



BREATH OF THE DRAGONSKULL

By Michael Sayre



Author • Michael Sayre
Development Lead • Linda Zayas-Palmer
Contributing Artists • Jesper Ejsing, Tawny Fritz, Sebastian Rodriguez, Lindsey Wakefield
Cartographer • Jason Engle, Robert Lazzaretti
Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, Chris S. Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Managing Editor • Judy Bauer
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HOW TO PLAY

Pathfinder Society Scenario #10-12: Breath of the Dragonskull is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at pathfindersociety.club.



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GM RESOURCES

Breath of the Dragonskull makes use of the *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Bestiary*, and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.

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Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

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When the Worldwound erupted in the land that was once known as Sarkoris, many of that nation's people fled before the demonic invasion. By the time the First Mendevian Crusade had begun to reclaim parts of Sarkoris, most of the survivors had already settled in other lands.

One such group of refugees was the Farheaven Clan. Led by their patron god, Dolok Darkfur—an extraplanar being who takes the form of a bipedal bear—they traveled east over the Icerime Peaks and eventually settled in the Norinor Forest of Iobaria. The Farheavens made a new home in the Norinor, founding a small village, building a shrine to their god, and trading with the other humans scattered throughout the forest. The clan lived in peace and relative seclusion for several decades, until a horrific plague swept through the village. In an attempt to stop the relentless tide of deaths, Dolok traveled into the woods with the god caller Roga, who was the high priest of his faith and the one capable of summoning the god's physical form. But when Roga himself became infected, the grief-stricken Dolok turned his claws on his own people, convinced that giving them a quick death was the best mercy he could grant. Roga's young apprentice, Nelket, gathered the survivors, mostly children, and sought refuge in the town of Mishkar to the north.

Recently, the Pathfinder Society assisted Nelket and the remnants of her clan in destroying the source of the plague that infected Norinor and rescuing their god. Dolok Darkfur has spent much of the past year sharing his knowledge of the traditions and history of the ruined nation of Sarkoris. The Farheavens are now preparing a caravan for a Pathfinder-funded expedition back to Sarkoris to attempt to reclaim their ancestral lands.

Just a few days north of Mishkar, in the Finadar Forest, the Dragonskull goblin tribe has lived in relative peace for almost 500 years. The plucky goblins have made their dwellings from the bones of dragons who died during the Drakeplague of 4519 AR, roughly 200 years ago. Prior to that, the goblins scavenged and survived as they could among the cyclops ruins littered throughout the plague-filled forests,

Where on Golarion?

This scenario takes place in Iobaria, a rough and cold land to the northeast of the Inner Sea. It begins in the city of Nerosyan, though much of the story takes place in Iobaria's ancient Finadar Forest and the burning town of Mishkar on the forest's southern edge. For more information on Iobaria, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and games stores everywhere and online at paizo.com.



though what name they may have gone by prior to setting up their homes inside the remains of deceased wyrms has long since been forgotten.

For years, the goblins have survived, proving surprisingly resistant to the plagues that have kept most other species from thriving in the Iobarian wilderness. This resilience is in no small part thanks to the regular fires they set in the woods around their village, burning away the rot and pestilence that would otherwise infect them. The goblins still have to deal with occasional harassment from centaurs or sudden decreases in population due to ill-conceived bonfires, poor construction, and the occasional disease that even their hardy constitutions prove unable to resist. Still, they manage to live in relative peace and a state that, at least for goblins, might even qualify as prosperity.

PATHFINDER SOCIETY SCENARIO

SUMMARY

The PCs arrive in the town of Mishkar following instructions in a missive from Venture-Captain Jorsal of Lauterbury. The venture-captain informs the PCs that the Society is funding an expedition starting in the small Iobarian town of Mishkar to assist the survivors of a Sarkorian clan known as the Farheavens in traveling back to Sarkoris and attempting to reclaim their ancestral lands. Unfortunately, the caravan preparations have been plagued by delays and misfortune. Just recently, Jorsal received a communication from Nelket, the Farheavens' new god caller. As a god caller, she can communicate with and summon the clan's god, an eidolon named Dolok Darkfur. Much of the missive has been badly smudged with soot and grime, but as far as Jorsal can discern, the Farheavens appear to be under siege by a tribe of fire-wielding goblins. Jorsal tasks the PCs with traveling to Mishkar to protect the members of the Farheaven Clan and help them begin their journey to Sarkoris.

When the PCs arrive in Mishkar, they find a town in utter chaos. A massive forest fire roils in the woods north of the town, sending thick goutts of noxious smoke into the sky. Meanwhile, a small army of centaur warriors has the town under siege. At the same time, a group of goblins clad in dragonbone armor and trinkets desperately fights fires on the edge of the forest near the village, under the protection of a feathered bear. Before the PCs have an opportunity to unravel the strange sight, a band of centaurs breaks off from the group and moves to intercept them, believing the PCs to be reinforcements sent to protect Mishkar.

The truth behind these strange circumstances is almost as wild and unlikely as the circumstances themselves. The Dragonskull goblins, who had long lived in relative peace amongst the forested ruins north of Mishkar, performed their annual rituals, creating fire breaks and back burning the woods around their makeshift skeletal village. In so doing, they inadvertently activated an ancient cyclops relic, which had been buried under years of moss and grime until the goblin fires exposed and awakened it. Now the relic spews forth fire elementals that rampage through the wilderness, spreading fire uncontrollably.

The Dragonskulls have been pushed before the flames, desperately trying to slow the fire's advance while the hungry flames devour those goblins too entranced by the

massive fire to properly protect themselves. As the goblins were pushed into the territory around Mishkar, the human inhabitants of the town were at first hostile towards them. However, the people of Mishkar have welcomed the goblins' aid in halting the fire's advance. The situation is complicated by the fact that the Dragonskulls, and the inhabitants of Mishkar by association, have incurred the wrath of a local centaur tribe that has been forced to flee their territory due to the flames.

After the PCs survive the initial assault by the centaurs, they must forge a temporary peace between the region's inhabitants that can last long enough for the PCs to learn the location of the cyclops relic and travel to it through the flame-shrouded woodlands. Once there, the PCs must defeat the fiery creatures surrounding the relic and deactivate it, closing the endless inferno feeding the forest fire to put the fire to rest once and for all.

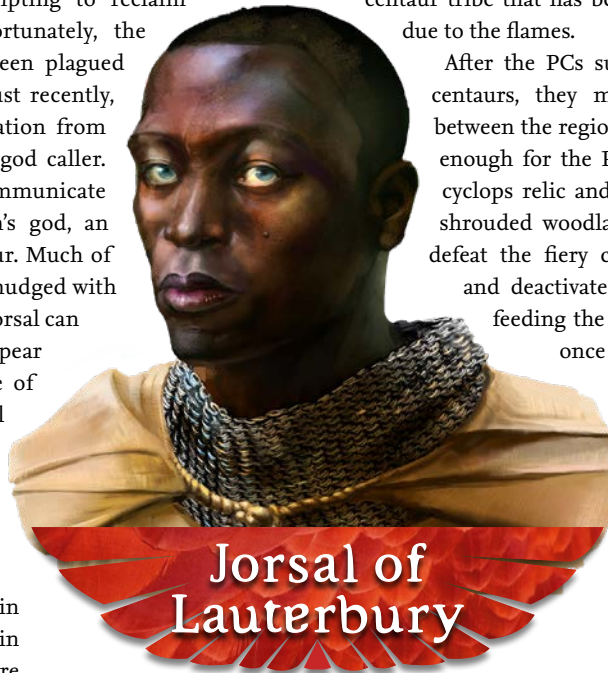
GETTING STARTED

The adventure begins in Starrise Spire, the shining fortress that serves as the Pathfinder Society's lodge in Nerosyan. All of the PCs were already staying at the lodge before the beginning of the adventure. The PCs may have had any number of motivations

for traveling here, including wanting to fight demons on the edge of the former Worldwound or receive training from battle-hardened crusaders and devout priests. However, another urgent matter intercedes with their plans. Venture-Captain Jorsal of Lauterbury gathers the PCs in his office. Read or paraphrase the following to begin the adventure.

"Greetings Pathfinders!" This salutation comes from Venture-Captain Jorsal of Lauterbury, a powerfully built Garundi man with keen eyes and a calming demeanor. "Over the last several months, I have been working on the Society's behalf to assist a group of Sarkorian refugees in preparing for the long trek from Iobaria back to their homeland. With the Worldwound closed, these Sarkorians may just be able to make a new life for themselves in the lands of their ancestors."

Jorsal bites his lip for a moment as he mulls something over in his head before speaking once more. "I've just received a letter from a young woman named Nelket, the leader and god caller of the Sarkorians in Mishkar. She's a capable woman, particularly with that god of hers, a massive, feathered bear called Dolok Darkfur, at her side. The letter is badly smudged and damaged. Unfortunately, a bird delivered the message, so there was no one to ask for further details. As far as I can tell, it sounds like they're



having some kind of problem with forest goblins from the Iobarian woodlands trying to burn the town down. But there's only so much I can tell from this blackened paper. Once you've read Nelket's letter, I'll be sending you on to Mishkar with all haste. We've made a promise to see these people back to their homeland, and I don't intend to break it."

