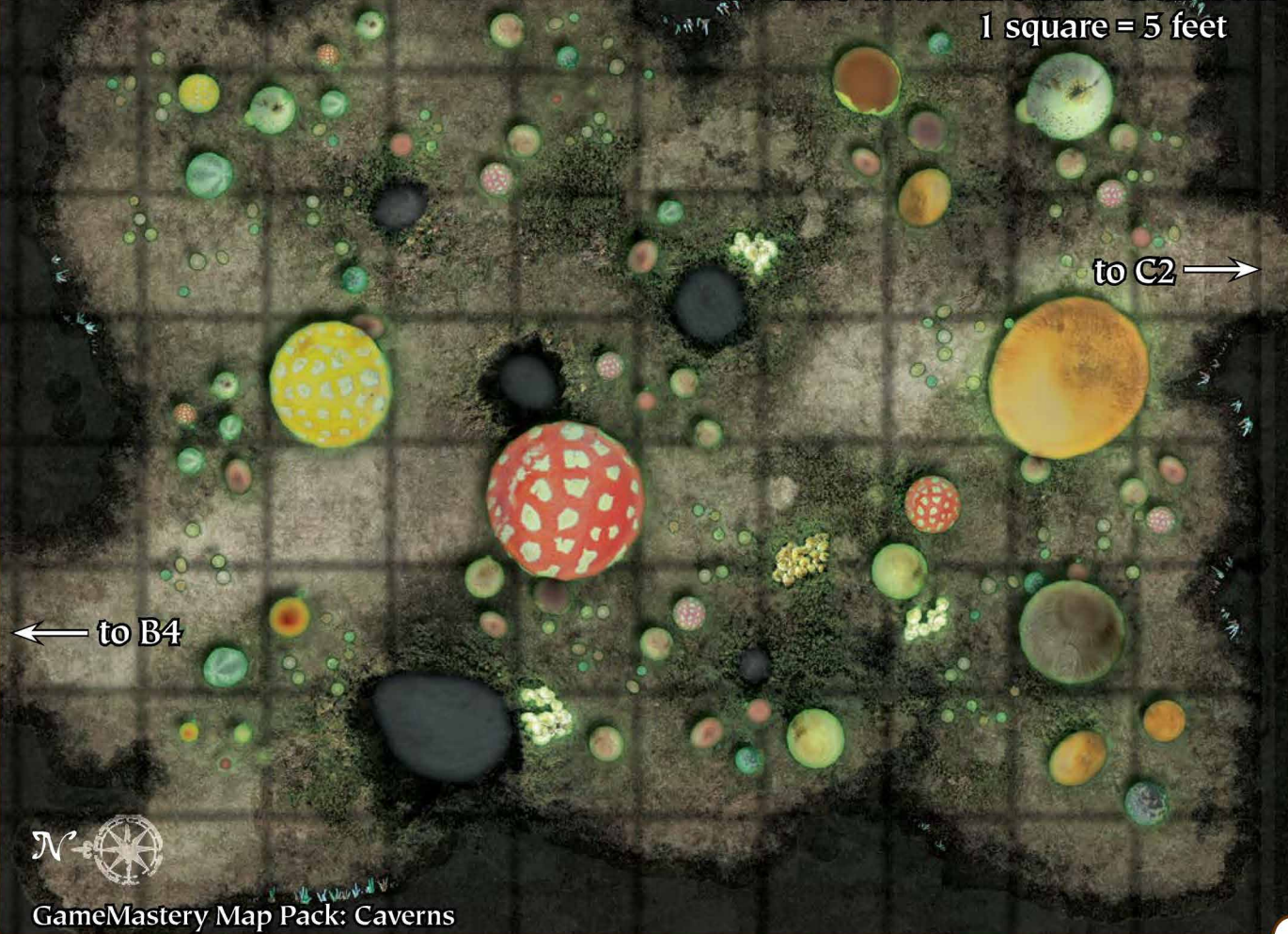
How did you get here? “These creatures managed to take me by surprise while I was on patrol. I would call on my comrades to end this infestation, but I suspect they would not arrive soon enough to eradicate the creatures as they slither back into the darkness below.”

What do you know about the drow? “The creatures are foul—worse than the demons that they worship. Their leader has stolen important documents from this ruin. No matter your own motives—I will not assume that you are the sort to return the texts to Kyonin—anything is better than allowing those creatures to keep the documents.”

Will you help us defeat them? “I would dearly love to take my revenge in person, but those creatures took care to remove a few choice fingers; I cannot fight effectively without them, but you are free to use any of my equipment that they might have been stolen. Take it as reward for my rescue.”

C1. The Mushroom Garden

1 square = 5 feet



Faction Notes: Andoran faction PCs should release Caldion without breaking the manacles. Retrieving the intact manacles earns Andoran faction PCs 1 Prestige Point.

Cheliox faction PCs must desecrate the shrine to discourage future demon summoning. While disturbing the offering of eyeballs displeases Shax, someone must tear down the plaster to reveal the Calistrian tile mosaics beneath. A DC 20 Knowledge (planes or religion) check reveals what must be done, and thoroughly destroying all of the demonic iconography earns Cheliox faction PCs 1 Prestige Point.

Silver Crusade faction PCs must identify the demon lord to whom these drow pay homage. Recognizing the signs of Shax with at least a DC 20 Knowledge (planes or religion) check earns Silver Crusade faction PCs 1 Prestige Point.

Treasure: The drow have hidden some of their valuables in a recess behind the altar. These represent several years of raids upon caravans passing through the uplands, and the treasures include a pouch containing ten Druman trade bars, 12 turquoise gems, and several thousand silver coins.

Rewards: If the PCs defeat the guardians and rescue the prisoner, reward each subtier thus.

Subtier 5–6: Give each PC 476 gp.

Subtier 8–9: Give each PC 1,311 gp.

B4. The Archive

Wooden bookshelves line nearly every inch of the walls in this circular room, creating an octagonal library stocked with bound volumes of all sizes. Despite the slightly damp conditions elsewhere in the basement, the air in this room is dry, and the shelves and books are all in unbelievably good condition. A small passage in the north end of the room opens into a larger room beyond, and an excavated tunnel descends sharply to the south.

This room once served as the tower's archive, storing the elves' observations of and dealings with the people of Cyrusian. Even casual perusal of the books suggests that every Thassilonian citizen allowed into the forest

passed through this checkpoint. The shelves radiate faint abjuration magic, which protects any objects placed on them from damage and decay.

Faction Notes: Qadira faction PCs can use these books to find information about the trade between the elves and Cyrusan. Finding the set of trade logbooks is easy, but a PC must make a DC 20 Appraise check to determine that Thassilonian merchants realized the best deals when trading uncommon spells and arcane research materials. Discovering the elves' favored import earns Qadira faction PCs 1 Prestige Point.

Taldor faction PCs can use the archives to trace the ancestry of elves leading up to the Age of Darkness. A DC 20 Knowledge (nobility) check is sufficient to notice a family name that matches that of the Magnimarian noble. Finding the name in the genealogies earns Taldor faction PCs 1 Prestige Point.

C. TUNNEL TO NAR-VOTH

Inexora's band excavated several of these tunnels in their quest to return to the Darklands. At times the tunnels open into natural caverns, and a few days ago the drow reached a larger cave system that they suspect allows access to the Caves of the Craven and eventually to Nar-Voth itself. Unless otherwise noted, the tunnels are approximately 6 feet tall and 5 feet wide. Navigating from area B4 to C1 takes 3 minutes.

C1. The Mushroom Garden (CR 6 or CR 9)

The tunnels open into a small natural cave that hosts a colorful riot of fungi. A narrow path winds from north to south between mushrooms four feet tall with violet caps as large as shields. A jagged opening in the rocky southern wall reveals a tunnel that leads down into pitch blackness.

Creatures: When the drow first reached this cave, the myceloids attempted to capture the prospective slaves only to be beaten into submission. The drow and myceloids now have an uneasy truce that both are prepared to abandon once the former depart for deeper caverns. Should non-drow enter the chamber, the myceloids attack and attempt to dominate the trespassers.

Subtier 5–6 (CR 6)

MYCELOIDS (2) **CR 4**
hp 37 each (*Pathfinder RPG Bestiary* 3 196)

Subtier 8–9 (CR 9)

ADVANCED MYCELOIDS (4) **CR 6**
hp 47 each (*Pathfinder RPG Bestiary* 3 196, 290)

OPTIONAL ENCOUNTER

The mushroom garden is an optional encounter. If the PCs have more than 90 minutes remaining to complete the scenario and did not bypass the basidironds in area A3, run this encounter.

SCALING ENCOUNTER C1

Make the following changes to the encounter to accommodate parties with only four PCs.

Subtier 1–2: Replace the two myceloids with one advanced myceloid.

Subtier 4–5: Reduce the number of advanced myceloids from four to three.

Development: Because she takes no care to conceal her tracks, Inexora leaves a trail that is fairly easy to follow. A DC 10 Survival check is sufficient to track her to the chamber where she is waiting; however, a DC 25 Survival check not only allows the PCs to track the drow but also grants the PCs insights into the cave structure that allow them to begin encounter C2 on the same side of the bridge as the drow. Traveling takes 5 minutes plus an additional 10 minutes for each failed Survival check.

C2. The Darklands Cavern (CR 9 or CR 12)

The air grows subtly cooler and dryer as the tunnel opens into a wide cavern split through the center by a deep chasm. Air wafts up from the chasm, circulating throughout the chamber and to the chamber roof twenty feet above.

This cavern has no natural lighting, and the chasm that splits the chamber descends to a depth of 50 feet.

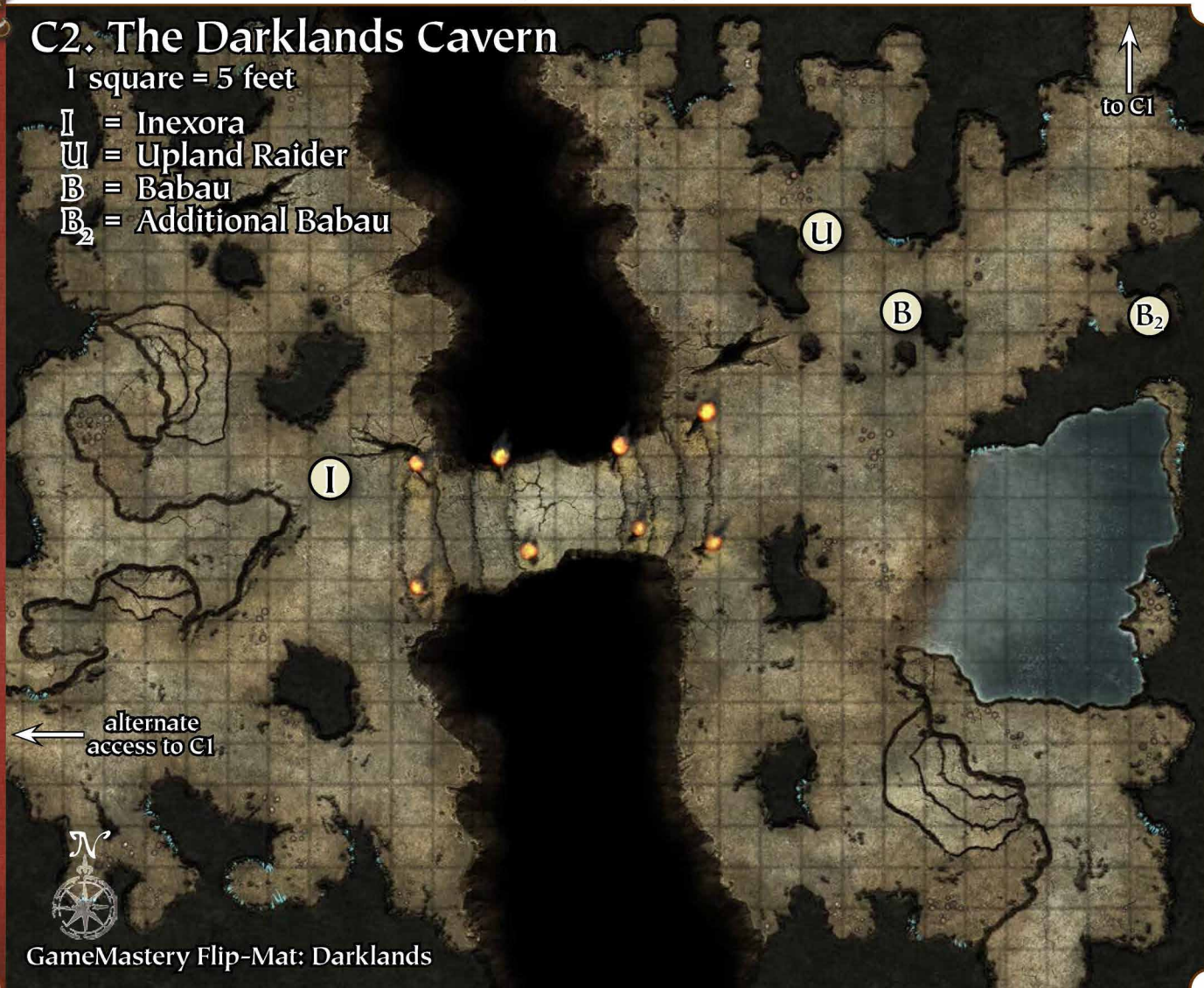
Creatures: Inexora Vexidyre, a drow priestess of Shax, has spent most of the last day exploring the caverns with her demon allies. She is convinced these tunnels connect to Sekamina, and—following a recent vision from Shax—she plans to travel through the Darklands all the way to the Worldwound to meet with other faithful worshippers of the demon lord. She has developed a thorough map of the caverns by conventional exploration, divinations, and casting *status* on other creatures before turning them loose in the caves.

Before her small group was isolated during the battle in Celwynvian, Inexora had never been powerful enough to command her own group, and the sense of power she feels from becoming the ultimate authority in her little realm has gone to her head. She now views herself as an unstoppable force of destruction and is excited by the promise of a fight.

C2. The Darklands Cavern

1 square = 5 feet

- I = Inexora
- U = Upland Raider
- B = Babau
- B₂ = Additional Babau



Subtier 5–6 (CR 9)

BABAU DEMON CR 6

hp 73 (*Pathfinder RPG Bestiary* 60)

TACTICS

Before Combat The babau demon hides behind a stalagmite and attempts to surprise the PCs as they approach Inexora.

During Combat The babau demon makes sneak attacks as often as possible, moving into a flanking position with Inexora or dropping its spear if necessary.

UPLAND RAIDER CR 4

hp 36 (use the Subtier 5–6 stats on page 10)

INEXORA VEXIDYRE CR 7

Female drow noble cleric of Shax (Demonic Apostle) 7 (*Pathfinder RPG Advanced Race Guide* 103, 104)

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +8

DEFENSE

AC 23, **touch** 16, **flat-footed** 20 (+7 armor, +3 deflection, +2 Dex, +1 dodge)

hp 69 (7d8+35)

Fort +9, **Ref** +6, **Will** +10; +2 vs. enchantment

Immune magical sleep; **SR** 17

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee +1 dagger +8 (1d4+3/19–20)

Ranged +1 dagger +11 (1d4+3/19–20)

Special Attacks demonic channel 5/day (DC 15, 4d6 plus *rage*)

Spell-Like Abilities (CL 7th; concentration +9)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*divine favor*, *dispel magic*, *suggestion* (DC 15)

Domain Spell-Like Abilities (CL 7th; concentration +11)

7/day—*fury of the abyss*^{APG}

Cleric Spells Prepared (CL 7th; concentration +11)

4th—*dismissal* (DC 18), *freedom of movement*, *unholy blight*^P (DC 18)

3rd—*blindness/deafness* (DC 18), *cure serious wounds*, *invisibility purge*, *rage*^P

2nd—*aid*, *align weapon*^P (evil only), *bear's endurance*, *hold person* (DC 16), *status*

1st—*bane* (DC 15), *command* (DC 15), *deathwatch*, *doom*^P (DC 16), *ray of sickening*^{UM} (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *guidance*, *resistance*, *stabilize*

D Domain spell; **Domain** Demon^{APG}

TACTICS

Before Combat Inexora casts *deathwatch*, *levitate*, *bear's endurance*, *shield of faith*, and *divine favor* in that order once her babau reports that enemies are nearby. She then orders her demons to hide themselves in an effort to ambush the PCs. If she is surprised, she only has *deathwatch* and *levitate* active.

During Combat Inexora first attempts to extinguish or suppress the PCs' light sources with her spell-like abilities as she levitates to the ceiling. She considers her familiar expendable and orders it to deliver harmful touch spells and harry enemy spellcasters. She drops back to the floor next to disabled, hindered, or threatened PCs to attack with her dagger or channel demonic energy, which grants her chaotic evil allies the benefits of the *rage* spell. When she sees a creature wounded, including herself, Inexora describes the injury out loud in medical terms as if she were conducting an autopsy, using her Bluff skill to downplay her own injuries and convince the PCs that theirs are more severe.

Morale Inexora's shame at her defeat at the battle of Celwynvian has gnawed at her for years, and she refuses to consider retreat.

Base Statistics Without *bear's endurance*, *divine favor*, and *shield of faith*, Inexora's statistics are **AC** 20, **touch** 13, **flat-footed** 17; **hp** 48; **Melee** +1 dagger +5 (1d4+1/19-20); **Ranged** +1 dagger +8 (1d4+1/19-20); **Con** 12.

STATISTICS

Str 10, **Dex** 16, **Con** 16, **Int** 10, **Wis** 18, **Cha** 15

Base Atk +5; **CMB** +5; **CMD** 22

Feats Dodge, Quick Channel^{UM}, Spell Focus (Necromancy), Toughness

Skills Bluff +6, Heal +9, Knowledge (religion) +6, Linguistics +5, Perception +8, Sense Motive +8; **Racial Modifiers** +2 Perception

Languages Abyssal, Common, Elven, Undercommon

SQ poison use, aura, demonic familiar (Tovril), demonic magic

Combat Gear *scroll of wind wall*, *wand of resist energy* (CL 3rd, 10 charges); **Other Gear** +1 chainmail, +1 dagger, *cloak of resistance* +1, book of autopsy records, silver unholy symbol of Shax, surgeon's tools, 123 gp

^{APG} See the *Pathfinder RPG Advanced Player's Guide*.

^{UM} See *Pathfinder RPG Ultimate Magic*.

SCALING ENCOUNTER C2

To accommodate parties of four PCs, remove the upland raider from the encounter. In addition, Inexora is so confident in her abilities that she does not cast *bear's endurance* before combat begins, reducing her Fortitude save by 2 and her total hit point by 14 in Subtier 5-6 and by 20 in Subtier 8-9.

TOVRIL**CR —**

Quasit familiar

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 24 (7d10); fast healing 2

Fort +1, **Ref** +5, **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +9 (1d3-1), bite +9 (1d4-1)

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

Special Attacks poison

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

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius)

1/week—*commune* (six questions)

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +5; **CMB** +2; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Bluff +7, Fly +20, Heal +3, Intimidate +6, Knowledge (planes) +6, Knowledge (religion) +3, Linguistics +2, Perception +7, Stealth +16

Languages Abyssal, Common; telepathy (touch)

SQ change shape (bat or Small centipede)

SPECIAL ABILITIES

Poison (Ex) Injury—claw; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves.

Subtier 8-9 (CR 11)**BABAU SERVITORS (2)****CR 7**

Advanced babau demons (*Pathfinder RPG Bestiary* 60, 294)

hp 87 each

TACTICS

Before Combat The babau demon hides behind a stalagmite near the cavern entrance and attempts to surprise the PCs as they approach Inexora

During Combat The babau demons make sneak attacks as often as possible, moving into a flanking positions with each other and dropping their spears if necessary.

UPLAND RAIDER

CR 7

hp 63 (use the Subtier 8–9 statistics on page 12)

INEXORA VEXIDYRE

CR 10

Female noble drow cleric of Shax (demonic apostle) 10
(*Pathfinder RPG Advanced Race Guide* 103, 104)

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +7

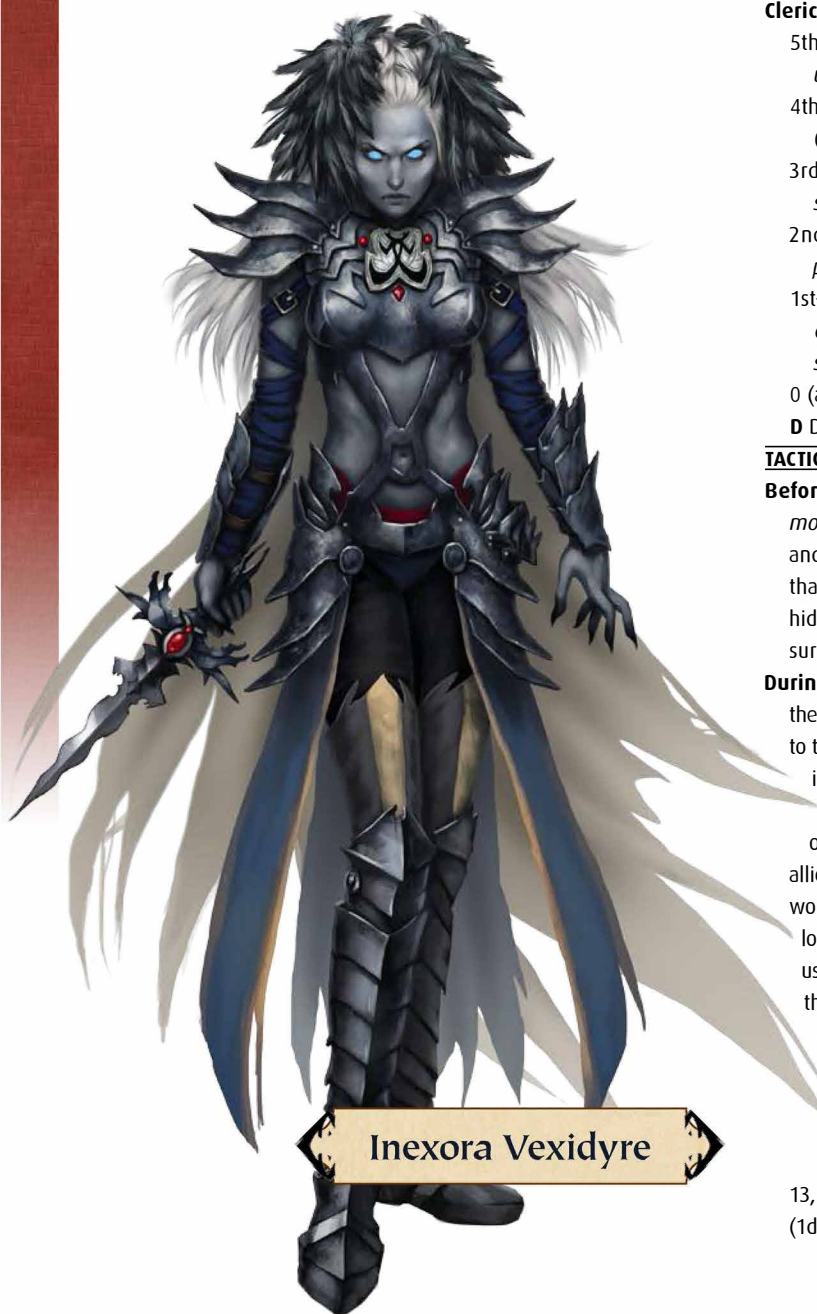
DEFENSE

AC 24, touch 16, flat-footed 21 (+7 armor, +3 deflection, +2 Dex, +1 dodge, +1 natural)

hp 98 (10d8+50)

