

PATHFINDER SOCIETY



GLORIES OF THE PAST, PART 3:

THE SECRETS STONES KEEP

By Larry Wilhelm



GLORIES OF THE PAST, PART 3: THE SECRETS STONES KEEP

PATHFINDER SOCIETY SCENARIO #4-25

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Pathfinder Society Scenario #4-25: Glories of the Past, Part 3: The Secrets Stones Keep 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 Player's 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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7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
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GLORIES OF THE PAST, PART 3: THE SECRETS STONE KEEP

BY LARRY WILHELM



Long ago, when the dwarves completed their Quest for Sky, they erected 10 great structures known as Sky Citadels. Spread across the Inner Sea region, these 10 fortresses each held a special stone monument, a stele marked with runes representing the other nine stones. Through these steles, the Sky Citadels could contact one another despite the leagues between them. Today, only six of these Sky Citadels— Dongun Hold, Highhelm, Janderhoff, Koldukar, Kraggodan, and Kravenkus—are known to scholars, and not all have weathered the millennia equally. The locations of the four lost sky citadels are of greatly interest to the Pathfinder Society. When Pathfinder agents retrieved a partially damaged stele from an unearthened chamber beneath Janderhoff, the Decemvirate studied it and soon surmised that a working sister stele existed in the dwarven ruins of Koldukar. Unfortunately, the orc city of Urgir rests atop the conquered ruins of the former Sky Citadel, making exploration nearly impossible.

Knowing that they could not simply send agents marching through the Hold of Belkzen and into Urgir, the Decemvirate first sent Pathfinders into the “friendlier” orc settlement of Urgin, a city in eastern Varisia. There the Pathfinders were able to retrace the steps of the famous Eando Kline, deal with one of his old rivals, and secure a reliable guide who would show them the secret way into Koldukar without having to enter Urgir itself.

Although the dwarves lost Koldukar in the end, they were able to seal off several small parts of the Sky Citadel that the orcs failed to breach. The honor guard who defended these rooms perished long ago, and in the past decade new residents moved in: rust monsters tunneled their way up from deeper caverns. As the infestation has grown, the aberrations have consumed many of the iron columns that braced Koldukar’s ceilings, leading to regular cave-ins below and tremors above. It is only a matter of time before the damage seals off Koldukar’s stele forever.

SUMMARY

The PCs begin at the entrance to a secret network of tunnels miles west of Urgir. There the PCs must navigate

WHERE ON GOLARION?

The Secrets Stones Keep is the third and final installment of the Glories of the Past series. This scenario takes place within the dwarven Sky Citadel of Koldukar, an ancient settlement long sacked by an ambitious orc warlord, who renamed it Urgir. Now the orc capital, the harsh city of Urgir squats atop the dwarven ruins as an eternal reminder of its conquest. For more information on the city of Urgir and the former Sky Citadel of Koldukar, see the *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Orcs of Golarion*. Additionally, Eando Kline’s adventures are detailed in both the Crimson Throne Adventure Path and the Second Darkness Adventure Path, with his exploration of Urgir and Koldukar highlighted in the short stories “Pink Like Me” in *Pathfinder Adventure Path #12: Crown of Fangs* and “Fear in a Handful of Rust” in *Pathfinder Adventure Path #13: Shadow in the Sky*. These resources are available in bookstores and game stores worldwide and online from paizo.com.

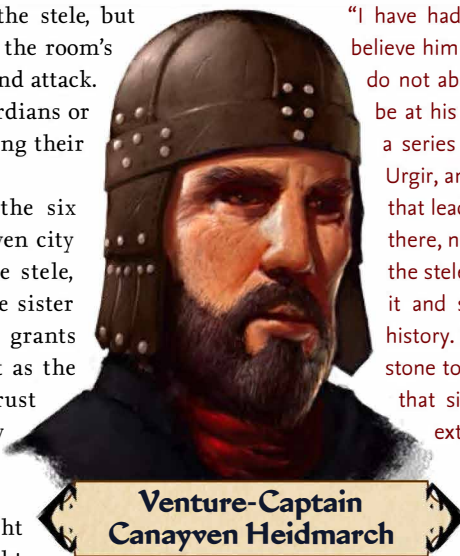


the underground passages into the ruins of Koldukar. As the PCs explore the subterranean network, several orcs on the lookout for the Pathfinders’ approach demand retribution for their substantial financial loss at the Bloodworks (see *Pathfinder Society Scenario #4–24: Glories of the Past, Part 2: The Price of Friendship*). The PCs can pay off the bullying orcs, accept the orcs’ ritual challenge to end the dispute, or fight.

After dealing with the orcs, the PCs arrive at a sealed entrance to Koldukar and begin navigating the dwarven city to find the stele. The PCs must deal with traps the dwarves left behind to hold off invaders, riddles left to guide any dwarves who might one day reclaim the city, and a helpful ghost. Millennia of neglect and an infestation of rust monsters have significantly altered the ruins, demolishing critical supports, breaking mechanisms, and collapsing tunnels. As a result, the PCs must cross a pair of damaged bridges to reach their destination.

A titanic door sculpted to resemble the visage of a giant head provides the final obstacle by speaking a dwarven riddle. Answering the riddle correctly causes the door to open, though even after failing to answer the riddle, the PCs can break down or unlock the door. Beyond it lies a pristine chamber that contains the stele, but before the PCs can reach the stele, the room's long-dormant guardians animate and attack. The PCs can either destroy the guardians or attempt to deactivate them by braving their attacks and reaching the stele.

The stele bears the names of the six known Sky Citadels and lost dwarven city of Jormurdun. Upon activating the stele, the PCs can communicate with the sister stele in that Sky Citadel, which grants them clues about its location. Just as the PCs are about to solve the puzzle, rust monsters that smell the previously inaccessible metal within the room rush in and threaten to collapse the entire chamber. Unless the PCs fight off the host of aberrations, they might lose the stele and be buried alive because of the rust monsters' hunger.



Venture-Captain
Canayven Heidmarch

GETTING STARTED

Read or paraphrase the following aloud to get the adventure underway.

Venture-Captain Canayven Heidmarch is waiting in the foothills of the Mindspin Mountains, just outside of Urglin. Gripping the leads on a trio of laden pack animals, he nods in greeting, then begins. "Pathfinders, in light of recent discoveries in the orc city of Urglin, we now have enough information available to send a team into Koldukar. It's been a long several weeks, so let me bring you up to speed.

"Pathfinder agents recently entered Janderhoff and found a damaged stone stele marked with the names of the other five known Sky Citadels, the fortress cities of the dwarves. The rune for Koldukar glowed when we spoke its name, and we suspect an even more complete stele resides in that city. Getting in would be rather difficult," he admits with a grim face, "but

GM MATERIALS

The *Secrets Stones Keep* makes use of the following books and abbreviations: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary* (B1), the *Pathfinder RPG Advanced Player's Guide* (APG), and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

it seems that Gulros knows the way." With that, Heidmarch motions to a lean orc who nods his acknowledgement.

"I have had some time to speak with Gulros, and I believe him trustworthy. Do not abuse that trust, and do not abuse him. He owes us a favor, but you will be at his mercy if he feels betrayed. Follow him to a series of caverns to the west of the orc city of Urgir, and there he will direct you through a tunnel that leads directly to subterranean Koldukar. From there, navigate the Sky Citadel and find your way to the stele. If it is still intact and functional, activate it and see what else you can learn of dwarven history. I suspect that you will also be able to use the stone to signal Janderhoff. I will be there awaiting that signal, at which point I'll coordinate your extraction from hostile territory."

"These animals have all the supplies to see you to Urgir and back; if you find anything missing, hurry to Urglin and acquire it. You're heading into a

ruin that predates the common language, so make sure that somebody has the means to speak and understand Dwarven. Any questions?"

The PCs likely have questions for Sir Canayven Heidmarch. The following are possible questions and his answers. Then, if the PCs need to purchase anything before departing for Koldukar, give them an opportunity to do so now.

How long do we have to do this? "Given current events and the hostile location of Koldukar, I believe the faster we get a team in and out, the better. The longer we dawdle, the more likely we are to face outside interference. At any rate, the Decemvirate is eager to learn about the condition and secrets of the Koldukar stele."

What do we do if we encounter orcs from Urgir? "I pray this does not happen. We do not have the time or the resources to gain the patronage of one of the orc clans. Furthermore, I believe that if we go through this process, it would tip off our enemies to our mission.

Deal with any orcs as best you see fit—but remember that you’ll be outnumbered in enemy territory.”

Why don’t you just use the Janderhoff stele to contact Koldukar’s stele and find out where it lies? “Believe me, we have tried. Initially, the stele at Koldukar responded to our attempts at establishing contact, even to the point where we received a brief description of its location. From this interaction, we pieced together that the stele rests in a circular antechamber overlooking gold-plated statues and bronze wall tiles. Unfortunately, before we could garner any more information, the stele exclaimed that Koldukar was experiencing another earthquake. It has not responded to any other messages, but Koldukar’s rune still glows, so it must still be functional.”

Knowledge (history)—Koldukar

PCs who are knowledgeable about history may recall facts about the fallen Sky Citadel.

15+ The dwarves built Koldukar upon completing their Quest for the Sky more than 9,000 years ago. The site is now the capital city of the orcs, a place they call Urgir, meaning “first home.”

20+ Koldukar was a multi-level city held aloft by giant pillars of stone and iron deep beneath the earth. Tremors and earthquakes ravage the area around Urgir.

Knowledge (history)—The Dwarven Steles

PCs who are knowledgeable about history may recall facts about the dwarven steles.

15+ These steles are more than just maps; they are carved from the same type of stone and radiate an aura of divination magic. It is said they can speak, but what other powers these steles hold is either a secret guarded by dwarves or lost to time.

20+ Each stele has the ability to contact its sister steles. As long as the runes are intact at both sites, one can merely call out the desired Citadel’s name. If this is done properly, one can talk to the contacted stele as if that stele were the monument before them.

25+ Sky Citadels have all manner of guardians; it is said that these guardians rarely attack dwarves. Furthermore, the guardians can be deactivated and even controlled with the proper use of a stele.

Faction Notes: Cheliox faction PCs should endeavor to assist other factions with their missions during this scenario. Furthermore, the Cheliox faction PCs should inform those they help that Paracountess Zarta Dralneen

wishes them—and the factions they represent—nothing but success. Assisting at least half of the other factions represented in the group with their faction missions earns Cheliox faction PCs 1 Prestige Point.

Shadow Lodge faction PCs should approach Gulros privately and convince him to work for Grandmaster Torch in the future. The orc is practical and listens to well-reasoned arguments, and a PC can convince him to contact Torch for future work with a successful DC 18 Diplomacy check. Shadow Lodge faction PCs who successfully convince Gulros without any non-faction PCs witnessing the exchange earn 1 Prestige Point.

However, Shadow Lodge PCs may freely receive aid from Cheliox faction PCs without failing the mission.

A. THE HIDDEN PATH

The PCs’ journey to Koldukar is largely uneventful, though at times Gulros directs the PCs to take cover to avoid mountain orcs or leads the PCs through winding arroyos to stay out of sight. Following 2 weeks of travel, they reach the entrance to the tunnels that Gulros claims will lead them to Koldukar. The orc does not object to traveling with the PCs into the tunnels, but he prefers to lay low outside and await the Pathfinders’ return.

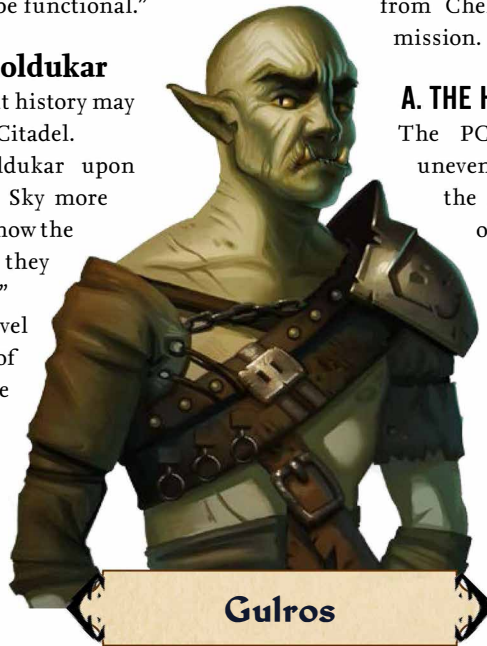
This passage is not completely unknown to the orcs of the Hold of Belkzen, but it is a route too impractical for common use and leads to a section of Koldukar that the

orcs dismissed as useless long ago; however, several orcs who had ties to Ploog’s Bloodworks in Urglin recently heard that the Pathfinders were hoping to use the passage, and these Broken Spine clan orcs have moved into the tunnels to intercept the PCs. The orcs took measures to hide their tracks in anticipation of an ambush, but a PC notices the tracks with a successful DC 21 Survival check.

The passage is natural and varies between 5 and 15 feet in width, with a ceiling that averages 10 feet in height. There is no natural illumination within. The PCs reach the orcs who wait in ambush in area **A1** after 15 minutes, but navigating the tunnels from the entrance to area **B1** takes 3 hours. Take note of whether the PCs decide to scout ahead or use stealth while traveling underground.

A1. Forced Reparations (CR 8 or CR 11)

The monotony of cavern terrain—gray sand, gray walls, and gray rocks—is broken by the appearance of a fierce banner



as the tunnels open into a slightly wider stretch of cavern. At the cavern's center, a standard constructed from a column of giant vertebrae is planted into the sandy floor. An intact femur forms the standard's cross beam, and a sheet of purple cloth hangs from its knobby prominences. An image of an orc skull almost entirely encircled by coiled spinal column is emblazoned across the banner's center.

With a successful DC 12 Knowledge (nobility) check, a PC identifies the banner as that of the Broken Spine Clan, a violent tribe of orcs with a deep-seeded hate of humans—and of members of the Pathfinder Society in particular. Furthermore, with a successful DC 15 Knowledge (local or religion) check, a PC recognizes that the placement of the banner in the cavern is a sort of ritual challenge.

Unless the PCs approach so stealthily as to avoid notice—a difficult feat in thanks to Magra the Mad's special senses—when any PC comes within 5 feet of the banner or otherwise disturbs it, read the following aloud.

"Pinkskins! I told you, Kogan! I may not be able to see them before you, but I can smell their perfumed skin long before you spot them." Emerging from the shadows, a large orc with prominent lower tusks, milky white eyes, and innumerable scars steps forward and snorts contemptuously. "And what's more, I reckon these pinkskins are the Pathfinders we were expecting." A toothy grin spreads across the orc's meaty face as the guttural laughs of several more orcs echo off the cavern walls. He continues, "I am Magra of the Broken Spine Clan. I demand to know what right Pathfinders have to cross into the Hold of Belkzen and pass beneath Urgir's walls—all without the protection of the clans. It is especially galling when your Society owes me so much gold!"

The hidden orcs laugh again, and impossibly, his grin widens. "And before you let your itchy weapon hands get the better of you, know that I have an entire clan of brothers in Urgir who expect me back soon and know where to come find me. If they fail to find me alive, rest assured that they will find you."

PCs who discovered the tracks at the cave mouth can attempt to use Stealth to surprise the orcs. If the PCs successfully reach the banner without being detected and surprise Magra, he is startled and the delivery of his

SCALING FORCED REPARATIONS

This encounter doesn't need to be scaled. The PCs can easily bypass the combat elements by providing payment to Magra. Additionally, if they agree to the test of force, the participating PC can cry for mercy at anytime.

extortion speech is off, granting the PCs a +3 bonus on their Bluff, Diplomacy, or Intimidate checks to influence the orcs. Otherwise, Magra steps out of the darkness and provides the above demand confidently.

If the PCs take the time to inquire, Magra informs them that he had lost a large sum of money at an arena in Urglin betting against Pathfinder agents who defeated the arena's champion (see *Pathfinder Society Scenario #4–24: Glories of the Past, Part 2: The Price of Friendship*). Whether or not the PCs were a part of the developments at the Bloodworks is unimportant to Magra and fails to quell his demand for compensation. For his troubles and losses, the orc shaman demands the PCs pay reparations and tribute in the form of 1,000 gp (2,000 gp in Subtier 8–9), though the orcs also accept weapons, armor, and magical gear of equivalent value. With a successful DC 25 Bluff, Diplomacy, or Intimidate check, a PC can convince Magra to accept a lesser sum without losing face—600 gp in Subtier 5–6 or 1,200 gp in Subtier 8–9.

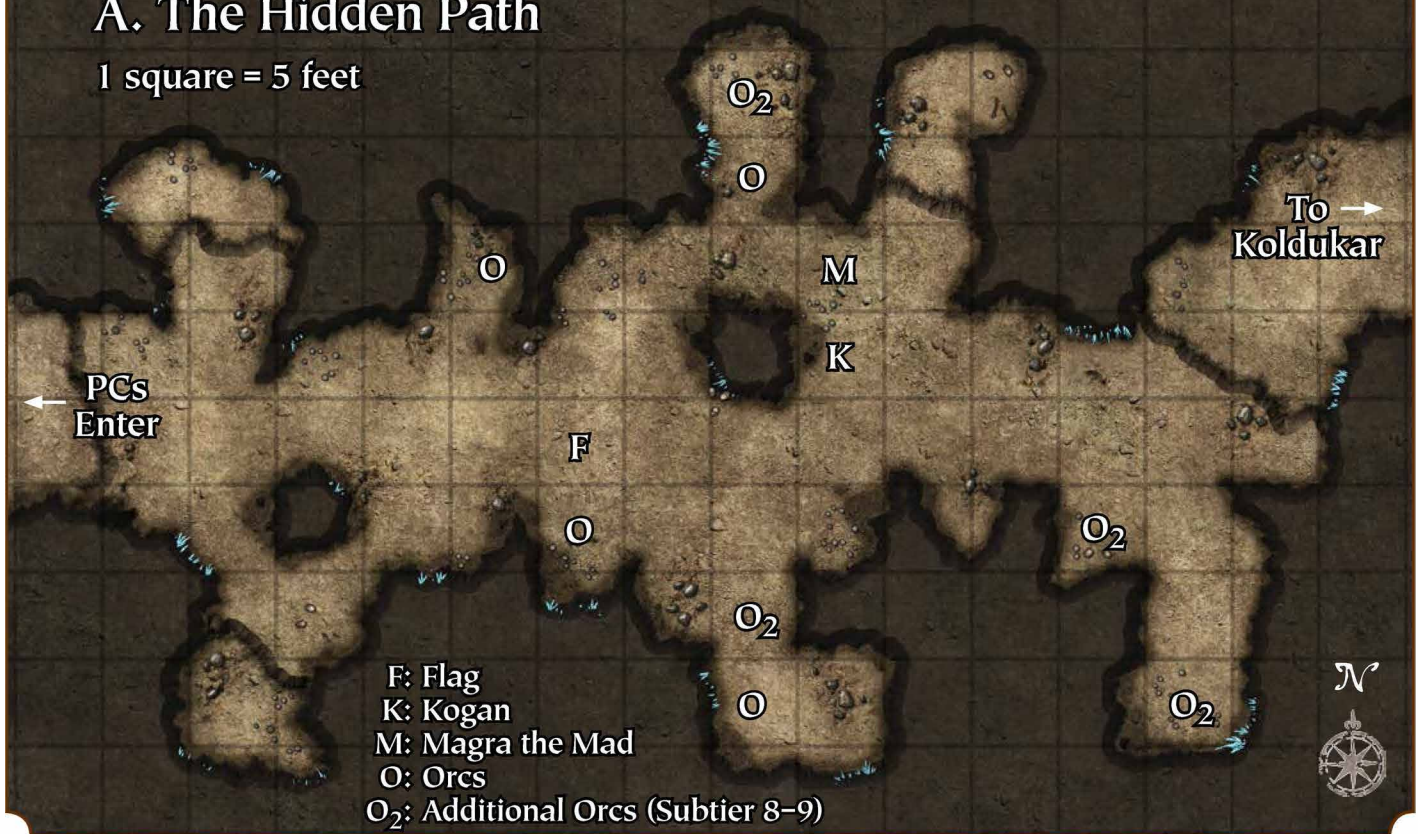
Should the PCs balk at paying the orcs or otherwise refuse, Magra proposes a test of strength—a single combat between the PCs' champion and the Broken Spine Clan's champion. Defeating Magra's champion, Kogan of the Broken Spine Clan, convinces Magra to forgive the PCs of their supposed debt—an act that allows the PCs to continue on their search for Koldukar. If Kogan wins, Magra demands that the PCs pay twice as much (2,000 gp in Subtier 5–6 or 4,000 gp in Subtier 8–9). Magra informs the PCs that if their champion should cry out for mercy at anytime, the generous orcs of the Broken Spine Clan shall grant it; however, Magra also warns that they should not expect any such cries from Kogan.