Give the PCs **Handout: Letter from Mishkar** (see page 18). If the PCs have any additional questions about the mission Jorsal answers them as best he can, though he knows little more than what is included in the boxed text above. Below are some possible questions the PCs may ask and the accompanying answers. Before the PCs leave for Mishkar, give them an opportunity to purchase equipment and make any preparations they deem necessary.

Are goblins a common issue around Mishkar? "They can be pests wherever they show up, which is nearly everywhere, but the Farheavens clan is currently protected by their deity Dolok Darkfur. It's surprising that goblins would pose much of a threat."

A bird delivered the message? "That's what I said. I suspect the bird was a common magical trinket, a feather that can take the shape of a bird and carry a written message. It vanished as soon as the letter reached my hands." The venture-captain correctly surmises that the letter was delivered by a *feather token* (bird).

What is a god caller? "A spiritual leader from an old tradition that dates back far, far before the Worldwound. Many clans had their own gods, and it was the god caller's job to maintain the relationship between people and deity. They would call upon the gods, who would come to the people and offer them guidance, protection, or other services in return for their worship. Such gods might not have been as powerful as the deities you're familiar with, but they also helped people directly."

Who is Dolok Darkfur? "He's the god of the Farheavens clan. Perhaps not a god as they're most commonly thought of; Dolok Darkfur walks among his people at the behest of the god caller Nelket. He takes the form of a massive feathered bear and I'm given to understand he's quite formidable. He gave a few of your fellow Pathfinders some trouble about a year back, but he's become a fast ally of the Society in the time since. His knowledge of the history of Sarkoris is unrivaled by any other creature I know of."

Anything else we should be aware of? "The blood pines of Finadar Forest are famously flammable. If there are goblins lighting fires in Mishkar, things might get a bit...exciting. Be prepared for heat and smoke."

KNOWLEDGE (LOCAL)

Based on the result of a Knowledge (local) check, PCs might know more about Mishkar, the Sarkorian refugees, and even the centaur tribes in the territory surrounding Mishkar.

They learn all of the information whose DC is equal to or less than the result of their check. PCs with the Chronicle sheet for *Pathfinder Society Scenario #9-18: Scourge of the Farheavens* automatically know all information with a DC of 20 or lower.

10+: When the Worldwound erupted in old Sarkoris, many Sarkorian tribes and families were driven from their homes and forced to seek refuge or build new lives in neighboring countries and territories.

15+: Several of these groups of Sarkorian refugees settled in Iobaria, a largely untamed wilderness filled with cyclops ruins, fierce centaur clans, and strange plagues.

20+: Several months ago, the Pathfinder Society reunited the last god caller of the Farheavens Tribe with their lost god Dolok Darkfur, a powerful eidolon who takes the form of a colorful feathered bear.

25+: The centaur tribes who live in the Iobarian forests near Mishkar communicate in the Elven and Sylvan tongues. They are often more favorably inclined to humans and other races who greet them in these languages, as well as individuals who are obviously of elven or fey descent.

KNOWLEDGE (GEOGRAPHY)

Based on the result of a Knowledge (geography) check, PCs might know more about Iobaria and the Finadar Forest. They learn all of the information whose DC is equal to or less than the result of their check.

10+: The town of Mishkar is surrounded on three sides by the Finadar Forest.

15+: The Finadar Forest in Iobaria is known for its *bruorsivi*, or "blood pines," a highly flammable breed of pine tree with scarlet needles.

20+: While the Finadar Forest's blood pines make it highly susceptible to sudden and intense forest fires, the many druids and centaur shamans who occupy the forest typically keep these fires from growing out of control.

25+: A few obscure legends hint that the blood pines of Finadar were carefully cultivated in a past age by cyclops conjurers who used the trees as fuel for rituals designed to bring immense beings of elemental fire into the world.

Once the PCs have finished asking questions, Jorsal gives them an hour to prepare and gather supplies. The venture-captain also provides each PC with a free *potion of resist energy* (fire) and two week's worth of trail rations. Anything the PCs might like to purchase is easy to come by in Nerosyan, as the city is accustomed to preparing crusaders to enter into the Worldwound. After completing their purchases, the PCs can return to Starrise Spire to meet with the venture-captain. Venture-Captain Jorsal warns the PCs that the wizard he was able to procure on short notice with knowledge of Mishkar and the ability to reliably activate a *scroll of teleport* is too old and frail to spend long in smoky air. As a result, the wizard will not be able to remain and assist them against the flames.

Scaling Encounter A

To accommodate a group of four PCs all centaurs in the encounter (including the centaur greenspeaker in Subtier 4–5) are sickened from their prolonged exposure to the heavy smoke of the forest fire. Additionally, lower the DC of all skill checks by 3.

A. OUTSKIRTS OF MISHKAR

The PCs' teleportation deposits them on target. They arrive a few hundred feet outside of Mishkar, next to a large sign bearing the city's name. A smoky, orange-tinted haze fills the air, dimming the sun and scattering its rays into an orange halo. This haze obscures visibility somewhat, granting 20% concealment to creatures more than 100 feet away.

Since there are too many PCs to travel in a single casting of *teleport*, the wizard uses several scrolls to travel back and forth. Each time he casts the spell, his voice grows raspier. Once all of the PCs and their companions have reached their destination, the wizard apologizes for not being as spry as he once was. After a brief bow and a hacking cough, he teleports back to Nerosyan.

As the PCs arrive on the edge of Mishkar, they hear the sounds of a town in chaos. Frantic townsfolk have formed water brigades pulling water from the town's central well and dousing houses, both to drown patches of fire and to protect the buildings from further scorching.

Read or paraphrase the following to set the scene.

Roiling clouds of smoke from a massive forest fire darken the sky and dim the sun's light. Utter chaos reigns as humans and goblins dart back and forth between the fire and a town, carrying buckets of water to douse buildings or stoking fire breaks to keep the massive conflagration from spreading into town. The signs of recent battle mar the buildings and many of those fighting the conflagration bear the marks of conflict in the form of bloody bandages or pained limbs. Across a large field from the village's southern edge, a hastily erected encampment bustles with the clopping hooves of numerous centaurs.

The road to Mishkar has recently served as a battlefield. Normally a relatively peaceful tribe, the Redpine centaurs and their leader, Kaana Korag, are currently highly agitated. While they initially believed that the fire was merely the result of irresponsible arson by the Dragonskull goblins, the Redpines opinion changed when they discovered the Dragonskulls working with the people of Mishkar. Kaana Korag now believes that the humans are using the goblins to drive the centaurs out of the forest so they can expand their territory. She is ready to fight both goblins and humans alike to protect her people's claim to the forest.

Creatures: As the PCs approach Mishkar, a group of centaurs gallops forth from their encampment near the forest's edge. These centaurs believe that the PCs are reinforcements coming to Mishkar's aid and do not attempt to parley before beginning their attack. Instead, they yell out to the PCs in fury, accusing them of being "in league with the forest burners" and insisting that they will not allow the PCs to drive them from their homes. The centaurs do not respond directly to parley attempts by the PCs, though if the PCs make three attempts to end hostilities, the centaurs retreat to their encampment to report the PCs' actions in detail to their chieftain, a powerful centaur woman named Kaana Korag (see the Centaur Encampment on page 8). In general, each attempt to parley should require at least one PC to spend a standard action. PCs can use aid another on any skill checks they attempt. As this is an unconventional mechanic, if your players express interest in parleying with the centaurs, inform that that they can take actions to help diffuse the hostilities. Some examples of actions that count as an attempt to end hostilities are the following.

- A successful DC 18 Bluff or Diplomacy skill check (DC 21 in Subtier 4–5) to start convincing the centaurs that the PCs aren't from Mishkar, that they are on a mission to investigate the fires, or other details that make it clear that the PCs are not in league with the goblins.
- A successful DC 18 Intimidate check (DC 21 in Subtier 4–5) to start scaring the injured centaurs into retreating from the PCs.
- A successful DC 18 Knowledge (nature) or Survival check to help put out fires near the centaurs.
- Healing one of the centaur's wounds.
- Each round during which none of the PCs attacks automatically counts as an attempt to end hostilities. Healing, casting defensive spells, and other actions that do not harm a centaur do not count as attacking.

SUBTIER 1–2 (CR 3)

WOUNDED CENTAURS (2)

CR 1

N Large monstrous humanoid (*Pathfinder RPG Bestiary* 42; see page 19)

hp 30 each (currently 15)

Speed 30 ft.

Melee club +4 (1d6+1), 2 hooves –1 (1d6)

Ranged club +4 (1d6+1)

Gear breastplate, heavy steel shield, and clubs (3). One of the centaurs carries a *wand of charm animal* (23 charges).

