

PATHFINDER MODULE: THE DRAGON'S DEMAND

PATHFINDER SOCIETY ORGANIZED PLAY



Pathfinder Module: The Dragon's Demand may be played as part of the Pathfinder Society Organized Play campaign for credit. The adventure was produced for a wider audience than just Pathfinder Society Organized Play, and is thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing this adventure are presented here.

Sanctioned Content

Because of the length and scope of Pathfinder Modules, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, each sanctioned segment of the module corresponds to a single dungeon complex or adventuring location, though some variation from this may arise from time to time. The following sections of *The Dragon's Demand* are considered sanctioned content.

Legal Pathfinder Society Characters

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific sanctioned portion of the adventure being played. If you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com. You may apply the credit for the adventure to a Pathfinder Society character as soon as she reaches the level of the pregenerated character played.

Alternatively, you may play the entirety of *The Dragon's Demand*, afterward receiving credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the module are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters playing through this alternative format may not play in the same adventure.

SANCTIONED CONTENT KEY

Sanctioned Content	Legal Character Levels
Part 1: The Blood Vow Lair (areas B1-B20)	1-3
Part 2: Hunclay's Cave, Auction, and Crypt of Tula (areas D1-E12)	3-5
Part 3: Monastery of Saint Kyerixus (areas F1-G8)	5-7

Receiving Credit

Players who play through one of the sanctioned segments of the module receive the associated Chronicle sheet. A GM who runs the module may likewise apply credit to any one of her Pathfinder Society PCs of the appropriate level. The decision of which character to apply credit to must be made when the Chronicle sheet is received and signed by the GM. Each Chronicle sheet awards 3 XP and 4 Prestige Points, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track.

Players who play through the entire module (not just the sanctioned portions) using the alternate play option detailed above and apply all three Chronicle sheets to the same Pathfinder Society character earn a fourth Chronicle sheet that must also be applied to that character.

As always, each player may receive credit for each module once as a player and once as a GM in either order.

Running Multi-Session Adventures

Since a sanctioned module can be a multi-session event, Pathfinder Society characters may not be used in other Pathfinder Society events until they complete and receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module in order for those players to receive their Chronicle sheets.

About Pathfinder Society

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and

wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety.



PATHFINDER MODULE: THE DRAGON'S DEMAND

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor

Character # _____ ☐ Prestige Points

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor

Character # _____ ☐ Prestige Points

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor

Character # _____ ☐ Prestige Points

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor

Character # _____ ☐ Prestige Points

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor

Character # _____ ☐ Prestige Points

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor

Character # _____ ☐ Prestige Points

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor



Pathfinder Module: The Dragon's Demand (1)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Scalefriend:** You were fortunate to encounter and aid the kobold Nighttail, who helped you to neutralize the Blood Vow tribe. She still owes you a good turn or two, and you may call in a favor when performing one of the skills below to use Nighttail's skill modifier instead of your own as she assists you. Alternatively, Nighttail can cast a spell as though she shared your space, though any attacks of opportunity she provokes for spellcasting damage you (they still force her to make a concentration check). Using any of the skill-based or spellcasting favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off one or more boxes each time you ask for help. When you check the last box, Nighttail's debt has been repaid; cross this boon off your Chronicle sheet.

- Handle Animal +7
- Survival +10
- Bluff +9
- Cast *resist energy* (CL 1st, concentration +2)
- Nighttail and Hak (*The Dragon's Demand* 14–15) fight alongside you for one encounter in *The Dragon's Demand* module. You may use this boon at the beginning of combat or at the start of a combat round. Nighttail and Hak begin combat adjacent to you or in the closest available square, and they act on their own initiative. The pair have a starting attitude of helpful and follow your commands to the best of their abilities, but they are GM-controlled NPCs; a GM may grant you direct control at his or her discretion. If Nighttail and/or Hak die during the encounter, cross the entire boon off your Chronicle sheet. (2 boxes)

cloak of fangs (2,800 gp; *Pathfinder RPG Ultimate Equipment* 263)

cloak of resistance +1 (1,000 gp)

potion of invisibility (300 gp)

scroll of glitterdust (150 gp)

wand of cure light wounds (17 charges; 255 gp, limit 1)

wand of entangle (12 charges; 180 gp, limit 1)

wand of web (5 charges; 450 gp, limit 1)

Notes

SUBTIER ☐ Slow ☐ Normal

1–3

768

1,536

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

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—

—

SUBTIER ☐ Slow ☐ Normal

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—

—

MAX GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

EXPERIENCE

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

–

Prestige Spent

Current
PrestigeFinal
Fame

FAME

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

–

Gold Spent

=

Total

GOLD

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Dragon's Demand (2)

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Choose one of the following boons, and cross the other off your Chronicle sheet.

Day at the Auction: During the auction of the Hunclay estate, you bid on and won an exceptionally rare item. When you purchase (not upgrade) one magic item, you may treat your Fame score as though it were 3 higher to determine your maximum item cost. When you use this boon, cross it off your Chronicle sheet.

Dragonfoe: The Crypt of Tula held more than just dragon-slaying weapons and powerful armor; it also housed the spirit of Tula, which granted you a blessing for your imminent confrontation. You may use this boon to reroll either one attack roll against a dragon or one caster level check to overcome a dragon's spell resistance. If you are using a weapon, spell, or item that grants a specific benefit when used against dragons (e.g. a *dragonbane longsword*), you gain a +2 insight bonus on the reroll. The reroll must be made before the results of the original roll are known, and you must take the second result even if it is lower. When you use this boon, cross it off your Chronicle sheet.

- +1 acid resistance light steel shield (19,159 gp)
- +1 dragonbane arrow (166 gp, limit 10)
- +1 glamerred full plate (4,350 gp)
- +1 keen composite longbow (+2 Str; 8,600 gp)
- +2 dragonbane transformative longsword (28,315 gp; *Pathfinder RPG Ultimate Equipment* 149)
- +3 breastplate of luck (18,850 gp; as per *banded mail of luck*)
- amulet of natural armor +2 (8,000 gp)
- arrow of dragon slaying (2,282 gp)
- dust of darkness (600 gp; *Pathfinder RPG Ultimate Equipment* 293)
- flame tongue (20,715 gp)
- maximize metamagic rod (54,000 gp)
- mnemonic vestment (5,000 gp; *Pathfinder RPG Ultimate Equipment* 216)
- ring of force shield (8,500 gp)
- ring of major acid resistance (28,000 gp)
- ring of strength sapping (8,000 gp; *Pathfinder RPG Ultimate Equipment* 175)
- slippers of spider climbing (4,800 gp)

Notes

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-5	2,400	4,800

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

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

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

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Dragon's Demand (3)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Dragon Slayer: With the help of your allies and bearing enchanted dragon slaying tools, you slayed the dragon Aeteperax and saved the town of Belhaim, and this has granted you the confidence to combat other scaled terrors. The next time you encounter a true dragon, you gain a permanent +2 bonus on Reflex saves against the breath weapon of dragons of that type (blue, red, silver, etc.), as well as a +1 bonus on attack rolls and a +1 dodge bonus to AC against that type of dragon. When you determine this type of dragon write its type on the line below. If you wear dragonhide armor of the associated dragon type, these bonuses against that type of dragon increase by 1.

Dragon Type: _____

☐ ☐ ☐ **Friend of the Green:** Although he was initially skeptical that you could slay Aeteperax, the druid Azmur Kell has professed his gratitude to you for saving him and his family. He owes you several favors, and you may call in a favor when performing one of the skills below to use Azmur's skill modifier instead of your own as he assists you. Alternatively, Azmur can cast a spell as though he shared your space, though any attacks of opportunity he provokes for spellcasting damage you (they still force him to make a concentration check). Using any of the skill-based or spellcasting favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off one box each time you ask for help. When you check the last box, Azmur's debt has been repaid; cross this boon off your Chronicle sheet.

- Cast *barkskin* (CL 8th; concentration +11)
- Cast *cure serious wounds* (CL 8th; concentration +11)
- Cast *remove disease* (CL 8th; concentration +11)
- Knowledge (nature) +13

+1 cruel falchion(8,375 gp; *Pathfinder RPG Ultimate Equipment* 138)**+1 flaming burst hand crossbow** (18,400 gp)**+1 light fortification buckler** (4,165 gp)**+1 returning starknife** (8,324 gp)**amulet of mighty fists +1** (4,000 gp)**bead of force** (3,000 gp)**belt of giant strength +2** (4,000 gp)**belt of physical might +2** (Str and Con; 10,000 gp)**cape of the mountebank** (10,800 gp)**circlet of persuasion** (4,500 gp)**cloak of the bat** (26,000 gp)**necklace of adaptation** (9,000 gp)**staff of illusion** (82,000 gp)**wand of flame blade** (CL 8th, 7 charges; 1,680 gp, limit 1)**wand of longstrider** (44 charges; 660 gp)**wand of remove paralysis** (38 charges; 3,420 gp)**winged boots** (16,000 gp)**Notes**SUBTIER ☐ Slow ☐ Normal

5-7

4,356

8,712

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

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—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Dragon's Demand (4)

Character Chronicle #

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Player Name	A.K.A.	Character Name	Pathfinder Society #
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		Faction	

This Chronicle sheet grants access to the following:

Ally of Belhaim: The residents of Belhaim all have different ideas of what is best for their town, and by befriending (made helpful) at least three members of one of these factions, you have earned steadfast allies. If you befriended three or more members of two or more factions, you gain the boon for the faction with which you have the most friends. Cross the other two factions off your Chronicle sheet.

- **Abadar:** You become specialized in Appraise.
- **Green Faith:** You become specialized in Knowledge (nature).
- **Shelyn:** You become specialized in one Perform skill of your choice.

☐ ☐ ☐ **Debt of Shadow:** You freed the shae Maffei from her prison, and she accompanies you always just out of sight so long as she is indebted to you. She has promised to repay your service in kind, and you may call in a favor when performing one of the skills below to use Maffei's skill modifier instead of your own as she assists you. Using any of the skill-based favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off one box each time you ask for help. When you check the last box, Maffei's debt has been repaid; cross this boon off your Chronicle sheet.

- Disable Device +16
- Knowledge (arcana or planes) +13
- Sleight of Hand +16
- You gain a +3 bonus on Stealth checks for 5 minutes.

Notes

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	2	500	1,000
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	4	750	1,500
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6	3,250	6,500
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
EXPERIENCE	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
GOLD	Starting GP		
	+		GM's Initials
	GP Gained (GM ONLY)		
	+		GM's Initials
	Day Job (GM ONLY)		
Gold Spent			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #