

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-10

Levels 5-8

IN BURNING DAWN

By Steven Hammond





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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Lost Omens World Guide*

Maps: *Pathfinder Flip-Mat: Ambush Sites Multipack*, *Pathfinder Flip-Mat Classics: Hill Country*

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

SCENARIO TAGS

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



ENVOY'S ALLIANCE

SUMMARY

The PCs have travelled to Belkzen in search of the Burning Sun hold. With only a rough idea of the hold's territory, the last two days' search has turned up little, but when they finally pick up the trail, the PCs discover a small group of Burning Sun warriors in battle with an unfamiliar group of orcs.

After the PCs come to the aid of the Burning Sun band and recovering some cryptic diagrams from the marauders, the Burning Sun orcs lead the PCs to Dawn's Reach, the principal fort for the Burning Sun hold. There, they rendezvous with Uirch, an ally of the Pathfinder Society. Uirch recognizes the ambushers as Scorched Earth orcs, a loose affiliation of raiders who fled into the Cinderlands rather than fight against the Whispering Tyrant.

Uirch brings the PCs to meet with Warlord Mahja Firehair, leader of the Burning Sun hold. After some negotiations, Mahja asks the PCs to help eliminate the threat of the Scorched Earth orcs. The diagrams that the PCs recovered reveal a Scorched Earth plot to sabotage and invade the territory. With many of the holds' experienced veterans on a hunting expedition, Mahja and Uirch enlist the PCs to stem the coming invasion.

The PCs travel to the site of the Scorched Earth's planned sabotage. After a treacherous overland expedition, the PCs must stop the sabotage and rout the Scorched Earth forces before their plans come to fruition.

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ADVENTURE BACKGROUND

Overlord Ardax the White-Hair, the most powerful leader in the Hold of Belkzen, put to rest any question of a possible Belkzen allegiance with the legendary lich Tar-Baphon. When Tar-Baphon sent envoys to Belkzen's capital of Urgir, Ardax mounted their heads on the walls. When Tar-Baphon responded with an army of undead, Ardax routed the force in a muddied riverbed with an army of the united holds of Belkzen, in what has become known as the Battle of Nine Broken Skulls.

In the months since the battle, bands of orcs have rescued refugees from across the Gravelands. These orcs carry diplomatic papers from Ardax, seeking audience with the leaders of other nations. It was only a matter of time until these documents made their way to the desk of Pathfinder faction leader, Fola Barun. Fola seeks new allies to aid the Society, sending her agents into unexplored or potentially hostile territories in the hopes of coming to new understanding and opening new roads for the Pathfinder Society.

Fola soon learned that the Society had already made an ally in the Hold of Belkzen: Uirich, an orc champion of the Burning Sun hold. Uirich assisted Pathfinder agents attempting to recover important artifacts from a ruined cathedral of Sarenrae outside the now-obiterated town of Roslar's Coffin (events detailed in *Pathfinder Society Scenario #10–04: Reaver's Roar*).

The Burning Suns claim ownership of new hunting grounds, won through distinguished service in battle against Tar-Baphon's army outside the walls of Urgir. Their warriors, together with the hold's warlord, Mahja Firehair, held the front line against the undead, where the blessings of Sarenrae aided them greatly. Uirich may be the Society's best opportunity to establish a foothold in the region and vital allies against the Whispering Tyrant; an alliance that could allow Pathfinder agents unrivaled access into the lands of Belkzen.

Not all Belkzen's denizens share this vision of the future. When Ardax rebuked Tar-Baphon, orcs from many holds fled Belkzen rather than stay and fight. Though the overlord didn't pursue these deserters, he did declare that

WHERE ON GOLARION?

This scenario takes place along the western border of Belkzen, in the foothills of the Mindspin Mountains. More information on Belkzen can be found on page 38 of the *Lost Omens World Guide* and page 16 of *Lost Omens Legends*.



none could hold position or membership in any other hold. Those that fled west into the Cinderlands formed a loose group, which raids isolated camps and hunting parties in Belkzen. Driven by a need to survive and a deep resentment of Ardax, these disparate raiders employ tactics most orcs would consider cowardly or below their station: burning fields to starve out settlements, striking villages while they sleep and fleeing before forces can muster against them. These attacks earned them a mock title amongst the other holds: Scorched Earth.

With these raiders posing an increasing threat to smaller holds (such as the Burning Sun) and communication lines with Uirich cut, Fola has dispatched the PCs to Belkzen to track Uirich down and secure an agreement with the Burning Sun hold.

GETTING STARTED

When the adventure begins, the PCs have already reached Belkzen and begun their search for Uirich and the Burning Sun hold orcs. They carry with them a letter

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from **Fola Barun** (N female half-elf ambassador) detailing what little information the Society has on the region, Uirch, and the Burning Sun hold. They also carry sealed diplomatic papers meant for Mahja Firehair, inviting the Burning Sun to formally ally with the Pathfinder Society and allow its agents into Belkzen to trade and work with its citizens.

Provide the PCs with **Handout #1: Note from Fola**.

ORC LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 22 Orc Lore or DC 20 Society check to Recall Knowledge knows more about recent events in Belkzen and the history of the Burning Sun hold. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember, these checks should be rolled secretly.

Critical Success Though nomadic, the

Burning Sun hold maintains regular migratory patterns. The PC knows roughly the area the hold would be settled during this season, gaining their party a +2 circumstance bonus to checks related to finding the Burning Sun hold.

Success The PC recalls that the Burning Suns are primarily nomadic but is unfamiliar with the hold's migratory patterns. However, they're knowledgeable regarding the game the Burning Sun hold would likely be hunting in this season, gaining the party a +1 circumstance bonus to checks related to finding the Burning Sun hold.

Failure The PC is unfamiliar with the Burning Sun hold but recalls an interesting, but useless bit of information about the area.

Critical Failure The PC is certain that the Burning Sun hold is entirely vegetarian and agrarian, thus no sign of hunting parties could possibly be from any members of the hold. The PCs take a -1 circumstance penalty to checks related to finding the Burning Sun hold.

HERO POINTS

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

FINDING THE BURNING SUN

A scouting party of Burning Sun orcs is in the vicinity of the PCs camp. One PC can take the lead to follow this scouting group with a successful DC 18 Survival check to Track (DC 20 for Levels 7–8), and other

PCs can attempt to Aid. All PCs can attempt a DC 20 Nature check to Recall Knowledge, on a success noticing signs that the creek water is murkier than expected for the surrounding soil type, suggesting that someone or something recently walked in it (DC 23 for Levels 7–8). However, the PCs search the area for signs of the Burning Sun, raiders from the Scorched Earth orcs have already arrived, tracked down the Burning Sun scouting party, and prepared an ambush.

If the PCs succeed at least one of the above skill checks, they arrive in Area A just after the ambush is sprung, and all members of the Burning Sun scouting party begin the encounter with full Hit Points.

If the PCs fail to find the trail, the sound of combat after the ambush begins is loud enough draw them to the scene. By the time the PCs arrive in Area A, both of the Burning Sun orcs are at half Hit

Points.

A. SCORCHED EARTH AMBUSH MODERATE

A narrow creek bed lies at the center of a shallow canyon. Loose stones and dry dirt line the ten-foot embankments on either side. Shouted curses and battle cries echo from the far side of the ravine.

The ravine walls are 10 feet high and made up of loose dirt and rock. These squares provide difficult terrain.

Creatures: The raiding party of Scorched Earth orcs has stalked the Burning Suns for the better part of last evening and have set this ambush in hopes of eliminating them and looting their corpses.

The Scorched Earth orcs in this combat fight with two different styles: clipper and sharpshooter, with two clippers and one sharpshooter making up the full raiding party. The Scorched Earths spread equally between the two sides of the ravine and begin the combat using tethered shots to disable as many of the Burning Suns as possible. When the PCs enter the fight, the Scorched Earth sharpshooter turns their attention to the PCs. The clippers use hamstring to disable any Burning Suns not struck by a tethered shot and maintain their focus on these targets until directly attacked by the PCs. The Scorched Earth orcs fight until only one remains standing, at which point those remaining orcs flee south.



FOLA BARUN

IN BURNING DAWN

A. SCORCHED EARTH AMBUSH

PCs Start Here



Sharpshooter

Clippers

Burning Sun

1 square = 5 feet

Pathfinder Flip-Mat: Ambush Multipack

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The Burning Suns use scimitars to hold back the clippers, allowing one or more members of their party to attack the sharpshooters with their javelins. When given space to do so, the Burning Suns attempt to move away from the sharpshooter or at least place some cover between them.

LEVELS 5–6

BURNING SUN ORCS (2)

CREATURE 4

Page 17

SCORCHED EARTH ORCS (3)

CREATURE 5

Page 17 (2 Clippers, 1 Sharpshooter)

LEVELS 7–8

BURNING SUN ORCS (2)

CREATURE 6

Page 21

SCORCHED EARTH ORCS (3)

CREATURE 7

Page 21 (2 Clippers, 1 Sharpshooter)

Treasure: PCs searching the remains of any of the defeated Scorched Earth orcs discover 30 gp worth of scavenged materials (60 gp for Levels 7–8). They also uncover a scroll case containing coded diagrams (see below).

