

# PATHFINDER ADVENTURE PATH:



## PATHFINDER SOCIETY ORGANIZED PLAY

The Ironfang Invasion Adventure Path may be played as part of the Pathfinder Society Roleplaying Guild campaign for credit. These adventures are produced for a wider audience than just the Pathfinder Society Roleplaying Guild, and are thus structured differently from scenarios. The specific rules changes needed for receiving Roleplaying Guild credit when playing these adventures are presented here.

### KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain specific faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

### SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Ironfang Invasion Adventure Path are considered sanctioned content.

### LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific Ironfang Invasion adventure being played.

For the sanctioned content in "Trail of the Hunted" and "Fangs of War" if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on [paizo.com](http://paizo.com).

Alternatively, if you are participating in the Ironfang Invasion Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the

### SANCTIONED CONTENT KEY

Adventure	Sanctioned Content	Legal Character Levels
"Trail of the Hunted"	Part 3 to Conclusion	3–4
"Fangs of War"	Part 2 to Conclusion	5–8
"Assault on Longshadow"	Part 3 (Area K), Part 4 (Area M), Part 5 to Conclusion	8–10
"Siege of Stone"	Part 2 and Part 4 to Conclusion	11–13
"Prisoners of the Blight"	Part 2 to Conclusion	14–16
"Vault of the Onyx Citadel"	Part 3 to Conclusion	16–18

adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Roleplaying Guild campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in the *Pathfinder Society Roleplaying Guild Guide*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum PC requirement, but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards.

### APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a

pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any of the sanctioned content from the Ironfang Invasion Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

### RUNNING MULTI-SESSION ADVENTURES

Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

### ABOUT PATHFINDER SOCIETY ROLEPLAYING GUILD

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for all six parts of the Ironfang Invasion Adventure Path are included in this document. For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety).

### SPECIAL CONSIDERATIONS

This Adventure Path presents several special boons and opportunities. Keep these in mind while distributing Chronicle sheets after completing each volume of the story.

**Militia Leader:** There is a seventh Chronicle sheet at the end of this document that allows each participant to track her character's involvement in the militia facing against the Ironfang Legion. The first time a player receives an Ironfang Invasion Chronicle sheet, also give them a copy



## PATHFINDER SOCIETY ADVENTURE PATH THE IRONFANG INVASION

of this bonus sheet. Most volumes allow players to modify their militia, often by citing NPCs who joined the cause. Most of these appear in the Adventure Path's sanctioned portions, and if the PCs somehow fail to recruit a given NPC, cross that option off the Chronicle sheet. For NPCs that don't show up in the sanctioned portions of the adventure, assume that the PCs successfully recruited him or her.

**Provision Points:** Throughout Pathfinder #115, the PCs have the opportunity to locate and collect a number of resources represented by Provision Points. Normally, these would be used to feed the PCs and their followers. Instead, these are used to measure a level of success for the Feed the Troops boon. Although Provision Points appear throughout the entire adventure, only track Provision Points found in Parts 3 and 4 for the purposes of the boon.

**Defense of Longshadow:** Part 4 of Pathfinder #117 requires the PCs to defend settlement of Longshadow against the forces of the Ironfang Legion. The part makes use of Defense Points to determine the overall success of the PCs at the end of the adventure. The PCs begin with 150 Defense Points. If the PCs are able to restore Navah in area K at the end of Part 3, they gain begin with an additional 25 Defense Points plus an additional 10 points for each of her pets that survive.

During the Battle of Longshadow, the PCs can attempt checks to determine their success in undermining the Ironfang Legion. At the start of Turn 1 of Day 1, the PCs can attempt a DC 6 Secrecy or a Security check. A successful Secrecy check causes the catapults to become sabotaged as described in the Special section of Turn 1, while a successful Security check destroys the catapults instead. At the start of Turn 5 of Day 1, the PCs can attempt a DC 6 Loyalty or a Security check. A successful check causes the Legion to not have access to the Carrion Brides as described in the Special section of Turn 5. At the dawn of Day 2, the PCs can attempt a DC 6 Loyalty or a Secrecy check. A successful check prevents the Legion from dispatching sappers as described in the Special section of the Dawn of Day 2. If the PCs killed or freed the gorgons in area M5 in Part 4, the gorgons are not present during Turn 1 of Day 2 of the Battle of Longshadow. At the end of Part 5, if the PCs' Defense Point total results in a Great Victory or Victory, they gain access to the Savior of Longshadow boon.

### Pathfinder Society Adventure Path: The Ironfang Invasion

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |
| <input type="checkbox"/> A            | <input type="checkbox"/> B              | <input type="checkbox"/> C               | <input type="checkbox"/> D              |

Character #

Prestige Points

Character Name

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|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

Character Name

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

Character Name

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

Character Name

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

Character Name

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|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

Character Name

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

Character Name

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |



# Pathfinder Adventure Path #115: Trail of the Hunted

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Militia Leader:** Whether by chance or by choice, you have started gathering the people of Phaendar and the surrounding areas to stand against the Ironfang Legion. Aiding you is a local leader, Aubrin the Green.

**Aubrin the Green:** You have recruited the cleric Aubrin to your cause. Her mentorship helps kick start your militia. Check one Loyalty, Secrecy, or Security box.

**Feed the Troops:** You have collected a number of provisions and supplies, which allow you to support your fledgling militia. Determine how many provision points you collected during the course of the adventure. If you collected at least 50 provision points, check one Training box. If you collected at least 100 provision points, check two Training boxes instead.

+1 spiked light fortification studded leather (4,225 gp)

abjurant salt (600 gp; *Pathfinder RPG Ultimate Equipment* 276)

bandage of rapid recovery (200 gp; *Pathfinder RPG Advanced Player's Guide* 301)

belt of incredible dexterity +2 (4,000 gp)

boots of elvenkind (2,500 gp)

bracers of armor +1 (1,000 gp)

brooch of shielding (1,500 gp)

dust of appearance (1,800 gp)

formula alembic (200 gp; *Pathfinder RPG Ultimate Equipment* 299)

page of spell knowledge (4,000 gp; *Pathfinder RPG Ultimate Equipment* 314)

pearl of power (1st level; 1,000 gp)

ring of protection +1 (2,000 gp)

wand of mage armor (28 charges; 420 gp, limit 1)

wand of hold person (9 charges; 810 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

2-4

1,856

3,711

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



# Pathfinder Adventure Path #116: Fangs of War

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Militia Leader:** Whether by chance or by choice, you have gathered the people of Phaendar and the surrounding areas to stand against the Ironfang Legion. Aiding you is a local leader selected from the list below. Cross all other options off the Chronicle sheet, and check the associated leader's boxes on your Militia Leader Chronicle sheet.

**Cirio Thessaddin:** The halfling Cirio offers his expertise in ambush and misdirection. Check one Secrecy box.

**Cobb Greenleaf:** The Chernasardo commander provides his squad, Greenleaf's Roughnecks, to serve your cause. Check one Security box.

**Herge:** Herge is a wood giant opposed to any that would harm the Fangwood. He agrees to watch over your followers. Check one Loyalty box.

**Chernasardo Rangers:** You have prevented the end of the Chernasardo Rangers and taken on the group as a powerful ally in your cause. Check one Training box.

+1 *adaptive composite longbow* (5,400 gp; *Pathfinder RPG Ultimate Equipment* 134)

+1 *dragon bane ammunition* (166 gp, limit 10)

+1 *human-bane ammunition* (166 gp, limit 6)

+1 *magical-beast-bane whip* (8,301 gp)

+1 *returning dart* (8,300 gp)

+1 *shock bastard sword* (8,335 gp)

*apprentice's cheating gloves* (2,200 gp; *Ultimate Equipment* 234)

*assisting gloves* (180 gp; *Ultimate Equipment* 234)

*bandage of rapid recovery* (200 gp; *Pathfinder RPG Advanced Player's Guide* 301)

*bead of force* (3,000 gp)

*bolt of magical beast slaying* (2,282 gp)

*efficient quiver* (1,800 gp)

*lesser extend metamagic rod* (3,000 gp)

*lucky horseshoe* (6,800 gp; *Pathfinder RPG Occult Adventures* 260)

*marvelous pigments* (4,000 gp)

*pearl of power* (2nd level; 4,000 gp)

*polymorphic pouch* (5,000 gp; *Ultimate Equipment* 316)

*minor ring of acid resistance* (12,000 gp)

*ring of maniacal devices* (5,000 gp; *Advanced Player's Guide* 172)

*stone salve* (4,000 gp)

*stubborn nail* (100 gp; *Ultimate Equipment* 322)

*traveler's any-tool* (250 gp; *Ultimate Equipment* 323)

*wasp nest of swarming* (1,000 gp; *Ultimate Equipment* 324)

*wand of acid arrow* (19 charges; 1,710 gp, limit 1)

*wand of burning hands* (42 charges; 630, limit 1)

*wand of charm animal* (27 charges; 405 gp, limit 1)

*wand of fireball* (16 charges; 3,600 gp, limit 1)

*wand of magic weapon* (11 charges; 165 gp, limit 1)

*wand of reduce animal* (8 charges; 720 gp, limit 1)

*wand of summon monster II* (22 charges; 1980 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

5-7

4,356

8,712

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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—

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



# Pathfinder Adventure Path #117: Assault on Longshadow

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Militia Leader:** Whether by chance or by choice, you have gathered the people of Phaendar and the surrounding areas to stand against the Ironfang Legion. Aiding you is a local leader selected from the list below. Cross all other options off the Chronicle sheet, and check the associated leader's boxes on your Militia Leader Chronicle sheet.

☐ **Longshadow Irregulars:** A team of Longshadow guards joins your cause. Check one Security box. You can check the box that precedes this boon to gain a +5 bonus on one Security check when using the covering fire Downtime action.

☐ **Navah:** The wizard Navah provides her vast knowledge and magical prowess to your cause. Check one Secrecy box. You can check the box that precedes this boon to gain a +5 bonus on one Secrecy check when using the manage spies Downtime action.

**Nibbitz:** The gnome servant offers to examine the militia's books and assist with the militia's finances. Check one Loyalty box. Increase this Chronicle sheet's gold reward to 19,000 gp (9,500 gp for slow experience progression).

**Defender of Longshadow:** You helped defend Longshadow from the Ironfang Legion. Check two Training boxes.

**Savior of Longshadow:** Your defense of Longshadow was successful. The survivors are extremely grateful and offer their services and skills to your cause. Check one Training box. In addition, check one Loyalty, Secrecy, or Security box. You gain one additional Prestige Point as part of this this Chronicle sheet (for a total of 5 Prestige Points, or 2.5 with the slow experience progression).

+2 *elysian bronze breastplate* (6,350 gp; *Pathfinder RPG Ultimate Equipment* 50)

+2 *hunter's spear* (18,302 gp; *Ultimate Equipment* 143)

*amulet of proof against petrification* (8,000 gp; *Ultimate Equipment* 256)

*bracers of armor* +3 (9,000 gp)

*dark blue rhomboid ioun stone* (10,000 gp)

*incandescent blue sphere ioun stone* (8,000 gp)

*mallet of building* (5,000 gp; *Ultimate Equipment* 309)

*pearl of power* (2nd level; 4,000 gp)

*ring of protection* +2 (8,000 gp)

*ring of protection* +3 (18,000 gp)

*staff of fire* (18,950 gp)

*tome of clear thought* +2 (55,000 gp)

*wand of cure moderate wounds* (10 charges; 900 gp; limit 1)

*wand of cure serious wounds* (15 charges; 3,375 gp; limit 1)

SUBTIER ☐ Slow ☐ Normal

8-10

8,883

17,766

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #





# Pathfinder Adventure Path #118: Siege of Stone

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Militia Leader:** Whether by chance or by choice, you have gathered the people of Phaendar and the surrounding areas to stand against the Ironfang Legion. Aiding you is a local leader selected from the list below. Cross all other options off the Chronicle sheet, and check the associated leader's boxes on your Militia Leader Chronicle sheet.

☐ **Evenhand Synod:** You have convinced the dwarves of Kraggodan to support your cause. Check one Loyalty box. You can check the box that precedes this boon to re-roll a failed Loyalty, Secrecy, or Security check and use the new result.

☐ **Karburtin Lightbrand:** You have gained the favor of the dwarf archivist. Check one Secrecy box. You can check the box that precedes this boon to roll twice for one Knowledge check and take the better result.

☐ **Kharazhar:** The mighty trox barbarian has allied herself with your forces. Check one Security box. You can check the box that precedes this boon to add your militia's training rank as a bonus on one attack roll.

**Onyx Uncovered:** You delved deep into the Reliquary of Ascension and learned the truth of the *onyx* key's disappearance. Check two Training boxes.

**The Enthroned King:** An intelligent glass bottle known as the *Enthroned King* offers you its services. At the beginning of an Ironfang Invasion adventure volume, you can cross this boon off your Chronicle sheet to bring the *Enthroned King* with you on your journey; you return it automatically either at the end of the adventure or once you have activated it three times to gain temporary hit points.

The *Enthroned King* functions as a *stone of good luck* that you can use to invest yourself with a fraction of the trapped spirit's immortal essence, as *false life* (CL 13th). The bottle is a neutral good minor artifact with 60-foot senses (darkvision), 16 Intelligence, 16 Wisdom, 19 Charisma, and 16 Ego. It understands and speaks Common, Dwarven, Terran, and Undercommon. The *Enthroned King* rarely attempts to dominate its carrier, though it objects strongly to actions that would harm dwarvenkind (but not necessarily individual dwarves).

+1 corrosive heavy crossbow (8,350 gp; *Pathfinder RPG Ultimate Equipment* 138)

+1/+1 holy dwarven urgrosh (20,650 gp)

+2 fire resistance heavy steel shield (22,170 gp)

+2 seeking composite shortbow (18,375 gp)

+3 improved shadow studded leather armor (24,175 gp)

+4 heavy crossbow (32,350 gp)

aegis of recovery (1,500 gp; *Ultimate Equipment* 254)

belt of dwarvenkind (14,900 gp)

bonebreaker bracers (6,000 gp; *Ultimate Equipment* 270)

headband of counterspelling (20,000 gp; *Ultimate Equipment* 248)

headband of vast intelligence +4 (16,000 gp)

horn of battle clarity (6,000 gp; *Ultimate Equipment* 302)

intensified metamagic rod (11,000 gp; *Ultimate Equipment* 189)

manual of gainful exercise +1 (27,500 gp)

needles of fleshgraving (8,000 gp; *Ultimate Equipment* 312)

restless lockpicks (8,000 gp; *Ultimate Equipment* 317)

ring of spell knowledge II (6,000, *Ultimate Equipment* 174)

robe of scintillating colors (27,000 gp)

stalker's mask (3,500 gp; *Ultimate Equipment* 247)

stone of alliance (5,000 gp; *Ultimate Equipment* 321)

wand of comprehend languages (24 charges; 360 gp, limit 1)

wand of lesser confusion (20 charges; 300 gp, limit 1)

wand of mage armor (20 charges; 300 gp, limit 1)

wand of magic missile (CL 7th, 32 charges; 3,360 gp, limit 1)

wand of shield (38 charges; 570 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

11-13 16,400 32,799

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



# Pathfinder Adventure Path #119: Prisoners of the Blight

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Militia Leader:** Whether by chance or by choice, you have gathered the people of Phaendar and the surrounding areas to stand against the Ironfang Legion. Aiding you is a local leader selected from the list below. Cross all other options off the Chronicle sheet.

☐ **Kusana:** You have recruited the blood hag Kusana to your cause. When rolling a Secrecy check, you roll 2d6 instead of 1d10. You can check the box that precedes this boon to re-roll a failed Secrecy check and use the new result. If you recruited the wizard Navah during “Assault on Longshadow,” Kusana angrily quits your militia unless you succeed at a DC 10 Loyalty check. The damage she causes when she leaves reduces this Chronicle sheet’s gold reward by 5,000 gp (2,500 gp for slow experience progression).

☐ **Mireena:** You have earned the nereid’s favor and her boon makes forest travel much simpler. When rolling a Loyalty check, you roll 2d6 instead of 1d10. You can check the box that precedes this boon to step from one tree to another as a standard action as if you had cast *tree stride*.

☐ **Wendel and Meril:** The quickling twins Wendel and Meril have joined your militia and offer their talents as warriors. When rolling a Security check, you roll 2d6 instead of 1d10. You can check the box that precedes this boon to use your militia’s full training rank as a bonus to damage (instead of half your rank) with the covering fire Downtime action.

**Fangwood Fey Army:** Gendwyn offers her aid and the services of her army. Check one Loyalty, Secrecy, or Security box. Check two Training boxes.

☐☐☐ **Echoes of the Dryad’s Song:** Gendwyn has vested you with a fragment of *Dryad’s Song’s* power. You can check the box that precedes this boon to cast *diminish plants*, *entangle*, *plant growth*, or *wood shape* as a spell-like ability (CL 20th). You can cross this boon off your Chronicle sheet to summon a dryad, nymph, or satyr to assist you for 1 minute as if casting *summon nature’s ally V*. You can summon an additional dryad, nymph, or satyr for each unchecked box preceding this boon.

+2 *axiomatic short sword* (32,310 gp)  
+2 *shocking burst scimitar* (32,315 gp)  
+3 *deathless mithral chain shirt* (17,100 gp; *Pathfinder RPG Ultimate Equipment* 116)  
+3 *defending short sword* (32,310 gp)  
+3 *stanching studded leather armor* (16,175 gp; *Ultimate Equipment* 122)  
*admixture vial* (5,000 gp; *Ultimate Equipment* 276)  
*amulet of natural armor* +4 (32,000 gp)  
*amulet of spell mastery* (22,000 gp; *Ultimate Equipment* 256)  
*belt of mighty constitution* +6 (36,000 gp)  
*belt of physical might* +4 (40,000 gp)  
*boro bead* (3rd level; 9,000 gp; *Ultimate Equipment* 284)  
*cloak of arachnida* (14,000 gp)  
*cloak of resistance* +5 (25,000 gp)  
*decoy ring* (12,000 gp; *Ultimate Equipment* 166)  
*elemental earth belt* (24,000 gp; *Ultimate Equipment* 211)  
*gem of seeing* (75,000 gp)

*gloom blade* (8,810 gp; *Ultimate Equipment* 155)  
*grinding bracers of armor* +4 (25,000 gp; *Ultimate Equipment* 119)  
*hunter’s band* (11,000 gp; *Ultimate Equipment* 253)  
*manual of bodily health* +2 (55,000 gp)  
*minor cloak of displacement* (24,000 gp)  
*portable hole* (20,000 gp)  
*potion of barkskin* (CL 9th; 900 gp, limit 2)  
*ring gates* (40,000 gp)  
*ring of evasion* (25,000 gp)  
*ring of freedom of movement* (40,000 gp)  
*ring of protection* +3 (18,000 gp)  
*spiteful scimitar* (73,315, page 49)\*  
*ten-ring sword* (14,315 gp; *Ultimate Equipment* 162)  
*vampiric gloves* (18,000 gp; *Ultimate Equipment* 239)  
*wand of expeditious excavation* (32 charges; 480 gp, limit 1; *Pathfinder RPG Advanced Player’s Guide* 220)  
*wand of giant vermin* (13 charges; 5,460 gp, limit 1)  
*wand of polymorph* (14 charges; 5,880 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

13–15 27,500 55,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM’s Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM’s Initials

Prestige Gained (GM ONLY)

—

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM’s Initials

GP Gained (GM ONLY)

+ GM’s Initials

Day Job (GM ONLY)

—

Gold Spent

=

Total

## For GM Only

EVENT

EVENT CODE

DATE

Game Master’s Signature

GM Pathfinder Society #





# Pathfinder Adventure Path #120: Vault of the Onyx Citadel

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**End to the War:** Your campaign against the Ironfang Legion has come to an end. You have liberated Nirmathas from the Legion's tyranny. Check one Training box. The people of the lands remember you fondly, even as you turn your attention to even greater challenges. If at least one of your Loyalty, Secrecy, or Security entries for the Militia Leader boon has four or more boxes checked, you immediately gain enough Prestige Points to increase your total earned on each Ironfang Invasion Chronicle sheet to 5 (or 3 for slow progression). If at you have at least ten boxes of your Traning entry for the Militia Leader boon in addition to the above checked entries, instead increase the effective Prestige Points per Chronicle sheet to 6.

☐ ☐ ☐ ☐ ☐ ☐ ☐ **Holder of the Onyx Key:** You have recovered the *onyx key*, a powerful artifact that allowed the Legion to travel great distances in moments. You can check a box that precedes this boon to activate one of the shards as a full-round action, place it in a space adjacent to you, and choose a destination on the same plane. Over the course of 5 rounds, the shard grows into a thirty-foot-tall spire of translucent black stone with an archway in its base, and a similar spire forms within 1d10 × 100 feet of your intended destination. Once the spire has fully grown, you can enter the archway and travel through a 100-foot-long stone tunnel to reach your destination, emerging from the second spire. While inside the tunnel, you are unable to affect creatures outside the tunnel or see more than vague impressions of what lies beyond.

You can bring additional creatures with you, expending one additional use of this boon for each such creature. You can make a return trip through the tunnel at any time, but once you do so, the spires are destroyed. If you activate a spire gateway during an adventure and do not make a return trip, the spires are destroyed automatically at the end of the adventure.

Instead of using its power to create spires, you can instead use the *onyx key* to create powerful magical items. When purchasing an *instant fortress* or a *lyre of building*, you can check a box that precedes this boon to reduce the price of the item by 3,250 gp (and resale value by 1,625 gp).

+1 flaming burst ammunition (366 gp, limit 24)

+1 human bane ammunition (166 gp, limit 40)

+2 axiomatic horseshoes of crushing blows (36,000 gp;

*Pathfinder RPG Ultimate Equipment* 231)

+2 unholy wounding light flail (72,308 gp)

+3 dagger of venom (32,302 gp)

+3 jousting adamantite full plate (29,250 gp)

+3 returning boomerang (32,303 gp)

+4 elven chain (21,150 gp)

amulet of mighty fists +3 (45,000 gp)

belt of physical might +4 (Dex, Con) (40,000 gp)

belt of thunderous charging (10,000 gp; *Ultimate*

*Equipment* 211)

boro bead (3rd level; 9,000 gp; *Ultimate Equipment* 284)

crystal ball (42,000 gp)

elixir of oppression (600 gp; *Pathfinder RPG Monster*

*Codex* 21)

headband of inspired wisdom +6 (36,000 gp)

headband of mental prowess +4 (40,000 gp)

headband of mental superiority +4 (64,000 gp)

longarm bracers (7,200 gp; *Ultimate Equipment* 274)

maw of the red wyrm (18,000 gp; *Ultimate*

*Equipment* 246)

pearl of power (7th level; 49,000 gp)

potion of barksin (CL 12th; 1,200 gp, limit 1)

ring of protection +5 (50,000 gp)

ring of regeneration (90,000 gp)

rod of thunder and lightning (33,000 gp)

scarab of protection (38,000 gp)

swordmaster's flair (blue scarf; 2,500 gp; *Pathfinder RPG Advanced Class Guide* 236)

+3 axiomatic shocking burst falcata (98,318 gp; *Ultimate Equipment* 27)

wand of enervation (13 charges, 5,460 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
16–18	60,000	120,000

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

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

MAX GOLD

EXPERIENCE

FAME

GOLD

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



# Pathfinder Society: Militia Leader

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

When you gain your first Ironfang Invasion Chronicle sheet, you also gain this bonus Chronicle sheet.

**Militia Leader:** Your bold actions and decisive leadership against the Ironfang Legion have rallied the people of Nirmathas to join your cause—or another equally compelling cause, if you desire. Over the course of the Ironfang Invasion Adventure Path, you can gain additional Militia Leader boons that expand your operation's capabilities. Four statistics measure your militia's status: Loyalty, Secrecy, Security, and Training. For the purpose of the organized play campaign, these statistics operate slightly differently than the original militia rules and are tracked differently. When a boon prompts you to do so, check one or more boxes associated with that statistic; the number of checked boxes represents your bonus for that statistic (e.g. 3 boxes conveys a +3 bonus). If a boon or encounter prompts you to attempt a check associated with one of these statistics, roll 1d10 and add the statistic's bonus to the result. Once per adventure, you can apply one of the special benefits below associated with Loyalty, Secrecy, or Security before attempting a skill check, saving throw, or attack roll.

□□□□□ **Loyalty:** Loyalty measures the dedication and diplomatic skills of your militia. You can apply your Loyalty bonus on a Will saving throw against a spell or effect with the charm, compulsion, or fear descriptor.

□□□□□ **Secrecy:** Secrecy measures your militia's covert skills. You can apply your Secrecy bonus on a Diplomacy check to gather information or on a Knowledge, Sleight of Hand, or Stealth check.

□□□□□ **Security:** Security measures the intimidation factor and fighting of your militia. You can apply your Security bonus on a melee or ranged attack roll.

□□□□□□□□□□□□ **Training:** Training tracks your militia's combat experience as well as size. Your militia begins with a training rank of 1 (check the first box). This rank is used to determine a number of bonuses available with the militia actions below.

**Militia Actions:** You gain several new ways in which you can use your Downtime after adventures. You can still only perform one Downtime action per adventure unless otherwise noted.

**Covering Fire:** You train your militia in harrying your enemies from afar. Roll a Security check and note it on the adventure's Chronicle sheet. During the following adventure, you can apply 1/2 your militia's training rank (minimum +0) as a bonus to a damage roll as a free action. You can use this ability a number of times equal to your Security check total. The bonus disappears if you do not use it during that adventure.

□□□□□/□□□□□ **Earn a Title:** You strengthen your reputation and earn the accolades of your followers. If you spend your Downtime and succeed at a DC 5 Loyalty check (or DC 8 once five or more boxes are checked), you can check one of the boxes that precede this task. Once you have checked five boxes, you gain the title of Director and gain a permanent +2 bonus when using one of the following skills: Bluff, Diplomacy, Disguise, Escape Artist, Intimidate, Perception, Sense Motive, or Stealth. Once you've checked all 10 boxes, you gain title of Captain and one of the following bonus feats: Great Fortitude, Iron Will, or Lightning Reflexes.

**Manage Spies:** Your spies investigate some topic pertinent to your next endeavor. Roll a Secrecy check and note it on the adventure's Chronicle sheet. During the following adventure, you can apply the result as a circumstance bonus before rolling one Knowledge check, and you are treated as trained in the Knowledge skill for that check. The bonus disappears if you do not use it during that adventure.

**Local Support:** Your followers offer their goods and services to your cause. You attempt a Day Job and a Loyalty check. If you succeed at a DC 6 Loyalty check, you increase your earnings by 100% (maximum 300 gp). If you succeed at a DC 9 Loyalty check, you instead increase your earnings by 200% (maximum 500 gp).

**Training Drill:** You spend time honing your militia's skills. During the following adventure, you add 1/2 your Training ranks (minimum +0) when applying a special benefit associated with Loyalty, Secrecy, or Security. The bonus disappears if you do not use it during that adventure.

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total