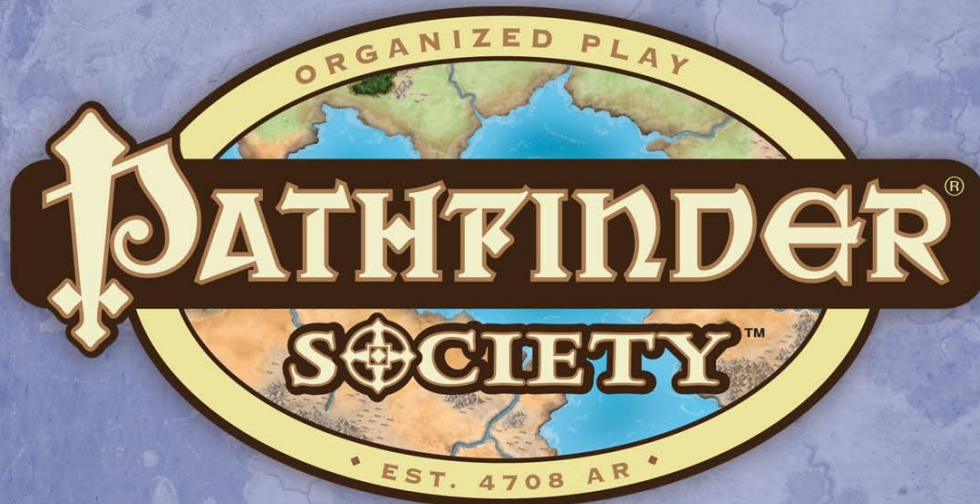


A PATHFINDER SOCIETY SCENARIO



THE FORBIDDEN FURNACE OF FORGOTTEN KOOR™

By Larry Wilhelm



THE FORBIDDEN FURNACE OF FORGOTTEN KOOR

PATHFINDER SOCIETY SCENARIO 2–18

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Pathfinder Society Scenario 2–18: *The Forbidden Furnace of Forgotten Koor* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tiers: 7–8 and 10–11). 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 20 of this product.

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THE FORBIDDEN FURNACE OF FORGOTTEN KOOR

BY LARRY WILHELM



Long ago, in the now-ruined Qadiran city of Koor, the white-hot furnaces of the city's smelters burned with an eternal heat, churning out shining bronze ingots, melting slag into gleaming glass, and forging sturdy steel weapons and armor. The Toragdan priests who ruled the city made exquisite works of art and function in Koor's black furnaces, sending them throughout the Inner Sea region to much acclaim. There was one thing the purifying fires could not bend, however—the will of the reviled marid Moukadeem, Drowned Emir of the Ever-Thirsting Oasis. Ever were supply caravans and visiting dignitaries assailed on the road to Koor by the mad marid, and the Toragdan authorities lived in constant fear that he would stop the flow of the river and deny them access to the cooling waters needed to prevent the forges from overheating.

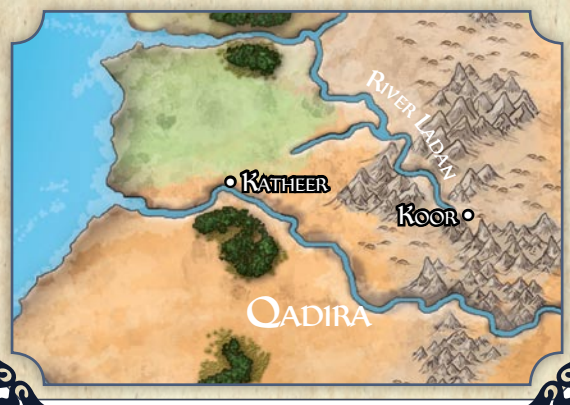
Almost 7 centuries ago, Moukadeem's reign of terror ended when a Toragdan high priest bound the insufferable genie in an iron lamp, sealing it in a secret vault under the protective fires of Koor's charred furnaces. This vault became known as the Forbidden Furnace, and many today doubt its existence, passing it off as a mere fool's story. But a fool's wisdom often bears fruit, and the long-forgotten Toragdan prison-vault waits beyond the cast-iron doors of Koor's abandoned smelters.

A cryptic prophecy made shortly after the marid's imprisonment foresaw that after 6 centuries, a daughter of Moukadeem's mortal offspring would return and bring about his release. The city's Toragdan rulers passed the solemn task of guarding Moukadeem's lamp from elder to acolyte for a hundred years generations, knowing that it would fall to them to reseal the genie back within his prison should his descendant succeed in freeing him. Despite their sworn duty, however, the sect was forced to abandon Koor in 4113 AR, the strategic city having become a war zone as both Taldan and Qadiran armies fought for control of its renowned forges, leaving the lamp's safety to a series of traps and puzzles, and to a few dedicated guardians unwilling to abandon their duty.

Meanwhile, within the lamp prison, Moukadeem bided his time, for the immortal marid could easily wait out a mere handful of centuries for his inevitable release. Locked in isolation, Moukadeem knew nothing

WHERE ON GOLARION?

The *Forbidden Furnace of Forgotten Koor* takes place in the ruined forge city of Koor in northern Qadira. Once a thriving industrial metropolis, Koor was abandoned not long after the start of the wars with Taldor known in Qadira as the Ghevran Victories. For more information on Koor and Qadira, check out *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Qadira, Gateway to the East*, both available at your local bookstore or game store, or online at paizo.com.



of Aroden's death, nor the fact that prophecy ceased to work after that monumental night. So when the moment he had waited so patiently for came and went without granting him emancipation, Moukadeem began to fear eternal captivity, and his sanity slowly waned. After another 100 years within the lamp, he completely lost his grip on reality. But fate would see a daughter come to Koor, unprophesied, a century later.

Moukadeem's unforetold descendant, a gifted undine Pathfinder named Zahra, had dedicated her life to the study of genie-kind, ever hoping to unlock her personal potential and achieve the marid power that flowed through her veins. She spent many years searching the shattered ruins of Koor for the legendary Forbidden Furnace. But when she arrived, her presence released not only the genie, but also his pent-up insanity, and a miasma of madness slowly filled the Forbidden Furnace's

long unplumbed vaults, afflicting the mortal guardians who still stood vigil after the Toragdan church's exodus.

Eventually, Zahra located the hidden vault and gained access to its innermost chambers through luck and deception, bypassing the deadly traps and now-insane guardians of her forebear's prison. When she finally found Moukadeem's lamp and opened it, Zahra released a crazed being of incredible power into the world, but demanded of him a *wish* as compensation for freeing him: she asked for the full power of a genie. Moukadeem, deranged as he had become, saw his madness as the source of his true strength, as it kept him company in his time of loneliness. Thus, he granted Zahra not his total mastery of water and wish-granting, but rather her own form of insanity.

Overcome by her sudden madness, Zahra fell in love with Moukadeem and swore to serve as his consort and partner, cutting off all contact with the outside world in favor of total immersion in the marid's sadistic mind. She has spent weeks in his chamber, the two planning wild schemes to overtake Qadira and rule as mighty despots. Her silence hasn't gone unnoticed by her superiors in the Pathfinder Society, who have invested many resources into her career. Even now Venture-Captain Osretia Cassomiran of the Katheer Lodge forms her own plans for locating and hopefully saving her valued agent Zahra; whether her plans or Zahra's come to fruition first remains to be seen.

SUMMARY

The Pathfinders begin the adventure outside the ruined city of Koor, where they have been sent to find a missing agent believed to have been researching in the area. In Zahra's abandoned camp, the PCs discover hints regarding where she had been searching and may follow these to the ruined smelting house, and from there into the well-protected dungeon known as the Forbidden Furnace. Amid the broiling heat of the Furnace, the PCs must solve puzzles, survive traps, and outwit the many guardians left in place to ensure that the great evil of the Mad Marid Moukadeem never escaped his prison. Their trials include facing an animate decoy hoard, a treacherous trap over a river of magma, an insane guardian naga, and a bound fire elemental. Finally reaching Moukadeem's prison vault, the PCs must rescue their fellow Pathfinder from the grips of madness and defeat the ages-old genie tyrant.

GETTING STARTED

Read the following to get the adventure underway.

Venture-Captain Osretia Cassomiran welcomes you to her office, and delivers a curt briefing over spiced tea and sweet incense as she peruses an overflowing bookshelf distractedly. "I

need to send you to Koor, where a valuable Pathfinder agent has seemingly disappeared. Her name is Zahra Kadamizi—a gifted scholar and archaeologist, and one of the most knowledgeable agents I know on the topic of genies. When she last reported in, she was searching for an ancient Toragdan vault-turned-prison hidden amid Koor's crumbling ruins."

Osretia drops a heavy book on a table with a dull thud; its cover reads *Moukadeem, the Drowned Emir of the Ever-Thirsting Oasis*. She opens the book and begins to read aloud.

"Deep within Koor, in the year four thousand twenty, Absalom Reckoning, I, Ahmad of the North, trapped the mighty marid Moukadeem in an iron lamp, casting a seal of solitude upon it. Let none free him, may Torag be praised. And thus I threw the lamp into the steel vault of the mighty Father of Creation below the forge-city Koor..."

Osretia leaned back, and took a sip from her tea. "This is clearly why Zahra went looking for the vault, and perhaps why she's gone silent if she found it. I want you to collect her notes, penetrate the vault, and bring her back safely. If you should find this storied iron lamp, of course you must bring it back as well. Any questions?"

Before leaving Katheer, the PCs may wish to ask questions to clarify the mission. Osretia can provide information on the following subjects.

Who is Zahra? "A very valuable Pathfinder agent, and an expert on genies. She's an undine, you see, and has a passion for learning all she can about the marid blood that runs through her veins."

Why does she want the lamp? "I'd like to believe she intends to return this powerful artifact to the Society, but her singular obsession with genies—and marids specifically—gives me pause. She could very well want the lamp for her own purposes; that's why we want you to find her and ensure she doesn't get in over her head."

What does the lamp look like? "All the legends describe it as an undecorated iron lamp."

What if Zahra resists? "Zahra is stubborn, it's true, but if she's in danger, I can't imagine that she'd not welcome assistance. If, however, she's truly resistant to being brought to safety, it's up to you to retrieve her safely anyway—do what you must."

Knowledge (history)—Moukadeem

The PCs can research Moukadeem by making Knowledge (history) checks.

15+ The marid known as Moukadeem plagued the headwaters of the River Ladan over 700 years ago. His wicked ways and penchant for cruelty earned him the moniker, "The Mad Marid".

20+ Moukadeem's appetite for human women knew no bounds, and during his reign of terror, he took many concubines and mixed his marid blood with the most beautiful of Qadiran women.

25+ As punishment for the genie's crimes, a high priest of Torag bound the insufferable Moukadeem in a lamp and tossed him into the fires of Koor's smelting house.

30+ Moukadeem's blood mixes with mortals to this day, and many undines from northern Qadira can trace their mystical powers back to the mad marid.

Knowledge (history)—Koor

The PCs can research Koor's past by making Knowledge (history) checks.

15+ This ancient forge-city is a broken ruin of stone, clay, and bronze. Abandoned during the centuries-long war between Qadira and Taldor, it remains a mystery why the no one has ever repopulated the city.

20+ Legends tell of a Qadiran noble who lost an immense dowry within Koor around the time of its abandonment. This noble stored the dowry he was amassing in the Forbidden Furnace for safekeeping, but because of the vault keepers' desertion, he lost the chance to gain his true love's hand in marriage.

25+ A powerful cult of Torag flourished in Koor's industrial heyday. Its leaders brought much wealth in and out of the city, for they encouraged efficient production and quality unmatched throughout much of the Inner Sea. When the city became a resource contested by the Qadiran and Taldan armies during the Ghevrans Victories, the lawful good Toragdan leadership abdicated the city to avoid contributing their skill and knowledge to what they saw as a needlessly bloody war. When the city's forges ceased to function without the Toragdans' guidance, the city was abandoned entirely, leaving the vast wealth of its rich aristocracy behind.

30+ A guardian naga slithers the ruins of Koor, keeping out intruders intent on reclaiming Moukadeem's lamp. The most recent in a long line of protectors, the naga not only keeps intruders out, but also ensures that Moukadeem remains trapped in his magical prison.

At this point, give the PCs an opportunity to purchase anything they might need in Katheer. Then proceed to Act 1.

ACT 1: BASE CAMP

Read the following when the PCs have finished their preparations in Katheer.

A multi-hued pavilion tent bristles against the wind as its unsecured flap whips wildly in the sandblasted desert. Ahead, a large white-washed causeway slants skyward toward a shattered citadel capped with a gleaming bronze dome. Behind the citadel, several minarets stretch their worn brass and bronze exteriors toward the sky. Even more impressive is the huge clay wall that encases the crumbling city of Koor.

As the sun crest the horizon, the first unbearable rays of heat reflect off Koor's long-baked earthen fortifications, staining them a blood red—an eerie sight, regardless of whether it's a tribute to the fallen defenders of the once-great forge-city, or merely a trick of light.

A simple base camp rests outside Koor, flanking the road leading north to Omash. Two small supply tents, several crates, and one large pavilion tent comprise the staging point of Zahra's Koor expedition. The two small supply tents hold all manner of surveying gear: ropes, plumb-bobs, stakes, and levels. The crates hold pickaxes, awls, hammers, chisels, crowbars, and shovels. The larger pavilion tent serves as a sleeping quarters, office, and meeting area.

1. Zahra's Tent

When the PCs enter Zahra's tent, read the following aloud.

Rich carpets soften the earthen floor of this lavish pavilion, and time-weathered maps envelop a desk and table. Opposite the map-buried surfaces rest lavish pillows and a plush bed that beckon to road-weary travelers. Several crates stand stacked along the tent's southern fold. Its northern flap contain an armor stand and two tables covered in equipment.

Zahra used this tent to plan her exploration into the Forbidden Furnace, but abandoned it for Moukadeem's vault after discovering it and releasing the mad marid. Several clues hint at the pavilion's abandonment: the incense has long burned to ash, the oil pots have burned dry, and a layer of desert sand dusts the surfaces of the desk and table. PCs who make a DC 20 Survival estimate the pavilion was last inhabited nearly a month ago.

Zahra left behind most of her notes on the whereabouts of the Forbidden Furnace, never thinking that she wouldn't be back herself, or that anyone would come looking for her. For each DC 15 Perception check made, the PCs uncover one of four clues.

Many maps lay on the table, but on one of the more ancient—depicting Koor in its halcyon days—someone has circled the smelting house's location (area 2) in ink.

Zahra's expedition journal sits half-tucked under a rug beneath the bed (see **Handout #1**).

PCs searching among the pots and plates on the makeshift kitchen in the tent's northeast corner easily find a set of broken, rusted ingot molds. The relics have recently been sanded and deoxidized to reveal the insignia of Koor's smelting house (a sign that still endures, etched on the smelting house's ruined walls).

Treasure: The final clue is displayed on an armor stand in the pavilion's northwest corner—a *+1 energy resistance (fire) breast plate* adorned with Toragdan iconography

Zahra's Tent

1 square = 5 feet



GameMastery Map Pack: Campsites

blended with Qadiran motifs, identifiable with a DC 10 Knowledge (religion) check. Closer inspection of the armor reveals a depiction of a stern-looking priest forcing a marid into a lamp. In fact, this armor is engraved with the entire tale of the battle between Ahmad of the North and the Mad Marid. Intricate Keleshite script etched into the armor's inner surface recounts the high priest's victory in intricate detail. A DC 15 Linguistics check uncovers a series of slightly larger letters among the text that, when pulled from the prose and arranged in order, describe the trap in area 4a (see **Handout #2**).

Zahra didn't anticipate her sudden abandonment of the camp, and thus didn't ensure that everything she had of value was with her when she left. As such, several scrolls rest on the desk in plain sight under a simple bronze paperweight. In Tier 7–8, there is a *scroll of arcane eye*, a *scroll of locate creature*, and a *scroll of restoration*. In Tier 10–11, there are two of each.

Development: The PCs should be able to piece together where Zahra had been focusing her search for the Forbidden Furnace, and may use the various maps strewn across the table to navigate the city. Travel to the smelting house circled on the map takes 30 minutes if traveling by foot from Zahra's camp. When Zahra first uncovered and excavated the entrance, she marked it clearly not only on her map, but also on the paving stones of Koor's streets, and a perimeter of brightly colored flags, roped off with surveyor's string, now surrounds the smelting house. Inside, a secret passage stands open, its locking apparatus destroyed to prevent accidental closure.

Rewards: If the PCs take Ahmad's armor and the scrolls, reward each tier thusly:

Tier 7–8:

Give each player 1,843 gp.

Tier 10–11:

Give each player 2,075 gp.

ACT 2: THE FORBIDDEN FURNACE

Long buried beneath Koor's smelting house, the Forbidden Furnace's once hidden stairway is 10 feet wide and descends 50 feet below the city's clay streets. The forgotten subterranean vault comprises two worked areas (areas 2 and 4) separated by a slow-moving magma flow (area 3). The worked stone areas are considered very hot environments (above 90 degrees Fahrenheit), while the obsidian caves and magma flow are considered areas of severe heat (above 110 degree Fahrenheit; see page 444 of the *Pathfinder RPG Core Rulebook*).

2. The False Vault

Designed to deter and mislead raiders, the false vault contains a series of puzzles and traps to ensure only those deemed worthy may progress farther into the Forbidden Furnace. Unless otherwise stated, the ceilings in this area rise to a height of 8 feet.

2a. The Ember Hall

When the PCs enter area 2a, read the following aloud.

Black iron girds the lower half of this grand hall's walls, while a vibrant mosaic covers the upper half. The mural depicts a greedy man risking his life for a golden trinket. On the hall's east wall, an ornamental door seems incomplete; its center is devoid of decorations in a six-foot-diameter circle. Flanking this door are six additional cast iron doors, three on the north wall and three on the south. On the chamber's west wall, a steep staircase rises to meet the streets of Koor.

Closer inspection of the blank portion of the ornamental doors in the east wall reveals a circular recess that can hold six wedge-shaped mosaic pieces. Unfortunately these pieces are missing, and without them, the doors leading to area 2c remain sealed. The six cast iron doors lining the hall's north and south flanks open into small rooms that each contain one of the missing pieces (areas 2b). Once they have obtained the pieces, the PCs must place them into the door in the proper sequence. A DC 15 Knowledge (religion) check allows any PC to immediately recognize the proper order, as the patterns on the sections then form a Toragdan rune. Otherwise, PCs may use skill or force to gain access, as the lock may be dismantled with a DC 30 Disable Device check. The doors are 3-inch-thick sheets of iron, with hardness 10, 90 hit points, and a Break DC 30.

The mosaic that decorates the hall honors Torag, and consists of thousands of 2-square-inch tiles. A DC 25 Perception check reveals one tile in the shape of a regular hexagon slightly protruding from the otherwise smooth wall opposite the secret door. If anyone presses this tile,

it sinks 3 inches into the wall, but produces no additional effects until the PCs place the base of the lamp from area 2c in this slot and rotate the lamp 360 degrees in either direction. Doing so opens the secret door on the chamber's south wall. Alternatively, a DC 35 Perception check allows the PCs to notice the secret door, and they may open it without using the key with a DC 40 Disable Device check.

Development: Once any PC places the six mosaic pieces into the ornamental door in the proper sequence, they lock into place and the door unlocks. Should the PCs place the lamp found in area 2c into the recessed hexagonal tile and rotate it 360 degrees, it too locks into place, and the secret door to area 2d slides open. After the tile pieces have remained in the ornamental doors, or the lamp-key sits in its lock for more than 24 hours, a permanent *unseen servant* spell replaces the lamp-key on the dais in area 2c, and the tiles onto their shelves in area 2b, resetting the room to its condition before the PCs' arrival.

Mission Notes: Osirion faction PCs should be interested in the mosaic tile mural here. A DC 30 Perception check identifies several raised dots that act as a tactile code hidden throughout the mural. Recording this code, as well as those throughout the Furnace, earns Osirion faction PCs 1 Prestige Award.

2b. Black Furnaces (CR 6 or CR 9)

These six identical cast iron rooms hold the mosaic pieces needed to fill the recess in the ornamental doors in area 2a. The pieces rest on clay shelves on the far wall of each room, opposite the door. Each tile is a 60-degree wedge that measures 3 feet from base to tip. Forged from solid brass and adorned with Toragdan iconography, each piece weighs approximately 12 pounds.

Traps: The dais in the northeasternmost chamber is trapped. When the wedge is removed from its place of honor, the entire chamber fills with holy flame.

Tier 7–8 (CR 6)

FLAME STRIKE TRAP CR 6

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

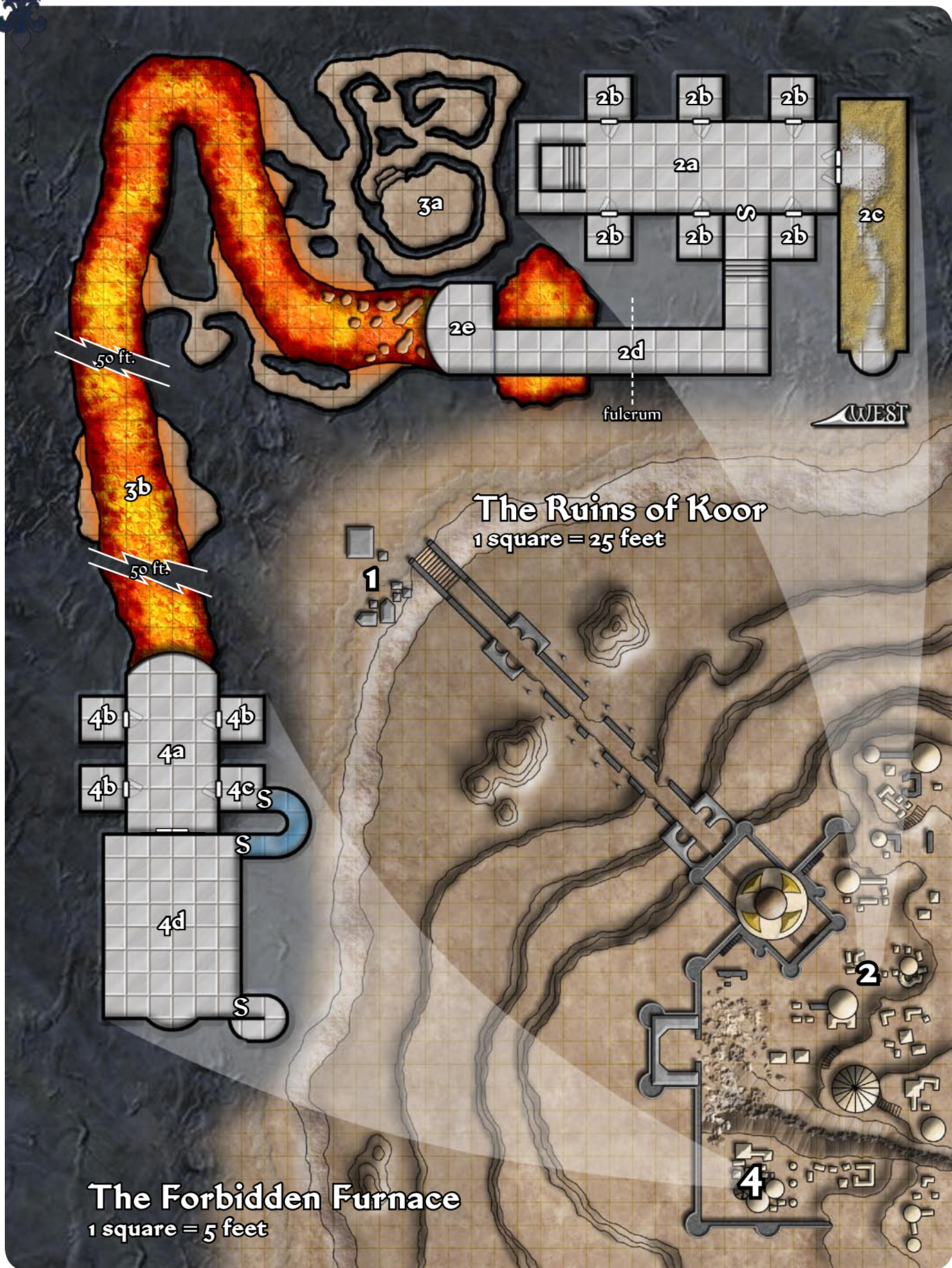
Trigger proximity (*alarm*); **Reset** none; **Bypass** the pass phrase to bypass the trap is "glory be to the Father of Creation" spoken in Keleshite

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

Tier 10–11 (CR 9)

FLAME STRIKE TRAP CR 6

Type magic; Perception DC 33; Disable Device DC 33



The Ruins of Koor

1 square = 25 feet

The Forbidden Furnace

1 square = 5 feet

EFFECTS

Trigger proximity (*alarm*); **Reset** none; **Bypass** the pass phrase to bypass the trap is “glory be to the Father of Creation” spoken in Keleshite

Effect spell effect (maximized *flame strike*, 48 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

2c. The False Vault (CR 9 or CR 12)

When the PCs enter area **2c**, read the following aloud.

A vast sea of coins, gemstones, and jewelry floods this large room, leaving only a narrow path that winds towards a single dais on the room’s western edge. Sitting on this dais rests a lone, bejeweled lamp.

This vault contains hundreds of brass shavings that on first glance resemble minted coins. Pieces of glass and gaudy costume jewelry are also mixed in among this worthless pile of junk. The lamp on the dais has value, but not in a monetary sense; while this is not Moukadeem’s lamp, close inspection reveals a phrase written in Common on the lamp’s hexagonal base that acts as a clue on how to open the secret door in area **2a** (see **Handout #3**).

Creature: This false treasure chamber is guarded by an animate hoard, stealthily hidden among the decoy wealth.

Tier 7–8 (CR 9)

ANIMATE HOARD	CR 9
Advanced animated object	
N Huge construct	
Init –2; Senses darkvision 60 ft., low-light vision; Perception +2	
DEFENSE	
AC 21, touch 8, flat-footed 21 (–2 Dex, +15 natural, –2 size)	
hp 111 (13d10+40)	
Fort +4, Ref +2, Will +4	
Defensive Abilities hardness 10; Immune construct traits	
OFFENSE	
Speed 30 ft.	
Melee 2 slams +21 (1d8d+10)	
TACTICS	
Before Combat The animate hoard hides among the false treasure, waiting to waylay anyone intent on claiming the lamp-key.	
During Combat The animate hoard focuses on the creature carrying the lamp-key; if that creature falls or gets rid of the decoy, the construct targets the creature nearest the decoy.	
Morale This mindless construct fights until destroyed, or until the PCs leave the chamber.	
STATISTICS	
Str 30, Dex 6, Con —, Int —, Wis 10, Cha 1	
Base Atk +13; CMB +25; CMD 33	

Skills Perception +2, Stealth +0
SQ construction points (6 CP; additional attacks, amalgam, guardian, metal)

SPECIAL ABILITIES

Amalgam (Ex, 2 CP) The object is made up of smaller but similar objects. Its ability to constantly shift its form grants it immunity to critical hits and flanking. It also does not take additional damage from precision-based attacks like sneak attacks. The object can move through spaces half its size without squeezing, and receives a +10 racial bonus on Stealth checks.

Guardian (Ex, 1 CP) The object has been granted the ability to follow basic orders and watch for enemies, changing its Wisdom to 10 and giving it a +2 racial bonus on Perception checks.

Tier 10–11 (CR 12)

ANIMATE HOARD	CR 12
Advanced animated object	
N Huge construct	
Init –2; Senses darkvision 60 ft., low-light vision; Perception +2	
DEFENSE	
AC 21, touch 8, flat-footed 21 (–2 Dex, +15 natural, –2 size)	
hp 137 (13d10+53)	
Fort +4, Ref +2, Will +4	
Defensive Abilities hardness 10; Immune construct traits	
OFFENSE	
Speed 30 ft.	
Melee 2 slams +21 (1d8+10 plus grab)	
Special Attacks smother (1d8+10), trample (1d8+15, DC 26)	
TACTICS	
Before Combat The animate hoard hides among the false treasure, waiting to waylay anyone intent on claiming the lamp-key.	
During Combat The animate hoard focuses on any creature carrying the lamp-key, employing its slam attacks in an effort to smother grappled foes. If the lamp is dropped or the creature wielding it falls unconscious, the animate hoard tramples all creatures in the room, attempting to force them out of the chamber.	
Morale This mindless construct fights until destroyed, or until the PCs leave the chamber.	
STATISTICS	
Str 30, Dex 6, Con —, Int —, Wis 10, Cha 1	
Base Atk +13; CMB +25; CMD 33	
Skills Perception +2, Stealth +0	
SQ construction points (12 CP; additional attacks, amalgam, grab, guardian, metal, smother, toughness, trample)	
SPECIAL ABILITIES	
Amalgam (Ex, 2 CP) The object is made up of smaller but similar objects. Its ability to constantly shift its form grants it immunity to critical hits and flanking. It also does not	

take additional damage from precision-based attacks like sneak attacks. The object can move through spaces half its size without squeezing, and receives a +10 racial bonus on Stealth checks.

Guardian (Ex, 1 CP) The object has been granted the ability to follow basic orders and watch for enemies, changing its Wisdom to 10 and giving it a +2 racial bonus on Perception checks.

Smother (Ex, 1 CP) The object may smother a creature with a successful grapple check, dealing 1d8+10 points of bludgeoning damage as it draws its victim into its body.

Toughness (Ex, 2 CP) The object gains 2 additional hit points for each Hit Die it possesses.

Mission Notes: Qadira faction PCs may wish to search the false treasure hoard for the signet ring Pasha Muhlia Al-Jakri seeks. Among the false treasure, they may locate a platinum ring engraved with the image of a lammasu surrounded by seven small sapphires with a successful DC 30 Perception check. Retrieving the ring and returning it to their faction earns Qadira faction PCs 1 Prestige Award.

2d. Secret Corridor (CR 7 or CR 10)

A DC 20 Perception check made in the eastern half of the long hallway allows a PC to notice jagged grooves in the otherwise smooth flagstones, running the length of the hallway. A DC 15 Survival check identifies these grooves as scratch marks from incredibly sharp and bestial claws, as if giant talons had been raked down the center of the hall.

Traps: Once a creature or combination of creatures weighing more than 250 pounds crosses the counter beam (past the 30-foot point, as indicated on the map), the hallway violently tilts down, creating a deadly slide into a pool of molten magma.

Tier 7–8 (CR 7)

COUNTERWEIGHT CORRIDOR TRAP CR 7

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; **Reset** automatic

Effect when 250 lbs. of weight or more are applied to the western 30 ft. of the corridor, the entire floor tilts violently on its fulcrum, causing victims to slide forward into the magma; 3-ft.-deep pit of lava (2d6 fire damage/round, plus 1d6 fire damage per round for 1d3 rounds after emerging, Reflex DC 18 avoids); multiple targets (all creatures within 30 feet of the fulcrum point)

Tier 10–11 (CR 10)

COUNTERWEIGHT CORRIDOR TRAP CR 10

Type mechanical; Perception DC 29; Disable Device DC 29

EFFECTS

Trigger location; **Reset** automatic

Effect when 250 lbs. of weight or more are applied to the western 30 ft. of the corridor, the entire floor tilts violently on its fulcrum, causing victims to slide forward into the magma; 3-ft.-deep pit of lava (2d6 fire damage/round, plus 1d6 fire damage per round for 1d3 rounds after emerging, Reflex DC 22 avoids); multiple targets (all creatures within 30 feet of the fulcrum point)

Development: PCs who fall into the magma flow may wade through the magma at half speed and climb to safety at the launching point (area 2e) with a DC 10 Climb check. PCs without the ability to fly may have difficulty reaching the end of the hallway without triggering the trap; feel free to reward creative solutions.

2e. Launching Point

Read the following aloud when the PCs reach the end of the hall.

The worked walls of the vault quickly fall away, revealing an underground river of molten magma. The biting smell of burning sulfur hangs heavy in the air. The smooth obsidian walls of this natural cavern reflect the soft glow of the burning magma flow below, casting the chamber in a red haze that highlights another grand mosaic. A natural obsidian path connects this chamber's dock to a series of caves on its north and south shores.

The mosaic adorning the north and south walls of the landing depicts all manner of Qadiran warriors proudly flying on magnificently-woven rugs. This mosaic provides a hint toward how the PCs may travel further along the molten river, for several 5-foot-by-5-foot *carpets of flying* usually rest within this room, but the crazed naga guardian took them deeper into his den (area 3a). A DC 15 Perception check reveals several 5-foot-by-5-foot dust-free areas, as until recently, the magic carpets covered the floor here.

Three feet below the level of the landing and 2 feet above the magma stand a dozen solid stone pillars—fallen chunks of obsidian—creating a path to reach several cave openings on the river's molten banks. These magma-free pillars are wide and stable, and allow PCs to cross with a DC 5 Acrobatics check; failure by 10 or more results in the PC falling into the magma below (see area 2d for details on the magma).

Mission Notes: Osirion faction PCs should be interested in the mosaic tile mural here. A DC 30 Perception check identifies several raised dots that act as a tactile code hidden throughout the mural. Recording this code, as well as those throughout the Furnace, earns Osirion faction PCs 1 Prestige Award.

3. The Burning Flow

This twisting river of magma flows east to west before making a hairpin turn to the south and finally diving under the landing at area 4a. At its deepest point it reaches 3 feet deep; any PC caught in its burning fluid takes 2d6 points of fire damage per round and 1d6 points of fire damage each round for 1d3 rounds after emerging. The flow travels at a constant speed of 120 feet per round.

Several natural caves twist off the molten shore of the magma river; treat these passages and caverns as hewn stone. The magma provides dim light throughout area 3.

3a. Clutch of the Naga (CR 9 or CR 12)

Read the following aloud when the PCs enter this area.

The obsidian passage leads to a large vaulted cavern where a series of jet glass stairs rise ten feet to a round platform. Thick mucus coat the chamber's floor, on which lie several broken shells. A large mass of coils lies motionless at the stair's base next to several rolled up, elaborately patterned rugs.

This chamber has long served as the nest of the line of guardian nagas that remained to protect the Forbidden Furnace after the Toragdans abdicated their role as its wardens. Here, generations of dedicated protectors have been hatched in the warmth from the magma flow, each tasked with carrying on its parents' solemn duty. Of each generation, a mated pair remain to carry on the line, the male guarding against Moukadeem's accidental escape, and the female patrolling the ruined city above to keep tomb raiders away. When the Mad Marid's insanity overpowered the seals on his prison and leaked into the Furnace's nearly-abandoned chambers, the nagas were the most notable victims. After months of constant exposure to Moukadeem's escaping insanity, both the male and female guardians were eventually driven utterly mad.

When the crazed nagas discovered that Zahra had snuck past them several weeks ago, the revelation of their failure as guardians threw them into a state of uncontrollable rage. They fought tirelessly for days, retreating to plot against one another when weakened and drained of restorative magic. Eventually the female, Alfashti, slew her mate, Bourondor, leaving his corpse in a haphazard pile at the foot of the stairs to their nest.

Broken eggs now cover the floor, as Alfashti has been systematically destroying the incubating clutch before they hatch.

Creature: Alfashti is currently distracted, feasting on her most clutch of eggs, and takes a -5 penalty on any Perception checks to notice the PCs' approach. The naga suffers from psychosis (see page 251 of the *Pathfinder RPG*

CURING INSANITY

An insane creature may save against the effects of its affliction once per week against the insanity's Will DC. On a successful save, the DC for future saves is reduced by the creature's Charisma modifier; when the save DC on any insanity reaches 0, the affliction is cured. *Lesser restoration* has no effect on an insanity, while *restoration* reduces the insanity's save DC by the caster's level. Additionally, *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* immediately cure any insanity. For more information on insanity, see page 250 of the *Pathfinder RPG GameMastery Guide*.

Game Mastery Guide), resulting in her alignment shifting to chaotic evil and granting her a +10 competence bonus on Bluff checks to hide her insanity. She attempts to hide her psychosis from the PCs while interacting with them, but they may recognize her damaged mental state with a successful Sense Motive check against her Bluff. Should they wish to do so, the PCs may attempt to cure her using the rules outlined in the Curing Insanity sidebar; the current save DC against the effects of Alfashti's psychosis is DC 12.

If the PCs speak to Alfashti, she spins a web of lies in an effort to misdirect them regarding both Moukadeem's prison and her own insanity. She greets the PCs with feigned politeness, and offers to assist them. The PCs may have questions for the hate-filled naga; Alfashti's answers to several likely questions are included below.

Are these carpets of flying, and may we use them? "These are but fine pieces of art, enchanted with protective magic to preserve them in the extreme heat. They mean little to me; you may have them if you wish." (False)

Have you seen Zahra? "No, I do not know anyone named Zahra." (False)

How do we find Moukadeem's lamp? "This lamp rests ahead, but I warn you that while the doors open easily, the area is trapped. If you touch the lamp under the effects of any spell, the lamp's magic creates a painful backlash. It's best to approach the lamp without the protection of magical wards." (False)

What are you doing here? "I am the protector of Koor, descended from a long line of guardians; it is my duty to see to it that no one releases Moukadeem from his imprisonment." (True)

What can we expect ahead? "The chamber beyond the burning river floods and freezes with the power of Moukadeem, so be warned! If you dare to venture forth, protect yourselves from the effects of extreme cold." (False)

What can you tell us about Moukadeem? "He ravaged this area over 700 years ago, and his evil knows no bounds. He offers no mercy, and often torments his prey. Luckily

he rots within an extra-dimensional prison that takes the form of an iron lamp.” (True)

What happened to the dead naga near the stairs? “The madness got to him. I caught him eating these eggs, and was forced to protect my young, but it was in vain; my eggs were already spoiled.” (False)

Why are you destroying your eggs? “It pains me greatly, but the binding seals on Moukadeem’s lamp have weakened, and his distraught psyche infects the Forbidden Furnace with his madness. Moukadeem’s taint has contaminated these eggs, so they are spoiled.” (False)

Why are you eating your eggs? “These eggs are contaminated by Moukadeem’s insanity and must be destroyed; I hope that ingesting his foul essence may prevent it from harming anyone else.” (False)

Alfashti doesn’t initiate combat with the PCs, no matter how much they might provoke her, instead preferring to simply mislead them with her lies. If the PCs fall for her deception, she waits for them to leave before casting *greater invisibility* and following them, waiting until they are distracted before striking.

Tier 7–8 (CR 9)

ALFASHTI	CR 9
Female young guardian naga (<i>Pathfinder RPG Bestiary</i> 212, 295) CE Medium aberration	
Init +8; Senses darkvision 60 ft.; Perception +23	
DEFENSE	
AC 29, touch 18, flat-footed 21 (+4 armor, +8 Dex, +7 natural) hp 90 (12d8+36) Fort +7, Ref +14, Will +12	
OFFENSE	
Speed 40 ft.	
Melee bite +12 (1d8+4 plus poison)	
Ranged spit +17 touch (poison)	
Sorcerer Spells Known (CL 9th; concentration +13)	
4th (5/day)— <i>divine power</i> , <i>greater invisibility</i>	
3rd (7/day)— <i>cure serious wounds</i> , <i>dispel magic</i> , <i>lightning bolt</i> (DC 17)	
2nd (7/day)— <i>detect thoughts</i> (DC 16), <i>lesser restoration</i> , <i>scorching ray</i> , <i>see invisibility</i>	
1st (7/day)— <i>cure light wounds</i> , <i>divine favor</i> , <i>expeditious retreat</i> , <i>mage armor</i> , <i>magic missile</i>	
0 (at will)— <i>daze</i> (DC 14), <i>detect magic</i> , <i>light</i> , <i>mage hand</i> , <i>open/close</i> , <i>ray of frost</i> , <i>read magic</i> , <i>stabilize</i>	
TACTICS	
Before Combat Alfashti casts <i>mage armor</i> each day, ensuring that she’s always protected from her many perceived enemies (already included in her stats). If the naga notices the PCs before they engage her, she casts <i>divine power</i> , anticipating that she will need to kill them sooner rather than later.	

During Combat Once combat begins, Alfashti casts *greater invisibility* before launching an offensive. She favors *lightning bolt* and *magic missile*, knowing intelligent PCs will have protected themselves against fire attacks because of their proximity to so much magma. While she prefers magical attacks, the naga is not opposed to using her bite and spit attacks.

Morale While suffering from psychosis, Alfashti fights to the death; if cured, she immediately surrenders.

STATISTICS
Str 17, Dex 27, Con 16, Int 16, Wis 19, Cha 18
Base Atk +9; CMB +12; CMD 30
Feats Alertness, Blind-Fight, Combat Casting, Combat Expertise, Eschew Materials ⁸ , Improved Trip, Lightning Reflexes
Skills Bluff +16 (+26 to hide her insanity), Diplomacy +16, Knowledge (arcana) +18, Perception +23, Sense Motive +20, Spellcraft +18, Stealth +23
Languages Celestial, Common
SQ Psychosis

SPECIAL ABILITIES
Psychosis (Ex) Alfashti is filled with hatred for the world and plots to destroy everything and everyone around her. Her alignment shifts from lawful good to chaotic evil, and she gains a +10 competence bonus on Bluff checks made to hide her insanity.
Poison (Ex) Bite—injury or spit—contact; <i>save</i> Fort DC 19; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d4 Con; <i>cure</i> 2 consecutive saves.

Tier 10–11 (CR 12)

ALFASHTI	CR 12
Female advanced guardian naga (<i>Pathfinder RPG Bestiary</i> 212) CE Large aberration	
Init +10; Senses darkvision 60 ft.; Perception +27	
DEFENSE	
AC 29, touch 16, flat-footed 22 (+4 armor, +6 Dex, +1 dodge, +9 natural, –1 size) hp 152 (16d8+80) Fort +10, Ref +13, Will +14	
OFFENSE	
Speed 40 ft.	
Melee bite +16 (2d6+7 plus poison)	
Ranged spit +17 touch (poison)	
Space 10 ft.; Reach 10 ft.	
Sorcerer Spells Known (CL 9th; concentration +13)	
4th (5/day)— <i>divine power</i> , <i>greater invisibility</i>	
3rd (7/day)— <i>cure serious wounds</i> , <i>dispel magic</i> , <i>lightning bolt</i> (DC 17)	
2nd (7/day)— <i>detect thoughts</i> (DC 16), <i>lesser restoration</i> , <i>scorching ray</i> , <i>see invisibility</i>	
1st (7/day)— <i>cure light wounds</i> , <i>divine favor</i> , <i>expeditious</i>	

retreat, mage armor, magic missile
 o (at will)—*daze* (DC 14), *detect magic, light, mage hand, open/close, ray of frost, read magic, stabilize*

TACTICS

Before Combat Alfashti casts *mage armor* each day, ensuring that she's always protected from her many perceived enemies (already included in her stats). If the naga notices the PCs before they make engage her, she casts *divine power*, anticipating that she will need to kill them sooner rather than later.

During Combat Once combat begins, Alfashti casts *greater invisibility* before launching an offensive. She favors *lightning bolt* and *magic missile*, knowing intelligent PCs will have protected themselves against fire attacks because of their proximity to so much magma. While she prefers magical attacks, the naga is not opposed to using her bite and spit attacks.

Morale While suffering from psychosis, Alfashti fights to the death; if cured, she immediately surrenders.

STATISTICS

Str 21, **Dex** 23, **Con** 20, **Int** 16, **Wis** 19, **Cha** 18

Base Atk +12; **CMB** +18; **CMD** 35

Feats Alertness, Blind-Fight, Combat Casting, Combat Expertise, Dodge, Eschew Materials^B, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Bluff +20 (+30 to hide her insanity), Diplomacy +20, Knowledge (arcana) +22, Perception +27, Sense Motive +24, Spellcraft +22, Stealth +21

Languages Celestial, Common

SQ Psychosis

SPECIAL ABILITIES

Psychosis (Ex) Alfashti is filled with hatred for the world and plots to destroy everything and everyone around her. Her alignment shifts from lawful good to chaotic evil, and she gains a +10 competence bonus on Bluff checks made to hide her insanity.

Poison (Ex) Bite—injury or spit—contact; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

Development: If the PCs cure Alfashti of her psychosis, she is overwhelmed with remorse over her actions, especially concerning her mate and clutch. She quickly agrees to let the PCs take the flying carpets and proceed further into the furnace. If prompted by the PCs, Alfashti agrees to let the Pathfinders take Moukadeem's lamp back to the Pathfinder Lodge for safekeeping, as she no longer possesses the will to guard it after her abhorrent behavior. If asked about Zahra, Alfashti hisses angrily and states, "That girl unleashed Moukadeem's madness and she foolishly seeks to steal the lamp". If asked about what to expect ahead, she simply replies, "An uncaring elemental of flame awaits. He powers the furnace and lets

SEISMIC ACTIVITY

When the PCs enter area **3b**, at the beginning of each round, roll 1d10 and consult the following table.

Roll	Result
1–4	No seismic activity.
5–7	Tremors shake the cavern. Randomly select one creature; sharp rocks rain down upon it from above, knocking it prone (DC 15 Reflex save for half, negates prone).
8–10	Lava bubbles explode from the flow's surface, showering both the beaches and the area between with molten rock (Tier-dependent damage, DC 15 Reflex save for half).

no one pass. We call him the Furnace Master." Morosely, she collects any intact eggs and quickly exits the vault.

Treasure: Several 5-foot-by-5-foot *carpets of flying* (one for each PC) lie amid the other rugs. Hidden beneath the rugs, a detailed historical account of Torag's followers in Koor sits tucked in a nondescript leather satchel.

Mission Notes: Andoran faction PCs should be interested in the naga's eggs. If an Andoran faction PC helps to cure the naga of her psychosis, a DC 10 Diplomacy check convinces Alfashti to provide the PC with an intact egg. If the PCs destroy the crazed Alfashti, a DC 20 Perception check uncovers an egg that escaped infanticide. Collecting an egg through either method earns Andoran faction PCs 1 Prestige Award.

Taldor faction PCs should be interested in the historical account in the satchel; retrieving it earns Taldor faction PCs 1 Prestige Award.

Rewards: If the PCs either cure or defeat Alfashti, reward each tier thusly:

All Tiers:

Give each player 1,667 gp.

3b. Magic Carpet Ride (CR 9 or CR 12)

Read the following aloud when the PCs enter this area.

A burning river of molten magma bubbles and churns, surging ever forward, smoldering the edges of its obsidian shores. Globes of molten rock shoot skyward, only to splatter against the ceiling some 40 feet above. The resulting impact causes globules of magma and sharp debris fragments to cascade into the magma stream below. Two small beaches rest to the east and west of this section of the underground flow.

Hazards: The seismic activity in this area causes large bubbles to blast into the air from the quickly flowing

magma stream, crashing into the ceiling above (see page 234 of the *Pathfinder RPG GameMastery Guide*). This results in a shower of magma raining down onto the magma flow and the beaches. These magma bubbles erupt into a 15-foot radius, striking all creatures in the area. In Tier 7–8, each creature caught in the magma bubbles' area must make a DC 15 Reflex save or take 4d6 points of damage from the shower of molten rock. In Tier 10–11, the damage from the rain of magma is 12d6. A successful Reflex save reduces this damage in half. Furthermore, those under cover or capable of covering themselves (as with a shield) gain a +2 bonus on this save.

In addition to the magma bubbles, violent tremors also assail this cavern, causing debris to fall from above.

Anyone under the falling rocks takes 4d6 points of

damage, and may fall prone. A successful DC 15 Reflex save allows a creature to maintain its balance, and reduces the damage from the falling debris by half.

At the beginning of each initiative pass, refer to the Seismic Activity table on page 13 to determine whether a magma bubble or tremor rips through the cavern. These effects increase the CR of the encounter by +1.

Creature: Before the Toragdan clergy who watched over the Forbidden Furnace left Koor centuries ago, they bound a powerful fire elemental—the Furnace Master—to guard Moukadeem's vault, hoping the outsider's fiery essence would keep the Mad Marid in a weakened state. The Furnace Master now basks on the obsidian beaches, taking in the magma's radiant heat. It attacks any creature attempting to pass through area **3b**.

Tier 7–8 (CR 9)

FURNACE MASTER CR 8

Advanced huge fire elemental (*Pathfinder RPG Bestiary* 124, 294)

N Huge outsider (elemental, extraplanar, fire)

Init +13; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 25, touch 18, flat-footed 15 (+9 Dex, +1 dodge, +7

natural, –2 size)

hp 105 (10d10+50)

Fort +12, **Ref** +16, **Will** +7

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +17 (2d6+6 plus burn)

Space 15 ft.; **Reach** 15 ft.

Special Attacks burn (2d6, DC 20)

STATISTICS

Str 22, **Dex** 29, **Con** 20, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +10; **CMB** +18; **CMD** 38

Feats Combat Reflexes, Dodge, Improved Initiative^B,

Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +22 (+34 jump), Climb +19, Escape

Artist +22, Intimidate +15, Knowledge (planes) +13,

Perception +15

Languages Ignan

Tier 10–11 (CR 12)

FURNACE MASTER CR 11

N elder fire elemental

hp 152 (*Pathfinder RPG Bestiary* 125)

4. Moukadeem's Vault

The ceilings of this area reach a height of 8 feet and, as in area **2a**, a layer of mosaic tiles covers



Furnace Master

the upper crest of this cast iron wall starting at a height of 4 feet.

4a. Grand Hall (CR 6 or CR 9)

Read the following aloud when the PCs enter area 4a.

A mosaic covers the upper half of this iron hall. The mosaic depicts a sad scene, for several Qadirans lie dead and burning before a mighty temple and their families weep nearby. The scene flows toward the south wall, where a man garbed in white silk robes embroidered with gold thread looks to the west with hopeful eyes. On the hall's south wall, a set of ornamental double door seems incomplete; its center is devoid of decorations in a six-foot-diameter circle. Flanking this door, four additional cast iron doors, two on the east wall and two on the west, stand closed.

Although this chamber resembles area 2a, the mosaic puzzle here triggers a deadly trap instead of opening a door. As in area 2a the ornamental door is recessed, but it only has a spot for four wedged mosaic tiles. One of these pieces waits in each of the areas labeled 4b, and the fourth waits in area 4c. The ornamental door does not lead to area 4d, and in fact isn't a door at all, but rather a cleverly hidden decoy.

Trap: If the PCs place all four wedges into this false door, they trigger a *flame strike* trap similar to that in area 2b. The armor discovered in area 1a hints at this chamber's trap, but other signs may also provide perceptive PCs with advance warning.

Tier 7–8 (CR 6)

FLAME STRIKE TRAP CR 6

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

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

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder in front of the door)

Tier 10–11 (CR 9)

FLAME STRIKE TRAP CR 9

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

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

Effect spell effect (maximized *flame strike*, 48 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder in front of the door)

Mission Notes: Osirion faction PCs should be interested in the mosaic tile mural here. A DC 30 Perception check

identifies several raised dots that act as a tactile code hidden throughout the mural. Recording this code, as well as those found throughout the Furnace, earns Osirion faction PCs 1 Prestige Award.

4b. Black Furnaces

These identical cast iron rooms each hold a mosaic piece needed to fill the recess in the ornamental doors in area 4a. The pieces each rest on a clay shelf on the far wall opposite the door to its room. The tiles are all 90-degree wedges that measure 3 feet from base to tip. Smelted from solid brass and adorned with Toragdan iconography, each piece weighs approximately 15 pounds.

4c. Torag's Path (CR 8 or CR 11)

Identical to areas 4b, this room holds the fourth tile piece. In addition to the final tile wedge, a familiar hexagonal mosaic piece protrudes slightly from the east wall. A DC 15 Perception check reveals the protruding tile piece; when pressed, it opens the secret door leading to area 4d. Locating the sealed door requires a DC 30 Perception check, and opening it without using the hexagonal tile requires a DC 30 Disable Device check.

Trap: The 20-foot curved passage leading to area 4d is full of a potent, insanity-inducing fog—the same insanity mist that drove the guardian nagas to madness.

Tier 7–8 (CR 8)

INSANITY MIST TRAP CR 8

Type magic; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; **Reset** none

Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in the secret passage between areas 4c and 4d)

Tier 10–11 (CR 11)

CONCENTRATED INSANITY MIST TRAP CR 11

Type magic; Perception DC 29; Disable Device DC 25

EFFECTS

Trigger location; **Reset** none

Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in the secret passage between areas 4c and 4d); any creature reduced to 0 Wisdom by the insanity mist may contract psychosis (*Pathfinder RPG GameMastery Guide* 251) with an onset time of 3d6 days (Will DC 20 negates). Psychosis shifts an afflicted character's alignment to chaotic evil, effectively removing her from Pathfinder Society Organized Play until the affliction is cured. See the Curing Insanity sidebar on page 11.

4d. The Vault of Moukadeem's Lamp (CR 10 or CR 13)

Read the following aloud when the PCs enter this area.

A foot of standing water covers the floor of this forty-by-thirty-foot chamber. A marble pedestal stands in a recessed alcove on the south wall, on which rests a rune-encrusted iron lamp. The walls bear intricate mosaics of a terrible water genie tormenting the citizens of a lush river valley in various ways.

This is the prison built to house Moukadeem's lamp, where he was meant to spend eternity under the watchful eye of the Toragdan clergy. The entire chamber and all its contents are under the permanent effects of both *dimensional anchor* and *obscure object*, meant to prevent others from discovering the vault and to keep Moukadeem from escaping should he ever break free from his lamp.

Several weeks ago, Zahra discovered the secret entrance to this chamber from the streets above, allowing her to bypass all the challenges the PCs had to contend with to reach this point. When she reached the vault, she immediately released Moukadeem from the lamp, demanded a *wish* for her service, and was granted madness.

Since then, she has remained here with her marid lover planning the destruction of Qadira and the eventual takeover of the entire Inner Sea region, surviving on her *ring of sustenance*. During this time, Moukadeem has periodically utilized his *create water* spell-like ability to fill the room with a foot of clear standing water in which he luxuriates while he and Zahra make their plans.

The door from area 4c remains open once activated, but the secret panel in the room's southeast corner—leading to a steep spiral stair that climbs up to Koor's streets—is closed. It may be located with a DC 32 Perception check. To open the door, a PC must succeed on a DC 30 Disable Device check, or must press a hidden switch beneath Moukadeem's lamp. PCs searching the pedestal may locate this switch with a DC 25 Perception check.

Creatures: Moukadeem and Zahra have turned this austere prison into a wet lair in which they now rest and plot their future schemes. When the PCs arrive, they sit facing one another in the center of the room, resting in the cool, still water covering the floor. If the PCs set off the flame strike trap in area 4a or make excessive noise by banging on the decoy doors between 4a and 4d, allow both Moukadeem and Zahra Perception checks to hear their approach and prepare for visitors. If the PCs are quiet, or Moukadeem and Zahra fail their checks, they become aware of the PCs' approach only when the secret door from area 4c slides open.

Both of the room's inhabitants are mad, and instantly see the PCs as enemies and threats—interlopers coming

to squash their intricate plans before they have the chance to reach fruition. Moukadeem's insanity is permanent and cannot be removed save with a *wish* or *miracle*. Zahra, on the other hand, has merely been afflicted with temporary insanity, which may be cured as noted in the Curing Insanity sidebar on page 11. In Tier 7–8, she has already saved six times against the affliction in the past weeks, and the save DC to overcome its effects has been reduced to 8. In Tier 10–11 she has saved three times, reducing the save DC to 11.

Tier 7–8 (CR 10)

ZAHRA	CR 7
Female undine bard (arcane duelist) 7/fighter 1 (<i>Pathfinder RPG Advanced Player's Guide</i> 80, <i>Pathfinder RPG Bestiary</i> 2 275)	
CE Medium outsider (native)	
Init +3; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)	
hp 63 (8 HD; 7d8+1d10+23)	
Fort +5, Ref +8, Will +5	
Resist cold 5	
OFFENSE	
Speed 30 ft., swim 30 ft.	
Melee +1 scorpion whip** +11/+6 (1d4+1)	
Special Attacks bardic performance 18 rounds/day (bladethirst*, distraction, fascinate, inspire competence +3, inspire courage +2, rallying cry*)	
Spell-Like Abilities (CL 8th; concentration +10) 1/day—hydraulic push*	
Bard Spells Known (CL 7th; concentration +9) 3rd (1/day)— <i>displacement, haste</i> 2nd (4/day)— <i>cat's grace, glitterdust</i> (DC 14), <i>heroism, mirror image</i> 1st (5/day)— <i>comprehend languages, cure light wounds, detect secret doors, expeditious retreat, grease</i> (DC 13) 0 (at will)— <i>detect magic, ghost sound, know direction, light, read magic, summon instrument</i>	

TACTICS

Before Combat When the secret door to area 4d opens, Zahra prepares for intruders by casting *heroism*, *cat's grace* and *haste*, in that order. If she has time, she also casts *heroism* and *displacement* on Moukadeem, using her arcane bond to cast the additional 3rd-level spell.

During Combat One the first round of combat, Zahra uses her bladethirst bardic performance to give her scorpion whip the *shock* special property. She acts as support for Moukadeem, using her whip from distance either to deal direct damage or to trip and disarm those attacking him outright, and buffing his defenses as much as she can with her spells. Whenever possible, Zahra uses her Arcane Strike feat to boost the damage output with her whip.

THE FORBIDDEN FURNACE OF FORGOTTEN KOOR

Morale If cured of her insanity during combat, Zahra surrenders immediately. If she remains insane and Moukadeem falls in battle, she flies into a rage, casting no more spells and making full attacks each round. While afflicted with psychosis, Zahra fights to the death.

STATISTICS

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

Base Atk +6; CMB +6; CMD 20

Feats Arcane Strike^B, Combat Casting^B, Combat Expertise, Disruptive^B, Dodge, Toughness, Weapon Finesse, Weapon Focus (whip)

Skills Diplomacy +10, Intimidate +10, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (planes) +11, Perform (act) +12, Perform (dance) +12, Swim +7, Use Magic Device +12

Languages Aquan, Common, Keleshite

SQ arcane bond (whip), psychosis

Gear +2 chain shirt, +1 scorpion whip, ring of sustenance, journal (written in Aquan)

SPECIAL ABILITIES

Psychosis (Ex) Zahra is afflicted with the psychosis insanity, shifting her alignment from neutral good to chaotic evil and granting her a +10 bonus on Bluff checks to hide her insanity.

* See the *Advanced Player's Guide*.

** See the *Pathfinder Companion: Adventurer's Armory*.

MOUKADEEM

CR 9

CE male marid

hp 114 (*Pathfinder RPG Bestiary* 142)

TACTICS

Before Combat When the secret door to his chamber opens, Moukadeem casts *see invisibility* and *obscuring mist*.

During Combat Moukadeem lashes out violently at the PCs, using his water's fury attack in the first round against the first PC to enter the room in the hope of blinding her, then resorting to physical attacks. If the PCs specifically avoid dealing lethal damage to Zahra or attempt to cure her insanity, give Moukadeem a DC 20 Sense Motive check each round to realize this. If he succeeds, he begins attacking Zahra, recognizing that the PCs want her alive.

Morale Moukadeem cannot flee the lantern vault because of the *dimensional anchor* and fights to the death.

SPECIAL ABILITIES

Psychosis (Ex) Moukadeem is filled with hatred for the world, and plots to destroy everything and everyone around him. He has become chaotic evil and has a +10 competence bonus on Bluff checks to hide his insanity.

Tier 10–11 (CR 13)

ZAHRA

CR 11

Female undine bard (arcane duelist) 10/fighter 2 (*Advanced Player's Guide* 80, *Pathfinder RPG Bestiary* 2 275)

CE Medium outsider (native)

Init +8; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 23, touch 15, flat-footed 20 (+8 armor, +2 deflection, +2 Dex, +1 dodge)

hp 93 (12 HD; 10d8+2d10+34)

Fort +7, Ref +11, Will +8; +1 vs. fear

Defensive Abilities bravery +1; **Resist** cold 5

OFFENSE

Speed 20 ft., swim 20 ft.

Melee +2 scorpion whip**
+16/+11 (1d4+2)

Special Attacks bardic performance 25 rounds/day (bladethirst*, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, rallying cry*)

Spell-Like Abilities (CL 12th; concentration +15)
1/day—*hydraulic push**

Bard Spells Known (CL 10th; concentration +13)
4th (1/day)—*cure critical wounds*, *greater invisibility*
3rd (4/day)—*blink*, *charm monster* (DC 16), *displacement*, *haste*
2nd (5/day)—*cat's grace*, *glitterdust* (DC 15), *heroism*, *hold person* (DC 15), *mirror image*
1st (6/day)—*comprehend languages*, *cure light wounds*, *detect secret doors*, *expeditious retreat*, *grease* (DC 14), *undetectable alignment*
0 (at will)—*detect magic*, *ghost sound*, *know direction*, *light*, *read magic*, *summon instrument*

TACTICS

Before Combat When the secret door to area 4d opens, Zahra prepares for intruders by casting *heroism*, *cat's grace* and *haste*, in that order. If she has time, she also casts *heroism* and *displacement* on



Zahra

Moukadeem. Once she has buffed herself and the marid, she casts *greater invisibility*.

During Combat One the first round of combat, Zahra uses her bladethirst bardic performance to give her scorpion whip an additional +1 enhancement bonus and the *shock* special property. She acts as support for Moukadeem, using her whip from a distance, either to deal direct damage or to trip and disarm those attacking him outright, and buffing his defenses as much as she can with her spells. Whenever possible, Zahra uses her Arcane Strike feat to boost her damage output with her whip.

Morale If cured of her insanity during combat, Zahra immediately joins the PCs in defeating Moukadeem. If she remains insane and Moukadeem falls in battle, she flies into a rage, casting no more spells, and making full attacks each round. While afflicted by psychosis, Zahra fights to the death.

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +9; **CMB** +9; **CMD** 25

Feats Arcane Strike^B, Combat Casting^B, Combat Expertise, Disruptive^B, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Medium Armor Proficiency^B, Spellbreaker^B, Toughness, Weapon Finesse, Weapon Focus (whip)

Skills Diplomacy +14, Intimidate +14, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (planes) +14, Perform (act) +16, Perform (dance) +16, Swim +4, Use Magic Device +16

Languages Aquan, Common, Keleshite

SQ arcane armor*, arcane bond, psychosis

Gear +2 chainmail, +2 scorpion whip, ioun stone (pink and green sphere), ring of protection +2, wayfinder, journal (written in Aquan)

SPECIAL ABILITIES

Psychosis (Ex) Zahra is afflicted with the psychosis insanity, shifting her alignment from neutral good to chaotic evil and granting her a +10 bonus on Bluff checks to hide her insanity.

* See the *Advanced Player's Guide*.

** See the *Adventurer's Armory*.

MOUKADEEM

CR 11

Male noble marid (*Pathfinder RPG Bestiary* 142)

CE Large outsider (extraplanar, water)

Init +8; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, -1 size)

hp 147 (14d10+70)

Fort +10, **Ref** +13, **Will** +11

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 slams +19 (2d6+6) or mwk trident +20/+15/+10 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Special Attacks vortex (1/10 minutes, 10–50 ft. tall, 1d8+4

damage, DC 23), water mastery, water's fury (DC 21)

Spell-Like Abilities (CL 20th; concentration +23)

Constant—*detect evil*, *detect good*, *detect magic*, *water walk*
At will—*create water*, *invisibility*, *plane shift* (willing targets

to elemental planes, Astral Plane, or Material Plane only),
purify food and drink (liquids only), *quench*

5/day—*control water*, *gaseous form*, *obscuring mist*, *water breathing*

3/day—*cone of cold* (DC 18), *ice storm*, *see invisibility*

1/day—*elemental swarm* (water elementals only), *permanent image* (DC 19), *persistent image* (DC 18)

1/year—grant 1 *wish* (to non-genies only; already cast)

TACTICS

Before Combat When the secret door to his chamber opens, Moukadeem casts *see invisibility* and *obscuring mist*.

During Combat Moukadeem lashes out violently at the PCs, using *cone of cold*, *elemental swarm*, and *ice storm* as long as he has the room to safely cast. When the PCs engage him in melee, he resorts to physical attacks. If the PCs specifically avoid dealing lethal damage to Zahra or attempt to cure her insanity, give Moukadeem a DC 20 Sense Motive check each round to realize this. If he succeeds, he begins attacking her, recognizing that the PCs want her alive.

Morale Moukadeem cannot flee the lantern vault due to the *dimensional anchor* and fights to the death.

STATISTICS

Str 23, **Dex** 19, **Con** 18, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +14; **CMB** +21; **CMD** 36

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative^B, Improved Natural Attack (slams), Power Attack, Toughness

Skills Craft (jewelry) +19, Diplomacy +20, Knowledge (planes) +19, Perception +19, Sense Motive +19, Spellcraft +19, Stealth +17, Swim +31

Languages Aquan, Auran, Common, Ignan, Terran, telepathy 100 ft.

SQ change shape (water elemental, humanoid or giant, alter self, elemental body III, or giant form I), psychosis

Gear masterwork trident

SPECIAL ABILITIES

Psychosis (Ex) Moukadeem is filled with hatred for the world, and plots to destroy everything and everyone around him.

He has become chaotic evil and has a +10 competence bonus on Bluff checks to hide his insanity.

Development: If the PCs manage to cure Zahra of her affliction, she instantly realizes how Moukadeem tricked her, and if he still lives, she joins the PCs in destroying him. Once Moukadeem is slain, Zahra thanks the PCs for freeing her from the Marid's mad influence, begs to be forgiven for any harm she may have brought upon them while mad, and reveals the entire course of events that led to her eventual discovery of the vault. She gladly shows the PCs how to quickly exit the chamber through the direct passage from the southeast corner of the room.

Treasure: Three chests rest on the floor of the alcove, surrounding the lamp's pedestal. The first chest is filled to the brim with ancient Qadiran trade bars; the second chest holds a vast array of official documents, platinum trade bars, and a large platinum disk bearing the ancient seal of Koor; and the third chest holds a series of trade bar molds and top plates, emblazoned with emblems no longer used anywhere in the Inner Sea region.

Moukadeem's lamp is now simply a mundane iron lamp, albeit one covered in intricate arcane runes. While the Pathfinder Society likely has interest in it from a historical standpoint, making it more valuable to the organization than to a collector, it has a resale value of 20 gp on the open market.

Mission Notes: Andoran faction PCs should be interested in making a rubbing of the top plates of the trade bar molds. An opposed Sleight of Hand or Stealth check against any other creatures in the room lets the PCs complete a rubbing without being noticed, earning them 1 Prestige Award.

Cheliox faction PCs should be interested in copying down the lamp's binding seals, which they may do now or at any time before selling the lamp for scrap or turning it over to the Pathfinder Society for study. Copying these runes earns Cheliox faction PCs 1 Prestige Award. When the PCs have dealt with Zahra, Cheliox faction PCs should also attempt to retrieve her whip. If she is dead, they may simply loot it from her body, but if she is alive—whether sane or not—she will only part with the weapon with a DC 25 Diplomacy or Intimidate check. Retrieving the whip through any method earns Cheliox faction PCs 1 Prestige Award.

Osirion faction PCs should be interested in Zahra's journal or in speaking with her about the hidden messages in the Forbidden Furnace's murals. If sane, Zahra admits that she discovered something in them but couldn't piece together the meaning. A DC 15 Sense Motive check indicates that she speaks the truth. If she is dead, PCs examining her journal find reference to a hidden code as well as her growing frustration at her inability to decipher it. The journal is written entirely in Aquan, requiring PCs to speak the language, cast *comprehend languages* or a similar spell, or make a DC 15 Linguistics check to piece her meaning from its pages. Discovering proof, either verbal or written, that Zahra has not deciphered the meaning of the hidden mosaic code earns Osirion faction PCs 1 Prestige Award.

Qadira faction PCs should be interested in the trade bar molds here. Returning the molds to their faction earns Qadira faction PCs 1 Prestige Award.

Taldor faction PCs may wish to retrieve the ancient seal of Koor, available amid the official documents and trade bars in the second chest. Obtaining this relic earns Taldor faction PCs 1 Prestige Award.

Rewards: If the PCs retrieve the chests, cure or defeat Zahra, and destroy Moukadeem, reward each tier thusly:

Tier 7–8:

Give each player 1,055 gp.

Tier 10–11:

Give each player 3,997 gp.

CONCLUSION

With Moukadeem destroyed, the PCs may take the lamp back to Katheer for study or sell it for scrap to the antiques dealers in the city's bazaars.

If the PCs were unable to cure Zahra of her psychosis, but return her alive to Katheer, the Pathfinder Society expends the resources to cure her, as she represents an invaluable investment for them. If, however, the PCs return with her dead body, or simply leave it in Koor, Venture-Captain Cassomiran chastises them for not completing the mission, and sends them back to Absalom in shame.

If Zahra survives the final battle and recovers her sanity, she admits that her greed for power and desire to unlock her genie ancestry exposed both her and the PCs to unnecessary danger. She readily agrees to go back to Katheer and submit to the Decemvirate's disciplinary actions, should there be any.

FACTION MISSIONS

Andoran Faction: Andoran faction PCs who either convince Alfashti to give them an egg, or save an egg from the naga's infanticide in area **3a** earn 1 Prestige Award. Andoran faction PCs who also copy the Qadiran trade bar top plates in area **4d** without being seen earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who reproduce the binding seals on Moukadeem's lamp in area **4d** earn 1 Prestige Award. PCs from the Cheliox faction who also reclaim Paracountess Zarta Dralneen's whip from Zahra earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who discover the tactile code in either area **2a**, **2e**, or **4a** earn 1 Prestige Award. Osirion faction PCs who also gain verbal or written proof that Zahra doesn't understand the code earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who locate and retrieve the signet ring in area **2c** earn 1 Prestige Award. Qadira faction PCs who also claim the Qadiran trade bar molds in area **4d** earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who locate the historical accounts in area **3a** earn 1 Prestige Award. PCs from the Taldor faction who also claim the seal of ancient Koor in area **4d** earn 1 bonus Prestige Award.

**SCENARIO 2-18:
THE FORBIDDEN FURNACE OF FORGOTTEN KOOR**

Event _____ Date _____
GM # _____ GM Name _____

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliah Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliah Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

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 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliah Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliah Taldor
 Osirion Qadira

Character # _____ - _____ Prestige Points

Character Name Andoran Cheliah Taldor
 Osirion Qadira

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Handout #1 (Zahra's Notes)

Today finds me in a wonderful mood, as I am once again in Koor. Something about its clay streets comforts me. I am quite busy planning my explorations. I have identified several promising locations and am confident I shall find the vault.

Yesterday was very productive. I thoroughly searched several buildings, and discovered a few simple relics. But I am no closer to finding the Forbidden Furnace. Still, I quiver with excitement.

What a brilliant day! I located the smelting house, and confirmed that the symbol from my research matches the markings etched on the building's ruined walls.

I saw it! It was only a flash of brilliant scales, but I am sure I had my first encounter with the legendary naga of Koor. I shall wake early and try to establish contact.

Stupid day! I followed that ignorant beast into the vault, but it is as if it just vanished. Still, I made the initial penetration into the furnace. Blast this awful heat! I find the desert grating, and the stinging insects that assault me during the night are terrible. The furnace contained strange ethers, including a tangible blue mist—something about it was bizarre. I shall head back in the morning, and perhaps check other parts of the city for ingress into the vault. Surely the Forbidden Furnace has a back door.

Handout #2 (Inscription on Armor)

WHEN I, AHMAD OF THE NORTH, LOOKED AT THE SIX ISLANDS OF THE RIVER LADEN I SAW A FIEND, AND SO, UNDAUNTED, I FOUGHT HIM FIERCELY. I ATTACKED THE MARID, STRIKING WITH A FLAMING SCYTHE, AND FRIED THE OUTSIDER TO NEAR DEATH. YET I KNEW THE OUTSIDER COUNT TO NOT BE UNDONE. RIGHTEOUSLY, I TOSSED THE MARID WHERE HE WOULD BE UNDETECTED FOR GENERATIONS—LET THIS NOT BE UNDONE.

Handout #2.5 (Decoded Armor Inscription)

WHILE SIX IS SAFE AND SOUND, FOUR MAY FIND YOU BURIED UNDERGROUND.

Handout #3

A TWIST to your quest indeed—
while this is not the lamp you seek,
it does prove KEY to its discovery

Andoran Faction Handout**Defender of Liberty.**

I have heard a tale of a great beast that patrols Koor's clay streets, and while we do not know whether this magnificent creature intends to keep us out of Koor, or holds something more sinister within, we need you to make contact with it. We know this noble beast is a guardian naga. We hope you can convince the naga to provide us with an egg so we can protect a sacred ruin near Carpenden.

Also, it's well known that Koor produced the molds for a number of Qadiran trade bars. I need you make a rubbing of the molds' top plate, though let no one see you do so. With this we can counterfeit Qadiran trade bars. I know this may seem reprehensible, but think of the slaves we can buy and set free from the Kather slave pens!

Freedom Reigns.

Captain Colson Maldris



Cheliox Faction Handout

Delectable Play-thing,

I am pleased you travel to Qadira, but do not mistake my pleasure for approval. Obey me and I shall shower you with rewards beyond your imagining. You find me in a foul mood, however, for a thief stole one of my favorite whips, and sold it at Katheer's black markets. My agents tell me the very girl you seek, Zahra Kadamizi, bought the whip from that dog. Convince her to give it back.

I hear that you seek a lost lamp on this mission. Inspect this lamp, and reproduce any binding seals etched on its exterior. Do this for me, or suffer for your failure.

My Passion Awaits,


Paracountess Zarta Draldeen

Osirion Faction Handout

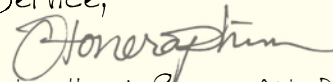
Servant of the Sands,

I find myself envious of your current situation, for all accounts suggest you travel to Koor. My research hints at a lost vault hidden under Koor's clay streets that holds all manner of lore. Be warned however, that the vault keepers—masterful artisans and clergy of Torag—hid their lore amid the many tile mosaics that adorn the vault's walls. Please see if you can find meaning within these mosaics. No matter how strange the code seems, copy it exactly, and bring it back to me.

I hear another Pathfinder agent explores Koor while we speak; determine whether she understands the meanings hidden in the mosaics, and if she does, buy her silence, no matter the cost.



In Service,




Otoneraphim, Humble Scribe of the Ruby Prince

Taldor Faction Handout

Agent of the Empire,

I regret to see you back in that dung-infested sandbox some call Qadira. Long ago, before that Qadiran cur Gheber III invaded our holdings, we traded extensively with the Goragdan clergy who ran the forge city of Koor. When they abandoned the city during the war, we lost contact with them and the trade in their fine Goragdan crafts dried up. Bring me back any records you find of Gorag's church from Koor's heyday so I may pore over them to discover where these expert craftsmen went all those centuries ago.

Second, when the Goragdans abdicated leadership of the city, they supposedly left a vast treasure hoard behind. Keep whatever gold you find, but bring me back a copy of the city's seal. Accounts describe it as a three-inch circle of pure platinum, stored in the safest of Koor's vaults.

For Taldor!

 BARON JACQUO
 Baron Jacquo Dalsine

Qadira Faction Handout

Servant of the Satrap,

What joy it brings me to see you back in Qadira. I hear you travel to Koor to investigate some lost lamp. Far more important to Qadira, however, is that Koor's smelters produced the original molds for Qadiran trade bars. If you could locate these molds, it would please me. My research suggests they rest in the same vault that your precious lamp does.

Long ago, the ancestor of a close friend failed to gain the hand of the loveliest Qadiran princess of the day, in part because the dowry he had stored in the Forbidden Furnace went missing—I believe political forces of that era did not want to see my friend's ancestor gain power. While he cares nothing for the piles of gold, he does wish to have a signet ring returned to him. Please fetch it so I can give it to him on his next birthday.

Sincerely,
 Pasha Muhlia Al-Jakri x 



SCENARIO 2-18: THE FORBIDDEN FURNACE OF FORGOTTEN KOOR

This Chronicle Certifies That _____

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
_____ Has Completed This Scenario.				

Scenario Chronicle # _____

TIER	7-8	▶	4,565	MAX GOLD
TIER	10-11	▶	7,739	
TIER				

EXPERIENCE

Starting XP
+1 XP
Final XP Total

PRESTIGE AWARD

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:85%;"></td> <td style="width:15%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:85%; text-align: center;">+</td> <td style="width:15%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>	+	GM's Initial
+	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Subtotal		
- _____		
Items Bought		
= _____		
Subtotal		
- _____		
Gold Spent		
= _____		
Subtotal		

Items Found During This Scenario

TIER all **Zahra's Tactics** In thanks for saving her from a fate of madness and servitude to the Mad Marid Moukadeem, Zahra grants you additional training in fighting genies in the future. You may, as a swift action, gain a +1 insight bonus on a single attack and damage roll against a genie. This ability may be used three times, each time crossing off one of the uses here. You may stack these uses on a single attack should you so choose, granting a +3 bonus on that attack and damage roll.

TIER 7-8

- +2 chain shirt (4,250 gp)
- +1 energy resistant (fire) breastplate (19,350 gp)
- Carpet of flying (5-ft.-by-5-ft.; 20,000 gp)
- Ring of sustenance (2,500 gp)
- Scroll of locate creature (700 gp)
- Scroll of nondetection (375 gp)
- Scroll of restoration (1,700 gp)

TIER 10-11

- +2 chainmail (4,300 gp)
- +2 scorpion whip (8,305 gp; Adventurer's Armory 4)
- ioun stone, pink and green sphere (8,000 gp)
- ring of protection +2 (8,000 gp)

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 # _____