TACTICS

Before Combat These centaurs have been wounded during their conflicts with the forest fire and the citizens of Mishkar, reducing their hit points by half, giving them fatigued condition, and reducing their movement speed.

A. Outskirts of Mishkar



They have also lost their weapons, forcing them to rely on basic clubs in combat. Their attacks listed above already include the penalties from the fatigued condition. Together, these adjustments lower their CR by 2.

During Combat The wounded centaurs begin combat by hurling their clubs at the PCs before lashing out with their remaining club and hooves at any opponent who attempts to engage them in melee range.

Morale If either centaur is slain or knocked unconscious, the other attempts to flee south, back to their encampment.

SUBTIER 4-5 (CR 6)

INJURED CENTAURS (2)

CR 3

hp 30 each (currently 20; *Pathfinder RPG Bestiary* 42; see page 19)

TACTICS

During Combat The centaurs begin combat by hurling their spears at the PCs and lash out with their swords and hooves at any opponent who attempts to engage them in melee range. These centaurs have already taken 10 points of damage from their conflicts with the forest fire and the citizens of Mishkar.

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Morale The centaurs fight to the death as long as the centaur greenspeaker is still on the field. If the greenspeaker is slain or retreats, the centaurs attempt to withdraw to their encampment to the south.

CENTAUR GREENSPEAKER

CR 4

N male centaur shaman 2 (see page 20)

hp 39

TACTICS

Before Combat The centaur greenspeaker has used his ward hex to boost the defenses of one of his centaur companions.

During Combat The centaur greenspeaker keeps his distance, using its *entangle* spell to slow the PCs before attacking with his javelins and *wand of burning hands*. Whenever his first ward hex ends, he applies the ward to the centaur who was not protected by the hex at the start of combat.

Morale The centaur greenspeaker uses his channel energy if he or either of the other two centaurs is reduced to 10 or fewer hit points. If the greenspeaker runs out of uses of channel energy, or if either of the other two centaurs is slain or knocked unconscious, the greenspeaker retreats south to the centaur encampment.

Treasure: The centaurs each wear a warrior's sigil graven with the Redpine's tribal crest. PCs can identify these sigils by succeeding at a DC 15 Knowledge (local) check (DC 18 in Subtier 4–5). A character who succeeds on this check knows that returning one of these sigils to the centaur's chieftain or other tribal leader is considered a sign of respect after a just combat. If the PCs kill one or more of these centaurs but retrieve their warrior's sigil and present it to Kaana Korag in the Centaur Encampment, they can improve her attitude toward them (see page 9).

Development: With the centaur scouts defeated, the PCs can now proceed. If the PCs pursue the centaurs, see the centaur encampment below. If the PCs continue on to Mishkar, see the Mishkar section on page 10.

Rewards: If the PCs do not defeat the centaurs or convince them to retreat (either through attempting parley or by other nonlethal means) reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 65 gp.

Out of Subtier: Reduce each PC's gold earned by 136 gp.

Subtier 4–5: Reduce each PC's gold earned by 208 gp.

CENTAUR ENCAMPMENT (CR 2 OR CR 5)

Located along the northern edge a spur of the Finadar Forest and just south of Mishkar, this makeshift encampment shows the signs of being hastily erected. Leather tarps hang from the trees, providing some shelter from rain and ash, and the southern edge of the encampment is bordered with a deep, water-filled trench.

This encampment serves as basic shelter for the centaur clan encamped here, as well as a staging ground for their attacks against the town of Mishkar. The southern border of the camp has been reinforced by the centaur druids, who shaped the earth and conjured a moat of water to keep the fire from spreading further.

At the center of the camp is the command post for **Kaana Korag** (N centaur barbarian 5), the chieftain of the Redpines and the tribe's most powerful warrior. The centaur's reaction to any creature attempting to approach this command post varies based on the PCs' actions in area A. A PC who speaks Elven or Sylvan and who greets Chieftain Korag in either of these languages gains a +2 circumstance bonus to any Diplomacy checks they use to improve Kaana's attitude.



Kaana Korag

- If the centaurs left the encounter after the PCs attempted to parley or negotiate with them, Chieftain Korag instructs the centaurs guarding the camp's perimeter to escort the PCs to meet her at the command post. Her starting attitude in this situation is indifferent, and as long as the PCs are respectful and do not attempt to initiate further conflict, they can improve Chieftain Korag's attitude to friendly with a DC 16 Diplomacy check. This DC increases to DC 19 in Subtier 4–5, for where Kaana Korag's patience and receptiveness are much more strained by her efforts to protect her tribe from the raging forest fire and fend off the joint human and goblin defenders.
- If the PCs did not successfully parley with the centaurs, but also did not kill any of the centaurs, Chieftain Korag's starting attitude is unfriendly. Korag's attitude can be improved to indifferent by a PC who succeeds at a DC 21 Diplomacy check (DC 24 in Subtier 4–5).
- If the PCs slew one or more of the centaurs in area A, Chieftain Korag is hostile, but she is unwilling to risk any more of her tribe in combat unless she feels she has no choice. She orders the PCs to leave before she brings the wrath of all of the Redpines down upon them. Still, the PCs have a chance to present the chieftain with the warrior sigils from the fallen centaurs. If they do, her attitude improves to unfriendly, as if they had not killed any of the centaurs.

Once the PCs have introduced themselves to Kaana, the centaur chieftain immediately begins questioning them, seeking to discern the PCs' motivations (both to her camp specifically and to the region in general). If the PCs have not yet been to Mishkar, Kaana "requests"—in a tone and with language that sounds much more like an order—that they bring a message with them to the people of Mishkar: turn over the goblins responsible for the fires in Finadar Forest so that the Redpine tribe can administer justice, and the Redpines will assist the people of Mishkar in fighting the flames and protecting their homes. Persist in harboring the goblins, and the Redpines will consider the people of Mishkar accomplices, just as guilty of wanton arson as the goblins they have allied with.

If the PCs have already visited Mishkar, they may take this opportunity to either negotiate on the goblins' behalf or to agree to try and convince Nelket and Dolok Darkfur to surrender the goblins to the Redpines. However, the PCs do not have time to finalize their negotiations before the fire surges.

The fire breaks and other precautions taken by the centaurs begin to fail causing a massive surge of flames to inundate the encampment. This attracts the attention of every able-bodied Redpine in the encampment as they rush to tamp the flames. PCs wishing to bypass the centaurs entirely can do so easily with the centaurs'

Scaling the Centaur Encampment

Make the following adjustments to accommodate a group of four PCs.

Subtier 1–2: Reduce the DC for all skill checks during the fire containment (including the Perception and Disable Device DCs for the burning hands trap) by 2.

Subtier 4–5: Reduce the DC for all skill checks during the fire containment (including the Perception and Disable Device DCs for the fireball trap) by 2.

attention diverted, though this situation also presents an opportunity for the PCs to improve their relationship with Kaana Korag and her clan.

If the PCs decide to help the centaurs put out the fire, each PC can attempt two skill checks chosen from the following list: Acrobatics, Disable Device, Knowledge (engineering or nature), Survival, or an appropriate Profession check for clearing brush, digging ditches, or otherwise managing fire breaks, ditches, and burning forests (such as architect, engineer, farmer, miner, or woodcutter). The DC for any of these skill checks is 15 (DC 18 in Subtier 4–5).

As is the case for the fire in Mishkar, spellcasting characters can choose to cast an appropriate spell when making a skill check (such as *create water*, *create pit*, or *gust of wind*) to gain a competence bonus on their skill check equal to 1 plus the spell's level. A PC can use aid another instead of rolling one of her checks, but given the fast speed of the fire's growth, it is clear to the PCs from the situation that spreading out and rolling individually is likely to produce better results than all focusing on one small spot.

If the PCs succeed at a total number of skill checks equal to or greater than the number of PCs, they provide significant assistance to the centaurs. In so doing, they earn additional treasure and favor from the centaurs (see *Treasure and Development* on page 10).

Hazard: The southern edge of this camp is choked with the heat and smoke of the burning Finadar Forest. While the centaurs mostly have the dangers under control, a surge from the wildfire causes chaos and disruption in the camp that can build into deadly and explosive fire hazards.

In Subtier 1–2, this surge manifests as several small flare-ups that scorch those working on the firebreaks. Select 1d3 PCs fighting the fire at random. Each takes 2d4 fire damage and can attempt a DC 11 Reflex save for half damage.

In Subtier 4–5, this surge instead manifests as a wave of flame that belches out from the forest after the raging fire reached an especially flammable fuel source. Select 1d3+1 PCs fighting the fire at random, each of who takes 5d6 fire damage (DC 14 Reflex save for half).

Treasure: If the PCs successfully helped put out the fire, Chieftain Korag gratefully offers them one of the tribe's treasured clan banners, a *banner of restful nights* (*Pathfinder RPG Advanced Class Guide* 226). In Subtier 1–2, the banner has been damaged by fire, removing much of its magic. It can only be activated 5 more times before its magic fails completely. The centaurs inform the PCs of this limitation. In Subtier 4–5, the banner is undamaged. If the PCs activate the banner, it protects them from the worst effects of the wildfire when they rest at night and do not need to attempt Fortitude saving throws to avoid the deleterious effects of traveling through the wildfire (see *Finadar in Flames* on page 12). The centaurs also give the PCs a *wand of gust of wind* with 8 charges remaining.

Development: If the PCs use the distraction of the fire surge to slip past the centaurs, they can proceed to Mishkar. Alternatively, if the PCs have already visited Mishkar, they can head towards the Dragonskull village; in this case, continue to *Finadar in Flames* on page 12.

On the other hand, if the PCs successfully helped put out the fire, Kaana Korag's attitude towards the PCs immediately improves by one step. Kaana also presents PCs who assist with fighting the wildfire surge with one of the Redpines' clan banners (described in *Treasure* above) informing them "For good or ill, you now bear the hopes of the Redpine clan. My people no longer have the strength to travel back into the fire and eliminate it at its source. Trust not the goblins! I saw the things they conjured with their flames: undead monsters dancing in the flames and spreading destruction."

Regardless of the PCs' choice, record Kaana's attitude towards the PCs at this point, as it will affect the PCs' interactions with Chieftain Korag at the conclusion of this adventure (see page 17). Kaana has no further information to give the PCs.

If the PCs agreed with the centaur's demand to turn the goblins over while Dragbog accompanied them (see **Mishkar**) the canny goblin chieftain plays along for the time being but abandons the PCs at the first opportunity once the PCs enter the burning woods (area B).

Rewards: If the PCs do not successfully assist the centaurs in fighting the fire surge, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 110 gp.

Out of Subtier: Reduce each PC's gold earned by 295 gp.

Subtier 4–5: Reduce each PC's gold earned by 480 gp.

MISHKAR

The town of Mishkar is a primarily human town built of stone and wood in a mixture of Varisian and Taldan styles. Mishkar is not aligned with any of the powers in Iobaria, and its people value their independence and self-sufficiency. Mishkar is currently a frenzy of activity, as goblins and humans scurry back and forth throughout the edges of the town. They are throwing buckets of water on smoldering embers or wooden buildings and hurriedly digging trenches between the town and the burning Finadar Forest. A massive, muscled bear with a mantle of rainbow-colored feathers stalks the edge of the town, keeping a watchful eye on the centaur encampment to the south of the village.

As the PCs approach, the feathered bear greets them. He is **Dolok Darkfur**, guardian deity of the Farheaven Clan. The bear-god's mighty voice cuts clearly through the crackle of flames and bustle of the busy townsfolk as he calls out

"Who goes there? Not centaurs, clearly. Are you the Pathfinders Nelket sent for? Dragbog, you'll want to fetch the 'mistress'."



Dolok Darkfur

BREATH OF THE DRAGONSKULL

At Dolok's call, a stocky goblin dressed in armor made from the bones of what appears to be a dragon steps out from behind the great beast and dashes into the town. Dolok watches the goblin retreat for a moment before turning back to the PCs.

"Nelket will be here shortly. Dragbog is too desperate to stay on our good side to tarry. It's best you hear what happened directly from Nelket. In the meantime, I don't suppose I could convince you to help us finish securing the perimeter?"

As the bear-god finishes speaking, he swings his massive head from side to side to indicate the scrambling humans and goblins all around. If the PCs agree to assist the people of Mishkar, the people are grateful for the help. The villagers scrambling about are busy forming bucket lines to douse the houses nearest to the forest fire, while the goblins split their attention between running around stomping on drifting embers and clearing dry brush before it can become fuel

for the spreading flames. PCs can choose to assist either the goblins or the villagers. Each PC can attempt two DC 15 skill checks (DC 18 in Subtier 4–5); PCs who assist the goblins in clearing out brush and combustibles can use Survival or an appropriate Profession (such as architect, engineer, farmer, miner, or woodcutter). Characters who assist the villagers in dousing the buildings can use either Acrobatics or Climb.

As is the case in the fire that appears by the centaur encampment, spellcasting characters can choose to cast an appropriate spell when making a skill check (such as *create water*, *create pit*, or *gust of wind*) to gain a competence bonus on their skill check equal to 1 plus the spell's level. A PC can use aid another instead of rolling one of her checks, but given the fast speed of the fire's growth, it is clear to the PCs from the situation that spreading out and rolling individually is likely to produce better results than all focusing on one small spot.

If the PCs succeed at a number of skill checks equal to or greater than the number of PCs, Nelket rewards them for their assistance (see Treasure on page 12).

After the PCs have completed their skill checks (or after about 5 minutes if the PCs chose not to assist in protecting the village from the fire), **Dragbog** the goblin (N goblin

rogue 2) returns with **Nelket** (NG human summoner 6) in tow. Any PCs in the party who have a Chronicle sheet for *Pathfinder Society Scenario #9-18: Scourge of the Farheavens* have met Nelket before. Nelket greets any such PCs by name as she approaches, genuinely pleased by their presence. The PCs notice that while Nelket has not changed much physically, she projects a new aura of confidence and authority that she did not possess when they last met.

"Have the Pathfinders come to rescue the Farheavens once again? Honestly, if the circumstances weren't what they are I'd feel bad about bothering you all again so soon!" Nelket's face curves in a wry smile as she greets the PCs.

"I can see from your expressions that you're curious about what's going on here. Let me fill in the details for you." Nelket proceeds to describe the current situation to the PCs. "About two weeks ago, we woke up to fire on the horizon and goblins practically on our doorsteps. At first, we thought it was a raid, but when Dolok roared and charged to our defense, the goblins dropped everything they were carrying and started groveling on their bellies!" Nelket smirks

and glances at an embarrassed-looking Dragbog before continuing. "Dragbog here informed us that he's the chieftain of these goblins, the Dragonskull Tribe, and that they were fleeing from fire, undead monsters, and some very angry centaurs. As you can see, the bit about the centaurs is quite true. Perhaps I should let Dragbog tell you the rest in his own words." After finishing her introduction, Nelket nudges the nervous goblin towards the PCs and raises an eyebrow, prompting him to begin.

"We Dragonskulls live in the red trees for a long time. Build our homes from dragon bones, hide beneath the ground when centaurs come. Red trees burn too good, but Dragonskulls know how fire works." The little goblin thrusts his narrow chest out proudly at this. "But...something bad happen. We burn sick trees around village like every year to keep fires small, but old stone in town catch fire too! Fires start jumping everywhere, and then Dragonskull homes wake up and start trying to eat us with fire-tongues! We run until Redpine horse-lady stop us and say we burn down *their* village too! So we run again until fire get too close. Dragonskulls set small fire to eat food so big fire not follow, then big bear invite us here." The goblin finishes his story proudly, clearly impressed at his own "masterfully" constructed narrative.



Scaling Encounter B

Make the following adjustments to accommodate a group of four PCs.

Subtier 1–2: The wolverines are sickened by the smoke from the fire.

Subtier 4–5: Remove 1 dire wolverine from the encounter.

Dolok Darkfur huffs a husky laugh in response to the goblin's tale. "True enough, as it goes. I thought the little rascals were the ones spreading the flames at first, until I noticed that they were actually containing the larger fire. They've been industrious enough around the town the last few days, though I worry about the attention they're drawing from those centaurs."

Treasure: If the PCs assisted the people of Mishkar in protecting the town from the fire, Nelket presents them with a small purse of high-quality amber in thanks. The amber is worth 500 gp in total. In Subtier 4–5, one of these pieces of amber is actually a *swarmbane clasp* (*Pathfinder RPG Ultimate Equipment* 261).

Development: Dolok and Nelket inform the PCs that they have extended their protection to the small goblin tribe in exchange for the Dragonskull's assistance in protecting the town from the encroaching flames. If the PCs ask about the caravan to Sarkoris, Nelket informs them that between the fires in the Finadar Forest and the threat of the centaurs outside the city, there's no way the Farheavens can leave now. Of even greater concern are the "fiery undead" reported by Dragbog and his goblins. If there are monsters at the heart of the wildfire spreading the flames, Nelket and Dolok Darkfur dare not leave for Sarkoris lest they leave Mishkar defenseless against a coming threat.

Nelket has one more favor to ask of the Pathfinders: follow the goblin chieftain Dragbog back into the burning forest and find the "burning stone" that animated the Dragonskulls skeletal homes and began spewing fire into the forest. Odds are that burning stones in the forests of Iobaria are cyclops relics, and an untended cyclops relic of such destructive power would undoubtedly cause even more harm if left to run wild and uncontrolled. In the event

that the PCs are unwilling or unable to bring Dragbog with them, Nelket and the goblins piece together a rough map and set of directions.

Rewards: If the PCs did not assist the people of Mishkar in protecting the town against the fire, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 83 gp.

Out of Subtier: Reduce each PC's gold earned by 208 gp.