Development: With the Scorched Earth raiders routed or destroyed, the PCs are free to examine the area and provide any available aid to surviving Burning Sun orcs. Any Burning Suns that remain alive thank the PCs for their timely arrival and offer to bring them back to Dawn's Reach, the principal fort for the Burning Sun orcs. If PCs did particularly well in defending the Burning Sun orcs, you can award them with a Hero Point.

If all the Burning Sun orcs perished in the battle, a search party dispatched by Mahja finds the PCs after 1 hour and escorts them to Dawn's Reach.

The contents of the strange scroll case appear, on their face, to be maps of the area noting defensible points, known patrol routes and locations of fortifications within Burning Sun territory. However, coded into the margins and key of the map, are instructions and orders that reveal the specifics of a plan to open a blocked pass, creating a new vulnerability in their defenses.

A PC who speaks Orcish and is trained in Society can attempt a DC 22 Society check to Decipher Writing (DC 24 for Levels 7–8) uncovers the details of the plan. PCs who do not speak Orcish can still attempt the check, but the DC increases by 5. This should be a secret check. Only one PC can attempt this check at a time, as it requires using the maps and the case, and the PCs have

time to attempt two checks before they arrive at Dawn's Reach. If the PCs succeed, their efforts impress Mahja and Uirch; see the development section of Trial 4 for the impact of this success (page 11).

TRAVEL TO DAWN'S REACH

Whether escorted by the orcs they rescued, or the search party, it takes the PCs two hours to reach Dawn's Reach. As they travel, the escorts ask about the PCs' business in Belkzen. They answer the PCs' questions to the best of their ability; some likely questions and answers are provided below.

Who is Warlord Mahja Firehair? Formerly, Warlord Mahja Firehair belonged to the Twisted Nail hold. She brought the Burning Sun hold together after overthrowing the leader of her previous hold and publicly declaring that she would protect those families deemed weak or abused by their own holds. She admires those who stand against oppressors and considers those who prey on the less fortunate to be cowards."

How large is the Burning Sun hold? "We lost a great many warriors in the Battle of Nine Broken Skulls. Our numbers have not replenished very much since. The hold was already small compared to many of older holds, but we hope with that others will seek to join us, now that we've gained Overlord Ardax's favor."

How old is the Burning Sun hold? "The Burning Sun hold is young. Warlord Mahja established the hold two years before the death of Grask Uldeth, the old chieftain of the Empty Hand hold. We are smaller than most holds, but what we lack in number we make up for in tenacity."

Is Dawn's Reach a permanent settlement? "No, not at all. The Burning Sun moves every season, following the game to the flood road and back. This town is not a permanent home for us, but this is where many of our most important festivals are held, so it is special to us. The sun and the wind reclaim parts of it each time we leave, but on our return, we do what we can to fix it back up."

Where is Uirch? "Uirch is in Dawn's Reach, working with Mahja to coordinate defenses and trade with other holds. He will be pleased to see Pathfinders again. He speaks highly of your bravery and skill. He could not have slain the great Red Reaver without the aid of your agents."

Are all members of the Burning Sun followers of Sarenrae? "No. We belong to diverse faiths. Warlord Mahja is the bravest among us, and while she worships Sarenrae and we all have seen the blessings the Dawnflower bestows upon her, she does not expect any members of the hold to worship as she does."

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Who are the Scorched Earth orcs? “The Scorched Earth are orcs without a hold. When Ardax called the holds to stand against Tar-Baphon, they fled to the Cinderlands. After Ardax defeated the undead, the deserters that didn’t perish organized themselves and started raiding other camps, travelers and even their old holds. They are cowards. They drive livestock away while shepherds sleep, poison water supplies and burn fields. They were given their name for these deeds, and so long as they continue down this path, no other holds will offer them anything more than a swift and bloody death.”

What is the importance of the maps? “The Scorched Earth have made a few raiding attempts against the Burning Sun hold already, but these maps can tell us what they know of our defenses, and, give us some clues about their future plans.”

B. DAWN’S REACH

When the PCs and the accompanying orcs arrive at Dawn’s Reach, read or paraphrase the following. (No map is provided for Dawn’s Reach, as the encounters here are purely narrative in nature.)

Thick wood palisades surround the base of a modest plateau. Within the walls, several hide huts cluster near the side of the rock, its face deeply excavated to create numerous warrens and homes, many decorated with the sun symbol of the Burning Sun hold.

Colorful, vivid depictions of orcs in battle and orcs hunting massive beasts decorate the walls. Hides cover many of the entrances, and only a few orc guards walk between the walls and the rock face.

Dawn’s Reach is only sparsely populated, and many of the hold’s warriors have left the stronghold on an expedition south to the newly acquired hunting grounds. Aside from Mahja, Uirch and a handful of scouts, the rest of the current population consists of artisans, merchants, and children.

Upon entering the gates, the orcs accompanying the PCs tell the guards about the ambush and the role of the PCs in defeating the Scorched Earth orcs (or their presence near the battlefield, if the PCs lost). One of the orcs leaves to find Uirch. Soon after, Uirch approaches the PCs. Read or paraphrase the following.

“Pathfinders, welcome to Dawn’s Reach! You’ve come a long way.” The voice belongs to a tall orc with long black hair and a wry grin. His face and right arm bear heavy scarring, with several long, wide scars running the length of the arm. In his left hand he carries several wooden bowls. In

ORCS OF BURNING SUN HOLD

The orcs that make up the Burning Sun hold came to Mahja Firehair from across Belkzen and hail from many different holds, but they largely identify as part of two distinct groups. The Kharmaja orcs live in the high peaks and mountains of Belkzen. They place great value in deeds of their ancestors and maintain a dense oral tradition. Mahja Firehair herself is a Kharmaja orc. Most Burning Sun orcs identify as Kharmaja orcs.

The Namathkar orcs make up the next largest cultural group among the Burning Sun. Namathkar orcs treasure community and maintain intricate social webs and extended families. Uirch is a Namathkar orc.

his right, he holds a large, steaming pot of stew. “I am Uirch the Reaved. I understand you’ve been looking for me. How can I help?”

Uirch takes time to fill a bowl for each PC, passing the thick, meaty stew to each in turn before taking a seat beside them. The orcs that brought the PCs to Dawn’s Reach have already told Uirch of the Scorched Earth ambush and the documents recovered from the battle’s aftermath. If the PCs tell Uirch about their mission from Fola Barun, Uirch tells them that he is excited to act as a go-between for the Society and Mahja Firehair.

Uirch asks the PCs about the ambush and requests that they turn over the coded diagrams to him so that he may pass them to Mahja. If one of the PCs managed to decipher the codes on the map and scroll case, he thanks them for their effort and promises to tell Mahja of the PCs skillful work.

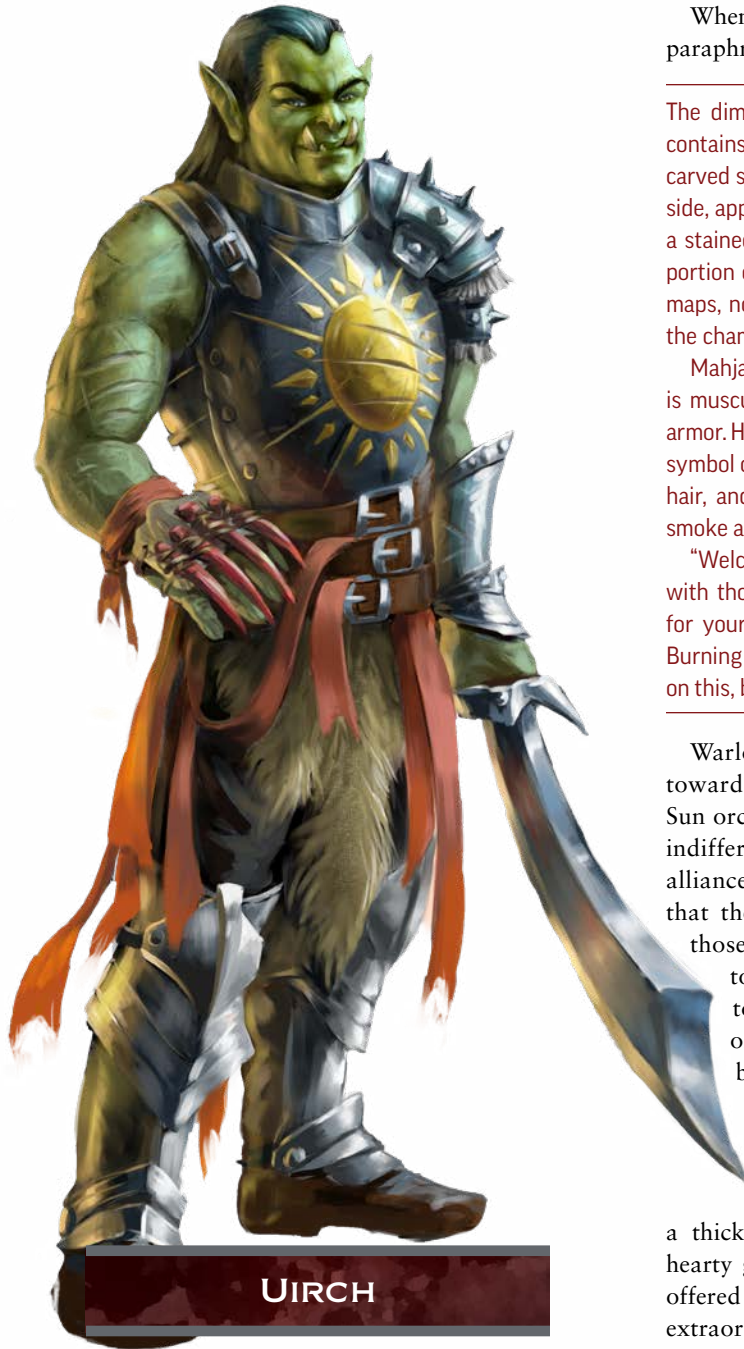
If the PCs ask about his scars, he proudly tells them how the Pathfinder agents he met in Roslar’s Coffin rescued him and together they slew the dreaded Red Reaver. He shows the PCs the claws he recovered from the reaver’s body, running them down the scars on his arm. He follows this by asking the PCs for their stories, starting with any PCs bearing noticeable scars. Note each story the PCs tell Uirch for later use in the conclusion. When he has heard from each of the PCs, Uirch excuses himself and instructs the PCs to get some rest while he fetches Mahja to meet them after sunset.

The PCs may spend the rest of the day as they see fit, but guards remind any PCs looking for merchants or crafting services that most are closed until sometime after sunset, as the orcs are primarily nocturnal.

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MAHJA'S TRIALS

An hour after sunset, Uirch returns to the PCs, rousing them from their bedrolls if necessary, to inform them that Mahja Firehair is ready to meet with them. He wears full armor this time and instructs the PCs to prepare similarly. If any of the PCs ask Uirch about how to behave when meeting Mahja, he responds: "The only advice I'd offer is to speak honestly. Do not attempt to hide or deceive Mahja. She has an especially keen mind and, as a follower of Sarenrae, she does not abide dishonesty."



Once the PCs finish preparing, Uirch escorts them to Mahja's dwelling. The residents of Dawn's Reach have risen from their beds to go about their business for the night. Shops are open, and several children move about the houses, some taking instruction from various craftsmen. Along the way, Uirch points out the stalls and shops within Dawn's Reach. If any PCs are interested in shopping, Uirch asks that they wait until after they have met with Mahja, as she has pressing concerns that she wishes to address with the PCs.

When the PCs approach Mahja's home, read or paraphrase the following.

The dimly lit interior of Warlord Mahja Firehair's dwelling contains a shrine to Sarenrae, nestled between numerous carved stone shelves containing books and scrolls. On the far side, appending the doorway to another room, two racks hold a stained banner bearing the sun emblem of the hold and a portion of a mammoth pelt. A large, stone table strewn with maps, notes and a stack of documents rests in the center of the chamber.

Mahja Firehair steps through the adjoining doorway. She is muscular and tall, and she wears blackened banded mail armor. Her hair is worn up in tight braids pinned with a glowing symbol of Sarenrae. Several burning wicks are woven into her hair, and a specialized smokestick sends curling plumes of smoke above her head. She wears a scimitar on her right side.

"Welcome, Pathfinders. Uirch has told me of your encounter with those of the Scorched Earth, and I'd like to thank you for your assistance. I understand you've come to offer the Burning Sun an allegiance with your society. We will speak on this, but first, I hope you'll allow me to stand on ceremony."

Warlord Mahja Firehair has a friendly attitude toward the PCs if they managed to protect the Burning Sun orcs in the prior encounter. Otherwise, she has an indifferent attitude. Mahja has reservations about an alliance with the Pathfinder Society and is concerned that the Society could disrupt the lives of not only those within her hold, but all of Belkzen. She wants to avoid the Society exploiting the Burning Sun to reach Ardax. A PC who specifically mentions one of Mahja's concerns gains a +1 circumstance bonus on their Diplomacy checks.

TRIAL 1: THE DRAUGHT

Mahja produces a large earthenware jug and offers the PCs a drink. The jug contains a thick, fermented drink made from the flesh of a hearty gourd grown throughout Belkzen. While often offered to visitors being welcomed by the hold, it is extraordinarily strong.

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This ceremony is the first of several tests that Mahja intends to put the PCs through to test their strength, endurance, patience, and their dedication to the alliance they were sent to negotiate. Note the PCs progress through the trials, marking each success and each failure.

Mahja offers each of the PCs a drink. PCs that drink must succeed on a DC 22 Fortitude save (DC 24 for Levels 7–8) or become Clumsy 1 and Enfeebled 1 (Clumsy 2 and Enfeebled 2 on a critical failure) during Mahja's second trial.

Mahja asks any PC that refuses a drink to explain their reason for doing so. A PC that declines the drink honestly and respectfully (for example, a PC that does not drink as part of a religious devotion) is not considered as participating in the trial. A PC that attempts to deceive Mahja and Uirch by pretending to drink must succeed at a DC 24 Deception check (DC 26 at Levels 7–8) to Lie. PCs who fails a check to Lie earns a rebuke from Mahja; such PCs take a –2 circumstance penalty on all future Diplomacy checks to Make an Impression on Mahja.

Success Conditions: Mahja and Uirch drink as well. They are both familiar with the drink and automatically succeed on their saves against its effects. If more than half of the participating PCs drank from the vessel or successfully pretended to do so, regardless of whether they saved against its effects, the PCs succeed at this trial.

Development: With the welcoming ceremony completed, Mahja agrees to discuss a possible allegiance with the Pathfinder Society on the condition that the PCs join her on a patrol of the perimeter. Uirch does not join the PCs, instead returning to his dwelling to attend to other business.

TRIAL 2: THE COLLAPSED PALISADE

When the palisades around Dawn's Reach were last rebuilt, one of the trunks was buried improperly. Over time it has begun to lean, even after being reinforced with rocks. It has nearly fallen over and leans precariously into the camp. The leaning has also loosened the two adjacent beams and toppled several large stones.

As Mahja and the PCs approach the fallen beam, read, or paraphrase the following.

A section of the reinforced palisade ahead is damaged. Large granite stones and a five-foot-wide beam have fallen inwards and lay in the path.

Mahja immediately set to work repairing the section of wall. She asks the PCs to assist her, specifically calling out the three with the highest Strength modifiers. One

PC must lift the beam and place it back in alignment with the wall while the other two PCs rebuild the dry stack stones that reinforce it. The beam is large and very heavy,



MAHJA FIREHAIR

IN BURNING DAWN

MOBILE NEGOTIATIONS

Between each of Mahja's trials, the PCs have an opportunity to interact with the orc warlord. Mahja might ask the PCs about their thoughts on Belkzen orcs thus far, what the Pathfinder Society hopes to gain from an allegiance with the Burning Sun hold, or ask each of the PCs what makes the Pathfinder Society worth being a part of, allowing the PCs to talk about why they joined.

This is also an opportunity for the PCs to improve their standing with Mahja. A PC trained in Diplomacy can attempt a DC 23 Diplomacy check to Make an Impression (DC 25 for Levels 7–8) with the following results.

Success The PC makes a point or offers a benefit that Mahja had not considered. Increase the degree of success on the next trial check by any member of the party by one step.

Failure The PC fails to fully address a concern or offers an unrealistic solution. Mahja is unimpressed, though there are no mechanical penalties.

Critical Failure The PC says or does something that insults either Mahja, the Burning Sun hold or the orcs of Belkzen. In response, Mahja makes the trial ahead more difficult. Decrease the degree of success on the next skill check that any PC attempts as a part of a trial by 1 step.

and a PC that attempts to lift the beam must succeed at a DC 23 Athletics check to lift and hold it in place (DC 25 for Levels 7–8) or succeed at a DC 22 Crafting check to Repair the beam to keep it in place (DC 24 for Levels 7–8). On a success, the beam remains in place and the PC can assist with the moving of stones. Otherwise the beam must be moved and held before the stones can be replaced, and a PC who holds the beam cannot carry or place stones.

A PC moving the stones must succeed at a DC 22 Athletics check to carry and place the heavy granite stones (DC 24 for Levels 7–8). Any PCs not selected by Mahja to rebuild the wall can use the Aid reaction to assist with the reconstruction efforts. Once the PCs replace all the stones, the PC holding the beam can release it. If any participating PCs fail a check twice, Mahja steps in to assist them, easily lifting the stone or beam herself.

Success Conditions: If at most one of the PCs requires assistance from Mahja, mark this trial as a success. If the PCs came up with another solution (such as an inventive use of magic) then mark this trial as a success.