Creatures: Magra the Mad, Kogan of the Broken Spine clan, and several other orcs have staked out this cavern



A. The Hidden Path

1 square = 5 feet



based on news they recently received from an agent of Ploog, the manager of Urglin's Bloodworks arena. Because of a mandate from the current ruler of the Empty Hand Tribe, Grask Uldeth, to promote trade with the Hold of Belkzen's neighbors, Magra avoids initiating violence but welcomes the opportunity for it if the PCs prove belligerent.

Subtier 5–6 (CR 8)

KOGAN OF THE BROKEN SPINE CLAN CR 5

Male orc barbarian 6 (*Pathfinder RPG Bestiary* 222)

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 11, flat-footed 14 (+5 armor, +1 deflection, +2 Dex, -2 rage)

hp 74 (6d12+30)

Fort +10, **Ref** +5 (+2 vs. traps), **Will** +7

Defensive Abilities ferocity, improved uncanny dodge, trap sense +2

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk falchion +13/+8 (2d4+9/18-20), bite +7 (1d4+3)

Ranged javelin +8 (1d6+6)

Special Attacks rage (16 rounds/day), rage powers (animal fury, guarded stance (+2 dodge vs. melee), renewed vigor [1d8+4 hp])

TACTICS

Before Combat Kogan is under the effects of a *shield other* spell linked to Magra the Mad.

During Combat Kogan begins to rage and tirelessly cuts down his enemies.

Morale Kogan stops at nothing to finish a fight. He fights to the death.

Base Statistics When not raging and under the effects of *shield other*, Kogan's statistics are **AC** 17, touch 12, flat-footed 15; **hp** 62; **Fort** +7, **Ref** +4, **Will** +4; **Melee** mwk falchion +11/+6 (2d4+6/18-20); **Str** 18, **Con** 14; **CMB** +10, **CMD** 22.

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 23

Feats Iron Will, Power Attack, Step Up

Skills Acrobatics +9, Intimidate +7, Perception +9

Languages Common, Orc

SQ fast movement, weapon familiarity

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 *breastplate*, mwk falchion, javelin

MAGRA THE MAD **CR 6**

Male orc oracle 7 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 222)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +1 Dex, +1 dodge)

hp 70 (7d8+35)

Fort +5, **Ref** +3, **Will** +7

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee greataxe +6 (1d12+1/x3)

Ranged javelin +6 (1d6+1)

Oracle Spells Known (CL 7th; concentration +9)

3rd (4/day)—*bestow curse* (DC 15), *cure serious wounds*, *magic vestment*, *summon monster III*

2nd (7/day)—*aid*, *cure moderate wounds*, *fog cloud*, *shield other*, *silence* (DC 14)

1st (7/day)—*cause fear* (DC 13), *command* (DC 13), *cure light wounds*, *doom* (DC 13), *enlarge person* (DC 13) *sanctuary* (DC 13), *shield of faith*

0 (at will)—*bleed* (DC 12), *create water*, *detect magic*, *guidance*, *read magic*, *resistance*, *stabilize*

Mystery battle

TACTICS

Before Combat Magra has already cast *shield other* on Kogan.

If the PCs failed to surprise the wily orc, he also casts *sanctuary* on himself before he attempts his extortion (not reflected in his stat block).

During Combat If one of the PCs fights Kogan, during the fight Magra skulks into one of the side tunnels and casts healing spells to heal the damage he sustains through *shield other*. If the PCs fight all of the orcs, Magra uses his highest level *summon monster* spell to create a barrier between himself and the PCs. He then casts a *silence* spell on Kogan to hamper spellcasting PCs before ducking back into a side tunnel to heal his wounds from *shield other*. If need be, he also casts healing spells on Kogan while attempting to stay out of the PCs' sight. As a last resort, Magra uses his offensive spells.

Morale Magra fights until reduced below 0 hit points, at which point he attempts to flee to the east, heal the worst of his wounds, and escape into the labyrinth of tunnels.

STATISTICS

Str 12, **Dex** 13, **Con** 16, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 18

Feats Combat Casting, Diehard, Dodge, Iron Will, Toughness

Skills Heal +10, Intimidate +12, Perception +10

Languages Common, Orc

SQ oracle's curse (clouded vision), revelations (battlecry [+1, 2/day], combat healer 1/day, resiliency), weapon familiarity

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** masterwork breastplate, greataxe, javelin, *belt of mighty constitution* +2

BROKEN SPINE CLAN ORCS (4) **CR 1/3**

hp 6 each (*Pathfinder RPG Bestiary* 222)

TACTICS

During Combat If combat breaks out, the orcs attempt to create a buffer between the PCs and Magra.

Morale The orcs fight to the death.

Subtier 8–9 (CR 11)

KOGAN OF THE BROKEN SPINE CLAN **CR 8**

Male orc barbarian 9 (*Pathfinder RPG Bestiary* 222)

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 12, flat-footed 17 (+7 armor, +1 deflection, +3 Dex, +1 natural, -2 rage)

hp 109 (9d12+45)

Fort +11, **Ref** +7 (+3 vs. traps), **Will** +6

Defensive Abilities ferocity, improved uncanny dodge, trap sense +3; **DR** 2/—

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *falchion* +16/+11 (2d4+10/15–20), bite +10 (1d4+3)

Ranged javelin +12/+7 (1d6+6)

Special Attacks rage (23 rounds/day), rage powers (animal fury, guarded stance [+2 dodge vs. melee], increased damage reduction +1, renewed vigor [2d8+4 hp])

TACTICS

Before Combat Kogan is under the effects of a *shield other* spell linked to Magra the Mad.

During Combat Kogan begins to rage and tirelessly cuts down his enemies.

Morale Kogan stops at nothing to finish a fight. He fights to the death.

Base Statistics When not raging and under the effects of *shield other*, Kogan's statistics are **AC** 21, touch 13, flat-footed 18; **hp** 91; **Fort** +8, **Ref** +6, **Will** +3; **Melee** +1 *falchion* +14/+9 (2d4+7/15–20); **Str** 18, **Con** 14; **CMB** +13, **CMD** 26.

STATISTICS

Str 22, **Dex** 16, **Con** 18, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +9; **CMB** +15; **CMD** 27

Feats Improved Critical (falchion), Iron Will, Power Attack, Step Up, Vital Strike

Skills Acrobatics +12, Intimidate +10, Perception +12

Languages Common, Orc

SQ fast movement, weapon familiarity

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 *breastplate*, +1 *falchion*, javelin, *amulet of natural armor* +1

MAGRA THE MAD**CR 9**

Male orc oracle 10 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 222)

CE Medium humanoid (orc)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge)

hp 98 (10d8+50)

Fort +6, **Ref** +4, **Will** +9

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee greataxe +9/+4 (1d12+1/x3)

Ranged javelin +8/+3 (1d6+1)

Oracle Spells Known (CL 10th; concentration +12)

5th (3/day)—*mass cure light wounds* (DC 17), *righteous might*, *summon monster V*

4th (5/day)—*chaos hammer* (DC 16), *cure critical wounds*, *freedom of movement*, *wall of fire*

3rd (6/day)—*bestow curse* (DC 15), *cure serious wounds*, *invisibility purge*, *magic vestment*, *summon monster III*

2nd (7/day)—*aid*, *cure moderate wounds*, *fog cloud*, *shield other*, *silence* (DC 14), *sound burst* (DC 14)

1st (7/day)—*cause fear* (DC 13), *command* (DC 13), *cure light wounds*, *doom* (DC 13), *enlarge person* (DC 13), *sanctuary* (DC 13), *shield of faith*

0 (at will)—*bleed* (DC 12), *create water*, *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, *stabilize*, *virtue*

Mystery battle

TACTICS

Before Combat Magra has already cast *shield other* on Kogan. If the PCs failed to surprise the wily orc, he also casts *sanctuary* on himself before he attempts his extortion (not reflected in his stat block).

During Combat If one of the PCs fights Kogan, during the fight Magra skulks into one of the side tunnels and casts healing spells to heal the damage he sustains through *shield other*. If the PCs fight all of the orcs, Magra uses his highest level *summon monster* spell to create a barrier between himself and the PCs. He then casts a *silence* spell on Kogan to hamper spellcasting PCs before ducking back into a side tunnel to heal his wounds from *shield other*. If need be, he also casts healing spells on Kogan while attempting to stay out of the PCs' sight. As a last resort, Magra uses his offensive spells.

Morale Magra fights until reduced below 0 hit points, at which point he attempts to flee to the east, heal the worst of his wounds, and escape into the labyrinth of tunnels.

STATISTICS

Str 12, **Dex** 13, **Con** 16, **Int** 8, **Wis** 10, **Cha** 15

Base Atk +7; **CMB** +8; **CMD** 20

Feats Combat Casting, Diehard, Dodge, Iron Will, Toughness, Weapon Focus (greataxe)

Skills Heal +13, Intimidate +15, Perception +13

Languages Common, Orc

SQ oracle's curse (clouded vision), revelations (battlecry [+2, 3/day], combat healer 1/day, resiliency), weapon familiarity

Combat Gear *potions of cure moderate wounds* (2); **Other**

Gear +1 *breastplate*, greataxe, javelin, *belt of mighty constitution* +2

BROKEN SPIRE CLAN ORCS (8)**CR 1/3**

hp 6 each (*Pathfinder RPG Bestiary* 222)

TACTICS

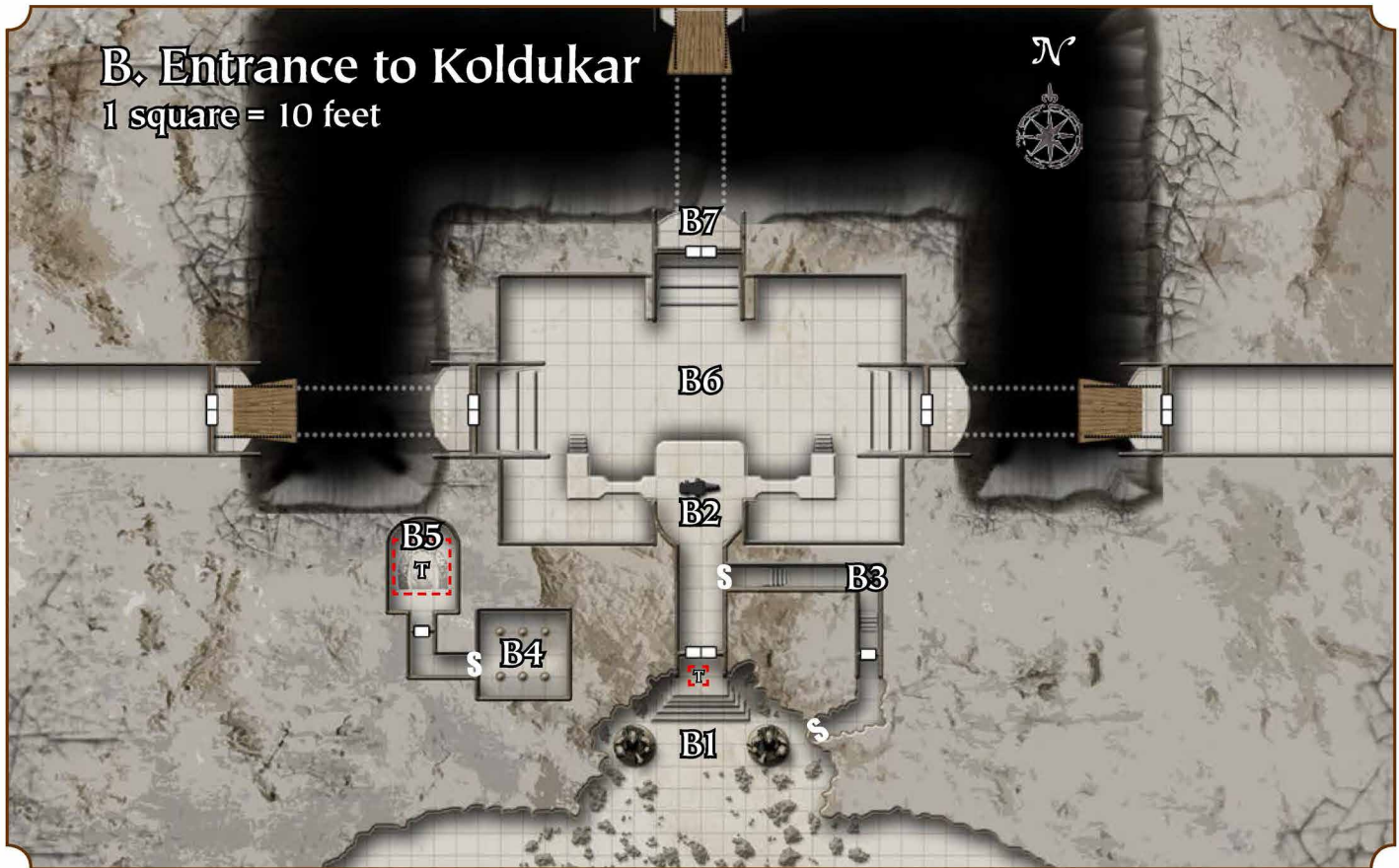
During Combat If combat breaks out, the orcs attempt to create a buffer between the PCs and Magra.

Morale The orcs fight to the death.

Treasure: If the PCs pay off Magra and his band of orcs or defeat Kogan in ritual combat, have them find a chest of ancient dwarven trade bars in area **B3** to compensate for forgoing the orcs' gear. The PCs should only earn one of these rewards.

Faction Notes: Qadira faction PCs should acquire the Broken Spire Clan's banner. Orcs value their banners highly, and simply snatching one is sure to start a fight. Slaying the orcs allows a Qadira faction PC to acquire the banner without any difficulty, though the banner might be harmed during combat (hardness 0, hp 10, vulnerable to fire). If the PCs defeat Kogan in the single combat, a Qadira faction PC may convince the orcs to surrender their banner with a successful DC 25 Intimidate check; a PC receives a +3 circumstance bonus on this check if she was Kogan's opponent, and the bonus increases by 2 if the PC deals at least 5 points of damage to herself via ritual scarification to impress the orcs. The orcs are otherwise unwilling to give up their banner unless a PC can shift Magra's attitude from unfriendly to helpful. Acquiring an undamaged banner earns Qadira faction PCs 1 Prestige Point.

Taldor faction PCs must ensure that the orcs' oral histories paint Taldor in a positive and ferocious light. The orcs are unwilling to listen to a lecture and simply shout over anyone who challenges their time-honored stories; however, Magra is a proud storyteller of his clan and accepts any challenge to determine who might be a better storyteller. Magra's story is one of his people raiding border towns, crushing any opposition, burning fields, and other such orc pastimes. If a PC presents Taldor as a force to be reckoned with and succeeds at a DC 20 Perform (acting, oratory, or sing) check or a DC 23 Intimidate check, she impresses the orcs enough that they remember Taldor and spread word of it. If a PC beats the check's DC by 5 or more, the orcs actually name the PC the winner of the storytelling challenge. Winning the challenge does not



convince the orcs to step aside, but it does earn Taldor faction PCs 1 Prestige Point and grants the PCs a +2 bonus on other skill checks to influence the orcs.

Rewards: If the PCs defeat the orcs, triumph in the single combat against Kogan, or pay off the orcs, reward each subtier as follows.

Subtier 5–6: Give each PC 655 gp.

Subtier 8–9: Give each PC 994 gp.

B. ENTRANCE TO KOLDUKAR

The tunnel system soon opens into an obvious ruin site. Once a gate into the Sky Citadel of Koldukar, this area greatly contrasts with the rough passages encountered previously. Expertly worked walls, vaulted ceilings that stretch to a height of 20 feet, and stone-tiled floors suggest the work of master builders. Thick stone walls damp with mildew make the entire area reek of wet earth. Any metal sconces and implements have long since rusted away, leaving behind only reddish stains.

B1. Stone Doors (CR 5 or 8)

Twin doors etched with scenes of dwarven glory stand atop a raised marbled dais. Flanking this remarkable entrance, two mammoth statues of dwarven warriors hold out their hands

HUNGRY CRITTERS

Because of the rust monsters' feasting, the structural supports of the Sky Citadel have weakened and, in some cases, collapsed entirely. It is only a question of when, not if, the whole city of Urgir will crumble into the caverns below. Because of this, minor tremors shake the area as various caverns collapse and settle. To foreshadow the events to come and keep the PCs on their toes, periodically describe these tremors. These should not directly inconvenience the PCs, but it should be clear that the ruins are dangerously unstable.

in a silent welcome. Deep lines carved into the statues might have once been inlaid with various metals, though they are now empty. Ochre graffiti covers much of the fine architecture.

The stone doors remain strong, and although the orcs have failed to break their way into the area beyond, they have thoroughly marked it as their territory with paint and other substances. A lever that operates the secret door to area B3 rests carefully hidden within a cleft in the rock wall to the east of the main doors, and a PC can find it with a successful DC 25 Perception check.

The complete lack of metal is a result of rust monsters grazing, though the metal in this area was sparse and did not sustain the creatures for long. Most of the rust monsters now live deeper in Koldukar where the food supply is much richer. A PC can identify the rusting patterns as being indicative of rust monsters with a successful DC 25 Craft (alchemy) or Knowledge (dungeoneering) check.

Traps: The dwarves placed a masterfully concealed pit trap at the top of the stairs, and the trap's seams blend into the dais's decorative knot work. Koldukar's engineers built the trap more to capture and delay intruders than to kill them outright; the pit simply drops them 20 feet into area **B4**.

Subtier 5–6 (CR 5)

CONCEALED PIT TRAP CR 3

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

EFFECTS

Trigger manual; **Reset** automatic (resets after 24 hours)

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 25 avoids; multiple targets (all targets in a 10-ft.-by-10-ft. area)

Subtier 8–9 (CR 8)

CONCEALED PIT TRAP CR 5

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

EFFECTS

Trigger manual; **Reset** automatic (resets over 24 hours)

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 30 avoids; multiple targets (all targets in a 10-ft.-by-10-ft. area)

Faction Notes: Andoran faction PCs who identify the residue patterns as having been left by rust monsters earn 1 Prestige Point. There are additional ways to succeed at this faction mission later in the adventure.

B2. The Black Anvil

A solid mass of black rock shaped into an anvil overlooks a colossal chamber from atop a balcony. Resting next to the anvil, an elaborate weapon rack that resembles a row of dwarven maidens. The maiden nearest the anvil holds a stone warhammer snugly within her grasp. The other two maidens' hands are empty but appear designed to hold hafted objects. Flanking the anvil, two promenades lead to stairways that descend into the immense chamber below.

The anvil on this balcony is designed to activate the map of Koldukar in area **B6**. Striking the black anvil in the proper sequence with its three accompanying stone hammers reveals a map of Koldukar.

Unfortunately, only one of the required hammers is still here. The other two hammers are missing, having been hidden away during the last days of dwarven occupation. These wayward hammers are now in areas **B3** and **B5** respectively.

Development: Should the PCs reunite the hammers and strike them against the anvil in the proper order—Torag's hammer, Droskar's hammer, then Kols's hammer—a cerulean fog seeps into area **B6** from its floor and walls and coalesces into a spectral map of Koldukar. Accompanying this mist is Inghild, the spirit of the diorama's long dead custodian. Stirred from millennia of inactivity, she is ecstatic to see non-orcs within Koldukar and warmly greets the PCs.

The Common language did not exist when Inghild died; she speaks only Dwarven, Orc, and a few phrases of Azlanti and Thassilonian. As a result, only those who know Dwarven understand her greeting when she says, "Welcome. Friends of Koldukar have not visited this chamber for many ages. You have found the hammers I hid and struck them true, so I am here to guide your way. What is it that you seek?" Inghild willingly repeats herself if she senses the visitors did not understand her.

Inghild's driving purpose is to welcome back whomever reclaims Koldukar from the orcs. As a result, she answers a few unrelated questions but politely tries to redirect conversation back to guiding the PCs through the ruins. Most locations aside from the stele's chamber have collapsed or are inaccessible from this location, and if the PCs ask Inghild for directions to another location, she concentrates for a moment before reporting sadly that the site is now inaccessible. If a PC asks her how to reach the stone stele, she motions to the translucent map and traces a glowing line showing the path that the PCs must take.

After Inghild answers any simple questions about the route—she knows that the bridges are difficult to navigate but that otherwise there are no dangers—she and the map slowly fade away. If the PCs already discovered and laid to rest Inghild's remains in area **B3**, she expresses her gratitude before disappearing completely. Once she is gone, the doors to area **B7** open, revealing the way north to the stele.

Faction Notes: A Sczarni faction PC afflicted by Inghild's curse (see area **B3**) may beg for her forgiveness, perhaps by lying about why he stole the ring in the first place. Convincing the dwarven spirit to lift her curse requires a successful DC 20 Bluff or Diplomacy check. Inghild only entertains a single request for forgiveness.

B3. Ambush Gate

A secret passage links areas **B1** and **B2**. This tunnel allowed the dwarves to ambush and flank would-be attackers in area **B1**. A portcullis (hardness 10, hp 60, lift DC 25) and

a locked wooden door (hardness 5, hp 15, break DC 18, Disable Device DC 25) bar the passage from the outside. Two sets of stone stairs lead down from area **B2**. Here, a cleverly hidden section of stone on a complex pivoting system opens into a grand hallway (area **B6**). Finding the mechanism to open either hidden entrance from either side requires a successful DC 25 Perception check.

The desiccated corpse of a dwarf clutching a beautifully carved stone hammer lies at the northeastern corner of this drier, sealed corridor. The Dwarven word for “Oath-keeper” is carved into the hammer’s haft, and the hammer is similar in size and shape to the hammers found in areas **B2** and **B5**. The corpse is that of Inghild, whose spirit now haunts the anvil in area **B2**.

Faction Notes: Sczarni faction PCs should recover Inghild’s ring, which still adorns one of the fingers that rests on the hammer. Identifying the dull iron ring as having religious significance requires only a DC 10 Knowledge (religion) check, but the ring also carries a minor curse (caster level 5th, Will DC 15 negates) so long as Inghild’s spirit lingers in Koldukar. The curse causes its victim to take a –2 penalty on attack rolls and to AC against constructs and creatures with the dwarf or earth subtype. A character can use *remove curse* or similar magic to remove this affliction, or he can ask for Inghild’s forgiveness in area **B2**. Sczarni faction PCs who recover the ring earn 1 Prestige Point.

Silver Crusade PCs should be interested in blessing the Inghild’s remains to honor her sacrifice and loyalty to her people’s safety. Casting a spell such as *bless* or *consecrate* that sanctifies an area or a corpse accomplishes this, as does anointing the remains with a vial of holy water and speaking a prayer to lay Inghild to rest. This latter option requires a successful DC 15 Knowledge (religion) check, though a PC gains a +5 bonus on this check if her patron is a dwarven deity. Although this sets the dwarf’s spirit at ease, she does not depart for Pharasma’s Boneyard until she speaks to the PCs in area **B2**. Blessing Inghild’s remains earns Silver Crusade faction PCs 1 Prestige Point.

B4. Ornate Hollow

Six short stone columns carved to resemble dwarven laborers decorate this room, whose smooth walls slope slightly inward in a pyramidal shape. A pile of humanoid bones lies in one corner, and a lone skeleton lies closer to the room’s center.

Because of the sheer nature of marble, and the pit’s inverted construction, escaping the pit with the Climb skill alone is impossible. The only method to escape the 20-foot-deep pit—outside of magic, specialized equipment, or outside aid—is to scale one of the columns and attempt a high jump to the pit’s opening 15 feet

BEFORE KOLDUKAR FELL

Before its fall, this chamber aided visitors in finding their way about the Sky Citadel, allowed commanders to survey the city, and helped clerics channel the divine magic of the dwarven pantheon by striking different patterns upon the anvil. In –3708 AR, orcs successfully invaded and conquered Koldukar, and in its final hours several dwarves dedicated themselves to sealing off and protecting as much of their precious home as possible.

Inghild used the anvil to seal several of the passageways in Koldukar to slow the orcs and buy time for dwarves to flee the dying city. She then removed two of the three hammers and hid them as best she could to prevent the orcs from conjuring the map and using it to their advantage. She hid one hammer within the secret shrine to Droskar (area **B5**). She attempted to flee with a second hammer only to find all of her escape routes controlled by the invaders. She tried to wait out the siege in area **B3** but starved to death. Too stubbornly resolute to forsake her duty, her spirit haunts the area and awaits the return of those who might defeat the invading orcs.

overhead. Scaling a column only requires a DC 5 Climb check, but the standing high jump requires a successful DC 80 Acrobatics check for most characters.

A PC can determine that the bones are all orc with a successful DC 15 Heal or Knowledge (local) check. As lone orcs fell into the pit over time, they typically starved to death after searching the others’ remains for anything edible.

A hidden door on the western wall leads to area **B5**, where there are several tools that might make escaping easier. Finding the door requires a successful DC 20 Perception check.

B5. Droskar’s Shrine (CR 6 or CR 9)

A soot-stained mosaic depicting a stone arch filled with flames dominates this chamber’s tiled floor. Three alcoves in the western wall hold badly rusted tools, and a nearly pristine stone hammer lies in the center of the mosaic.

With a successful DC 15 Knowledge (religion) check a PC can identify the tile mosaic as depicting Droskar’s holy symbol. This chamber was among the few places dedicated to the outcast of the dwarven pantheon and was placed out of sight just outside of Koldukar’s gates.

The tools are too rusty to be of any use, but the stone hammer is one of those missing from area **B2**.

Traps: The faithful of Droskar jealously guarded the few well-made pieces that they manufactured, and a *flame*

strike trap triggers whenever anyone but a worshipper of Droskar attempts to pick up a finely crafted object (such as the stone hammer) from within the mosaic.

Subtier 5–6 (CR 6)

FLAME STRIKE TRAP

CR 6

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

EFFECTS

Trigger proximity (location); **Reset** none

Effect spell effect (*flame strike*, 8d6 fire damage, Reflex DC 17 save for half damage); multiple targets (all targets standing on the mosaic)

Subtier 8–9 (CR 9)

JEALOUS FLAMES TRAP

CR 9

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

EFFECTS

Trigger proximity (location); **Reset** none

Effect spell effect (*flame strike*, 11d6 fire damage, Reflex DC 17 save for half damage; increase the saving throw DC by 2 and the damage dealt by 11 against any target carrying an item worth at least 8,000 gp); multiple targets (all targets standing on the mosaic)

B6. Effigy Chamber

Several bas reliefs decorate the walls of this colossal chamber. The wall art depicts images of dwarven triumph—smiths forging perfect weapons, warriors defeating savage orcs, clergy venerating dwarven gods, and merchants counting glittering coins—and hundreds of these scenes cover the chamber's walls. The only surfaces not covered in sculpture are the three sets of large stone doors to the north, east, and west.

Inghild sealed these three sets of doors (hardness 8, hp 60; Break DC 36; Disable Device DC 20) to prevent orcs from proceeding further into the Sky Citadel.

Three of the sculptures at the base of the raised platform (area B2) have words in Dwarven scrawled into their bases. The translations of the messages on the first and second relief appear in **Player Handout #1** and **Player Handout #2**, respectively.

The first of these reliefs depicts a sinister dwarf toiling over a forge, his hammer emblazoned with a mark of a stone arch that contains a burning fire. A PC can identify the symbol as that of Droskar, dwarven god of toil and cheating, with a successful DC 15 Knowledge (religion) check. The second relief portrays a stern dwarf pointing downward with one hand and slamming a gavel with the other, and the Dwarven word for “Oath-keeper” is written on the hammer. A PC can identify the god as Kols,

dwarven god of justice and oaths, with a successful DC 15 Knowledge (religion) check. The final relief depicts a stoic dwarf working at a forge and wielding a hammer bearing the name “Kaglemros.” A PC can recognize this as Torag, chief among the dwarven pantheon and god of creation, with a successful DC 12 Knowledge (religion) check. Instead of bearing an inscription, this relief merely has an arrow incised into it that points to Torag.

The dwarf Inghild inscribed these riddles into the reliefs to provide other dwarves a means to activate the anvil in area B2. They provide hints as to where the other two hammers are hidden as well as the order in which to use the hammers when striking the anvil.

Faction Notes: Osirion faction PCs should identify the god Trudd in one of the reliefs with a successful DC 15 Knowledge (religion) check. Performing the proscribed ritual requires the PC to loudly announce that he is acting in the interest of the Ruby Prince, and strike his head against the relief—an act that deals 1d8 points of bludgeoning damage and 1d3 points of Intelligence, Wisdom, or Charisma damage (determined randomly) to the PC. Completing the ritual earns Osirion faction PCs 1 Prestige Point.

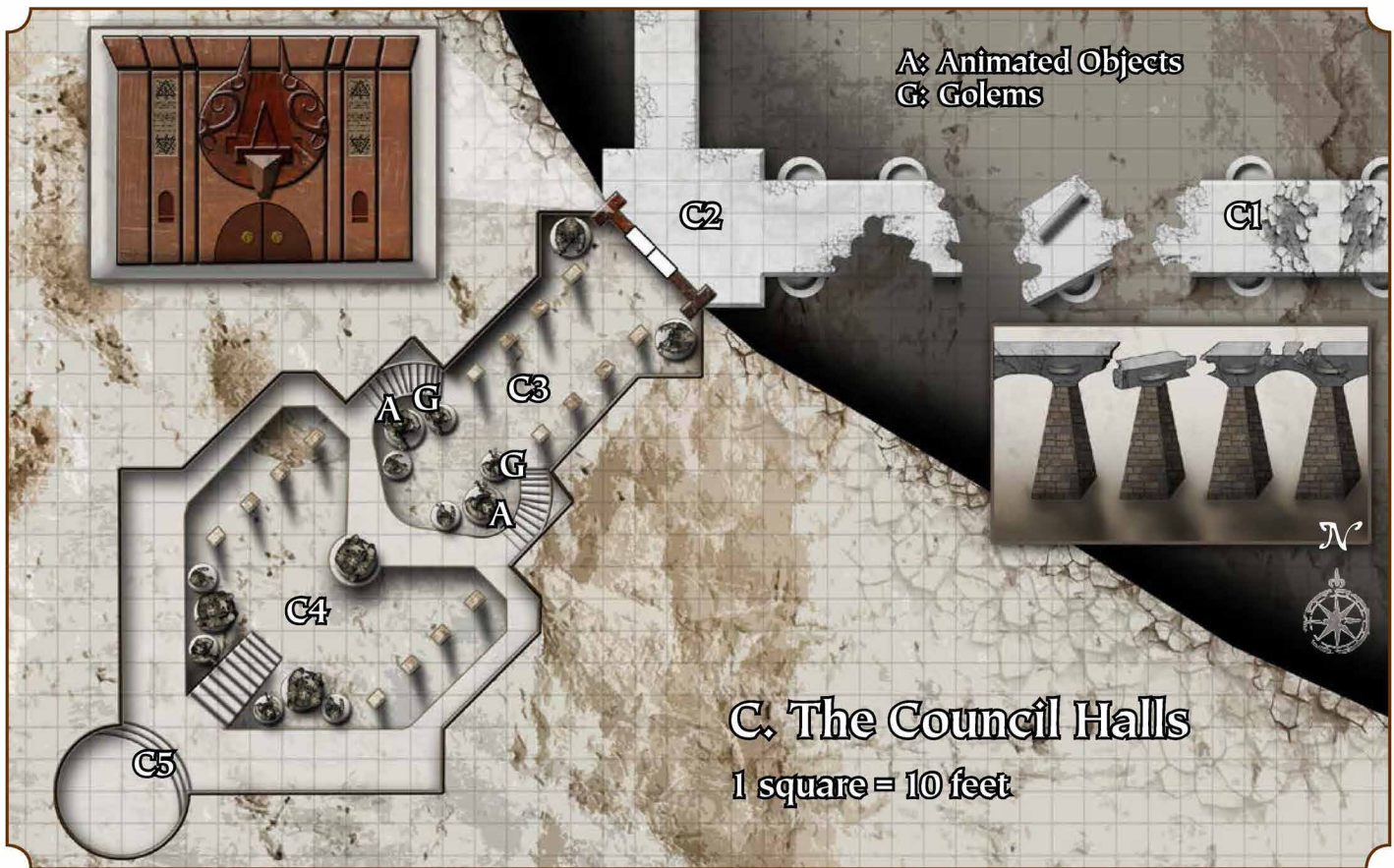
B7. Bridge to the Stele

A deep chasm separates a large stone platform and whatever might lie beyond. On the platform's floor, an inch-deep depression offers a recess for an unseen bridge to rest. On the eastern edge of the platform there is a small panel of complex but rusty levers and cranks.

The 80-foot-deep chasm is nearly 50 feet wide and acts like a moat to keep out invaders who might attack from a surface tunnel. The three iron drawbridges are all raised, their chains spared destruction by the region's rust monsters by the sealed stone doors beyond. Lowering a drawbridge requires a PC to operate the corroded control panel, which can be coaxed into operating one last time with a successful DC 15 Knowledge (engineering) check or a successful DC 20 Disable Device check. Alternatively, a PC can cross the chasm and break the chains holding up the drawbridge, use the drawbridge to anchor a grappling hook and swing to the other side, or use any number of other techniques to cross to the other side. The stone door on the northern side is unlocked.

The similar bridges to the east and west lead to parts of Koldukar that are outside the scope of this scenario.

Development: Following Inghild's map, the PCs arrive in area C1 after 1 hour of travel underground that includes forcing open doors, clearing rubble that obstructs passageways, and performing other such feats of underground exploration.



C. The Council Halls

1 square = 10 feet

C. THE COUNCIL HALLS

While an obvious ruin, much of Koldukar is still in relatively good condition for a city that has endured more than 8,000 years of neglect and long periods of use by the orcs of Urglin. Expertly crafted statuary, marvels of engineering, and unparalleled stonework appear time and again throughout the Sky Citadel, and in several places bridges cross large caverns at multiple levels overlooking structures on the caverns' floors. Because of the recent earthquakes, however, much of the stonework shows damage, and debris litters the once-proud avenues and causeways.

C1. Shattered Causeway

A twisted bridge that once must have been an engineering wonder now slants precariously over a vast chasm. Thirty-foot wide and supported by immense stone columns, the bridge extends into darkness. However, forty feet along its length, a section of the bridge has collapsed onto the chasm's unseen floor. After a ten-foot gap, another section of the causeway slants dangerously against its stone support; beyond it lies an even longer gap before the bridge resumes, not far from a stone landing.

The shattered causeway was once a great bridge that spanned the 160-foot-wide chasm into Koldukar's ruling district. After years of neglect and exposure to the rust monsters that ate its metal supports, the bridge has partially collapsed under its own weight. Now, the bridge sits in three sections separated by two collapsed segments, creating an obstacle for those who would cross the 70-foot-deep chasm and reach the stele room beyond. The first gap is only 10 feet across and requires two successful DC 10 Acrobatics checks (using the subset of rules for performing a long jump) to get across—one to jump that far and another to avoid sliding off the tilted platform upon landing. To span the second gap, which is 20 feet wide, the PCs have two options. First, they may attempt another Acrobatics check. However, since this section of bridge tilts upon its stone columns at a precarious angle and is covered with debris, a PC must succeed at a DC 24 Acrobatics check to make the jump safely. Another option involves using an intact 25-foot-long marble column that lies on this section's floor as a makeshift bridge, though doing so requires the PCs to maneuver the 1,500-pound pillar across the gap and into place. Crossing the marble column requires a successful DC 10 Acrobatics check.

C2. The Sealed Gate

A sixty-foot-wide set of doors is built into the solid stone wall. Geometric designs cover much of the doors' surface, and deep grooves that might have once held metal inlays are now empty. A smaller set of doors better suited to everyday use is built into the larger portal.

Correctly fearing that the Sky Citadel would soon fall to Belkzen's horde, the dwarves of Koldukar magically sealed these stone doors (hardness 8, hp 60; Break DC 28; Disable Device DC 40) to the stele chamber over 8,000 years ago. Under the effects of a permanent *magic mouth* spell, the door bellows a riddle whenever a living creature steps within 10 feet of it. If the PCs can understand Dwarven, give them **Player Handout #3**. With a successful DC 15 Knowledge (religion) check a PC recalls that Folgrit is Torag's wife and the mother of many other dwarven gods, who were wrought from iron and stone.

Answering the riddle aloud (the Dwarven word for "iron") causes the smaller doors to open by their own power; a PC who succeeds at a DC 15 Intelligence check



OPTIONAL ENCOUNTER

Elements of The Sealed Gate are optional. If less than 2 hours remain to complete the scenario, remove the riddle and allow the PCs to simply open the door (its superior lock having long been corroded by the rust monsters' appetites) and proceed to area C3.

SCALING GUARDIANS OF THE STELE

To accommodate parties of four PCs, give the statues the sickened condition as a result of their worn conditions, even though constructs would otherwise be immune to the condition. In addition, the guardians delay their attack for 2 rounds while waiting for the PCs to answer the riddle. In Subtier 8-9, the clay golems are unable to use their *haste* ability for the first 2 rounds of combat.

also identifies this answer. Alternatively, the PCs can break down the doors or disable their lock to open them.

As in area B1, rust monsters have consumed the metal inlays here. A PC can identify this damage accurately with a successful DC 25 Craft (alchemy) or Knowledge (dungeoneering) check.

Development: Regardless of how the PCs bypass the doors, the doors become stuck in the open position. The scent of metal within soon attracts rust monsters (see area C5).

C3. Guardians of the Stele (CR 9 or CR 12)

Shining columns, exquisite statuary, and elaborate dioramas of battle scenes adorn this majestic hall. The figures stand in small niches in the walls and range from dwarven infantry to mounted cavalry riding all manner of beasts. Gold filigree, metallic plates, and ornate steel inlays decorate every aspect of the grand hall. Pristine marble floors run the chamber's length, and halfway down the hall, twin flights of stairs sweep up to an elevated walkway. Orbs of magical light rest in sconces along the walls of the chamber, and at its far end a large stone stele is visible.

Sealed for several millennia, this chamber was spared the rust monsters' hungry attentions. While some damage and weathering is present, this chamber remains in good condition.

Creatures: When the PCs approach within 20 feet of either staircase, two of the larger statues turn their heads to look at the Pathfinders and in a grinding voice ask, in Dwarven, "Speak to us the riddle of stone." The meaning of this riddle has disappeared from even the oldest of

available Dwarven texts, making it effectively impossible to appease the statues. After waiting 1 round for an answer or for the intruders to leave, the statues animate and attack.

The animated constructs are able to pass through squares containing other statues with ease, as these statues shift and step out of their path to make way for the guardians.

Subtier 5–6 (CR 9)

GUARDIAN STATUES (2) CR 7

Huge animated objects (*Pathfinder RPG Bestiary* 14)

N Huge construct

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 17, touch 6, flat-footed 17 (–2 Dex, +11 natural, –2 size)

hp 78 each (7d10+40)

Fort +2, **Ref** +0, **Will** –3

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +15 (2d6+15)

Space 15 ft.; Reach 15 ft.

Special Attacks trample (2d6+15, DC 23)

TACTICS

During Combat The animate objects trample as many targets as they can and use their slam attacks to crush the intruders. They only target dwarven PCs if no other targets are within reach.

Morale The animated objects fight until destroyed or until deactivated by the stele.

STATISTICS

Str 30, **Dex** 6, **Con** –, **Int** –, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +19; **CMD** 27

SQ construction points (metal, trample)

Subtier 8–9 (CR 12)

CHAMPION STATUES (2) CR 10

Clay golems (*Pathfinder RPG Bestiary* 159)

hp 101 each

DEFENSE

Weaknesses vulnerable to rust

TACTICS

During Combat The golems use their *haste* ability as soon as possible. They use their most devastating attacks each round. The golems only target dwarven PCs if no other targets are present.

Morale The clay golems fight until they are either destroyed or shut off by the stele.

SPECIAL ABILITIES

Vulnerable to Rust (Ex): Because of its metal inlays and components, this creature is affected by rust attacks such as those of a rust monster or a *rusting grasp* spell.

ACTIVATING THE STELE

Koldukar's stele has endured the passage of time much better than the stele discovered at Janderhoff. Due to its condition, a dwarf or a creature that has the stonecunning ability may use two of its surviving functions. Non-dwarves may use the Use Magic Device skill to emulate a race and activate the stele.

First, any dwarf who touches the stele automatically understands how to control the guardians constructs in area C3. As a standard action while in physical contact with the stele, a dwarf can command one guardian construct to perform simple one-word commands. These commands are limited to: attack, come, defend, down, guard, heel, stay, and work. These commands follow the same rules found under the Handle Animal skill detailed in the Pathfinder Roleplaying Game Core Rulebook on page 97. If a guardian construct does not receive a command in a round, it does not act.

Second, any dwarf who speaks the name of any of the stele's intact runes (each representing another stele in a Sky Citadel) can activate the stele at that location so long as that stele is still intact. Any dwarf can contact the activated stele as per the stone tell spell.

Development: While the answer to the statues' "riddle of stone" is lost to time, the ability of the stele to shut these guardians down is not. A PC who activates the stele can command the guardian constructs to stand down (see the Activating the Stele sidebar above).

Treasure: Among the chamber's many statues of all sizes is a *figurine of wondrous power*. In Subtier 5–6 it's a serpentine owl, and in Subtier 8–9 it's a marble elephant.

Rewards: If the PCs defeat the guardian constructs and recover the *figurine of wondrous power*, reward each subtier as follows.

Subtier 5–6: Give each PC 758 gp.

Subtier 8–9: Give each PC 2,375 gp.

C4. Chamber of the Dwarven Council

A kingly statue overlooks this chamber from atop a balcony and extends a mighty arm that terminates in a clenched fist. Eight metallic columns, each magnificently carved with dwarven figures, support the forty-foot vaulted ceiling. Gold-plated bannisters run along either side of the stairs, and etched bronze and brass wall tiles depict the tale of Koldukar's founding. Along the upper level sit sixteen ornate thrones, one of which bears the withered remains of a stately male dwarf.

Once one of Koldukar's main council chambers, this section of the ruined dwarven city hosted all manner

of ceremonies and debates. Above the chamber, on a 20-foot-wide, raised walkway stand sixteen ornate thrones that provided seating for council members. Only one councilor remained here during Koldukar's final hours; he perished while trying to communicate with other Sky Citadels and awaiting the news of their approaching aid. The corpse is fragile enough that pieces of it crumble away when touched, and only the dwarf's silver belt remains intact.

Treasure: The silver belt is in fact a *belt of dwarvenkind*.

Faction Notes: Grand Lodge faction PCs should place their metal urn at the base of the kingly statue at the top of the stairs. Just placing the urn here does not guarantee success; the PCs must also protect the urn during the rust monsters' attack later in the scenario (see area C5).

Rewards: If the PCs recover the *belt of dwarvenkind*, reward each subtier as follows.

Subtier 5–6: Give each PC 1,241 gp.

Subtier 8–9: Give each PC 1,241 gp.

C5. The Stele (CR 8 or CR 11)

An ancient stele stands at the rear of this circular antechamber. The stone monument depicts a heavily stylized map of the Inner Sea Region. The map bears no visible scale, and many of its details have eroded with the passage of time. Seven distinct runes are discernible on the stele's pockmarked surface.

The carved stone is Koldukar's communication stele, and a PC who can read Dwarven can read the runes: Dongun Hold, Highhelm, Janderhoff, Koldukar, Kraggodan, and Kravenkus—known locations of both active and ruined Sky Citadels. However, the seventh rune, "Jormurdun," is the name of a Sky Citadel that has faded from memory over the past several millennia. Speaking this name aloud while within 20 feet of the stele causes the Jormurdun rune to glow with a bright, bluish radiance as Koldukar stele contacts that distant Sky Citadel's stele. Furthermore, a slow, deep voice resonates from the stele, giving an ancient Dwarven greeting and identifying itself as the stele from Jormurdun.

Answering the stele's greeting enables the PCs to make contact with Jormurdun's stele (see Activating the Stele sidebar on page 16). Once contact is established, the PCs can gain the following answers to the questions provided below. The stele answers in a painfully slow, emotionless voice. It takes the stele 3 rounds to answer each of the PCs' questions. Any attempt to rush the stele elicits a matter-of-fact reminder that, "Stone endures centuries" or that, "The mere passing of minutes does not bother the eternity of rock."

Who are you? "I am the stele at Jormurdun. I have endured the passage of time, counting the reign of King Taargick 66

FINDING JORMURDUN

Jormurdun's stele is incapable of giving exact directions to the Sky Citadel, but the PCs can piece together hints in what the stele says and clues in area C5 to determine the approximate location. A successful DC 18 Knowledge check reveals one of the following clues to Jormurdun's location. A PC may determine Jormurdun's position on a map with a successful DC 27 Intelligence check. For each successful Knowledge check below, the PCs gain a +2 circumstance bonus on the Intelligence check. Succeeding at this check or solving it based on the clues alone reveals where Jormurdun is hidden: deep within the abyssal wasteland now known as the Worldwound.

Arcana: The warping of another stele's magic likely corresponds to that of Dongun Hold, which now lies in the middle of a dead magic area in the Mana Wastes.

Dungeoneering: The Long Walk is the name of a major Darklands tunnel that leads approximately from the Five Kings Mountains to the Hold of Belkzen, though narrower tunnels lead beneath the Realm of the Mammoth Lords.

Engineering: 1,000,000 hammer-lengths would equate to slightly over 200 miles.

Geography: Janderhoff is in southwestern Varisia, and Kravenkus is in northeastern Taldor.

History: The Living Library was a forest tended by druids who infused knowledge directly into the region's flora. They lived near the northern border of Mendev, in what is now the Worldwound.

Local: Although the name Fregyar the Patient is unknown, a typical dwarven priest undergoes approximately 25 years of training. That means Jormurdun's newest inhabitants arrived around 4688 AR.

Nature: Serpentine marble is quite rare and is found at the northern reaches of the Ginji Mesa in the Realm of the Mammoth Lords.

Nobility: Taargick was the king of Tar Taargadth for 146 years before completing the Quest for Sky, meaning the stele has remained in place for more than 9,500 years.

Planes: The creatures described by the stele were most likely demons.

Religion: Torag's Crown is a very old dwarven name for one of the peaks near Red Rune Canyon in the Tusk Mountains in the Realm of the Mammoth Lords.

times since I was last moved. I have felt quakes and heard screams of pain. I have seen strange beasts walk within my chamber's wall. My home is no longer a safe haven."

What is around you? "Bloody carnage, wanton destruction, meaningless sacrifice, and blasphemous acts fill the halls of Jormurdun! Gone are the days of dwarven glory. Cries of pain, terror, and despair echo throughout

Jormurdun in the place of soothing hammer strokes and the crackling of forge fires.”

Is there anyone near you? “Right now I am alone, but strange beasts with barbed spines, claw-tipped appendages, insectile eyes, acidic drool, vestigial limbs, and leathery wings desecrate the halls of Jormurdun! They have haunted this place for as long as Fregyar the Patient trained before assuming the mantle of Torag’s priesthood.”

Where is Jormurdun? “To ask where Jormurdun lies is difficult for one such as me to answer, for I have felt the sun only once, when dwarves first found the sky. The rock upon which I rest was quarried from the place where garnets chase serpentine marble. From there the dwarves carried it 1,000,000 lengths of the blacksmith’s hammer, passing the foothills of Torag’s Crown on the way. I can sense Janderhoff to the southwest, and I hear echoes of Kravenkus more to the south than the east; however, I felt the enchantment on a sister stele warp then fade a very long time ago. My roots lie north of the Long Walk’s end, and druids once came to speak with the dwarves before returning east to their Living Library.”

Are you intact? “I have suffered the odd chip now and again, and a portion of me lies in a pile of rubble directly underneath me, but I still function. I can tell you I have not had contact with other steles for what seems to be an eternity, and I worry that ill has befallen Tar Taargadth.”

Creatures: Once the PCs open the doors at area C₂, rust monsters quickly smell the wealth of metal and begin to travel toward it in large numbers. Several of the rust monsters are especially large, having fed well upon the immense amount of metal in Koldukar. As the PCs are communicating with the stele, but before they learn enough to pinpoint Jormurdun, the rust monsters arrive and begin noisily consuming all of the metal in sight—including the support pillars for the chamber.

The metallic banquet is almost intoxicating for the creatures, and they act somewhat erratically each round. Determine the rust monsters’ behavior each round by rolling 1d10 and consulting the Feed Me sidebar.

Subtier 5–6 (CR 8)

RUST MONSTERS (3) CR 3

hp 27 each (*Pathfinder RPG Bestiary* 238)

TACTICS

During Combat The rust monsters’ actions are determined by the Feed Me! sidebar above.

Morale A rust monster does not flee unless it has fed at least twice. Even then, it flees only when reduced to 5 or fewer hp.

ALPHA RUST MONSTER CR 6

N Large aberration (*Pathfinder RPG Bestiary* 238)

Init +2; **Senses** darkvision 60 ft., scent metals; Perception +17

FEED ME!

At the beginning of each round, roll 1d10 and consult the following table to determine the rust monsters’ behavior.

1–4 **An Easy Meal** Half of the remaining rust monsters (round up) spend the round feasting on the chamber’s metals and ignore the PCs. This feeding weakens the room’s supports and causes the ceiling to buckle violently. All creatures in areas C₃, C₄, and C₅ take 3d6 points of damage from falling debris (Reflex DC 15 half). The other rust monsters attack the PCs’ gear. All alpha rust monsters attack the PCs this round.

5–8 **A Moving Meal** The rust monsters all attack PCs wearing or carrying metal objects.

9–10 **Anything But That!** The rust monsters behave as in “An Easy Meal.” One of the creatures consumes a particularly important support, causing an entire piece of the ceiling to cave in. A randomly determined PC takes 8d6 points of damage and is pinned by the rubble. The PC can attempt to break free from the rubble as a standard action with a successful DC 18 Strength check or as a full-round action with a successful DC 22 Escape Artist check. A successful DC 18 Reflex save halves the damage and negates the pinned effect.

If “Anything But That” occurs three times, the entire chamber begins to shake as cracks form across the entire ceiling. Two rounds later, every creature in areas C₃, C₄, and C₅ is subject to a cave-in (*Pathfinder RPG Core Rulebook* 415) that destroys the stele.

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)

hp 67 (9d8+27)

Fort +6, Ref +5, Will +8

OFFENSE

Speed 40 ft., climb 10 ft.

Melee antennae +10 (rust), bite +9 (1d4+6)

Space 10 ft.; Reach 5 ft. (10 ft. with antennae)

TACTICS

During Combat The alpha rust monsters’ actions are determined by the Feed Me! sidebar above.

Morale An alpha rust monster does not flee unless it has fed at least twice. Even then, it flees only when reduced to 15 or fewer hp.

STATISTICS

Str 18, Dex 15, Con 17, Int 2, Wis 14, Cha 8

Base Atk +6; CMB +11; CMD 23 (27 vs. trip)

Feats Ability Focus (rust), Blind-Fight, Improved Natural Armor, Skill Focus (Perception), Weapon Focus (antennae)

Skills Climb +12, Perception +17

SPECIAL ABILITIES

Rust (Su) A rust monster’s antennae are a primary touch attack that causes any metal object they touch to swiftly

rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster’s antennae deal 5d6+9 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 19 Reflex save to negate this effect. The save DC is Constitution-based.

Subtier 8–9 (CR 11)

KOLDUKAR RUST MONSTERS (6) CR 4

Advanced rust monster (*Pathfinder RPG Bestiary* 238)

hp 37 each

TACTICS

During Combat The rust monsters’ actions are determined by the Feed Me! sidebar on page 18.

Morale A rust monster does not flee unless it has fed at least twice. Even then, it flees only when reduced to 8 or fewer hp.

ALPHA RUST MONSTERS (3) CR 6

hp 67 each (use the statistics from Subtier 5–6)

TACTICS

During Combat The alpha rust monsters’ actions are determined by the Feed Me! sidebar on page 18.

Morale An alpha rust monster does not flee unless it has fed at least twice. Even then, it flees only when reduced to 15 or fewer hp.

Treasure: In Subtier 8–9, an adamantine breastplate lies on the floor in disarray, its wooden stand having decayed long ago.

Development: So long as the room remains intact, the PCs should be able to spend as much time as they need to determine where the lost Sky Citadel of Jormurdun lies. They can then use the stele to contact the damaged stele at Janderhoff, which signals several Pathfinder spellcasters—including the dwarf Sandricaan—to teleport to the PCs’ location a few minutes later. If the PCs were unable to decipher the Jormurdun stele’s difficult directions, the other Pathfinders are able to figure out the answer. As soon as they are ready, the Pathfinders are then teleported to Heidmarch Manor for debriefing.

Faction Notes: Andoran faction PCs likely have not had difficulty in connecting the rust monsters to Koldukar’s tremors, but they must still identify clues

SCALING THE STELE

Make the following adjustments to accommodate parties of 4 PCs.

Subtier 5–6: Replace the alpha rust monster with a normal rust monster.

Subtier 8–9: Remove 2 Koldukar rust monsters and 1 alpha rust monster from the encounter.

and signatures of rust monster activity that their faction might use. If they haven’t already identified the damage in other areas as the work of rust monsters, Andoran faction PCs may document the damage to areas C3, C4, and C5 following the aberrations’ attack with a successful DC 18 Knowledge (dungeoneering or engineering) check to earn 1 Prestige Point.

Grand Lodge faction PCs must protect the metal funerary urn during the rust monsters’ assault. Any time the rust monsters attack the room’s supports, there is a 50% chance that the urn is also affected and receives the broken condition. If the urn is struck a second time, it disintegrates, scattering the ashes within. If a PC carries the urn, there is a 50% chance that a rust monster targets the urn instead of the PC’s gear when attacking. Placing the urn at the feet of the statue on the balcony of area C4 and then preventing it from being destroyed earns Grand Lodge faction PCs 1 Prestige Point.

Lantern Lodge faction PCs must either analyze the stele’s magical aura or determine the stele’s exact material and likely origin. Analyzing the magical aura requires a DC 28 Spellcraft check as though identifying a magical item, revealing the stele’s functions (see the Activating the Stele sidebar on page 16) and other esoteric



secrets. The stele is made from a strange type of rock most commonly found deep in the Darklands. Identifying the type of stone and its likely origins requires a successful DC 24 Knowledge (dungeoneering or nature) check. Completing either identification earns Lantern Lodge faction PCs 1 Prestige Point.

Rewards: If the PCs recover the armor, reward each subtier as follows.

Subtier 5–6: Give each PC 0 gp.

Subtier 8–9: Give each PC 850 gp.

CONCLUSION

The discovery of Jormurdun is one of the Society's greatest triumphs in recent memory, and the Pathfinder Society begins laying the groundwork for the dangerous trek into the Worldwound to document the Sky Citadel. Despite the monumental importance of the finding, the Pathfinder Society attempts to keep news of Jormurdun secret until its agents are in a better position to explore the site and be the first to open its doors. Once the Society does share the news in the latest volume of the Pathfinder Chronicles, the PCs' names feature prominently.

Success Conditions

The PCs need to interact with Koldukar's stele and secure the location of Jormurdun—a Sky Citadel deep within the Worldwound. Learning of Jormurdun's existence and location earns each PC 1 Prestige Point.

Faction Missions

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

Andoran Faction: Andoran faction PCs who identify the cause of the tremors and identify the signs of the rust monsters' tunneling in area **C1** earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who assist at least half of the other represented factions with their faction missions and announce the paracountess's involvement earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who place the funerary urn at the feet of the statue of the dwarf in area **C4** and protect it from rust monster attacks earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who either decipher the stele's magical aura in area **C5** or identify the stele's exact material and likely place of origin earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who locate the bas relief of Trudd in area **B6** and perform the ritual there earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who claim the Broken Spine Clan banner in area **A1** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who acquire Inghild's ring in area **B3** without being seen by a non-faction PC earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who secretly convince Gulros to work for Grandmaster Torch earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who bless Inghild's remains in area **B3** earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who suitably impress the orcs in area **A1** with tales of Taldor's conquests earn 1 Prestige Point.

THE SECRETS STONES KEEP

Andoran



Freedom Fighter,

Several generations before the People's Revolt that brought peace and prosperity to Andoran, an earthquake broke open an entrance to the Darklands, unleashing with it a never-ending tide of monsters from the inky depths. Proud militias now guard this entrance, but we must better understand the causes of such tremors if we are to predict or even arrest future quakes. Traders from Urgir speak of it shaking and sinking over the past decade, and I would have you investigate why this is happening. Report the cause back to me along with any telltale signs to watch for.

Freedom reigns,

Major Colson Maldris

Chelax



Darling,

I need all the friends we can muster. Recent events have seen my name besmirched, but thanks to agents like you, it's been cleared. I never want to be put in a similar situation again. Therefore, I want you to win favors in my name. While you hunt for Koldukar's stele, if you have a chance to help any fellow Pathfinders accomplish their missions, do so, but make sure they know the Paracountess wishes them well.

Yours forever,

Paracountess Zarta Dralneen

Grand Lodge



Pathfinder,

We have an opportunity to strengthen our ties with our dwarven brothers and sisters. Long ago, during the Battle of Nine Stones, the orc warlord Belkzen successfully sacked Koldukar, leaving many dwarves without an ancestral home. Recently, a beloved and famous dwarven Pathfinder passed away and had his ashes placed in a metal urn. He made it known on his deathbed that he wished to have his remains placed before his ancestor's statue—an effigy of a regal dwarf extending a clenched fist—in Koldukar. Take this urn and see that it safely finds its final resting place. Make sure no harm comes to the urn; the dwarves have already suffered too much at Koldukar.

May the Ten watch over you,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honorable Servant,

The Hao Jin Tapestry is an excellent tool for long distance travel, but using it is an involved process and not practical for sending quick reports to our allies in the Inner Sea. In reading over the brief report from the expedition deep under Janderhoff, I am most intrigued by the stone stele's capacity to communicate with others of its kind. Find the sister stele in Koldukar and study it magically while it is active to determine its properties. If you cannot read its aura, at least assess the stone's type and likely origin.

As we conclude our business near the Inner Sea, let us conduct ourselves properly and be remembered with honor.

From afar,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Loyal Servant,

The dwarven people are known for their great strength and resistance to disease. It is said that their pantheon grants them this durability, and it is this durability that the Ruby Prince needs to overcome his curse. Our records indicate that a great hall within Koldukar is filled with many bas reliefs, among them a relief of Trudd, the dwarven god of strength. Offer Trudd a gift of blood by smashing your head into the relief. While doing so, yell as loudly as you can, "For the Ruby Prince." We hope that Trudd will receive your sacrifice and give strength to our leader.



We depend on you,
Amenopheus
Amenopheus, the Sapphire Sage

Qadira



Servant of the Satrap,

The Hold of Belkzen is an area rife for trade. Unfortunately, whenever our caravans enter the region, the orcs quickly sack them. The only way to enter Urgir unmolested is to gain support from one of the orc tribes—usually advertised by carrying that clan's banner. Look for such a banner, and if you have a chance to claim one, it is best to demand it rather than ask for it. Orcs respect shows of strength and self-mutilation.



For the Satrapy,
Aaqir al'Hakam
Trade Prince Aaqir al'Hakam

SCZARNI



Cousin,

I have a rival in Riddleport who collects rings, especially rings with religious significance. The wonderful thing about having a rival with so specific an obsession is that she is easily baited into the open when a new collectable hits the market. Find me such a dwarven-made ring in Koldukar, and when she lowers her defenses to meet the dealer in person, we shall strike.

Ah, the Hold of Belkzen—lovely country. It's just a shame it's populated by orcs.



Watch your back,
Guaril Karela
Guaril Karela

SHADOW LODGE



Careful Ally,

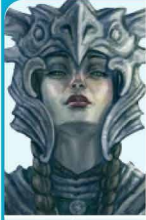
I understand that you recently found an orc to guide your travels to Koldukar, and I understand he knows the ways around the Hold of Belkzen well. We have few contacts in the region, and I would rather he have a compassionate patron instead of being used and discarded by the Decemvirate. Without any of the Ten's lapdogs overhearing you, convince this orc to contact me directly for future work. I have little doubt that he would appreciate a monetary sign of good faith.



Travel safely,
Torch
Grandmaster Torch

THE SECRETS STONES KEEP

Silver Crusade



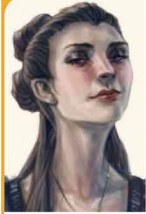
Exemplar,

When I heard of your intention of travelling to Koldukar, I set myself to researching its history. During the Battle of Nine Stones, a dwarven heroine sacrificed herself to save thousands of innocent lives. This woman served the dwarven demigod Kols. It is a shame this shining beacon did not have a hero's farewell. Our divinations show that her broken corpse lies discarded in a secret hall. Find her corpse, bless it with divine magic, and send her off to the Boneyard so she can rest.

Follow the Light,

Ollysta Zadrian

TALDOR



Noble Friend,

It has been nearly a thousand years since Taldor last marched against the orcs of Belkzen, and more than four times as many years have passed since the second Army of Expansion clashed with the brutes. Orcs are proud of their tribal histories, but I have little doubt that they have altered their version of the stories to present themselves as the victors.

Not all orcs attack on sight, and we can take this as an opportunity to correct a point of pride. Correct any of the green-skins that you meet by presenting to them the truth of Taldor's conquests. You may have to force them to sit still and listen. I hear they are amenable to ritual challenges, and not all challenges require bloodshed.

For the Empire,

Lady Gloriana Morilla

PLAYER HANDOUT #1

"The second swing drove the Dark Smith below, hiding in shame and exiled from the sacred halls."

PLAYER HANDOUT #2

"An ironclad oath is forever kept within the walls of the city she is sworn to keep. Only with the final strike is the duty fulfilled."

PLAYER HANDOUT #3

"Ripped from mother Folgrit's womb, constantly beaten as I'm burning. I become a bloodthirsty killer until my gray hair turns to red with age."

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-25: Glories of the Past, Part 3: The Secrets Stones Keep

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

Character #	<input type="checkbox"/>
	Prestige Points
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