Subtier 4–5: Reduce each PC's gold earned by 333 gp.



FINADAR IN FLAMES

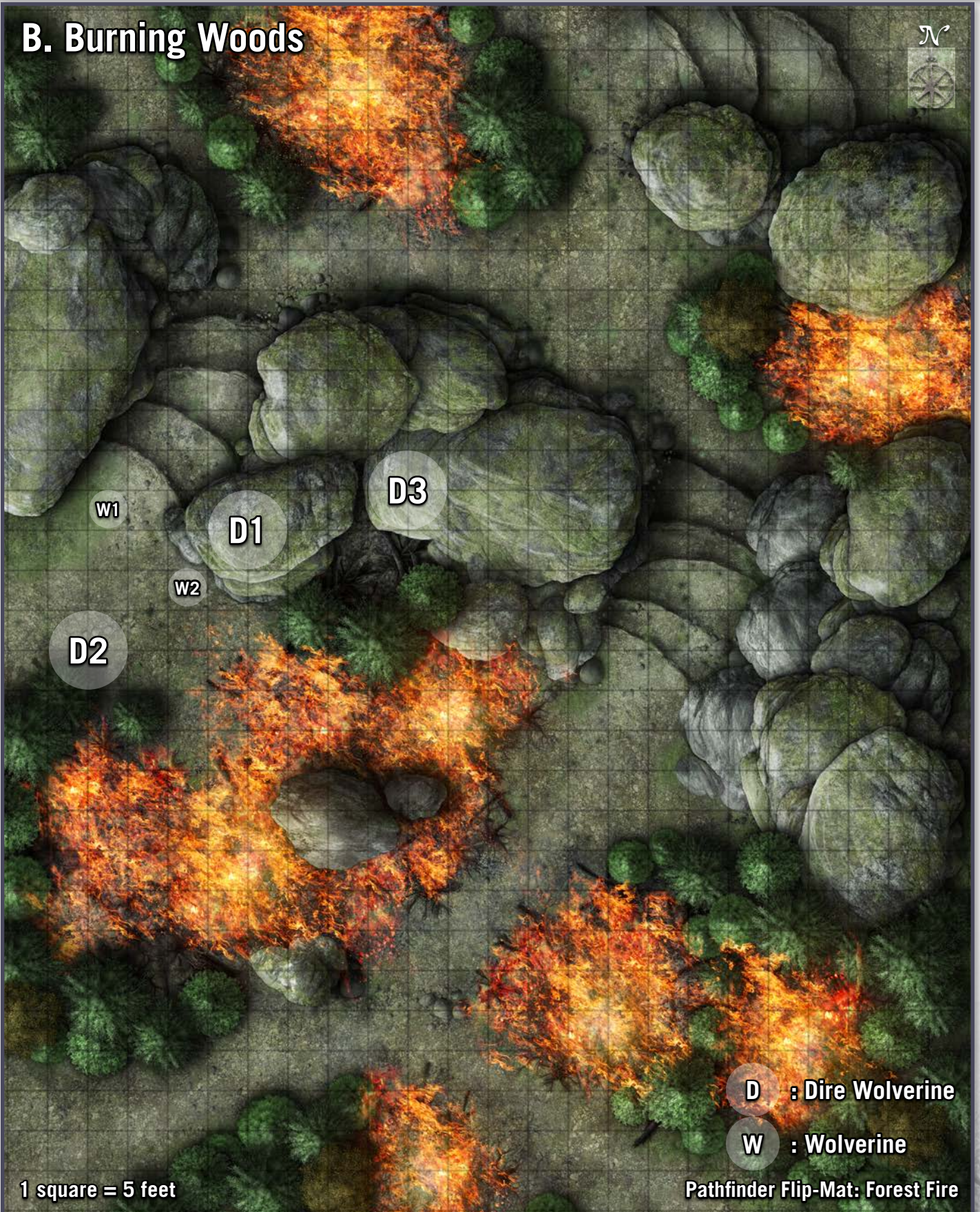
The Finadar Forest is a massive, sprawling woodland filled with conifers, seasonal undergrowth, and uneven terrain. Travel to the Dragonskull village from Mishkar would normally take two days under ideal conditions. However, with massive swaths of woodland flaring up unpredictably and much of the forest scarred with fire, navigating it now is exceptionally difficult.

For good or ill, the highly flammable nature of blood

pine sap means the wildfire is actually spreading much more slowly than it might otherwise. The fires burn so hot fierce that individual copses frequently flare up and die back down before the fire has time to spread. Any PC who succeeds at a DC 15 Survival check knows this information. Such PCs also notice signs of active efforts made to fight the flames. In some areas, the trees show the rejuvenating effects of druidic magic, and in others, they bear the crude but clever cuts of goblin blades—all intended to trim back brush, reduce the amount of fuel available for wildfires to ignite, and feed the goblins' own celebratory bonfires to highlight their regional holidays.

The forest air is harsh with smoke, burning at the throat of any living creature that breathes it too long. At three times during the scenario—before the encounter in area B, the rescue attempt in Traversing the Forest (see page 14), and the encounter in area C—each PC must succeed at a DC 12 Fortitude saving throw (DC 14 in Subtier 4–5) or be fatigued for the duration of the encounter. PCs with the *banner of restful nights* from the centaur encampment or who have similar magical protections during their rests do not need to make these Fortitude saves. Wearing a damp scarf or equivalent grants a +1 competence bonus on the Fortitude save.

B. Burning Woods



1 square = 5 feet

D : Dire Wolverine
W : Wolverine
 Pathfinder Flip-Mat: Forest Fire

Scaling Traversing the Forest

To accommodate a group of four PCs, reduce the DC of all skill and ability checks by 3.

B. BURNING WOODS (CR 4 OR CR 7)

The scorching flames tearing through the dense woodlands throw thick plumes of acrid smoke into the air. Narrow, rock-strewn paths and stony crevices cut through the wilderness, offering some shelter from the oppressive smoke and heat.

An old ranger's trail cuts through the woodlands here, offering a path that's a bit less choked with smoke and embers than the rest of the forest. While this trail offers a natural path for the PCs (one of the few useful pieces of information to be gleaned from Dragbog's map), it also represents shelter and a natural escape path for woodlands animals fleeing the fire.

Creatures: A pair of wolverines (or trio of dire wolverines in Subtier 4–5) are moving along the trail until a sudden flare-up drives them into a frenzy. When the PCs enter at the southeastern forest entry, the wolverines begin in the western entry point of the forest and charge along the trail in fear of the flames. One of these wolverines is friend to an elven druid who makes her home in this part of the forest. Trapped by the fire, the druid commanded her loyal friend to flee.

Hazard: Drifting embers have just ignited several blood pines in the area creating pockets of dense flame. Any PC or wolverine who ends their turn adjacent to one of the burning fires must succeed at a DC 12 Reflex saving throw (DC 14 in Subtier 4–5) or take 1d4 points of fire damage from the sparking brush and tree limbs (or 1d8 points in Subtier 4–5).

SUBTIER 1–2 (CR 4)

WOLVERINE (2)

CR 2

N Medium animal (*Pathfinder RPG Bestiary* 279; see page 20)

hp 22 each

TACTICS

During Combat The wolverines are frightened and confused by the smoke and flames, lashing out instinctively at any creature that comes within reach, though they do not attack each other.

Morale The wolverines fight to the death once injured.

SUBTIER 4–5 (CR 7)

DIRE WOLVERINE (3)

CR 4

N Large animal (*Pathfinder RPG Bestiary* 279; see page 20)

hp 42 each

TACTICS

Use the wolverine tactics from Subtier 1–2.

Treasure: One of the wolverines, an animal friend to a druid trapped in the forest fires (see *Traversing the Forest*), wears a carved bone necklace studded with bits of jade. In Subtier 1–2, the centerpiece of the necklace is an ampoule containing a *potion of cure serious wounds*. In Subtier 4–5, the necklace is instead an *amulet of natural armor* +1. If the PCs manage to calm the wolverines, the largest of them tears the necklace from around its neck with a jagged claw and nudges it towards them as if offering a small tribute before continuing along its way with its companion(s).

Development: If Dragbog is accompanying the PCs at this point, he recognizes the necklace on the wolverine as having belonged to Cenenviel (which Dragbog pronounces as “Senenlelel”), an elven druid who guarded the woodlands near the Dragonskull's village. While the necklace's presence bodes poorly for Cenenviel, it is confirmation that the PCs are drawing close to the Dragonskull village. PCs who succeed at a DC 15 Perception or Survival check note that the soot on the necklace appears to have been recently smudged by slim fingers. PCs who attempt to find the druid have an opportunity to rescue him in *Traversing the Forest*.

Rewards: If the PCs do not successfully avoid, calm, or defeat the wolverines, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 62 gp.

Out of Subtier: Reduce each PC's gold earned by 114 gp.

Subtier 4–5: Reduce each PC's gold earned by 166 gp.

TRAVERSING THE FOREST

The last stretch of the Finadar Forest before the Dragonskull's village is choked with smoke and ashes making it difficult to breathe and hindering movement as piles of ash and smoldering embers make the footing treacherous. If Dragbog is with the PCs, he begins to sing a quiet song as he leads them through the soot.

Stoke the ember, build the flame

Take its food to keep it tame

Chop the earth and cut the roots

From the ashes grow green shoots

If asked about his song, Dragbog explains (in a meandering and condescending way) that the goblin's songs are the tribe's way of teaching new generations how to act, and reminding goblins in stressful situations of what actions to take. Dragbog's explanations are choppy and delivered in a goblinized version of Common, liberally sprinkled with phrases such as “Song is for remember. You might want to make song about that so you don't forget” and “Fire and goblin go together like pickles and goblin. It's circle of life.”

Any PC who succeeds at a DC 12 Sense Motive check (DC 15 in Subtier 4–5) during Dragbrog's explanation of his song realizes that each verse of the song actually gives useful tips about controlling fires and navigating burns, granting them a +2 circumstance bonus on all skill checks made in this area and to the Fortitude save to avoid becoming fatigued in encounter C (see Finadar in Flames on page 12).

In the event that the PCs are actively searching for the druid **Cenenviel** (male elf druid 1), they must succeed at a series of skill checks as described below. If the PCs are not looking for him, they can still attempt the first check to learn of him and start saving him; increase that initial skill check DC by 8. The PCs may attempt each of these skill checks as many times as they'd like, but each attempt represents one sixth of the time left before the flames claim Cenenviel once and for all. If the PCs fail three skill checks before they succeed at three, all they find of the elven druid are his charred remains.

- The PCs must first succeed at a DC 15 Perception or Survival check (DC 18 in Subtier 4–5) to either spot the trail left by Cenenviel or hear the druid's fire-hoarsened cries through the smoke-filled air.
- Once the PCs succeed at either of these checks, they find a flame-shrouded bower with Cenenviel trapped inside. The PCs must either navigate or clear a path through the burning trees and brush to reach the druid, succeeding at either a DC 18 Acrobatics check (DC 21 in Subtier 4–5) or a DC 14 Strength check. Small or smaller creatures gain a +2 circumstance bonus on the Acrobatics check.
- Finally, the PCs must extricate Cenenviel from the bower, requiring a DC 16 Knowledge (engineering) or Survival check. Any of the checks required in this challenge may be replaced by an appropriate Profession check or situationally appropriate spell of at least 1st level.

Once the PCs have helped Cenenviel, he thanks them, casts *endure elements* on up to four PCs, and provides each PC a *goodberry*. PCs who both have *endure elements* cast on them (or cast it on themselves) and eat one of the *goodberries* do not need to attempt a saving throw to avoid being fatigued before the encounter in area C. Cenenviel provides these benefits even if the PCs slew the wolverine in area B, though he is saddened to hear of his companion's death. Cenenviel also helps the PCs navigate around flames the rest of the way to the Dragonskull village. Between the PCs' own successful fire suppression efforts and the druid's assistance, the PCs make it to the Dragonskull village without further incident.

Treasure: If the PCs rescue Cenenviel, the grateful elf also gives them a *snapleaf* (*Pathfinder RPG Ultimate Equipment* 319). In Subtier 4–5, the PCs also receive a *ring of protection* +1.

Development: If the PCs rescue Cenenviel while accompanied by Dragbrog, the elven druid recognizes the little goblin and informs both him and the PCs to be careful at the goblin's village as it is now overrun with strange fire elementals bonded with the dragon skeletons littering

Scaling Encounter C

Make the following adjustments to accommodate a group of four PCs.

Subtier 1–2: Remove 1 burning dragonskull from the encounter.

Subtier 4–5: Replace 1 burning dragonspine with a burning dragonskull.

the village. Note that Cenenviel has correctly identified the burning dragonskulls and dragonspines as elementals, not undead as the goblins and centaurs believed.

If the PCs did not encounter Cenenviel, they may still have a chance to discover these monster's unusual nature before a confrontation. As long as less than half of the party is fatigued from the smoke (see Finadar in Flames on page 12), the PCs arrive at the village from a beneficial vantage and have an opportunity to observe the burning dragonskulls and dragonspines, granting them a +5 bonus on the Knowledge (planes) check to correctly identify them and on the Knowledge (religion) check to realize that the creatures are not undead.

Rewards: If the PCs do not rescue Cenenviel, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 62 gp.

Out of Subtier: Reduce each PC's gold earned by 145 gp.

Subtier 4–5: Reduce each PC's gold earned by 229 gp.

C. THE BURNING STONE (CR 4 OR CR 7)

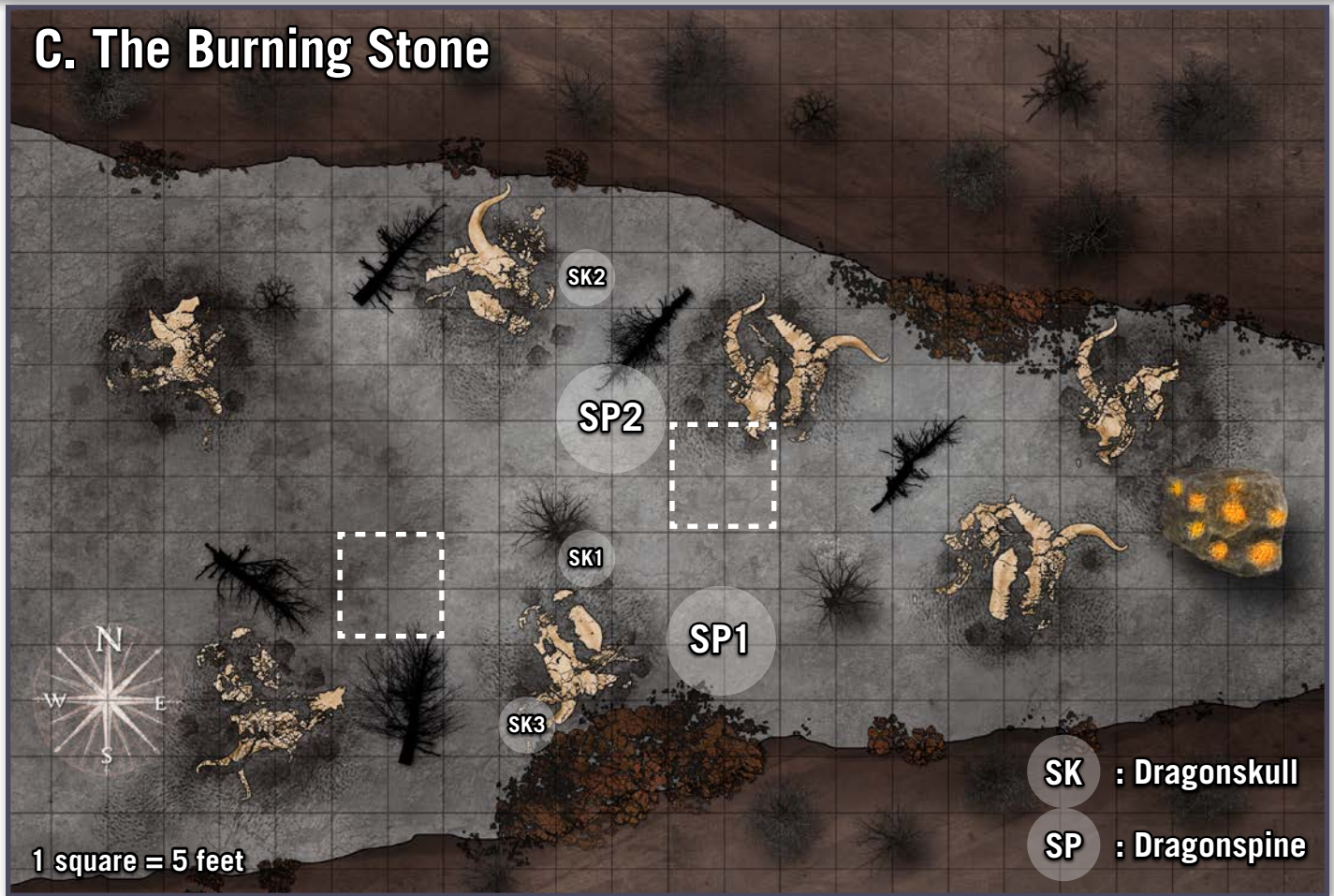
The rocks and scorched ruins of the Dragonskull village spill down a stony valley studded with the scorched stumps of small trees. In the center of a small dell at the southern end of the valley juts a granite monolith, graven with fiery runes.

The Dragonskull tribe's village is a sprawling wasteland of scorched earth, crackling stumps, and bones seething with strange fire. In some places the skeletons of dragons are arranged to serve as crude huts, with smoldering rags hanging across ribs and spinal cords strung with rope holding up the charred remains of hammocks.