TRIAL 3: THE LOOKOUT POST

Mahja brings the PCs to a lookout post along the southeast section of Dawn's Reach. From the top of the 30-foot-tall pole, a lookout can spot hostile creatures or game animals, and coordinate the scouts operating outside the walls, even from great distance. As the PCs approach the lookout post read or paraphrase the following.

Three narrow logs tied in the middle stretch thirty feet up from the ground. A hooded lantern is affixed to the end of one of the poles. "Admiring our lookout post, eh Pathfinder?" Mahja Firehair says as she thumps the structure with her hand. "Why don't you have a look. Tell me what you can see."

Any PC can volunteer for this trial, which is divided into two parts. The first task involves scaling the tower, which is complicated by the long distance between handholds—the Burning Sun orcs use this as a training device as well as a guard tower. Scaling the tower requires a single DC 21 Athletics check to Climb or a DC 21 Acrobatics check to Balance to improvise additional footholds (the DCs increase to 23 for Levels 7–8). On a failure, Mahja suggests that another PC attempt the climb instead. If three PCs fail to climb the pole, mark the trial as a failure and move on to the next trial. If the PCs use tools such as assistive magic or ropes to help their climb, they can still succeed at the trial, though Mahja insists that at least one PC scale the wall without such aid as a part of the test.

Once a PC reaches the top of the tower, Mahja asks the PC to look for any sign of her scouting parties. There are two scouting parties visible from the lookout post. The scouts communicate with the lookout at Dawn's Reach via a simple code of short and long lantern bursts as they follow their patrol routes. Detecting the scouting parties and receiving their reports requires the PC who has reached the top to succeed at a DC 22 Perception check (DC 24 at Levels 7–8), or succeed at a DC 20 Society check to Decipher Writing (DC 23 at Levels 7–8) with the following results.

Critical Success The PC is able to decipher the lantern bursts and relays the reports to Mahja as follows.

First Report Perimeter is clear, none wounded. Ankhraivs and basilisks have been spotted near the base of the mountains to the east.

Second Report Encountered small group of Scorched Earth orcs burying alchemical supplies, possibly for later use. Suspect another cache to be nearby.

Mark the trial as a success.

Success The PC relays the lantern patterns to Mahja, who is

IN BURNING DAWN

able to decipher the reports and provides context as above. Mark the trial as a success.

Failure The PC is unable to accurately relay the lantern bursts to Mahja. Mark the trial as a failure.

TRIAL 4: TREACHEROUS PATH

The last of Mahja's trials takes the PCs to the northern wall of Dawn's Reach. A narrow, broken path leads up the plateau, back and forth along the northern face to a ritual site at the top of the plateau. Several seasons ago, violent storms broke away sections of stone from the path. As the PCs approach the path, read, or paraphrase the following.

The wall of the plateau stretches almost 70 feet above Dawn's Reach. A winding stone path runs along the carvings and leads to the summit. Warlord Mahja Firehair strides onto the path. "Keep pace Pathfinders, and mind your footing. Our destination lies at the peak. Don't lag behind!"

Chase: During this chase encounter, the PCs must overcome up to six obstacles in sequential order, with the goal of overtaking Mahja. Mahja begins the chase at the fraying rope obstacle, whereas the PCs start at the collapsed path obstacle. Each round, the PCs must attempt checks to earn enough Chase Points to overcome their current obstacle. At the end of each round, Mahja automatically progresses to the next obstacle.

Each round, each PC can attempt one of the listed checks for the obstacle. Each success earns the party 1 Chase Point, whereas a critical success awards 2 Chase Points. On a critical failure, the party loses 1 Chase Point (the party can never have fewer than 0 Chase Points). The party must collectively accrue the number of Chase Points indicated in the obstacle stat block to overcome the obstacle. For example: for the first obstacle, the collapsed path, once the party accrues a total of 3 Chase Points, they progress to the next obstacle. If one of them rolls a critical success, it might take only two characters to overcome the obstacle, in which case the remaining characters in the party can proceed to roll checks for the next obstacle. Initiative order doesn't matter; players may take their turns each round in any order they like.

Players can and should come up with creative means of overcoming obstacles that play to their strengths, in which case you should use one of the listed DCs for whatever type of check the player convinces you is appropriate. At your discretion, an especially useful action—such as a character casting their highest-level spell or activating an item's once-a-day ability—allows the party to bypass an obstacle entirely.

CHASE RULES

This part of the adventure uses the chase subsystem presented on page 156 of the *Pathfinder Gamemastery Guide*, the rules for which are summarized in the adventure text. The full rules for this subsystem can also be found online in the Pathfinder Reference Document at www.paizo.com/prd.

LEVELS 5–6

CHASE OBSTACLES

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OBSTACLE 5

LEVELS 7–8

CHASE OBSTACLES

Page 22

OBSTACLE 7

Success Conditions: If the PCs stay within one obstacle from Mahja by the time she reaches the top on the 6th round, mark the trial as a success. If Mahja reaches the top and the PCs are two or more obstacles behind her, mark the trial as a failure. If the party manages to overtake Mahja, then mark this trial as a success and count any prior failed test as a success as well.

Development: After the climb, Mahja assesses the PCs' performance. If the PCs already deciphered the maps they found on the Scorched Earth orcs, they receive results as if they had succeeded at one additional trial. If any of the PCs stood out during any of the previous trials, then be sure to award that PC a Hero Point.

3+ Trials: The PCs have definitively proven their worth and mettle. Mahja agrees to an allegiance with Fola Barun and the Pathfinder Society. Additionally, she agrees to open a channel for the Society to speak with Ardax in response to his letters for diplomatic contacts.

2 Trials: Mahja agrees to an allegiance with Fola Barun and the Pathfinder Society. She believes that the PCs have proven their worth and mettle in tasks around the camp.

0–1 Trials: Disappointed with their performance, Mahja states that, while Burning Sun remains open to correspondence, she does not think the Pathfinder Society has enough to offer them to justify an allegiance at this time.

INVESTIGATING THE MAPS

With the trials complete, Mahja takes the PCs back to her dwelling to discuss or decipher the maps. She calls for Uirch on their way inside. If the PCs have yet to decipher

IN BURNING DAWN

the maps, Mahja's assistance makes the process much easier. A PC trained in Society who spends 30 minutes and succeeds at a DC 22 Society check to Decipher Writing (DC 24 for Levels 7–8) decodes the map's contents. Without assistance from the PCs, Mahja decodes the map in one hour. If the PCs have already decoded this information, skip ahead to Mahja's reaction.

Once the map is deciphered, Mahja and the PCs learn the following: A Scorched Earth orc named Strak commands a small strike force within Burning Sun territory. Their goal is to blow open a previously blocked mountain pass to allow a much larger force of Scorched Earth orcs entry into Burning Sun territory. They aim to raid and destroy Dawn's Reach before the hold's warriors can return.

Mahja explains that the Burning Sun hold's warriors won't arrive back at Dawn's Reach for at least another day. Read or paraphrase the following.

Warlord Mahja Firehair points to the pass on the map. "Pathfinders, today you fight for the Burning Sun. You are our best hope against this assault. Uirch will direct you to the pass. Find Strak and his warriors and break this attack before it can begin. If you cannot stop it, blunt its teeth at least and buy us time. For the sun and the fury, Pathfinders."

The PCs have some time to prepare for the journey and battle ahead. The merchants of Dawn's Reach carry mostly basic supplies, tools, and weapons. Many of them eagerly want to see what the Pathfinder agents have for trade. The artisans of Dawn's Reach are known for their leather and hide work. Any PC who looks around the market notices that seemingly every other stall boasts beautiful hide sets, dyed with vibrant oranges and pastel blues, and brilliant white furs.

There are no permanent magic items for sale, but a few merchants carry *minor*, *lesser*, and *moderate healing potions*, as well as common alchemical supplies and adventuring gear of level 5 and lower. Any PCs that wish to find Uirch discover him adjusting his armor outside his home. As the PCs approach Uirch, read or paraphrase the following.

Uirch the Reaved stands in front of his home, tugging at the straps of his armor and scabbard. The painting over Uirch's door depicts a huge red beast with powerful arms, long, curving claws and gleaming teeth. The left side of the doorway shows Uirch, his entire arm wrapped in bandages, being helped to his feet by a Pathfinder agent. The right side depicts Uirch and a group of Pathfinders driving their swords into the red beast.

Treasure: When the PCs are ready to leave for the pass, Uirch gives them a leather bag containing a moderate

darkvision elixir, and two *moderate healing potions*. When the PCs are ready to leave Dawn's Reach, Uirch directs them westward towards the fallen pass but opts to stay behind to defend the hold should the PCs fail.

THE MOUNTAIN PASS

The route to the base of the mountain pass is clear of any immediate danger, but the blasting already done by Strak and the Scorched Earth orcs has brought some previously subterranean creatures to the surface.

C. WANDERING BEASTS

LOW

The scattered rubble ahead partially blocks the mountain path. The smell of brimstone hangs in the air, and several creatures mill about the scattered and broken pieces of the mountainsides.

Creatures: A small group of ankhravs (or a trio of basilisks for Levels 7–8) have moved to this area. Agitated by the blasting from Strak's strike team, these beasts attack the first creature they encounter, which happens to be the PCs. The ankhravs attack by attempting to overwhelm one opponent at a time, using their armor rending bite to bypass heavy armor. Deeply territorial, the ankhravs fight to death.

For Levels 7–8, the sounds of Strak's test blasts woke the basilisks and agitated them. The group fights ferociously, but each combatant flees once reduced to half of their maximum Hit Points.

LEVELS 5–6

ANKHRAVS (3)

CREATURE 3

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LEVELS 7–8

BASILISKS (3)

CREATURE 5

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Development: Once the PCs overcome this threat, they can move on towards the pass where the Scorched Earth raiding party operates.

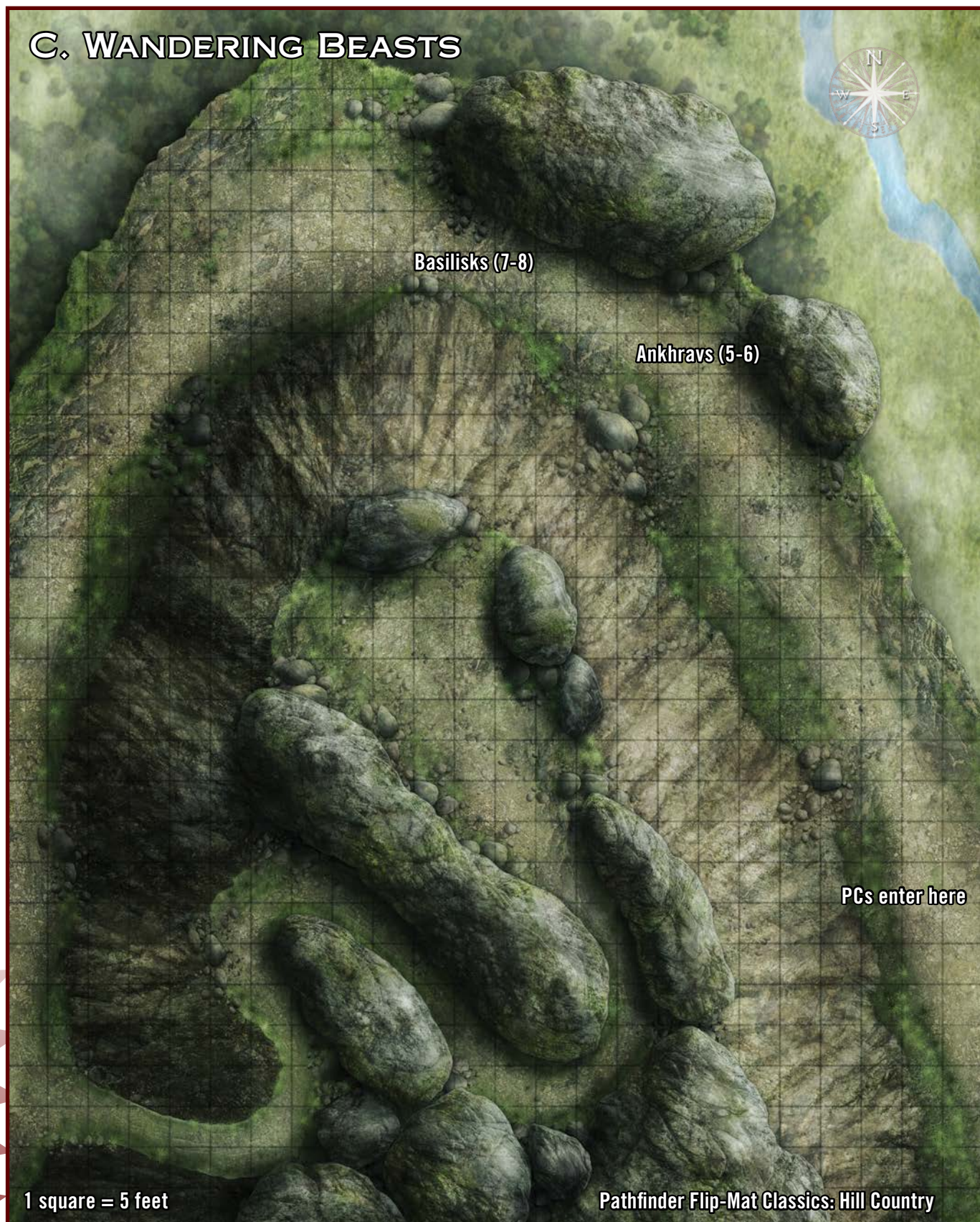
D. PASS DEFENSE

SEVERE

Nearing the collapsed pass, the mountains begin to close in on either side. A narrow path winds up to a wall of massive fallen stones and boulders. Several orcs stand guard along the path, while another kneels beside a large powder keg wedged into the rock wall. A long fuse trails from the keg into the orc's hand. Three charges are set in the pass. A lean orc in iron and

IN BURNING DAWN

C. WANDERING BEASTS



IN BURNING DAWN

leather armor shouts orders to the others, constantly looking over his shoulder.

The PCs enter the area unseen and unheard unless they take particularly noisy actions on their approach, such as talking loudly or casting spells. The Scorched Earth orcs here are entirely engaged in their preparations to blow open the area. The relatively narrow pathway up to the charges provides little cover. If the Scorched Earth notice the PCs prior to combat, Strak orders the charges to be lit.

Charges: A lit charge's fuse burns for 4 rounds before it explodes. Disarming a charge requires a PC to spend a 2-action activity disabling the fuse to prevent it from being relit. A charge that explodes deals 6d6 fire damage (9d6 for Levels 7–8) to all creatures in a 20-foot square. Affected creatures must attempt a DC 21 Reflex save (DC 23 for Levels 7–8), with the following results.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure Full damage and the creature is deafened until the end of its next turn.

Critical Failure As a failure, but the creature is pushed 15 feet. This is considered forced movement.

Creatures: Strak brought along a small team of Scorched Earth scouts. Strak himself is armed with vials of alchemist's fire, and a corroded orc necksplitter. He works to keep his distance from the PCs, preferring to wait for the scouts to harass the PCs at range or in close combat. Once his enemies are occupied, Strak uses his orc necksplitter in melee to damage as many of the PCs at once as he can.

The scouts attempt to keep themselves at distance from the PCs, using their hunt prey to maximize damage on their targets. If Strak is killed, the remaining scouts flee.

LEVELS 5–6

SCORCHED EARTH SCOUTS (2)

CREATURE 4

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STRAK

CREATURE 6

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LEVELS 7–8

SCORCHED EARTH SCOUTS (2)

CREATURE 6

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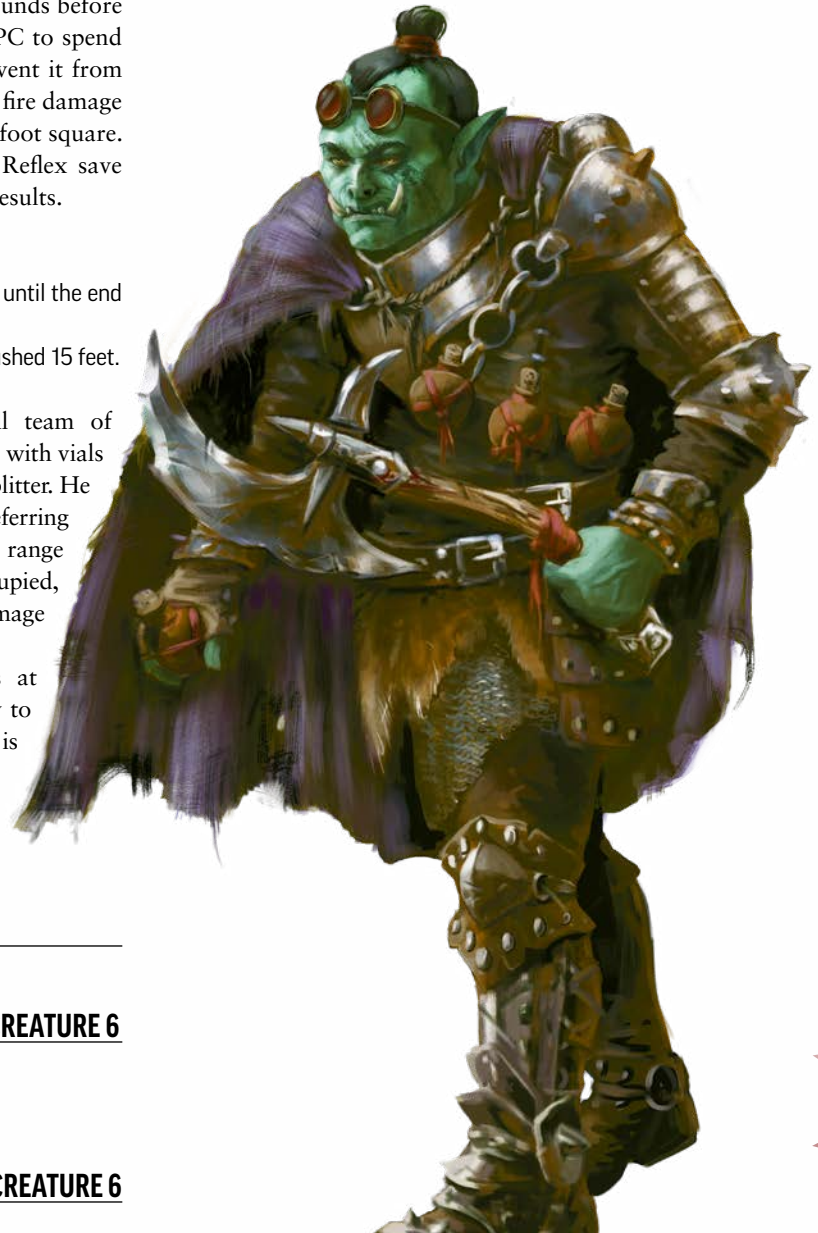
STRAK

CREATURE 8

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Development: By preventing the detonation of at least one charge, the PCs effectively thwart Strak's plot to open the pass. Even if the Scorching Earths manage to blow all three charges, the PCs can still seal the gap with clever uses of spells or by succeeding at a DC 22 Crafting or Nature check (DC 24 for Levels 7–8) to figure out a way of resealing the pass.

With the strike team routed, killed, or captured, and the pass either closed or narrowed, the PCs can return to Dawn's Reach to relay the news to Mahja.



STRAK

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Treasure: Strak's +1 *orc necksplitter* (+1 *striking orc necksplitter* for Levels 7–8) is a formidable weapon, though poorly maintained. Among the bodies of the strike team, the PCs find a small collection of scrap pieces, gemstones and trinkets worth a total of 10 gp (30 gp for Levels 7–8). Most of the Scorched Earths' remaining goods are broken or corroded beyond practical use or salvage.

CONCLUSION

Having destroyed the strike force, and at least delayed the plans of the Scorched Earth orcs, the PCs may gather whatever salvageable materials remain and return to Dawn's Reach. If the PCs maintain the blocked path, the Scorched Earth orcs retreat back to the Cinderlands, severely hampering their ability to strike at the Burning Sun hold.

If the PCs were unable to stop the charges, Mahja allocates resources to build a permanent watch post near the pass to deter the Scorched Earth orcs from using it. The hold is stretched thinner than it has ever been, and the need for a permanent post raises questions among the hold about how this will affect their nomadic travels.

If the PCs successfully completed two or more of Mahja's trials, she agrees to a tentative alliance with the Pathfinder Society. Mahja pens a formal agreement based on the papers sent with the PCs by Fola. Mahja also appoints Uirch as a permanent liaison with the Pathfinder Society.

If the PCs successfully completed three or more of Mahja's trials, she is impressed and agrees to not only accept an alliance with the Pathfinder Society, but also to try putting the Society in touch with Overlord Ardax concerning his letters requesting diplomatic contacts to help fight Tar-Baphon.

Whatever the outcome, the hunting party arrives the following night, carrying several massive animals and a cart full of gathered vegetables, roots, and fruit. A feast is held, and the hold gathers to process and preserve the food. One of the animals is dressed, seasoned and placed in a pit lined with red-hot stones, where it is buried for many hours. The PCs are asked to assist in digging up and serving the meal to the hold the following evening.

When the PCs leave several days later, Burning Sun warriors escort them to the border. They then make the long journey to Absalom, where Fola Barun who is eagerly awaits their report.

CAPTURING STRAK

There is a possibility that the PCs could take Strak alive. In the event that Strak is captured but not killed, he goes with the PCs to Dawn's Reach where Warlord Mahja has him locked in one of the unused homes under 24-hour guard until he can be taken to Urgir by a representative of the Closed Fist hold.

REPORTING NOTES

If the PCs came to an agreement with the Burning Sun, check box A on the reporting sheet. If they did not come to an agreement, check box B. If they managed to block Scorched Earth orcs intrusion into the Burning Sun territory, check box C.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they successfully complete at least two of Mahja's trials. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

If the PCs prevented the Scorched Earth orcs' intrusion, they each earn 2 Reputation with their chosen faction.

FACTION NOTES

If the PCs succeed at three or more of Mahja's trials, they earn 2 Reputation for the Envoy's Alliance faction.

IN BURNING DAWN

APPENDIX 1: LEVEL 5-6 ENCOUNTERS

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

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

SCORCHED EARTH AMBUSH (LEVELS 5-6)

BURNING SUN ORCS (2)

CREATURE 4

UNCOMMON **NG** **MEDIUM** **HUMANOID** **ORC**

Perception +12; darkvision

Languages Common, Orcish

Skills Athletics +11, Intimidation +12, Survival +10

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

Items hide armor, javelins (5), scimitar

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

HP 63

Attack of Opportunity ⤴

Ferocity ⤴

Speed 30 feet

Melee ⤴ scimitar +12 (forceful +1, sweep), **Damage** 1d6+11 slashing damage

Ranged ⤴ javelin +11 (thrown 30 feet), **Damage** 1d6+9 piercing damage

SCORCHED EARTH ORCS (2 CLIPPERS AND 1 SHARPSHOOTER)

CREATURE 5

UNCOMMON **CE** **MEDIUM** **HUMANOID** **ORC**

Perception +15; darkvision

Languages Common, Orcish

Skills Athletics +12, Intimidation +12, Survival +13

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

Items composite shortbow (20 arrows), hide armor, shortsword

AC 21; **Fort** +14, **Ref** +12, **Will** +9

HP 78

Attack of Opportunity ⤴

Ferocity ⤴

Speed 30 feet

Melee ⤴ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+8 slashing damage

Ranged ⤴ composite shortbow +12 (deadly d10, propulsive, volley 30 ft.), **Damage** 1d8+4 piercing damage

SCALING ENCOUNTER A

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

10-11 Challenge Points: Increase the Scorched Earth orcs' Hit Points by 10.

12-13 Challenge Points: Add one additional Scorched Earth Orc clipper.

14-15 Challenge Points: Increase the Scorched Earth orcs' Hit Points by 10 and add one additional Scorched Earth Orc clipper.

16-18 Challenge Points (5+ players): Increase the Scorched Earth orcs' Hit Points by 10 and add an additional Scorched Earth Orc clipper and Scorched Earth orc sharpshooter.

Signature Move The Scorched Earth orc has one of two special abilities, depending on their combat style.

Hamstring ⤴⤴ **Frequency** once per round; The Scorched Earth clipper makes a melee Strike, attempting to sever connective tissues and disable its foe. If it hits, in addition to taking 1d6+8 slashing damage, the creature must attempt a DC 20 Fortitude save, with the following effects.

Success The creature is unaffected.

Failure The creature is flat-footed and takes a -5 foot status penalty to its movement until the end of its next turn.

Critical Failure As failure, and the creature is knocked prone.

Tethered Shot ⤴⤴ **Frequency** once per round; The Scorched Earth sharpshooter makes a ranged Strike, firing an arrow attached to a line at a creature in range. If it hits, in addition to taking 1d8+4 piercing damage, that creature must attempt a DC 20 Reflex save, with the following effects.

Success The creature is unaffected.

Failure The creature is clumsy 1 for 1 minute or until it Escapes (DC 20).

Critical Failure As failure, but the creature is pulled 5 feet toward the sharpshooter.

Sneak Attack Scorched Earth orcs deal an extra 2d6 precision damage to flat-footed creatures.

IN BURNING DAWN

ENCOUNTER: TRIAL 4 (LEVELS 5-6)

COLLAPSED PATH

OBSTACLE 5

Chase Points 3; **Overcome** DC 22 Acrobatics or Athletics to Tumble, Squeeze or Long Jump across.

A section of the lower path has fallen away, leaving a six-foot gap and a very narrow ledge where the path once was.

FRAYING ROPE

OBSTACLE 5

Chase Points 3; **Overcome** DC 18 Crafting to temporarily reinforce the rope, DC 20 Acrobatics or Athletics to Balance or Climb across.

A single fraying rope is stretched taut across this gap, held in place at each end by iron pitons driven into the stone.

CLIFF SPARROW NEST

OBSTACLE 5

Chase Points 3; **Overcome** DC 20 Athletics to High Jump past, DC 18 Stealth to Sneak past.

The path up strays close to a group of nesting sparrows that chirp and swoop, making the climb more difficult.

LOOSE HAND HOLDS

OBSTACLE 5

Chase Points 3; **Overcome** DC 18 Athletics to Climb up, DC 20 Perception to spot the most stable hand holds.

A jagged section of the cliff face offers a number of natural handholds, some more stable than others.

TOXIC PLANTS

OBSTACLE 5

Chase Points 3; **Overcome** DC 18 Nature to identify the plants, DC 20 Survival to notice signs that animals have avoided the plants

A thicket of plants covers this portion of the path. While they are seemingly harmless at first glance, touching the plant causes a temporary flare of burning pain.

AGGRESSIVE WASPS

OBSTACLE 5

Chase Points 3; **Overcome** DC 20 Stealth to Sneak past, AC 20 to Strike the wasps away, DC 18 Nature to calm the wasps.

Several large wasp nests hang above the path, angrily swarming and stinging anything that comes too close.

SCALING ENCOUNTER TRIAL 4

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

10-11 Challenge Points: Increase the DC of all skill checks on the challenge by 1.

12-13 Challenge Points: Increase the number of Chase Points required for each obstacle by 1.

14-15 Challenge Points: Increase the DC of all skill checks on the challenge by 2 and increase the number of Chase Points required for each obstacle by 1.

16-18 Challenge Points (5+ players): Increase the DC of all skill checks on the challenge by 2 and increase the number of Chase Points required for each obstacle by 2.

IN BURNING DAWN

C. WANDERING BEASTS (LEVELS 5–6)

ANKHRAVS (3)

CREATURE 3

N **LARGE** **ANIMAL**

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

Skills Acrobatics +6, Athletics +11, Stealth +8

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

AC 20; **Fort** +12, **Ref** +8, **Will** +7

HP 40

Speed 25 feet, burrow 20 feet

Melee ♦ mandibles +13 (acid), **Damage** 1d8+4 piercing plus 1d6 acid

Ranged ♦ acid spit +10 (acid, range 30 feet), **Damage** 3d6 acid

Armor-Rending Bite ♦♦ The ankhraav makes a mandibles Strike; if the Strike hits, the target's armor takes the damage and the acid damage bypasses the armor's Hardness.

Spray Acid ♦♦ (acid) **Frequency** once per hour; **Effect** The ankhraav spews acid in a 30-foot cone, dealing 3d6 acid damage and 1d6 persistent acid damage (DC 20 basic Reflex save).

SCALING ENCOUNTER C

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

10–11 Challenge Points: Increase the ankhraavs' Hit Points by 10.

12–13 Challenge Points: Add one additional ankhraav.

14–15 Challenge Points: Increase the ankhraavs' Hit Points by 10 and add one additional ankhraav.

16–18 Challenge Points (5+ players): Increase the ankhraavs' Hit Points by 10 and add two additional ankhraavs.

IN BURNING DAWN

D. PASS DEFENSE (LEVELS 5-6)

SCORCHED EARTH SCOUTS (2)

CREATURE 4

UNCOMMON CE MEDIUM HUMANOID ORC

Perception +12; darkvision

Languages Common, Orcish

Skills Athletics +12, Intimidation +12, Survival +10

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

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

Items shortsword, composite shortbow (10 arrows)

HP 55

Ferocity 2

Speed 30 feet

Melee ♦ shortsword +12 (agile, finesse, versatile S), **Damage** 1d6+7 slashing damage

Ranged ♦ composite shortbow +12 (deadly d10, propulsive, volley 30 ft.), **Damage** 1d6+7 piercing damage.

Hunt Prey ♦ (concentrate) The Scorched Earth scout designates a single creature they can see and hear, or one they're Tracking, as their prey. The Scorched Earth scout gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the Scorched Earth scout hits the designated prey in a round, they deal an additional 1d8 precision damage. The Scorched Earth scout also ignores the penalty for making ranged attacks within their second range increment. These effects last until the Scorched Earth scout uses Hunt Prey again.

SCALING ENCOUNTER D

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

10-11 Challenge Points: Increase the Scorched Earth scouts' Hit Points by 10.

12-13 Challenge Points: Add one additional Scorched Earth scout.

14-15 Challenge Points: Increase Strak's Hit Points by 15, increase the Scorched Earth scouts' Hit Points by 10, and add one additional Scorched Earth scout.

16-18 Challenge Points (5+ players): Increase Strak's Hit Points by 15, increase the Scorched Earth scouts' Hit Points by 10, and add two additional Scorched Earth scouts.

STRAK

CREATURE 6

UNIQUE CE MEDIUM HUMANOID ORC

Perception +11; darkvision

Languages Common, Orcish

Skills Acrobatics +12, Crafting +14, Intimidation +12, Survival +11

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

Infused Items Strak carries the following infused items, which last for 24 hours, or until the next time he makes his daily preparations: lesser elixir of life, moderate acid flask (9), moderate alchemist's fire (9), and moderate smokestick.

Items alchemist's tools, flint and steel, formula book, +1 orc neck splitter

AC 24; **Fort** +13, **Ref** +15, **Will** +12

HP 92

Attack of Opportunity 2

Ferocity 2

Speed 30 feet

Melee ♦ orc neck splitter +16 (forceful, orc, sweep), **Damage** 1d8+10 slashing damage

Ranged ♦ moderate acid flask +15 (range increment 30 feet), **Damage** 2d6 persistent acid damage and 4 acid splash damage

Ranged ♦ moderate alchemist's fire +15 (range increment 30 feet), **Damage** 2d8 fire plus 2 persistent fire damage and 4 fire splash damage

Quick Bomber ♦ Strak draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

IN BURNING DAWN

APPENDIX 1: LEVEL 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

SCORCHED EARTH AMBUSH (LEVELS 7-8)

BURNING SUN ORCS (2)

CREATURE 6

UNCOMMON **NG** **MEDIUM** **HUMANOID** **ORC**

Perception +13; darkvision

Languages Common, Orcish

Skills Athletics +13, Intimidation +14, Survival +11

Items hide armor, javelins (3), +1 scimitar

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

AC 23; **Fort** +16, **Ref** +14, **Will** +12

HP 99

Attack of Opportunity ⤴

Ferocity ⤴

Speed 30 feet

Melee ♦ *scimitar* +15 (forceful +1, sweep), **Damage** 1d6+15 slashing damage

Ranged ♦ *javelin* +13 (thrown 30 feet), **Damage** 1d6+12 piercing damage

SCORCHED EARTH ORCS (2 CLIPPERS AND 1 SHARPSHOOTER)

CREATURE 7

UNCOMMON **CE** **MEDIUM** **HUMANOID** **ORC**

Perception +16; darkvision

Languages Common, Orcish

Skills Athletics +15, Intimidation +13, Survival +16

Str +5, **Dex** +4, **Con** +3, **Int** +2, **Wis** +2, **Cha** +3

Items +1 striking composite shortbow (20 arrows), hide armor, shortsword

AC 25; **Fort** +17, **Ref** +15, **Will** +12

HP 119

Attack of Opportunity ⤴

Ferocity ⤴

Speed 30 feet

Melee ♦ *shortsword* +17 (agile, finesse, versatile S), **Damage** 1d6+14 slashing damage

SCALING ENCOUNTER A

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

20-23 Challenge Points: Increase the Scorched Earth orcs' Hit Points by 10.

24-27 Challenge Points: Add one additional Scorched Earth Orc clipper.

28-31 Challenge Points: Increase the Scorched Earth orcs' Hit Points by 10 and add one additional Scorched Earth Orc clipper.

32+ Challenge Points (5+ players): Increase the Scorched Earth orcs' Hit Points by 10 and add an additional Scorched Earth Orc clipper and Scorched Earth orc sharpshooter.

Ranged ♦ *composite shortbow* +17 (deadly d10, propulsive, volley 30 ft.), **Damage** 2d8+7 piercing damage

Signature Move The Scorched Earth orc has one of two special abilities, depending on their combat style.

Hamstring ♦♦ **Frequency** once per round; The Scorched Earth clipper makes a melee Strike, attempting to sever connective tissues and disable its foe. If it hits, in addition to taking 1d6+8 slashing damage, the creature must attempt a DC 23 Fortitude save, with the following effects.

Success The creature is unaffected.

Failure The creature is flat-footed and takes a -5 foot status penalty to its movement until the end of its next turn.

Critical Failure As failure, and the creature is knocked prone.

Tethered Shot ♦♦ **Frequency** once per round; The Scorched Earth sharpshooter makes a ranged Strike, firing an arrow attached to a line at a creature in range. If it hits, in addition to taking 1d8+4 piercing damage, that creature must attempt a DC 23 Reflex save, with the following effects.

Success The creature is unaffected.

Failure The creature is clumsy 1 for 1 minute or until it Escapes (DC 23).

Critical Failure As failure, but the creature is pulled 5 feet toward the sharpshooter.

Sneak Attack Scorched Earth orcs deal an extra 2d6 precision damage to flat-footed creatures.

IN BURNING DAWN

ENCOUNTER: TRIAL 4 (LEVELS 7-8)

COLLAPSED PATH

OBSTACLE 7

Chase Points 3; **Overcome** DC 21 Acrobatics or Athletics to Tumble, Squeeze or Long Jump across.

A section of the lower path has fallen away, leaving a six-foot gap and a very narrow ledge where the path once was.

FRAYING ROPE

OBSTACLE 7

Chase Points 3; **Overcome** DC 21 Crafting to temporarily reinforce the rope, DC 23 Acrobatics or Athletics to Balance or Climb across.

A single fraying rope is stretched taut across this gap, held in place at each end by iron pitons driven into the stone.

CLIFF SPARROW NEST

OBSTACLE 7

Chase Points 3; **Overcome** DC 24 Athletics to High Jump past, DC 21 Stealth to Sneak past.

The path up strays close to a group of nesting sparrows that chirp and swoop, making the climb more difficult.

LOOSE HAND HOLDS

OBSTACLE 7

Chase Points 3; **Overcome** DC 21 Athletics to Climb up, DC 24 Perception to spot the most stable hand holds.

A jagged section of the cliff face offers a number of natural hand holds, some more stable than others.

TOXIC PLANTS

OBSTACLE 7

Chase Points 3; **Overcome** DC 21 Nature to identify the plants, DC 23 to notice signs that animals have avoided the plants

A thicket of plants covers this portion of the path. While they are seemingly harmless at first glance, touching the plant causes a temporary flare of burning pain.

AGGRESSIVE WASPS

OBSTACLE 7

Chase Points 3; **Overcome** DC 21 Stealth to Sneak past, AC 24 to Strike the wasps, DC 23 Nature to calm the wasps.

Several large wasp nests hang above the path, angrily swarming and stinging anything that comes too close.

SCALING TRIAL 4

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

19-22 Challenge Points: Increase the DC of all skill checks on the challenge by 1.

23-27 Challenge Points: Increase the number of Chase Points required for each obstacle by 1.

28-32 Challenge Points: Increase the DC of all skill checks on the challenge by 2 and increase the number of Chase Points required for each obstacle by 1.

33+ Challenge Points: Increase the DC of all skill checks on the challenge by 2 and increase the number of Chase Points required for each obstacle by 2.

IN BURNING DAWN

WANDERING BEASTS (LEVELS 7-8)

BASILISKS (3)

CREATURE 5

N **MEDIUM** **BEAST**


Perception +11; darkvision

Skills Athletics +13, Stealth +8

Str +4, **Dex** -1, **Con** +5, **Int** -3, **Wis** +2, **Cha** +1

AC 22; **Fort** +14, **Ref** +8, **Will** +11


HP 75

Petrifying Glance  (arcane, aura, transmutation, visual);

Trigger A creature within 30 feet that the basilisk can see starts its turn. **Effect** The target must attempt a DC 20 Fortitude save. If it fails, it's slow 1 for 1 minute as its body slowly stiffens.

Speed 20 feet

Melee  jaws +15, **Damage** 2d8+4 piercing

Petrifying Gaze  (arcane, concentrate, incapacitation, transmutation, visual); The basilisk stares at a creature it can see within 30 feet. That creature must attempt a DC 22 Fortitude save. If it fails and has not already been slowed by Petrifying Glance or this ability, it becomes slowed 1. If the creature was already slowed by this ability or Petrifying Glance, a failed save causes the creature to be petrified permanently.

A creature petrified in this manner that is coated (not just splashed) with fresh basilisk blood (taken from a basilisk that has been dead no longer than 1 hour) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

SCALING ENCOUNTER C

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

19-22 Challenge Points: Increase the basilisks' Hit Points by 20.

23-27 Challenge Points: Add one additional basilisk.

28-32 Challenge Points: Increase the basilisks' Hit Points by 20 and add one additional basilisk.

33+ Challenge Points: Increase the basilisks' Hit Points by 20 and add two additional basilisks.

IN BURNING DAWN

D. PASS DEFENSE (LEVELS 7-8)

SCORCHED EARTH SCOUTS (2)

CREATURE 6

UNCOMMON CE MEDIUM HUMANOID ORC

Perception +15; darkvision

Languages Common, Orcish

Skills Athletics +15, Intimidation +15, Survival +13

Str +5, **Dex** +4, **Con** +4, **Int** +1, **Wis** +1, **Cha** +2

Items shortsword, composite shortbow (10 arrows)

AC 24; **Fort** +11, **Ref** +14, **Will** +9

HP 95

Ferocity 2

Speed 30 feet

Melee ♦ shortsword +15 (agile, finesse, versatile S), **Damage** 1d6+11 slashing damage

Ranged ♦ composite shortbow +15 (deadly d10, propulsive, volley 30 ft.), **Damage** 1d6+11 piercing damage

Hunt Prey ♦ (concentrate) The Scorched Earth scout designates a single creature they can see and hear, or one they're Tracking, as their prey. The Scorched Earth scout gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the Scorched Earth scout hits the designated prey in a round, they deal an additional 1d8 precision damage. The Scorched Earth scout also ignores the penalty for making ranged attacks within their second range increment. These effects last until the Scorched Earth scout uses Hunt Prey again.

STRAK

CREATURE 8

UNIQUE CE MEDIUM HUMANOID ORC

Perception +13; darkvision

Languages Common, Orcish

Skills Acrobatics +14, Crafting +17, Intimidation +14, Survival +13

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

Infused Items Strak carries the following infused items, which last for 24 hours, or until the next time he makes his daily preparations: lesser elixir of life, moderate acid flask (12), moderate alchemist's fire (12), and moderate smokestick.

Items alchemist's tools, flint and steel, formula book, +1 striking orc neck splitter

AC 27; **Fort** +16, **Ref** +18, **Will** +14

HP 130

Attack of Opportunity 2

Ferocity 2

Speed 30 feet

Melee ♦ orc neck splitter +20 (forceful, orc, sweep), **Damage** 2d8+10 slashing damage

Ranged ♦ moderate acid flask +19 (range increment 30 feet), **Damage** 2d6 persistent acid damage and 5 acid splash damage

SCALING ENCOUNTER D

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

19-22 Challenge Points: Increase the Scorched Earth scouts' Hit Points by 20.

23-27 Challenge Points: Add one additional Scorched Earth scout.

28-32 Challenge Points: Increase Strak's Hit Points by 30, increase the Scorched Earth scouts' Hit Points by 20, and add one additional Scorched Earth scout.

33+ Challenge Points: Increase Strak's Hit Points by 30, increase the Scorched Earth scouts' Hit Points by 20, and add two additional Scorched Earth scouts.

Ranged ♦ moderate alchemist's fire +19 (range increment 30 feet), **Damage** 2d8 fire plus 2 persistent fire damage and 5 fire splash damage

Quick Bomber ♦ Strak draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

Directional Bombs When throwing an alchemical bomb with the splash trait, Strak can treat the target's space as the first affected square of a 15-foot cone directed away from him, potentially allowing him to avoid allies and splash deeper into enemy lines. If the target takes up more than a single square, the target's square closest to Strak is the first affected square of the cone.

IN BURNING DAWN

APPENDIX 3: GAME AIDS



FOLA BRAUN

MAHJA FIREHAIR



UIRCH

ANKHRAV



IN BURNING DAWN

APPENDIX 3: GAME AIDS



BASILISK



STRAK

IN BURNING DAWN

HANDOUT #1: NOTE FROM FOLA

Pathfinders,

Since the orcs of Belkezen united against the invasion of Tar-Baphon, many within the Society have been keen to cement our relations with them. I've recently learned that we have an ally in Belkezen who can help us do just that. Last year, a group of Society agents contacted an orc named Zirch, from the Burning Sun hold.

As the story goes, Zirch was wounded by a fearsome creature, the Red Reaver of Roslar's Coffin. Pathfinder agents found him and saved his life. In turn, he assisted them in destroying the beast. From what I can gather, the Society had little contact with Zirch since. However, Zirch feels he owes the Society a debt and has offered to open negotiations with Malja Firehair, warlord of the Burning Sun hold and follower of the goddess Sarenrae. That was weeks ago. We've not heard anything more from Zirch since then, and we aren't certain if any of the messages we've sent have gotten through.

That is where you come in. Find Zirch; our last contact with him put the Burning Sun hold somewhere in Western Belkezen, at the edge of the Mindspin Mountains. Once you've found him, do what you can to cement an alliance with Malja Firehair and her hold. Make yourselves useful while in the orcs company and show them what a good relationship with the Pathfinder Society can bring. Finally, if possible, see if Malja will agree to act as our liaison to Belkezen's leader, Overlord Ardax.

Best of luck, Pathfinders. Travel carefully, act mindfully.

-Fola Barun

IN BURNING DAWN

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

TREASURE BUNDLES

- ☐ ☐ Scorched Ambush, page 6: 1 Treasure Bundle for defeating the Scorched Earth orcs and 1 Treasure Bundle for saving at least one Burning Sun orc.
- ☐ ☐ ☐ Mahja's Trials, pages 7–11: 1 Treasure Bundle as a prize for each trial successfully completed
- ☐ Wandering Beasts, page 12: 1 Treasure Bundle for defeating the beasts
- ☐ ☐ Pass Defense, page 16: 1 Treasure Bundles for defeating Strak and 1 Treasure Bundle for stopping all charges from detonating.
- ☐ Conclusion, page 16: 1 Treasure Bundle as a reward for their efforts in Belkzen, for reaching the end of the scenario.

IN BURNING DAWN



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

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

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IN BURNING DAWN

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