

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-02

Levels 3–6

THE BLACKWOOD LOST

By Alison Cybe





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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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THE BLACKWOOD LOST

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook* (CR), *Pathfinder Bestiary* (B1), *Pathfinder Bestiary 2* (B2), *Pathfinder Bestiary 3* (B3), and *Pathfinder Rage of the Elements* (RoE)

Maps: *Pathfinder Flip-Mat: Swamp Ruins*, *Pathfinder Flip-Mat: Deep Forest*, and *Pathfinder Flip-Mat: Planar Tavern*

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*.



ENVOY'S ALLIANCE



VERDANT WHEEL

SUMMARY

Dispatched to investigate a missing Pathfinder supply crew sent to the remote iruxi enclave in the Blackwood Swamp, the PCs find no sign of either the crew or their iruxi allies. With an entire community vanished, leaving empty homes behind and no sign of violence, the PCs are left with a mystery. Investigating leads them head-first into a chaotic elemental demiplane, where they must uncover the fates of the missing iruxi and their Pathfinder associates, and also find a way back to Golarion. The PCs must race against time, however: the elements within the turbulent demiplane clash violently, threatening to engulf everyone in a lethal imbalance!

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ADVENTURE BACKGROUND

Blackwood Swamp is located near Cassomir, one of the largest port cities in Taldor. While the dense swamp is sparsely inhabited, the Tskikha iruxi enclave has flourished within the mossy regions near its perimeter. The swamp is also home to ruins dating back to the days of the ancient Azlanti empire, which have drawn considerable interest from the Pathfinder Society. Over the last few years, Pathfinder Society agents have worked to earn the recognition of the iruxi enclave in the hopes of cooperatively unearthing the knowledge contained within the ancient ruins.

The ruins are generally very well-charted, as joint Tskikha and Pathfinder researchers have documented their contents extensively. One chamber, however, is known to contain a large mechanical-magical apparatus whose function has never been clearly identified. This device is, in fact, an elemental nexus—an experiment conducted by Azlanti scholars to generate a renewable energy supply. The device was intended to drain energy from the elemental planes and divert it into their settlement, but it has remained dormant for millennia, and none have yet been able to figure out how to reactivate it.

More recently, however, the reemergence of two long-lost elemental planes—wood and metal—have thrown the balance within the nexus into turmoil, causing the device to stir to life again. Since then, ruptures into the elemental planes have grown abundant as the nexus strives to restore its balance; this has caused the local area to fall into a turbulent demiplane filled with enraged elementals. Members of the enclave within the perimeter of the demiplane disappeared from the material realm. Iruxi search parties who were sent out to investigate the disappearances similarly vanished.

A few days ago, a group of new Pathfinder recruits who were unaware of the ongoing hazard were dispatched on a routine training mission to the Azlanti ruins. They found the enclave empty. While several of them returned to Cassomir to report the mysterious vanishing, the rest ventured into the ruins in the hope of finding the missing members of the enclave. They, too, were lost in

WHERE ON GOLARION?

The Blackwood Lost begins as the PCs finish their journey from Absalom to Cassomir, one of the largest port cities in Taldor. The adventure then progresses to the nearby Blackwood Swamp. From there, the PCs enter a demiplane, which is connected to Azlanti ruins within the swamp. More information on Taldor can be found on pages 128–129 of the *Pathfinder Lost Omens World Guide*. More information on Urwal, who plays an important role in the adventure, can be found on page 59 of the *Pathfinder Lost Omens Pathfinder Society Guide*.



the demiplane. However, based on the information from the recruits who returned, a request was put out for an experienced team of Pathfinders to venture into the swamp to act as a search and rescue party. Meanwhile, within the demiplane, the trapped iruxi and Pathfinder recruits find themselves struggling for survival between warring elementals and diminishing foodstuff. To make matters worse, they are unaware that time is running out, as the imbalance between the elements grows more and more severe. Soon it will tip, destroying the nexus, the demiplane, and anybody trapped within it!

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GETTING STARTED

The PCs have just arrived in Cassomir's harbor aboard the *Seabeam*, a vessel chartered by the Pathfinder Society. They are to answer a request from **Lolly Adafish** (N female kobold inventor). The PCs meet in her temporary office in the city; Lolly is the acting venture-captain of the Oppara Lodge (which oversees Taldor), having taken over from her mentor Muesello following his retirement in *Pathfinder Society Scenario #3–16: Escape from Oppara*.

Read or paraphrase the following when everyone is ready to get the adventure underway.

The first rays of sunlight peek through the windows of the small waterfront apothecary, a building which now serves as a makeshift Pathfinder lodge. Outside, the streets are still mostly empty, with only the occasional early riser to interrupt the silence. Acting Venture-Captain Lolly Adafish, still new to her position in command of the Pathfinder Society in Taldor, sets an array of fresh, warm-scented breakfast teas and summer fruits down on her desk and motions for her guests to indulge. "I know this is urgent business, but you've been traveling a long way and it's important that you stay hydrated. Drink?"

She takes a seat, tapping a claw idly on some paperwork. "Okay, umm," she begins, "about a week ago, a group of

Pathfinder initiates left Cassomir. Their destination was the Blackwood Swamp, specifically the iruxi enclave therein. It was supposed to be a simple job; a routine test of their research and cataloging abilities. But when they arrived, something unusual happened. They found the enclave's settlement completely deserted. Two of the new recruits returned here to town to report their findings, while the rest ventured deeper into the swamp to search. They haven't been heard from since."

"There's a lot at risk here. The iruxi in the enclave are our allies and, as well as becoming our friends, many of them have joined the Pathfinders. In addition, since the Pathfinders who went missing are mere initiates, if there's a new danger somewhere in the swamp, they'll be ill equipped to handle it. Any questions? And have some more tea, please?"

Before the Pathfinders have a chance to respond, a figure drops from the ceiling and lands inelegantly on Lolly's desk with a crash. Lolly gives a yelp and jumps back. "Urwal!" she scolds.

Urwal (NG male iruxi astrologer) sits up, dusting some flecks of paint off his robes. "Sorry," he exclaims. "But listen, Pathfinders; my research indicates there's something more at foot here!" PCs who have completed *Pathfinder Bounty #13: The Blackwood Abundance* have encountered Urwal at this site before; he is especially pleased to see them again and hurries over to give them a confident handshake, leaving flecks of paint over their fingers as he does so.

Lolly and Urwal answer any questions the PCs have to the best of their ability.

What is the enclave? "It started off when the Tskikha, a semi-nomadic group of iruxi, decided to create a settlement. But over the years, it's become a staging point for investigation into the Azlanti ruins located in Blackwood Swamp. This is why the site's become a makeshift home to many Pathfinders as well, so the population is quite diverse. It houses a lot of archeologists and scholars, naturally, but it's not an 'outpost' and we don't claim any ownership of any territory there. We haven't tried to set up an official lodge, which is why we didn't notice the silence until recently."

What do you know about the new recruits? "It was a sort of practice mission for a group of new Pathfinder initiates. The Azlanti ruins in the swamp have been extensively charted, and most of the threats are very minor, so it's a good place for new recruits to test out their research skills and practice their cataloging of historical artifacts; a relatively easy first mission. When they didn't report back, we asked for more experienced agents—you."

What did the new recruits find? She shakes her head. "According to the information, the enclave's entire settlement is empty. There's no telling how long it's been



LOLLY ADAFISH

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like that; they didn't report any damage or signs of battle, but everything looked like it had been abandoned recently. It can't have been more than a few weeks at most!"

What did your research show? Urwal claps his hands together, rubbing them energetically. "The stars indicate a shift in the balance of the elements around the Blackwood Swamp. It might be related to what's happened with the planes lately. It's doubtless relevant to what's happened to the recruits."

What about the elemental planes? Urwal hops up and down. "Haven't you heard? The planes of metal and wood have awakened. For the first time in... well... I have no idea. I'd never thought I'd live to see the day! New elementals to encounter, new elemental planes to explore, and new mysteries to uncover. Whatever happened to the enclave, it *must* be connected to these mysteries somehow!"

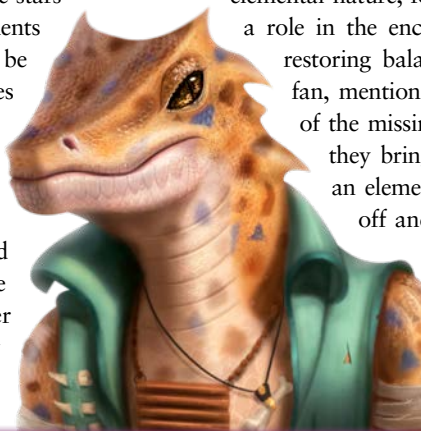
Why were you on the rafters? Urwal motions up to the rafters above, where he has painted a vibrant diorama of the night sky. "I was up all night finishing it! I was just having a quick nap and you woke me up... do you like it? The stars are painted with gold!" Lolly sighs, covering her head with her hand and muttering about how this will affect her store's rent.

Rewards: Lolly fusses around through many cabinets and cupboards to try to find supplies for the PCs, worriedly telling them to be sure to take enough drinking water to stay hydrated. "Oh, maybe you'll need this... or this... no, this. But maybe this..." She eventually settles on a map of the relevant section of the Blackwood Swamp, as well as one adventurer's pack and one minor elixir of life for each PC. For levels 5–6, replace the minor elixirs of life with lesser elixirs of life. She starts to offer more mundane adventuring gear before worrying aloud that too much would weigh the PCs down in the swamp. If the PCs ask her for more gear, she isn't sure what else to give them, though she can lend them a few more pieces of common level 0 adventuring gear if the PCs ask for them by name.

Development: After the PCs have indicated that they have no further questions, Lolly brings another matter to their attention. "One last thing," she chimes in after answering the final question. "One of the missing recruits is Lorraine Midfeather; she expressed a strong interest in the Envoy's Alliance and caught the eye of Fola Barun. Lorraine's recently been coming to terms with herself as a transgender woman and wishes to adjust her body accordingly, so Fola arranged to get her a *serum of sex shift* as a gift. If you see her, please deliver it to her. I'm sure you appreciate how

much it'll mean," states Lolly as she offers over a small carved wooden box containing a sturdy glass decanter.

Before the PCs leave, Urwal beckons them over to him. He explains again that the stars indicate uncertainty of an elemental nature, foreshadowing the imbalance that plays a role in the enclave's vanishing, and tasks them with restoring balance. He hands them a colorful paper fan, mentioning that when he looked for the fates of the missing in the stars, the stars suggested that they bring this fan along. He explains that it is an elemental fan, a magic item that can siphon off and store elemental energy, then asks the PCs to use the fan to obtain samples of the unstable energies they find within the ruins. He would like to study these energies, though he clarifies that they need not have the fan fully charged when they return it as long as the fan is able drink from all six elements at some point. PCs who succeed at a DC 20 Nature check to



URWAL

Identify Magic while inspecting the fan understand that it's a means of redressing elemental imbalances, but that it isn't something that can simply be activated the same as other magic items, so they're unclear on how to use it. Urwal provides no further clarity on the matter. Though the fan does nothing at this point in the adventure, it's a huge boon to those who would safely dissipate the demiplane, and grants them a +2 status bonus to their skill checks to seal the first rupture they attempt to heal in the ruins (page 15).

SKILL CHECK (RECALL KNOWLEDGE)

A PC who succeeds at a DC 16 Pathfinder Lore (DC 18 for levels 5–6) or DC 18 Society check (DC 20 for levels 5–6) to Recall Knowledge knows more about the Pathfinder Society's previous incursions into Blackwood Swamp. A failure grants no information, and a critical success grants the additional information in the critical success entry. PCs with a Chronicle Sheet for *Pathfinder Society Intro #1: The Second Confirmation* or *Pathfinder Society Intro #2: United in Purpose* increase the degree of success for this check by one step.

Critical Success Sections of the Azlanti ruins within Blackwood Swamp are dedicated to the elements—earth, fire, air and water (metal and wood were not active at the time of the Azlanti empire). The ruins themselves are home to numerous elementals drawn to Golarion from their respective planes, and the neighboring iruxi have a long history of interacting with these elementals. The PCs gain a +1 circumstance bonus to initiative at the start of Encounter A. Clash of Elements (page 8).

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Success The iruxi who dwell in the enclave in the swamp know much of the ruins and have shared a vast swath of their knowledge with their Pathfinder associates, but ingress deep into the ruins is still considered dangerous and a cultural taboo.

Critical Failure Azlanti wizards left numerous elemental guardians to watch over their relics, and those seeking entry should arm themselves with elemental magic and weapons to defend themselves.

HERO POINTS

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

INTO THE SWAMP

After departing Cassomir, the PCs can travel to Blackwood Swamp. Read or paraphrase the following.

The trek to the boundaries of Blackwood Swamp is uneventful; hours tick by as you pass through pastoral fields and farmlands, following well-trod dirt paths. Soon the morning sun is almost high, signifying the approach of noon, by which time crisp grass and firm soil has become brown and boggy swampland. The air grows damp and thick, heavy with humidity, and a dense silence fills the area, interrupted only by the ever-present hum of insects. Soon the trail is all but lost to mud, until the sight of sturdy yet worn signposts signal the route to the iruxi enclave.

There is no need to determine exploration activities at this stage. Before long, the Pathfinders find their way to the enclave.

ABANDONED SETTLEMENT

When the PCs arrive at the enclave, read or paraphrase the following.

The enclave is silent and still. Birds perch on buildings, and small animals rustle around abandoned roads. Entryways to buildings sit open and unattended. Within, supplies such as fruits and vegetables grows wilted and discolored.

The PCs find many objects within the enclave that point them in the direction to pursue their investigation. Each PC can attempt skill checks to investigate the enclave, chosen from the following options or other skills at the GM's discretion. If every member of the party attempts a skill check once, whether it is the same skill check or one that is different from what other players are rolling, tick one box off on the Time Tracker (as described in the sidebar above). Each PC can attempt the skill checks any number of times; however, each subsequent attempt by any member of the party requires an additional box to be

TIME

From the moment the PCs search the enclave for clues, time is running out for those trapped in the demiplane. The PCs do not begin this scenario aware of how long they have, but they may discern this information at different points during the adventure. Players should be made aware that their time is being tracked, though, as soon as they arrive at the enclave.

After 10 hours pass since the PC arrived at the enclave, the demiplane's unstable elemental forces reach a cataclysmic level, destroying the demiplane. This timescale is divided into 20 half-hour blocks. A GM reference handout for tracking time is provided on page 37. Each time that 30 minutes pass in game, the scenario also mentions marking off 1 Time Box as a reminder.

Keep an accurate record of the time passed. If the PCs do not safely return from the demiplane before these 10 hours have passed, consult Demiplane Detonation in the Conclusion for the results (page 21).

checked, up to the number of skill checks attempted by any single PC. For example, if one player attempts a skill check once, another attempts a skill check twice, and another attempts a skill check three times, a total of three boxes on the Time Tracker would be ticked. After each round of attempts, inform the PCs of the results of their search so far.

The DC for each of these checks is 2 higher for levels 5–6, as the clues are smaller and harder to detect.

- A PC who succeeds at a DC 20 Arcana or Occultism check to Recall Knowledge can help divine the location of the inhabitants based on unusual magic in the area.
- A PC who succeeds at a DC 16 Pathfinder Society Lore check or a DC 18 Society check to Recall Knowledge can spot signs left by the initiates.
- A PC who succeeds at a DC 13 Nature check to Recall Knowledge can spot the direction of chaotic primal energies.
- A PC who succeeds at a DC 16 Survival check to Tracker or a DC 20 Perception check to Seek can find disturbed soil and locate and follow footprints.

The PCs' checks to investigate the area have the following results.

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Critical Success The PCs earn 2 Investigation Points.

Success The PCs earn 1 Investigation Point.

Critical Failure The PCs lose 1 Investigation Point.

Based on the total number of points, they gain the following information. For groups of 5 PCs, the top two IP threshold categories are instead 5–6 and 7+. For groups of 6 PCs, the IP threshold categories are instead 0, 1–2, 3–4, 5–7, and 8+.

0 IP The PCs come up empty-handed and need to select their traveling direction at random. Their route eventually leads to the trail after a full hour of wandering (mark off 2 Time Boxes), but their lack of understanding of the forces at play increases all Recall Knowledge DCs regarding the features and denizens of the demiplane by +2 for the remainder of the scenario.

1 IP The PCs find several muddy tracks that are likely several days old, and lead deeper into the swamp to the southwest.

2–3 IP The PCs find several half-sketched reference notes concerning the Azlanti ruins in a journal; some recent entries discuss peculiar, buried chambers found to the southwest of the enclave. They also discuss the recent disappearances of several historians from the enclave.

4–5 IP In an overturned barrel, the PCs find a few gems formed from water that has elementally crystallized when shifting to earth.

6+ IP In one of the buildings, the PCs find a note left by a Pathfinder Society initiate named Nixret. It outlines her theory that the inhabitants of the enclave ventured southwest to find their missing scholars and historians. The PCs each gain a +2 circumstance bonus to their next Survival check to Track or to their next Arcana or Nature check to Recall Knowledge. It's clear to the PCs that they have conducted a thorough search and there is nothing more to find in the enclave.

Rewards: Earning 4 or more IP grants the PCs the gems mentioned above, which are worth a total of 20 gp. For levels 5–6, the gems are of even higher quality and can be sold for 50 gp.

INTO THE DEMIPLANE

When the PCs are ready to leave the enclave, they can follow the trail to the southwest towards a deeper area of the swamp. The trail continues for several miles; after a while, the PCs find two areas of note. Mark off one Time Box.

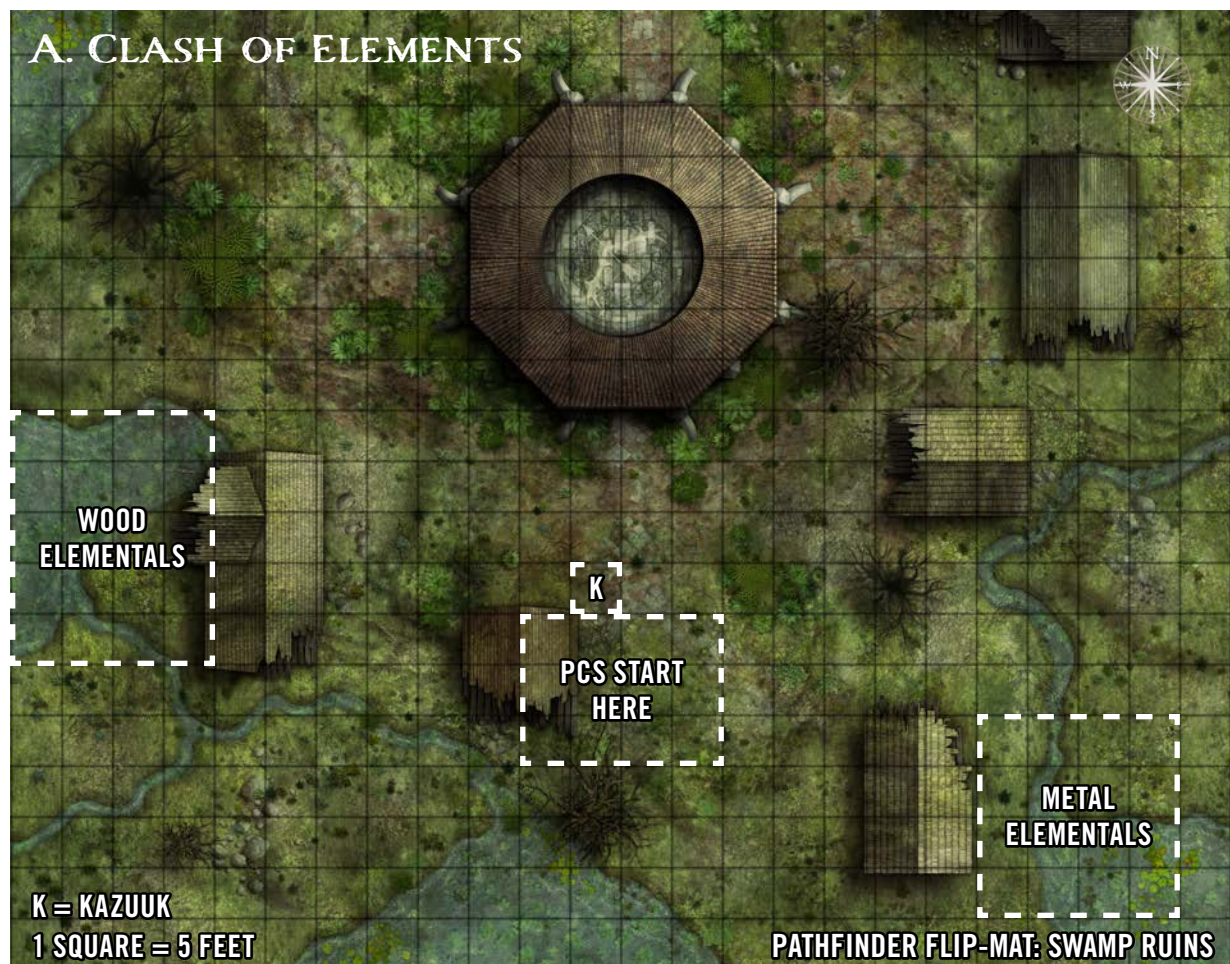
As the PCs follow the trail, they come across a pair of trees at the side of the path which appear to be on fire. There is no immediate cause for the fire, and PCs immediately notice that the flames don't spread to any other trees or grass. A PC who succeeds on a DC 16 Nature check to Recall Knowledge notes that the trees are not on fire, but made of fire—the wood has been transmuted into fire (for levels 5–6, the fire rages brighter, increasing the DC to 18).

Shortly thereafter, the PCs come across a small outcrop of plants that appear to be made of metal, which glisten sharply in the sunlight. If the PCs investigate, they find the plants very sharp and resistant to being cut. A PC can recover a sample with a successful DC 20 Thievery check to Steal (for levels 5–6, the leaves are sharper, increasing the DC to 22). On a critical failure, the PC cuts their fingers on the leaves, taking 1d4 slashing damage.

By this point, the PCs are now fully inside the demiplane. PCs who analyze these phenomena and succeed at a DC 23 Nature check to Recall Knowledge slowly realize that they've entered some sort of elemental demiplane with no apparent exit; they are trapped until they can resolve the issue (the magical energy is denser for levels 5–6, increasing the DC to 25). If they attempt to retrace their steps back to the enclave, they find no sign of it. Doubling back in this way takes time, so check off another Time Box.



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A. CLASH OF ELEMENTS MODERATE

The PCs find themselves in an overgrown region of the swamp when they encounter a figure slumped on the ground. This is **Kazuuk** (N male iruxi scout), a resident of the enclave, and he is injured. PCs who succeed at a DC 15 Medicine check to Recall Knowledge by examining his wounds recognizes that he has been slashed by metal blades and appears to have also been pierced by something that left traces of plant matter in his wounds. A PC who critically succeeds at that check additionally knows that he's demonstrating signs of the early stages of starvation.

Use the map showcased above for this encounter.

Creatures: As they examine Kazuuk, metal and wood elementals arrive on the border of the area. These elementals have been caught in the demiplane's turbulent environment as well and have grown particularly aggressive, fighting with one another at every opportunity. Recognizing the PCs as interlopers, they abandon their squabble with one another to assail them.

The elementals in this combat encounter attack the PCs from both east and west, forming a pincer formation

in an attempt to catch the PCs unawares. The elementals roll Stealth to determine initiative.

Levels 3–4

KINZARUK CREATURE 3

Page 22, art on page 35

HARDWOOD SCAMPS (2) CREATURE 1

Page 22

Levels 5–6

KINZARUKS (2) CREATURE 3

Page 28, art on page 35

OLD WOOD NURSERY CRAWLERS (2) CREATURE 3

Page 28, art on Page 34

Reward: After the combat, the PCs find several precious gems among the kinzaruk remains, clearly trophies from

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their previous battles against other elementals. These are collectively worth 24 gp. For levels 5–6, the gems are rarer and are instead worth 60 gp.

Development: Kazuuk gradually regains consciousness, rubbing his head as he sits up. “Pathfinders?” he asks. “I’m surprised to see more of you. I thought for certain after the last arrivals, you’d all avoid this place. The other Pathfinders are back at the camp with the rest of the survivors!” He explains that he and survivors of the enclave have set up a camp not far from where the PCs are now; he was attempting to gather food and water but was injured in a scuffle between two groups of elementals. He is keen to show the PCs back to the campsite and begins to lead the way, limping as he does so and urging them to follow.

The time to find and examine Kazuuk, the combat encounter, the 10 minutes of recovery time afterward, and treating and interacting with Kazuuk require around a half-hour at a minimum; mark off one box on the Time Tracker. If the PCs treat Kazuuk’s wounds before departing, he is grateful for their assistance and will be able move faster in next segment; represent this effect by giving the PCs an additional 10 minutes of recovery time that does not count against the Time Tracker. If the PCs were defeated by the elementals, they ignore the unconscious PCs and resume attacking one another; eventually, Kazuuk can aid the PCs enough for them to regain consciousness, but another box on the Time Tracker should be marked off. If the PCs take longer to rest or recover, track that time accordingly.

SHORT-TERM SANCTUARY

Read or paraphrase the following. Remove the part about Kazuuk limping and struggling with his injuries if the PCs treated his wounds before departing.

Kazuuk leads the way through the wilderness, limping and struggling to put on a brave face to conceal his injuries. With each step, the landscape grows more bizarre; pillars of earth jut skyward at awkward angles, lakes of shimmering liquid metal glisten in the sunlight, and the clouds floating by resemble the knotholes of trees. The scout glances around and explains, “This is why it’s been so hard to gather food and water; the land seems to shift and change at a whim!”

Before too long, the path ahead sinks into an enormous lake. Kazuuk growls. “This wasn’t here an hour ago! Great, we’ll need to take the long way around. But the camp should be on the far side.” During the trek around the lake, the water shifts several times, turning first into a crackling sea of flames and then evaporating into the air itself. At one point, the path underfoot transforms into a sharp metal walkway, causing Kazuuk to leap into the air in shock. Soon, though, the encampment is in sight.

The encampment is a rough-looking series of hastily erected tents and shacks, with the surviving inhabitants of the enclave huddled around campfires or wrapped in blankets. They look up as Kazuuk approaches. Several hurry over, their faces growing worried as they see him. “More Pathfinders?” asks one *iruxi*, who is clearly weak from lack of food.

Mark off one box on the Time Tracker.

The survivors are clearly desperate; all are close to starvation and lack sufficient protection from the elements. Some are badly wounded, having endured attacks from the elementals. Near the outskirts of the camp are several makeshift graves.

The PCs are soon surrounded by several who despair that another group has become trapped in this demiplane. Another, a young human Pathfinder recruit, asks desperately if the PCs brought any food with them. One gnome woman collapses by the campfire, sobbing, convinced that the PCs arrival only means more people will die in ‘this demiplane trap,’ Kazuuk sadly relates that he’s been unable to find more food, which only instills yet more despair.

Inspiring Hope: At their current state, the surviving members of the camp are overcome with despair that has only grown with the arrival of the PCs. The survivors fear that the PCs’ demands on the group’s meager resources will escalate the timescale for their deaths. If the PCs are to gain any help from the group, they must reinvigorate the survivors.



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The PCs can attempt skill checks chosen from the following options or other skills at the GM's discretion. If every member of the party attempts two of the following checks, tick one box off on the Time Tracker. Each PC can attempt the skill checks any number of times; however, each subsequent attempt by any member of the party requires an additional box to be checked, up to the number of skill checks attempted by any single PC. For example, if one player attempts a check once, another attempts a check twice, and another attempts a check three times, a total of three boxes on the Time Tracker would be ticked. After each round of attempts, inform the PCs of the results of their assistance so far.

- A PC who succeeds at a DC 20 Perception check to Seek relieves the tired sentries from their watch for a while. The watch shifts are longer for levels 5–6, increasing the DC to 22.
- A PC who succeeds at a DC 20 Diplomacy check to Make an Impression assuages people's fears directly. For levels 5–6, however, the inhabitants are mired deeper in hopelessness, which increases the DC to 22.
- A PC who succeeds at a DC 16 Medicine check to Treat Wounds helps treat some of those who have been injured by the elementals. The injuries are more grievous for levels 5–6, which increases the DC to 20.

- A PC who succeeds at a DC 20 Performance check to Perform can distract the survivors from their worries; for levels 5–6, the inhabitants are more despondent, which increases the DC to 22.
- A PC who succeeds at a DC 16 Survival check to Subsist can help locate enough edible roots and berries to feed the survivors; for levels 5–6, there are fewer resources to scavenge, increasing the DC to 18. PCs who attempt this check notice that some of the edible food they locate changes form before they return with it, turning from roots into metal wires.
- A PC who distributes 4 weeks' worth of rations to the group gains 1 Hope Point without attempting a check (or 2 Hope Points if they hand over 8 weeks' worth of rations).

Critical Success The PCs earn 2 Hope Points.

Success The PCs earn 1 Hope Point.

Critical Failure The PCs lose 1 Hope Point.

If the PCs earn at least as many Hope Points as the number of PCs, the survivors' spirits begin to recover. You can proceed to the next section when the players are ready if they wish to move on. If the PCs earn as many Hope Points as double the number of PCs, they can tell that they have rallied the survivor's spirits as far as they'll be able to while the group remains trapped in the demiplane. During the Elemental Fields section (page 13), each PC can roll twice on any one skill check and use the higher result. This is a fortune effect.

Old Friends: PCs who have participated in previous adventures in the Blackwood Swamp, specifically *Pathfinder Society Intro #1: The Second Confirmation*, *Pathfinder Society Intro #2: United in Purpose*, or *Pathfinder Bounty #13: The Blackwood Abundance*, may have made friends with some of the people from the Tskikha enclave. Any of these NPCs may reappear during this section as specific characters who are despondent and struggling with despair. These NPCs and the prior adventures they featured in appear below.

Kallia (*The Blackwood Abundance*): Kallia laments that while it seems like a strange place like this would have new and interesting flavors to try, it's too hard to figure out what's edible and what might be poisonous in this twisting and ever-changing landscape. As the most adventurous eater of the bunch, she's already tried eating some plants that seemed edible, only to regurgitate it all and be left with a lingering stomachache. She describes the experience as "worse than the mushrooms that you Pathfinders rescued me from before;" PCs who played *The Blackwood Abundance* recall finding her lost in a cave, having been befuddled by the spores of poisonous mushrooms.

Igix (*United in Purpose*): Igix's experiences being held captive during *United in Purpose* (either captured by a



NIXRET

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yellow musk creeper, trapped by a pair of goblins fleeing a failed coup attempt, or hunted by a bugbear, depending upon the GM's choices during that scenario) have left him with lingering trauma that makes being trapped in a demiplane particularly distressing.

Thakik (The Second Confirmation or United in Purpose): Chief Thakik has been a successful leader for the Tskikha enclave. She was responsible for the migration that brought the enclave to its current home several years ago, and her partnership with the Pathfinder Society has so far brought diversity and prosperity to her community. However, her efforts to keep the enclave's minds focused and her people's spirits high have faltered with each passing day. While she is loath to show weakness or despair lest it worsen the group's morale, she has been haunted by the thought that the joint investigations that she authorized into the Azlanti ruins may be responsible for the current magical calamity.

NIXRET

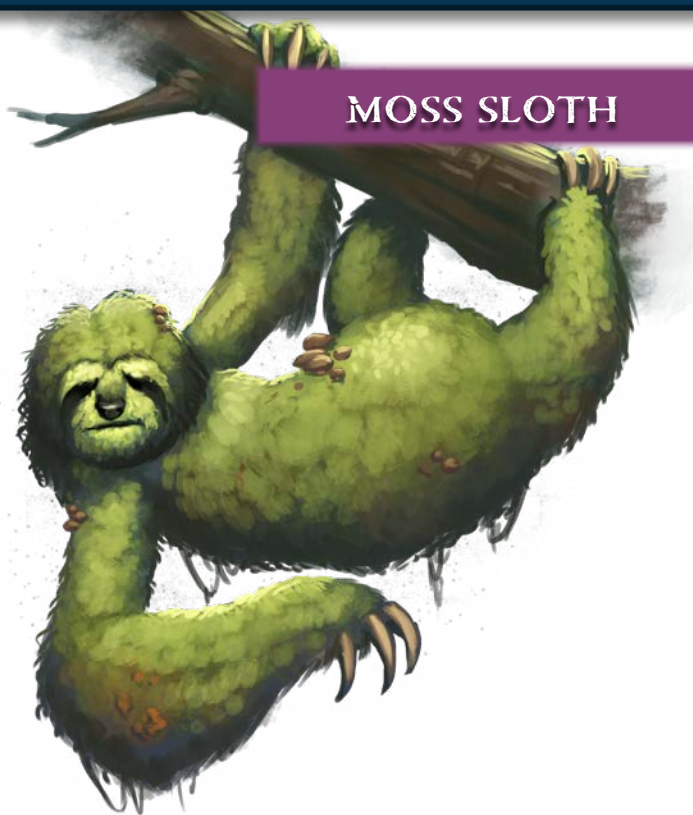
When the PCs are ready, read or paraphrase the following.

After a short while, a kobold hurries out from one of the tents, clutching a bundle of paper and a pot of sparkling blue ink. She adjusts the set of glasses on her snout and beams proudly. "You're Pathfinders, aren't you? I mean, fully-fledged ones, not an initiate like me! Excellent; I've been keeping records. Maybe they'll help. I'm Nixret, by the way."

Nixret (NG female kobold Scrolls initiate) motions for the PCs to join her on a log situated at the bonfire in the middle of the encampment. As she starts to relate her observations to the PCs, Kazuuk hurries over to offer each of the PCs a mug of water. "We don't have much," grumbles Kazuuk. "It keeps changing." As if on cue, one of the mugs shifts, the water inside transforming into a tangle of wood shavings.

"That's what's been causing most of the trouble," explains Nixret. "The elements in this demiplane are in a state of flux. They change, seemingly at random. I've been keeping a record of it, and..." As she leafs through her papers, they suddenly ignite into flames. She drops them with a yelp. "Why did that... ah yes, wood—paper—of course. Ah, you see, what I was getting to is that the elemental shifts seem to be escalating. They're becoming more and more rapid; my latest calculations show that we only have a few hours left until... well, I'm not sure what will happen, but it can't be any good."

Nixret has been sealed in the demiplane for weeks and was part of the party of Pathfinder initiates. She is unaware of the recent awakening of the metal and wood elemental planes, but reacts affirmatively if informed of them, pointing out that it makes sense that such a dramatic event could cause planar anomalies. She explains that finding



drinking water has been the survivor's biggest struggle due to the elemental shifts, but adds that many have also been injured by aggressive, warring elementals. "The metal in our weapons shifted a long time ago, so we're basically defenseless. Or we were. I've since been researching and believe I've created a rune that can ward off the effects of the elemental shifts from your belongings. Would you like me to do so? Best to do it now rather than later."

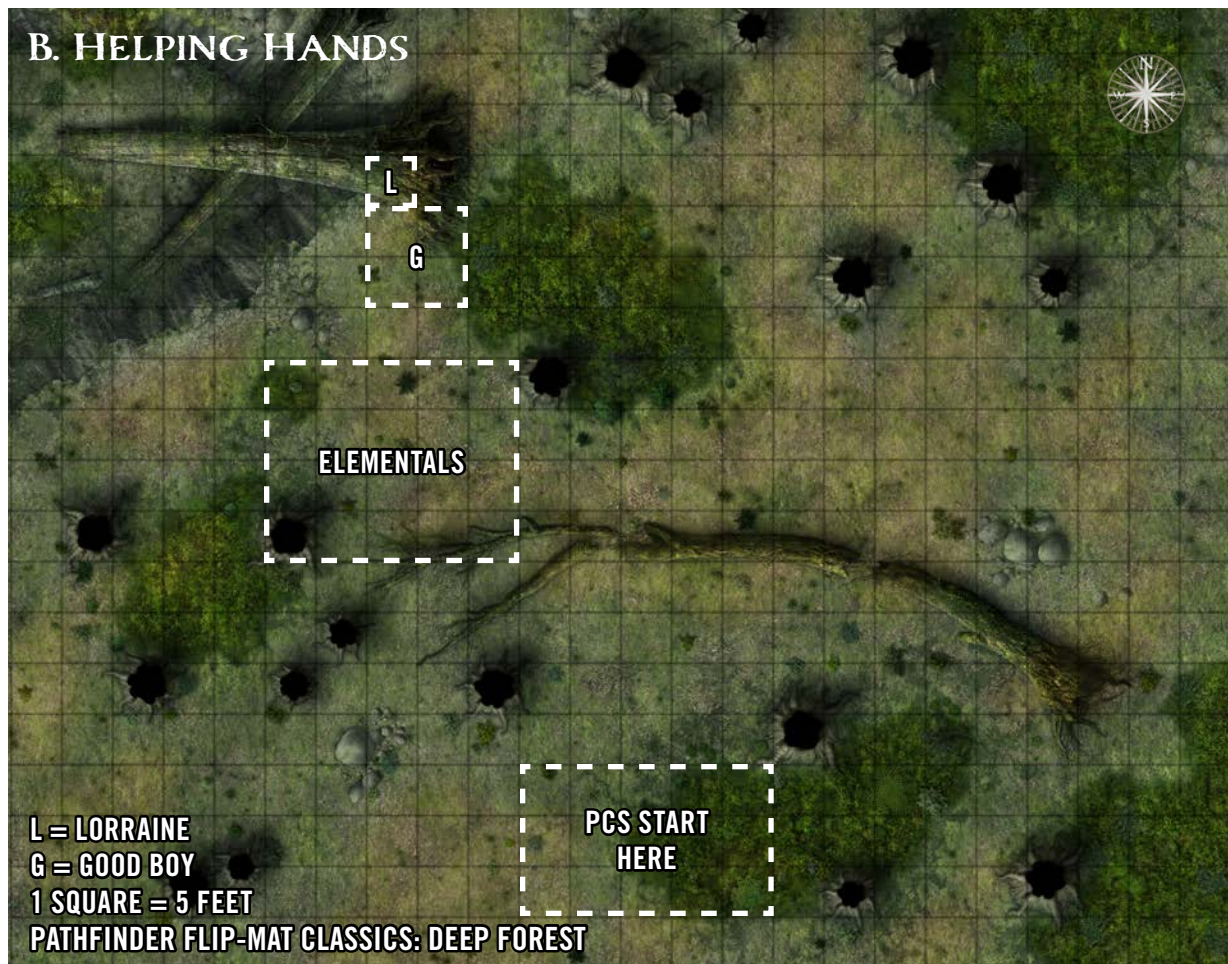
Nixret takes any offered gear from the PCs and paints a small warding symbol with the sparkling blue liquid on each individual piece; this protects all the PCs' gear, weapons, and armor from the effects of the elemental shifts for the duration of the scenario. Most importantly, she also states how long the PCs have. Nixret is unaware of what will happen when time runs out. The GM should ensure that all players know the exact amount of time remaining.

Development: Read or paraphrase the following.

As she finishes speaking, the flames of the bonfire shift and transform into metal, but continue to crackle, dancing and flickering. Nixret stares in amazement, searching around for something to note down her observations. "Lorraine!" she calls. "Lorraine, do we have any spare notebooks left, or... oh, where is she?"

One of the Tskikha seated near the fireplace, a young iruxi with iridescent scales, perks up. "Didn't she come back with Kazuuk and the new Pathfinders? She went out to find him and... no! She must still be out there!"

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Nixret freezes, looking nervously at the Pathfinders. "Oh no. I hate to ask, but none of us have any weapons left, and if she's got into any trouble, you might be her only hope. Would you go out and have a look for her?"

B. HELPING HANDS

LOW

This encounter occurs when the PCs search for Lorraine Midfeather. If the PCs choose to save their limited time by turning this request down, they are unable to achieve the Envoy's Alliance objective.

The PCs are joined by a small group of Pathfinder initiates and begin their search. Before too long, the groups diverge to cover a wider area, and the PCs find themselves alone in a patch of burned-out grassland. A PC who succeeds at a DC 16 Nature check to Recall Knowledge (DC 18 for levels 5–6, as the signs are subtler) can tell that the earth in this area has recently been scorched in an elemental shift. Any PC made aware of the shift who also succeeds at a DC 20 Perception check to Seek or a DC 16 Survival check to Track finds scrambled foot and paw prints in the

charred soil, providing the group with a fresh trail that can be followed without further checks. For levels 5–6, the tracks are harder to find, which increases both DCs by 2. Attempts to alert the other search parties at this point fail, as all are out of earshot. If none of the PCs finds the prints, the group can eventually pick up the trail, but it costs them valuable time. Check another box off on the Time Tracker.

Creatures: The PCs find their way into a charred woodland. In a small clearing, they find **Lorraine Midfeather** (NG female human tracker), a skinny 19-year-old dressed in thick, body-concealing fabrics who has tangled auburn hair. She crouches behind her animal companion, an exceptionally large, white-furred wolf named Good Boy. The wolf is injured, but crouches between Lorraine and a group of angry moss sloths. The elementals poke and prod angrily at the wolf, until they see the PCs and turn their attention to the party.

PCs who succeeded at the Perception or Survival check described above and found the prints enter this

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combat more prepared and gain a +1 circumstance bonus to their first attack roll during this combat. Use the map on page 12 for this encounter.

Levels 3–4

MOSS SLOTHS (2)

CREATURE 2

Page 24, art on page 35

Levels 5–6

ELITE MOSS SLOTHS (3)

CREATURE 3

Page 30, art on page 35

Development: Lorraine is grateful for the PCs' help but is more concerned about Good Boy's relatively minor scrapes and bruises. She asks the PCs if they found Kazuuk. "I told him not to go off on his own, since the elementals are so volatile and angry! But I guess I did the same thing, so I can't blame him. Thank you. I never thought we'd see fully qualified Pathfinders all the way out here!"

If the PCs give her the *serum of sex shift* they were given by Lolly, she becomes visibly embarrassed and flustered, stuttering timidly. She gratefully accepts the gift, tearfully thanking the PCs, and asks to be excused to make use of the serum immediately. The next time the PCs encounter her, her body is visibly more feminine, her clothing is not as baggy and concealing, and she moves with a lighter, more confident spring to her step.

Tick one box on the Time Tracker. This box includes 10 minutes for the PCs to rest, as well as for Refocusing, Treating wounds, or performing other activities; if the PCs take longer than that, track the additional time accordingly. If the PCs are bested in the combat, the other rescue parties eventually find them and nurse them back to consciousness; tick an additional box on the Time Tracker.

PLANS AND PREPARATIONS

Once the PCs return to the camp with Lorraine, or if they choose not to search for her, read or paraphrase the following.

Nixret adjusts her glasses, grabs a stick, and plants herself down on the ground. "This is the only real lead that I have," she declares, motioning for everyone to gather around her. "The elementals seem to be most active around a set of Azlanti ruins to the east. Existing documentation from prior expeditions mentioned a type of elemental artifact housed within one of the inner chambers. It's a very thin lead, but it's our only one." She finishes sketching a route to the ruins on the ground with the stick, then stands. "I know the way! Do... do you want me to show you?"

Nixret is eager to show the PCs the way, and quickly sets herself up as their guide. If the PCs express that they're keen to have her along, she beams with pride and is bubbly and jovial throughout the trek, occasionally singing to lift everyone's spirits. Select one PC at random; Nixret decides that she is that PC's protégé and makes a point to idolize the 'fully-fledged expert Pathfinder hero' and everything they do. If the PCs advise her not to come along, she invites herself anyway.

Rewards: Before they leave the camp, Kazuuk (and Lorraine, if present) hands them a token for good luck; an antique Azlanti coin recovered from the ruins some weeks prior. Most of the ruins are empty of such items, making this one relatively rare now. The coin can be sold to a collector for 18 gp. For levels 5–6, the coin is minted from a platinum alloy and instead sells for 48 gp.

Development: Tick one box off on the Time Tracker to represent this planning phase and the smooth journey through the elemental fields ahead. The elemental fields may take additional time if the PCs run into trouble with its challenges, as noted in the section below. At some point before the end of the Elemental Fields encounter, the PCs can take 10 minutes to Refocus, Treat Wounds, or engage in other similar activities without needing to check off an additional box on the Time Tracker. If they take more time, track it accordingly.

THE ELEMENTAL FIELDS

Nixret eagerly leads the PCs through the swamp, around boggy regions which are interspersed with earthen pillars, mist-shrouded lakes filled with serrated thorns, and fiery pits that emanate scorching heat. If time is running short, skip this



LORRAINE MIDFEATHER

THE BLACKWOOD LOST

challenge and check off one Time Box, this represents the PCs struggling a bit through the challenges, needing to stop for healing, or other potential obstacles.

As the PCs travel, the environment undergoes a series of elemental shifts. Each of these is represented by a skill check; keep track of how many PCs succeed at during each challenge. Nixret automatically succeeds on all the checks, but do not count her as one of the PCs when determining how long the trip takes.

- **Air becomes Earth** The party is showered with falling soil, pebbles, and debris that appears from the sky. A PC who succeeds at a DC 20 Acrobatics check to Tumble Through can avoid injury and does not need to make the following save. Rocks rain down harder for levels 5–6, increasing the DC to 25. Note how many PCs succeeded at this check. PCs who fail are pelted with the earth, taking 2d4+4 bludgeoning damage (DC 16 basic reflex save).
- **Earth becomes Water** The ground beneath the party's feet shifts and turns into a large, deep, dark lake, plunging them into its watery depths. A PC must succeed at a DC 16 Athletics check to Swim 30 feet to the surface. Note how many PCs succeed at getting to the surface within 3 rounds.
- **Water becomes Air** The water in the lake shimmers and vanishes, leaving the PCs at the bottom of an abruptly formed pit. The PCs must succeed at DC 18 Athletics checks to Climb 20 feet from the edge of the former lake to get to the surface again. Note how many PCs succeed at climbing out within 3 rounds.

If half of the PCs (rounded up) succeed at each of the challenges presented by the elemental shifts, do not tick any boxes on the Time Tracker. If more than half the PCs fail one of the challenges, tick one box. If more than half the PCs fail at two of the challenges, tick two boxes. If more than half the PCs fail at all three of the challenges, tick three boxes.

Development: Nixret wipes her brow. “Looks like we’re past the worst of it; the Azlanti ruins are up ahead!”

INTO THE MAELSTROM

The swamp's foliage gradually thins, revealing large carved stones and half-worn walls. Nixret leads the PCs through timeworn pathways between these ruins. She enters a large, deteriorated building, which leads to a series of well-trod stone stairs leading down into darkness. Igniting a torch marked with her invented rune, she points out the crumbling emblems and frescoes across the walls. PCs who succeed at a DC 16 Arcana check to Recall Knowledge notice that the symbols reference four of the elemental planes; earth, air, water and fire specifically (the symbols are harder to decipher

for levels 5–6, increasing the DC to 18). There are no symbols that represent the elemental planes of metal or wood. Nixret leads the PCs through several dark tunnels. “This is strange,” she comments, “I thought there’d be more elementals in this area.”

After descending a few levels, Seeking PCs should attempt a DC 15 Perception; PCs who succeed notice small pebbles, splashes of water, wooden splinters and other pieces of debris litter the ground as they proceed. The debris is appropriate for a recent large scuffle between many different elementals. Those PCs also notice a faint humming sound, like that of machinery, echoing in the background. If no PCs notice, Nixret draws their attention to it. “Curious,” points out Nixret. “It looks like the elementals here have fought to a standstill. Let’s follow that sound, shall we?”

Eventually the sound leads the PCs into an exceptionally large chamber. Read or paraphrase the following.

The tunnel ends abruptly at an impossibly large chamber. There is no visible ceiling, or walls; instead, the chamber appears to stretch on infinitely, vanishing into an eternity of twisting purple and pink clouds. The ground falls away, each aged paved stone underfoot floating away into the swirling nothingness. Nixret clasps a hand over her mouth to stifle a cry and urges everyone to stay clear of the edge of the floor.

Floating in the chamber's center is a makeshift island, formed of what was once the material part of the chamber. It houses a large construct, thick and made of brass, surrounded by pipes and lit by sconces. The construct is the epicenter of the humming sound, and smells of lamp oil and electrical discharge.

Surrounding and orbiting the central island are six other, smaller, floating outcrops. Each of these crackles with elemental energy, appearing sharply different; one is a swirling mass of air, another a floating bubble of water, the third a mass of twisted tree limbs, and so on and so forth. They rock back and forth around the broken chamber. Nixret, her eyes widening, hurries to note these observations down. “This is amazing. I mean, it’ll probably kill us all, but... isn’t it pretty?”

Mark off one box on the Time Tracker.

Each PC can attempt a Recall Knowledge check to determine what they are looking at: either a DC 18 Arcana, Nature, or Occultism check (DC 20 for levels 5–6) or a DC 16 Elemental Lore or Azlanti Lore check (DC 18 for levels 5–6). Each PC who succeeds at their skill check gains a +1 circumstance bonus to the next skill check they roll to attempt to siphon the energy from the elemental ruptures (pages 15–18). PCs who succeed at their checks also determine the following information themselves; if they fail, Nixret explains the information for them.

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The Nexus: Designed to supply power to the Azlanti settlement, this nexus functioned by absorbing energy from all neighboring elemental planes. With nowhere to send the power it has been gathering, it has long been dormant, absorbing elemental energy and then dispersing it harmlessly. However, the arrival of the metal and wood planes has caused a central imbalance in the nexus. On a sheet of parchment, Nixret draws an analogy of the nexus as a set of scales, with the elemental planes presented as six marbles. “This machine’s held four marbles in perfect balance for so long, and now two new marbles have been thrown onto one side of the scales. It’s no wonder the poor thing’s gone off-kilter.”

Elemental Ruptures: Each of the six orbiting islands is a small tear into its respective elemental plane. Through them, the nexus has been siphoning excess energy in a doomed attempt to restore balance. This process is the source of both the rapid elemental fluctuations in the demiplane as well as the source of the elemental creatures’ agitation. Staunching the energy flow from these ruptures will be vital if the Pathfinders hope to repair the nexus.

Repairing the Nexus: Almost on cue, the *elemental fan* that Urwal gave the PCs begins to hum at a higher pitch than the nexus. PCs who unfold the fan see six symbols, each representing the elemental planes; these blink into existence on the paper and then vanish. A PC who succeeded at the Recall Knowledge check described at the bottom of page 14 also recognizes that the nexus can be repaired by stopping the energy flow from each of the ruptures, then using the fan to rebalance the channels within the nexus itself. Nixret makes this observation if the PCs do not and compares the process to removing all of the marbles on the scales, then placing them back on carefully. “It’ll be safer than trying to forcibly shut down the machine or destroying it; goodness knows what would happen to the demiplane otherwise!”

REPAIRING THE RUPTURES

Nixret picks up a pebble and throws it into the chamber, watching it float leisurely through the air. “Doesn’t look like getting to the rips will be a problem.” The PCs can float up to each of the ruptures without any hindrance.

The PCs need to siphon the energy from each of the ruptures to seal them. Any of them can attempt to do this in any order. Each of the ruptures presents a set of small challenges before they can be reached and sealed, as listed below. PCs can attempt to split up and seal various ruptures at the same time; if they do, keep track of the time that would pass and update the Time Tracker accordingly. Remember that completing two ruptures at the same time would require only one box to be ticked, not two. However, PCs who are tending to different ruptures cannot communicate with or aid one another.

Nixret is unable to seal any of the ruptures herself or aid the PCs in doing so.

Developments: Only one PC at a time can hold the *elemental fan*. This PC gains a +2 status bonus on their respective skill check to repair the rupture. Each time a rupture is closed, a symbol representing the elemental plane appears on the fan’s paper, regardless of whether the bearer of the fan was the one to close that rupture. The fan can absorb the errant energy no matter where in the chamber it happens to be.

AIR RUPTURE

This rip is deceptively smaller than the others and looks like a sphere of white energy slightly smaller than a Medium-sized PC’s palm and is surrounded by thin onion-like layers of shining light. This core is protected by a swirling mass of buffeting winds that push back any interlopers.

PCs who try to gain access to the rupture must try to break through these winds. A PC attempting to seal the Rupture attempts either a DC 20 Acrobatics check to Tumble Through, allowing them to dodge and weave their way through the wind currents (the air moves faster for levels 5–6, which increases the DC to 22) or a DC 16 Athletics check to Leap, pushing off nearby debris and using their momentum to break through the buffeting (the wind is stronger for levels 5–6, which increases the DC to 18). If Athletics is used, the PC takes 1d6+4 cold damage from the biting winds with a basic DC 15 Fortitude save (DC 17 for levels 5–6 as the air pummels them harder). The check has the following results.

Critical Success The PC deftly finds an updraft and gets through the barrier extremely quickly. This rupture is sealed and vanishes from the chamber. No boxes on the Time Tracker are checked.

Success The PC can reach the center of the rupture and seal the rift. This rupture is sealed and vanishes from the chamber. Tick one box on the Time Tracker.

Failure The PC is pushed back from the rupture, the winds keeping them at bay. They make no progress towards sealing this rupture, but it can be attempted again. After three failed attempts, tick one box on the Time Tracker.

Critical Failure The PC is caught in the winds and buffeted fiercely, slammed back and forth between different currents. The PC takes 2d4+6 bludgeoning damage and is caught in the winds. They make no progress towards sealing this rupture. Tick one box on the Time Tracker.

Rewards: If the PCs sealed the rupture before marking off a second box on the Time Tracker, they uncover a small number of crystals which contain dancing motes of light where the rupture once floated; these are worth 36 gp. For levels 5–6, the lights shimmer in a multitude of colors, increasing their value to 60 gp.

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EARTH RUPTURE

This floating spherical island resembles a large rock, with the rupture resembling a shimmering geode buried at the very center. The hard-packed stone that surrounds it is quite thick.

PCs must break through the stone to get to the rupture before they can seal it. The stone has Hardness 5 (Hardness 8 for levels 5–6), 54 Hit Points, and a Broken Threshold of 28. Once the Broken Threshold is met, the rupture is reachable and can be sealed. Each time the PC Strikes the stone without it reaching its Broken Threshold, however, they're showered with small shards of rock which deal 1d4+3 slashing damage. Weapons in the pick group deal damage as if all successful Strikes were critical successes. Though an object, the Earth Rupture is not immune to such critical hits.

Keep track of how many times the PCs damage the stone before it reaches its Broken Threshold.

Four or fewer: The PC burrows through the stone with very little issue at all. This rupture is sealed and vanishes from the chamber. No boxes on the Time Tracker are checked.

Five to seven: With a little difficulty, the PCs crack through and get to the center of the stone. This rupture is sealed and vanishes from the chamber. Tick one box on the Time Tracker.

Eight to eleven: The stone proves to be harder to push through than anticipated. Tick two boxes on the Time Tracker. The rupture is sealed.

Twelve or more: If twelve strikes are required, tick three boxes on the Time Tracker. For every four strikes beyond that, tick an additional box. The rupture is sealed once the Broken Threshold is reached.

Rewards: If the PCs sealed the rupture before marking off a second box on the Time Tracker, they uncover a selection of small obsidian opals, worth 20 gp. For levels 5–6, each is perfectly round and flawless, increasing their value to 50 gp.

FIRE RUPTURE

This rip is a large ball of solidified magma that crackles with fire elementals, each of whom dives and dips into the glowing cracks upon the searing surface with apparent glee. Jets of fire erupt as well. The rupture itself has manifested as an amber gem that sits upon of this shell of smoke and flame.

PCs who venture too close are immediately faced with a blazing heat which radiates out for 25 feet from the region. The PCs can attempt one of two primary strategies: enduring the heat or convincing the elementals within the rift to aid them.

Attempting to push through it requires the PC to attempt a DC 16 Fortitude save (DC 18 for levels 5–6, as

the flames are stronger) or sustain a scalding burns, taking 2d6+3 fire damage. Once on the island, the PCs must attempt the same saving throw every minute while they search for the gem. Locating it requires a PC to succeed at a DC 18 Perception check to Seek (smoke obscures the area for levels 5–6, increasing the DC to 20). Each check takes one minute. Once the gem is found, picking up the burning object deals 2d8 fire damage, unless the PCs have some way to avoid touching it. Once the gem is removed from the flaming surface, the rupture is sealed and vanishes from the chamber. Tick one box on the Time Tracker.

This exceptionally painful route can be circumvented, however, by communicating with the fire elementals, who otherwise mock and jeer the PCs the entire time. The elementals are too weak to manifest into the demiplane properly but are keen to hear tales of conflicts between elements in which flame emerges victorious. Alternatively, they may aid the PCs if they agree to delight in fire, such as by setting a large bonfire upon their return to the surface. PCs attempting to persuade them must succeed at a DC16 Diplomacy check to Make an Impression, a Deception check to Lie, or a Performance check to Perform, so they can coax the elementals to their side (DC 18 for levels 5–6 as the elementals goad and mock the PCs more relentlessly).

Critical Success The elementals are so amused or beguiled by the PCs that they rush to aid them by recovering the gem for them. This rupture is sealed and vanishes from the chamber. No boxes on the Time Tracker are checked.

Success The elementals warily agree to help the PCs by recovering the gem, but only once the PCs agree to do something in return for them. This rupture is sealed and vanishes from the chamber. Tick one box on the Time Tracker.

Failure The elementals are suspicious of the PCs and mock their transparent attempts to persuade them. They make no progress towards sealing this rupture, but it can be attempted again. After three failed attempts, tick one box on the Time Tracker.

Critical Failure The elementals grow hostile to the PCs and refuse to help them. They refuse to listen to the PCs and the only route is for the PCs to recover the gem on their own.

Rewards: If the PCs sealed the rupture before marking off a second box on the Time Tracker, they spot a handful of dazzling, crackling rubies where the rupture once floated; they sell for 25 gp. For levels 5–6, the rubies retain some glow of elemental fire, though not enough to shed meaningful light. This still increases their value to 55 gp.

METAL RUPTURE

This otherwise flat island is interrupted by a forest of glistening steel spikes that tear the landscape apart, creating a dangerous tripwire-like set of obstacles

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that must be carefully navigated. The central point of the rupture manifests as a short pedestal from which emanates a loud, recurring pulse that echoes like a drum, though it's almost entirely shrouded from view by the metal forest surrounding it.

Getting to the pedestal requires the PCs to navigate the set of thin spikes. PCs who succeed at a DC 20 Perception check to Seek (the spikes are more densely packed together for levels 5–6 increasing the DC to 22) can spot all the thin strands of metal and avoid them. PCs who succeed at a DC 18 Acrobatics check to Tumble Through (DC 20 for levels 5–6 as there are fewer safe spaces to weave between) can maneuver through the spikes without issue. If the PC fails, one of the spikes breaks off and attaches to them, similar to the clinging of a burr. It cannot be removed while the PCs are attempting to navigate through the spikes, as it's wrapped too tightly, and there isn't enough space to properly get the leverage needed to remove it.

Once out of the spikes, the PCs reach a small patch of ground where the metal below their feet starts to writhe and boil, turning into liquid metal. The PCs risk sinking into this liquid and becoming encased in fluid steel and must succeed at a DC 20 Athletics check to Leap to race out of this makeshift pool and reach the pedestal (DC 22 for levels 5–6, as the metal is denser and holds the PC down with each step). If the PC has one of the spikes attached to them, it starts to writhe like a long metal worm while they run, increasing the DC of the Athletics check by 2.

Critical Success The PC races through the churning liquid metal without breaking a sweat and reaches the pedestal. This rupture is sealed and vanishes from the chamber. No boxes on the Time Tracker are checked.

Success The PC trudges through the liquid metal and pulls themselves free. This rupture is sealed and vanishes from the chamber. Tick one box on the Time Tracker.

Failure The liquid metal solidifies around the PCs legs, holding them in place for a while. If the PC is being choked by the spike of metal, they are still able to throw it aside without injury, however. They make no progress towards sealing this rupture, but it can be attempted again. After three failed attempts, tick one box on the Time Tracker.

Critical Failure: As the PC becomes stuck in place in the liquid metal, any attached spike digs into them, forming little serrated hooks on its interior as it does so, which inflicts Drained 1. The spike can eventually be removed. They make no progress towards sealing this rupture, but it can be attempted again. Tick one box on the Time Tracker.

Rewards: If the PCs sealed the rupture before marking off a second box on the Time Tracker, they find a small

sachet of near-translucent elemental metal crystals; this would sell to alchemists or collectors for 26 gp. The elemental metal is especially pure for levels 5–6, selling for 60 gp.

WATER RUPTURE

This rip is, mercifully, simple enough to approach, and is located at the heart of a large ball of water which spins to and fro. PCs who approach the rupture find playful water elementals bobbing back and forth in the light waves, who joyfully splash at the PCs and invite them to come play.

This island is a 30-foot radius sphere; PCs can enter it from any direction. A PC attempting to Swim in the frothing water must succeed at a DC 20 Athletics check. PCs who fail an Athletics check to Swim do not sink, and the only way to reach the center of the sphere is to Swim. The elementals do not assist the PCs in getting to the middle, instead insisting that “surely everyone can swim; how would you survive otherwise?” They rescue any PC who becomes unconscious as a result of drowning and drag them back to the surface of the sphere, giggling all the while.

Once a PC reaches the center of the sphere, they can seal the rupture. Keep track of how many attempts are required to get to the center.

Two or fewer: The PC navigates the water with ease. This rupture is sealed and vanishes from the chamber. No boxes on the Time Tracker are checked.

Three to five: With a little difficulty, the PCs get to the middle of the sphere. This rupture is sealed and vanishes from the chamber. Tick one box on the Time Tracker.

Six to eight: The PC struggles to get to the center of the sphere and must stop to take several breaks. Tick two boxes on the Time Tracker.

More than eight: Tick 3 boxes on the Time Tracker; the PC is Enfeebled 2 due to their sore muscles until they have 8 hours of rest.

Rewards: If the PCs sealed the rupture before marking off a second box on the Time Tracker, they find several small pearls in the sphere. Together they sell for 15 gp. For levels 5–6, the pearls are especially smooth, selling for 45 gp.

WOOD RUPTURE

A large mass of briars and thorns obscures much of this rupture. The rip itself is relatively small, but in order to reach it, the PCs need to reach into a nest of wooden needles in order to draw it out.

PCs can try to jam their hands forcefully through this mass of briars; if they do, they take 3d6+6 piercing damage from the injuries, but successfully seal the rupture as though they had succeeded (but not critically

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succeeded) at the skill check below. Alternatively, a PC who succeeds at a DC 18 Thievery check to Steal (DC 20 for levels 5–6, as the thorns are more numerous) or a DC 20 Perception check to Seek (DC 22 for levels 5–6) can carefully reach into the ball of thorns to grasp the energy at its center.

Critical Success The PC swiftly draws the brambles aside without a scratch. This rupture is sealed and vanishes from the chamber. No boxes on the Time Tracker are checked.

Success The PC carefully finds the safest way to move the thorny mass out of the way. This rupture is sealed and vanishes from the chamber. Tick one box on the Time Tracker.

Failure The PC cannot find a safe way to move the briars aside. They can either choose to push their hands in now and sustain the above damage, or tick one box on the Time Tracker and attempt the Survival or Thievery check again.

Critical Failure The PC misjudges their attempt and scratches their hands badly, taking 3d6+6 piercing damage. If they remain conscious after taking the damage, they can choose to either tick one box on the Time Tracker and attempt the Survival or Thievery check again, or push their hands deeper in, receiving another 3d6+6 piercing damage but sealing the rupture in the process. No boxes on the Time Tracker are ticked if the latter option is selected.

Rewards: If the PCs sealed the rupture before marking off a second box on the Time Tracker, they notice that several of the thorns are coated in shining sap which rapidly dries to form beautiful translucent amber. This amber is worth 25 gp. For levels 5–6, small motes of

elemental wood dance within the amber, increasing its value to 55gp.

C. THE NEXUS

SEVERE

Once the PCs have sealed all six ruptures, the nexus begins to emit a heavy groaning noise. Read or paraphrase the following.

Landing carefully on the chamber's central platform, Nixret looks up at the large construct. "I think that's just about sorted," she exclaims. "Now all we need to do is use the fan to put the elemental energy flow back in, and that should correct the balance."

No sooner has she spoken than a trembling fills the chamber, rocking the isle from side to side. A ripple forms in the air before the machine, and a deafening wail of steel scraping against steel fills the air. The kobold covers her ears. "Oh!" she wails. "It looks like the elementals don't like it. Guess this won't be as easy as I'd hoped!"

Use the map on page 19 for this encounter.

Creatures: A few irate metal elementals emerge from the rippling air in front of the nexus, drawn to the area in the hopes of devouring the last scraps of the elemental disruption before it can be sealed. The most powerful of these—a rust scarab for levels 3–4, or a skymetal striker for levels 5–6—turns to the PCs and utters an angry, clicking rasp, urging them to back away from the nexus. If the PCs do not attack, these elementals are happy to nest here until the Time Tracker is full, feeling this is worthwhile territory to protect.

Hazard: Arcs of elemental energy shoot out of the nexus, harming non-elemental creatures in the area. During this encounter, the PC holding the *elemental fan* can restore the flow of elemental energy to the nexus by rolling a successful check for each element. Restoring the energy takes one Interact action with the concentrate trait and requires the PC to succeed at either a DC 13 Nature or a DC 11 Elemental Lore check. For levels 5–6, the nexus's energies are more intense, increasing these DCs by 2. The PC attempting the action determines which element they wish to restore. That element's symbol vanishes from the fan's paper. The nexus no longer has access to that damage type and should reroll any results giving that element.

Levels 3–4

WEAK RUST SCARAB

Page 25, art on page 36

CREATURE 4

MERCURIAL

Page 25, art on page 36

CREATURE 2



RUST SCARAB

THE BLACKWOOD LOST



THE BLACKWOOD LOST

AZLANTI ELEMENTAL NEXUS

Page 26

HAZARD 2

Levels 5–6

WEAK SKYMETAL STRIKER

Page 31, art on page 36

CREATURE 6

QUICKIRON PLASM

Page 31, art on page 36

CREATURE 4

AZLANTI ELEMENTAL NEXUS

Page 32

HAZARD 4

Development: If the nexus is destroyed, it is likely beyond repair. However, if the PCs disable it with skill checks, they can still choose to return energy to it using the *elemental fan* after the encounter. If the PCs restore the nexus's energies, the device rumbles a few times as its balance is restored; it then quiets and returns to its dormant state. Clearing the encounter results in victory for the PCs regardless.

Reward: After the combat, the chamber starts to realign itself, floating back together to form into a single cohesive room. The PCs find several Azlanti coins and gemstones which have been left over from previous expeditions into the ruins. These total to a value of 20 gp. The coins are rarer for levels 5–6, increasing their value to 50 gp.

CONCLUSION

The PCs leave the ruins and return to camp, where they are met by the relieved survivors. The demiplane gradually fades, while the iruxi and Pathfinder initiates pack up the encampment. By the time they return to the enclave, the universe is once again as it should be.

The inhabitants of the enclave invite the PCs to join them for a celebratory dinner, in honor of their return home. In practice, however, the affair is a solemn one as the Tskikha mourn those who did not make it home. Kazuuk is deeply affected, wishing that there was more he could have done.

Over the next few days, the Pathfinder initiates, including Lorraine (if the PCs aided her) and Nixret, complete their study and return with the PCs to Cassomir. Lolly is overjoyed at their return, and Nixret tries to get the PCs to promise that they will go on another adventure together someday. If the PCs aided Lorraine, Nixret bids a tearful farewell to Good Boy, on whose back she has taken to riding during their exploration of the swamplands.

REPORTING NOTES

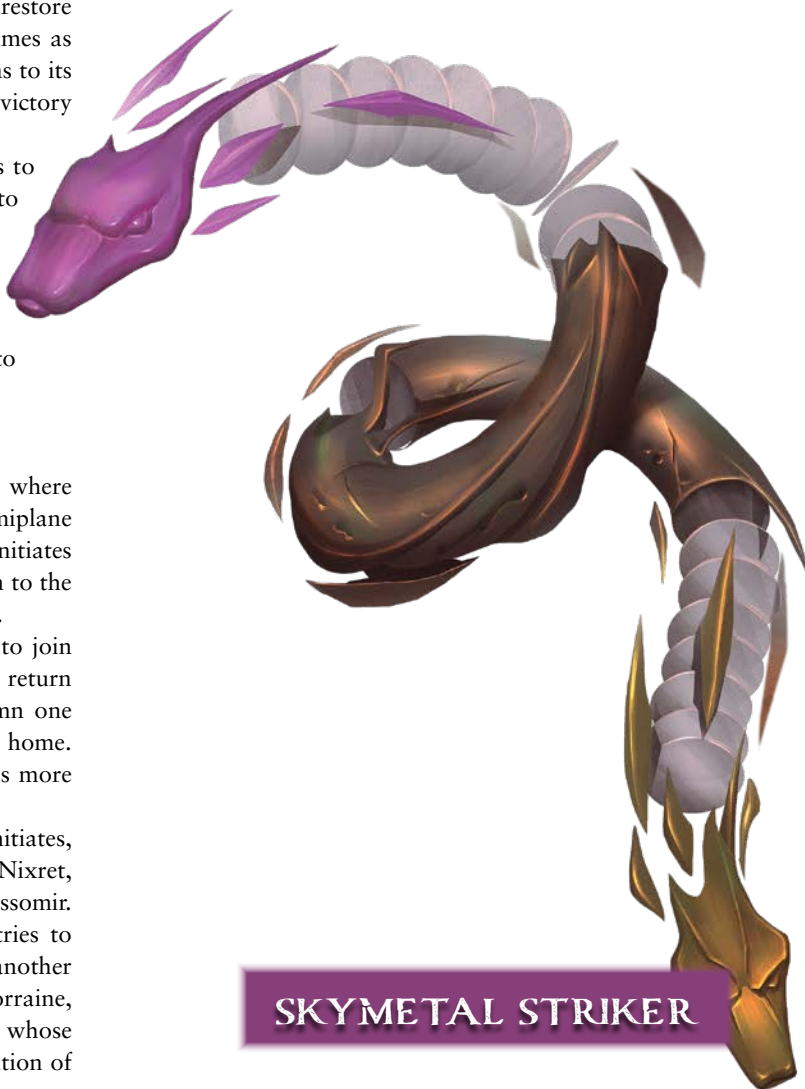
If the PCs disabled or destroyed the nexus before time ran out, check box A on the reporting sheet. If they restored energy to the nexus using the elemental fan, check box B.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they complete the scenario with one or more box unticked on the Time Tracker, meaning those trapped in the demiplane were not violently ejected. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they gained enough Hope Points for the survivors to recover their spirits somewhat. Doing so earns each PC 2 Reputation with their chosen faction.



SKYMETAL STRIKER

THE BLACKWOOD LOST

FACTION OBJECTIVES

The Verdant Wheel and Envoy's Alliance faction take particular interest in this mission.

Envoy's Alliance: If the PCs gave Lorraine the *serum of sex shift*, each PC earns 2 additional Reputation with the Envoy's Alliance faction.

Verdant Wheel: If the PCs return the *elemental fan* to Urwal after having used it to absorb six elemental energies, each PC earns 2 additional Reputation with the Verdant Wheel faction. The PCs earn this Reputation regardless of whether they returned the elemental energies to the nexus.

DEMIPLANE DETONATION

If the PCs do not complete the adventure before the final Time Box is checked off, they run out of time. When the final Time Box is checked off, the unstable elements of the demiplane cause it to erupt, tearing itself violently apart.

The PCs are ejected from the demiplane, amidst a catastrophic upheaval of bursts of flame, jagged metal, splintered wood, and so on. Eventually, the earth itself rips apart, spilling the PCs back into the Blackwood Swamp at exceptional speeds; they hurtle down from the sky from a great height and crash into the marshy ground. Each PC takes 3d10+10 bludgeoning damage (DC 17 basic Fortitude save).

The inhabitants of the demiplane, however, are not so fortunate. Many, including Kazuuk, do survive but are severely injured. Others, including Nixret, are killed by its destruction, while others, such as Lorraine, are lost entirely. The loss of life is seen as a tragedy by the Pathfinder Society. The PCs are commended for their attempt to help and are offered grief counseling.



THE BLACKWOOD LOST

APPENDIX J: 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 the 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 38. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely by the scaling sidebars).

ENCOUNTER A (LEVELS 3–4)

KINZARUK

CREATURE 3

MEDIUM ELEMENTAL METAL

Pathfinder Rage of Elements 154

Perception +9; darkvision

Skills Acrobatics +11, Stealth +9, Survival +7

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

AC 19; **Fort** +8, **Ref** +11, **Will** +7

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed fly 10 feet (can’t ascend more than 5 feet off the ground)

Melee ✦ razor’s edge +11 (finesse), **Damage** 1d10+3 slashing

Fold Form ✦ (concentrate, polymorph, primal) The kinzaruk swiftly unfolds and refolds its body into a new shape chosen from the options of *animal form*. This grants it the movement Speeds and Strikes of the chosen form, but none of the other benefits. Its attack bonus is unchanged, and its damage bonus is +3. The kinzaruk can return to its natural form by taking this action again, and automatically returns if it falls unconscious.

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one hardwood scamp.

12–13 Challenge Points: Apply the elite adjustment to the kinzaruk and add one hardwood scamp.

14–15 Challenge Points: Apply the elite adjustment to the kinzaruk and add two hardwood scamps.

16–18 Challenge Points (5+ players): The PCs face two kinzaruks and two old wood nursery crawlers.

HARDWOOD SCAMPS (2)

CREATURE 1

UNCOMMON SMALL ELEMENTAL PLANT WOOD

Variant wood scamps (*Pathfinder Rage of Elements* 205)

Perception +3; darkvision

Languages Muan

Skills Acrobatics +5, Stealth +7

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

AC 14; **Fort** +6, **Ref** +4, **Will** +10

HP 24; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 2, piercing 2; **Weaknesses** fire 3, slashing 3

Speed 20 feet, fly 25 feet

Melee ✦ claw +8, **Damage** 1d6 piercing plus thorn puncture

Arcane Innate Spells DC 15; **1st** *verdant sprout* (*Rage of the Elements* page 199)

Breathe Pollen ✦✦ (arcane, plant) The wood scamp breathes choking pollen in a 15-foot cone that deals 2d6 poison damage to each creature within the area (DC 17 basic Reflex save; creatures who don’t need to breathe are immune). The wood scamp can’t use Breathe Pollen again for 1d4 rounds.

Thorn Puncture The wood scamp breaks off one of its thorn-like claws in the target’s skin, dealing 1 persistent bleed damage until the thorn is removed, which requires an Interact action. This damage is cumulative with each thorn caught in a creature’s skin.

THE BLACKWOOD LOST

OLD WOOD NURSERY CRAWLER (0)

CREATURE 3

UNCOMMON SMALL ELEMENTAL PLANT WOOD

Variant nursery crawlers (*Pathfinder Rage of Elements* 206)

Perception +9

Skills Deception +5 (+10 when pretending to be a mundane stump or log), Survival +9

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

AC 18; **Fort** +6, **Ref** +4, **Will** +12

HP 48; **Immunities** bleed, paralyzed, poison, sleep; **Weakness** axes 5, fire 5

Speed 20 feet, climb 20 feet

Melee ♦ root +9, **Damage** 1d8+4 bludgeoning

Ranged ♦ seed +8 (range increment 20 feet), **Damage** 1d6+3 piercing plus germinate

Germinate (plant) A creature hit by the nursery crawler's seed Strike must, on its turn, spend an Interact action to remove the seed; any seeds still implanted at the end of the creature's turn begin to sprout, dealing 1d6 persistent bleed damage and rendering the seeded creature clumsy 1 and off-guard. Removing a seed after it's sprouted deals 1d4 piercing damage; removing it before it begins to sprout does no damage. Removed seeds that land in viable soil sprout immediately and grow into new saplings after 1 hour.

THE BLACKWOOD LOST

ENCOUNTER B (LEVELS 3–4)

MOSS SLOTHS (2)

CREATURE 2

SMALL **ELEMENTAL** **PLANT** **WOOD**
Pathfinder Rage of Elements 206

Perception +8

Skills Nature +7, Survival +8

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

AC 18; **Fort** +9, **Ref** +3, **Will** +11

HP 40, regeneration 5 (deactivated by fire); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 5; **Weaknesses** fire 4, slashing 3

Insect Swarm The first time each day that the moss sloth takes damage from a bludgeoning melee attack, a patch of moss collapses inward, releasing angry, biting insects that swarm at the attacking creature and deal 2d4 piercing damage (DC 15 basic Reflex save).

Speed 10 feet, climb 15 feet; hold fast

Melee ♦ wooden claw +9, **Damage** 1d8+2 bludgeoning

Ranged ♦ fruit +6 (range increment 15 feet), **Damage** 1d6+2 bludgeoning

Hold Fast A moss sloth can climb on ceilings and other inverted surfaces, though it treats such surfaces as difficult terrain.

ELITE MOSS SLOTH (0)

CREATURE 3

UNCOMMON **SMALL** **ELEMENTAL** **PLANT** **WOOD**
Pathfinder Bestiary 6, *Pathfinder Rage of Elements* 206

Perception +10

Skills Nature +9, Survival +10

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

AC 20; **Fort** +11, **Ref** +5, **Will** +13

HP 55, regeneration 5 (deactivated by fire); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 5; **Weaknesses** fire 4, slashing 3

Insect Swarm The first time each day that the moss sloth takes damage from a bludgeoning melee attack, a patch of moss collapses inward, releasing angry, biting insects that swarm at the attacking creature and deal 2d4+4 piercing damage (DC 17 basic Reflex save).

Speed 10 feet, climb 15 feet; hold fast

Melee ♦ wooden claw +11, **Damage** 1d8+4 bludgeoning

Ranged ♦ fruit +8 (range increment 15 feet), **Damage** 1d6+4 bludgeoning

Hold Fast A moss sloth can climb on ceilings and other inverted surfaces, though it treats such surfaces as difficult terrain.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Change one moss sloth to an elite moss sloth.

12–13 Challenge Points: Add one moss sloth.

14–15 Challenge Points: Add one elite moss sloth.

16–18 Challenge Points (5+ players): Add two moss sloths.



THE BLACKWOOD LOST

ENCOUNTER C (LEVELS 3-4)

The rust scarab starts the encounter with resistance 3 to many types of damage, each of which are connected to a noted element; cold (water), piercing (air), acid (earth), fire (fire), slashing (metal), bludgeoning (wood). Once the associated element is restored to the nexus, the elemental immediately loses that element's respective resistance. This protection is obvious, as the elemental has a shimmering multicolored aura. Each returned element strips a color from the aura, until it vanishes entirely.

WEAK RUST SCARAB

CREATURE 4

UNCOMMON LARGE ELEMENTAL METAL

Pathfinder Bestiary 6, Pathfinder Rage of Elements 155

Perception +7; darkvision, rust vision

Languages Talican

Skills Athletics +11, Plane of Metal Lore +9

Str +6, **Dex** +2, **Con** +5, **Int** +2, **Wis** +2, **Cha** +2

Heavy As long as it is immobile, the elemental can't be forcibly moved or knocked prone. If it takes a move action, it loses this immunity until the start of its next turn.

Rust Vision A Rust Scarab ignores the concealed condition from rust clouds.

AC 19; **Fort** +12, **Ref** +7, **Will** +9

HP 50; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5, physical 5 (except adamantite)

Crumbling Carapace When a rust scarab is reduced to fewer than half its maximum Hit Points or is damaged by a critical hit, its outer shell shatters into a veil of corroded metal flakes. This causes it to lose its resistance to physical damage and its heavy ability, but it gains a rust cloud aura and a 35-foot land Speed.

Rust Cloud A rust scarab is constantly surrounded by a cloud of rust flakes that cause it to be concealed from creatures more than 5 feet away from it.

Speed 25 feet

Melee ♦ claw +13; **Damage** 2d8+4 slashing plus tetanus

Tetanus (disease) **Saving Throw** DC 17 Fortitude; **Onset** 1 week; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed with spasms (1 day); **Stage 4** death

Trample ♦♦♦ Medium or smaller, claw, DC 21

MERCURIAL

CREATURE 2

MEDIUM ELEMENTAL METAL

Pathfinder Rage of Elements 153

Perception +6; darkvision

Languages Common, Talican

Skills Acrobatics +8, Deception +10, Diplomacy +8, Plane of Metal Lore +8

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

Items shuriken (5)

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Replace the weak rust scarab with a rust scarab. Replace the mercurial with a kinzaruk.

12-13 Challenge Points: Replace the weak rust scarab with a rust scarab. Add one kinzaruk.

14-15 Challenge Points: Replace the weak rust scarab with a rust scarab. Add one kinzaruk and one mercurial.

16-18 Challenge Points (5+ players): Replace the weak rust scarab with a rust scarab. Add three mercurials. Replace the Azlanti elemental nexus with an augmented Azlanti elemental nexus.

AC 17; **Fort** +7, **Ref** +11, **Will** +8

HP 30; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed 25 feet

Melee ♦ fist +9 (agile, finesse), **Damage** 1d10+3 bludgeoning

Ranged ♦ shuriken +10 (agile, range increment 20 feet, thrown), **Damage** 1d6+3 piercing

Change Shape ♦ (concentrate, polymorph, primal) The mercurial takes on the appearance of any Small or Medium humanoid. This transformation allows for significant detail and can reproduce the features of a specific individual, but the mercurial retains a shiny, liquid-metal appearance that renders the transformation unsuitable as a disguise unless they're impersonating another mercurial. It doesn't change the mercurial's Speed or the attack and damage bonuses of their Strikes, but it does allow them to transform their limbs into metal tools (*Core Rulebook* 292) or melee weapons, potentially changing the damage type dealt by their Strikes.

Metallurgic Adaptation ♦ (polymorph, primal) The mercurial transmutes their liquid metal body into cold iron, copper, gold, iron, silver, or steel. Their unarmed melee Strikes are made of that material until they use Metallurgic Adaptation again.

THE BLACKWOOD LOST

AZLANTI ELEMENTAL NEXUS

HAZARD 2

UNCOMMON COMPLEX MAGICAL MECHANICAL TRAP

Stealth +4 (trained)

Description A large cylindrical metallic structure surrounded by dense cables and pipes, anointed with mystical runes which glow and hum vibrantly. Elemental energy arcs off three spikes that may have once been connected to some of the cables.

Disable DC 18 Nature (trained) to restart the machine's connection to an elemental plane, or DC 21 Thievery (trained) to find and deactivate the whichever rune is currently active; three total successes are required to disable the nexus. A spike can be disabled with a DC 21 Athletics (trained) check to rip it from the structure or a DC 18 Craft (trained) check to reconnect some of the cables. If all 6 elemental energies are returned to the nexus, it is disabled.

AC 18; **Fort** +11, **Ref** +5, **Will** +11

Nexus Hardness 7, **Nexus HP** 34 (BT 17); **Immunities** critical hits, object immunities, precision damage; **Spike Hardness** 7, **Spike HP** 10 (BT 5)

Proximity Wave ⤿ (primal) **Trigger** A creature without the elemental trait approaches within 15 feet of the nexus or attacks an elemental within 15 feet of the nexus; **Effect** Unstable elemental energies surrounding the machine discharge abruptly from one of the spikes, sending waves of wind, gusts of metallic shards, jets of fire and other elemental bursts across the room in various directions. The hazard makes an elemental wave Strike against the triggering creature. The hazard then rolls initiative.

Unstable Detonation ⤿ **Trigger** The nexus is broken or destroyed; **Effect** A ferocious gush of elemental energies bursts from the broken machine, dealing 3d6 bludgeoning damage to each creature within 15 feet (basic DC 18 Reflex save). The trap is then disabled.

Routine (3 actions) The nexus spends each of its actions making an elemental wave Strike; each of these must be against a different creature who does not have the elemental trait. For each spike destroyed or disabled, the trap loses 1 action.

Ranged ⬠ elemental wave +11 (range 30 feet), **Damage** 1d6+3 varies; no multiple attack penalty. Roll 1d6 for damage type.
1 cold (air)
2 bludgeoning (earth)
3 fire
4 electric (metal)
5 piercing (water)
6 slashing (wood)

THE BLACKWOOD LOST

AUGMENTED AZLANTI ELEMENTAL NEXUS (0) HAZARD 3

UNCOMMON COMPLEX MAGICAL MECHANICAL TRAP

Stealth +5 (trained)

Description A large cylindrical metallic structure surrounded by dense cables and pipes, anointed with mystical runes which glow and hum vibrantly. Elemental energy arcs off three spikes that may have once been connected to some of the cables.

Disable DC 20 Nature (trained) to restart the machine's connection to an elemental plane, or DC 23 Thievery (trained) to find and deactivate the whichever rune is currently active; three total successes are required to disable the nexus. A spike can be disabled with a DC 23 Athletics (trained) check to rip it from the structure or a DC 20 Craft (trained) check to reconnect some of the cables. If all 6 elemental energies are returned to the nexus, it is disabled.

AC 19; **Fort** +12, **Ref** +6, **Will** +12

Nexus Hardness 10, **Nexus HP** 46 (BT 23); **Immunities** critical hits, object immunities, precision damage; **Spike Hardness** 10, **Spike HP** 14 (BT 7)

Proximity Wave ⤿ (primal) **Trigger** A creature without the elemental trait approaches within 15 feet of the nexus or attacks an elemental within 15 feet of the nexus; **Effect** Unstable elemental energies surrounding the machine discharge abruptly from one of the spikes, sending waves of wind, gusts of metallic shards, jets of fire and other elemental bursts across the room in various directions. The hazard makes an elemental wave Strike against the triggering creature. The hazard then rolls initiative.

Unstable Detonation ⤿ **Trigger** The nexus is broken or destroyed; **Effect** A ferocious gush of elemental energies bursts from the broken machine, dealing 4d6 bludgeoning damage to each creature within 15 feet (basic DC 20 Reflex save). The trap is then disabled.

Routine (3 actions) The nexus spends each of its actions making an elemental wave Strike against a different creature who does not have the elemental trait. For each spike destroyed or disabled, the trap loses 1 action.

Ranged ⬥ elemental wave +12 (range 30 feet), **Damage** 1d10+4 varies; no multiple attack penalty. Roll 1d6 for damage type.

- 1 cold (air)
- 2 bludgeoning (earth)
- 3 fire
- 4 electric (metal)
- 5 piercing (water)
- 6 slashing (wood)

KINZARUK (0)

CREATURE 3

MEDIUM ELEMENTAL METAL

Pathfinder Rage of Elements 154

Perception +9; darkvision

Skills Acrobatics +11, Stealth +9, Survival +7

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

AC 19; **Fort** +8, **Ref** +11, **Will** +7

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed fly 10 feet (can't ascend more than 5 feet off the ground)

Melee ⬥ razor's edge +11 (finesse), **Damage** 1d10+3 slashing

Fold Form ⬥ (concentrate, polymorph, primal) The kinzaruk swiftly unfolds and refolds its body into a new shape chosen from the options of *animal form*. This grants it the movement Speeds and Strikes of the chosen form, but none of the other benefits. Its attack bonus is unchanged, and its damage bonus is +3. The kinzaruk can return to its natural form by taking this action again, and automatically returns if it falls unconscious.

RUST SCARAB (0)

CREATURE 5

LARGE ELEMENTAL METAL

Pathfinder Rage of Elements 155

Perception +9; darkvision, rust vision

Languages Talican

Skills Athletics +13, Plane of Metal Lore +11

Str +6, **Dex** +2, **Con** +5, **Int** +2, **Wis** +2, **Cha** +2

Heavy As long as it is immobile, the elemental can't be forcibly moved or knocked prone. If it takes a move action, it loses this immunity until the start of its next turn.

Rust Vision A Rust Scarab ignores the concealed condition from rust clouds.

AC 21; **Fort** +14, **Ref** +9, **Will** +11

HP 65; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5, physical 5 (except adamantine)

Crumbling Carapace When a rust scarab is reduced to fewer than half its maximum Hit Points or is damaged by a critical hit, its outer shell shatters into a veil of corroded metal flakes. This causes it to lose its resistance to physical damage and its heavy ability, but it gains a rust cloud aura and a 35-foot land Speed.

Rust Cloud A rust scarab is constantly surrounded by a cloud of rust flakes that cause it to be concealed from creatures more than 5 feet away from it.

Speed 25 feet

Melee ⬥ claw +15; **Damage** 2d8+6 slashing plus tetanus

Tetanus (disease) **Saving Throw** DC 19 Fortitude; **Onset** 1 week; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed with spasms (1 day); **Stage 4** death

Trample ⬥⬥⬥ Medium or smaller, claw, DC 23

THE BLACKWOOD LOST

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 A (LEVELS 5–6)

KINZARUKS (2)

CREATURE 3

MEDIUM ELEMENTAL METAL

Pathfinder Rage of Elements 154

Perception +9; darkvision

Skills Acrobatics +11, Stealth +9, Survival +7

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

AC 19; **Fort** +8, **Ref** +11, **Will** +7

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed fly 10 feet (can’t ascend more than 5 feet off the ground)

Melee ✦ razor’s edge +11 (finesse), **Damage** 1d10+3 slashing

Fold Form ✦ (concentrate, polymorph, primal) The kinzaruk swiftly unfolds and refolds its body into a new shape chosen from the options of *animal form*. This grants it the movement Speeds and Strikes of the chosen form, but none of the other benefits. Its attack bonus is unchanged, and its damage bonus is +3. The kinzaruk can return to its natural form by taking this action again, and automatically returns if it falls unconscious.

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Replace one kinzaruk with one elite kinzaruk and one nursery crawler with one elite nursery crawler.

23–27 Challenge Points: Replace both kinzaruks with two elite kinzaruks and both nursery crawlers with two elite nursery crawlers.

28–32 Challenge Points: Replace one kinzaruk with a rust scarab. Replace the other kinzaruk with an elite kinzaruk. Replace one nursery crawler with a living grove. Replace the other nursery crawler with an elite nursery crawler.

33+ Challenge Points: Remove all nursery crawlers and kinzaruks, add two rust scarabs and two living groves.



OLD WOOD NURSERY CRAWLERS (2)

CREATURE 3

UNCOMMON SMALL ELEMENTAL PLANT WOOD

Variant nursery crawlers (*Pathfinder Rage of Elements* 206)

Perception +9

Skills Deception +5 (+10 when pretending to be a mundane stump or log), Survival +9

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

AC 18; **Fort** +6, **Ref** +4, **Will** +12

HP 48; **Immunities** bleed, paralyzed, poison, sleep; **Weakness** axes 5, fire 5

Speed 20 feet, climb 20 feet

Melee ✦ root +9, **Damage** 1d8+4 bludgeoning

Ranged ✦ seed +8 (range increment 20 feet), **Damage** 1d6+3 piercing plus germinate

Germinate (plant) A creature hit by the nursery crawler’s seed Strike must, on its turn, spend an Interact action to remove the seed; any seeds still implanted at the end of the creature’s turn begin to sprout, dealing 1d6 persistent bleed damage and rendering the seeded creature clumsy 1 and off-guard. Removing a seed after it’s sprouted deals 1d4 piercing damage; removing it before it begins to sprout does no damage. Removed seeds that land in viable soil sprout immediately and grow into new saplings after 1 hour.

THE BLACKWOOD LOST

LIVING GROVE (0)

CREATURE 5

LARGE **ELEMENTAL** **PLANT** **WOOD**

Pathfinder Rage of Elements 207

Perception +15; tremorsense 30 feet

Languages Arboreal, Muan (understands but can't speak)

Skills Nature +13, Stealth +13 (+16 in forests or grasslands), Survival +12

Str +4, **Dex** +0, **Con** +5, **Int** +0, **Wis** +1, **Cha** +1

Defensive Camouflage The living grove can Hide in natural environments even if it doesn't have cover. While Hiding, its root system is safely covered in dirt, granting the grove a +3 status bonus to AC. A critical hit cracks this protective layer of earth to disperse in the wind, ending the effect.

AC 24 (21 without defensive camouflage); **Fort** +12, **Ref** +7, **Will** +15

HP 90; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 5, fire 7

Speed 20 feet

Melee ✦ branch +15, **Damage** 2d8+4 bludgeoning

Ranged ✦ nuts +11 (range increment 20 feet), **Damage** 2d6+4 bludgeoning

Engulf ✦✦ DC 22, 5d8 bludgeoning, Escape DC 20, Rupture 10. A creature Engulfed by the living grove must also attempt a basic Fortitude save as it's battered between the thin, tightly packed trunks.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 4.

RUST SCARAB (0)

CREATURE 5

LARGE **ELEMENTAL** **METAL**

Pathfinder Rage of Elements 155

Perception +9; darkvision, rust vision

Languages Talican

Skills Athletics +13, Plane of Metal Lore +11

Str +6, **Dex** +2, **Con** +5, **Int** +2, **Wis** +2, **Cha** +2

Heavy As long as it is immobile, the elemental can't be forcibly moved or knocked prone. If it takes a move action, it loses this immunity until the start of its next turn.

Rust Vision A rust scarab ignores the concealed condition from rust clouds.

AC 21; **Fort** +14, **Ref** +9, **Will** +11

HP 65; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5, physical 5 (except adamantite)

Crumbling Carapace When a rust scarab is reduced to fewer than half its maximum Hit Points or is damaged by a critical hit, its outer shell shatters into a veil of corroded metal flakes. This causes it to lose its resistance to physical damage and its heavy ability, but it gains a rust cloud aura and a 35-foot land Speed.

Rust Cloud A rust scarab is constantly surrounded by a cloud of rust flakes that cause it to be concealed from creatures more than 5 feet away from it.

Speed 25 feet

Melee ✦ claw +15; **Damage** 2d8+6 slashing plus tetanus

Tetanus (disease) **Saving Throw** DC 19 Fortitude; **Onset** 1 week; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed with spasms (1 day); **Stage 4** death

Trample ✦✦✦ Medium or smaller, claw, DC 23.

THE BLACKWOOD LOST

ENCOUNTER B (LEVELS 5-6)

ELITE MOSS SLOTHS (3)

CREATURE 3

UNCOMMON SMALL ELEMENTAL PLANT WOOD

Pathfinder Bestiary 6, Pathfinder Rage of Elements 206

Perception +10

Skills Nature +9, Survival +10

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

AC 20; **Fort** +11, **Ref** +5, **Will** +13

HP 55, regeneration 5 (deactivated by fire); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 5; **Weaknesses** fire 4, slashing 3

Insect Swarm The first time each day that the moss sloth takes damage from a bludgeoning melee attack, a patch of moss collapses inward, releasing angry, biting insects that swarm at the attacking creature and deal 2d4+4 piercing damage (DC 17 basic Reflex save).

Speed 10 feet, climb 15 feet; hold fast

Melee ♦ wooden claw +11, **Damage** 1d8+4 bludgeoning

Ranged ♦ fruit +8 (range increment 15 feet), **Damage** 1d6+4 bludgeoning

Hold Fast A moss sloth can climb on ceilings and other inverted surfaces, though it treats such surfaces as difficult terrain.

MOSS SLOTH (0)

CREATURE 2

SMALL ELEMENTAL PLANT WOOD

Pathfinder Rage of Elements 206

Perception +8

Skills Nature +7, Survival +8

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

AC 18; **Fort** +9, **Ref** +3, **Will** +11

HP 40, regeneration 5 (deactivated by fire); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 5; **Weaknesses** fire 4, slashing 3

Insect Swarm The first time each day that the moss sloth takes damage from a bludgeoning melee attack, a patch of moss collapses inward, releasing angry, biting insects that swarm at the attacking creature and deal 2d4 piercing damage (DC 15 basic Reflex save).

Speed 10 feet, climb 15 feet; hold fast

Melee ♦ wooden claw +9, **Damage** 1d8+2 bludgeoning

Ranged ♦ fruit +6 (range increment 15 feet), **Damage** 1d6+2 bludgeoning

Hold Fast A moss sloth can climb on ceilings and other inverted surfaces, though it treats such surfaces as difficult terrain.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one moss sloth to the encounter.

23-27 Challenge Points: Add two moss sloths to the encounter.

28-32 Challenge Points: Add two elite moss sloths to the encounter.

33+ Challenge Points: Add three elite moss sloths to the encounter.



THE BLACKWOOD LOST

ENCOUNTER C (LEVELS 5-6)

The skymetal striker starts the encounter with resistance 5 to many types of damage, each of which are connected to a noted element; cold (water), piercing (air), acid (earth), fire (fire), slashing (metal), bludgeoning (wood). Once the associated element is restored to the nexus, the elemental immediately loses that element's respective resistance. This protection is obvious, as the elemental has a shimmering multicolored aura. Each returned element strips a color from the aura, until it vanishes entirely with the last returned element.

WEAK SKYMETAL STRIKER

CREATURE 6

UNCOMMON LARGE ELEMENTAL METAL

Pathfinder Bestiary 6, Pathfinder Rage of Elements 156

Perception +13; darkvision

Languages Talican

Skills Acrobatics +15, Stealth +15

Str +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2

AC 24; **Fort** +13, **Ref** +15, **Will** +11

HP 80; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed 25 feet

Melee ♦ inubrix fangs +15 (finesse, reach 10 feet), **Damage** 2d10+4 slashing and phase blade.

Melee ♦ orichalcum fangs +15 (finesse, reach 10 feet), **Damage** 2d12+4 slashing and temporal stutter.

Phase Blade A skymetal striker's inubrix fangs Strike ignores damage resistance from metal armor's armor specialization effects and the circumstance bonus to AC from metal shields, and it doesn't trigger the Shield Block reaction from a metal shield.

Temporal Stutter A creature that takes damage from a skymetal striker's orichalcum fangs strike must attempt a DC 23 Fortitude save.

Critical Success The target is quickened 2 until the end of its next turn.

Success The target is quickened 1 until the end of its next turn.

Failure The target is slowed 1 until the end of its next turn.

Critical Failure The target is slowed 2 until the end of its next turn.

Two-Headed Assault ♦♦ The skymetal striker makes one inubrix fangs Strike and one orichalcum fangs Strike, each against a different creature. Its multiple attack penalty increases only after all the attacks are made.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Replace one quickiron plasm with an elite quickiron plasm and replace the weak skymetal striker with a skymetal striker.

23-27 Challenge Points: Replace the weak skymetal striker with a skymetal striker. Add one elite quickiron plasm.

28-32 Challenge Points: Replace the weak skymetal striker with a skymetal striker. Add one quickiron plasm and one elite quickiron plasm.

33+ Challenge Points: Replace the weak skymetal striker with a skymetal striker. Remove the quickiron plasm and add three elite quickiron plasms. Replace the Azlanti elemental nexus with an elite Azlanti elemental nexus.

QUICKIRON PLASM

CREATURE 4

LARGE ELEMENTAL METAL

Pathfinder Rage of Elements 154

Perception +8; darkvision, magic scent

Skills Acrobatics +12, Stealth +10

Str +6, **Dex** +2, **Con** +5, **Int** -4, **Wis** +0, **Cha** -2

Magic Scent The quickiron plasm can sense magical auras from up to 1 mile away as an imprecise sense

AC 20; **Fort** +13, **Ref** +8, **Will** +10

HP 65; **Immunities** bleed, critical hits, paralyzed, poison, precision, sleep; **Resistances** electricity 5

Biomagical Feedback The quickiron plasm's conductive properties are dangerous to those in physical contact with it. When a creature grabbed by a quickiron plasm Casts a Spell, that creature takes 5 force damage per level of the spell.

Consume Magic ⤵ **Trigger** The quickiron plasm succeeds at a saving throw against a spell; **Effect** The quickiron plasm consumes energy from the spell, regaining 5 Hit Points per level of the spell.

Speed 15 feet

Melee ♦ pseudopod +12 (reach 10 feet), **Damage** 2d6+6 bludgeoning plus Grab

Constrict ♦ 2d6 bludgeoning, DC 22

THE BLACKWOOD LOST

AZLANTI ELEMENTAL NEXUS

HAZARD 4

UNCOMMON COMPLEX MAGICAL MECHANICAL TRAP

Stealth +7 (trained)

Description A large cylindrical metallic structure surrounded by dense cables and pipes, anointed with mystical runes which glow and hum vibrantly. Elemental energy arcs off three spikes that may have once been connected to some of the cables.

Disable DC 22 Nature (trained) to restart the machine's connection to an elemental plane, or DC 25 Thievery (trained) to find and deactivate the whichever rune is currently active; three total successes are required to disable the nexus. A spike can be disabled with a DC 25 Athletics (trained) check to rip it from the structure or a DC 22 Craft (trained) check to reconnect some of the cables. If all 6 elemental energies are returned to the nexus, it is disabled.

AC 21; **Fort** +14, **Ref** +8, **Will** +14

Nexus Hardness 11, **Nexus HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage; **Spike Hardness** 11, **Spike HP** 16 (BT 8)

Proximity Wave ⤿ (primal) **Trigger** A creature without the elemental trait approaches within 15 feet of the nexus or attacks an elemental within 15 feet of the nexus; **Effect** Unstable elemental energies surrounding the machine discharge abruptly from one of the spikes, sending waves of wind, gusts of metallic shards, jets of fire and other elemental bursts across the room in various directions. The hazard makes an elemental wave Strike against the triggering creature. The hazard then rolls initiative.

Unstable Detonation ⤿ **Trigger** The nexus is broken or destroyed; **Effect** A ferocious gush of elemental energies bursts from the broken machine violently, dealing 5d6 bludgeoning damage to each creature within 15 feet (basic DC 21 Reflex save). The trap is then disabled.

Routine (3 actions) The nexus spends each of its actions making an elemental wave Strike; each of these must be against a different creature who does not have the elemental trait. For each spike destroyed or disabled, the trap loses 1 action.

Ranged ⬠ elemental wave +14 (range 30 feet), **Damage** 1d10+7 varies; no multiple attack penalty. Roll 1d6 for damage type.

- 1 cold (air)
- 2 bludgeoning (earth)
- 3 fire
- 4 electric (metal)
- 5 piercing (water)
- 6 slashing (wood)

THE BLACKWOOD LOST

SKYMETAL STRIKER (0)

CREATURE 7

LARGE ELEMENTAL METAL

Pathfinder Rage of Elements 156

Perception +15; darkvision

Languages Talican

Skills Acrobatics +17, Stealth +17

Str +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2

AC 26; **Fort** +15, **Ref** +17, **Will** +13

HP 100; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed 25 feet

Melee ✦ inubrix fangs +17 (finesse, reach 10 feet), **Damage** 2d10+6 slashing plus phase blade

Melee ✦ orichalcum fangs +17 (finesse, reach 10 feet), **Damage** 2d12+6 slashing plus temporal stutter

Phase Blade A skymetal striker's inubrix fangs Strike ignores damage resistance from metal armor's armor specialization effects and the circumstance bonus to AC from metal shields, and it doesn't trigger the Shield Block reaction from a metal shield.

Temporal Stutter A creature that takes damage from a skymetal striker's orichalcum fangs strike must attempt a DC 25 Fortitude save.

Critical Success The target is quickened 2 until the end of its next turn.

Success The target is quickened 1 until the end of its next turn.

Failure The target is slowed 1 until the end of its next turn.

Critical Failure The target is slowed 2 until the end of its next turn.

Two-Headed Assault ✦✦ The skymetal striker makes one inubrix fangs Strike and one orichalcum fangs Strike, each against a different creature. Its multiple attack penalty increases only after all the attacks are made.

AUGMENTED AZLANTI ELEMENTAL NEXUS (0) HAZARD 5

UNCOMMON COMPLEX MAGICAL MECHANICAL TRAP

Stealth +8 (trained)

Description A large cylindrical metallic structure surrounded by dense cables and pipes, anointed with mystical runes which glow and hum vibrantly. Elemental energy arcs off three spikes that may have once been connected to some of the cables.

Disable DC 23 Nature (trained) to restart the machine's connection to an elemental plane, or DC 26 Thievery (expert) to find and deactivate the whichever rune is currently active; three total successes are required to disable the nexus. A spike can be disabled with a DC 26 Athletics (trained) check to rip it from the structure or a DC 23 Craft (expert) check to reconnect some of the cables. If all 6 elemental energies are returned to the nexus, it is disabled.

AC 22; **Fort** +15, **Ref** +9, **Will** +15

Nexus Hardness 12, **Nexus HP** 54 (BT 27); **Immunities** critical hits, object immunities, precision damage; **Spike Hardness** 12, **Spike HP** 18 (BT 9)

Proximity Wave ⤵ (primal) **Trigger** A creature without the elemental trait approaches within 15 feet of the nexus or attacks an elemental within 15 feet of the nexus; **Effect** Unstable elemental energies surrounding the machine discharge abruptly from one of the spikes, sending waves of wind, gusts of metallic shards, jets of fire and other elemental bursts across the room in various directions. The hazard makes an elemental wave Strike against the triggering creature. The hazard then rolls initiative.

Unstable Detonation ⤵ **Trigger** The nexus is broken or destroyed; **Effect** A ferocious gush of elemental energies bursts from the broken machine violently, dealing 6d6 bludgeoning damage to each creature within 15 feet (basic DC 22 Reflex save). The trap is then disabled.

Routine (3 actions) The nexus spends each of its actions making an elemental wave Strike; each of these must be against a different creature who does not have the elemental trait. For each spike destroyed or disabled, the trap loses 1 action.

Ranged ✦ elemental wave +15 (range 30 feet), **Damage** 2d8+5 varies; no multiple attack penalty. Roll 1d6 for damage type.
1 cold (air)
2 bludgeoning (earth)
3 fire
4 electric (metal)
5 piercing (water)
6 slashing (wood)

THE BLACKWOOD LOST

APPENDIX 3: GAME AIDS



LOLLY ADAFISH



URWAL

KAZUUK



NURSERY CRAWLER



THE BLACKWOOD LOST



KINZARUK



NIXRET

MOSS SLOTH



LORRAINE MIDFEATHER



THE BLACKWOOD LOST



RUST SCARAB



MERCURIAL

SKYMETAL STRIKER



QUICKIRON PLASM



THE BLACKWOOD LOST

HANDOUT: GM REFERENCE: TIME TRACKER

Time Boxes

Quick Activities

The PCs could spend time in 10 minute increments, most likely from Treating Wounds and other post-combat activities. To assist in tracking these smaller segments of time that are worth less than a full Time Box, use the small boxes below.

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Timeline Summary

The following list summarizes the events and activities that the PCs might do that spend time during this adventure, listed by section. Additional Time Boxes could be spent if the PCs spend more time resting and recovering than one 10-minute rest per encounter, retreat from encounters, or otherwise perform time-consuming activities during the adventure.

Iruxi Enclave: 1 Time Box per set of checks attempted to search for clues.

Into the Demiplane: 1 Time Box to reach the demiplane (instead 3 Time Boxes if the PCs earned 0 Investigation Points at the enclave). 1 Time Box if the PCs attempt to backtrack to the enclave.

Encounter A: 1 Time Box to interact with Kazuuk, defeat the encounter, recover, and move to the next area.

Short Term Sanctuary: 1 Time Box to reach the sanctuary, 1 Time Box for each round of attempts to assist the survivors.

Encounter B: 1 Time Box for doing the encounter. Up to two additional Time Boxes may be spent if the PCs get lost on the way or are bested in combat.

The Elemental Fields: Between 0 and 3 Time Boxes depending upon how well the PCs navigate the obstacles.

Into the Maelstrom: 1 Time Box to reach the area. The area contains six ruptures, each of which is likely to take 1 Time Box to seal but may be faster or slower depending upon how the PCs perform against the ruptures' challenges. The PCs can attempt to seal multiple ruptures at the same time, speeding up the process of sealing them.

Encounter C: No Time Boxes spent.

THE BLACKWOOD LOST

ORGANIZED PLAY

Treasure Table

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

Treasure Bundles

- ☐ Abandoned Settlement, page 7: 1 Treasure Bundle for gaining enough Investigation Points.
- ☐ Encounter A, page 8: 1 Treasure Bundle for defeating the elementals.
- ☐ Plans and Preparations, page 13: 1 Treasure Bundle for gaining enough Hope Points.
- ☐ ☐ ☐ ☐ ☐ ☐ Into the Maelstrom, pages 15–18: 1 Treasure Bundle for sealing each of the elemental ruptures.
- ☐ Encounter C, page 18: 1 Treasure Bundle for repairing the nexus.

CP Total	Level Range
8–14	3–4
16–18 (5+ players)	3–4
16–18 (4 players)	5–6
19+	5–6

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

3rd-level PCs = 2 points each

4th-level PCs = 3 points each

5th-level PCs = 4 points each

6th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 3–4 encounters appear in Appendix 1, and level 5–6 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.

Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.

Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.

Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.

Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1–2	–10
3–5	–15
6–20	–20
21+	–30

THE BLACKWOOD LOST



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

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

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

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

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

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

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

THE BLACKWOOD LOST

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Bookkeeper • Emma Swan

Director of Sales • Cosmo Eisele

Sales & E-Commerce Assistant • Mika Hawkins

Director of Licensing • John Feil

Director of Marketing • Aaron Shanks

Marketing and Licensing Coordinator • Raychael Allor

Marketing and Media Specialist • Rue Dickey

Community and Social Media Specialist • Jonathan Morgantini

Organized Play Coordinator • Alex Speidel

Director of Project Management • Glenn Elliott

Project Manager • Lee Aula

Finance Operations Specialist • B. Scott Keim

Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineer • Erik Keith

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Mari

Webstore Coordinator • Katina Davis

Customer Service Lead • Austin Phillips

Customer Service Representatives • Kait Chase, James Oakes, and Jackson Wood

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, Summer Foerch, James Mafi, Evan Panek, and Jesus Reynoso Ortiz

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PATHFINDER SOCIETY SCENARIO



Scenario #5-02: The Blackwood Lost

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

When the iruxi settlement in the heart of the Blackwood Swamp was found to be mysteriously vacated, you were dispatched to locate the missing enclave and rescue a group of Pathfinder initiates who had been living there and investigating nearby Azlanti ruins. Upon reaching the settlement, you stumbled into an unstable demiplane where the elements were in constant flux. Eventually locating the survivors, you ventured into the Azlanti ruins to realign a long-defunct elemental nexus, which had been imbalanced by the recent emergence of the elemental planes of wood and metal and was the source of the planar disruption. You ☐ repaired the nexus and saved the survivors, or ☐ ran out of time, leaving many of the enclave lost in the elemental chaos.

Boons

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.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: TFWG

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