On a small rise in the southern edge of the village, a stone monolith standing roughly three feet tall and covered in cyclops runes crackles with arcing flames. Anyone who observes the monolith from a distance soon notices that the fires surrounding the monolith occasionally arc out and "crawl" away, slowly simmering until they come into contact with a draconic skull which begins shuddering and snapping to strange, fiery life.

The monolith at the southern edge of the valley is the source of the flaming creatures, its ancient magics awake and somehow eager in their production of endless fire. Putting an

C. The Burning Stone



end to the flames requires either deactivating or destroying the monument. The monolith is more brittle than it initially appears, having hardness 3 and 40 hit points (hardness 5 and 50 hit points in Subtier 4–5). Each time an adjacent creature deals damage to the monolith, they must succeed at a DC 12 Reflex saving throw or take 2 points of fire damage from the fires leaping and sparking off the stone. In Subtier 4–5, the DC increases to 14 and the fire damage increases to 4. A PC can deactivate the monolith as a full-round action by succeeding at a DC 18 Use Magic Device check (DC 21 in Subtier 4–5).

The monolith is harmless after deactivation. Additionally, after the PCs deactivate it, the burning dragon skulls and dragon spines take 5 points of damage each round.

Lifting the monolith the first time requires a DC 15 Strength check; succeeding at this check reveals that the monolith is not part of a larger structure buried under the earth but is instead merely a small statue scarcely larger than the visible surface, resting inside a bowl-shaped depression. Ash and other debris had helped to hold it in place.

Creatures: A trio of burning dragon skulls (or pair of burning dragon spines in Subtier 4–5) patrol the ground around the monolith, relentlessly attacking any living creature they encounter. They instantly sense any creature that touches the monolith and rush to defend it. PCs who succeed at a DC

15 Knowledge (religion) check (DC 19 in Subtier 4–5) realize that the creatures are not actually undead as they appear at first glance, but they gain no further insight. It requires a PC succeeding at a DC 18 Knowledge (planes) check (DC 21 in Subtier 4–5) to correctly identify the burning dragon skulls and dragon spines as elementals who have bonded with the bones and now “wear” them like macabre clothing.

Hazard: The sloping, smoky valley leading to the monolith is treacherous, slick with fallen ash and greasy soot hiding scorching piles of burning embers. These regions are marked on the map with dotted lines. Any creature who steps into one of the squares marked as ash must succeed on a DC 15 Reflex saving throw (DC 17 in Subtier 4–5) or fall prone into the hot ash, taking 1d4 points of fire damage as the fire temporarily surges upward. Noticing the ash slides requires a DC 15 Perception check (DC 18 in Subtier 4–5). If a PC falls into a pile of ash, the flaring embers are no longer covered and clearly visible, making that pile obvious and easily detectable to all PCs thereafter.

SUBTIER 1–2 (CR 4)

BURNING DRAGONSKULLS (3)

CR 1

hp 11 each (see page 19)

TACTICS

During Combat The dragonskulls attack instinctively, snapping at any living thing that draws within 30 feet and chasing them relentlessly.

Morale The burning dragonskulls fight until destroyed.

SUBTIER 4–5 (CR 7)

BURNING DRAGONSPINES (2)

CR 5

hp 60 each (see page 19)

TACTICS

During Combat The dragonspines attack instinctively, snapping at any living thing that draws within 30 feet and chasing them relentlessly.

Morale The burning dragonspines fight until destroyed.

Treasure: If the PCs successfully defeat the dragonskulls or dragonspines and deactivate the monolith without destroying it, they can attempt to wrest it from its location if they haven't already. The monolith weighs 60 pounds and thrums with the cyclops magic bound within it. If Dragbog accompanied the PCs, he scrambles into a pile of ash and emerges a few seconds later, presenting the PCs with a shortsword (a +1 *shortsword* in Subtier 4–5) and an emerald-studded *ring of spell knowledge I* (*Pathfinder RPG Ultimate Equipment* 174). In Subtier 4–5, he also retrieves an unburned tree branch. This is an *agile alpenstock* (*Ultimate Equipment* 276). If Dragbog did not accompany the PCs, the PCs can still find the treasures with a quick search of the area.

Development: With the monolith deactivated and the dragonskulls defeated, the fires around the forest begin to burn out, no longer fueled by elemental flame. As the PCs begin the trek back to Mishkar, they encounter a handful of druids on their second day out (possibly including Cenenviel if the PCs rescued him). The druids have already begun the arduous task of reclaiming the forest from the flames.

Rewards: If the PCs do not defeat the dragonskulls (or dragonspines, in Subtier 4–5), reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 125 gp.

Out of Subtier: Reduce each PC's gold earned by 304 gp.

Subtier 4–5: Reduce each PC's gold earned by 484 gp.

CONCLUSION

If the PCs destroyed or deactivated the monument, when the PCs return to the Mishkar area, they find that the fires have burned out. However, the tensions between the centaurs, goblins, and people of Mishkar remain high. The centaurs have begun to gather their strength now that their energy is not sapped from fighting the wildfire, and they demand that the people of Mishkar turn the goblins over for justice. The PCs have several opportunities to resolve this situation. If the PCs retrieved the cyclops monument from the Dragonskull village and Kaana Korag's attitude towards them is at least indifferent, then the centaurs are willing to concede that the fire was not the goblins's fault and call off their feud. If Kaana is unfriendly, the PCs can still attempt to find a peaceful resolution by succeeding at a DC 20 Diplomacy check (DC 25 in Subtier 4–5). If the PCs did not retrieve the monolith, they may still attempt to convince the centaurs of the truth as long as Kaana Korag's attitude towards them is at least indifferent. This requires a DC 20 Diplomacy check (DC 25 in Subtier 4–5), though the PCs receive a +5 bonus on this check for each step they have raised Kaana's attitude above indifferent. After the PCs talk down the centaurs, Dolok Darkfur addresses the Dragonskulls, offering them his continued protection if they wish to make the journey to Sarkoris. Many of the goblins join the Farheaven's caravan, where



Burning
Dragonspine

PATHFINDER SOCIETY SCENARIO

they can more readily enjoy the god's protection. The goblins hold a joyful celebration before leaving Mishkar, enjoying the prospect of life without threats from humans or centaurs for the first time in any of their memories. Several of these goblins choose a different path, instead expressing interest in joining the Pathfinder Society. All PCs earn the Firebreaker boon.

If the PCs fail to broker peace between the centaurs and Mishkar at this time, Dolok Darkfur declares that he has adopted the Dragonskulls and any attack against them will draw his wrath. Faced with the mighty bear god and the possibility that the PCs will side with him, the centaurs retreat for now, though Kaana Korag promises that the Redpines will remember that the people of Mishkar denied them due justice. The Dragonskulls still join the Farheaven caravan, but they are eager not to linger around Mishkar long enough to see the centaur's revenge.

If the PCs did not deactivate or destroy the monument, their efforts are still sufficient for the Farheavens and the rest of Mishkar's people to escape to safety. When many of

Miskar's citizens return several days later, they begin the long work of repairing the damage the fire has dealt to their home. The centaurs leave Mishkar alone for a time, focusing their anger on the Dragonskulls.

REPORTING NOTES

If the PCs destroyed the monolith, check box A. If they retrieved the monolith, check box B. If the PCs deactivated the monument but left it at the Dragonskull village, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs successfully destroy or deactivate the monument, they each gain 1 Prestige Point and the Champion of the Farheavens boon.

SECONDARY SUCCESS CONDITIONS

If the PCs broker peace between the Redpine centaurs and Mishkar, they succeed at this adventure's secondary success condition and gain 1 additional Prestige Point.

Letter from Mishkar

SIR JORSAL,

ON BEHALF OF THE FARHEAVENS I WANT TO TH--K YOU FOR ASSISTING US WITH THE [REDACTED] UNFORTUNATELY, AN UNEX-- ISSUE PREVENTS US FROM [REDACTED] OUT. THE FINADAR FOREST IS A FLAME, AND THE FIRE THREATENS TO [REDACTED] MISHKAR. A TRIBE OF GOBLINS [REDACTED] TO BE [REDACTED] THE FIRE. PLEASE SEND AID QUICKLY TO HELP CONTAIN THIS THREAT TO THE REGION!

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

BURNING DRAGONSKULL

This chattering dragon skull is wreathed in tongues of flame that grasp hungrily at anything within reach.

BURNING DRAGONSKULL	CR 1
N Small outsider (elemental, extraplanar, fire)	
Init +5; Senses darkvision 60 ft.; Perception +4	
DEFENSE	
AC 16, touch 12, flat-footed 15 (+1 dodge, +4 natural, +1 size)	
hp 11 (2d10)	
Fort +3, Ref +3, Will +0	
Immune elemental traits, fire	
Weaknesses vulnerability to cold	
OFFENSE	
Speed 50 ft.	
Melee bite +4 (1d6+1 plus burn)	
Special Attacks burn (1d4, DC 11)	
STATISTICS	
Str 13, Dex 10, Con 10, Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +1; CMD 13	
Feats Dodge, Improved Initiative	
Skills Acrobatics +4, Climb +5, Escape Artist +4, Intimidate +4, Knowledge (planes) +1, Perception +4	
Languages Ignan	
SPECIAL ABILITIES	
Burn (Ex) A burning dragonskull deals fire damage in addition to damage dealt on a successful hit in melee. Creatures damaged by the dragonskull's bite must also succeed at a DC 11 Reflex saving throw or catch fire, taking 1d4 fire damage for the next 3 rounds at the start of their turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning dragonskull with natural weapons or unarmed attacks take fire damage as though hit by the dragonskull and must make a Reflex save to avoid catching on fire.	

BURNING DRAGONSPINE

This creature appears to be the spine, shoulders, forearms, and skull of a deceased dragon, wreathed in ropes of living flame.

BURNING DRAGONSPINE	CR 5
N Large outsider (elemental, extraplanar, fire)	
Init +6; Senses darkvision 60 ft.; Perception +11	
DEFENSE	
AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)	
hp 60 (8d10+16)	
Fort +8, Ref +8, Will +4	
Immune elemental traits, fire	
Weaknesses vulnerability to cold	

OFFENSE

Speed 50 ft.
Melee bite +10 (2d6+2 plus burn), 2 claws +9 (1d8+2)
Space 10 ft.; **Reach** 10 ft.
Special Attacks burn (1d8, DC 16)

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +11; **CMD** 24
Feats Dodge, Improved Initiative, Iron Will, Mobility, Weapon Focus (bite)
Skills Acrobatics +11, Climb +9, Escape Artist +9, Intimidate +9, Knowledge (planes) +5, Perception +11

Languages Ignan

SPECIAL ABILITIES

Burn (Ex) A burning dragonskull deals fire damage in addition to damage dealt on a successful hit in melee. Creatures damaged by the dragonskull's bite must also succeed at a DC 16 Reflex saving throw or catch fire, taking 1d6 points of fire damage for the next 3 rounds at the start of their turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning dragonskull with natural weapons or unarmed attacks take fire damage as though hit by the dragonskull and must make a Reflex save to avoid catching on fire.

CENTAUR

This creature has the sun-bronzed upper body of a seasoned warrior and the lower body of a sleek warhorse.

CENTAUR	CR 3
Pathfinder RPG Bestiary 42	
N Large monstrous humanoid	
Init +6; Senses darkvision 60 ft.; Perception +7	
DEFENSE	
AC 20, touch 11, flat-footed 18 (+6 armor, +2 Dex, +1 natural, +2 shield, -1 size)	
hp 30 (4d10+8)	
Fort +3, Ref +6, Will +6	
OFFENSE	
Speed 50 ft. (35 ft. in armor)	
Melee longsword +5 (1d8+2/19-20), 2 hooves +0 (1d6+1)	
Ranged spear +5 (1d8+2/x3)	
Space 10 ft., Reach 5 ft.	
STATISTICS	
Str 15, Dex 14, Con 15, Int 11, Wis 14, Cha 12	
Base Atk +4; CMB +7; CMD 19 (23 vs. trip)	
Feats Improved Initiative, Run	
Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9	
Languages Common, Elven, Sylvan	
SQ undersized weapons	
Gear breastplate, heavy steel shield, longsword, spear	

PATHFINDER SOCIETY SCENARIO

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

CENTAUR GREENSPEAKER

CR 4

Pathfinder RPG Inner Sea Monster Codex 6

Centaur shaman 2 (*Pathfinder RPG Bestiary 42, Pathfinder RPG Advanced Class Guide 35*)

NG Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 13, touch 12, flat-footed 10 (+2 Dex, +1 dodge, +1 natural, -1 size)

hp 39 (6 HD; 2d8+4d10+8)

Fort +2, **Ref** +6, **Will** +11

OFFENSE

Speed 50 ft.

Melee mwk sickle +8 (1d6+3), 2 hooves +2 (1d6+1)

Ranged javelin +6 (1d6+3)

Space 10 ft., **Reach** 5 ft.

Special Attacks channel positive energy 3/day (DC 13, 1d6), hex (ward)

Shaman Spells Prepared (CL 2nd; concentration +6)

1st—*detect undead*, *entangle* (DC 15), *goodberry*, *sleep* (DC 15)

0 (at will)—*detect poison*, *guidance*, *purify food and drink* (DC 14), *resistance*

S spirit magic spell; **Spirit Life**

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 14, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Combat Casting, Dodge, Improved Initiative

Skills Diplomacy +9, Handle Animal +9, Heal +10, Knowledge (geography) +3, Knowledge (nature) +9, Knowledge (planes) +7, Knowledge (religion) +7, Perception +11, Spellcraft +11, Survival +13

Languages Auran, Common, Elven, Sylvan, Terran

SQ spirit animal (owl), spirit magic, undersized weapons

Combat Gear *wand of burning hands* (CL 3rd, 11 charges), *wand of charm animal* (23 charges); **Other Gear** +1 leather armor, javelins (4), mwk sickle, healer's kit

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

WOLVERINE

This stocky, muscular mammal is the size of a badger, its snarling lips revealing a mouth full of yellow teeth.

WOLVERINE

CR 2

Pathfinder RPG Bestiary 279

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 22 (3d8+9)

Fort +5, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +4 (1d6+2), bite +4 (1d4+2)

Special Attacks rage

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +10, Perception +10

SPECIAL ABILITIES

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

WOLVERINE, DIRE WOLVERINE

This terrible wolverine is as large as a bear. Its maw and razor-sharp claws are oversized and brutal, its eyes dark and filled with rage.

DIRE WOLVERINE

CR 4

Pathfinder RPG Bestiary 279

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft., climb 10 ft.

Melee 2 claws +6 (1d8+4), bite +6 (1d6+4)

Space 10 ft., **Reach** 5 ft.

Special Attacks rage

STATISTICS

Str 19, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +12, Perception +12

SPECIAL ABILITIES

Rage (Ex) A dire wolverine that takes damage in combat flies into a rage on its next turn, madly clawing and biting until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

BREATH OF THE DRAGONSKULL



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-12: Breath of the Dragonskull

Event _____

Date _____

GM # _____


GM Character # _____

GM Name _____

GM Prestige Earned _____

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


Character # _____

Prestige Points 

Character Name _____

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| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |


Character # _____

Prestige Points 

Character Name _____

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Prestige Points 

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Prestige Points 

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
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| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

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Pathfinder Society Scenario #10-12: Breath of the Dragonskull

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ **Champion of the Farheavens:** Once again the Pathfinders have proven themselves to be the Farheavens' greatest allies. You can check a box next to this boon as a standard action to conjure a small, feathered bear to aid you (use the statistics for a dire badger as though casting *summon monster II* with a caster level equal to your character level).

☐ ☐ **Firebreaker:** You not only stopped the flames raging around Mishkar, but you also put a stop to simmering regional conflicts that had long targeted the local Dragonskull goblin tribe. One of the Dragonskull goblins has decided to follow you back to the Pathfinder Society and help you in your journeys. When you would fail a skill or ability check related to putting out a fire, or a saving throw against an effect that deals fire damage, you can check a box that precedes this boon to reroll the check. This reroll represents the goblin rushing to your aid.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	254	507

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	602	1,204

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	950	1,900

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

MAX GOLD
Starting XP
GM's Initials
XP Gained (GM ONLY)
Final XP Total

FAME		
	Initial Prestige	Initial Fame
		GM's Initials
	Prestige Gained (GM ONLY)	
	Prestige Spent	
	Current Prestige	Final Fame

FAME
Starting GP
GM's Initials
GP Gained (GM ONLY)
GM's Initials
Day Job (GM ONLY)
Gold Spent
Total

Subtier 1-2

Subtier 4-5

potion of cure serious wounds (750 gp)
ring of spell knowledge I (1,500 gp; *Pathfinder RPG Ultimate Equipment* 174)
singed banner of restful nights (can be used 5 more times before falling apart, 600 gp; limit 1; *Pathfinder RPG Advanced Class Guide* 226)
snappleaf (750 gp; *Ultimate Equipment* 319)
wand of charm animal (23 charges; 345 gp, limit 1)
wand of gust of wind (8 charges; 720 gp, limit 1)

agile alpenstock (2,000 gp; *Pathfinder RPG Ultimate Equipment* 276)
amulet of natural armor +1 (2,000 gp)
banner of restful nights (5,040 gp; *Pathfinder RPG Advanced Class Guide* 226)
ring of protection +1 (2,000 gp)
ring of spell knowledge I (1,500 gp; *Ultimate Equipment* 174)
snappleaf (750 gp; *Ultimate Equipment* 319)
swarmbane clasp (3,000 gp; *Ultimate Equipment* 261)
wand of burning hands (11 charges; 165 gp, limit 1)
wand of charm animal (23 charges; 345 gp, limit 1)
wand of gust of wind (8 charges; 720 gp, limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #