

PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-07

Levels 3-6

THE LOCKED LODGE

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HOW TO PLAY


PLAY TIME: 4-5 HOURS

LEVELS: 3-6

PLAYERS: 3-6


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THE LOCKED LODGE

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Gamemastery Guide*, and *Pathfinder Secrets of Magic (SOM)*

Maps: None

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.



METAPLOT (SHATTERED SANCTUARIES)

SUMMARY

The Society sends the PCs to infiltrate an abandoned Pathfinder Lodge, Delvehaven, and rescue Venture-Captain Varian Jeggare from agents of House Thrune. The PCs make their way outside the walls of Delvehaven and enact their rescue plan. At the same time, Varian's loyal aide, Radovan, has drawn away a sizable group of guards and devils from the lodge. Inside Delvehaven, the PCs recover historical objects while battling devils in service of Aydrion Thrune. Before they make their way into the basement, an illusory Varian Jeggare, controlled by Aydrion Thrune, confronts the PCs.

Finally, at the basement of Delvehaven, the PCs attempt to rescue Varian Jeggare from a prison created with shadow magic and face off against Aydrion Thrune, her monastic bodyguard, and fiends. When Varian is freed, Radovan rushes in and ushers him to safety. Outside, Varian and Radovan make plans to leave Westcrown together with the PCs. The next morning, all of them have a word at the gates before they set off from Westcrown within a merchant caravan.

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ADVENTURE BACKGROUND

Venture-Captain Varian Jeggare oversees Pathfinder operations in the nation of Cheliox from his ivy-covered manor, Greensteeples. Though he's often away, Varian is a staple in Chelaxian politics: he is a count and member of the nobility. However, Varian Jeggare is also a rebel in more ways than one. The government ban on Pathfinder Society activities in Cheliox means that Varian's work as a venture-captain is in direct violation of the law. Cheliox is also a nation beholden to infernal powers, and while Varian pays lip service to those powers, he is a devout worshipper of Desna.

Immediately prior to the events of *Pathfinder Society Scenario #3-04: The Devil-Wrought Disappearance*, a Chelaxian noble named Aydrion Thrune had Varian kidnapped, along with a representative of the now-defunct Glorious Reclamation rebellion. The rebellion had risen against House Thrune and managed to earn widespread success before being put down by a group of powerful Thrune-allied agents. While Pathfinder agents managed to save the captured Glorious Reclamation agent, they learned Varian had already been moved to a new safehouse: the abandoned Pathfinder Lodge of Delvehaven in the city of Westcrown.

Since the Pathfinder Society was founded in 4307 AR, numerous Pathfinder Lodges have been established in cities as diverse and widespread as Kalsgard, Magnimar, Quantum, and Sothis. The city of Westcrown is no exception—in its heyday, Westcrown's lodge (known locally as Delvehaven) was one of the most celebrated lodges in the Inner Sea region. Its venture-captain, a wealthy retired adventurer named Aiger Ghaelfn, designed an exceptional home for his fellow Pathfinders, complete with not only beds for rest but also vast reliquaries to display its members' discoveries. Delvehaven was as much a museum as it was a place for Pathfinders to plan and recover from their expeditions.

Then Aroden died and Westcrown became the epicenter of a civil war. In the face of riots and destruction, the remaining Pathfinders of Delvehaven decided to seal the lodge in the hopes of returning after the war ended. Yet the chaos of the civil war was more than they anticipated,

WHERE ON GOLARION?

The Locked Lodge takes place in the city of Westcrown, the former capital of Cheliox. For more information about Cheliox, Westcrown, and the abandoned Pathfinder lodge Delvehaven, see the *Pathfinder Lost Omens World Guide*, *Pathfinder Lost Omens Legends*, and *Pathfinder Adventure Path #27: What Lies in Dust*.



and while Delvehaven was sealed, the remaining Pathfinders of Delvehaven met their own individual dooms not long thereafter. No other Pathfinders dared to reclaim the lodge while the war raged.

When House Thrune finally established order in 4640 AR, they had more important matters to deal with than the reopening of a Pathfinder lodge, despite the Society's constant requests to return. It wasn't until much later, in 4674 AR, that House Thrune finally turned its attention to Delvehaven, yet even then they ignored the call from the Society to let agents from Absalom lead the charge. Instead, House Thrune used loyalist Pathfinders with allegiance to Cheliox over the Society to lead an expedition. This arrogant folly resulted in the death of the Thrune Pathfinders when they attempted to force their way into the sealed vaults below the lodge. Frustrated, House Thrune sealed Delvehaven again; now doubly warded by the magic of the Pathfinders and the House of Thrune. Delvehaven has become one of Westcrown's most notorious remnants of the Age of Enthronement.

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The lodge remained untouched for almost 70 years. Ten years ago, a group of adventurers broke into the lodge and recovered a potent artifact stored inside—events detailed in *Pathfinder Adventure Path #27: What Lies In Dust*. Since then, the edifice has remained sealed and only the occasional representative from House Thrune has come by to check on the structure.

All of this changed when Aydrian Thrune enacted her schemes against the Pathfinder Society. She thought, as a measure of irony, to imprison Varian inside Delvehaven while she attempted to break the venture-captain with shadow magic prior to his presentation before Queen Abrogail II. Having used her family authority to reopen the sealed lodge, Aydrian now holds Varian Jeggare hostage.

Meanwhile, word has already reached the ears of Queen Abrogail II about Aydrian's recent activities. Though she appreciates her relative's loyalty, she is displeased that Aydrian's deeds have actively turned the Pathfinder Society against her nation. She is even more dissatisfied with Aydrian's recent incursions into nearby Andoran, which have had the effect of destabilizing the nation in the face of future Chelaxian aggression (events *Pathfinder Society Scenario #3-02: The East Hill Haunting*). Calculating the situation, Abrogail II has dispatched one of her fiendish agents to contact the Society's relief force with an offer to "cut off" Aydrian Thrune should the Society manage to rescue Varian Jeggare.

GETTING STARTED

The city of Westcrown is located on the Southern coast of Chelax where the Adivian River flows into the Inner Sea. Throughout the decades, parts of the former capital have fallen in disrepair as Egorian cemented its place as the new center of Chelax. The city is filled with crime and corruption, and House Thrune's regime keeps a close eye on the city, ready to stamp out even a whiff of rebellion. The recent uprising led by the Glorious Reclamation certainly didn't help to lessen the oppressive grip of the infernal regimen. Despite all that, Westcrown is still a vital location for trade due to the city's advantageous location since the goods going to Egorian flow up the Adivian River.

The PCs have a letter from Venture-Captain Ambrus Valsin that details the mission. Provide the players with **Handout #1: Valsin's Letter**. The PCs have a chance to make some inquiries around Westcrown before they arrive at the shrine.

DIPLOMACY (GATHER INFORMATION)

A PC who succeeds at a DC 18 Diplomacy check to Gather Information learns more about Westcrown and Delvehaven. A failure grants no knowledge and a

critical success grants the additional information in the critical success entry. Remember these checks should be rolled secretly.

Critical Success A local malcontent leans over the table in the shady dockside tavern. "I hear some thieves cased out the locked down old building in that part of town recently. I reckon they thought, why lock it down unless there's something valuable in there? They spotted some guards patrolling the grounds and there were even some small flapping devils, and a larger one too. They turned around right quick, not worth the trouble." He leans back scratching his stubbled chin and takes a sip of ale.

Success A young delivery girl scratches her head, "I don't think people go to that stretch of road much, the surf makes an awful lot of noise and it's a bit spooky, though I guess you seem like a person that would fit right in there. Well, I got to be on my way!" She runs off down the street grasping a package under one arm.

Critical Failure A suspicious old woman peers through a slightly open door of an apothecary, "Hellknights guard that part of town, so you better not go there. Now go away!" She slams the door shut, the wooden closed sign clunking against the door.

The shrine of Aroden is a safe house for the mission in Westcrown. Its sheltered location in the midst of winding streets and narrow back alleys helps to avoid any who would find worship of Aroden objectionable. Though the PCs find the shrine empty, someone clearly takes care of it, sweeping away the dust and lighting fresh candles.

Read or paraphrase the following as the PCs arrive at the shrine.

A shadowy staircase leads down from a narrow alley overlooked by boarded up windows. After a turn, the staircase leads to a plain wooden door.

The door opens to a candlelit chamber with stone walls and a concave ceiling. At the opposite end, fresh flowers surround a slightly cracked statue of Aroden. Well-worn wooden benches fill the chamber, and an empty lectern stands to the left of the statue. The dimly lit interior is welcoming and clean of dust.

The PCs are free to use the shrine to plan the rescue mission. The equipment mentioned in Valsin's letter is located under the lectern. There's a leather bag containing a *lesser healing potion* for each PC (a *moderate healing potion* for each PC for levels 5–6). As they plan, the PCs can attempt to recall information about Delvehaven.

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Society check to Recall Knowledge knows more information about Delvehaven.

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A failure grants no knowledge and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success A PC has learned that 10 years ago, a group of adventurers entered Delvehaven in search of an artifact held in a vault in the basement. The basement would certainly be the most secure location to keep someone captive.

Success A PC has read a brief description of Delvehaven in an old journal. The lodge faces a bluff overlooking the Adivian River. There's a tall stone wall that surrounds the lodge and the sizable courtyard around it. The ground floor is sprawling compared to the more constrained upper floor.

Critical Failure A PC remembers learning vampires keep a lair in Delvehaven, so it's best to prepare to deal with the undead since Aydrian Thrune could have allied with them.

After the PCs have time to plan, an agent of Queen Abrogail II interrupts their meeting. Abrogail sent the agent to give assurances to the Pathfinder Society.

Read or paraphrase the following as the agent of Thrune arrives.

A cloaked figure appears in the doorway and steps into the shrine. The candlelight plays off her long red hair and amber eyes, and she holds her empty hands visible as a sign of peace. Her sonorous voice echoes in the chamber. "I mean you no harm Pathfinders, nor does Her Infernal Majestrix, Queen Abrogail II of the Thrice-Damned House of Thrune, who has sent me here to inform you of her will."

The agent is an erinyes devil that has cloaked herself in human guise. She can provide an official document with a seal that designates her as a genuine agent of the queen. If the PCs ask for her name, she informs them they can call her Cinder. The devil doesn't reveal her true form unless the PCs don't appear to take her seriously or if she feels they need a little intimidation. She doesn't fight the PCs even if they attack her. If attacked, she casts a heightened *dimension door* to leave the shrine; as she departs, she tells the PCs she will report their transgression to Her Infernal Majestrix.

Otherwise, the devil informs the PCs the queen offers assurances that if the PCs successfully rescue Count Varian Jeggare from the clutches of Aydrian Thrune and leave Westcrown before next noon, they won't have to worry about any repercussions from House Thrune for whatever happens to Aydrian in the process. Additionally, the erinyes offers the PCs two minor devil's bargains to help with their mission. The first bargain can be struck by each PC individually, whereas the second bargain must be struck by and agreed upon by all the PCs. These bargains last until the end of the adventure.

Boon of Hellfire: The first bargain infuses a weapon with hellfire. On a critical hit, the weapon flares with hellfire and deals an extra 1 point of fire damage and 1 point of evil damage for the attack (2 points of fire and evil damage for levels 5–6). However, on a critical miss, the weapon burns the wielder, dealing the extra damage to them instead.

Infernal Insight: The second bargain provides the PCs with a clue on how to rescue Varian Jeggare, but this information comes at a price: the PCs must hand over Aydrian Thrune to the devil, dead or alive. If the PCs strike this bargain, the devil provides them with the following hint. "Play hide and seek with the skull, the spider, and the doll and the count will find his way out of the dark."



CINDER

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Development: As long as at least one PC accepts her bargains, Cinder speaks to the PCs who accepted—out loud if all PCs were willing, otherwise telepathically to keep the conversation away from PCs who might have objections. She informs such PCs that House Thrune can always make use of more loyal subjects and that loyalty to Thrune comes with great rewards. Should they succeed in this mission and continue to excel in

the field, Her Infernal Magistrix may well have uses for them that would not conflict with their obligations to the Pathfinder Society. If the PCs ask what these rewards might entail, she volunteers that Queen Abrogail II has the authority to create magical contracts that grant powers to her loyal subjects, such as the ability to slip as freely through space as a devil can.

The devil leaves once she has provided the queen's assurances to the PCs and struck any bargains they dared to make. The PCs are now free to travel to Delvehaven once they're done with their preparations.

HERO POINTS

Once the PCs have finished their preparations, remind the players that they each have 1 Hero Point available.

KEY NPCs

Several key NPCs who appear in this adventure are detailed below.

AYDRIAN THRUNE

Aydrian Thrune (LE female human schemer) is a Chelaxian noblewoman in her thirties. She's usually impeccably dressed in fine attire, though due to her current desperate predicament, her carefully put together appearance has begun to unravel. At first, her schemes were going well as she accepted guidance and support from her shadowy benefactor but suddenly, it all shifted when she heard rumors her recent actions had drawn the ire of Queen Abrogail II. Aydrian sees a chance to turn it all around if she can break Varian Jeggare, who she kidnapped at the advice of her benefactor, and present him to the queen. She's increasingly frustrated that Varian has resisted the shadow prison attacking his mind for so long and her desperation grows as she feels that her plans are falling apart.

Aydrian grew up among the cutthroat political scheming of House Thrune. After witnessing a cavalcade of backstabs and crushed fortunes, Aydrian learned from a young age you either play ruthless politics or you become a pawn. There are only two people she trusts to some extent—her silent monastic bodyguard and her benefactor, though recent events have begun to shake her trust in the latter.

Aydrian is a Thrune on her mother's side while her father, assassinated when she was young, had a connection to Nidal in his family history. This lineage of hell and shadow manifested as innate magical power in Aydrian. In her earlier years, she focused her attention on infernal magic as befits a Thrune, but in recent years, she began to delve into shadow magic. This research put her in touch with her mysterious benefactor, who



AYDRIAN THRUNE

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provided guidance both in arcane pursuits and political maneuvering. The benefactor also provided Aydrion with a shadow crystal that allows them to contact her and empower her with shadow magic.

VARIAN JEGGARE

Count Varian Jeggare (NG male half-elf noble) is among the oldest surviving members of Chelaxian nobility, and one of the few who remembers a time before House Thrune rose to power. As a senior member of House Jeggare, Varian is counted among the richest people in the Inner Sea region. His elven heritage from his father keeps his appearance youthful even though he's around a hundred years old. Though a student of magic, a debilitating condition prevented Varian from casting spells he'd learned mentally. After joining the Pathfinder Society years ago, he was most famous for writing the *Bestiary of Garund*, though he arguably topped that with the recent returning of the infamous *Lacuna Codex* to the Decemvirate in Absalom.

Varian prefers to handle things in a collected and logical manner, which has served him well in his investigative pursuits, but this repressing of emotions makes him seem cold to those who don't know him. His controlled and eloquent countenance rarely shows any cracks, especially among strangers.

While Varian's bodyguard, Radovan, was away on other business Aydrion Thrune used her connections and wealth to employ professionals to infiltrate Greensteeples and deliver a poison-weakened Varian to her. Now he's kept inside a magical prison wrought with shadow magic in the basement of Delvehaven.

RADOVAN VIRHOLT

Radovan Virholt (CG tiefling human bodyguard) is a hellspawn who grew up on the streets of Egorian as a member of the Goatherd gang. He left behind his life of burglary and pickpocketing when he met Count Varian Jeggare in his teens. He then employed his marks of infernal ancestry, his elbow spurs and "big smile," as the count's bodyguard. Over the years, he became friends with Varian and eventually an equal partner in the investigations and expeditions the duo took on.

Radovan's wisecracking personality often gets him into trouble, though usually he's able to maneuver himself out of that trouble, especially with Varian's help.



VARIAN JEGGARE

HISTORICALLY SIGNIFICANT MATERIALS

Delvehaven still contains items and materials of interest to the Pathfinder Society. If the PCs recover 3 out of the 5 artifacts that remain in the lodge, they receive a bonus from the Society. Make a note of each item they find.

- ☐ **Area A3:** Old books
- ☐ **Area A5:** Ancient armor from Tian Xia
- ☐ **Area B1:** Extinct taxidermy beetle from Osirion
- ☐ **Area B2:** Donatus Bisby's journals
- ☐ **Area C4:** Historical treaties

Radovan is willing to risk his life to protect his friend, regardless of what or who is threatening him.

When Radovan learned Varian had disappeared, he stopped at nothing to find him. He employed a magical tracking device prepared for such a situation to chase after Varian, leading him to Westcrown. Once he arrived in the city, however, the device lost connection, forcing Radovan to employ more traditional investigation tactics to find his friend.

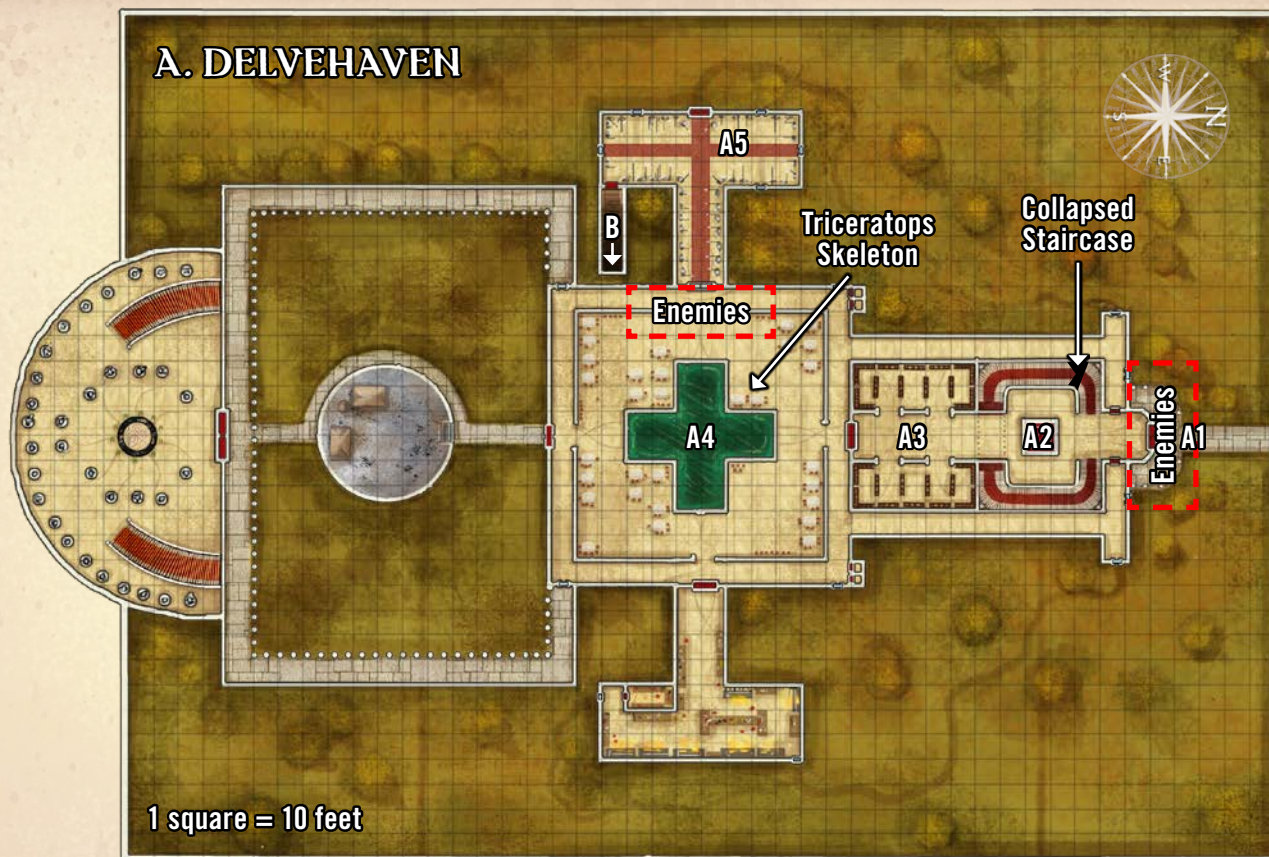
A. DELVEHAVEN

The former Pathfinder lodge of Delvehaven is located along the meandering Adivian Walk, the road that runs along the eastern shoreline of Westcrown's Rego Sacero. At this point on the road, the shoreline has risen to a bluff with a 30-foot drop down to the surf below. The building is surrounded by 12-foot-tall stone walls encrusted with bird droppings and salt deposits due to the sea below (DC 15 Athletics to Climb). The gate in the wall has been forced open, so it hangs slightly ajar. The stately but strange compound and the graceful walkway that connects its upper floors loom beyond the walls.

Aydrion Thrune has bribed the local authorities keep away from the lodge and its immediate surroundings until further notice. Radovan Virholt, Varian Jeggare's friend and investigative partner, arrived at Delvehaven some time before the PCs. A group of guards and a levaloch devil noticed chased after him toward the south.

Radovan decided to lose the pursuers and double back to the lodge afterward, so he could preserve his energy for the enemies waiting inside. As they near Delvehaven, a PC can hear the commotion of the chase over the sounds of the surf with a successful DC 20

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Perception check (DC 22 for levels 5–6). If the PCs decide to investigate, the encounter with Radovan from area A1 takes place on a street to the south of Delvehaven instead of the courtyard.

The PCs can make any preparations they need before entering Delvehaven’s grounds.

Development: The PCs enter the courtyard of Delvehaven (area A1) either through the gate or over the wall. The guards within the courtyard don’t step outside the walls and abandon their post.

A1. COURTYARD

LOW

The once lovingly tended grounds are now overgrown with weeds. Around the courtyard stand algae-choked fountains adorned with Ancient Osirian hieroglyphs. The inner side of the front gates is lined by a pair of statues depicting human women in battle, too detailed to be from anywhere else other than Geb’s infamous Field of Maidens, created when the necromancer Geb petrified an entire invading army. A weather-worn wooden sign and rusty chain have been discarded in front of one of the statues. The oak sign reads: “By order of Her Infernal Majestrix, this lodge is condemned and has been warded for your protection. Trespassing prohibited.”

The ground floor is huge and sprawling, while the two structures of the upper floor are connected with a graceful, open-air walkway that arcs over an inner courtyard. The windows of the lodge have been boarded shut with thick wooden planks (Hardness 10, HP 40, BT 20). All the side doors (Hardness 15, HP 60, BT 30), including the one leading to the Hall of Armor (area A5) have been barred from the inside. However, the front doors are closed but not locked—the keys were lost long ago.

Read or paraphrase the following when the PCs take a closer look at the main entrance.

A sagging veranda with mildew-covered columns adorns Delvehaven’s front facade. Two weather-worn oak doors stand at the center. Each door has a circular carving of a road receding into the horizon decorating it. A wooden placard lays trampled on the veranda.

The carvings on the doors are the Pathfinder Society’s Glyph of the Open Road. The placard on the veranda has muddy boot prints on it that stain a faded text written in Common: “To liberate the Past for the knowledge of Today; to live the maxim that fortune is earned by the bold; to prove there are no boundaries.”

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Creatures: A group of junior guards that didn't chase after Radovan still patrol the courtyard. They're dressed in dark clothing and have orders not to go beyond the walls. The guards don't fight to the death if it's clear they have no chance of winning. Before the captain of the guards chased after Radovan, she ordered the remaining guards not to let anyone inside without direct permission from Aydrion Thrune. Therefore, the guards don't let anyone enter, even allies.

If a PC sneaks up on the guards, they can hear one of them laughing, "I was tired of looking at that ugly beast staring at me from the painting, good riddance!" The other guard responds dryly, "Quite the monster slayer you are, I'm sure your little tantrum had nothing to do with you getting yelled at for collapsing the stairs."

LEVELS 3-4

TORCHBEARERS (4)

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CREATURE 0

LEVELS 5-6

ARCHER SENTRIES (4)

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CREATURE 2

Development: If the PCs defeat the guards in combat, Radovan comes running through the gates and stops to catch his breath, gesturing at the PCs to wait a moment. After a short introduction and exchange of words, a heavily-armed contingent of Aydrion Thrune's guards and a levaloch devil come charging into the courtyard. Radovan curses, "Nine Hells, I thought I'd lost them." At this point, he makes a fist, then sticks out his index and pinky fingers and brings his hand to his throat. PCs who are from Cheliax or who succeed at a DC 15 Society check or DC 10 Egorian Lore check to Recall Knowledge recognize the vulgar gesture is called flashing the tines. It's a reference to a method of public execution practiced in Egorian, involving impaling the condemned on a pair of metal tines.

Radovan tells the PCs to find Varian as arrows bounce off the building. He snatches a few arrows out of the air that were heading to the PCs, then rushes toward the infernal forces. If the PCs manage to somehow enter the lodge from the outside without confronting the guards, the encounter with Radovan can happen somewhere on the ground floor, for example area A4.

A2. GRAND VESTIBULE

Aydrion Thrune's hired guards used the vestibule as a resting place between guard shifts. After one of them

INSIDE DELVEHAVEN

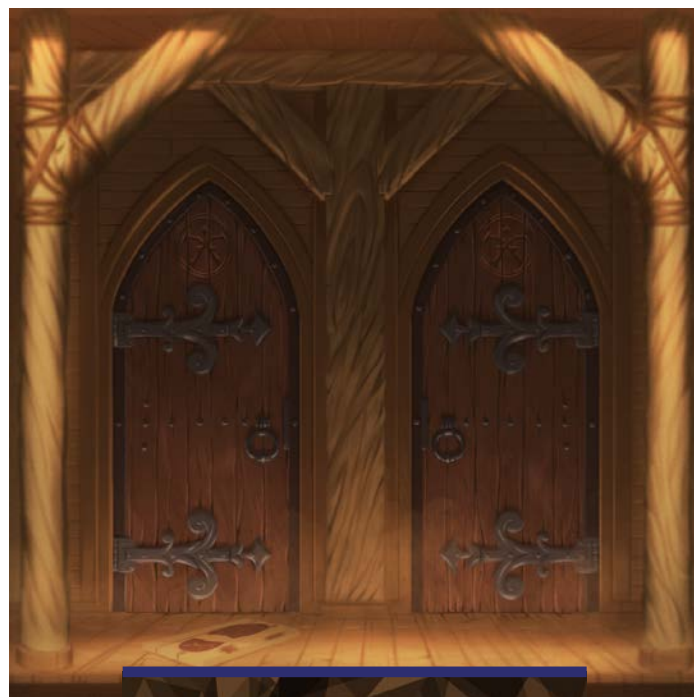
Unless otherwise stated, all ceilings in Delvehaven are 25 feet high and the areas are unlit. If the sun is out, enough sunlight filters into the floors above ground that it provides dim light.

Dust has settled over everything inside Delvehaven, so the PCs can clearly see where the recent occupants have walked. Areas not detailed in the scenario haven't been disturbed by Aydrion Thrune or her forces, so they're irrelevant to the current quest. If the players try to investigate those areas, inform them there's nothing of interest in the dark, dust-filled rooms. Alternatively, see *Pathfinder #27: What Lies in Dust* for some inspiration on what could be inside these rooms—just don't add any additional encounters beyond those listed here!

accidentally collapsed the western staircase, Aydrion ordered them to keep to areas A1, A2, and A3.

Read or paraphrase the following as the PCs enter the grand vestibule.

This moldy smelling vestibule has motes of dust drifting in the air. One of the wooden stairs curling around the room has



DELVEHAVEN DOORS

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a section that has collapsed into a pile of rubble. Cushioned chairs line the east and west walls, all facing an empty display platform in the center. Defaced paintings, each six feet tall, hang on the walls, though one of lays on the floor. Dust covers most of the surfaces, showing footprints around the room.

The painting on the floor depicts two hunters overlooking a slain horned beast but recently someone has kicked through the middle before discarding it on the floor. Several backpacks are set on top of the cushioned chairs, and one has a bronze plaque sticking out of it. The plaque reads: “Triceratops slain by Donatalus Bisby-4599 ar.” The eastern staircase is also in danger of collapse (Perception DC 18 or Lore Architecture DC 16 to notice). If one or more PCs walk up the staircase, it lets out a loud creaking sound before collapsing with a cloud of dust filling the room. The PCs have enough time to step back down into safety.

Treasure: The PCs find a *silversheen* and *lesser healing potion* (lesser elixir of life for levels 5–6) inside one of the backpacks.

Development: The PCs can follow the tracks on the dusty floor into the library (area **A3**).

A3. THE LIBRARY OF INDUCTED EXPERIENCE

A hall separates two repositories lined with dusty, mostly empty bookshelves. Several books and ripped pages lay scattered on the floor.

For the most part, the books of this library catalogued the adventures of Pathfinders who operated out of Delvehaven, though some detail expeditions that predate the foundation of the Pathfinder Society. The shelves now stand mostly empty, though it’s unclear whether the missing books made their way back to the Society or to some other collector’s vault. Aydrion Thrune’s guards went through the remaining books looking for anything valuable or interesting out of boredom.

One of the books has a rough sketch of the basement floor of Delvehaven tucked between its pages (area **C**). A PC who succeeds at a DC 20 Perception check (DC 22 for levels 5–6) discovers this. On a critical failure, one of the bookshelves collapses loudly, leaving a dust cloud in the air. If one or more PCs investigate or clean up the books laying on the floor, they find the sketch automatically, as it falls out. If they find the sketch, hand the players **Handout #2: Sketched Map**. It was made by a Pathfinder planning the defenses of the vault in the basement.

A PC can quickly identify books worth saving that remain in the library with a successful DC 18 Academia Lore or Library Lore, or a Society check to Recall Knowledge (DC 20 for levels 5–6). Alternatively, the PCs can take the couple dozen books scattered throughout the library. These books are historically significant to the Society and detail a variety of topics related to regions beyond the Inner Sea.

A4. THE NAUTALICA MODERATE

Once an extravagant feasting hall, this great chamber is now dirty and partly destroyed. The adventurers that explored Delvehaven years ago fought an animated skeleton of a triceratops here, damaging the hall beyond what the decades of neglect had already done.

Read or paraphrase the following as the PCs enter the hall.

The smell of rotten wood fills this grand hall and broken furniture is scattered across its grimy floor. At the center, stands a gargantuan fifteen-foot-tall tank, now broken with its previous contents staining the ground all around the hall. A skeleton of a large horned beast has crashed partly through the glass, patches of thick moss covering the top of its skull. The bottom of the tank is littered in fish bones.

The ceiling of the hall is 20 feet high. There are several footprints in the grime going around the hall that lead back to area **A3** or into area **A5**. The double doors leading to area **A5** are open.

Creatures: Guards watch the hall and attack intruders on sight. Even if the PCs are disguised, the guards have orders to only let certain people enter area **A5** and the floors below. Disguises or Deception checks might provide a chance for the PCs to position themselves better for the battle. If the PCs caused any loud noises while in area **A2** or **A3**, the imps (zebubs for levels 5–6) cast *invisibility* on themselves before the PCs enter. The guards can see into area **A5** if the PCs manage to enter that area from the outside. All foes retreat if reduced to one-quarter of their maximum Hit Points or fewer, and the Hellbound jailer surrenders if she realizes she’s outmatched. She knows her soul is forfeit to Hell upon death and isn’t ready for that to happen yet.

LEVELS 3–4

IMPS (2)

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CREATURE 1

HELLBOUND JAILER

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CREATURE 3

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LEVELS 5–6

ZEBUBS (2)

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CREATURE 3

HELLBOUND JAILER

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CREATURE 5

Treasure: The PCs find a bag near the doorway the devils and jailer are guarding. The bag contains an assortment of gems and a moderate darkvision elixir (instead a *lesser potion of fire resistance* for levels 5–6).

Development: Once the PCs defeat the guards they can enter area **A5**, the only new direction that shows footprints of people recently moving through it.

A5. HALL OF ARMOR

The contents of this hall were originally looted by the Thrune Pathfinders and then what remained was picked off by the adventurers the broke into the lodge years ago.

Read or paraphrase the following when the PCs enter the hall.

The smell of leather permeates this display hall. Armors from across Golarion stand on display and lay scattered on the dusty floor. An armored knight mounted on a horse stands in the middle of the hall, its breastplate missing. Around the knight lay bones of two large canines.

A PC can spot an ancient leather armor from Tian Xia with a successful DC 18 Crafting or Warfare Lore check (DC 20 for levels 5–6). The armor is historically significant to the Pathfinder Society.

Development: If the PCs managed to enter this area from the outside, the creatures in area **A4** can see into this hall from the open doors. The PCs can make their way to area **B**.

B. DELVEHAVEN CELLAR

Delvehaven's dusty and dark cellar shows signs of battles long past. Seventy years ago, Thrune's allied Pathfinders fought haunts and soulbound dolls before turning on each other. Decades later, adventurers fought whatever dangers remained in the cellar.

Read or paraphrase the following as the PCs enter.

Stale air stands still in the dark hallway where footprints left in the dust veer off toward several doors. Here and there, scrapes and burn marks deface the walls and floor.

Secret doors hang open, but there's nothing of interest behind them, just dusty rooms ransacked by adventurers

that explored here years before. There are no sources of light on this floor unless otherwise noted.

Aydrian Thrune went into areas **B1**, **B2**, and **B3** to collect objects infused with negative energy for the ritual she used to imprison Varian Jeggare. She also created an illusory Varian Jeggare in area **B4** to deceive anyone seeking to free him, providing her time prepare an ambush should her guards and devils on the main floor fail to stop the intruders. A PC can identify two distinct footprints throughout the dusty halls and paw prints of a large canine with a successful DC 18 Survival check (DC 20 for levels 5–6). A PC can identify the paw prints belong to a hell hound with a successful DC 18 Religion or Devil Lore check (DC 20 for levels 5–6).

B1. INSECT MUSEUM

The adventurers that explored Delvehaven triggered a haunt here that left behind a jumble of partially devoured insects and bloodstains on the floor. Aydrian Thrune left the door of this room open after she was done exploring.

Read or paraphrase the following when the PCs enter the room.

The walls of this room are decorated with a multitude of mostly broken glass cases displaying insects, spiders, and the like. Additionally, there are massive vermin on display, such as dog-sized ants, human-sized spiders, and even a horse-sized scorpion, though they are all heavily damaged.

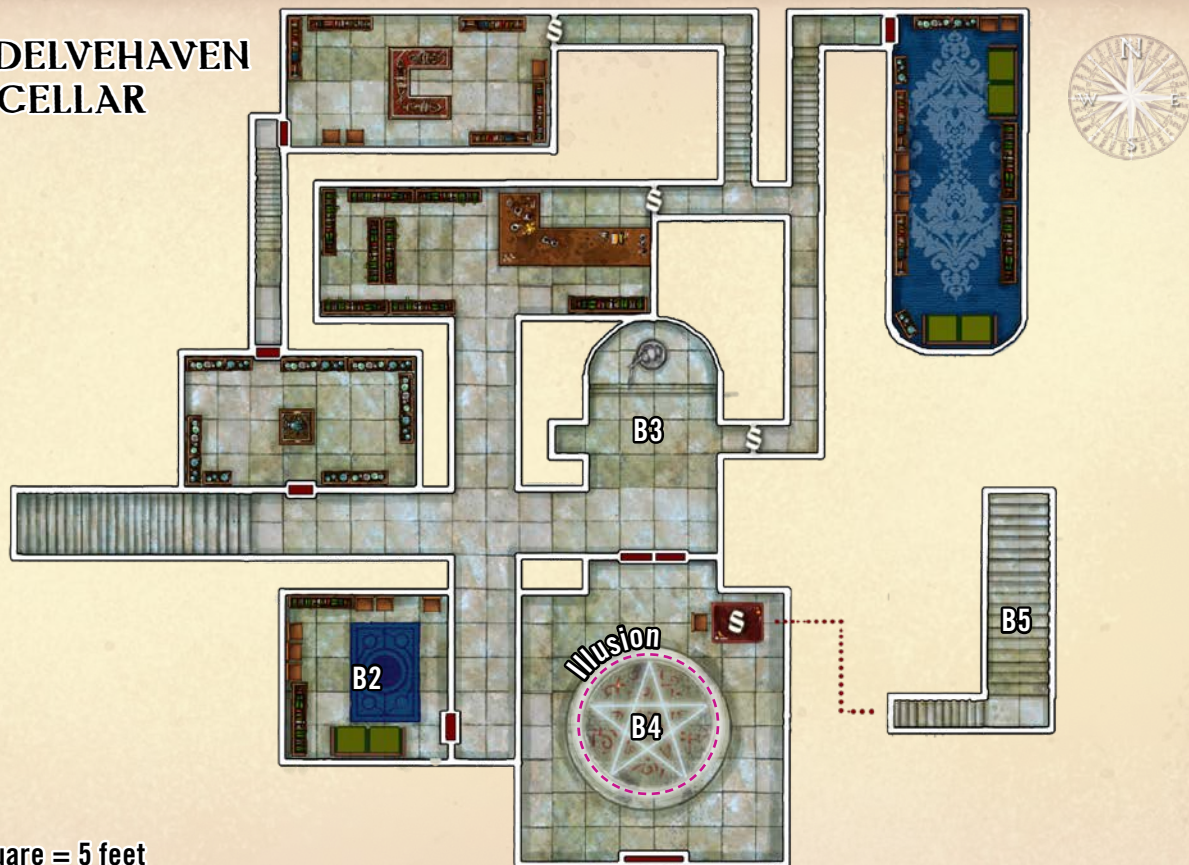
The collection in this room was the lifework of a naturalist, Pathfinder Ornato Geryis. A PC knows this collection's history with a successful DC 18 Society or Pathfinder Lore check (DC 20 for levels 5–6). A Searching PC can discover someone walked around the room recently and took something from the displays with a successful DC 15 Perception check (DC 17 for levels 5–6), leaving a clean spot in the dust. With a critical success, a PC determines from the dust the object taken was a spider. The spider was a taxidermy insect Aydrian used as one of the magical foci for the ritual to imprison Varian. PCs can find an intact taxidermy beetle and with a successful DC 18 Nature or Osirion Lore check (DC 20 for levels 5–6) know that it's a rare, now extinct, species from Osirion. The beetle is historically significant to the Pathfinder Society.

B2. BISBY'S FINAL RESTING

The adventurers that last ventured into Delvehaven confronted the spirit of former Pathfinder, Donatus Bisby, in this room. Though the influence of Bisby's malicious spirit could be felt throughout the lodge, this room was its epicenter. Bones littered on the floor were

THE LOCKED LODGE

B. DELVEHAVEN CELLAR



1 square = 5 feet

gathered by the soulbound dolls that served him. Though the adventures eventually put Bisby's spirit to rest, his skeleton remains. Aydrion Thrune left the iron door of this room open after exploring it. Footprints in the dust show someone was in the room recently.

Read or paraphrase the following when the PCs enter the room.

Bookshelves line the walls of this room and skeletal remains are scattered throughout the floor. Along the southern wall, a headless skeleton clad in rags sits on a velvet sofa, an empty burlap bag lying next to it. On the wall opposite the skeleton, a message in Common is scrawled with huge, crude lettering: "He who steals from me dies by my hand."

A Searching PC who succeeds at a DC 15 Perception check (DC 17 for levels 5–6) notices something was taken from the sofa recently. With a critical success, the PC identifies the marks in the dust fit the side of a skeletal face. Aydrion Thrune took Bisby's skull and used it as one of the magical foci in the ritual to imprison Varian. With a successful DC 18 Society or DC 15 Academia Lore or Library Lore check to Recall Knowledge (DC 20 or DC 17 for levels 5–6) a PC finds Bisby's journals, which provide

details of the lodge's last moments. These journals are historically significant to the Pathfinder Society.

B3. ARRIVAL BAY

This chamber was used by teleporting Pathfinders as a familiar point to return to the lodge. The chamber shows signs of two battles: one between the Thrune Pathfinders and a golem and the other between the adventurers and a group of soulbound dolls. The remains of two soulbound dolls, a teddy bear and a dragon toy with wheels, lie on the floor. A third doll was previously here, but Aydrion Thrune took it as one of the magical foci she used to imprison Varian Jeggare. Her footprints can be seen in the dust, while the rest lead to a pair of the closed doors to the south.

Read or paraphrase the following as the PCs see the bay.

Gold, green, and magenta mosaic tiles form an intricate Glyph of the Open Road on an upraised stage to the north. Battered remains of a humanoid statue stand in the middle, the rest blasted throughout the lower half of the room. The shattered and torn fragments of a teddy bear and dragon toy lay among the rubble. On the opposite wall from the stage, candlelight flickers from the seam of two closed metal doors.

THE LOCKED LODGE

A Searching PC who succeeds at a DC 15 Perception check (DC 17 for levels 5–6) notices something was taken from the floor recently, leaving behind a cleaner spot in the dust. With a critical success, the PC deduces from the indentations in the dust it was something small and humanoid shaped.

B4. SUMMONING CHAMBER

This chamber was used as a summoning chamber by the Pathfinders. The iron double doors leading into this room are closed but unlocked. The ceiling used to have numerous crystalline lanterns hanging from it but they were ransacked by the adventurers, leaving behind only the chains they hung from.

Read of paraphrase the following when the PCs open the doors to the chamber.

The surfaces of this chamber are painted in blue by a cylinder fire rising from a large summoning circle of inlaid silver and cold iron. To the south, a devil's head and runes decorate a door of red metal. A large desk carved from a single block of red stone is filled with candles and stands next to an opening that leads down below.

The secret door of this chamber has been open since the previous adventurers operated the mechanism in the devil-headed false door. Footprints in the dust circle around this room and lead down the opening in the floor. This candlelit chamber is an area of dim light.

Illusory Varian Jeggare: Aydrian Thrune created an illusion of Varian Jeggare trapped inside a cylinder of blue fire with a ritual she obtained from her benefactor. Aydrian can speak, see, and hear through the illusory Varian, though she sounds like the venture-captain. She attempts to gain as much information out of the PCs as possible before guiding them into the ambush below. She avoids delving too deeply into Varian's personal life and past with the pretense that there's no time for idle chatter.

The illusion tells the PCs that Aydrian Thrune's bodyguard, who's currently in the basement, has a magical key and it's the only way to release him from the prison. Aydrian studies the PCs' behavior closely for any signs they're lying to her or that they've discovered the illusion. Even then, she tries to get more information out of them until it seems fruitless, provided the PCs keep up the pretenses. If the deception is clearly discovered, Aydrian taunts the PCs before dismissing the illusion in a swirl of shadows.

If the PCs mention Radovan's presence, Aydrian is taken by surprise for a moment. A PC can notice her distress at this information with a successful DC 21

Perception check (DC 23 for levels 5–6) using the Sense Motive action. When she speaks through the illusory Varian about Radovan, she gives off an impression that she thinks of him just as a servant. A PC knows this is out of character for Varian with a successful DC 18 Egorian Lore, Pathfinder Lore, or Perception check (DC 20 for levels 5–6, as Aydrian's disdain is more subtle).

Whenever Aydrian openly lies to the PCs or avoids a question, a PC can notice the deception with a successful DC 21 Perception check (DC 23 for levels 5–6) to Sense Motive. If Aydrian needs to end the conversation abruptly, she pretends the illusory Varian suffers a bout of weakness and passes out. A PC notices the false act with a successful DC 18 Medicine check (DC 20 for levels 5–6).

Disbelieving the Illusion: Unlike a typical illusion effect, this powerful illusion doesn't allow the PCs an attempt to disbelieve it every time they interact with it. Instead, the PCs can attempt to disbelieve the illusion each time they discover a clue that something isn't quite right about the magical prison or the Varian Jeggare in this room. A PC can disbelieve the illusion with a successful DC 22 Will save (DC 24 for levels 5–6).

The illusion obfuscates its true nature from spells like *detect magic*, showing up as abjuration magic instead of illusion magic. A PC can discover this obfuscation with a successful DC 18 Arcana or Occultism check (DC 22 for levels 5–6). Even successful, the PC still doesn't learn the actual school of magic, just that the effect is hiding a different school. If a PC casts *dispel magic* on the illusory prison, Aydrian tries to stop them by saying it's a waste of time. The illusion is too strong to be dispelled by the PCs. However, even the attempt to dispel it causes a distortion in the illusion that a PC can notice with successful DC 18 Arcana or Occultism check (DC 20 for levels 5–6). This grants them a +2 circumstance bonus on further Will saves to disbelieve the illusion.

If a PC physically interacts with the illusion, the false Varian warns it's not a good idea and could lead to serious harm or death. Touching the illusion counts as a clue as the blue fire feels painfully hot to the touch but doesn't harm the PC. A PC can't move or reach through the illusion unless they successfully disbelieve it.

Development: The PCs can enter area **B5** after interacting with the false Varian.

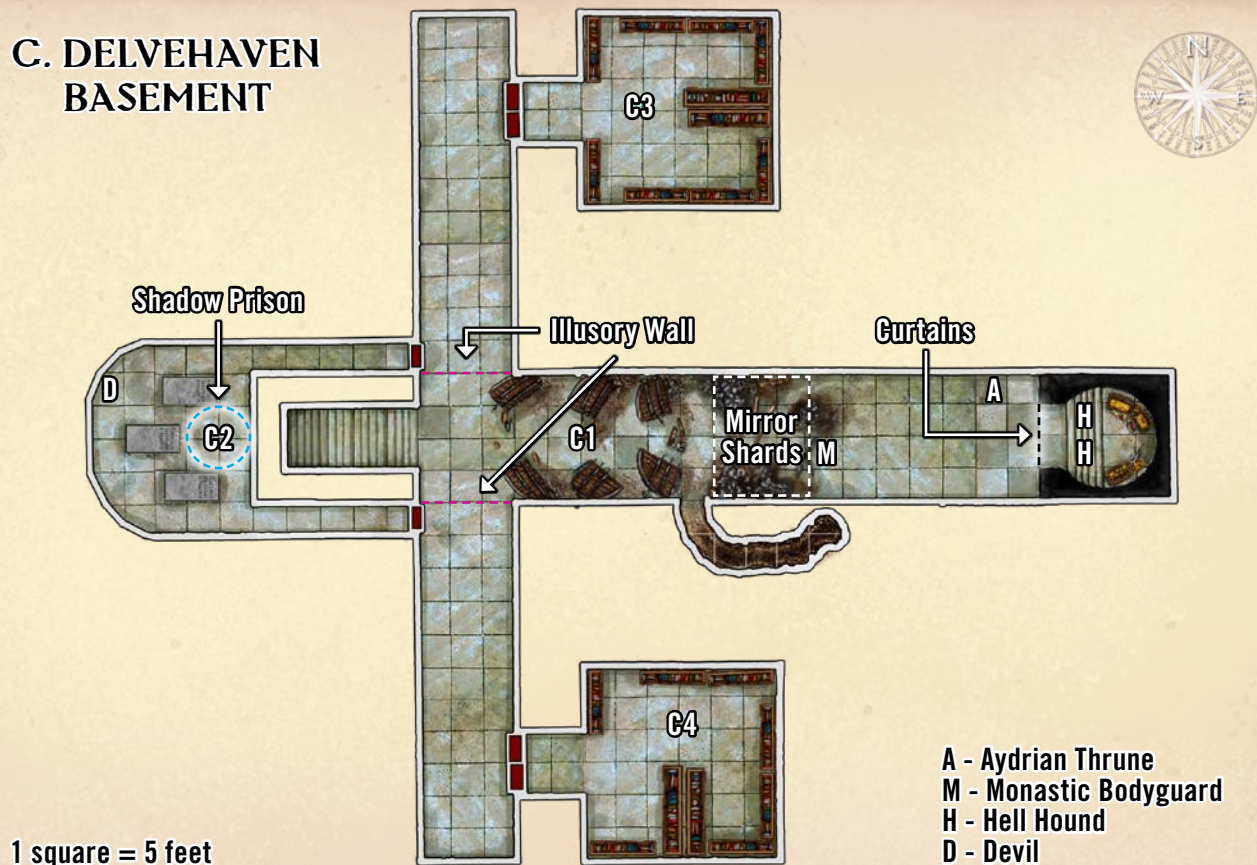
B5. SECRET STAIRS

These stairs lead down to the basement level of Delvehaven where Aydrian Thrune and her servants await to ambush the PCs.

The dusty stone stairs wind downward into darkness though flickering light shines near the bottom.

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C. DELVEHAVEN BASEMENT



C. DELVEHAVEN BASEMENT

The basement of Delvehaven used to safekeep an artifact known as *the Morrowfall* in its vault until it was broken open by vampires, who the prior adventurers defeated in order to recover the artifact. Aydrin Thrune has imprisoned Varian Jeggare in area C2, while the magical foci taken from area B are located in areas C2, C3, and C4. Aydrin and her minions await the PCs in area C1, ready to ambush them.

C1. THE MAIN HALLS

SEVERE

This area consists of the main hall facing the staircase that ends in steps leading to a circular chamber Aydrin Thrune has walled off with black curtains, forming a private space. Additionally, there are two side hallways that lead to areas C2, C3, and C4. However, Aydrin has conjured illusory walls using ritual magic, so it seems there's only a single hallway leading forward from the staircase. These false walls are intended to funnel the PCs into the ambush ahead and keep them away from the real Varian and the magical foci that need to be destroyed to free him.

Read or paraphrase the following when the PCs reach the end of the staircase.

Three huge vault doors hang askew on their hinges at the entrance of this massive, candlelit hall. Just north of the doors are large piles of rubble with mirror shards scattered around them. A pair of black curtains cover an opening at the end of the hall. Next to the rubble, a narrow tunnel opens to the right.

The broken gates and rubble are difficult terrain. The main hallway and the chamber at the end are areas of dim light as they're lit with several candles. The side hallways become dark 10 feet away from the main hall.

The circular chamber Aydrin uses as her private space contains a sleeping cot and her journal. The journal is written in a cipher that combines Infernal and Shadowtongue. Decrypting the full journal will take many days, but a PC who spends 1 hour and succeeds at a DC 25 Society check to Decipher Writing (DC 22 for PCs who speak either Infernal or Shadowtongue, DC 20 for PCs who speak both languages) gleans the information about Aydrin listed in the Key NPCs section on page 6.

Illusory Walls: Just prior to the PCs' arrival, Aydrin used two scrolls of 2nd-level *illusory object*, creating a pair of walls that block off the side hallways. A PC who is Searching and succeeds at a DC 18 Perception check (DC 20 for levels 5–6) notice partial footprints on the floor cut

THE LOCKED LODGE

off at the wall's edge, as if people had walked through the walls. On the ground nearby is a broken *wayfinder*. The name Soren is inscribed on the *wayfinder*'s lid.

Mirror Shards: When a creature falls prone within the area of the mirror shards, they take 1d4 slashing damage (1d6 for levels 5–6).

Creatures: Aydrion Thrune, her bodyguard, and a hell hound await the PCs here. Aydrion hired the bodyguard from an infernal monastery that provides discreet assistance to influential people in Cheliah. The bodyguard has made a vow of silence and he has served Aydrion on several occasions throughout the years. He's wearing practical black clothes made of quality fabrics and hides his features with a deep hood.

Aydrion became aware of the PCs when they entered the summoning chamber. She and her minions attempt to ambush the PCs when they're amid the broken gates and rubble, the monastic bodyguard acting first. She has sent an imp (a zebub for levels 5–6) to guard Varian, but she calls it to this encounter if she needs backup. Aydrion and her bodyguard have both quaffed a *potion of invisibility* prior to the PC's arrival. The bodyguard waits for the PCs near the piles of rubble, ready to strike when they're within his reach in the area of the mirror shards. Once the bodyguard is detected, either by attacking or otherwise being noticed, a hell hound hiding in the side tunnel rushes in to attack and Aydrion begins to sling spells at the PCs from behind her bodyguard. If there's more than one hell hound, the rest hide behind the curtain. If the PCs discover the illusory walls and attempt to go past them, avoiding the ambush, Aydrion begins the battle with *scorching ray* (*fireball* for levels 5–6) before everyone else rushes in to attack the PCs.

LEVELS 3–4

IMP **CREATURE 1**
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MONASTIC BODYGUARD **CREATURE 2**
Page 20

WEAK HELL HOUND **CREATURE 2**
Page 20

AYDRION THRUNE **CREATURE 3**
Page 21; art on page 26

LEVELS 5–6

ZEBUB **CREATURE 3**
Page 24

ELITE HELL HOUND **CREATURE 4**
Page 24

MONASTIC BODYGUARD **CREATURE 4**
Page 24

AYDRION THRUNE **CREATURE 5**
Page 25; art on page 26

C2. MAUSOLEUM

This small mausoleum contained the remains of the original three founders of Delvehaven, now scattered on the floor. The vampire that made his lair in this mausoleum emptied the graves and carved intricate designs into many of the bones with his claws. Each sarcophagus is slightly ajar, their insides covered in a thick layer of dry soil. Behind the sarcophagi is pile of ash partially inside a bundle of leather clothing. Aydrion locked the western iron door leading into this chamber with her thieves' tools (DC 16 Thievery to unlock or Athletic DC 18 to force open). This candlelit chamber is an area of dim light.

Read or paraphrase the following when the PCs enter the mausoleum.

Three stone sarcophagi, surrounded by candles, stand in this mausoleum that smells heavily of earth. Crude carvings on the coffin lids depict faceless humanoids with arms crossed over their chests. Various bones and skulls lie scattered throughout the room. A large sphere made of shadow whirls next to the northern wall.

Aydrion placed Bisby's skull, taken from area **B2**, among the bones scattered on the mausoleum floor. This skull is one of the magical foci that needs to be disabled or destroyed to free Varian. A PC can notice with a successful DC 18 Medicine or Perception check (DC 20 for levels 5–6) that this skull doesn't fit with the other skulls and bones scattered on the floor. A PC who examines the focus and succeeds at a DC 18 Arcana or Occultism check (DC 20 for levels 5–6) determines its magical significance.

Shadow Prison: Aydrion collected three objects from area **B** that contain traces of negative energy from when Delvehaven was haunted. She used these objects as foci for a ritual that trapped Varian Jeggare in a shadow prison trying to mentally break the venture-captain. The shadow prison keeps Radovan from tracking Varian's exact location while it's active. The shadows obscure him from outside view, so only a sitting humanoid shape with pointed ears can be seen from the outside. While examining the sphere, a PC who succeeds at a DC 18

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Arcana or Occultism check (DC 20 for levels 5–6) can determine that close by there must be some magical foci that channel the shadow magic. With a critical success, the PC determines there are three foci. When the three foci are destroyed (each has Hardness 3, HP 6, BT 3), dispelled (counteract DC 22), or made inert with a successful DC 18 Arcana or Occult check (DC 20 for levels 5–6), the shadow prison disappears. Spells such as *dispel magic* don't work on the prison itself.

Areas **C2**, **C3**, and **C4** contain one focus each. A PC can track the magical foci with *detect magic* and similar spells. Alternatively, a PC who examines a magical focus can determine its nature with a successful DC 18 Arcana or Occultism check (DC 20 for levels 5–6).

Creatures: The real Varian Jeggare is trapped here. The imp from area **C1** is here to guard Varian on Aydrin's orders (a zebub for Levels 5–6) unless she called it back. If confronted alone, the imp attempts to flee and seek out Aydrin.

Development: When the PCs release Varian from the shadow prison, the sphere vanishes with a screech. A shadowy substance dissipates from Varian's eyes and he slowly rises to his feet, steadying himself against the wall. Shortly after the PCs succeed in breaking the prison, Radovan arrives and rushes in to support his unsteady friend. Varian shows a faint smile and greets him with a strained voice and Radovan helps Varian out of the basement to safety.

If the PCs don't figure out how to release Varian from the shadow prison, Radovan eventually arrives and helps them figure out the solution. Solving this situation without Radovan's assistance contributes toward the adventure's secondary objectives.

C3. SCROLL CHAMBER

This chamber was once a vast repository of knowledge and magic, collecting all of Delvehaven's lore and research. When Aroden died and chaos took over, Delvehaven's venture-captain saved the important parts of this collection and burned the rest. A PC knows this detail with successful DC 18 Society check to Recall Knowledge (DC 20 for levels 5–6). Aydrin locked the iron door of this chamber, but the lock's quality is shoddy (DC 18 Thievery to Pick a Lock or Athletics to Force Open). There are no lights in this room.

Read or paraphrase the following when the PCs enter the room.

A strong smell of smoke drifts out of this chamber. Its walls are lined with badly scorched shelves and the scrolls they once contained are now nothing but ashes. On the floor, a torn black cloak with red lining lies on top of a pile of fine ash.

The taxidermy spider hidden in this chamber is one of the magical foci. The spider is inside a black cloth bag, so it blends with the charcoal surface of the shelf it rests on. A Searching PC notices the bag with successful DC 16 Perception check (DC 18 for levels 5–6). A PC who examines the focus and succeeds at a DC 18 Arcana or Occultism check (DC 20 for levels 5–6) determines its magical significance.

C4. THE CHAMBER OF TREATIES

This chamber houses a secret collection of famous historical documents, though the most valuable were taken by the prior adventurers. The treaties remaining in the collection include minor ones between noble houses, merchant guilds, and so forth. The rusty iron door of this chamber gets stuck when closed (Athletics DC 18 to force open) so Aydrin had her bodyguard close the door.

Read or paraphrase the following when the PCs enter this chamber.

This room is filled with the smell of old parchment. Several shelves along the walls are filled with glass cases, some cracked. Many hold parchments covered with stylized writing and elaborate wax seals though one houses a doll. Its cracked porcelain face watches the door with empty eyes.

The damaged soulbound doll in one of the glass cases is one of the magical foci. A PC who examines the focus and succeeds at a DC 18 Arcana or Occultism check (DC 20 for levels 5–6) determines its significance. The treaties in this chamber are of historical significance to the Pathfinder Society. A PC recognizes this with a successful DC 18 Society, Legal Lore, or Mercantile Lore check (DC 20 for levels 5–6).

CONCLUSION

Outside of Delvehaven, Varian, Radovan, and the PCs make their way to the venture-captain's carriage, which Radovan used to travel to Westcrown. Radovan helps the unsteady Varian into the carriage where an aged but excited wolfhound, Arnisant, greets him with happy barks. Radovan tells the PCs to meet with them at the northwestern gate tomorrow morning. If the PCs struck the deal with Cinder to hand over Aydrin Thrune, the devil appears to collect her prize as soon as they're alone. Otherwise, the PCs can take Aydrin back to the shrine to rest and wait for morning.

The PCs join Varian Jeggare and Radovan as they are about to leave Westcrown with a caravan heading to Egorian. Outside the carriage, Varian, now recovered and finely dressed, thanks Radovan and his fellow Pathfinders for the rescue. He informs the PCs Aydrin

THE LOCKED LODGE

gave the impression that she wasn't acting alone, and further investigation is required. If they mention Aydrian's journal in their report, he takes it for closer study. If the PCs ask about the broken *wayfinder*, Jeggare informs them there was a Pathfinder named Soren who went missing over a decade ago, when Delvehaven was infested with vampires and other shadowy threats. He thanks the PCs for solving the mystery of Soren's disappearance.

Varian offers his apologies that he isn't currently up for much more socializing but promises to have a longer talk with the PCs later in the journey. Radovan wants to personally drive Varian's wagon to make sure there are no further incidents during the trip. He offers one of the PCs a chance to ride along with him for the first stretch of the journey. If anyone had any spirited banter with Radovan during the scenario, he makes the offer to them. He's arranged another rented carriage for the rest of the PCs to travel in. If Aydrian Thrune was captured alive, another guarded carriage has been arranged for her transport.

With Venture-Captain Varian Jeggare's report, the contents of Aydrian Thrune's journal, and possibly the interrogation of Aydrian herself, the Pathfinder Society has further clues to track down whoever is working against them in the shadows.

REPORTING NOTES

If the PCs attacked or otherwise significantly disrespected Cinder, check box A on the reporting sheet. If the PCs accepted the boon of infernal insight, check box B. If the PCs killed Aydrian Thrune, check box C. If the PCs handed Aydrian Thrune over to Queen Abrogail, check box D on the reporting sheet.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they rescued Varian Jeggare and defeated Aydrian Thrune. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs accomplish their secondary objective if they achieve two of the following tasks: locate 3 out of 5 historically significant items and materials, capture Aydrian Thrune alive, recover Aydrian Thrune's journal, or free Varian from the shadow sphere without help from Radovan. Doing so earns each PC 2 Reputation with their chosen faction.

THE LOCKED LODGE

APPENDIX 1: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A1 (LEVELS 3-4)

TORCHBEARERS (4)

CREATURE 0

N **MEDIUM** **HUMAN** **HUMANOID**
Pathfinder Gamemastery Guide 216

Perception +5

Languages Common

Skills Acrobatics +5, Architecture Lore +2, Athletics +4, Stealth +5, Survival +3

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

Items climbing kit, dagger, hand crossbow (20 bolts), tindertwig (5), torch (4)

AC 15; **Fort** +5, **Ref** +7, **Will** +5

HP 15

Speed 25 feet

Melee ♦ torch +7, **Damage** 1d6+2 bludgeoning plus 1 fire

Melee ♦ dagger +5 (agile, versatile S), **Damage** 1d4+2 piercing

Ranged ♦ hand crossbow +5 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Torch Combatant A torchbearer is adept at attacking with torches and deals 1 persistent fire damage when they critically hit with a torch.

SCALING ENCOUNTER A1

To adjust for the PC’s overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one torchbearer to the encounter.

THE LOCKED LODGE

ENCOUNTER A4 (LEVELS 3–4)

IMPS (2)

CREATURE 1

LE TINY DEVIL FIEND

Pathfinder Bestiary 87

Perception +7; greater darkvision

Languages Common, Infernal; telepathy (touch)

Skills Acrobatics +7, Arcana +6, Deception +7, Religion +5

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

AC 17; **Fort** +5, **Ref** +9, **Will** +7

HP 15; **Immunities** fire; **Weaknesses** good 3; **Resistances** physical 3 (except silver), poison 5

Speed 20 feet, fly 30 feet

Melee ♦ stinger +9 (agile, evil, finesse, magical), **Damage** 1d4–1 piercing plus 1d4 evil and imp venom

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*, *detect alignment* (at will, good only); **Cantrips (1st)** *detect magic*

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Boar** size Medium; scent (imprecise) 30 feet; **Speed** 40 feet; **Melee** tusk +9 (finesse), **Damage** 1d10–1 piercing

- **Giant Spider** size Medium; **Speed** 25 feet, climb 25 feet; **Melee** fangs +9 (finesse, poison), **Damage** 1d6–1 piercing plus 1d4 poison

- **Rat** scent; **Speed** 20 feet; **Melee** jaws +9 (agile, finesse), **Damage** 1 piercing

- **Raven** scent; **Speed** 10 feet, fly 40 feet; **Melee** beak +9 (finesse), **Damage** 1 piercing

Diabolic Healing ♦ (concentrate, divine, healing, necromancy); **Frequency** once per round. **Effect** The imp regains 1d6 Hit Points.

Imp Venom (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

Infernal Temptation ♦ (divine, concentrate, enchantment, evil, fortune); **Frequency** once per day; **Effect** The imp offers a nonfiend within 15 feet a bargain, granting a boon of good luck if the creature accepts. The boon lasts for 1 hour once accepted. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected except by wish or similar magic. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result.

SCALING ENCOUNTER A4

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one imp to the encounter.

HELLBOUND JAILER

CREATURE 3

UNCOMMON LE MEDIUM DEVIL FIEND HUMAN HUMANOID

Variant hellbound jailer (*Pathfinder Bestiary* 364, *Pathfinder Gamemastery Guide* 233)

Perception +9 (+10 to find concealed objects), greater darkvision

Languages Common, Infernal

Skills Athletics +11, Deception +7, Diplomacy +5, Intimidation +7

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

Items club, crossbow (20 bolts), simple manacles, signal whistle, studded leather armor

AC 20; **Fort** +8, **Ref** +10, **Will** +7

HP 45; **Weaknesses** good 1; **Resistances** fire 3

Attack of Opportunity ⤴

Speed 25 feet

Melee ♦ club +11, **Damage** 1d6+8 bludgeoning

Ranged ♦ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Melee ♦ club +10 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

Efficient Capture ⤴⤴⤴ (attack, manipulate) **Requirements** The jailer has manacles in hand and is adjacent to a creature; **Effect** The jailer attempts to bind the creature's wrists or ankles with the manacles. If the jailer succeeds at an attack roll with a +9 modifier against the target's AC, they apply the manacles.

Subdue Prisoners The jailer doesn't take the normal penalty for making a nonlethal attack when attacking with their club.

THE LOCKED LODGE

ENCOUNTER C1 (LEVELS 3–4)

IMP

CREATURE 1

LE TINY DEVIL FIEND

Pathfinder Bestiary 87

Perception +7; greater darkvision

Languages Common, Infernal; telepathy (touch)

Skills Acrobatics +7, Arcana +6, Deception +7, Religion +5

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

AC 17; **Fort** +5, **Ref** +9, **Will** +7

HP 15; **Immunities** fire; **Weaknesses** good 3; **Resistances** physical 3 (except silver), poison 5

Speed 20 feet, fly 30 feet

Melee ♦ stinger +9 (agile, evil, finesse, magical), **Damage** 1d4-1 piercing plus 1d4 evil and imp venom

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*, *detect alignment* (at will, good only); **Cantrips** (1st) *detect magic*

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

• **Boar** size Medium; scent (imprecise) 30 feet; **Speed** 40 feet; **Melee** tusk +9 (finesse), **Damage** 1d10-1 piercing

• **Giant Spider** size Medium; **Speed** 25 feet, climb 25 feet; **Melee** fangs +9 (finesse, poison), **Damage** 1d6-1 piercing plus 1d4 poison

• **Rat** scent; **Speed** 20 feet; **Melee** jaws +9 (agile, finesse), **Damage** 1 piercing

• **Raven** scent; **Speed** 10 feet, fly 40 feet; **Melee** beak +9 (finesse), **Damage** 1 piercing

Diabolic Healing ♦ (concentrate, divine, healing, necromancy); **Frequency** once per round. **Effect** The imp regains 1d6 Hit Points.

Imp Venom (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

Infernal Temptation ♦ (divine, concentrate, enchantment, evil, fortune); **Frequency** once per day; **Effect** The imp offers a nonfiend within 15 feet a bargain, granting a boon of good luck if the creature accepts. The boon lasts for 1 hour once accepted. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected except by wish or similar magic. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result.

SCALING ENCOUNTER C1

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add a weak hell hound to the encounter.

MONASTIC BODYGUARD

CREATURE 2

UNCOMMON LE MEDIUM HUMAN HUMANOID

Perception +8

Languages Common, Infernal

Skills Acrobatics +7, Athletics +7, Stealth +7

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

Items bo staff

AC 18; **Fort** +10, **Ref** +9, **Will** +8

HP 30

Speed 30 feet

Melee ♦ bo staff +9 (parry, reach, trip), **Damage** 1d8+3 bludgeoning

Melee ♦ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+3 bludgeoning

Monk Focus Spells 2 Focus Points, DC 15, **1st** *ki rush* (Core Rulebook 401), *ki strike* (Core Rulebook 401)

Hellfire Flurry ♦ (flourish) The monastic bodyguard makes two Strikes with his fist or with a monk weapon. These attacks deal an extra 1d4 fire damage. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Powerful Fists The monastic bodyguard's fist Strikes don't take penalties when making lethal attacks.

WEAK HELL HOUND

CREATURE 2

UNCOMMON LE MEDIUM BEAST FIEND FIRE

Variant weak hell hound (*Pathfinder Bestiary* 6, 205)

Perception +7; darkvision, scent (imprecise) 60 feet

Languages Infernal (can't speak any language)

Skills Acrobatics +6, Athletics +7, Stealth +6, Survival +7 (+9 to Track)

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

AC 17; **Fort** +7, **Ref** +8, **Will** +5

HP 25; **Immunities** fire; **Weaknesses** cold 5

Speed 40 feet

Melee ♦ jaws +11 (magical), **Damage** 1d8+2 piercing plus 1d6 evil and 1d6 fire

Breath Weapon ♦ (divine, evocation, fire) The hell hound breathes flames that deal 3d6 fire damage to all creatures in a 15-foot cone (DC 17 basic Reflex save). The hell hound can't use Breath Weapon again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

THE LOCKED LODGE

AYDRIAN THRUNE

CREATURE 3

UNIQUE LE MEDIUM HUMAN HUMANOID

Perception +7, darkvision

Languages Common, Infernal, Shadowtongue

Skills Acrobatics +6, Arcana +7, Athletics +5, Deception +11,

Occultism +9, Stealth +8, Thievery +6

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

Items dagger, *bag of holding I*, shadow crystal

AC 16; **Fort** +6, **Ref** +8, **Will** +9

HP 37

Speed 25 feet

Melee ♦ dagger +8 (agile, finesse, thrown 10 ft., versatile S),

Damage 1d4 piercing

Occult Spontaneous Spells DC 20, attack +12; **2nd** (3 slots)

darkness, *scorching ray*^{SOM}, *umbral extraction*^{SOM}; **1st** (4 slots) *burning hands*, *charm*, *grim tendrils*, *illusory object*;

Cantrips (2nd) *chill touch*, *detect magic*, *light*, *mage hand*, *message*, *produce flame*, *shield*

Shadow Crystal While holding the shadow crystal, Aydrian Throne receives the following benefits. She gains darkvision and can cast *shadow step* once per day. Additionally, if she dies, is dying, or someone else holds the shadow crystal, it shatters, dealing 3d6 negative damage in a 5-foot burst (basic DC 17 Reflex save).

Activate ♦ (conjunction, occult, shadow, teleportation)

Frequency once per day; **Requirements** Aydrian Throne is in dim light or darkness; **Effect** Aydrian teleports up to 30 feet. The destination must be in dim light or darkness and must be within her line of sight and line of effect.

THE LOCKED LODGE

APPENDIX 2: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A1 (LEVELS 5-6)

ARCHER SENTRIES (4)

CREATURE 2

LN MEDIUM HUMAN HUMANOID
Pathfinder Gamemastery Guide 233

Perception +11

Languages Common

Skills Acrobatics +8, Athletics +6, Intimidation +4, Legal Lore +4

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

Items composite longbow (100 arrows), leather armor, shortsword, signal whistle

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

HP 30

Speed 25 feet

Melee ♦ shortsword +10 (agile, finesse, versatile P), **Damage** 1d6+3 slashing

Ranged ♦ composite longbow +10 (deadly 1d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+2 piercing

Sentry's Aim ♦♦ (concentrate) The archer sentry aims carefully and fires. They make a ranged weapon Strike with a +1 circumstance bonus. The Strike ignores the concealed condition, lesser cover, and standard cover, and reduces greater cover to standard cover.

SCALING ENCOUNTER A1

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one archer sentry to the encounter.

THE LOCKED LODGE

ENCOUNTER A4 (LEVELS 5–6)

ZEBUBS (2)

CREATURE 3

LE SMALL DEVIL FIEND

Pathfinder Bestiary 272

Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

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

AC 20; **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5

Speed 15 feet, fly 50 feet

Melee ♦ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will, self only), *summon animal* (swarm creatures only); **Cantrips (2nd)** *message*

Rituals DC 17; *infernal pact*

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye ♦♦♦ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

SCALING ENCOUNTER A4

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one zebub to the encounter.

HELLBOUND JAILER

CREATURE 5

UNCOMMON LE MEDIUM DEVIL FIEND HUMAN HUMANOID

Variant hellbound jailer (*Pathfinder Bestiary* 364, *Pathfinder Gamemastery Guide* 233)

Perception +12 (+13 to find concealed objects), greater darkvision

Languages Common, Infernal

Skills Athletics +14, Deception +10, Diplomacy +8, Intimidation +10

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

Items crossbow (20 bolts), longsword, simple manacles, signal whistle, studded leather armor

AC 23; **Fort** +11, **Ref** +13, **Will** +9

HP 60; **Weaknesses** good 2; **Resistances** fire 5

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ longsword +14 (versatile P), **Damage** 1d8+8 slashing

Ranged ♦ crossbow +13 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Divine Innate Spells DC 20; **1st** *burning hands*

Efficient Capture ♦♦♦ (attack, manipulate) **Requirements** The jailer has manacles in hand and is adjacent to a creature; **Effect** The jailer attempts to bind the creature's wrists or ankles with the manacles. If the jailer succeeds at an attack roll with a +12 modifier against the target's AC, they apply the manacles.

THE LOCKED LODGE

ENCOUNTER C1 (LEVELS 5–6)

ZEBUB

CREATURE 3

LE SMALL DEVIL FIEND

Pathfinder Bestiary 2 72

Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

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

AC 20; **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5

Speed 15 feet, fly 50 feet

Melee ♦ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will, self only), *summon animal* (swarm creatures only); **Cantrips (2nd)** *message*

Rituals DC 17; *infernal pact*

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye ♦♦♦ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

SCALING ENCOUNTER C1

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one elite hell hound to the encounter.

ELITE HELL HOUND

CREATURE 4

UNCOMMON LE MEDIUM BEAST FIEND FIRE

Variant hell hound (*Pathfinder Bestiary 6*, 205)

Perception +11; darkvision, scent (imprecise) 60 feet

Languages Infernal (can't speak any language)

Skills Acrobatics +10, Athletics +11, Stealth +10, Survival +11 (+13 to Track)

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

AC 21; **Fort** +11, **Ref** +12, **Will** +9

HP 55; **Immunities** fire; **Weaknesses** cold 5

Speed 40 feet

Melee ♦ jaws +15 (magical), **Damage** 1d8+6 piercing plus 1d6 evil and 1d6 fire

Breath Weapon ♦ (divine, evocation, fire) The hell hound breathes flames that deal 4d6+4 fire damage to all creatures in a 15-foot cone (DC 21 basic Reflex save). The hell hound can't use Breath Weapon again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, its Breath Weapon recharges.

MONASTIC BODYGUARD

CREATURE 4

UNCOMMON LE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Infernal

Skills Acrobatics +11, Athletics +12, Stealth +9

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

Items bo staff

AC 21; **Fort** +14, **Ref** +11, **Will** +11

HP 75

Stand Still ⤴

Speed 30 feet

Melee ♦ bo staff +12 (parry, reach, trip), **Damage** 1d8+6 bludgeoning

Melee ♦ fist +12 (agile, finesse, magical, nonlethal, unarmed), **Damage** 1d6+4 bludgeoning

Monk Focus Spells 2 Focus Points, DC 18; **2nd** *ki rush* (*Core Rulebook* 401), *ki strike* (*Core Rulebook* 401)

Hellfire Flurry ♦ (flourish) The monastic bodyguard makes two Strikes with his fist or with a monk weapon. These attacks deal an extra 1d8 fire damage. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Powerful Fists The monastic bodyguard's fist Strikes are treated as magical and don't take penalties when making lethal attacks.

THE LOCKED LODGE

AYDRIAN THRUNE

CREATURE 5

UNIQUE LE MEDIUM HUMAN HUMANOID

Perception +9, darkvision

Languages Common, Infernal, Shadowtongue

Skills Acrobatics +9, Arcana +9, Athletics +7, Deception +14,

Occultism +11, Stealth +11, Thievery +9

Str +0, **Dex** +2, **Con** +1, **Int** +2, **Wis** +2, **Cha** +5

Items dagger, ring of fire resistance, shadow crystal

AC 19; **Fort** +8, **Ref** +11, **Will** +11

HP 57; **Resistances** fire 5

Speed 25 feet

Melee ♦ dagger +11 (agile, finesse, thrown 10 ft., versatile S),

Damage 1d4 piercing

Occult Spontaneous Spells DC 22, attack +14; **3rd** (3 slots)

chilling darkness, fireball, phantom prison^{SOM}; **2nd** (4

slots) darkness, mirror image, scorching ray^{SOM}, umbral

extraction^{SOM}; **1st** (4 slots) burning hands, charm, grim

tendrils, illusory object; **Cantrips** chill touch, detect magic,

light, mage hand, message, produce flame, shield

Shadow Crystal While holding the shadow crystal, Aydrrian

Throne receives the following benefits. She gains darkvision

and can cast *shadow step* once per day. Additionally, if she

dies, is dying, or someone else holds the shadow crystal,

it shatters, dealing 4d6 negative damage in a 5-foot burst

(basic DC 19 Reflex save).

Activate ♦ (conjunction, occult, shadow, teleportation)

Frequency once per day; **Requirements** Aydrrian Throne is

in dim light or darkness; **Effect** Aydrrian teleports up to 30

feet. The destination must be in dim light or darkness and

must be within her line of sight and line of effect.

THE LOCKED LODGE

APPENDIX 3: GAME AIDS



CINDER

VARIAN JEGGARE



AYDRION THRUNE

DELVEHAVEN DOORS



THE LOCKED LODGE

HANDOUT #1: VALSIN'S LETTER

Pathfinders,

Your mission is to rescue Venture-Captain Varian Jeggare who has been kidnapped by Aydrion Thrune. The Society has learned Aydrion is keeping Jeggare in Delvehaven, an old Pathfinder lodge abandoned decades ago. Securing Jeggare alive is of utmost importance. Be careful in how you deal with Aydrion Thrune—House Thrune rules Cheliax, and while they have a history of discarding members who publicly fail, they may just as well decide to punish the Society for acting against one of their own.

You can find a map alongside this letter that details the location of Delvehaven and a safehouse, where you can prepare for the mission.

Regards,
Venture-Captain Ambrus Valsin

P.S. Check the lectern for supplies.

THE LOCKED LODGE

HANDOUT #2: SKETCHED MAP



THE LOCKED LODGE

ORGANIZED PLAY

TREASURE TABLE

| LEVEL | TREASURE BUNDLE |
|-------|-----------------|
| 3 | 3.8 gp |
| 4 | 6.4 gp |
| 5 | 10 gp |
| 6 | 15 gp |

TREASURE BUNDLES

- ☐ ☐ **Delvehaven**, page 7XX: 2 Treasure Bundles for finding 3 out of the 5 historically significant materials
- ☐ ☐ Area **A2**, page 9XX: 2 Treasure Bundles for exploring the Grand Vestibule
- ☐ ☐ ☐ Area **A4**, page 10XX: 3 Treasure Bundles for defeating the devils
- ☐ ☐ ☐ Area **C1**, page 14XX: 3 Treasure Bundles for defeating Aydrion Thrune and her minions



Location _____

| | | | Faction: | | |
|-----------------|----|-------|--|---|-------------------------------------|
| Character Name: | | | <input type="checkbox"/> Grand Archive | <input type="checkbox"/> Envoy's Alliance | <input type="checkbox"/> Slow Track |
| | | | <input type="checkbox"/> Radiant Oath | <input type="checkbox"/> Horizon Hunters | <input type="checkbox"/> Dead |
| Org Play #: | -2 | Level | <input type="checkbox"/> Vigilant Seal | <input type="checkbox"/> Verdant Wheel | <input type="checkbox"/> Infamy |
| | | | <input type="checkbox"/> | | |

THE LOCKED LODGE

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Scenario #3-07: The Locked Lodge

| | | |
|--|--|--------------------|
| Character Name | Organized Play # | 2 Character # |
| Adventure Summary | | |
| <p>The Pathfinder Society dispatched you and a group of agents to infiltrate the sealed lodge in Westcrown and free the captured Venture-Captain, Varian Jeggare. Prior to your departure from a safehouse in the city, you met with a fiendish representative of Queen Abrogail II who informed you that you had the day to rescue Jeggare from the former Pathfinder Lodge of Delvehaven. You infiltrated the lodge and confronted the architect of Varian's kidnapping: Aydrion Thrune. In the end you <input type="checkbox"/> slew Aydrion in combat <input type="checkbox"/> captured Aydrion to be brought before House Thrune. Following this confrontation you managed to free Varian from imprisonment and escape Westcrown.</p> | | |
| Boons | | Rewards |
| <p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventure grants the following unique boon: Infernal Majestrix's Blessing.</p> | | Starting XP |
| | | XP Gained |
| | | Total XP |
| | | Starting GP |
| | | GP Gained |
| | | Total GP |
| Reputation Gained | | |
| | | |
| | | |
| | | |
| | | |
| Items Purchases | | |
| | Items Sold / Conditions Gained | |
| | | |
| | | |
| | | |
| | | |
| <small>TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</small> | | |
| | Items Bought / Conditions Cleared | |
| | | |
| | | |
| | | |
| | | |
| <small>TOTAL COST OF ITEMS BOUGHT</small> | | |
| Notes | | |
| | | |
| | | |
| | | |
| | | |
| FOR GM ONLY | | |
| EVENT | EVENT CODE | DATE |
| GM Organized Play # | | |

Chronicle Code: OSJ1

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club