Fort +11, **Ref** +7, **Will** +13; +2 vs. enchantment

Immune magical sleep; **SR** 21



Inexora Vexidyre

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee +1 dagger +11/+6 (1d4+4/19–20)

Ranged +1 dagger +14 (1d4+4/19–20)

Special Attacks demonic channel 6/day (DC 20, 5d6 plus *rage* or sickened), scythe of evil (5 rounds, 1/day)

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*divine favor*, *dispel magic*, *suggestion* (DC 16)

Domain Spell-Like Abilities (CL 10th; concentration +15)

8/day—*fury of the abyss*^{APG}

Cleric Spells Prepared (CL 10th; concentration +15)

5th—*dispel good*^P, *flame strike* (DC 20), *slay living* (DC 21), *unholy ice*^{UM}

4th—*blessing of fervor*^{APG}, *cure critical wounds*, *dismissal* (DC 19), *freedom of movement*, *unholy blight*^P (DC 19)

3rd—*bestow curse* (DC 19), *blindness/deafness* (DC 19), *cure serious wounds*, *invisibility purge*, *rage*^P

2nd—*aid*, *align weapon*^P (evil only), *bear's endurance*, *hold person* (DC 17), *resist energy*, *status*

1st—*command* (DC 16), *cure light wounds*, *deathwatch*, *doom*^P (DC 17), *liberating command*, *ray of sickening*^{UM}, *shield of faith*

0 (at will)—*bleed* (DC 16), *guidance*, *resistance*, *stabilize*

D Domain spell; **Domain** Demon^{APG}

TACTICS

Before Combat Inexora casts *deathwatch*, *freedom of movement*, *levitate*, *bear's endurance*, *shield of faith*, and *divine favor* in that order once her babau reports that enemies are nearby. She then orders her demons to hide themselves in an effort to ambush the PCs. If she is surprised, she only has *deathwatch* and *levitate* active.

During Combat Inexora first attempts to extinguish or suppress the PCs' light sources with her spell-like abilities as she levitates to the ceiling. She considers her familiar expendable and orders it to deliver harmful touch spells. She drops back to the floor next to disabled or hindered PCs to attack with her dagger or channel demonic energy, which grants her chaotic evil allies the benefits of the *rage* spell. When she sees a creature wounded, including herself, Inexora describes the injury out loud in medical terms as if she were conducting an autopsy, using her Bluff skill to downplay her own injuries and convince the PCs that theirs are more severe.

Morale Inexora's shame at her defeat at the battle of Celwynvian has gnawed at her for years, and she refuses to consider retreat.

Base Statistics Without *bear's endurance*, *divine favor*, and *shield of faith*, her statistics are **AC** 21, **touch** 13, **flat-footed** 18; **hp** 78; **Fort** +9; **Melee** +1 dagger +8/+3 (1d4+1/19–20); **Ranged** +1 dagger +11 (1d4+1/19–20); **Con** 12.

STATISTICS**Str** 10, **Dex** 16, **Con** 16, **Int** 10, **Wis** 20, **Cha** 16**Base Atk** +7; **CMB** +7; **CMD** 24**Feats** Dodge, Improved Channel, Spell Focus (Necromancy), Toughness, Quick Channel**Skills** Bluff +10, Heal +11, Knowledge (religion) +7, Linguistics +5, Perception +10, Sense Motive +10; **Racial Modifiers** +2 Perception**Languages** Abyssal, Common, Elven, Undercommon**SQ** aura, demonic familiar (Tovril), demonic magic, poison use**Combat Gear** *lesser bouncing metamagic rod*, *scroll of wind wall*, *wand of resist energy* (CL 7th, 8 charges); **Other Gear** +1 chainmail, +1 dagger, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of inspired wisdom* +2, 93 gp^{APG} See the *Pathfinder RPG Advanced Player's Guide*.^{UM} See *Pathfinder RPG Ultimate Magic*.**TOVRIL****CR** –

Quasit familiar

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 21, touch 14, flat-footed 19 (+2 Dex, +7 natural, +2 size)**hp** 39 (10d10); fast healing 2**Fort** +1, **Ref** +5, **Will** +4**DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10**OFFENSE****Speed** 20 ft., fly 50 ft. (perfect)**Melee** 2 claws +11 (1d3-1), bite +11 (1d4-1)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** poison**Spell-Like Abilities** (CL 6th; concentration +6)At will—*detect good*, *detect magic*, *invisibility* (self only)1/day—*cause fear* (30-foot radius)1/week—*commune* (six questions)**STATISTICS****Str** 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11**Base Atk** +5; **CMB** +2; **CMD** 14**Feats** Improved Initiative, Weapon Finesse**Skills** Bluff +10, Fly +20, Heal +4, Intimidate +6, Knowledge (planes) +6, Knowledge (religion) +3, Linguistics +2, Perception +7, Stealth +16**Languages** Abyssal, Common; telepathy (touch)**SQ** change shape (bat or Small centipede)**SPECIAL ABILITIES****Poison (Ex)** Injury—claw; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves.

Development: Should Inexora suffer a mortal wound, she falls to her knees, stares into the distance as she describes her own approximate time and cause of death, and dies. Upon hearing this news, if her familiar is still

alive, it cackles gleefully and vanishes, attempting to escape to warn Inexora's allies elsewhere.

Treasure Aside from her combat gear, Inexora carried a satchel filled with ancient elven texts taken from the archive room, including the journals mentioned by the captive elf. She also has several maps of the cave systems that connect to the tower basement as well as a very rough map of northern Avistan marked with the location of the Worldwound and multiple possible routes to get there. In addition, she carries a heavy book of her own making filled with logs of hundreds of autopsies. Each page is covered in detailed anatomical drawings, many of humanoids, with copious notes on the subjects' injuries including times and causes of death.

Faction Notes: Silver Crusade faction PCs who did not identify Shax in the shrine in area **B3** get one more chance if they examine Inexora's unholy symbol, a silver feather resting on a field of crimson blood, and succeed at a DC 20 Knowledge (planes or religion) check. Identifying the demon lord earns Silver Crusade faction PCs 1 Prestige Point.

Rewards: If the PCs defeat Inexora and her allies, reward each subtier thus.

Subtier 5–6: Give each PC 555 gp.

Subtier 8–9: Give each PC 1,083 gp.

CONCLUSION

With Inexora's band of drow defeated, the Velashu Uplands become slightly safer to travel, and the Pathfinder Society is able to study the ruin in relative peace and quiet. Returning to the surface, the PCs are free to explore the tower, searching for anything they missed on the way down. Recovering the journals of the tower's architect gives the Pathfinder Society greater insight into pre-Earthfall elven culture, magic, and architecture; however, not all of the PCs discoveries are cause for celebration. In particular, Sheila Heidmarch finds the drow's obsession with the Worldwound deeply concerning, and she remarks that the matter requires further attention from the society.

Success Conditions

Defeating Inexora and recovering the books that detail the tower's construction and history earns each PC 1 Prestige Point for completing the mission.

Faction Missions

In addition to the prestige gained from exploring the ruins and defeating the drow, the PCs can gain prestige from their respective factions by accomplishing the following tasks.

Andoran Faction: Andoran faction PCs who obtain the magic manacles from the shrine in area **B3** without breaking them earn 1 Prestige Point.



PATHFINDER SOCIETY SCENARIO

Cheliox Faction: Cheliox faction PCs who ruin the shrine to Shax in area **B3** earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who take the ancient map in area **A4** earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who locate and decipher the inscription on the hunter's statue in area **A2** earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who investigate the tower's magic defenses in **A2** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who identify the elves' most valuable imports from the archive in area **B4** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who disassemble and recover the lock on the ancient tower door in area **B2** earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who document the arcane elven controls in area **A4** earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who determine that the drow worship the demon lord Shax earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who identify a likely ancestor and retrieve the book containing the reference from the archive in area **B4** earn 1 Prestige Point.

TOWER OF THE IRONWOOD WATCH

Andoran



Light of liberty,

Congratulations on your latest assignment. Although elves aren't known for practicing slavery, I've heard they have some very clever devices for restraining prisoners. If you find anything suitable in working condition, bring it to me so we can construct a skeleton key, or at least train our operatives to pick them open quickly.



Equality and strength,

Major Colson Maldris

Chelax



My strong right hand,

I regret that my need to lie low means that we cannot discuss your recent successes in person, but such is the price we must pay to advance our cause. I have recently become aware of some minor demon-calling activity in the vicinity of your ruin. Allowing demons to run amok in the colonies is simply bad for our reputation, so be sure to dispose of any demonology paraphernalia that may be used to conjure them, and I will personally ensure you're rewarded.



Anticipating your return,

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder,

The chance to explore an ancient elven structure is not just an opportunity to study that site alone; such a fortress must also contain a map showing the location of other elven sites—perhaps even more that the elves have forgotten about since their exodus in the Age of Darkness. Either retrieve any such map that you come across or, if it cannot be removed, record the locations of any other ancient settlements that it depicts.



Remember to check for traps,

Venture-Captain Ambrus Valsin

Lantern Lodge



Dutiful student,

If it is true that you are to visit an ancient elven ruin, I have a favor to ask of you. The elves of Jinin are said to have adopted many customs from the samurai of Minkai; however, there is some uncertainty about which customs are traditionally elven and which were adopted. Since the ancestors of the founders of Jinin came from the Mierani Forest, anything you can discover about their culture or nobility would offer us a unique window into this people's history. In particular I would appreciate learning about their traditions in falconry, which understandably changed considerably during the elves' long exodus underground.



Honor and patience,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Luminous scholar,

The site you've been assigned to investigate was, some say, an ancient elven ruin. If so, there may be some clues as to how the Mierani elves defended themselves against the magic of the Thassilonians. Anything you may learn on this subject can only help our prince, who still suffers from a Thassilonian curse.



Under the ancestors' gaze,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Astute negotiator,

Those haughty elves that live in the Mierani Forest won't even come to the table to talk trade with us. I'm sure they used to trade with the Azlanti, though. If you find any records of such trade, inspect them to identify what goods the elves were most interested in purchasing. Likely these will be the ones that they bought at the highest mark-up. I trust your resourcefulness to find us a means of getting a foot in the door, so to speak.



Sincerely,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Dear cousin,

The ancient elves possessed, among many other things, a mastery of locksmithing very different from what you commonly see around the Inner Sea today. If you can examine one of their ancient locks from the inside out, the insight you gain would be valuable if applied to similar devices. I know of several such mechanisms, and we have much to gain from offering our services to open them. Being able to replicate that technology may be of use, too, for as we grow in power we must also protect our gains.



In your confidence,
Guaril Karela
Guaril Karela

SHADOW LODGE



Seeker of secrets,

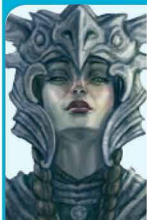
All too often the society's field agents are sent into dangerous locations wholly unprepared and without the most basic precautions. I've consulted an expert, who has seen the same configuration of runes used to control magic devices in several elven structures of a similar age to the one you'll be visiting. Unfortunately, the notes I've enclosed are incomplete. If you find controls like these, see if you can fill in some of the gaps in our knowledge so we'll be even better prepared in the future.



Stay on your toes,
Torch
Grandmaster Torch

TOWER OF THE IRONWOOD WATCH

Silver Crusade



Shield of the world,

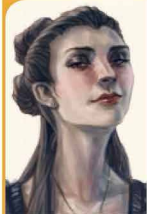
We've heard troubling rumors of a demonic cult gathering forces in Varisia. If you should find such a den of villainy, cleanse it. Even more importantly, identify to which demonic lord the cult dedicates itself. Should we find other such cults in the region, it might speak to a larger plot that would deserve even more attention.



Lighting the way,

Ollysta Zadrian

TALDOR



Lion on the hunt,

A minor noble we favor in Magnimar has confided a desire to claim noble elven ancestry without being laughed at. Elven heritage carries enough cachet in Magnimar to expand her influence, so I want you to help. Please take the enclosed sketch and family tree and find something to bolster her claim, such as records or portraits of elves that resemble her.



Onward to glory,

Lady Gloriana Morilla

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-17: Tower of the Ironwood Watch

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

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

Basidiron 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.

Shadow Demon 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 Neville White.

Pathfinder Society Scenario #4-17: Tower of the Ironwood Watch © 2013, Paizo Publishing, LLC; Author: Sam Polak.



Pathfinder Society Scenario #4-17: Tower of the Ironwood Watch

Scenario Chronicle #

Slow Normal

SUBTIER 5-6	1,256	2,512
SUBTIER 8-9	2,756	5,512

MAX GOLD

This Chronicle Certifies That

_____	A.K.A. _____	_____	_____
Player Name	Character Name	Pathfinder Society #	Faction
Has Completed This Scenario.			

Items Found During This Scenario

SUBTIER
5-6

- +1 *elfbane arrow* (166 gp, limit 3)
- +1 *shock bolt* (166 gp, limit 10)
- aegis of recovery* (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)
- cloak of resistance +1* (1,000 gp)
- drow poison* (75 gp, limit 3 doses)
- scroll of wind wall* (375 gp)
- wand of resist energy* (10 charges; 900 gp, limit 1)

SUBTIER
8-9

- +1 *shock arrow* (166 gp, limit 10)
- amulet of natural armor +1* (2,000 gp)
- lesser bouncing metamagic rod* (3,000 gp; *Pathfinder RPG Ultimate Equipment* 187)
- ring of protection +1* (2,000 gp)
- wand of resist energy* (CL 7th, 8 charges; 1,680 gp, limit 1)

EXPERIENCE

Starting XP	
+	<small>GM'S INITIAL</small>
XP Gained (GM ONLY)	

Final XP Total	

FAME

_____	_____
Initial Fame	Initial Prestige
+	<small>GM'S INITIAL</small>
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
_____	_____
Final Fame	Current Prestige

GOLD

Start GP	
+	<small>GM'S INITIAL</small>
GP Gained (GM ONLY)	
+	<small>GM'S INITIAL</small>
Day Job (GM ONLY)	
+	_____
Items Sold	
=	_____
Subtotal	
-	_____
Items Bought	
=	_____
Total	

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #