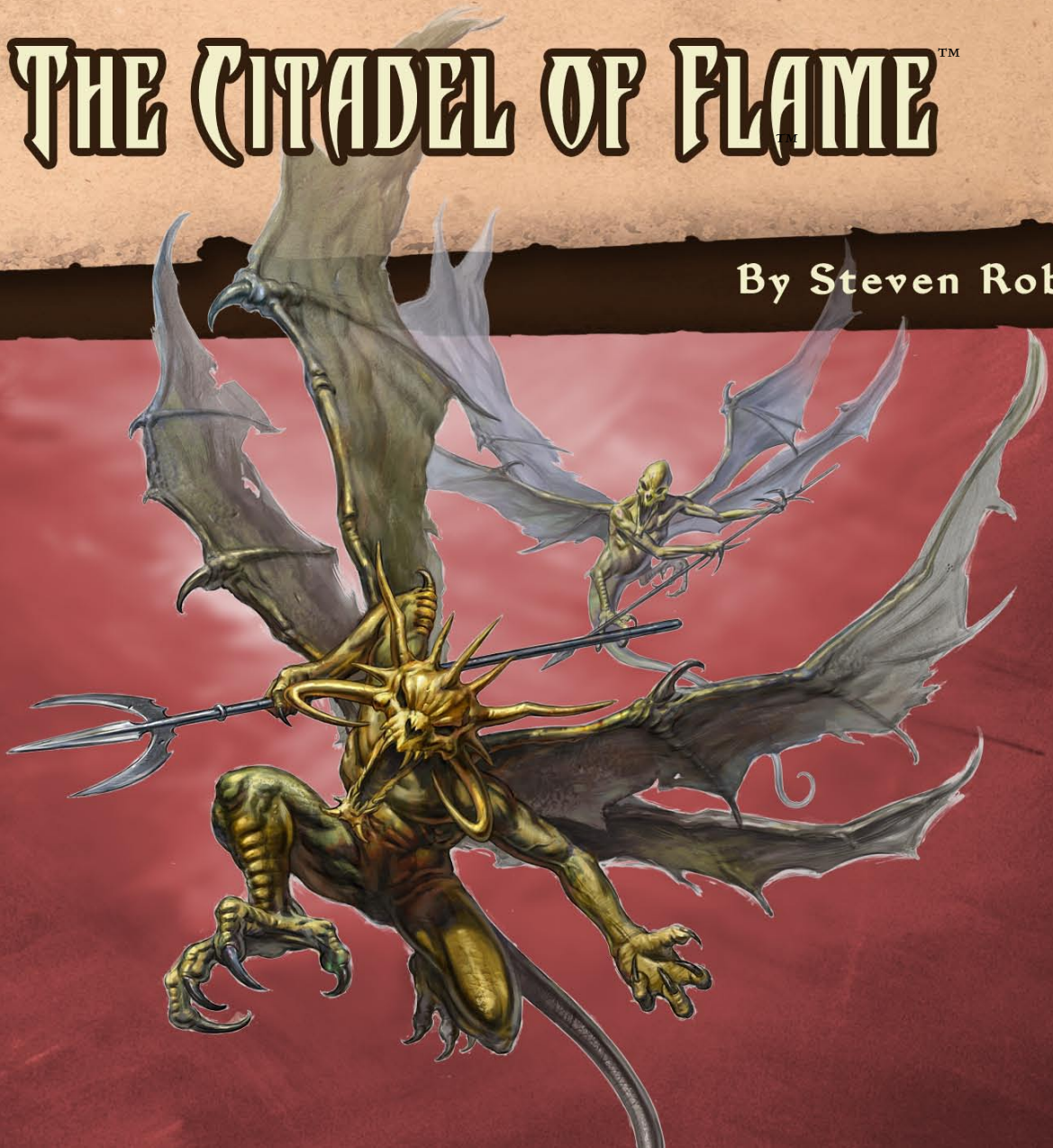


A PATHFINDER SOCIETY SCENARIO



THE CITADEL OF FLAME™

By Steven Robert



THE CITADEL OF FLAME

PATHFINDER SOCIETY SCENARIO 39

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Pathfinder Society Scenario 39: The Citadel of Flame is a Pathfinder Society Scenario designed for 1st to 5th-level characters (Tiers: 1–2 and 4–5). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 17 of this product.

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THE CITADEL OF FLAME

BY STEVEN ROBERT

The sweltering heat and swirling commerce of Qadira's Meraz Desert make a heady mix for some—and not just merchants haggling over a shipload of Andoren timber. For centuries, new religions, philosophies, and cults have blossomed like nothing else in the endless dunes. And for centuries, the dervishes of Sarenrae have struggled to stamp out these infidels.

Three hundred years ago, during one of the fiercest heat waves ever recorded on the long rolls of the Padishah Emperor, the cult of Moloch, archdevil of Malebolge and so-called God of Fires, spread honeyed words through the many markets of Sedeq and Dimayen and the small towns in between. Some of the Qadiran people, fearful of the sandstorms and unbearable temperatures scouring the desert, embraced these new prophets with a fervor that frightened the satrap. The streets seethed, fanning the flames of disquiet.

The leaders of the cult of Moloch argued that the heat itself was holy, a landmark guiding Qadira to paradise, but in truth they were encouraging their fellow Qadirans to risk the desert's heat so that hundreds would die and the leaders of Moloch's cult could claim to their god that they had made a great sacrifice for him. Soon many Qadirans trekked alone into the dunes, giving their lives to the inimitable desert, and young Qadiran lovers immolated themselves in the hopes of reuniting in the fiery paradise beyond. All of these events increased the Moloch cult's power in the eyes of the archdevil of Malebolge.

Only the bravest of these enraptured souls were urged to seek the towering spires of the Citadel of Flame, the hidden home of the cult deep in the southern Meraz. There they would pay obeisance to a fantastically magical bull-headed idol of the cult's deity. Most failed in their quest, perishing of thirst or in violent sandstorms and thus adding to the cult's sacrifice, and still more were judged unworthy and murdered. But those few who passed burned with an unholy flame so intense that it transformed their very souls into creatures of fire.

OTHER RESOURCES

This scenario takes place deep in the Meraz Desert of southern Qadira. Although the adventure contains all the information a GM needs to run it, additional flavor on Qadira can be found in the *Pathfinder Chronicles Campaign Setting* and in *Pathfinder Companion: Qadira, Gateway to the East*. Both books are available online at paizo.com or at your local book or hobby store.

This upstart cult and its devil god, seducing the faithful from the Dawnflower, infuriated Sarenrae's dervishes. With much fanfare, they launched a crusade into the Meraz, seeking to destroy the Citadel of Flame and the cult within. Weeks later, the greatest sandstorm of the century scoured the desert, and the heat finally broke. Sarenrae's expedition never returned and the cult of Moloch fell silent.

Another huge sandstorm recently blew across the southern desert of Qadira and 2 weeks ago, a Pathfinder wizard, flying over the Meraz on his way to Sedeq to report to the venture-captain there, spotted a glittering spire deep inside a maze of red stone that he suspected was the long-missing fortress of the Moloch cult. The Pathfinder Society's archivists see an opportunity there to disentangle the many mysteries of the cult, and especially to retrieve the legendary idol of the God of Fires himself. But even the Society's wisest haven't realized that the sandstorm itself was not natural: the cult rose from its own ashes, led by a powerful cleric of Moloch named Hafshi, a woman born of fire and sand, devoted to turning her homeland over to the archdevil himself. With her aid, the Citadel's portal to Malebolge, the sixth layer of Hell and Moloch's domain, is creaking open again, and fire elementals and devils have already crossed into the Material Plane to aid Hafshi in her plan. Though the cult is not yet as powerful as in ages past, if it's not stopped now, the power of Moloch may never again be restrained in the hot, sandy deserts of Qadira.

SUMMARY

Venture-Captain Dannel Hamshanks sends the PCs from Absalom to retrieve the infamous idol of Moloch from the recently rediscovered Citadel of Flame. The adventure begins when fire elementals ambush the PCs as they traverse a rocky canyon of twisting stone columns and towering natural arches that leads to the ancient fortress. It's here the PCs can find some of the remains of the dervish army that came centuries previously to stop the Moloch cult—and some of the remains possess gear that will be helpful to the PCs in the coming encounters.

The citadel itself is composed of a stout entry building, topped by a large minaret, called the Ember Halls. Behind it rise the graceful spires of the Inferno Heart, the two linked by a delicate red stone bridge which provides the only access to the Heart. The Ember Halls appear abandoned, but a sorcerer attacks the PCs from a secret room, using illusions and tricks to harass the PCs as they move through each chamber before finally confronting them in the fortress's ornate reception hall. The PCs may also discover a trapped sauna inside the Ember Halls' large minaret, where the ancient cultists performed rituals to call powerful sandstorms.

The PCs then cross the hollow stone arch leading to the Citadel's second structure, the Inferno Heart, which sits on a small mesa far above the valley floor. One of the cult's guardians, a dangerous devil known as a gaav (or magaav in the higher tier), flies around inside the bridge and attacks the PCs as they attempt to cross it.

Inside the Inferno Heart, the PCs find a large forge where a mercenary blacksmith hired by the cult is hard at work crafting weapons to fulfill Moloch's dream of conquest. The PCs can convince the disgruntled smith to help them, in which case he disables some of the steam traps in the Lava Temple above. Alternatively, they can defeat him in battle and turn off the vents themselves.

Above the forge, the PCs enter the Pilgrim Passage, a ceremonial corridor that the cult's devotees followed on their final journey to the Lava Temple. The PCs can choose to undergo three rituals central to the pilgrims' journey. Although these ceremonies give the cult some power over participants, they can also provide the PCs with some resistance to fire. Finally, the PCs confront the cult's leader and her bodyguards in the fiery temple where the bull-headed idol of Moloch spits forth lava and steam as a portal to Malebolge slowly opens. If they defeat the cultists, the PCs may close the portal, retrieve the idol, and return it safely to Absalom—far from the grasp of Moloch's faithful.

GETTING STARTED

Read the following to get the adventure underway:

Hamshanks ignored all pretense of pleasantries as he pounded into the meeting room in the Grand Lodge in Absalom. "Never time to do it right, is there? Gorum see us through this, then." He grunted loudly and leveled his glare at the entire room. "Ever been to Qadira? Religion is almost a fad down there, with new cults springing up like weeds and getting crushed just as quickly. It has been that way for centuries.

"But some make a mark—on Qadira or in the *Chronicles*. Three centuries ago, the archdevil Moloch, preaching surrender to the desert heat, suddenly became the rage. Qadirans walked into the desert just to die just as if the heat was their paradise. The most devout sought out the hidden Citadel of Flame, where a fearsome bull-headed idol of Moloch judged them and sent the worthy to Malebolge, the sixth layer of Hell. No surprise that Sarenrae's priests launched a mighty crusade to demolish the citadel. After two weeks, a great sandstorm swallowed the expedition—and, it seemed, the citadel and its idol. Nothing more was heard from either.

"Until ten days ago, that is. Sandstorms regularly scour the Qadiran highlands, and this time they emptied an entire valley of dunes. Poking out of that valley, visible only to those soaring above—such as a flying Pathfinder wizard—was the lofty spire of a fortress: the Citadel of Flame, presumably.

"Hopefully we are the first to learn about its reappearance and we need to act fast. The Decemvirate doesn't expect any trouble, so they're sending you. But I do expect trouble—who knows what's infesting that citadel? Get in there fast and find that idol—it could be the key to the entire cult. It's likely statue-sized, maybe as big as me, and should have a bull's head on it. And for Gorum's sake be careful."

Now, after a swift voyage to Sedeq and a tiring trek through the endless Qadiran dunes, the sun beats down on a maze of red slickstone, with delicate arches and towering columns called hoodoos dotting the landscape. Somewhere within this expanse lies the Citadel of Flame and within, the idol of Moloch.

Give the PCs a chance to purchase any equipment or items they may need before arriving at the Citadel of Flame. They'll leave Absalom and pass through Sedeq, the slave- and spice-capital of Qadira, before arriving at the Moloch cult's fortress, so any needs they have should be met in either location. If the PCs wish to ask around in Absalom or Sedeq about the Citadel of Flame, they learn nothing in Absalom and hear in Sedeq only the information Hamshanks offers in the introduction, though in Sedeq the faithful of Sarenrae spit on the sand whenever they speak of the Moloch cult.

ACT I: HEAT OF THE HOODOOS (CR 3 OR CR 5)

The path descends through a maze of cliffs, opening into a slot canyon of smooth red stone surrounded by towering hoodoos. At the far side, two hoodoos carved into enormous bull-headed men leer down on the canyon, while those nearby look like stylized flames. To either side, the canyon walls rise steeply in a series of rough ledges to the clifftops above. Brass doors on a massive wall of baked gray mud can be seen through an arch at the far side of the canyon.

Moloch's first agents through the portal were fire elementals, who now delight in their freedom and the desert heat. As the PCs approach the citadel through the slot canyon (area H1), they enter the playground of these newly liberated elementals, who target the PCs as trespassers. Allow the PCs a DC 20 Survival check to spot faint scorch marks crisscrossing the valley floor, and a DC 15 Knowledge (the planes) check to determine the presence of fire elementals.

Although the valley floor is smooth stone, the squares marked as steep slopes are rough and easy to climb (Climb DC 0). The ledges beyond are treacherous, covered in rubble and slippery sand, and count as difficult terrain.

Creatures: Two fire elementals hide behind the hoodoos, one to the north and the second to the south

(both marked E on the map). As soon as the first PC crosses the midpoint of the valley, the elementals attack from their hiding places.

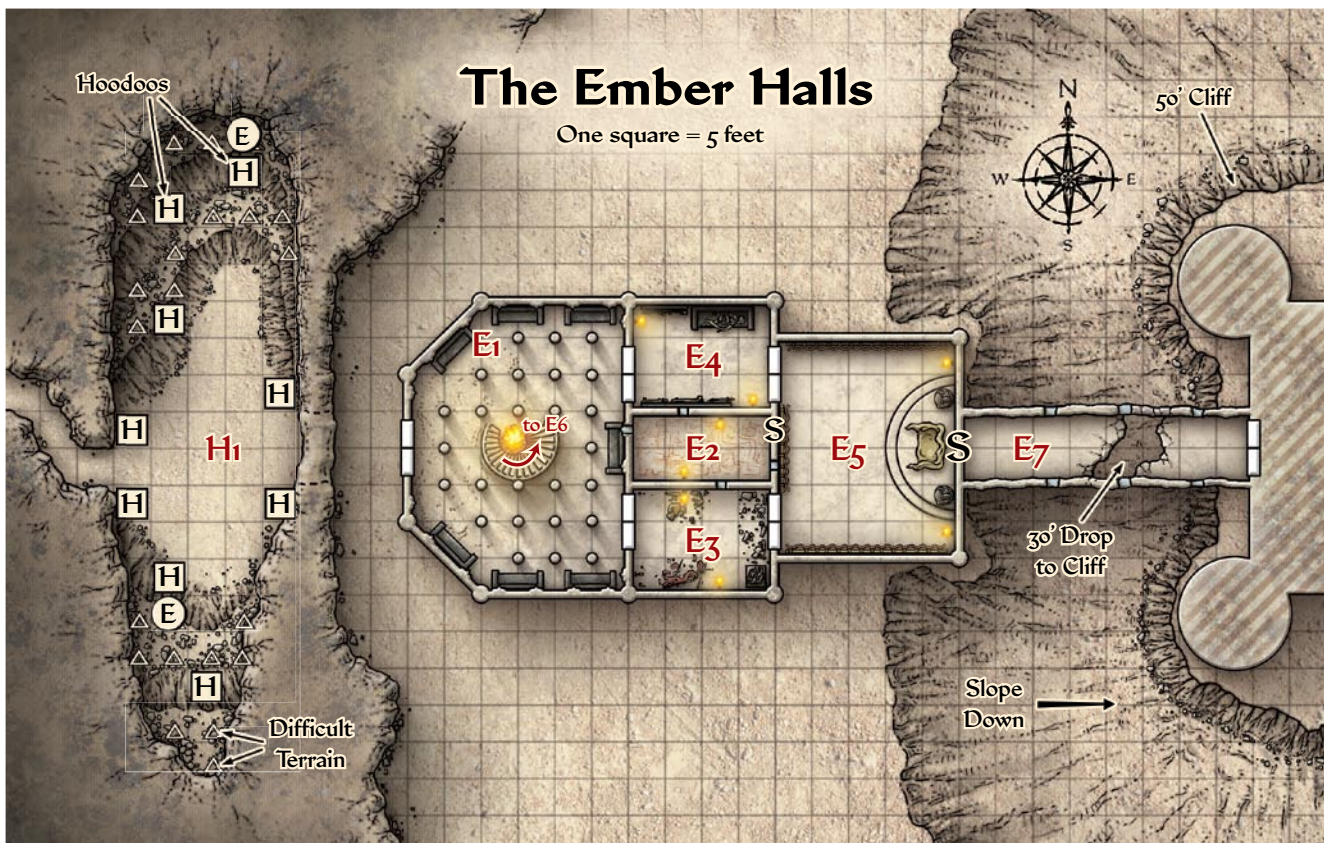
Tier 1–2 (CR 3)

SMALL FIRE ELEMENTALS (2) CR 1
hp 11 each (*Pathfinder RPG Bestiary* 124)

Tier 4–5 (CR 5)

MEDIUM FIRE ELEMENTALS (2) CR 3
hp 30 each (*Pathfinder RPG Bestiary* 124)

Development: If the PCs defeat the elementals, they are free to investigate the canyon. The bull-headed statues leer down on the valley while the flame-carved hoodoos rise gracefully far above the canyon floor. The arch at the east end of the canyon has a multitude of faint runes carved on its front. A DC 15 Craft (stonemasonry) check reveals that several of these glyphs were carved recently. Anyone who speaks Ignan, or who succeeds at a DC 25 Linguistics check, can tell that most of the glyphs (including the recent ones) are prayers to Moloch begging for the grace of immolation. A DC 10 Perception check notes that a few of the more ancient glyphs are written in Kelish and have been partially rubbed out recently. These glyphs record the prayers of Sarenrae's crusaders as they



were buried alive by a massive sandstorm summoned by the cultists.

Treasure: Most of the corpses of the Sarenite dervishes long ago disintegrated in the ever-churning sand dunes that until recently filled this entire valley. In a small outcrop near the brass gate, however, two mummified and perfectly preserved corpses can be found with a DC 15 Perception check. Between the two corpses, the PCs can find four *oils of bless weapon*, and four *+1 holy arrows*.

Mission Notes: PCs from the Qadira faction can fulfill one of their faction missions by finding the Kelish glyphs on the arch (PCs who cannot read Kelish can still fulfill the mission by copying the script down).

Rewards: If the PCs defeat the elementals and find the dervishes' treasure, reward each tier thusly:

All Tiers:

Give each player 153 gp.

ACT 2: THE EMBER HALLS

Beyond the arch, the red stone hoodoos open up to a massive citadel. The stronghold appears to have two parts: the nearest is a squat, square fortress covered in decaying plaster and topped by an enormous minaret from which a thin plume of smoke escapes. The plaster walls are richly decorated with intricate geometric carvings of dancing flames, and smaller minarets rise from the corners. At the east end of that building, the valley floor drops suddenly and a windowless second structure perches on a plateau beyond, rising gracefully from the void in a tangle of minarets and spires. Even though centuries of sand have scoured away most of the gold leaf that once decorated the structure, the sunlight reflecting off the deep red stone of the citadel makes the entire structure glow like a massive bonfire. A delicate, red, enclosed bridge links the first fortress with the second one beyond. A pair of massive brass doors covered in a flowing decorative script blocks access to the near fortress.

The PCs now face the Citadel of Flame. The first building contains the Ember Halls where, at the cult's apex, visitors were welcomed and intimidated by Moloch's glory. The second building, accessible only via the red bridge, contains the Inferno Heart (and the idol that the PCs seek), and is where only Moloch's most faithful lived and worked.

The brass doors are propped against the entryway and must be moved manually (DC 20 Strength check). Unless the PCs make an effort to open the doors quietly, they alert Gali Sinquil to their presence (see area E2). The Ignan script on the doors is a more formalized version of the prayers on the entry arch (DC 25 Linguistics check to understand for those who do not speak Ignan).

Inside, the PCs find a complex of abandoned halls. The interior is in surprisingly good shape, given its age, and most of the decorations are intact. Because of the portal to Malebolge (see area F4), the entire building is very hot; the PCs must make a Fortitude save every hour they remain inside (DC 15, +1 for each previous check) or suffer 1d4 points of nonlethal damage. Characters in armor suffer a -4 penalty to this save. The interior walls are thick stone covered with plaster and the ceilings are 20 feet high throughout the Ember Halls.

Creatures: The Ember Halls' guardian, Gali Sinquil, is positioned in area E2, but he harasses the PCs throughout the complex. Each area's description contains a summary of his tactics for that room. If the PCs do not alert Gali to their presence when they enter, allow him Perception checks as they move through the complex.

E1. Entry Hall

The entry hall is clearly meant to impress visitors. Many rows of stout pillars, carved to resemble writhing flames, surround the center of the room where a spiral staircase, devoid of rails or walls, leads up to the minaret above. A large bonfire burns in the middle of the staircase, casting normal illumination throughout the room. The walls are covered with written prayers carved in gold filigree and preaching surrender to the flame (DC 25 Linguistics to interpret), as well as stylized efreeti faces spaced every 5 feet. The mouth and eyes on the efreeti carving directly opposite the entry actually open into the Secret Spine (area E2, DC 20 Perception check to notice if a character actively searches, otherwise DC 25). Massive obsidian benches line the walls, and a thick layer of desert sand covers the floor and stairs, especially near the entryway. The staircase leads to the Sacred Sauna (area E6).

Gali Sinquil's Tactics: When he sees the PCs enter E1, Gali casts *silent image* to create a set of footprints in the sand leading upstairs. He attempts to lure the PCs up to the trapped Sacred Sauna (area E6), using more illusions if necessary (such as *ghost sound* to create rustling noises up the stairs).

E2. The Secret Spine (CR 2 or CR 5)

Originally a hidden passage built for defense, this secret room provides a clear vantage point to all the rooms in the Ember Halls (including the entryway for the Sacred Sauna in area E6) for its current occupant, the cultist Gali Sinquil. The passage itself is richly decorated, the floor covered by a maze-like geometric pattern of scarlet flames. PCs who study it realize that the pattern is actually a map of the nearby mountains. Sputtering torches line the passage, providing normal illumination throughout. The disguised viewports to the other chambers grant improved cover to those in the Secret Spine.

Creature: One cultist stands guard in this secret passage: Gali Siquil, a fire elemental bloodline sorcerer. Gali felt the calling of Moloch his entire life and sought out Hafshi, the cult's leader in Qadira, when he heard of the sandstorm.

Gali does his best to frighten the PCs and trick them into wasting their resources before confronting them directly (see the individual rooms in the Ember Halls for some of his tricks). Note that he often uses his *hand of the mage* to cause a distraction (a falling object, fluttering tapestries, etc.). To adjudicate this, allow Gali a Bluff check (opposed by Sense Motive) to conceal his spellcasting. If he fails, PCs can make the normal DC 15 Perception checks to hear his voice.

Tier 1–2 (CR 2)

GALI SINGUIL

CR 2

Male human sorcerer 3

NE Medium humanoid

Init +2; **Senses** Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 16 (3d6+6)

Fort +2, **Ref** +3, **Will** +3

Resist fire 10

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4–1)

Ranged ray +3 (by spell)

Bloodline Spell-Like Abilities (CL 3rd; concentration +6)

6/day—elemental ray (1d6+1 fire)

Spells Known (CL 3rd; concentration +6)

1st (6/day)—*burning hands* (DC 14), *color spray* (DC 15), *mage armor*, *silent image* (DC 15)

o (at will)—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 14), *open/close*, *ray of frost*

Bloodline elemental (fire)

TACTICS

Before Combat Gali casts *mage armor* as soon as he hears the PCs and watches them from the hidden viewports (which grant him improved cover), using the tricks outlined in each room's description. If discovered, he harasses the PCs with fire rays.

Before confronting the PCs in person, he uses his *feather token* and *scroll of shield* if possible.

During Combat Gali starts combat with *color spray* and then uses *burning hands* or his elemental ray as often as possible.

Morale Gali flees if he runs out of spells and rays, escaping into the hoodoo maze outside.

Base Statistics **AC** 12, touch 12, flat-footed 10 (+2 Dex)

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 17

Base Atk +1; **CMB** +0; **CMD** 12

Feats Combat Casting, Eschew Materials, Spell Focus (Illusion), Toughness

Skills Bluff +9, Intimidate +9, Knowledge (arcana) +5, Perception +2, Spellcraft +7

Languages Common, Ignan

SQ bloodline arcana (fire)

Combat Gear *feather token* (whip), *potions of cure light wounds* (2), *scroll of flaming sphere*, *scroll of shield*, smokesticks (2); **Other Gear** dagger, *hand of the mage*, holy symbol (Moloch), key (to the secret door to the bridge in area E5)

Tier 4–5 (CR 5)

GALI SINGUIL

CR 5

Male human sorcerer 6

NE Medium humanoid

Init +2; **Senses** Perception +5

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 33 (6d6+12)

Fort +3, **Ref** +4, **Will** +5

Resist fire 10

OFFENSE

Speed 30 ft.

Melee masterwork dagger +3 (1d4–1)

Ranged ray +5 (by spell)

Bloodline Spell-Like Abilities (CL 6th; concentration +10)

7/day—elemental ray (1d6+3 fire)

Spells Known (CL 6th; concentration +10)

3rd (4/day)—*fireball* (DC 17)

2nd (6/day)—*flaming sphere* (DC 16), *minor image* (DC 17), *scorching ray*

1st (7/day)—*burning hands* (DC 15), *color spray* (DC 16), *mage armor*, *shocking grasp*, *silent image* (DC 16)

o (at will)—*acid splash*, *dancing lights*, *flare* (DC 14), *ghost sound* (DC 15), *open/close*, *ray of frost*, *resistance*

Bloodline elemental (fire)

TACTICS

Before Combat Same as Tier 1–2.

During Combat Gali starts combat with *color spray* and then uses *fireball*, *burning hands* and his elemental ray as often as possible.

Morale Same as Tier 1–2.

Base Statistics **AC** 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Casting, Eschew Materials, Skill Focus (Bluff), Spell Focus (Illusion), Toughness

Skills Bluff +16, Intimidate +13, Knowledge (arcana) +5, Perception +5, Spellcraft +10

Languages Common, Ignan

SQ bloodline arcana (fire)

Combat Gear *feather token* (whip), *scroll of shield*, smokesticks (2);

Other Gear masterwork dagger, *cloak of resistance +1*, *hand of the mage*, *ring of protection +1*, holy symbol (Moloch), key (to the secret door to the bridge in area E5), pouch with 200 gp

Development: Gali may flee if he runs out of spells and rays, but he is fiercely loyal to Moloch and will not knowingly betray the cult. If captured, he can describe Moloch's history in Qadira, detailing the archdevil's domain of Malebolge, his long interest in Golarion, and his promise of paradise for true believers. He does not reveal any more of Hafshi's plans, even on pain of death. If any of the PCs, being knowledgeable in the affairs of Hell, inform Gali that Moloch does not promise paradise, but instead promises an afterlife of slavery and war, Gali refutes this as false and declares the PC who told him this to be a heretic.

Treasure: For Tier 4–5, the secret passage also conceals the desiccated corpse of an ancient cultist. The corpse crumbles at a touch, but its gleaming fire opal necklace (worth 1,000 gp) and *boots of elvenkind* remain. Gali is too superstitious to loot it.

Mission Notes: PCs from the Osirion faction can copy the map on the floor to fulfill their faction mission. PCs from the Osirion faction can fulfill their second mission by convincing Gali to tell them of Moloch's history, and PCs from the Taldor faction can fulfill their bonus mission by freeing Gali into the desert.

Rewards: If the PCs defeat Gali (and find the treasure for Tier 4–5), reward each tier thusly:

Tier 1–2:

Give each player 143 gp.

Tier 4–5:

Give each player 679 gp.

E3. Trophy Hall

Although formerly full of finery, this large hall has been completely ransacked. Scarlet drapes lie in tatters on the floor, obsidian pedestals are smashed, and shards of red and black clay cover the floor. The southeast corner is the only exception—a large table sits there undisturbed. On it, the cultists have reconstructed an idol of Moloch: a large, armored flame creature with the head of a bull. This is a perfect copy (though much smaller) of the actual idol in area F4 and is not the idol the PCs seek.

Three torches line the chamber, but they are near the end of their lives when the PCs enter, casting only dim light. As a result, it is easier to see the light shining through the viewports from the Secret Spine (Perception DC 15 to notice). The viewport is concealed as part of a torch sconce.

Gali Siquil's Tactics: Gali casts *flaming sphere* to chase the PCs (using his scroll for Tier 1–2, which requires a DC 5 caster level check) and *open/close* to frustrate attempts to escape.

Mission Notes: PCs from the Cheliox faction can take the replica idol to fulfill their faction mission.

E4. Armory

The walls of this room are lined with weapons: crossed halberds, spears, and longswords, all decorated with flame motifs. Two shields with portraits of Moloch towering over the Citadel of Flame sit near the ceiling. A DC 10 Craft (weaponsmithing or armorsmithing) or DC 20 Perception check reveals that these are all newly crafted items. A plain obsidian bench sits on the floor, with a skeleton splayed across it. The skeleton's armor is bedecked in stylized flames, and its scimitar's hilt is shaped like an idol of Moloch. The room is lit by two torches. The viewport to the Secret Spine is cleverly hidden as part of an empty weapon rack (Perception DC 25 to notice).

Gali Siquil's Tactics: Gali uses *silent image* (together with *ghost sound*) or *minor image* to cause the skeleton to appear to animate and attack the PCs.

Treasure: The total value of the weapons and armor in this chamber is 200 gp.

Rewards: If the PCs recover the arms and armor here, reward each tier thusly:

All Tiers:

Give each player 17 gp.

E5. Reception Chamber

Moloch's acolytes met supplicants in this richly-decorated chamber and screened them for entry to the Inferno Heart. Against the east wall sits an ornate brass throne, sculpted to resemble an enormous hand of flame. Wood painted to resemble tendrils of smoke rising from behind the throne merge into a detailed mural of Moloch's idol on the wall.

Beautiful tapestries line the other walls, depicting a grand battle between soldiers of flame and the dervishes of Sarenrae. PCs who succeed on a DC 10 Knowledge (history) check can determine that this does not depict an actual battle.

The secret door behind the throne is easy to find, requiring a DC 10 Perception check. It is locked with a new but poor lock (Disable Device DC 20 and Gali has a key). The secret door to area E2 is concealed behind a tapestry (Perception DC 20 to discover) and the viewports are aligned with a sheer section of the fabric.

Gali Siquil's Tactics: Gali makes his last stand here. Once the PCs reach the reception chamber, he uses *ghost sound* to mimic a large squadron of soldiers approaching along the path the PCs did not take. The soldiers clank and clatter as they move and then halt before the reception chamber and discuss the readiness

of a horde of fire creatures that have assembled in the Inferno Heart (use Gali's Bluff bonus if the PCs attempt a Sense Motive check). If this fails to scare the PCs away, he waits until they are distracted and enters E5 to attack.

E6: The Sacred Sauna (CR 2 or CR 5)

A set of graceful spiral stairs, constructed of black marble veined with scarlet, wind upward. The bonfire in the entry hall sends waves of intense heat flowing upwards, along with thick black smoke. Directly above the flame, at the level of the chamber's ceiling, is a wide capstone concealing the interior of the hall's large minaret. The stairs wrap around the capstone and end in a small landing adjacent to an egg-shaped enclosure suspended inside the minaret. The chamber's exterior walls are wreathed in smoke flowing in wide ribbons toward the minaret's peak. A squat stone door leads inside.

The door is not locked, but if the PCs linger by the sauna's door (see map on page 12), Gali (assuming the PCs have not already dealt with him) uses *open/close* to open the door and trigger the trap.

This chamber is a ceremonial heat trap, or dry sauna, holy to Qadira's Moloch cultists, whose priests used it as a test of their dedication and fortitude as well as for rituals to summon intense sandstorms. The bonfire below heats the floor, which is cleverly designed to radiate its heat throughout the chamber. As such, the sauna is nearly 120 degrees and is considered severe heat. Characters must make Fortitude saves once every ten minutes that they spend inside (DC 15, +1 for each previous check, with a -4 penalty for characters in heavy clothing or armor) or take 1d4 points of nonlethal damage.

The sauna itself is dark and bare of any furnishings, although the walls are decorated with a large mural of the Qadiran desert and a second large mural that's a perfect copy of the battle tapestry from area E5. PCs who succeed on a DC 20 Knowledge (geography) check recognize key landmarks in the Qadiran desert mural, several of which are obscured by sandstorms. The sandstorm markings do not move visibly, but if the PCs leave and return, the markings cover different locations. PCs who succeed on a DC 20 Linguistics check can determine that the battle mural is a complicated series of coded glyphs that detail complicated instructions for using the Sacred Sauna (and a blood sacrifice) to summon the sandstorms. Arcane sigils decorate the ceiling. Blood stains the floor, and any liquid spilled on it boils in a small gout of flame.

Traps: Opening the portal into the sauna without speaking the password triggers a trap.

Tier 1–2 (CR 2)

BURNING HANDS TRAP CR 2

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger proximity (alarm); Reset none

Effect spell effect (*burning hands*, 2d4 fire damage, DC 11

Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

SPECIAL

The trap can be bypassed by speaking a password ("burn" in Ignan).

Tier 4–5 (CR 5)

FIREBALL TRAP CR 5

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger proximity (alarm); Reset none

Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save

for half damage); multiple targets (all targets in a 20-ft.-radius spread)

SPECIAL

The trap can be bypassed by speaking a password ("burn" in Ignan).

Development: Hafshi is as yet unaware of this chamber's true purpose: to channel the Malebolge portal's energy into massive, scorching-hot sandstorms. The tapestries in area E5 of the Ember Halls contain some clues to their operation. PCs studying the floor in E6 can make a DC 15 Knowledge (arcana) check to deduce that the room is the center of a ceremony requiring a blood sacrifice.

Even if the PCs decode the instructions, the invocation requires arcane power beyond their abilities as well as the willing blood sacrifice of a full-blooded Keleshite human.

Mission Notes: PCs from the Qadira faction can solve both of their faction missions by decoding the glyphs in the battle mural and determining that the Sacred Sauna, when used in the manner spelled out in the glyphs (namely with a blood sacrifice), can produce enormous magical sandstorms.

E7: The Bridge of Flame (CR 3 or CR 6)

The secret door opens onto a covered bridge forty feet across. The entire structure appears to be carved from a single red stone, but the centuries-long burial in sand has levied its toll. Long cracks line the walls and ceiling, and twenty feet along the

bridge a seven-foot gash splits the floor in two, through which the dark orange stone of the valley below is visible. Spaced every ten feet on the walls are a series of massive carved heads: a pair of screaming fire elementals, a pair of humans clad in armor, and a pair of bull-headed men, each flanked by massive torches. The arch's far end is carved into the shape of a massive leering face, with golden double doors in place of its mouth.

This bridge links the Ember Halls with the inner sanctum of Moloch's cult, the Inferno Heart. The carved faces are actually stylized windows. The numerous openings to the outside make this chamber relatively cool compared to the rest of the Citadel (requiring no Fortitude saves for heat) and provide bright illumination.

The gash in the bridge floor is 7 feet across and opens onto the valley floor 30 feet below. The opening is rough enough that any PCs who fall through can make a DC 15 Reflex save to catch hold. Those who fail their save land on the rocky slope below, taking 3d6 falling damage. The ground is steep, but the numerous boulders provide many handholds, requiring DC 0 Climb checks to traverse.

Creatures: One gaav (or magaav for Tier 4–5) guards this bridge and is under strict instructions to let no one pass. Should PCs circumvent the bridge and climb the cliff, the devil attacks them there instead.



Tier 1–2 (CR 3)

LESSER HOST DEVIL (GAAV) CR 3

LE Small outsider (devil, evil, extraplanar, lawful) (*Princes of Darkness: Book of the Damned*, Vol. 1 58)

Init +3; **Senses** darkvision 60 ft., see in darkness; Perception +6

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +0

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 5 ft., fly 60 ft. (good)

Melee mwk spear +7 (1d8+1), 2 claws +6 (1d4+1)

Special Attacks noxious breath, summon devil

Spell-Like Abilities (CL 4th; concentration +3)

At will—*dancing lights*, *detect magic*, *greater teleport* (self plus 50 lbs. of objects only), *mage hand*, *ventriloquism* (DC 10)

TACTICS

Before Combat The gaav has already used its summon devil ability for the day, summoning an imp to explore the surrounding territory.

During Combat The gaav attacks the nearest target relentlessly, only changing targets if the first is unconscious or otherwise incapacitated.

Morale The gaav fights until brought below 5 hit points and then attempts to fly away. If successful, the gaav flees and does not return to bother the PCs again.

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 7, **Wis** 9, **Cha** 8

Base Atk +4; **CMB** +4; **CMD** 18

Feats Dodge, Hover

Skills Acrobatics +9, Escape Artist +9, Fly +11, Perception +6, Stealth +13

Languages Infernal; telepathy 100 ft.

SQ superior grappler, shared senses, swarming

SPECIAL ABILITIES

Superior Grappler (Ex) A gaav can wield a weapon and still make grapple checks. If it's not wielding a weapon, a gaav gains a +4 bonus on grapple checks. Each gaav can lift up to 50 pounds and still fly without being impeded.

Noxious Breath (Su) Three times per day, a gaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must make a DC 14 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same gaav's noxious breath for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. Once a gaav uses its breath weapon, it can't breathe again until 1d4 rounds later.

Tier 4–5 (CR 6)

GREATER HOST DEVIL (MAGAAV) CR 6

LE Medium outsider (devil, evil, extraplanar, lawful) (*Princes of Darkness: Book of the Damned*, Vol. 1 58)

Init +4; **Senses** darkvision 60 ft., see in darkness; Perception +11

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 59 (7d10+21)

Fort +8, **Ref** +9, **Will** +3

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

OFFENSE

Spd 20 ft., fly 50 ft. (average)

Melee mwk ransneur +12 (2d4+6), 2 claws +11 (1d6+4)

Special Attacks infernal wound, noxious breath, rend (2 claws, 1d6+1), summon devil

Spell-Like Abilities (CL 12th; concentration +12)

At will—*greater teleport* (self plus 50 lbs. of objects only)

TACTICS

Before Combat The magaav has already used its summon devil ability for the day, summoning gaavs to explore the surrounding territory.

During Combat The magaav is a tactical fighter and attempts to attack the weakest PC (wearing light or no armor, has obvious wounds, etc.) each round.

Morale The magaav fights until brought below 5 hit points and then attempts to fly away. If successful, the magaav returns to area F4 where the PCs encounter it later.

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 25

Feats Combat Reflexes, Dodge, Mobility, Hover

Skills Acrobatics +14, Escape Artist +14, Fly +14, Intimidate +10, Perception +11, Stealth +14

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ master grappler, shared senses

SPECIAL ABILITIES

Infernal Wound (Ex) The damage a magaav deals with its claws or rend causes a persistent wound. An injured creature loses 1 additional hit point each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check or any spell that cures hit point damage; casting a curative spell on the injured creature requires a successful DC 15 caster level check, otherwise the spell has no effect. The check DC is Constitution-based.

Master Grapppler (Ex) A magaav can wield a weapon and still make grapple checks. If it's not wielding a weapon, a magaav gains a +4 bonus on grapple checks.

Noxious Breath (Su) Three times per day, a magaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must make a DC 16 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution based.

Creatures that successfully save cannot be affected by the same magaav's noxious breath for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonuses on their saving throws. Once a magaav uses its breath weapon, it can't breathe again until 1d4 rounds later.

Development: The doors to the Inferno Heart are warm to the touch, though not hot enough to deal damage. If captured, the devil knows nothing of the cult's plans.

Treasure: The devil spent much of his time here scavenging through the Citadel. He has hidden his collected loot (mostly shiny baubles and worthless bits of smooth stone) inside a bag wedged into the northwestern window, which is concealed by a masterwork heavy steel shield (for Tier 1–2, or a +1 *heavy steel bashing shield* for Tier 4–5) decorated as a bull's head (DC 10 Perception check to notice the bag). Inside the bag is the aforementioned junk and a tattered book. The book, written in Common, is the journal of one of the ancient cult's slaves and describes her recruitment, enslavement, and the initial assault of Sarenrae's crusaders on the Citadel, including a graphic description of the battle-crazed dervishes slaughter of many of the Citadel's slaves.

Mission Notes: PCs from the Andoran faction who recover the book can complete their first mission as the opening chapter describes in detail how a Qadiran convert was brainwashed into giving herself up as a slave in the forge. PCs from the Taldor faction can also complete their mission with the journal, as the last page describes the bloody massacre of many of the Qadiran slaves.

Rewards: If the PCs defeat the devil and retrieve his treasure from the window, reward each tier thusly:

Tier 1–2:

Give each player 39 gp.

Tier 4–5:

Give each player 373 gp.

ACT 3: THE INFERNO HEART

The Inferno Heart is a large fortress with a flattened minaret (the Lava Temple) perched on top. Four spires branch off from the main trunk, and several smaller towers branch off those. From the outside, the structure resembles a bonfire. As in the Ember Halls, this structure is very hot, requiring hourly saves. The interior walls are thick stone covered with plaster and the ceilings are 20 feet high.

F1: The Volcanic Anvil (CR 2)

The bridge's door leads into the second part of the Citadel, known as the Inferno Heart, and in particular to the cult's primary forge, the Volcanic Anvil.

The red glow of lava dimly lights this vast room. Rivulets of molten rock thread the hall's floor, fed by streams of lava flowing down the walls. Four enormous forges are spaced evenly around the room, with large hammers, bellows, anvils, and tanks of water dripping on the lava below. A circular ramp rises gently near the center of the room, looping above the lava channels before disappearing into the gloom above.

This room holds the forge that arms Moloch's cultists. A single creature works the bellows and anvil: a mercenary weaponsmith named Vulcus. Unfortunately for the cultists, they have overestimated his loyalty to their cause.

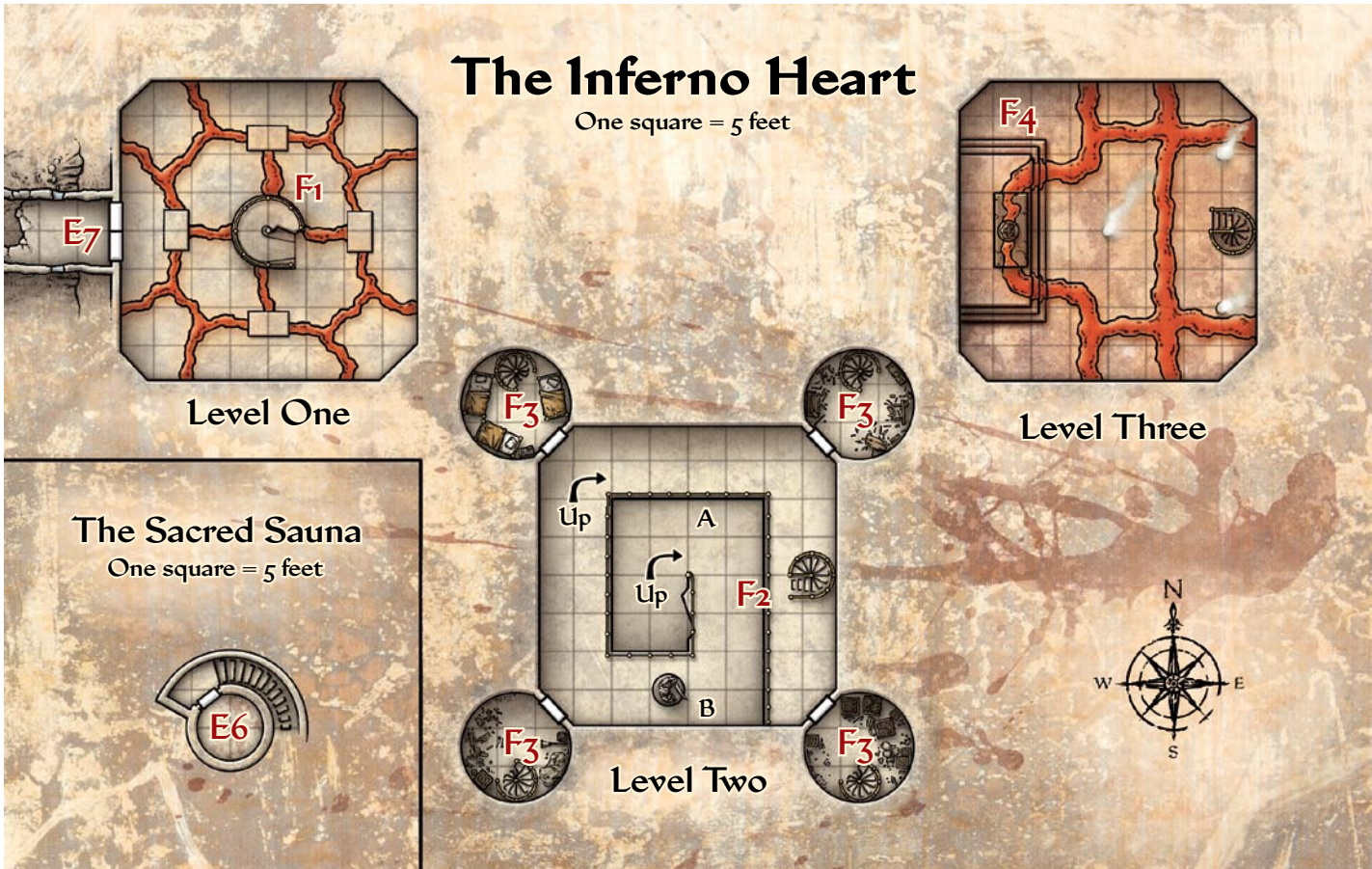
The lava channels are only a foot wide, so they pose no real danger to Small or larger creatures unless they touch or fall into the lava. Area F1 is actually slightly cooler than the other chambers in the Citadel thanks to its good ventilation, and the PCs do not take heat damage while they remain inside.

Creatures: As a first step toward building an army to crush Sarenrae's dervishes, Hafshi hired a mercenary

smith named Vulcus. Vulcus is a one-eyed dwarf with an evil glare and a disquieting giggle. A former Qadiran slave, Vulcus convinced Hafshi to purchase his freedom and promised to help her cause. But now he chafes at the pittance that Hafshi pays him and may betray the cult—if presented the right path to escape.

When the PCs enter, Vulcus is finishing a spear point on the southern anvil. The noise of hammering gives him a –10 penalty on Perception checks, so the PCs may surprise him. When he notices them, the smith smiles obsequiously and introduces himself. He is initially wary of the PCs (indifferent) but does not attack unless attacked first.

VULCUS	CR 2
Male dwarf expert 4	
CN Medium humanoid	
Init +1; Senses darkvision 60 ft.; Perception +7	
DEFENSE	
AC 11, touch 11, flat-footed 10 (+1 Dex)	
hp 22 (4d8+4)	
Fort +2, Ref +2, Will +4; +2 against poisons, spells, and spell-like abilities	
Defensive Abilities defensive training	
OFFENSE	
Speed 20 ft.	



Melee quarterstaff +3 (1d8/x3) or club +3 (1d6)

Special Attacks hatred

TACTICS

During Combat Vulcus initially uses Combat Expertise and his staff to defend himself, continuing to attempt to negotiate with the PCs. If necessary, he uses his hammer as a club.

Morale See Development below.

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 14, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +3; **CMD** 14 (18 vs. bull rush or trip)

Feats Combat Expertise, Skill Focus (Craft [weaponsmithing])

Skills Appraise +9, Craft (armorsmithing) +9, Craft (stonemasonry) +9, Craft (weaponsmithing) +12, Disable Device +9, Knowledge (engineering) +9, Linguistics +1, Perception +7, Sense Motive +6; **Racial Modifiers** +2 Appraise (precious metals or gemstones), +2 Perception (unusual stonework)

Languages Common, Dwarven, Gnome, Kelish, Undercommon

Gear quarterstaff, beat-up smithing hammer (as club)

Development: If the PCs improve Vulcus's attitude to friendly he tells them his story and expresses disgruntlement with the cult. He points out that his duties require him to stop the PCs, but he implies that this would not be an issue if the cult were destroyed entirely. The PCs can request that he let them pass using the normal Diplomacy rules. If they succeed, he pretends to be busy with his task while they pass. If they exceed the base DC by at least 5, he also explains casually how the steam vents reach into the temple and how to shut them off.

If Vulcus remains indifferent, he reluctantly attacks the PCs but surrenders once he reaches 11 hit points. If necessary, he tries to use the secret of shutting off the steam vents to bargain for his freedom. If the PCs worsen the smith's attitude, he attacks them and fights to the death.

Above each forge a stone chimney captures the steam generated by water used to cool the forged metal. The steam travels upward along stone channels to the Lava Temple above. A DC 10 Knowledge (engineering) check reveals that the accumulated pressure must open a vent above (and out of sight) every round. A DC 25 Disable Device check (necessary only once to figure out how each of the four chimneys works) renders the system inoperable, dispersing the steam harmlessly throughout the forge.

F2. The Pilgrim Passage

This long, winding ramp ascends gently in loops through the Citadel. This was the final passage for pilgrims seeking service—or death—with Moloch, and was of enormous ceremonial importance to the cult. Although the map shows the entirety of the Pilgrim

OPTIONAL ENCOUNTER

F1 is an optional encounter. If the players have more than 90 minutes remaining to complete the scenario, run **F1** as written. If not, skip the encounter in **F1** and proceed to **F2**. In this case, the forge is bare and silent, the lava beds empty, and the steam vents inoperable from the forge level. If that happens, lowering the idol's arms in the Lava Temple shut off both the lava flumes and steam vents.

Passage as if it were a single level, in reality it ascends gradually through the Inferno Heart, so the outer loops have higher elevation than the inner ones (with a total ascent of 60 feet). The ramp begins 5 feet wide in area **F1** and then grows to 10 feet wide by the time it reaches **F2**.

The corridor's walls are decorated with mosaics of a female pilgrim's journey. Throughout these scenes, a small golden idol of Moloch perches on her shoulder. The locations **A**, **B**, and **C** on the map mark where the pilgrims performed rituals to symbolize the stages of their larger journey. Hafshi rebuilt these to continue the traditions of the once-mighty cult of Moloch.

The innermost loop is covered in a large mural that shows a devotee of Moloch abandoning her family to begin a pilgrimage to the Citadel, as well as her journey through the Qadiran desert, with sandstorms, steadfast refusal of water, and a heat-induced vision of Moloch. At the point marked **A**, a super-heated vent of air from the forge blows upward across the outer wall of the loop. Next to it lays a pile of black sand. Pilgrims place a handful of sand above the vent and allow it to scour their bare faces (the nearby mural depicts this clearly, DC 10 Perception check to notice). This action causes 1d3 points of piercing damage and 1d3 points of fire damage to those who do not worship Moloch.

The middle loop illustrates the passage through the hoodoo maze: PCs can recognize several of the hoodoos with a DC 10 Perception or Survival check. The pilgrim encounters increasingly large fire creatures, but in each case she prostrates herself to them and is allowed to pass. At the center of the hall marked **B**, an obsidian statue of a towering bull-headed man looms over mosaics of pilgrims kneeling before it. Any PC who willingly prostrates him- or herself to the statue suffers a –1 penalty on all saving throws against spells or other abilities of Moloch's cultists (such as Hafshi).

The outermost loop shows the final judgment of the pilgrim. The golden idol looms over the entire Lava Temple, reflected in every torch, lava pool, and smoke plume. Nevertheless, the murals depict the temple clearly enough that PCs who study them and succeed on a DC 10 Knowledge (architecture) check should see a rough sketch of the layout of the Lava Temple. At the point marked **C**,

the pilgrim immolates herself by placing her hand in a bonfire of blue flame. A much smaller brazier of blue flame stands on an ornate sconce in the passage. Pilgrims place their hand in the flame, which sears those who do not follow Moloch for 1d3 points of profane damage and 1d3 points of fire damage.

Any creature who completes all three of these rituals feels intense heat rise within their soul. He must then make a DC 20 Diplomacy or Intimidate check (his choice) in order to arrest Moloch's influence. Success grants fire resistance 5 for 12 hours. (Creatures who worship Moloch automatically gain this benefit and cannot fail.) Failure causes the creature to become fatigued for 10 minutes. Completing any of the rituals also alerts Hafshi that there are intruders in the temple.

At the top of the Pilgrim Passage sits an ornate spiral stair leading up. The murals here depict Malebolge, where the pilgrim has been reborn as a fiery warrior clad in black armor and standing in a paradise of water and palm trees (though hints of darker skies and fiery storms can be seen in the distance, reflecting the true nature of Malebolge). Along the walls, choirs of fire creatures sing in celebration, and a frieze on the ceiling shows the golden idol of Moloch smiling over his hordes. A DC 15 Knowledge (religion) check reveals that this is a cultist's ideal of Moloch and his domain of Malebolge—the truth is far darker and much more sinister.

Mission Notes: PCs from the Cheliox faction can complete their bonus mission by undergoing the three rituals along the Pilgrim Way and successfully resisting Moloch at the end.

F3. Residence Towers

Four doors along the outermost loop of the Pilgrim Passage lead to the residence halls of the old cult, which were spread through the many spires and minarets of the Inferno Heart. Each of these chambers constitutes the central hall of a tower with several more rooms, both above and below the entry points, along with bed chambers, guardrooms, a rude kitchen and dining hall, latrines, and storage closets. Nearly all are long abandoned, with the floors covered in a thick layer of desert sand, the simple furniture broken, food long-since desiccated or rotten, and no signs of life. It takes 10 minutes for one person to search each of the 20 sand-filled rooms.

Only one of the many chambers contains anything interesting. On the rare occasions when Hafshi allows herself and Gali to rest from their labors, they sleep in the first chamber in the northwest tower. The cultists have cleared this room of sand and set up three rough bunk beds and a simple shrine to Moloch.

F4. The Lava Temple (CR 3 or CR 6)

The staircase opens onto a grand hall of polished obsidian and red marble. The walls are decorated with reliefs of a gleaming brass city, a massive sandstorm scouring a desert, and a horde of fire elementals descending on a city full of terrified humans. Rivers of slowly bubbling lava crisscross the floor, all streaming out of an elaborate altar at the far side of the room. Atop the altar sits a squat golden idol, 3 feet tall, of a bull-headed man, its arms raised and its hands holding a large thorned sword and a huge battleaxe. The idol's eyes glow a deep crimson. Lava flows impossibly fast out of the bull-headed idol's open mouth and down its torso, fanning out from there into rivers on the floor. Behind the altar, an obsidian relief of geometric forms stretches from floor to ceiling. Smoky forms flit across the relief's surface, their fiery eyes staring out at the room.

The idol is the key to the ritual to open the portal to Malebolge, and at this stage it can be stopped by lowering the idol's arms down to its sides (this takes a DC 10 Strength check) or simply lifting the idol off its perch (it weighs 125 pounds). Alternatively, a DC 20 Disable Device check suffices even if the PCs do not know the required method. Any PC touching the lava suffers 6d6 points of fire damage per round. If the portal closes, the lava channels empty 2 rounds later.

The obsidian relief provides the key connection for Moloch's charms. The smoky forms watch the combat with obvious interest, although they have no powers on Golarion (see Development). Throughout their time in this room, the PCs should each feel the obsidian relief pulling at them mentally, suggesting that one PC throw herself into the lava and urging another to help open the portal further by sacrificing his friends. While these feelings have no related game terms, the emotions the relief causes the PCs to feel are real and they should immediately be aware that there is a malign influence at work within the relief.

The Lava Temple contains three steam vents from the forge below, noticeable with a DC 10 Perception check. One randomly selected vent opens at the beginning of each round, filling all adjacent squares with superheated steam. This inflicts 1d8 points of fire damage (DC 13 Reflex save for half damage) to any creature beginning his turn in the area or entering such a square. The steam persists for the entire round before dispersing. The steam vents can only be disabled from the forge below (area F1).

The room has normal illumination throughout, thanks to bright torches spaced every 10 feet.

Creatures: The cult's leader and self-appointed prophet, Hafshi Al-Moloch, toils away in the Lava Temple to open the great portal to Malebolge. Hafshi was born in a massive, searing sandstorm, and she has

had rapturous visions of Moloch throughout her life. As soon as she came of age, she struck out to recover the fragments of the idol that Sarenrae's priests had hidden centuries before. Now, so close to her goal, she fights ferociously with no mercy. If the PCs participated in the rituals of the Pilgrim's Passage, or if any of the other residents of the Citadel of Flame have warned her, Hafshi is ready when the PCs arrive (see Tactics). She attacks the moment she sees the PCs.

Tier 1–2 (CR 3)

HAFSHI AL-MOLOCH CR 3

Female human cleric of Moloch 4

LE Medium humanoid

Init +3; **Senses** Perception +5

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 18 (4d8)

Fort +5, **Ref** +5, **Will** +8

OFFENSE

Speed 20 ft.

Melee mwk whip +5 (1d3+1 plus trip) or

mwk whip +3 (1d3+1 plus trip), mwk light mace +3 (1d6)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks channel negative energy 2/day (DC 11, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

6/day—battle rage +2, fire bolt (1d6+2 fire)

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*cure moderate wounds*, *spiritual weapon*^D, *summon monster II*

1st—*burning hands*^D (DC 14), *cause fear* (DC 14), *endure elements*, *summon monster I*

o (at will)—*bleed* (DC 13), *create water*, *detect magic*, *read magic*

D Domain spell; **Domains** Fire, War

TACTICS

Before Combat If Hafshi knows the PCs are coming, she times her summoning spells for their arrival. She summons a lemure and a fire beetle. The fire beetle lasts for 3 rounds after the PCs arrive and the lemure stays for 4 rounds.

During Combat Hafshi uses her summoned minions to keep the PCs away from her and trips heavily-armed PCs as often as she can. Because she gets a single attack with her mace and a single trip attack with her whip each round that she can take a full attack, she will always move to ensure she can do both whenever possible. If any heavily-armed PCs get too close to her, she uses *cause fear* on that PC. Hafshi saves her cure spell (and wand) for herself.

Morale Hafshi fights to the death.

STATISTICS

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

Base Atk +3; **CMB** +4 (+6 trip); **CMD** 17 (19 vs. trip)

Feats Combat Expertise, Improved Trip, Two-Weapon Fighting

Skills Knowledge (planes) +8, Knowledge (religion) +7, Linguistics +7, Perception +5, Spellcraft +8

Languages Common, Ignan, Infernal, Kelish

SQ aura

Combat Gear *wand of cure light wounds* (50 charges); **Other Gear** scale mail, masterwork light mace, masterwork whip, *cloak of resistance* +1

Tier 4–5 (CR 6)

HAFSHI AL-MOLOCH CR 6

Female human cleric of Moloch 7

LE Medium humanoid

Init +3; **Senses** Perception +8

DEFENSE

AC 23, touch 16, flat-footed 20 (+7 armor, +3 deflection, +3 Dex)

hp 52 (7d8+21)

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

Resist fire 10

OFFENSE

Speed 20 ft.

Melee +1 whip +10 (1d3+4 plus trip) or

+1 whip +8/+8 (1d3+4 plus trip), mwk light mace +7 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks channel negative energy 2/day (DC 12, 4d6)

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—battle rage +3, fire bolt (1d6+3 fire)

Cleric Spells Prepared (CL 7th; concentration +10)

4th—*divine power*, *wall of fire*^D

3rd—*deeper darkness*, *fireball*^D (DC 16), *summon monster III*

2nd—*cure moderate wounds*, *spiritual weapon*^D, *summon monster II*

1st—*burning hands*^D (DC 14), *cause fear* (DC 14), *endure elements*, *shield of faith*

o (at will)—*bleed*, *create water*, *detect magic*, *read magic*

D Domain spell; **Domains** Fire, War

TACTICS

Before Combat If Hafshi knows the PCs are coming, she prepares for their arrival by casting *shield of faith*. She summons a lemure using *summon monster II*, followed by 1d3 additional lemures with *summon monster III*. The first lemure lasts for 5 rounds after the PCs arrive and the other lemures stay for 6 rounds. Finally, Hafshi casts *divine power* prior to the PCs' arrival—it lasts for 7 rounds. Both *divine power* and *shield of faith* are already figured into her stat block.

During Combat Hafshi uses her summoned minions to keep the PCs away from her and trips heavily-armed PCs as often as she can. Because she gets a single attack with her mace and two trip attacks with her whip each round that she can take a full attack, she will always move to insure she can do both whenever possible. If any heavily-armed PCs get too close to her, she uses *cause fear* on that PC and uses *deeper*

darkness and wall of fire to cut off casters from herself or her minions. Hafshi saves her cure spell, potions, and wand for herself.

Morale Hafshi fights to the death.

Base Statistics AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex);

hp 45 (7d8+14); **Melee** +1 whip +8 (1d3+2 plus trip), or +1 whip +6 (1d3+2 plus trip), mwk light mace +5 (1d6); **CMB** +6 (+8 trip); **CMD** 19 (21 vs. trip)

STATISTICS

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

Base Atk +5; **CMB** +8 (+10 trip); **CMD** 22 (24 vs. trip)

Feats Combat Expertise, Improved Trip, Toughness, Two-Weapon Fighting, Weapon Focus (whip)

Skills Knowledge (planes) +9, Knowledge (religion) +7, Linguistics +7, Perception +8, Spellcraft +9

Languages Common, Ignan, Infernal, Kelish

SQ aura

Combat Gear *potion of cure moderate wounds* (2), *potion of cure serious wounds*, *wand of cure light wounds* (50 charges); **Other Gear** +1 breastplate, masterwork light mace, +1 whip, *cloak of resistance* +1

Development: Removing the idol from its perch immediately closes the small but perceptible portal to Malebolge growing within the idol. From the portal, the PCs can hear cries of terror, anguish, and the sounds of metal-on-metal combat. Though they can hear Malebolge, the PCs cannot otherwise interact with it. Once the portal closes, the lava quickly dissipates from the temple. Ten minutes later, it leaves the forge as well, and within 2 hours the temperature inside the Citadel decreases to the natural level of the desert.

Closing the portal does not entirely halt Moloch's influence, for his bewitching charms in the obsidian relief could enslave the minds of others and induce them to reopen the portal. To halt the cult completely, the PCs must destroy the relief, and thereby destroy the smoke spirits contained inside. The relief has hardness 8 and 90 hp, or it can be shattered with a DC 28 Strength check. If it is broken, the smoky forms fly out and screech loudly before fading into smoke, never to reappear.

Mission Notes: PCs from the Taldor faction can complete their bonus mission by releasing any of the cultists (although Hafshi immediately attacks the PCs again if released, fighting to the death). PCs from the Andoran faction who destroy the obsidian relief and its spirits can complete their bonus mission.

Rewards: If the PCs defeat Hafshi, reward each tier thusly:

Tier 1–2:

Give each player 201 gp.

Tier 4–5:

Give each player 588 gp.

CONCLUSION

If the PCs defeat the cult, they can return the idol to the Pathfinder Society in Absalom, where the chroniclers and sages study its planar powers and the heritage of the archdevil Moloch. The Qadiran sandstorms recede, the fire creatures that have already wandered through the portal disperse, and the cult quiets in Qadira once more.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who learn how the cult bewitched its victims from the first half of the journal in **E7** earn 1 Prestige Award. PCs from the Andoran faction who destroy the obsidian relief in **F4** earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who recover the replica idol in **E3** earn 1 Prestige Award. PCs from the Cheliox faction who successfully undergo the pilgrim rituals (and resist Moloch's influence) in **F2** earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who copy the map in **E2** earn 1 Prestige Award. PCs from the Osirion faction who also learn the history of Moloch from the cultists in **E2** or **F4** earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who discover the Kelish glyphs in Act 1 earn 1 Prestige Award. PCs from the Qadira faction who also learn how to use the Sacred Sauna in **E6** earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who recover the final page of the journal describing the massacre in the Citadel in **E7** earn 1 Prestige Award. PCs from the Taldor faction who allow a cultist to escape in either **E2** or **F4** earn 1 bonus Prestige Award.

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Andoran Faction Handout

Fellow Liberator,

I understand that your mission takes you near the wicked slave center of Qadira. Even for a society as decadent as Qadira's, this cult's reputation among our sages is particularly distasteful, for Moloch's mind control tricks were truly subtle and deadly. But their methods remain mysterious. If you can recover any descriptions of how Moloch bewitched and enslaved the Qadirans, our sages would be most grateful, and it would aid us in freeing the downtrodden across Golarion.

Even more worrying is the possibility that this cult has returned. If so, Sarenrae's priests were unsuccessful in defeating this menace. Do what you can to stop his charms from reaching out again. We must stop this creature's plots, for the principle of liberation is paramount!

Capt. Colson Maldris

For Freedom!

Captain Colson Maldris



Chelixa Faction Handout

Her Majestrix's Most Loyal Servant,

Sometimes even we who have mastered the techniques of persuasion and fear can learn from others. This so-called cult of Moloch exerted such a bewitching influence on its members that our scholars wish to study their techniques in exquisite detail and learn from Moloch's example. If you should find a replica statue of the archdevil within the Citadel of Flame—or perhaps have one made—return it to our scholars, so that we may weave his tricks into our own subtle charms.

Legend also holds that the Citadel itself bound its pilgrims even more tightly through a clever ceremony. If the ritual elements remain, subject yourself to them, but do not fall prey to Moloch's temptations—we need you in our service here, not in Hell. Bring your bewitched mind to us for study. Perhaps I will do so myself, in private.

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

The Ruby Prince is a master of ancient lore, but some mysteries are buried so deep that his servants must uncover them. This Citadel of Flame presents just such an opportunity: Moloch's ancient cult was renowned for its knowledge of the Plane of Fire, and we suspect that the cultists knew much about the connections between this realm and Golarion's deserts. If you find any maps or keys to these portals, take them or copy them, so that our experts can study them.

But that is not all. This cult was famously secretive, and the story of Moloch remains shrouded in mystery. If any of the cultists remain, or if any have returned, persuade them to tell you his history. It will be a most illuminating story for the Ruby Prince, and it will no doubt aid him in his quest for allies to rebuild Osirion's glory.



In Your Ancestors' Honor,

Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Most Loyal Defender of the Satrap,

This cult of Moloch is a sad chapter in the history of our glorious state, especially so because of its mysterious ending. Sarenrae's crusade was just and apparently successful, but many of the Satrap's servants vanished without a trace. If you discover any signs of these valiant souls, report them to me.

History also suggests that Moloch's cultists had great power over sandstorms, and the recent storms in our beloved desert worry the Satrap. Learn what you can of their powers, and discover what arcane rituals can produce such might. Perhaps their knowledge can even be used for our benefit, sending sandstorms to disrupt our enemies' movements and trade.

*Most graciously,
Pasha Muhlia Al-Jakri*




Taldor Faction Handout

Hand of the Empire,

The Emperor wishes you luck on your venture into the land of our hated enemies. Whispers of this Citadel of Flame, and the Qadirans' assault upon it, have tantalized us for centuries. Rumors that the Qadiran forces massacred even the innocents of the Citadel have long persisted, but without proof. Seek what evidence you can inside the Citadel, so that we can undermine the Satrap's image even amongst his subjects.

Moreover, it may be that the Citadel is still occupied, either by a new force or the old cult. In either case, these are undoubtedly pests to the Satrap, and perhaps even his disloyal subjects. Defeat these residents as you must, but if you should find any who wish Qadira harm, let them go free to foment more unrest in the hornet's nest of Qadira.

For Emperor and Empire,



BARON JACQUO
Baron Jacquo Dalsine

★ REBEL YELL ★



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SCENARIO 39: THE CITADEL OF FLAME

Scenario Chronicle #

TIER		
1-2	→	553
TIER		
4-5	→	1,810
TIER		

MAX GOLD

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ Items Sold

= Subtotal

- Items Bought

= Subtotal

- Gold Spent

= Subtotal

Items Found During This Scenario

TIER
1-2

- Cloak of resistance +1 (1,000 gp)
- Feather token (whip) (500 gp)
- Hand of the mage (900 gp)
- +1 holy arrow (Limit: 4, 360 gp)
- Scroll of flaming sphere (150 gp)
- Wand of cure light wounds (750 gp)

TIER
4-5

- Boots of elvenkind (2,500 gp)
- +1 heavy steel bashing shield (4,170 gp)
- Potion of cure moderate wounds (300 gp)
- Potion of cure serious wounds (750 gp)
- Ring of protection +1 (2,000 gp)

TIER

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #