

PATHFINDER SOCIETY



GLORIES OF THE PAST, PART 2:

THE PRICE OF FRIENDSHIP

By Christina Stiles



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Pathfinder Society Scenario #4-24: Glories of the Past, Part 2: The Price of Friendship is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Race Guide*, and the *Pathfinder RPG Bestiary*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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GLORIES OF THE PAST, PART 2: THE PRICE OF FRIENDSHIP

BY CHRISTINA STILES



Deep beneath the dwarven Sky Citadel Janderhoff, the Pathfinder Society recently discovered a stele that once contained a detailed map of the Inner Sea Region, including elaborate runes in the locations of the known Sky Citadels. Following a few experiments, the Pathfinder Society believes another such stele—hopefully one in even better condition—may exist in the dwarven ruins of Koldukar beneath the orc city of Urgir in the Hold of Belkzen.

Since the Pathfinder Society knows it can't send agents directly through the orcs' capitol, its leaders want the PCs to find an alternate route into the ruins. Six years ago, a Pathfinder agent named Eando Kline traveled to Urglin to find himself a guide through the dangerous orc-ruled land of Belkzen to the east and located such a path. Unfortunately, Eando is a former Pathfinder; he resigned in protest and is no longer in the Decemvirate's good graces, and many of the details of the discoveries that led to his estrangement are missing from common Pathfinder records. Needing knowledge of this route to seek out another such stele, the Pathfinder Society sends the PCs to Urglin to investigate how Eando sneaked into Urgir and eventually reached Koldukar.

Eando Kline's exploits in Urglin came at a price, for in recruiting a capable guide he also caused a major disruption at the Bloodworks, the immense arena that dominates one of Urglin's five districts. In the chaos that ensued, he and the half-orc Joskan escaped the city, leaving much of the Bloodworks damaged, a prized bulette combatant dead, and the anger of Ploog, the arena's owner, thoroughly riled.

SUMMARY

The adventure begins just outside of Urglin following a mission briefing by Venture-Captain Sheila Heidmarch, who tasks the PCs with entering the savage settlement, tracking down signs of Eando Kline's passage, and learning how to enter Koldukar undetected. The PCs begin by gathering information, uncovering now legendary tales about Kline's exploits that lead them to Ploog's Bloodworks in the Scabtown district. Already aware of the PCs' interest in Eando Kline, Ploog assumes

WHERE ON GOLARION?

The Price of Friendship takes place in Urglin, a large, lawless town dominated by orcs and half-orcs in the midst of the Cinderlands in eastern Varisia. For more information on the Cinderlands, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder #10: A History of Ashes*. Additionally, Eando Kline's travels are detailed in the *Curse of the Crimson Throne* Adventure Path, with his excursion to Urglin appearing in "The Bloodworks Incident" in *Pathfinder #8: Seven Days to the Grave*. These resources are available in bookstores and games stores worldwide and online at paizo.com.



that the visitors are friends of the wayward former Pathfinder. He hears them out and offers to introduce them to a knowledgeable guide, but he does so only with an important caveat: the PCs must pay off Kline's debt to Ploog and the Bloodworks by capturing a bulette to replace the one slain years ago.

The PCs leave Urglin to find such a beast in the nearby northern Cinderlands. Using a mix of knowledge and tracking skill, the PCs must withstand the powerful weather of the Storval Plateau before finally encountering a healthy bulette. For the creature to have any value, it must be alive, so the PCs must subdue, trick, or magically compel the creature to bring it back to Urglin without permanent harm. On the trip back, a roc might spot the bulette and, using a dying duststorm as cover, dive down

to snatch it up for dinner. The PCs must then defend their prize or else lose it to an even larger predator.

Upon returning to Urglin with the captive magical beast, the PCs quickly become the talk of the city. Ploog tries to hide his delight at adding such a powerful creature to his stable of fighting beasts as he nonchalantly introduces the PCs to Gulros, an orc captive owned by Ploog. Unfortunately, Gulros is incapable of leading the Pathfinders to Koldukar while kept under Ploog's thumb, and Ploog capitalizes on the PCs' desperation by offering them Gulros's freedom in exchange for the now famous "Bulette Band" fighting one bout in the infamous Bloodworks. If the PCs agree to his terms, they fight a powerful ettin and its bears. If the PCs take advantage of the small number of bystanders to attack Ploog and liberate Gulros by force, Ploog stands his ground and employs every trick he learned in the arena to defeat the offending "pinkskins."

GETTING STARTED

Read or paraphrase the following to get the adventure underway:

Several weeks have passed since Venture-Captain Sir Canayven Heidmarch intercepted you in the wilderness near the dwarven Sky Citadel of Janderhoff and quickly imparted your next mission. "Greetings, Pathfinders. The Pathfinder Sandrican already contacted the lodge in Magnimar with the news of your discovery, and my wife and I are interested in following up on this discovery as quickly as possible.

We need to get you into Koldukar, the Sky Citadel that lies beneath the orc city of Urgir, deep in the Hold of Belkzen." He pauses to gauge his audience's response before continuing.

"Marching to Urgir as you are would be an order just shy of a death sentence, and I want to ensure that you have sufficient intelligence to get in and out in one piece. Only one Pathfinder—Eando Kline—in recent history accomplished this task, and he's not a resource that we can draw upon at this time. Kline traveled through Urglin, a small city made up largely of orcs in the eastern reaches of Varisia, and I have reason to believe he learned about a hidden passage into Koldukar that allowed him to avoid the worst of Urgir altogether. Once you learn where this passage is, I want you to meet with me two days' travel southeast of Urglin. There we will assess exactly how to proceed."

The venture-captain takes a deep breath as he surveys the surrounding terrain. "Let us discuss Urglin and its surroundings. As you may know, the Cinderlands are a hostile, brutal territory due to both the environment and the inhabitants. So long as you do not linger, the Shoanti are unlikely to give you trouble,

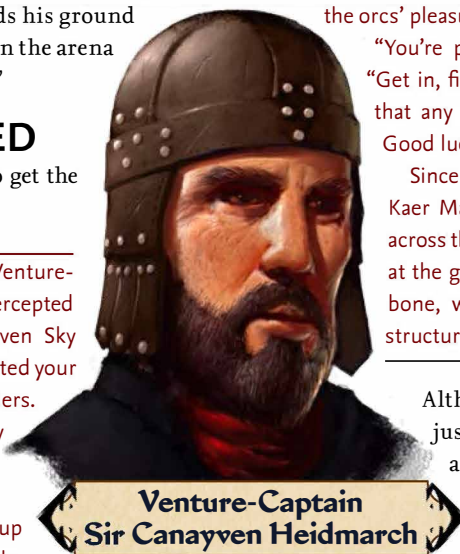
GM MATERIALS

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Race Guide*, and the *Pathfinder RPG Bestiary*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

but keep a careful eye out for the cinder cones, emberstorms, and other dangers that give the Cinderlands their name. Urglin itself is a very..." Heidmarch pauses as if searching for a polite term, "Brutal place that is more a repulsive scar than a true city. Orcs are the dominant species, and all others survive there at the orcs' pleasure.

"You're professionals, Pathfinders," he concludes. "Get in, find the necessary information, and ensure that any other risks you take are calculated ones. Good luck."

Since that meeting, you have traveled through Kaer Maga up the Yondabakari river and trekked across the eastern edge of the Cinderlands to arrive at the gates of Urglin. The entire city is a mess of bone, wood, leather, and crude stone with few structures rising more than twenty feet in height.



Venture-Captain
Sir Canayven Heidmarch

Although the PCs begin the scenario just outside of Urglin, they should have an opportunity to ask questions of the venture-captain and purchase supplies in Kaer Maga.

Why is Eando Kline a former Pathfinder? "It's not a matter for me to discuss. That's between Kline and the Decemvirate."

Are we on a particular timeline? "Although Koldukar has existed for millennia, knowledge of the stele that must rest within its ruins is quite new. If the Pathfinder Society is to make the most of this discovery, we must act quickly."

Are you coming with us? "I have a few tasks to complete that will put me several days' journey behind you. I know you can accomplish this without my oversight."

Diplomacy (gather information) or Knowledge (local)

PCs may recall information about Urglin or learn about it while traveling through Kaer Maga.

10+ The orcs in Urglin are so numerous that they are slightly less aggressively territorial than elsewhere. Even so, the lack of a ruling authority means that crime—especially violent crime—runs rampant.

15+ Priests of Rovagug known as Bonecarvers keep order of a sort and act as the unofficial guards of the city. No religion has so strong a presence in Urglin as that of Rovagug, and few other faiths are tolerated, much less represented.

20+ 5 districts comprise Urglin: Warmouth, Oozefront, Bonerattle, Scabtown, and Pinkskin. The districts are divided roughly by function and by the Ooze river than slowly flows through the city's center.

25+ Although Pinkskin is the district most welcoming of non-orcs, staying in that district is no guarantee of safety. Disgruntled outcasts of all stripes gravitate to Urglin and rarely hesitate to accost newcomers.

ON EANDO KLINE'S TRAIL

Upon arriving at Urglin, the PCs have opportunities to interact with the citizens of Urglin to glean information about Eando Kline, who came this way six years ago in search of a guide to Koldukar. Fortunately for the Pathfinders, Eando made a large scene in Urglin when he passed through, so some townsfolk remember him well. A few Urglinites, in fact, find it quite amusing to talk about the "human who stopped the Bloodworks and lived."

Unless they have some other means of learning the information, the PCs should begin gathering information about Kline by inquiring in one or more of Urglin's districts. Several individuals—some citizens and some frequent travelers to the city—are detailed below for the GM to use in imparting clues about Eando, though so long as the information imparted remains the same, the GM may adapt these NPCs and quotes. With each successful DC 20 Diplomacy (gather information) or Knowledge (local) check, the PCs learn one new piece of information about the former Pathfinder. After 5 successful checks, the PCs should have enough information to identify the Bloodworks as their next destination.

Faction Notes: Andoran faction PCs should track down the Bellflower Network agent Krolus Tapsfoot, a halfling who has spent the last year spying on various parties in Urglin while disguised as an orc child. If a PC makes Bellflower Network hand signs while exploring the city, Krolus approaches in his disguise, returns his own network signal, and begins begging the PC for coppers. Requesting a report from Krolus without alerting passersby that anything is amiss requires a successful DC 18 Bluff check to pass a hidden message. If referred to by his real name, directly asked for the information in public, or kept waiting for too long—such as after 3 failed skill checks—Krolus scowls, withdraws as naturally as possible, and does not answer the PC's summons again. If the halfling receives the message, he winks and later slips the report into the PC's bag. If a PC has the Tiller boon (*Pathfinder Campaign Setting: Pathfinder Society Field*

Guide 14), he gains a +5 bonus on the Bluff check. Securing the report earns Andoran faction PCs 1 Prestige Point.

Cheliox faction PCs must compose and perform a song that slanders Madiskaal (see page 7). As newcomers to Urglin, the PCs have little sway over what anyone thinks, particularly about a minor celebrity such as Madiskaal; however, a PC can devise particularly catchy lyrics or sing in a very engaging way with a successful DC 30 Craft (writing) or Perform (oratory or sing) check. Failing this check earns the PC a barrage of garbage and stones hurled by unimpressed passers-by, dealing 3d6 damage. This check is much more easily accomplished later in the scenario when the PCs have a captive audience. Successfully besmirching Madiskaal in song earns Cheliox faction PCs 1 Prestige Point.

Grand Lodge faction PCs must track down and recover the *wayfinder* being sold in the Oozefront district. The merchant who possesses it realizes that he holds something unique and offers to sell it for 1,500 gp—triple the amount of gold the PCs received to complete the mission. A PC can barter with the merchant to lower the price to 1,000 gp with a successful DC 17 Diplomacy check or 500 gp if he exceeded the check by 5 or more. Alternatively, a PC can steal the *wayfinder* with a successful DC 20 Sleight of Hand check, though a failed check results in the merchant locking away the *wayfinder* and threatening to summon the Bonecarvers. Securing the *wayfinder* earns Grand Lodge faction PCs 1 Prestige Point.

Sczarni faction PCs should find Alvegu Roshkari, a young Varisian whose tanned face has slightly paler patches where his beard and mustache were recently shaved off. Finding Alvegu requires a successful DC 20 Diplomacy check to gather information. Though a PC may retry the check, the Varisian learns of the attempts to find him and becomes harder to find; the DC to find him increases by 2 for each failed check. Once cornered, Alvegu puts on a brave face, but he flinches, cowers, and agrees to leave town if intimidated. Convincing Alvegu to leave Varisia earns Sczarni faction PCs 1 Prestige Point.

Silver Crusade faction PCs should aid other faction PCs in their faction missions. Successfully helping at least of the other factions represented in the party complete their missions earns Silver Crusade faction PCs 1 Prestige Point.

THE FIVE DISTRICTS

Urglin, an orc city built upon another civilization's ruins, rests on 300 acres of barren land within the Cinderlands. Urglin's citizens have shored up the city's dilapidated structures with bone, leather, crude stone, and the occasional pieces of wood. Numerous bone-and-leather tents and yurts lie throughout the city's five districts: Bonerattle, Oozefront, Pinkskin, Scabtown, and, Warmouth. The city boasts many taverns and flophouses



that primarily cater to orcs and half-orcs. The city's five neighborhoods are briefly detailed below

Warmouth: The largest neighborhood, Warmouth rests at the city's southern entrance, so most visitors must experience its less-than-grand atmosphere upon entering Urglin. This section, comprising a third of the city, houses Urglin's "nobility" and official buildings: the Gray Donjon (a jail and military barracks), all seven of the Warlord Keeps, the War Tower, and the Rally Fields.

Oozefront: Oozefront extends from east to west across all of Urglin, separating Warmouth from the other districts. It serves as the city's primary marketplace, though to the detriment of shoppers, a horrid stench permeates this part of the city, emanating from the foul-smelling, sludge-like Ooze, the river granting the district its name. The Ooze divides the section in two, and Urglinites use the waterway to dispose of their sewage, adding to the waterway's infamous consistency and stench. The only drinkable water from this river lies along the western wall, where the river enters the city; to the east, the river mires outside the city in Pussbubble Lake. A bridge on the western side of Oozefront leads to Bonerattle, while the eastern one leads directly to the lake's shore.

Bonerattle: Over the western bridge from Oozefront lies Bonerattle, Urglin's religious center. Here, priests of Rovagug—the Rough Beast—reign supreme. Their spiderlike cathedral is a mound carved to resemble an arachnid with the spider's mouth as the cathedral's entrance. Leathery structures framed with bones from aurochs, other megafauna, and the occasional humanoid form the majority of the architecture here. The priests are known as "Bonecarvers," and they informally serve as Urglin's guards.

Scabtown: Noise from the Bloodworks arena, a massive structure some 300 feet long, regularly echoes throughout this section of the city. This district is filled with taverns and gambling houses, all made of leather stretched over bone, but the arena is by far the district's greatest attraction.

Pinkskin: The city's smallest neighborhood lies between Bonerattle and Scabtown in the northern part of the city, and it is home to Urglin's non-orc population, including outcast Shoanti, roaming mercenaries, and those who've thrown in with the orcs. As a predominantly human district, it is the friendliest of the five to non-orcs—but only just so.

THE FIVE SUCCESSES

With each successful skill check, the PCs learn a new piece of information about Eando Kline's trek through Urglin in the following order. Unless the PCs make a special effort to visit or avoid particular districts, they find themselves following Kline's trail through the city

by traveling through Warmouth, Oozefront, Bonerattle, Pinkskin, and Scabtown in that order.

Kline is a name best not spoken here. "Careful where you speak that name. He isn't exactly beloved in this town. Certain folks might kill you for merely uttering it. He cost me a bundle. I'd slit his throat if I ever laid eyes on him again." (Partly true: Most residents actually find Eando Kline's exploits rather humorous, but those who don't are also among Urglin's most dangerous inhabitants.)

Kline asked about Urgir. "He slipped me some coin, he did. Wanted a guide into Urgir. Wanted in unseen, he said. A few days I needed to get him a name, I said. Went to Bonerattle then, he did. Never came back, so no names I find." (True: Eando's *wayfinder* was pointing him toward the Hold of Belkzen, and he sought out a guide to lead the way.)

Kline went into Pinkskin seeking revenge. "He was here. He met up with a priest of Rovagug, one of the Bonecarvers. I overheard him tell the priest that he was looking for his partner, who'd apparently swindled him and left him for dead. Kline offered to give up the partner to the Rough Beast, so the Bonecarver agreed to accompany the man on his search. They headed toward Pinkskin. I'm looking for Kline myself. There's a bit of coin in it for you if you let me know where he is." (Partly true: Eando made up the story of revenge to conceal his true reason for being in Urglin.)

Kline and a Bonecarver killed a dwarven merchant. "Yeah, he came into Pinkskin with a Bonecarver. They went over to a beardless dwarf, who was selling elven delicacies at a stall, and gave him the what-for! The Bonecarver split the merchant into pieces! It was bloody—something like you'd see at the Bloodworks. But we got to witness it for FREE! I guess that dwarf done something to Kline." (Partly true: the dwarf was an unfortunate victim of the Bonecarver's violent outburst, and Eando Kline used the distraction to slip out of sight.)

Kline disrupted the Bloodworks and lived! "Ha, that crazy fellow! He's lucky to be alive—if he still is. He cast a spell at the Bloodworks to save some half-orc food from Razorbite, and helped kill the bulette in the process. I saw it all! I wrote a song about it, too—though I've been banned from playing it. Some people don't find it so amusing—Ploog, the Bloodworks' owner, being one of them. He was hopping mad that day, and he's been mad ever since, really. No one ever stops the Bloodworks like that, especially not a pinkskin. I hear that afterward the human and the half-orc slave fled toward Belkzen, the half-orc's old home. Only one who likely knows more than that is Ploog." (True: Kline disrupted a combat at the Bloodworks, partially in self-defense. In the process he indirectly killed a bulette and saved a half-orc slave who later acted as his guide.)

URGLIN PERSONAGES

The following five individuals are sample NPCs who can provide the PCs five pieces of information detailed above about Eando Kline.

Sheraeda, female half-orc gambler: Sheraeda is a successful gambler in Urglin. She drinks her mornings away in the Scarlet Ettin in Warmouth, and can be found at the Bloodworks in the early afternoon to evening. She occasionally pilfers the pockets of arena-goers to fund her gambling. She sometimes kills those who affront her.

Gutter, male orc waterboy and junk-tzar: This hunched, pot-bellied, loin-cloth-wearing orc smells like the river he travels. Gutter trudges the river upon a small barge, toting water, his primary income, from the west to Ooze's banks every few hours; the locals buy it from him and distribute it deeper into the city via carts. Gutter also dredges the river for useful, discarded items. Gutter isn't used to talking to people, so he initially just stares at anyone asking him questions.

Masher, male orc bounty hunter: This heavily muscled orc carries a spiked club and has a severed half-orc head hanging from his belt. He is in Bonerattle or nearby to collect a reward from the Bonecarvers at the temple of Rovagug for the death of a known priest-killer. He'll tell the PCs about Kline going into Pinkskin for free, as he wants information on the man's whereabouts himself. He knows Ploog would offer a good reward to put that man in the Bloodworks.

Dorost, male human leather merchant: Dorost is a pushy traveling leather salesman. He has three saddles still tainted with ash and blood from when orcs cut down his horses for food, and the belts and bags he sells are made from unusual leather. He happily shares what he knows if anyone purchases something from his stall. A PC can recognize that the delicate leather products are made almost exclusively of humanoids with a successful DC 15 Craft (leatherworking) or Survival check.

Madiskaal Erindor, female tiefling minstrel. A tiny Chelaxian (4'7") of indeterminate age and dressed in finery and brimming with jewels, Madiskaal is one of Urglin's richest citizens. She is always accompanied by four orcs, two of whom usher her about on a litter and a comely, bare-chested human male. She is one of the primary information brokers in Urglin, and she often shares her discoveries by writing scandalous and slanderous songs. She considers her time valuable and charges 5 gp for 10 minutes of her time, but she waives the fee if she is convinced that she can learn a juicy secret in return.

A. THE BLOODWORKS

The PCs should next travel to the Bloodworks, the last place in Urglin where anyone saw Eando Kline.

Finding the Bloodworks is easy, for it is Scabtown's largest structure at 300 feet long, 200 feet wide, and nearly 60 feet tall. The arena is built of bone, stone, and hundreds of stretched sheets of leather, and dozens of banners fly from the rooftop, the symbol of Rovagug most prominent among them. Only two entrances admit its bloodthirsty audience, and each has a sign that crudely advertises a ticket price of one silver piece in Common, Orc, and poorly painted pictographs.

Whether or not the Bloodworks is entertaining a crowd depends mostly on the time of day. Ploog prefers to host events in the cooler morning hours and at dusk when his patrons' eyes are unlikely to be offended by the sun or strained by the darkness. The orc rarely accepts visitors except during business hours, so the PCs are most likely to gain an audience if they attend a show and try to talk to Ploog afterward. The advertised entry fee of 1 sp only applies to orcs and half-orcs, and the guards have orders to bully wealthy-looking pinkskins into paying 1 gp instead. Inside, there is also an area designated for non-orcs, who are allowed into other sections only at their own risk. Upon the PCs' entering the arena, read or paraphrase the following.

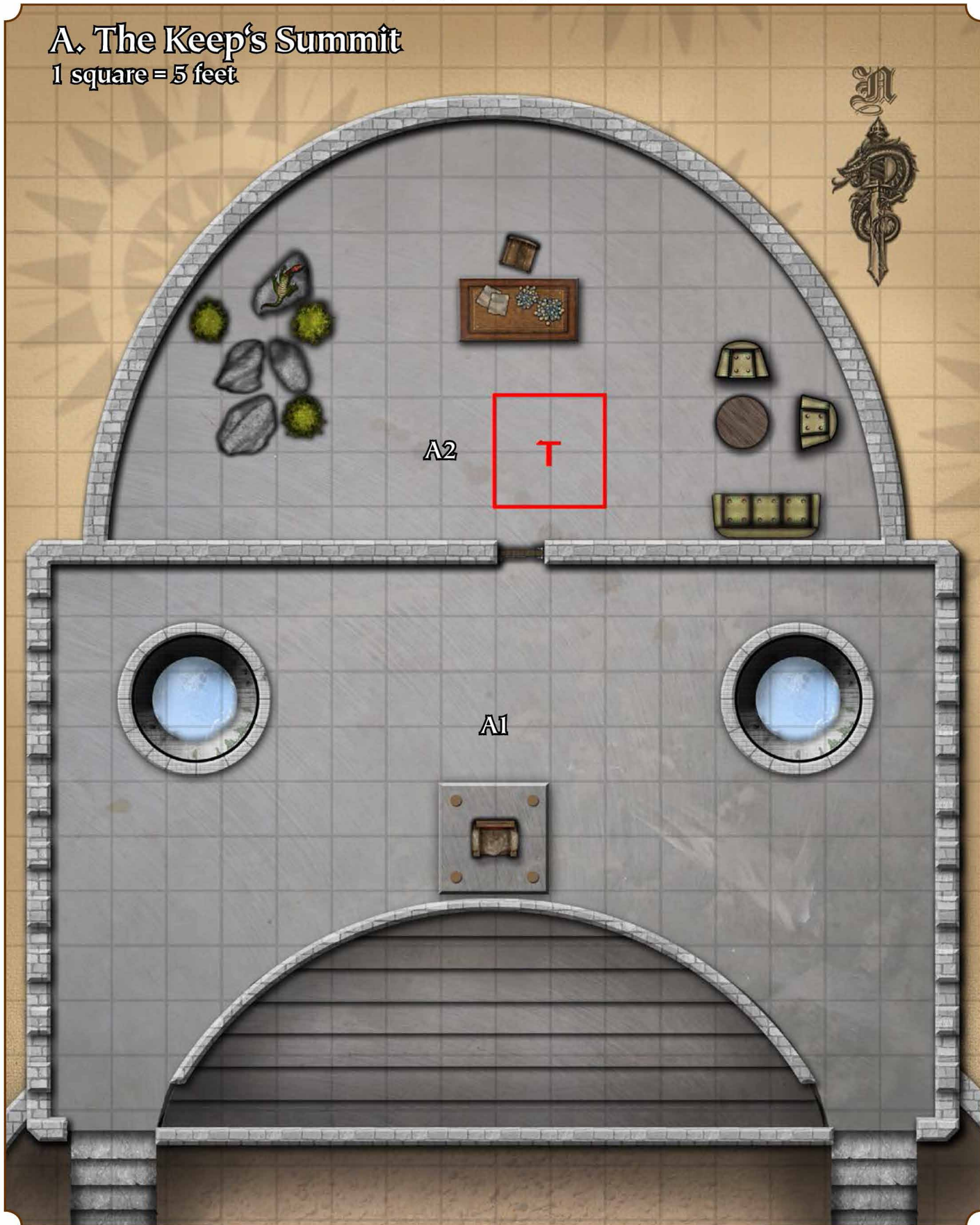
The interior of the Bloodworks is very similar to its exterior, with panels of hide-wrapped wood forming a dusty fighting pit in the building's center. Roughly built bleachers wrap three quarters of the way around the perimeter, and the northern end is dominated by a keep of earth, stone, and wood with steeply slanted sides and two sweeping sets of stairs that descend to the arena's floor like a pair of insect mandibles. Between the stairs is a massive set of wooden double doors large enough to accommodate a pair of mammoths. A few rows of seats sit further up the side of the keep, and immediately behind them rests a large throne crafted from the bones of nearly every creature to walk the Cinderlands.

The Bloodworks produces a cacophonous torrent of noise—screams of pain, peals of delight, and the clash of weapons—during an event, and Ploog often acts as a ringmaster by personally introducing combatants before ascending to the top of the keep and lounging on the bone throne. When the PCs arrive, the main bout is to be between a large ettin and a team of human gladiators. The ettin wastes no time in crushing most of its opposition before cruelly toying with the remaining pair of combatants, to the amusement of the audience.

Armed ushers keep anyone from approaching Ploog or his ramshackle keep during the event, but afterward, once Ploog has retired to the structure's interior, the guards become significantly more open to bribes and persuasion. Earning the cooperation of a guard requires 50 gp minus the result of a PC's Diplomacy

A. The Keep's Summit

1 square = 5 feet



check. Alternatively, the orcs are reasonably impressed by tough or mean supplicants, and the guards laugh and escort the PCs to Ploog with a successful DC 25 Intimidate check. Half-orcs receive a +2 circumstance bonus to these skill checks.

A1. The Keep's Summit

The broad summit of Ploog's keep in the Bloodworks sometimes serves as a second stage for particularly elaborate events, but more often than not he uses it to entertain particularly important guests. Two 15-foot-deep covered cisterns are cut into the floor and collect the rare rainwater that falls on the Bloodworks' massive footprint.

Creatures: During and immediately before and after events, Ploog maintains a sizeable force of armed guards (orc fighter 4) in the Bloodworks. Most of these patrol the arena and beat down uncontrollably rowdy patrons before anyone starts a riot, and 4 guards spend the entire evening stationed in this area. So long as another orc is already escorting the PCs to Ploog's office, these guards do not move to intercept the visitors. If the PCs do not already have an escort, these guards step forward and bar the PCs' passage unless the PCs can convince them to stand aside (see above).

A2. Ploog's Office (CR 9 or CR 12)

When the PCs enter area A2, read or paraphrase the following.

Ploog's office is an uncommonly well-built, domed structure of leather, wood, and an irregular assortment of stone blocks that occupies the back half of the keep. At its highest, the ceiling rises twenty feet, and several windows cut into the leather walls allow a refreshing breeze to ventilate the room. A pile of large rocks sits beneath one of these windows, and several nearby potted trees lean toward the light. On the opposite end of the room are several chairs and a divan upholstered in tanned leather. In the room's center stands a desk covered in sheets of parchment and stacks of coins whose irregular sizes and shapes betray origins in at least a dozen nations, and a pair of decoratively crossed swords hang on the desk's front.

As the PCs enter, one of the orc guards motions for them to stand in front of the desk at a respectful distance, placing as many of the PCs as possible on top of the trapped squares.

Creatures: Ploog is a slightly rotund but entirely muscular orc who wears crimson and silver robes and a feathered cap. After years of managing the Bloodworks, his reason for wearing such fine and ostentatious clothing has evolved from one of professional necessity as an entertainer to one of personal comfort. In fact, the fine construction of the office and its furniture are all an

extension of Ploog's rich tastes. Even after sending gifts to the Bonecarvers and local warlords, the orc still earns a considerable amount of gold and prestige, and with this and over a decade of work he has acquired business acumen not normally attributed to one of his race.

As the PCs enter, Ploog is seated at his desk counting coins from the day's earnings, and he makes a point of failing to acknowledge any visitors for several minutes. Afterward, he stands and asks them their business, though he has already heard that newcomers have been asking about Eando Kline and suspects the PCs are these same newsmakers. Assuming the PCs are truthful and ask about a means of reaching Koldukar, Ploog listens politely and then asks about their reasons. If the PCs have not mentioned Eando Kline in this time, the orc tries to bait them into admitting their ties to him by observing that the last person who asked about a guide to Urgir was a Pathfinder. Should the PCs still not admit their connection to Eando Kline, Ploog continues to voice his suspicions, including a lie that he has come to respect the former Pathfinder for his daring escape. Even if the PCs admit to nothing, Ploog mentally labels the PCs as Kline's friends.

Due to his considerable influence, Ploog also knows of a perfect guide for the PCs, and he sets to negotiating the terms by which he might introduce the Pathfinders to this rare and resourceful individual. If the PCs have admitted their connection to Kline, Ploog explains his terms: the PCs' must pay off the debt Kline incurred to the Bloodworks years ago when he killed Ploog's prize bulette. If the PCs recalcitrantly avoided mentioning Kline, Ploog presents his terms as fair payment for a rare commodity. In either case, the orc's payment is the same: the PCs must head into the Cinderlands to capture a new bulette to replace the one that died years ago, and they must acquire one in 1 day. Ploog is adamant about receiving a live, healthy bulette, but a PC can talk him into giving the PCs 2 days to complete the task with a successful DC 20 Diplomacy check.

All is not entirely as Ploog claims, though he makes a calculated effort to only speak the truth. Although he has promised to introduce the PCs to a guide, he omits the fact that the guide is also one of the prisoners held by the Bloodworks and that the guide will be physically incapable of accompanying the PCs until freed. A PC can sense the Ploog is holding back information with a successful DC 18 Sense Motive check (DC 21 in Subtier 8–9), but even if confronted, the orc insistently repeats his terms.

Conceivably the PCs could attack Ploog at this time, subdue him, and force him to reveal who his contact is. While this is a possibility, the circumstances are vastly against them. Not only is Ploog a former gladiator who

rarely attends an event without his weapons and armor, but he has many guards nearby who can rush to his aid. 2 guards are in his office (4 guards in Subtier 8–9), another 4 are just outside, and 2 more arrive after 1d4 rounds. Further, one of these guards calls out to Vroth the Crusher, an ettin whose loyalty Ploog has purchased with regular kickbacks of arena profits (see page 17). Vroth rouses his pet bears and climbs up the stairs to join the combat, arriving at the start of the third combat round. Should Ploog spot the PCs reaching for their weapons, he does not hesitate to think aloud about how silly it would be to attack him in his own arena.

Traps: Ploog maintains a concealed pit trap in front of his desk to dispose of unwelcome visitors. The pit remains closed until triggered by opening the top drawer of his desk. From there Ploog typically waits for more guards to arrive before extracting the victims and using them as gladiators in the next day's event.



Ploog

Subtier 5–6 (CR 9)

CONCEALED PIT TRAP

CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger manual; **Reset** manual

Effect 30-ft-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. by 10-ft. area)

PLOOG

CR 8

Orc expert 2/fighter (dirty fighter) 7 (*Pathfinder RPG Advanced Race Guide* 140)

NE Medium humanoid (orc)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 11, flat-footed 19 (+7 armor, +1 deflection, +1 natural)

hp 81 (9 HD; 7d10+2d8+34)

Fort +8, **Ref** +3, **Will** +6

Defensive Abilities ferocity, sidestep +2

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 falchion +14/+9 (2d4+9/15–20)

Ranged mwk light crossbow +9 (1d8/19–20)

Special Attacks maneuver training

TACTICS

Before Combat If Ploog expects trouble, he drinks his *potion of bull's strength*.

During Combat Ploog activates the pit trap if he can catch two or more enemies in its area. He then attacks with his falchion, attempting to eliminate any clerics or spellcasters first. Ploog uses the dirty trick combat maneuver to blind particularly troublesome melee combatants.

Morale Ploog tries to escape—either on foot or with his *potion of fly*—if reduced to 15 hp or less.

STATISTICS

Str 19, **Dex** 10, **Con** 14, **Int** 13, **Wis** 10, **Cha** 6

Base Atk +8; **CMB** +12 (+18 dirty trick); **CMD** 23 (27 vs. dirty trick)

Feats Combat Expertise, Greater Dirty Trick^{APG}, Improved Critical (falchion), Improved Dirty Trick^{APG}, Improved Initiative, Power Attack, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Acrobatics +4, Bluff +8, Climb +8, Diplomacy +8, Intimidate +8, Perception +8, Sense Motive +6

Languages Common, Giant, Orc

SQ armor training 2, weapon familiarity

Combat Gear *potion of bull's strength*, *potion of fly*; **Other Gear** +1 chainmail, +1 falchion, mwk light crossbow with 20 bolts and 5 +1 silver bolts, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, business ledgers, 235 gp

THE PRICE OF FRIENDSHIP

ORC GUARD (2)

CR 3

Orc fighter 4

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 shield)

hp 42 (4d10+16)

Fort +7, **Ref** +2, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1, ferocity

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +9 (1d8+4/[XXTS]3)

Ranged light crossbow +5 (1d8/19–20)

TACTICS

During Combat The guards attempt to prevent Ploog from being flanked by their opponents.

Morale The guards fight to the death, as they know they will meet their ends either here or in the arena.

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 20

Feats Cleave, Dodge, Power Attack, Step Up, Toughness

Skills Climb +6, Intimidate +3, Perception +3, Survival +5

Languages Common, Orc

SQ armor training 1, weapon familiarity

Combat Gear *potion of cure moderate wounds*, tanglefoot bag (2), thunderstone; **Other Gear** masterwork hide armor, light wooden shield, masterwork battleaxe, light crossbow with 20 bolts

Subtier 8–9 (CR 12)

CONCEALED PIT TRAP

CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger manual; **Reset** manual

Effect 60-ft-deep pit (6d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. by 10-ft. area)

PLOOG

CR 11

Orc expert 2/fighter (dirty fighter) 10 (*Pathfinder RPG Advanced Race Guide* 140)

NE Medium humanoid (orc)

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 11, flat-footed 21 (+9 armor, +1 deflection, +1 natural)

hp 110 (12 HD; 10d10+2d8+46)

Fort +10, **Ref** +4, **Will** +7

Defensive Abilities ferocity, sidestep +3

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee +2 falchion +20/+15/+10 (2d4+13/15–20)

Ranged mwk light crossbow +12 (1d8/19–20)

Special Attacks maneuver training, speedy tricks

TACTICS

Before Combat If Ploog expects trouble, he drinks his *potion of heroism*.

During Combat Ploog activates the pit trap if he can catch two or more enemies in its area. He then attacks with his falchion, attempting to eliminate any clerics or spellcasters first. Ploog typically uses one of his attacks each round to perform the dirty trick combat maneuver to hinder a threatening melee combatant.

Morale Ploog tries to escape—either on foot or with his *potion of fly*—if reduced to 15 hp or less.

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 13, **Wis** 10, **Cha** 6

Base Atk +11; **CMB** +17 (+23 dirty trick, +19 trip); **CMD** 28 (32 vs. dirty trick, 30 vs. trip)

Feats Combat Expertise, Greater Dirty Trick^{APG}, Improved Critical (falchion), Improved Dirty Trick^{APG}, Improved Initiative, Improved Trip, Lunge, Power Attack, Toughness, Tripping Critical^{APG}, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Acrobatics +2, Bluff +11, Climb +8, Diplomacy +8, Intimidate +8, Perception +10, Sense Motive +10

Languages Common, Giant, Orc

SQ armor training 2, weapon familiarity

Combat Gear *potion of heroism*, *potion of fly*; **Other Gear** +1 half-plate, +2 falchion, mwk light crossbow with 20 bolts and 5 +1 silvered bolts, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, ring of protection +1

ORC GUARDS (4)

CR 3

hp 42 (use the statistics from Subtier 5–6)

Development: If the PCs agree to Ploog's terms, he provides them with a bit of free advice: the best place to find bulettes is at least several miles south of Urglin, and the PCs would be well-advised to bring some means of capturing the beast alive and transporting it back. Only one merchant in Urglin has a cage large enough to contain a fully grown bulette, and even a heavy wagon is not sturdy enough to cart an unconscious adult back to the city (though two such wagons lashed together might be enough). Urglin sells few horses, but several merchants deal in oxen and yaks (*Pathfinder RPG Ultimate Equipment* 86).

Faction Notes: Qadira faction PCs should either track down Grahgharuk, the orc in charge of stocking the Bloodworks's weapons, or speak with Ploog directly about paying for the shipment of Qadiran weapons.

Both orcs try to deflect the demands as insignificant, pretending that the money was already delivered, that the merchants are worthless nobodies unworthy of the orcs' time, or both. Persuading them nicely to pay up is difficult and requires a successful DC 28 Diplomacy check; however, the orcs rethink their earlier dismissal of the Padishah Empire and quickly secure the money owed if a PC makes a successful DC 18 Intimidate check. If the PCs kill Ploog during the scenario, only a letter demanding that Qadira be paid in full will fulfill the mission, and a successful DC 22 Linguistics check allows a PC to successfully forge such a letter. Convincing one of the two Bloodworks officials to pay off their debts to Qadira or forging an appropriate letter earns Qadira faction PCs 1 Prestige Point.

Taldor faction PCs should be interested in procuring one of the swords—clearly marked by a crest of rampant stags—that hangs in front of Ploog's desk. Ploog is unwilling to part with the blade, and stealing it in plain sight is very difficult, requiring a DC 28 Sleight of Hand check. Later in the adventure, Taldor faction PCs will have an opportunity to win the sword as part of an arena combat. Of course, the PCs can easily claim the sword if they defeat Ploog and his guards. Acquiring the sword earns Taldor faction PCs 1 Prestige Point.

Treasure: The days' earnings lie on Ploog's desk, and the locked bottom drawer contains the receipts and earnings from the past several weeks. All together, the treasure amounts to 611 gp, 3,255 sp, 5 pp, and 200 cp. In addition, Ploog has hidden a small bag of two-dozen amethysts (100 gp each) in the floor beneath one of the chairs.

Rewards: If the PCs successfully negotiate with Ploog, reward each subtier as follows.

Subtier 5–6: Give each PC 1,406 gp.

Subtier 8–9: Give each PC 2,588 gp.

If the PCs fight Ploog, his guards, and Vroth the Crusher, also award them the rewards for the Into the Pits encounter.

The Bulette Hunt (CR varies)

Tracking a bulette takes the PCs into the Cinderlands, a dangerous environment thanks to its precarious position near a tectonic fault line and the many volcanic vents that proliferate the region. The PCs' hunt for a bulette takes 5d4 hours. A group whose slowest member moves at a speed of 20 feet adds 2 to this total, and a group reduces this time by 2 hours for every 10 feet of movement speed they have over 30 feet (minimum 3 hours). In addition, the PCs can make a Survival check to find a bulette more quickly, reducing the number of hours spent exploring by 1 on a successful DC 15 Survival check plus an additional hour for every 5 points by which they exceeded the DC; if a PC has the swift tracker class ability, reduce this time by an additional hour. Rather

SCALING ENCOUNTER A2

To accommodate a party of four PCs, replace all of the orc guards with level 1 orc warriors (*Pathfinder RPG Bestiary* 222).

than track the PCs' exact route through the Cinderlands, the GM can simply narrate some of the PCs' findings and hardships as they explore the wilderness.

Knowledge (arcana) or Survival

The PCs might already know about a bulette's behavior and the best way to track one.

12+ This creature is commonly called the landshark because its fin often cuts a distinctive wake behind it like that of a shark. It burrows rapidly, and it can launch itself from the soil. Its tunnel system is often referred to as "shark holes."

17+ The foul-tempered creature attacks prey much larger than it, and there is usually little left of its meal, as it consumes bone and even armor and weapons. The bulette's preferred tactic is to charge, launch itself in the air, and then land on prey, attacking with all four razor-sharp claws extended.

22+ The creature is generally nocturnal and sleeps in craters called "drifts" during the warmest parts of the day. It is most often found alone or with a mate.

27+ Bulettes hunt an area in a circuitous pattern, keeping crater-like drifts in different areas to rest along their routes. By checking the creature's scat at the drift's bottom, you can tell how quickly the creature will return. Fresh droppings indicate the creature may still be in the area; very dry droppings indicate it may be returning soon from its circuit. However, if the scat is dry on the outside but moist within, it indicates the creature may not return for some time.

Hazard: Although no wandering creatures threaten the PCs, there is a chance that one of the Cinderlands' infamous volcanic events strikes. For every hour spent traveling, roll 1d12 (1d10 in Subtier 8–9) to determine what difficulties befall the PCs.

1–2 Emberstorm (CR 4): An emberstorm is a windstorm that carries hot cinders from nearby volcanoes. As an emberstorm approaches, a single PC can make a Knowledge (nature) or Survival check to predict the path of the storm and avoid the worst of it. The PCs are caught in an emberstorm for 30 rounds minus a number of rounds equal to the skill check. An emberstorm behaves like a duststorm (*Pathfinder RPG Core Rulebook* 438) but deals 1d3 points of nonlethal damage and 1 point of fire damage per round to each creature caught in it.

3 Sarenrae's Tears Explosion (CR 5): Globes of half-cooled molten basalt and trapped volcanic gases often fly from the cinder cones—small volcanic hills—and can

land anywhere within a few miles. Some lie dormant until disturbed, whereas others explode on landing. One such glob explodes near 1d3+2 creatures, dealing 3d6 points of piercing damage and 3d6 points of fire damage (DC 20 Reflex, save for half). In Subtier 8–9 there is a 25% chance that the explosion disturbs a nearby second glob that also explodes and strikes 1d3 randomly selected targets.

4 Sarenrae's Tresses (CR 4): A sustained gust of wind carrying hairlike strands of glass fibers strikes the area, ripping apart anything along the wind's path. The PCs suffer the effects of a windstorm and take 2d6 points of piercing damage per round for 1d6 rounds, after which the windstorm continues for the rest of the hour.

5 Methane Seep Rockfire (CR 6): Lightning from thunderstorms ignites a gas field, setting it ablaze with a burst of blue flame. Every creature takes 8d6 points of fire damage (DC 25 Reflex save for half).

6–7 Duststorm (CR 3): This duststorm lasts 1 hour.

8+ No effect.

Faction Notes: Lantern Lodge faction PCs must depict several of the creatures from the Cinderlands. The bulette and roc encountered later are excellent candidates, as are the occasional Storval aurochs that are sometimes visible around the periphery of the Cinderlands. Painting an accurate depiction of such a creature requires a successful DC 18 Craft (painting) check, though other Craft skills might also suffice. Portraying a large Cinderlands creature in a lifelike way earns Lantern Lodge faction PCs 1 Prestige Point.

Osirion faction PCs should capture one or more embers from an emberstorm in the sand-filled metal box given to them along with their faction mission. Successfully catching and banking an ember is rather easy but requires the PC both to encounter an emberstorm and withstand its effects for the 3d4 rounds that it takes slip the ember into the box without all of the sand blowing away. Carrying an unprotected, live ember out of an emberstorm causes the ember to grow dim and die within seconds. Collecting a live ember in the box earns Osirion faction PCs 1 Prestige Point.

Capturing a Bulette (CR 7 or CR 10)

After braving the Cinderlands' ferocious weather, the PCs reach an area where they are likely to encounter a bulette. Exactly how the PCs go about actually capturing the bulette is up to them. Dealing nonlethal damage to a nearly 4-ton magical beast is an excellent way to subdue it, but the PCs must also be prepared to transport the unconscious creature back to Uргlin. Enchantment magic is an excellent option, so long as the spell lasts all the way to the Bloodworks. As a magical beast, the bulette is also vulnerable to the wild empathy class feature,

though goading it to walk north requires some form of bait or incentive to abandon its rich hunting grounds. GMs are encouraged to allow creative plans to work, even if they don't necessarily work perfectly.

Creatures: As the PCs reach the nearby bulette's hunting grounds, the bulette also identifies the PCs as a promising meal. With a successful DC 19 Perception check (DC 21 in Subtier 8–9) a PC can act in the surprise round as she notices the burrowing bulette's dorsal fin creating a wake in the ash and soil 60 feet away. The bulette begins combat with total cover. In Subtier 8–9 the bulette is not only considerably stronger but also has a mate that attacks from the opposite direction.

Subtier 5–6 (CR 7)

BULETTE **CR 7**
hp 84 (*Pathfinder RPG Bestiary* 39)

Subtier 8–9 (CR 10)

CINDERLANDS BULETTE (2) **CR 8**
Advanced bulette (*Pathfinder RPG Bestiary* 39, 294)
hp 100 each

Development:
Once the PCs secure a captive bulette, it takes 1d4+1 additional hours to return to Uргlin.



Bulette

A Captive Meal (CR 8 or CR 11)

Creatures: Such a large entourage attracts the attention of the Cinderlands' largest predators, and with a DC 25 Perception check a PC can spot a large bird of prey patrolling the skies. Due to perspective and distance, the PC is only able to discern the bird's true size if she beats the DC by 10 or more. The bird is actually a roc in search of its next meal, and a bulette—especially an unconscious one—makes a tempting target.

As the group nears Urglin, a duststorm strikes the area, concealing the PCs' movement, but as the dust settles, the roc exploits the poor visibility to swoop in and attempt to carry off the bulette.

Subtier 5–6 (CR 8)

JUVENILE ROC CR 8

Young roc (*Pathfinder RPG Bestiary* 236, 295)

hp 88

TACTICS

During Combat The roc charges the bulette, after which it focuses its attention on incapacitating its meal. If the PCs attack the roc, it tries to split its attacks, striking the bulette with one claw and using its other natural attacks against other assailants.

Morale If reduced to 22 hp or lower, the roc attempts to escape, carrying any grabbed creature with it.

BULETTE CR 7

hp varies (*Pathfinder RPG Bestiary* 39)

TACTICS

During Combat So long as the bulette is conscious and able to defend itself, it uses its natural attacks to fend off the roc.

Subtier 8–9 (CR 11)

CINDERLANDS ROC CR 11

Advanced roc (*Pathfinder RPG Bestiary* 236)

N Gargantuan animal

Init +6; **Senses** low-light vision; Perception +21

DEFENSE

AC 25, touch 8, flat-footed 23 (+2 Dex, +17 natural, -4 size)

hp 170 (20d8+80)

Fort +16, **Ref** +16, **Will** +10

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talon +22 (2d6+10/19-20 plus grab), bite +21 (2d8+10)

Space 20 ft.; **Reach** 15 ft.

TACTICS

During Combat The roc charges the bulette, after which it focuses its attention on incapacitating its meal. If the PCs attack the roc, it tries to split its attacks, striking the bulette with one claw and using its other natural attacks against other assailants.

OPTIONAL ENCOUNTER

A Captive Meal is an optional encounter. If fewer than 90 minutes remain in which to complete the scenario, the roc decides to find smaller prey. Simply use the creature to scare the PCs before they return to Urglin.

SCALING A CAPTIVE MEAL

To accommodate a party of four PCs, the roc is so preoccupied by trying to control or carry off the bulette that it is only able to use 2 of its natural attacks each round. The GM is encouraged to describe the animal's frustrating difficulties in simultaneously subduing and defending its prize each round.

Morale If reduced to 42 hp or lower, the roc attempts to escape, carrying any grabbed creature with it—even the bulette. If reduced to 15 hp or less, it abandons its prey entirely and tries to escape.

STATISTICS

Str 30, **Dex** 15, **Con** 19, **Int** 2, **Wis** 14, **Cha** 11

Base Atk +15; **CMB** +29 (+33 grapple); **CMD** 41

Feats Endurance, Flyby Attack, Improved Critical (talon), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Fly), Skill Focus (Perception), Weapon Focus (talon)

Skills Fly +15, Perception +21

CINDERLANDS BULETTE CR 8

Advanced bulette (*Pathfinder RPG Bestiary* 39, 294)

hp varies

TACTICS

During Combat So long as the bulette is conscious and able to defend itself, it uses its natural attacks to fend off the roc.

Development: Should the roc kill or steal the PCs' bulette, they may still have enough time to find and catch another. Finding the new bulette should take the same amount of time as before, but only roll for a Cinderlands event once every 3 hours so that finding a replacement does not take too much play time.

Renegotiation Required (CR 9 OR CR 12)

So long as the PCs have a live bulette in tow when they return to Urglin, they enjoy a brief period of celebrity as the normally aggressive and unwelcoming citizens gather to admire the beast and the adventurers who were strong enough to capture it. This following grows all the way to the Bloodworks, and by the time the PCs reach the arena, they have an informal entourage of several hundred citizens who are as eager to see the bulette tear apart gladiators as they are to slap one of

THE PRICE OF FRIENDSHIP

the Pathfinders on the back and compliment her on her hunting prowess.

News of the PCs' return does not escape Ploog, and although he is ecstatic to have a new bulette, he adopts a calmer mien when greeting the PCs and invites them back to his office to settle his part of the bargain. As he relaxes at his desk with the PCs positioned as close to the pit trap as he can manage, a guard fetches **Gulros** (male orc ranger 2/rogue 2), a scrawny, down-on-his-luck orc wearing rags, a harness for carrying a few tools, and a set of masterwork manacles. Gulros made a modest income acting as a merchant guard for any caravans headed from Urglin to Urgir, but he bet more gold than he actually had in a recent round of gambling and was condemned to die in the Bloodworks as punishment.

Once Ploog learned that Gulros was an adept guide, the ringmaster decided to hold onto the captive as a potential bargaining chip when bribing a local warlord at a later date.

With a nonchalant wave of his hand, Ploog introduces the newcomer and declares that his own part of the bargain have been fulfilled. Should the PCs try to remove Gulros's manacles, lead him away, or speak more than a few pleasantries to him, Ploog stands up and speaks.

With a self-assured smile, Ploog states, "Perhaps you failed to understand the nature of the bargain, pinkskins. You brought me a bulette, and I introduced you to the best guide around. That guide is still my property, and I won't have you touching him or speaking to him out of turn." He spares a moment to pick at one of his lower canines in thought before continuing. "If you wish to purchase him, of course, I would be open to negotiating a second favor—one far less troublesome and time-consuming. In return, the slave will be yours to do as you wish. Interested?"

Unless the PCs express outright disgust or attack, Ploog outlines simple terms. The PCs will participate in the arena's next event, a fight against the Bloodworks' reigning champion, Vroth the Crusher. To sweeten the deal, the orc might also mention that the winners are allowed to claim the losers' possessions, of which Vroth is known to have a considerable collection.

If the PCs failed to retrieve a bulette, Ploog prepares for the worst and meets the PCs in his office to express his disappointment. He does not introduce them to

Gulros but promises to do so if the PCs are willing to participate in a bout against his arena's champion—a charitable second chance as far as Ploog is concerned. Ploog expects the PCs to die horribly in the fight, which serves his purposes perfectly; he won't need to pay them anything, and he gets to host another lucrative, well-attended event.

Creatures: Unless the PCs made a special effort to arrive during one of the Bloodworks' events, they arrive when the arena is not busy. As a result, Ploog only has a token contingent of guards with him, and the keep's lower doors are closed and locked, making it much easier to attack Ploog now and not draw the wrath of the entire arena's staff. Use the details creatures from area A2, but no additional creatures join the fight.

Ploog wants to avoid a fight if he can and tries to convince the PCs to save their violence until they have an audience; if attacked, he does not hold back. Gulros does not participate in combat.

If the PCs failed to retrieve a bulette, Ploog calls in a few extra guards to patrol nearby in case his visitors become rowdy. 2 additional orc guards are outside in area A1 and join any combat on the second round of combat. In Subtier 8–9, there are instead 4 additional orc guards nearby.

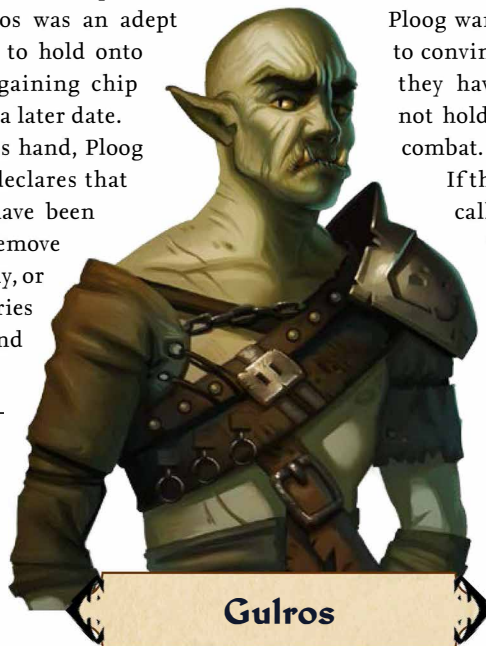
Faction Notes: Shadow Lodge faction PCs have an opportunity to acquire a set of notes for Grandmaster Torch here, though the notes are actually in the possession of the ettin Vroth. If the PCs defeat Ploog but keep him alive, he can confirm that one of the prisoners slain in the last

month matched the description of the missing Shadow Lodge agent, and he offers to write out a message to Vroth demanding he hand over the notes and any of the agent's remains. Convincing Vroth to honor Ploog's demands requires a DC 20 Bluff or Diplomacy check. Securing the notes earns Shadow Lodge faction PCs 1 Prestige Point.

Taldor faction PCs can goad Ploog into adding the stag-adorned sword to the winner's spoils in the upcoming arena combat with a successful DC 20 Bluff or Diplomacy check. If the PCs instead defeat Ploog, a PC may easily recover the sword.

Treasure: In the intervening time, Ploog has accumulated additional wealth in the form of Druman trade bars and a bag of silver ingots. He stores these out of sight in his desk's drawers.

Rewards: If the PCs defeat Ploog and his guards in combat, reward each subtier as follows.



Gulros

B. The Bloodworks

1 square = 5 feet

A : Storval Aurochs
V : Vroth the Crusher
W : Dire Wolf



Gamemastery Flip-Mat Arena

Subtier 5–6: Give each PC 1,122 gp.
Subtier 8–9: Give each PC 2,902 gp.

B: Into the Pit (CR 8 OR CR 11)

If the PCs agreed to fight Ploog’s champion, he wastes no time in publicizing and preparing the arena. Further, he wants to ensure that the PCs perish on its sandy floor before they have a chance to devise a plan to kill Ploog and take what they want. The bout begins two hours after he leaves the meeting, even if he has to make special arrangements to run an event after dark. Once the PCs are prepared, read or paraphrase the following.

Ploog stands before his throne and triumphantly salutes the crowd, which roars its approval in response. “People of Urglin, no doubt even now you have heard of the mighty Bulette Band, the brave pinkskins who walked into the wilderness and dragged back a mighty landshark. Today we shall see if their fame endures or if it will splatter to a gruesome end from the weapons of the reigning champion, victor of forty fights.” As he makes his announcements, he walks down one of the sets of stairs, descending about halfway to the arena’s floor. The massive double doors begin to creak open as he waves toward them. “Let us welcome the champion of the Bloodworks, Vroth the Crusher!” The crowd rises to their feet as one and begin banging on the bleachers and support beams with approval, causing parts of the crudely built arena to groan with strain. With a broad grin, Ploog makes a chopping motion with his hand and exclaims, “Let’s see some blood!”

If using *Flip-Mat: Arena*, note that the 4 columns are absent from the fighting area; the Bloodworks’s fighting space is free of obstructions. The walls between the combatants and the crowd are also low and rough, and a PC can climb the 10-foot walls with a successful DC 15 Climb check.

Creatures: Although Vroth the Crusher is powerful even for an ettin, his true strength is his cleverness. Not content to simply bash heads together in return for meager rewards, he negotiated a rough but serviceable contract with Ploog a year ago that ensures Vroth a healthy purse of gold for each victory. Although Ploog could break the contract at any time—certainly there are no laws in Urglin that protect a lawful contract—he finds that Vroth is much more easily controlled if the ettin continues to believe in his financial victory. In the end Ploog profits, for Vroth’s performances draw large crowds, and his mathematics skills are so poor that he accepts nearly any reasonable amount of money from Ploog and assumes it is exactly what is owed.

In his free time Vroth enjoys training fighting animals, and he often brings them into the arena to show off his

latest pets. Most recently he trained a pair of dire wolves that he brings into combat against the PCs. In Subtier 8–9 he instead has a quartet of storval aurochs.

Subtier 5–6 (CR 8)

VROTH THE CRUSHER CR 7

Ettin fighter 1 (*Pathfinder RPG Bestiary* 130)

CE Large humanoid (giant)

Init +5; **Senses** low-light vision; Perception +11

DEFENSE

AC 21, touch 10, flat-footed 20 (+3 armor, +1 Dex, +8 natural, –1 size)

hp 84 (11 HD; 10d8+1d10+34)

Fort +13, **Ref** +5, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 mwk flails +16/+11 (2d6+8)

Ranged 2 javelins +8/+3 (1d8+8)

Space 10 ft.; **Reach** 10 ft.

TACTICS

During Combat Vroth engages any willing targets before chasing down more cowardly combatants.

Morale Vroth fights to the death, as he knows the Bloodworks shows no mercy to the defeated.

STATISTICS

Str 27, **Dex** 12, **Con** 17, **Int** 8, **Wis** 8, **Cha** 11

Base Atk +8; **CMB** +17 (+19 overrun); **CMD** 28 (30 vs. overrun)

Feats Cleave, Great Cleave, Improved Initiative, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack

Skills Handle Animal +9, Perception +11; **Racial Modifiers** +4 Perception

Languages Giant, Goblin, Orc

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 leather armor, mwk flail (2), javelin (4), *cloak of resistance* +1, antitoxin (2)

DIRE WOLF (2) CR 3

hp 42 (*Pathfinder RPG Bestiary* 278)

Subtier 8–9 (CR 11)

VROTH THE CRUSHER CR 10

Ettin fighter 4

CE Large humanoid (giant)

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 25, touch 10, flat-footed 24 (+5 armor, +1 Dex, +10 natural, –1 size)

hp 141 (14 HD; 10d8+4d10+74)

Fort +16, **Ref** +6, **Will** +6 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 40 ft.

Melee 2 +1 flails +19/+14/+9 (2d6+9)

Ranged 2 javelins +11/+6/+1 (1d8+8)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat Vroth drinks his *potion of barkskin* (already factored into his stats) before entering the arena.

During Combat Vroth engages any willing targets before chasing down more cowardly combatants.

Morale Vroth fights to the death, as he knows the Bloodworks shows no mercy to the defeated.

Base Statistics Without his *potion of barkskin*, Vroth the Crusher's stats are **AC** 23, flat-footed 22.

STATISTICS

Str 27, **Dex** 12, **Con** 18, **Int** 8, **Wis** 8, **Cha** 11

Base Atk +11; **CMB** +20 (+22 overrun); **CMD** 34 (36 vs. overrun)

Feats Blind-Fight, Cleave, Defensive Combat Training, Great Cleave, Improved Initiative, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Toughness

Skills Handle Animal +9, Perception +14; **Racial Modifiers** +4 Perception

Languages Giant, Goblin, Orc

SQ armor training 1

Combat Gear *potion of cure serious wounds*, *potion of barkskin*; **Other Gear** +1 chain shirt, +1 flail (2), javelin (6), cloak of resistance +1, restorative ointment, antitoxin (2)

STORVAL AUROCHS (4)

CR 4

Advanced giant aurochs (*Pathfinder RPG Bestiary* 174, 294, 295)

hp 34

TACTICS

During Combat The aurochs trample anyone who is not Vroth before goring their enemies to death.

Morale Trapped in a noisy, confined space, the storval aurochs fight to the death.

Development: If the PCs defeat Vroth, Ploog reassesses his chances of squeezing any more favors out of the PCs and hands over Gulros as promised. Afraid that they might later track him down and kill him, Ploog also ensures that no harm befalls the PCs as they depart Urglin.

Mission Notes: Cheliox faction PCs have a large, captive audience paying attention to their every action, making this a superb time to perform a slanderous song about the tiefling Madiskaal. An appropriately insulting song requires a DC 16 Craft (writing) or Perform (oratory or sing) check to devise catchy lyrics, project appropriately, or both. A PC gets a +4 circumstance bonus to this skill check if she has class feature or spell effect makes it easier to hear her voice under difficult conditions. A PC

SCALING INTO THE PIT

To accommodate a party of four PCs, Vroth's trained animals are not as well trained as he had hoped. The roar of the crowd spooks them, and in the case of the dire wolves, the spectators are more appealing targets than the PCs. Remove the animals from the combat as they struggle to consume the audience, crash into walls, and cause property damage that does not directly impact the combat.

may only attempt this skill check once in the Bloodworks, after which the audience loses interest in the character's performance. Besmirching Madiskaal's reputation in song earns Cheliox faction PCs 1 Prestige Point.

Treasure: Winning the combat not only earns the PCs 400 gp in prize money, but they also win all of Vroth's possessions. This includes 420 gp and a suit of +3 *banded mail*. In Subtier 8–9 the armor is instead *banded mail of luck*.

Rewards: If the PCs defeat Vroth, reward each subtier as follows.

Subtier 5–6: Give each PC 1,122 gp.

Subtier 8–9: Give each PC 2,902 gp.

CONCLUSION

Whether the PCs defeat Ploog and his guards or win a bout with Ploog's champion, they secure the freedom and aid of Gulros, the orc guide who knows the secret route to Koldukar. Respectful of the PCs' reputation no one gives the Pathfinders any trouble as they leave the city, even if they were responsible for Ploog's death. Upon reuniting with the Pathfinders at the agreed rendezvous point, Venture-Captain Sir Canayven Heidmarch listens to their report, courteously greets Gulros, and motions to several ponies with fully laden pack saddles behind him before explaining that he has secured enough supplies for an overland trip to Urgir and that the PCs will be among the first Pathfinders ever to set foot in the Sky Citadel of Koldukar.

If the PCs successfully captured a bulette and brought it to the Bloodworks, they receive the Legend of Urglin boon. Otherwise, cross this off the Chronicle sheet.

Success Conditions

The PCs need to win the freedom of the orc guide Gulros and lead him out of Urglin succeed at their overall mission. If they do so, each PC earns 1 Prestige Point.

FACTION MISSIONS

Members of each faction can earn an additional Prestige Point for completing their respective faction missions, as detailed below.

THE PRICE OF FRIENDSHIP

Andoran Faction: Andoran faction PCs who retrieve the report from Krolus Tapsfoot on the streets of Urglin earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who perform a catchy and scandalous song about Madiskaal earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who recover the lost *wayfinder* in Oozefront earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who successfully depict one of the beasts of the Cinderlands in artwork earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who successfully capture a live ember from an emberstorm in the Cinderlands earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who either convince Ploog or his subordinate to pay Qadira the money it is owed or forge a letter requisitioning payment earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs find and intimidate Alvegu Roshkari earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who acquire the dead agent's documents from Vroth earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who aid at least half of the other represented factions with their faction missions earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who recover the ancestral Carneli sword in area A2 earn 1 Prestige Point.

PATHFINDER SOCIETY SCENARIO

Andoran



Freedom Fighter,

Although we are not formally allied, the Bellflower Network is nonetheless a close friend of Andoran's cause. We often exchange favors and information, and it is our turn to scratch their backs. One particularly bold agent named Krolus Tapsfoot is even now deep undercover in Urglin, where few other halflings dare to tread. Your duty is to track down Krolus, request a report on what he has discovered, and return that information to me so that I might pass it to other tillers in the network. I have included notes about a few common Bellflower Network hand signs that might attract his attention.



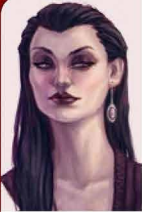
Take special care to avoid spoiling the agent's cover; it's likely all that keeps him from being eaten by orcs.

For Liberty,

Colson Maldris

Major Colson Maldris

Cheliax



Loyal Vassal,

Word has reached me that an expatriate by the name of Madiskaal has been besmirching my pristine name in the town of Urglin through terrible songs. While no one of import takes heed of the cesspool, much less what its residents believe, I cannot abide such insolence—particularly not from a catty devilspawn such as she. I would ask that you cut out her tongue, but she almost certainly has political connections that would swiftly and violently bring an end to your life. Instead, I want you to beat her at her own game; perform your own tune that sullies her reputation until she appears so wretched that even the orcs won't abide her presence.



Devilishly yours,

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



Salutations Pathfinder,

It has come to our attention that a half-orc merchant in Scabtown named Govid is in possession of a *wayfinder*. We are unsure about how or where he obtained it, but that is of less importance than the item's actual recovery. Please acquire this object and see that it is returned to Sheila Heidmarch. I have included 500 gold pieces should you need to purchase the *wayfinder*. I expect you to return any gold you do not use, and any extra gold you spend will not be reimbursed.



For the Society,

Ambrus Valsin

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Agent

As we withdraw our focus back to Tian-Xia, we will be saying our farewells to Varisia's many wonders. To augment the prestige of the Lantern Lodge in Goka, I would have several decorative panels made to commemorate our service in the Inner Sea and honor the great beasts that roam its wilds. Knowing that you will be near the Cinderlands of the Storval Plateau, I would have you paint a representation of one of these magnificent creatures. The artwork need not be perfect, for I will have a local artist create the finished piece. Even so, it should be accurate enough that we are not later embarrassed when others see our decorations. If paint is not your medium, perhaps another form of art would suffice.



My eternal gratitude for your service,

Amara Li

Amara Li

THE PRICE OF FRIENDSHIP

Osirion



Loyal Servant of the Ruby Prince,

The Storval Plateau is as inhospitable as the most remote reaches of the Parched Dunes but for slightly different reasons. The entire region vents volcanic ash, and at times the relentless winds whip these sparks and fragments of molten rock into horrendous weather events known as emberstorms. One of my most promising leads in curing the Ruby Prince requires the reagents be ignited by such an ember. I have included a small iron box filled with sand. While you are traveling, be sure to capture and bank an burning ember to bring back to me. Do not dally in your mission once you succeed; the spark will survive for several weeks in the box, not forever.

Amenopheus

For the Ancestors,

Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

Time and again the merchants of Varisia try to take advantage of us as foreign merchants of a far-off empire, but time and again we teach them the error of their ways. This next lesson is directed at Grahgharuk, who controls weapon shipments to the Bloodworks arena in Urglin. The rogue was difficult to bargain with, and he failed to make good on his payments; he probably feels we are not brave enough to march into Urglin to collect what is due. Either find him and secure the payment, or take it up with his superior in the Bloodworks. If you see fit to swing your sword around recklessly, be prepared to write the paperwork in his hand. At this point I do not care *how* the money is collected so much as *when*.

Aaqir al'Hakam

May Varisia's riches prove more easily accessible,

Trade Prince Aaqir al'Hakam

SCZARNI



Friend,

Victory is at hand, and our enemies have either seen the wisdom in joining our family or are on the run with their tails between their legs. There are a few who scampered off only a short distance and may still be plotting revenge while licking their wounds. While you are traveling the Storval Plateau, particularly if you are in the neighborhood of Urglin, check to see if Alvegu Roshkari has holed up there. If he has, give him a swift kick, a sharp tongue-lashing, or both to let him know that he needs to keep moving. After all, he can hardly spread word of our might if he remains in our territory.

Fortune shine upon you,

Guaril Karela

Guaril Karela

SHADOW LODGE



Valued Friend,

We must maintain eyes and ears everywhere, even in the filthy underbelly of Varisia known as Urglin. I maintained an agent in the town, but I hear he ran afoul of a Bonecarver and ended up fighting for his life in the arena. I understand that those who win in the arena inherit the possessions of the fallen, and my agent should have been compiling an extensive collection of notes. While in Urglin, see that you recover these notes—legally or illegally as you see fit, though there's little law to speak of out there.

If his body is about, bring that back as well. Even if he cannot return to life, we can give him a decent burial.

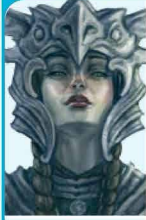
Torch

Stay safe out there,

Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



Sacred Crusader,

Steel yourself for one of your most difficult challenges. I have learned that you are to travel to Urglin, a den of miscreants that hosts one of the largest followings of Rovagug in Avistan. Preaching the glories of the gods of good would fall on deaf ears wielding sharp blades, and I do not wish to lose so noble an agent as you. Stay your blade while there, and only strike down an orc if it would not endanger your overall mission.

No doubt your allies have their own small tasks to accomplish in Urglin, and I am certain that each one is its own quiet challenge to the Rough Beast's worship. Aid as many of your allies as you can in their own tasks, and one day we might bring Sarenrae's full might to bear on the orcish outpost.

Blessings of the light upon you,

Ollysta Zadrian

TALDOR



Servitor of the Empire,

Not all of Magnimar's elite houses were established by the common folk. In fact, there is one house whose blue blood was disenfranchised centuries ago by Cheliah when the country withdrew from the Everwar, leaving the once proud Carnelis to shoulder the blame. Many of the extended Carneli family left to settle in Magnimar, but they have remained a low-ranking house with little to tie them to the nobility.

I recently learned that a suitably ancient sword bearing the Carnelis' abandoned crest surfaced in Kaer Maga before being bought by an aspiring gladiator headed north. No doubt the gladiator has since traveled to Urglin. Perhaps there you might find the sword marked with the rampant stags so that we might rekindle the Carnelis' noble ambitions.

Glory for Taldor,

Lady Gloriana Morilla

THE PRICE OF FRIENDSHIP

**Pathfinder Society Scenario #4-24:
Glories of the Past, Part 2:
The Price of Friendship**

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Andoran Cheliox Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliox Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliox Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

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Prestige Points

Character Name _____

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 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliox Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

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Pathfinder Society Scenario #4-24: Glories of the Past, Part 2: The Price of Friendship

Scenario Chronicle #

Slow Normal

SUBTIER	1,264	2,528
5-6		
SUBTIER	2,745	5,490
8-9		

MAX GOLD

This Chronicle Certifies That

_____	A.K.A.	_____	_____
Player Name		Character Name	Pathfinder Society #
_____		_____	
		Faction	

Has Completed This Scenario.			

EXPERIENCE

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

Final XP Total

FAME

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

GOLD

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

Items Found During This Scenario

SUBTIER
ALL

Legend of Urglin: In a short period of time you claimed your place in the oral history of Urglin, and orcs carry somewhat inconsistent but nonetheless positive stories of your exploits to other settlements in the region. You gain a +2 bonus on Charisma-based skill checks with orcs in Varisia and any country that directly borders it.

SUBTIER
5-6

- +3 banded mail (9,400 gp)
- amulet of natural armor +1 (2,000 gp)
- cloak of resistance +1 (1,000 gp)
- potion of cure serious wounds (750 gp)
- ring of protection +1 (2,000 gp)

SUBTIER
8-9

- banded mail of luck (18,900 gp)
- belt of giant strength +2 (4,000 gp)
- potion of barkskin (300 gp)
- restorative ointment (4,000 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL COST OF ITEMS BOUGHT	_____

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #