

PATHFINDER SOCIETY

YEAR OF THE STOLEN STORM



FORGED IN FLAME, PART 2: CLEANSED WITH FIRE

By Nathan King



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HOW TO PLAY

Pathfinder Society Scenario #8–11: Forged in Flame, Part 2: Cleansed with Fire is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign’s home page at paizo.com/pathfinderSociety.



TABLE OF CONTENTS

CLEANSSED WITH FIRE	3
PLAYER HANDOUTS	21
APPENDIX: STAT BLOCKS	23
MAPS	26
CHRONICLE SHEET	28

GM RESOURCES

Forged in Flame, Part 2: Cleansed with Fire makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Advanced Class Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 4*, and *Pathfinder RPG Ultimate Equipment (UE)*. GMs can find the complete rules of these books available online for free at paizo.com/prd, and the relevant rules from the bestiaries are reproduced in an appendix at the back of the scenario for the GM’s convenience.

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FORGED IN FLAME, PART 2: CLEANSED WITH FIRE

By Nathan King



Five centuries ago, the shaitan sultan of the Peerless Empire perished at the hands of an efreeti, and although his daughter Sultana Ashadieeyah bint Khalid took the throne in peace, she's never forgiven the City of Brass for this crime against the empire. To retaliate, she ordered her smiths to forge a weapon that could strike with the full force of the Plane of Earth, and a celebrated shaitan general carried it into battle at the head of a mighty army. Three efreeti noble houses rose to the defense of the City of Brass, misleading, provoking, and whittling down the army in a series of catastrophes they pinned on the general's foolishness rather than efreeti retaliation. Ultimately, the general perished, and azer scavengers recovered his war pick of solid diamond for their efreeti masters. When the Peerless Empire sent an immense stone juggernaut to punish the efreet, the three houses added insult to injury by pinning the monstrosity in place using the stolen weapon.

These three noble houses have not fared well in the past century—especially the Mishalq family. Its scion Qalkami Mishalq entered self-imposed exile to deflect retaliation from the house's stronger rivals, and until only a week ago, she had lived in the trade city of Zjarra. With the recent passing of Sultan Suleiman XXIII, his daughter Grand Sultana Ayasellah Mihelar Khalidlah II quickly assumed control of the City of Brass. As usual, the succession has resulted in social turmoil as the boundaries of city districts change, power brokers fall out of favor, and ambitious social climbers ascend in rank. One of Qalkami's rivals has suffered without the old sultan's support and is verging on collapse, and she smells an opportunity to deliver the coup de grace and fill the power vacuum.

It is all the more fortuitous that she has the support of the Pathfinder Society, which desperately needs her expertise in breaking open a potent artifact known as the *Untouchable Opal*. Qalkami has redeemed a handful of the favors the Society owes, and she has just one more task that requires the Pathfinders' involvement: heralding her return to the City of Brass atop the toppled remains of one of her oldest rivals.

WHERE ON GOLARION?

Cleansed with Fire takes place entirely in the City of Brass, the legendary trade-capital of the Plane of Fire. For more information on the elemental Plane of Fire or the City of Brass, see *Pathfinder Campaign Setting: Planes of Power*, available in bookstores and game stores everywhere and online at paizo.com.

SUMMARY

The PCs begin their adventure in the Galley Quarter of the City of Brass, where they meet their contact, the efreeti Qalkami Mishalq. Qalkami requests the PCs raid the manor of a rival efreet family, the Cinderfurys, thus allowing her to secure the favor of the new grand sultana of the City of Brass. In order to begin the raid, the PCs must disable the estate's off-site security based in the Common Quarter.

At the security complex, the PCs encounter a detail of enslaved azers. From documents strewn across the floor, the PCs can ascertain that a secretive group of free azers named the Eye of the Red Worm has been in contact with the enslaved azers and is trying to liberate them. If the PCs can convince the azers to help, the attack on the Cinderfury manor is easier.

After neutralizing the security, the PCs enter the efreeti home, Emberhearth, in the Noble Quarter. They deal with any resistance, while completing several critical objectives: plant evidence of corruption provided by Qalkami, acquire key security contracts, and loot relics in order to bring the Cinderfury family to complete social ruin. During their raid, the Pathfinders can discover an ancient contract that could have lasting repercussions depending on how the PCs handle it. To complete their mission, the PCs neutralize the head of the Cinderfury family, Xobject. Afterward, the PCs meet Qalkami outside the estate just as nobles, politicians, and other authorities arrive to witness the noble house's demise—a convenient tragedy that Qalkami uses to realize her own rise to power.

BEATING THE HEAT

The Plane of Fire has the fire-dominant trait, which deals 3d10 fire damage to visitors every round. This reduces most creatures to ash within heartbeats, but there are several sanctuaries against this all-consuming fire. Many transports between settlements have heat-resistant areas for flammable cargo and extraplanar passengers. The Galley Quarter in the City of Brass (where the PCs disembark and meet with Qalkami) is built to be merely unpleasantly warm, not lethal.

The efreeti provides the PCs each a talisman that shields them from the worst of the plane's heat and serves as a passport in the city, allowing the PCs to travel with some freedom. Each talisman is a magic item that does not occupy a slot and radiates moderate abjuration magic (CL 8th). If someone loses a talisman or has its magic suppressed, the protection fades gradually. On the first round, the creature takes 1d10 fire damage, on the second round 2d10, and the full 3d10 fire damage each round thereafter. Note that the talismans do not provide any protection against fire damage beyond that of the plane's fire-dominant trait.



Qalkami Mishalq

sites and observing whether or not they're flammable.

Qalkami has reserved a private dining area in a tavern and incense bar known as the Chromatic Dragon, a brass building with scaly, red-lacquered doors. The interior is thick with fragrant smoke that wafts among the tables, chairs, lavish couches, and booths that surround a well-furnished fire drake enclosure. Zohz lazily salutes the proprietor before ambling to a back room, where Qalkami reclines on a divan beneath a picture of a red dragon triumphantly roaring atop the bodies of its black, blue, green, and white kin. She tosses a satchel of pungent herbs to Zohz, who immediately coils around it and rolls back to the common area to enjoy his now-smoldering payment.

"Ah, outlanders, over here. Sit."

Qalkami Mishalq motions to a crimson couch made of reddish leather. "Welcome to the City of Brass, or as we efreeti like to call it, Fommok Madinah. You may find this a less welcoming place than Zjarra, but I prefer to think it keeps out the riffraff. Now, we have the deal, the Society and I, to exchange services, and you owe me only one more.

Centuries ago, three efreeti houses thwarted one of the largest shaitan invasions ever to attack the City of Brass. My family played an instrumental role. As time went on, however, betrayal, crime, and greed riddled our family's affairs. Instead of helping us, the other two houses threw us to the flames, seized our assets, and dug up evidence to condemn us. Now one of these houses, the Cinderfuries, is teetering at the edge of oblivion, having tied its prestige too closely to the late grand sultan." Qalkami swirls a glass flute of golden liquid, chuckles to herself, and takes a sip.

"It would be politically damaging were I seen sabotaging my old enemy. Thankfully, I have a friend in the Society," she remarks, eyeing each of her guests in turn, "which can reveal the Cinderfuries for the treacherous worms they are. All that's necessary is ensuring that the right people find the right evidence in the right places at the right time. Your job involves getting that evidence to the right places. While you're doing that, I'll gather the right people at the right time to witness your handiwork. Simple enough.

"There are a few details and addenda, of course. First, the estate in question is Emberhearth, which keeps most of its security on-call and off-site. Unless you relish drowning in armed guards the moment you make a mistake, you'll need to neutralize

GETTING STARTED

Before beginning the adventure, check with each player to see if they've played #8–09: *Forged in Flame, Part 1: The Cindersworn Pact* with this character. Note how many have earned the Qalkami's Disdain boon, which imposes a penalty later in the adventure (see the Applying Strikes sidebar on page 16). Also distribute **Player Handout #1** to the players (a letter from Venture-Captain Esmayl ibn Qaradi, who helps summarize the purpose of the adventure) and **Player Handout #2** to members of the Liberty's Edge faction.

The adventure begins shortly after the PCs arrive in the Galley Quarter of the City of Brass aboard a cargo ship from the nearby trade city of Zjarra. Upon disembarking, the PCs meet an approximately octopus-shaped Large fire elemental that signals to them, introduces itself as Zohz in broken Common, and offers to lead them to Qalkami Mishalq. Zohz is true to its word, and it cheerfully serves as an inarticulate tour guide along the way, regularly pointing out important

them first. Second, the Cinderfuries maintain a pristine set of local records, and I would like you to secure any local security contracts you find in their library. Third, they keep an heirloom known as the Cinderfury gorget, which you should bring to me. Finally, I have plans for the estate; do keep the destruction to a minimum.

“Once we begin this operation, you’ll have perhaps four hours to complete everything—perhaps less if you dally or make too much noise. It should be more than enough time to infiltrate and escape Emberhearth. If you take any longer than that, I cannot guarantee your safety.”

Qalkami passes out a set of incandescent-orange, palm-sized disks, explaining that these talismans serve as visas for non-natives entering the Inner Ward and protect the wearer against the region’s ambient heat. She also stresses that the tokens are quite expensive, so losing them would be very unfortunate.

The efreeti supplies the PCs a metal case containing of six pieces of incriminating evidence against the Cinderfuries: two tentative contracts (one forged and the other legitimate) between the Cinderfuries and noble shaitans of the Peerless Empire; two secret communications discussing the ruling sultana, including multiple plots to have her assassinated; and two slanderous documents about other noble families in the Noble District. She further instructs the PCs on how to reach the security complex and Emberhearth.

The efreeti entertains any questions the PCs have, though she tends to be dismissive about any that aren’t integral to the Pathfinders’ success.

A raid? Planting evidence? We’re framing them! A flash of anger overtakes Qalkami’s expression but only for a moment, “I can imagine how you could see it that way, and in a sense, we are. However, few authorities can touch ruling nobles because of the latters’ virtual immunity granted by the sultana. If we are able to reveal the Cinderfuries’ corruption for all to see, they’ll lose that immunity, and you’ll look like heroes.”

Why do you want the security contracts? “The Cinderfuries are poised to collapse sooner or later. If they do so without someone securing the contracts, those deals would vanish, leaving countless mercenaries and vagabonds unemployed and within reach of innocent civilians. I know your stories and how they cast my kind as villains, but we would not sacrifice society’s wellbeing; we’re not monsters.”

Why do you want the gorget? “It’s a unique token of military merit and rank earned by the Cinderfuries’

ancient ancestors and disgraced by their descendants. I intend to see it returned to the sultana, not stolen by some enterprising vulture.”

Diplomacy (gather information) or Knowledge (local)

Based on the result of a Diplomacy check to gather information or Knowledge (local) check, the PCs might know some information about the City of Brass’s denizens, and culture. They learn all of the information whose DC is equal to or less than the result of their check.

15+: Non-efreeti citizens of the City of Brass are permitted the most privileges, second only to those of the efreet. Creatures that are not immune to fire receive only grudging tolerance and limited access to the city.

20+: Although the azers are far more populous on the Plane of Fire, the efreet are better known because of their oppressive empire and their enslavement of many of the plane’s inhabitants, including azers, elementals, magmins, and mephits. Efreeti nobles maintain opulent lifestyles, but as individuals fall out of favor, their wealth quickly evaporates. This is true of the Cinderfury family, which has recently sold two of its three large manors to pay off debts.

25+: Without a special permit, outlanders are not permitted in the Inner Ward of the City of Brass. Those caught violating this rule are often stripped of their possessions and sold

into slavery.

30+: It’s rumored that there is a secretive cult of free azers named the Eye of the Red Worm, located somewhere in the Common Quarter, that worships a great fire worm said to possess ancient teleportation magic.

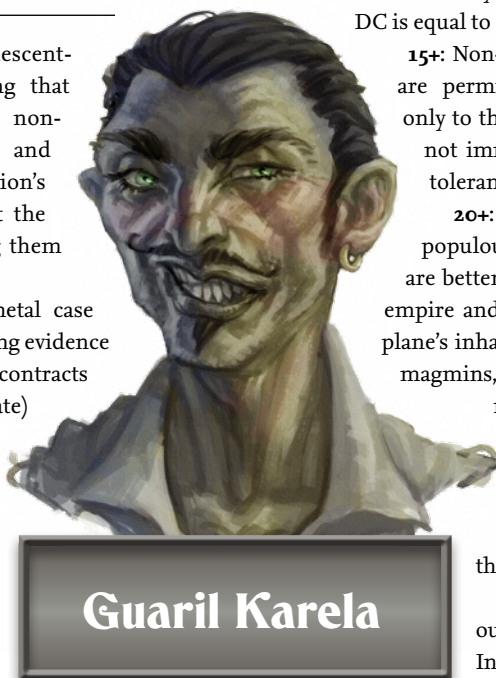
Knowledge (planes)

Based on the result of a Knowledge (planes) check, the PCs might know more about the City of Brass and the Plane of Fire. They learn all of the information whose DC is equal to or less than the result of their check.

10+: The Plane of Fire is extraordinarily hot, and those who lack powerful defenses against fire quickly perish. Certain parts of the City of Brass are merely uncomfortably warm, and peddlers in the city sell protective tokens at gouging prices.

15+: The City of Brass is a legendary trade metropolis that sits in a magically tempered brass basin in the roiling seas of fire in the Plane of Fire.

20+: Many of the buildings in the City of Brass are made



AN UNFRIENDLY CITY

The City of Brass is not a forgiving metropolis, and those who cross the wrong enemies or wander into the wrong areas can quickly lose their liberty or their lives. Extraplanar creatures have very few rights, whereas efreet have many. Fortunately, so long as the PCs keep their talismans prominently displayed, they have implicit permission to travel through most of the city. The DCs of Charisma-based skill checks listed in this scenario apply to most PCs—all those clearly not from the Plane of Fire. Ifrits (*Pathfinder RPG Bestiary 2* 160)—and perhaps some characters with fire-based bloodlines, domains, mysteries, and the like—gain a +2 bonus on all such checks, as residents view these characters more favorably.

What's more, they are under regular surveillance once they depart the Galley Quarter. More often than not, this is by means of a *crystal ball* operated by the efreeti **Sarath Iqdaudja** (NE female noble efreeti wizard 4), an influential servant of the sultana. Sarath makes her intentions clearer at the end of the adventure. For most of this scenario, her scrying is merely another means of showing the City of Brass is dangerous.

of a material called living brass. Living brass is made from the souls of mortals who've had their wishes twisted by the efreet, and it is used in buildings throughout the city.

Faction Notes: If any of the PCs are members of the Exchange faction, Guaril Karela waves them over as they depart the Chromatic Dragon. The plane's heat has not been kind to him, and he sweats profusely while directing dockworkers who move crates stamped with the Exchange's symbol.

"This damned heat! Even with magical protection, I'm sweating like a Taldan noble after half a day's honest work! I normally wouldn't be on the front lines like this, but the opportunity's too good to let amateurs screw it up." He smiles and adds, "Hence your presence here, and mine. What has the heir to the Mishalq fortunes demanded this time?"

Guaril hopes to learn what the PCs' mission is so that he can help the Exchange profit at the same time. He takes special note of the Cinderfury's extensive records collection as well as any talk of Qalkami's political ambitions, encouraging the PCs to pursue additional tasks based on what they share.

For record collections, read or paraphrase the following.

We're already running into issues here because we're virtual unknowns. It seems that if you're not made of fire, you have to pay a dozen not-made-of-fire taxes they just make up to vex you. As you can imagine, we need capital to drive our operations here, and I wouldn't mind if we used some of the nobles' own wealth

to pay their ludicrous fees. What's more, it would be nice to meet some more reliable contractors than the ones I've found so far. Were someone to acquire trade agreements, letters of credit, contracts, and the like, we could cut a lot of overhead." Guaril leans in. "Honestly, I find myself in short supply of assistants who don't ignite at inconvenient times, which around here would be 'always.' I could settle for a few good leads there."

For Qalkami's ambitions, read or paraphrase the following.

"Yes, this city seems quite the exclusive club; if you were born an efreeti, you win, but if you are anyone else, you suffer. It's quite the cruel condemnation of honest businesspeople like us, yes? What we need is a local liaison who can open those doors for us while letting us go about our business. Ideally this would be an efreeti, but maybe a less privileged creature would suffice. Shop around, and if you find someone suitably connected, cooperative, and capable, make a pitch."

Several encounters later in this adventure indicate likely ways for the PCs to fulfill these goals, but there's room for Exchange faction PCs to improvise and still reap some success. Qalkami is an excellent choice to serve as a liaison, but she's uninterested in entertaining new deals until the PCs have concluded their current deal with her.

A. SECURITY COMPLEX (CR 8 OR CR 11)

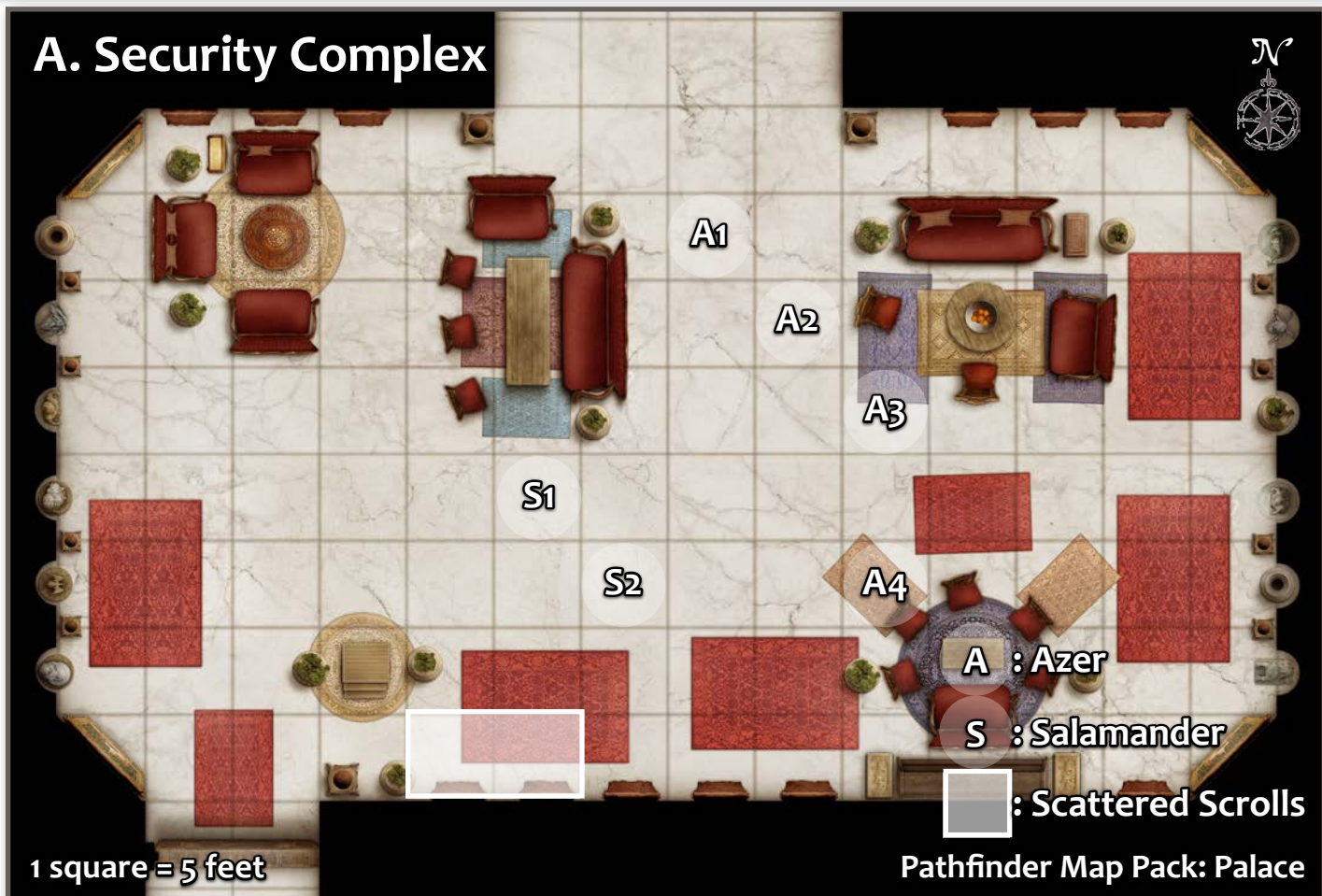
Nestled between two towering spires of bricked brass and filigreed marble in the Common Quarter, the Cinderfury security complex is a squat building that pales in comparison to the other lavish buildings nearby. Only the fiery mosaics etched into the façade of the building distinguish this structure amid the City of Brass's splendor. The Cinderfury family considers it uncouth to keep more than a handful of guards at each of their estates, but they value having deadly force on call if needed. The security complex serves as a nearby barracks for these armed retainers. However, only a fraction of the once well-funded security personnel maintain this complex.

As the PCs approach the complex, they can hear muffled shouts in Ignan from inside with a successful DC 18 Perception check. A PC who exceeds the DC by 5 or more overhears some of the details: a deep-voiced creature is reprimanding subordinates who were planning to run away, threatening them with painful punishments. The southwest door is unlocked.

This luxuriously appointed lobby contains numerous high-backed chairs and rugs of woven copper. Scraps of thin metallic plates, rolled up like scrolls, surround a small hole in the south wall.

Creatures: The Cinderfury's have stationed a security team here to receive any potential visitors and verify the purpose of their visit. With limited funds, the efreet have commanded

A. Security Complex



their enslaved azers to be the security labor force for their estate. In the hopes of stifling any potential rebellion from the azers, the estate has commissioned the help of a salamander sergeant named Hsalkar (in Subtier 8–9, she is accompanied by a male salamander named Ifin Ahn). Neither the azers nor the salamander are content with the efreet ruling them; however the azers begrudge the salamander for her rights and wages, meager though they may be.

As the PCs enter the compound, the salamander sergeant is harshly reprimanding azers after discovering evidence the azers planned to shirk their duties and escape. This evidence is strewn across the floor on several scraps of metallic paper. The azers assume the PCs are Cinderfury hirelings sent to crush their secret dissent. However, Hsalkar knows the PCs aren't, as she hasn't had the opportunity to reveal this rebellion to the nobles just yet and isn't aware of recent appointments by the family. On the other hand, she seizes this opportunity to cow the azers even further. She motions to the PCs and announces in Ignan that the Cinderfurys have sent soldiers to see the azer rebellion punished. She then orders the PCs to punish the azers for plotting to abandon their masters.

Hsalkar becomes angry if the PCs don't obey quickly, though a quick-witted PC can potentially avert conflict by trying to deceive Hsalkar about their identities, purpose, and

ties to the Cinderfurys. The salamander is quite confident that she would have received advance notice if the family had hired more guards, yet she knows the Cinderfurys have acted more erratically the worse their finances become. With a successful DC 28 Bluff check (DC 30 in Subtier 8–9), a PC can convince Hsalkar that they're legitimate hirelings with some authority; this DC decreases by 10 if the PCs violently subdue the azers first. Alternatively, a PC can attempt a DC 28 Diplomacy check (DC 30 in Subtier 8–9) to convince everyone to stand down long enough to talk.

The salamander's loyalty to the Cinderfurys only extends as far as their finances, and once the PCs have calmed her, they can convince her to leave in several ways. She's willing to depart in exchange for a bribe of 1,000 gp (2,000 gp in Subtier 8–9 to bribe both salamanders) or the bounty from the Outstanding Bounty boon (*Pathfinder Society Scenario #6–17: Fire of Karamoss*), which requires crossing it off that character's Chronicle sheet. A PC can instead trick her into thinking she's been reassigned, terminated, or otherwise has an important reason to depart and not return for several hours with a successful DC 33 Bluff check (DC 35 in Subtier 8–9).

If the PCs cannot convince the salamander to leave, she attacks. The azers default to fighting alongside the salamander, hoping to avoid any punishment that might

SCALING ENCOUNTER A

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

Subtier 5–6: As the Cinderfuries stretch their limited azer resources thin, they have overworked those that remain. The azers all have the fatigued condition.

Subtier 8–9: Budget cuts have resulted in a smaller team to protect the estate. Remove one advanced salamander from the encounter.

result otherwise. If the azers have strong reason to believe the PCs intend to save them, they avoid combat altogether.

Subtier 5–6 (CR 8)

AZER MERCENARY CR 5

Azer fighter 3 (*Pathfinder RPG Bestiary* 2 39)

LN Medium outsider (extraplanar, fire)

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 natural)

hp 56 (5d10+28)

Fort +10, **Ref** +3, **Will** +6 (+1 vs. fear)

Immune fire; **SR** 13

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.

Melee mwk warhammer +10 (1d8+4/×3 plus 1d6 fire)

Ranged light hammer +7 (1d4+3 plus 1d6 fire)

Special Attacks heat (1d6 fire)

TACTICS

During Combat The azer heeds the salamander's commands, typically using Power Attack and flanking with allies to take down foes.

Morale The azer fights until the salamander is defeated or until the azer has only one-quarter its hit points remaining (14 for an azer mercenary), at which point the azer surrenders and pleads for mercy for his disobedience.

STATISTICS

Str 17, **Dex** 14, **Con** 19, **Int** 12, **Wis** 14, **Cha** 7

Base Atk +5; **CMB** +8; **CMD** 20

Feats Furious Focus^{APG}, Power Attack, Step Up, Toughness, Weapon Focus (warhammer)

Skills Acrobatics +2, Appraise +6, Climb +7, Craft (blacksmithing) +4, Craft (weapons) +4, Intimidate +3, Knowledge (engineering) +5, Knowledge (nobility) +7, Knowledge (planes) +5, Perception +7, Profession (soldier) +6, Sense Motive +6, Survival +6

Languages Common, Ignan

SQ armor training 1

Gear mwk scale mail, light hammer, mwk warhammer

AZERS (2) CR 2

hp 15 each (*Pathfinder RPG Bestiary* 2 39, see page 23)

TACTICS

Use the same tactics as the Azer Mercenary.

SALAMANDER CR 6

hp 76 (*Pathfinder RPG Bestiary* 240, see page 25)

TACTICS

Before Combat The sergeant commands the PCs to attack the azers.

If they don't, she commands the azers to attack the intruding PCs.

During Combat The sergeant fights fiercely, using Power Attack and Cleave liberally.

Morale The salamander fights to the death, hoping to fend off any unwanted guests for as long as possible.

Subtier 8–9 (CR 11)

AZER MERCENARIES (4) CR 5

hp 56 each (see Subtier 5–6)

SALAMANDER SERGEANTS (2) CR 7

CE advanced salamander (*Pathfinder RPG Bestiary* 294, 240, see page 25)

hp 92 each

TACTICS

Use the tactics from Subtier 5–6

Treasure: Lying on one of the tables is a *lens of detection* the salamander uses to help detect thieves and locate any weapons on visitors. There is also a bin of confiscated items that Hsalkar has not yet processed. In Subtier 5–6, this is a *gray bag of tricks*, and in Subtier 8–9, it is *balm of impish grace*^{UE}.

Development: Depending on whether the PCs defeated the salamander or convinced her to leave, the azers either appeal for mercy or approach the PCs curiously, uncertain of what to make of them. Their attitude begins as indifferent, and they're hesitant to discuss what got them in trouble in the first place: they have been secretly exchanging messages with a group of free azers for about 10 days, and the latter had been trying to convince them to escape the city. Hsalkar found their notes, which are now scattered across the floor. The texts corroborate the azers' story, detailing times of secret gatherings with a group called the Eye of the Red Worm. These azers know that the group consists of free azers somewhere in the Common Quarter who provide unsanctioned transportation into and out of the City of Brass.

The azers here have all served in Emberhearth, but they're hesitant to stick out their own necks further to help the PCs—especially if that involves attacking Emberhearth. A PC who succeeds at a DC 20 Diplomacy check can cajole the azers to help before they seek out their Eye of the Red Worm contacts to escape; otherwise, they convey the basic layout of Emberhearth and then leave. The azers can help

in one of three ways, lacking the resources, time, and stealth to safely accomplish more. They can gather the other azers at the estate and convince them to leave, collect as many treasures as they can for the PCs, or gather important documents for the PCs. Each choice has an impact later in the adventure, and the azers agree to meet elsewhere in the city after the adventure to hand off what they find. Barring magical compulsion, the azers are unwilling to escort the PCs to the manor or fight alongside them.

Once the azers are sure that the PCs intend to infiltrate the manor, they mention that among the Cinderfurys' greatest treasures is Flamebinder's Jaw, the jawbone of the first enslaved azer to ever defy the family. Supposedly this folk hero had learned some damning secret about the efreet, so in order to both make an example and preserve this secret, the family killed the azer and made a trophy out of his jaw. The azers wonder if recovering the jaw might allow them to commune with the dead ancestor, learn the secret, and wield it against other efreet.

Faction Notes: Members of the Liberty's Edge faction should be interested in helping the azers escape, and recovering Flamebinder's Jaw could have powerful ramifications in supporting ongoing azer resistance against efreeti rule.

As a group, the Eye of the Red Worm is more interested in serving the massive eponymous beast deep below the City of Brass than they are in transporting extraplanar smugglers, but by helping the azers, members of the Exchange faction can arrange a meeting with **Anwar Alim** (LN male azer fighter 6/rogue 1), one of the group's representatives at the end of the adventure. Anwar is willing to smuggle the occasional Exchange shipment for a high price, but his fee is lower than what the faction might otherwise pay in tariffs. Making this deal does not require a skill check, merely the initiative to recognize and seize an opportunity.

Rewards: If the PCs fail to defeat the security detail or otherwise neutralize the guards, reduce each PC's gold earned as follows

Subtier 5–6: Reduce each PC's gold earned by 660 gp.

Out of Subtier: Reduce each PC's gold earned by 873 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,087 gp.

B. EMBERHEARTH

As one of the oldest of many noble efreeti families in the City of Brass, the Cinderfurys have survived innumerable rulers' reigns. However, over the past century, the family developed especially strong ties to the late sultan, which drained much of the family's wealth to keep up appearances. What's more, the sultan's successor Grand Sultana Ayasellah Mihelar Khalidlah II has honored few of her predecessor's deals with the Cinderfurys, ruining the family's political and social capital.

Emberhearth is the last remaining estate of the Cinderfury family: elegant, grand, and opulent. Made entirely of living

brass, it rises to a height of 60 feet and is proportioned almost entirely for the massive genies. Its walls are 1 foot thick (hardness 15, 240 hp, Climb DC 25). Unless otherwise noted, small braziers that hang from the 25-foot-high ceilings illuminate each room. Each room has one or more 5-foot-wide windows placed evenly around the building, with maroon curtains currently drawn for privacy.

Planting Evidence: Qalkami expects the PCs to plant evidence in Emberhearth, ideally in places and in a way that both seem natural. Areas **B3**, **B7**, **B9**, **B12**, and **B14** all sound places to hide evidence. As long as a player can provide a compelling reason why a certain piece of evidence might fit somewhere, potentially any room might suffice. Use your best judgment.

Strikes: The PCs can enter the building from a variety of directions, favoring either a kick-in-the-door approach or more subtle tactics. Certain actions, conditions, and events can accrue strikes, a simple method for tracking how aware the rest of the household is of the PCs' intrusion and what actions they've taken as a result. Each time the PCs engage in combat, they earn one strike—though especially quick or stealthy fights might not qualify. If the PCs favor especially loud tactics like using firearms or casting *sound burst*, give them two strikes instead. If the PCs use brute strength to bash down a door or other fixture, they earn a strike the first time they do so. The effects of strikes influence the encounter in area **B14** and appear in the sidebar on page 16.

Traps: The Cinderfurys value their privacy and have warded the doors to areas **B4** and **B7** with sheets of frostfire, a shimmering plane of cold air that flares to life when someone attempts to pass through those doors. Each warded door has a keyhole that can disable that door's trap, and both efreet in areas **B2** and **B14** have such a key. The listed DC to disable the trap is to suppress the magical trap itself; a PC can instead pick the lock (Disable Device DC 30) to disable that trap.

All Subtiers

FROSTFIRE TRAP CR 6

Type magic; Perception DC 10; Disable Device 25

EFFECTS

Trigger location (pass through door); **Reset** automatic (1 minute)

Effect vertical field of blue flames (2d6+15 cold damage and the target is bull rushed back [CMB +15]); multiple targets (all creatures passing through the door)

B1. The Grand Walkway

Brass bricks make up the entirety of this almost ostentatious edifice. Fiery motifs, gem inlays, and vines made entirely of flame snake their way across the building's facade. Ornate, brass railings corral visitors toward a pair of massive bronze doors.

B. Emberhearth



The Grand Walkway is the main entrance into Emberhearth. The Cinderfurys have spent a large sum of money to project their perceived wealth and prestige to visitors and business partners. The bronze double doors are currently unlocked.

With a successful DC 20 Perception or Survival check, a PC can locate a faint foot trail leading from the railings out front to a nearby window and then to the east side of Emberhearth. By exceeding this check by 5 or more, PCs can determine the footprints came from a single, Medium creature. If the PCs follow this trail, it leads around to the back of the estate to area B6.

B2. Luminous Foyer (CR 8 or CR 11)

Two immense staircases sweep up each side of this entry hall, joining at a second floor twenty feet above. A well-furnished room extends to the north, and small doors lead to both the east and west.

The luminous foyer is where the noble efreet meet any guests of the estate. The staircases lead up to the second floor of Emberhearth where the bulk of the Cinderfurys' most treasured relics reside. The floor bears an intricate geometric etching.

Creatures: In order to keep out of the spotlight and keep costs down, the Cinderfury patriarch Xojject recently assigned Ewari, one of his few remaining household servitors, to greet guests and determine the visitor's motives. Xojject does not entertain guests without an appointment, and Ewari doesn't expect anyone of the PCs' appearance. Her initial attitude is unfriendly, and she asks what business the PCs have here while surreptitiously pushing a wall panel that signals the guards at the security complex. Few claims are likely to impress her coming from mortals, and she sees no need to bother Xojject except under extraordinary conditions. The PCs might trick her into believing they have legitimate business, in which case she tries to schedule an appointment for them or takes a message. If the PCs are especially persuasive or insistent, she instead shows the PCs to one of the two meeting rooms (areas B7) and asks them to wait while she consults with the master of the house. This buys the PCs approximately 5 minutes to sneak around, though causing much noise or getting into other trouble can quickly spoil their ruse (at which point Ewari returns and likely initiates combat).

There are few circumstances that would elicit Xojject himself descending to meet with the PCs. Keep in mind that drawing the noble efreeti out in this way could likely combine two or more encounters to the PCs' detriment, so in most cases it's best for the PCs if their deceptions and diplomacy help deflect Ewari's attention while they inspect another several rooms.

AIDED BY AZERS

If the azers in area A agreed to help, they assist the PCs in one of three ways.

Freeing the Azers (Area B6): The two groups of azers band together to escape with the Eye of the Red Worm acolyte. They leave behind a small cache of supplies hidden beneath the table along with a note that reads "Strangers, your help has been invaluable to saving the azers." By selecting this option, members of the Liberty's Edge faction automatically succeed at the faction objective in area B6.

Collecting the Documents (Area B9): The azers find the ledgers, trade maps and lineage charts in the "Contracts" and "Lineage" sections of the library. However, in their haste, they're unable to locate the Azerite Pact, nor do they take the treasure from the section labeled "Magic." The azers give these texts to the PCs after the adventure.

Looting the Relics (Area B13): The azers loot all of the items in this room, offering them to the PCs after the raid. If the PCs select this option, Xojject is unable to gain additional gear as the PCs earn strikes.

SCALING ENCOUNTER B2

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

Subtier 5-6: The Cinderfurys have stationed one of their younger nobles here instead. Ewari does not have a falchion, and the caster level of her spell-like abilities decreases to 8th.

Subtier 8-9: Remove the advanced template from the efreeti.

Subtier 5-6 (CR 8)

EWARI **CR 8**

Efreeti (*Pathfinder RPG Bestiary* 140; see page 23)

hp 95

TACTICS

During Combat Ewari wades into melee combat with the PCs.

She only switches to ranged attacks if her melee attacks seem ineffective.

Morale Ewari fights to the death.

Subtier 8-9 (CR 11)

EWARI **CR 9**

Advanced efreeti (*Pathfinder RPG Bestiary* 294, 140; see page 23)

hp 115

TACTICS

Use tactics from Subtier 5-6.

LAVA DRAKE

CR 9

hp 115 (*Pathfinder RPG Bestiary 4* 39, see page 24)

TACTICS

During Combat The lava drake uses its pyroclastic vomit ability to catch as many PCs as possible in the attack. In subsequent rounds, the drake lashes out in melee with its natural weapons.

Morale The drake fights to the death unless it is reduced to 15 or fewer hit points and Ewari has perished, at which point it flees or makes an embittered show of submission.

Development: Ewari carries a key that the PCs can use to disable frostfire traps on many of the downstairs doors.

B3. Blazing Bastion

This large room contains sofas and chairs upholstered in leather with a metallic sheen. A steel table is set with stone plates, crystalline cutlery, and gold-lined goblets. Doors to the north open onto a narrow terrace, and the portrait of a stern efreeti hangs along the west wall.

This room is meticulously cleaned and set, in the hopes of giving off the veneer of class and celebrity. In reality, the Cinderfurys haven't entertained a guest or visitor in quite a while. A PC who succeeds at a DC 15 Knowledge (nobility) or DC 25 Perception or Sense Motive check can deduce that the room has seen little use recently and is instead arranged to highlight the household's wealth.

B4. Terrace

A small patio sits behind Emberhearth looking out onto a modest backyard and the rest of the City of Brass.

B5. Azer Quarters (CR 8)

In stark contrast with the rest of estate, this room has few decorations and only simple furnishings, such as stone cots, a makeshift table, and a chest of drawers to the south.

This room is where the enslaved azers sleep and spend their time while not fulfilling commands. So long as the azers have not all left the estate, a set of maps imprinted on thin sheets of metal lie atop the table. Each depicts parts of the City of Brass, etched in various places to mark several sites of interest.

Creatures: An acolyte of The Eye of the Red Worm has staked out the estate for some time and recently sneaked in

to convince the azers here to flee the weakened Cinderfury estate—with some desperation if the PCs have earned one or more strikes. So long as the PCs have not sneaked up on them, the azers notice them as they enter. The acolyte calls on the gathered azers in Ignan, raising a fist and shouting, “The opposition has arrived! Now you must choose: do you trust in the Red Worm, or do you accept the efreeti chains?”

The other azers do not share her confidence and conviction, for they know that if they try to escape and are caught, they'll face excruciating repercussions at the genies' hands.

Instead, they hesitantly look between the acolyte and the PCs. If the PCs attack, the azers all fight in self-defense. If the PCs don't act, one of the azers hesitantly asks who the PCs are and what they want. A PC who succeeds at a DC 14 Diplomacy check (DC 16 in Subtier 8–9) can calm the azers enough to talk further, though failing this check by 5 or more only scares the azers into attacking. The household azers are willing to believe the PCs are not friends of the Cinderfurys and could help, though the acolyte is more skeptical. She can be convinced with a successful DC 21 Diplomacy check; otherwise she tries to shepherd

the azers out of the estate while keeping the PCs at a safe distance.

Should the PCs befriend both acolyte and azers, they can provide further details about the manor's layout. The azers also inquire about their kin at the security complex, wondering why they have not arrived to oust the PCs at one of the efreet's commands. They're relieved by any news that the PCs dealt with the other azers peacefully. Should the PCs inquire about Flamebinder's Jaw, the azers report that Xojject keeps the jaw in his office on the second floor (area B14). If the PCs did not hear about Flamebinder's Jaw earlier, this is another opportunity for them to learn.

All Subtiers (CR 8)

AZERS (5)

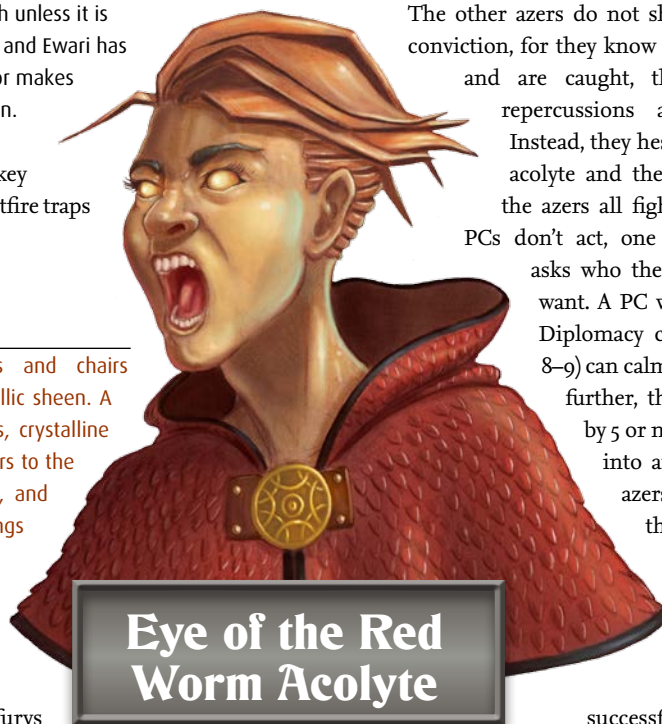
CR 2

hp 15 each (*Pathfinder RPG Bestiary 2* 39, see page 23)

TACTICS

During Combat The azers fight cautiously and together, aiming more to preserve one another than to kill anyone. The more brutal the PCs' tactics, the more violently the azers fight.

Morale The azers fight until three of them are incapacitated or



Eye of the Red Worm Acolyte

the acolyte perishes, at which point they flee or surrender as seems most prudent.

ACOLYTE OF THE WORM CR 5

Azer sorcerer 3 (*Pathfinder RPG Bestiary 2* 39)

N Medium outsider (extraplanar, fire)

Init +0; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 natural)

hp 44 (5 HD; 3d6+2d10+23)

Fort +7, **Ref** +1, **Will** +9

Defensive Abilities fated (+1); **Immune** fire; **SR** 13

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4+2/19–20 plus 1d6 fire)

Special Attacks heat (1d6 fire)

Bloodline Spell-Like Abilities (CL 3rd; concentration +4)
4/day—touch of destiny (+1)

Sorcerer Spells Known (CL 3rd; concentration +4)

1st (6/day)—*alarm, magic missile, shield, vanish*^{APG} (DC 12)

0 (at will)—*arcane mark, detect magic, message, read magic, spark*^{APG}

Bloodline destined

STATISTICS

Str 15, **Dex** 10, **Con** 17, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 15

Feats Arcane Armor Training, Eschew Materials, Power Attack, Toughness

Skills Acrobatics +2, Appraise +6, Climb +4, Craft (leather) +4, Craft (painting) +4, Diplomacy +3, Knowledge (nobility) +6, Knowledge (planes) +6, Perception +11, Stealth +5

Languages Common, Ignan

SQ bloodline arcana (gain luck bonus on saves when casting personal-range spells)

Gear mwk studded leather, mwk dagger

Treasure: If the PCs successfully convince the Eye of the Red Worm acolyte that they're there to help, she tells the PCs she has a small satchel of items intended for the azers, but will spare a few as the PCs have helped make their escape easier. She gives the PCs an *elixir of hiding*, two *potions of cure moderate wounds*, a *potion of invisibility*, and a *scroll of heroism*. In Subtier 8–9, replace the *potions of cure moderate wounds* with *potions of cure serious wounds*, and the scroll is a *scroll of heroism* (CL 8th).

Faction Notes: This represents another opportunity for members of the Liberty's Edge faction to help enslaved azers escape efreeti rule and recover Flamebinder's Jaw.

Rewards: If the PCs do not explore this area (including if they asked the azers in area A to evacuate the azers here) or fail to resolve the encounter here, reduce each PC's gold earned as follows.

OPTIONAL ENCOUNTER

The mephits in area B8 are an optional encounter and can be omitted if time is running short. Run this encounter only if more than 100 minutes remain in which to complete the scenario; otherwise, the PCs can investigate this room in peace.

Subtier 5–6: Reduce each PC's gold earned by 127 gp.

Out of Subtier: Reduce each PC's gold earned by 237 gp.

Subtier 8–9: Reduce each PC's gold earned by 348 gp.

B6. Estate Kitchen

Stone countertops neatly organized with cooking utensils line the north and west walls. The once-overflowing cabinet to the south contains only an odd assortment of ingredients leftover from past cooking projects. The stove to the northwest burns with a small, magical flame.

B7. Meeting Rooms

It's here the Cinderfurys work on contracts and trade deals with clients. Each of these meeting rooms contains a glass table etched with serpentine designs and high-backed glass chairs.

B8. Storage Room (CR 7 or CR 10)

Much of this room is filled with stacked furniture, piles of random colorful knickknacks, and lavish room decorations.

The Cinderfurys store the bulk of their furniture here when it's not in use. The noble family often changes the theme of their rooms in the hopes of appealing to their visitors' tastes and styles.

Creatures: The estate wait staff is currently here, moving furniture and stacking items to free up space in the room after recently refurbishing area B3. Unaware of any scheduled visitors, the mephits assume the PCs are thieves and attack them. If the PCs make a considerable ruckus elsewhere without triggering some other encounter, the mephits might leave this room to investigate and chase off intruders.

Subtier 5–6 (CR 7)

ROILING STEAM MEPHITS (2) CR 5

Advanced steam mephits (*Pathfinder RPG Bestiary 202*)

N Small outsider (fire)

Init +7; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 15, flat-footed 16 (+3 Dex, +1 dodge, +5 natural, +1 size)

SCALING ENCOUNTER B8

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

Subtier 5–6: The mephits have already used their boiling rain ability for the day.

Subtier 8–9: Remove one mephit from the encounter.

hp 52 each (8d10+8); fast healing 2

Fort +5, **Ref** +9, **Will** +6

DR 5/magic; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +11 (1d4+2)

Special Attacks breath weapon (15-foot cone, DC 15, 1d10 fire plus sickened)

Spell-Like Abilities (CL 11th; concentration +13)

1/hour—*blur*, *obscuring mist*

TACTICS

Before Combat If the mephits hear conflict, they hide in this area and cast *blur* on themselves if combat seems imminent.

During Combat The mephits use a combination of their breath weapons, boiling rain, and hit-and-run claw attacks to harass their foes. A mephit uses *obscuring mist* if it's under serious threat from ranged attacks.

Morale Once the PCs defeat one of the mephits, the other mephit only fights until reduced to 30 or fewer hit points before surrendering or fleeing. The mephits attempt to escape the combat earlier if it's clear their foes are unharmed by fire damage.

STATISTICS

Str 15, **Dex** 17, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +8; **CMB** +9; **CMD** 23

Feats Dodge, Great Fortitude, Improved Initiative, Mobility

Skills Bluff +13, Fly +16, Perception +11, Stealth +18

Languages Common, Ignan

SPECIAL ABILITIES

Boiling Rain (Su) Once per day, an advanced steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d10 points of fire damage (Fortitude DC 14 half; caster level 11th). This ability is the equivalent of a 2nd-level spell.

Breath Weapon (Su) An advanced steam mephit's breath weapon is a cone of steam that deals 1d10 fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Fast Healing An advanced steam mephit's fast healing only works in boiling water or steam.

Steam Attacks Despite dealing fire damage, an advanced steam mephit's special attacks do not burn away the fog created by

its *obscuring mist* spell-like ability unless the mephit wishes to do so.

Subtier 8–9 (CR 10)

BOILING STEAM MEPHITS (5)

CR 5

hp 52 each (see Subtier 5–6)

TACTICS

Before Combat If the mephits hear conflict, they hide in this area and cast *blur* on themselves if combat seems imminent.

During Combat The mephits use a combination of their breath weapons, boiling rain, and hit-and-run claw attacks to harass their foes. A mephit uses *obscuring mist* if they're under serious threat from ranged attacks.

Morale Once the PCs defeat three of the mephits, the other mephits only fight until reduced to 30 or fewer hit points before surrendering or fleeing. The mephits attempt to escape the combat earlier if it's clear their foes are unharmed by fire damage.

B9. The Library

Felt-lined shelves from floor to ceiling cover every inch of wall space in this exquisite and relatively cool library. Each shelf contains a menagerie of books, ancient scrolls, maps, metal plates, and charts of all size, color, and design. A large table sits in the middle of the room, holding stacks of books and stray sheets of parchment. Exotic trinkets and baubles are interspersed in the multitude of items, with each shelf labeled in angular text.

This library is where the Cinderfuries store the majority of their family documentation and rare literature acquired through many business deals and purchases since gaining political power centuries ago. Unlike most of the rooms, the library lacks windows. The angular text is in Ignan and labels each of the shelves, with Contracts, Lineages, and Magic being the most pervasive.

When a PC searches the library, have her identify which of the three sections she's perusing. The process takes about 10–20 minutes of continuous effort, which also earns the PCs one strike so long as they've earned at least one strike already; this provides Xobject time to call for help and gather resources. If the PC succeeds at a DC 15 Linguistics, Perception, or Profession (librarian) check (DC 19 in Subtier 8–9), she uncovers all of the important documents and other finds in that section. If the PC cannot read Ignan, increase the DC of this check by 10.

Contracts: The PCs find a wealth of ledgers, trade maps, and signed business agreements covering a wide range of services, including **Player Handout #3**. The handout is a contract between the Cinderfuries and a group referred to as the Bralkashik. With a successful DC 20 Knowledge (planes) check, a PC recognizes the Bralkashik as an extended guild

of efreeti operatives that specializes in smuggling, theft, fencing stolen goods, and other low-violence crime. The Bralkashik are something of an open secret among efreet, who see the organization as a necessary evil in a treacherously civil society, albeit an evil that shames the client whenever that patronage becomes public knowledge. The handout also references Sairazul's Tears, which a PC can recognize with a DC 20 Appraise, Knowledge (local), or Knowledge (planes) check as a set of priceless diamonds stolen from the shaitans' Peerless Empire centuries ago.

The PCs also uncover a frayed, ancient contract titled the Azerite Pact. With a successful DC 20 Appraise, Knowledge (history), or relevant Profession check, a PC can recognize that contracts like this are extremely rare and almost never duplicated, often because the dominant party holds the only copy that lays claim to the subservient party's goods or services. The contract's fine print is written in a painfully ornate Ignan script, and a PC who both understands Ignan and succeeds at a DC 15 Intelligence, Linguistics, or Profession (barrister) check determines that this is a legal contract that identifies a large population of azers who are bound to serve the Cinderfury family, having begun their service several centuries ago as recompense for services to the sultan. The contract formally cuts the azers' ties to a different noble family and mandates their servitude in all things in perpetuity and with no recourse for eventual freedom. If the PC exceeds the check DC by 5 or more, she also recognizes similar signatures and language on another document in this section. This additional text identifies the Mishalq family as an obstacle to the Azerite Pact's fulfillment, detailing a range of possible approaches the Cinderfurys might take to ensure their rival would not be capable of interfering—the subtext being the Cinderfurys willfully sabotaged the Mishalqs' finances and reputation.

With a successful DC 18 Knowledge (planes) or Profession (merchant) check, a PC can isolate several especially informative documents valuable to those pursuing business interests on the Plane of Fire.

Lineages: The Cinderfurys extensively documented not only their own family tree but also those of many other families. Even if the PCs don't take any of the texts and charts, looking over them provides considerable insights into the convoluted efreeti lineages and how those have shaped the contemporary political landscape. These discoveries contribute to the secondary success conditions. An ifrit PC might even uncover some reference to a mortal dalliance with an efreeti that might describe his own fire-blooded ancestor.

Magic: The family keeps a plethora of scrolls, tomes, spellbooks, and other magical writings here. The entire section radiates a riot of magical auras, so although *detect magic* is insufficient to find the best treasures here, the spell does offer a PC a +5 circumstance bonus to search here.

What the PCs can recover here appears in the Treasure section below.

Treasure: The PCs only secure treasure here if they successfully search the Magic section. The PCs can find a *book of extended summoning* (lawful)^{UE}, a *page of spell knowledge* with *resist energy*, and a *spell lattice* (1st level)^{ACG}. In Subtier 8–9, the PCs instead find a *greater book of extended summoning* (lawful)^{UE} and a *spell lattice* (2nd level)^{ACG} in addition to the *page of spell knowledge*. Finding this treasure also earns each PC the Efreeti Arcana boon on his or her Chronicle sheet.

Development: The Azerite Pact is a document that Qalkami Mishalq desires, and it also has important implications for several factions (see below).

Faction Notes: The Azerite Pact has significant implications for both the Exchange and Liberty's Edge factions. The nature of the contract is such that destroying it would free the azers bound to the Cinderfury family, at least as a formality; in practice, other efreet would likely swoop in and recapture a portion of them. Regardless, this is a natural course of action for Liberty's Edge faction PCs.

For members of the Exchange faction, the contract has more complex implications, as a large force of azers represents an extraordinary local labor pool for whatever endeavors the faction's leaders might conceive. A PC can alter the contract to transfer control to the Exchange with a successful DC 25 Linguistics or DC 30 Sleight of Hand check, though the PCs only have one chance to succeed before they've created irreparable messes that would not pass muster with a legal authority. The nature of the PC's adjustment is open-ended, and a variety of alterations could benefit the Exchange: writing in a clause that manumits the azers after a short period of helping the Exchange, freeing the azers only to hire them as local experts, ongoing enslavement (a very morally dubious choice), or similar choices are all valid.

If the PCs choose to free the azers, an Exchange faction PC needs to convince them to hire on with their organization when they next meet with the azers—likely after the adventure, assuming the PCs have peacefully dealt with the azers in area **A** or **B6**. They're skeptical about signing themselves away to a new patron, especially in a way that keeps them in the City of Brass in easy reach of the efreet. A must PC succeed at two DC 18 Diplomacy checks (DC 20 in Subtier 8–9) to convince the azers to try this new arrangement.

Rewards: If the PCs do not recover the magic items here, reduce each PC's gold earned as follows. If they send the azers from area **A** here, the PCs do not lose any gold, but they do not receive any of the items or the boon on their Chronicle sheets.

Subtier 5–6: Reduce each PC's gold earned by 645 gp.

Out of Subtier: Reduce each PC's gold earned by 911 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,177 gp.

APPLYING STRIKES

The efreeti Xojject in area **B14** likely learns early on that there are intruders in the manor, but he is too stubborn to flee his home, as that would seal his family's disgrace. Strikes represent his responses and precautions. These effects are cumulative. If at least half of the PCs who received credit for *Pathfinder Society Scenario #8-09: Forged in Flame, Part 1: The Cindersworn Pact* earned the Qalkami's Disdain boon, Qalkami sends Xojject a threatening letter shortly before the PCs arrive, earning them one strike automatically.

1 Strike: Xojject is aware that there might be trouble. He sends a signal to the nearby security complex (area **A**), which almost certainly receives no response.

2 Strikes: Xojject assumes gaseous form and sneaks to area **B13**, where he collects the three treasures: the *bonebreaker bracers*^{UE}, the *shield cloak*^{UE}, and the special battleaxe. He equips the bracers and cloak but hides away the axe, hesitant to use it and dislodge the ancient blood along its edge.

3 Strikes: Xojject suspects his guards are not on their way, so he magically contacts his few remaining allies and asks for assistance. This help arrives in area **B2** at the beginning of any combat with the efreeti noble. In Subtier 5-6, this help consists of an azer mercenary (see page 8), and in Subtier 8-9 it consists of an advanced salamander (see page 24).

4 Strikes: Xojject apologizes to his ancestors and wields the special battleaxe from area **B13**.

5 Strikes: Xojject calls in the last of his favors. At the beginning of the second round of combat, a second azer mercenary (Subtier 5-6) or advanced salamander (Subtier 8-9) enters area **B2**.

B10. Pool Chamber

This is another chamber the efreet use to entertain visitors and associates. A deep bath with stepped sides and filled with steaming water occupies most of this room. The bath's contents are heavily salted with rare minerals mined from volcanoes and other fiery sites, and the composition is particularly soothing to outsiders with the fire subtype.

B11. Balcony

This balcony overlooks the ground level. Two large windows overlook both the front and the back of the estate, and a small bookshelf and chairs provide a cozy space for reading.

B12. Bedrooms

Each of these rooms contains a bed, a wardrobe, a small stand, and a large portrait of a stoic efreeti. A PC can recognize these portraits with a successful DC 22 Knowledge (nobility) check as Xojject Cinderfury, the patriarch of the dwindling family.

B13. Reliquary

Exotic trophies, ancient relics and glimmering weapons rest atop illuminated pedestals that encircle the room.

The Cinderfurys put their rarest items on display for visitors in this room to show the strength behind the Cinderfury name.

Treasure: Each item on display has a storied history of how it came into the family's possession, ranging from the spoils of war to royal rewards to the fruits of a particularly grand business maneuver. Four items are especially noteworthy. The first is a Large +1 *adamantine battleaxe* whose edge is encrusted with a thin layer of curious green crystals. A PC can identify these crystals with a successful DC 20 Knowledge (planes) check as an uncommon growth that sometimes forms from dried shaitan blood. The second is a frost-forged steel^{UE} breastplate inscribed with Shelynite iconography. The third is a set of *bonebreaker bracers*^{UE} made of steel and studded with tiny garnets that seem to map the constellations in an unfamiliar sky. The fourth is a +1 *shield cloak*^{UE} made of orange-red drake hide.

In Subtier 8-9, the battleaxe is instead a +1 *spell-storing battleaxe* (currently contains *bestow curse*, Will DC 18), and the cloak is a +1 *dragon-defiant shield cloak*^{UE}.

Rewards: The PCs can earn rewards for this room in several ways. They can explore this room and recover its contents before earning two strikes, they can send the azers from area **A** to recover the relics, or they can defeat Xojject in area **B14** if he already recovered his gear following the second strike. If the PCs fail to meet any of these conditions, reduce each PC's gold earned as follows.

Subtier 5-6: Reduce each PC's gold earned by 1,142 gp.

Out of Subtier: Reduce each PC's gold earned by 1,404 gp.

Subtier 8-9: Reduce each PC's gold earned by 1,667 gp.

B14. Master Suite (CR 9 or CR 12)

As the PCs enter the suite, read or paraphrase the following.

The walls of this chamber bear a patina that continuously shimmers and swirls, and every inch of the floor bears fantastic mosaics of metallic tiles. A desk of polished marble stands to the southeast between two bay windows. The desk's surface is covered in an abundance of brass sheets.

This is the main business office of Xojject Cinderfury, where he twists all contracts, trade documents, and wishes with business partners in his favor. Most of the documents requesting aid are stacked together and set far to one side as if they'd rather be forgotten, whereas missives from creditors congregate messily toward the center. In a glass case atop the sideboard to the northeast rests Flamebinder's Jaw, a brass azer jawbone poised atop a metal stand.

Creatures: The ruling patriarch of the Cinderfury family, Xojject, is drafting two letters to two different banks in the City of Brass, requesting extended lines of credit and offering assurances of future repayment. His companion, Craterflame, a wayward elemental whom Xojject tricked into service years ago, stands near the desk awaiting Xojject's commands.

By the time the PCs arrive, Xojject has likely pieced together the basics of who they are and what they want, but he prides himself on being a great negotiator and suspects he can trick them into revealing their mission, employer, and other information. Despite his financial ruin and knowing his home is under attack, he conducts himself like a businessperson, by inquiring about the PCs' business and snidely observing they think themselves important enough not to schedule an appointment. If they're not forthcoming with information, he accuses them of being simple thugs and thieves, swiftly growing impatient with them and eventually attacking.

Xojject has a basic understanding of the Eye of the Red Worm, and if the PCs cite wanting to free the azers, he laughs and dismisses the recent attempts at liberation. As far as he's concerned, the azers agreed to work for his family; in turn, they have been given shelter and purpose. To him, mortal talk of rights or freedom are nothing in the grand scheme of things—however, he shares this belief only if he's aiming to needle the PCs' emotions. If he suspects he can trick the PCs into leaving for a promise to free the azers, he happily does so.

Should the PCs reference Qalkami or their aim to plant evidence, Xojject shakes his head and says, "So the exile is attempting to take back her place in the City of Brass? She scattered those coals long ago and now whines for lack of fuel. She put herself in exile because she shared dangerous secrets with the wrong people, fully knowing the consequences. You serve a treacherous master." He invites them to share what they have accomplished in exchange for avoiding further confrontation.

The Azerite Pact is a sensitive

SCALING ENCOUNTER B14

To accommodate a group of four PCs, remove Craterflame from the encounter. Xojject has commanded the elemental to investigate a recent disturbance at the security complex.

secret. Mentioning it or showing they've stolen it causes Xojject to slam his fist into the desk and rail against the PCs for entering his home and stealing from his storied, noble line. Upon shouting a few last choice invectives, he attacks.

Note that once combat begins, there may be additional combatants based on how many strikes the PCs accrued earlier in the adventure.

Subtier 5–6 (CR 9)

XOJJECT CINDERFURY CR 8

Male efreeti (*Pathfinder RPG Bestiary* 140, see page 23)

hp 95

TACTICS

During Combat Xojject pairs his quickened *scorching ray* spell-like ability with melee attacks to attempt to pick off the PCs one by one.

Morale Xojject fights to the death to defend his family's name and honor.

CRATERFLAME CR 5

Large magma elemental (*Pathfinder RPG Bestiary* 2 118, see page 24)

NE Large outsider (fire)

hp 60

TACTICS

During Combat Craterflame attacks any foe that threatens its master, attempting to flank with Xojject as best it can.

Morale Craterflame fights to the death.

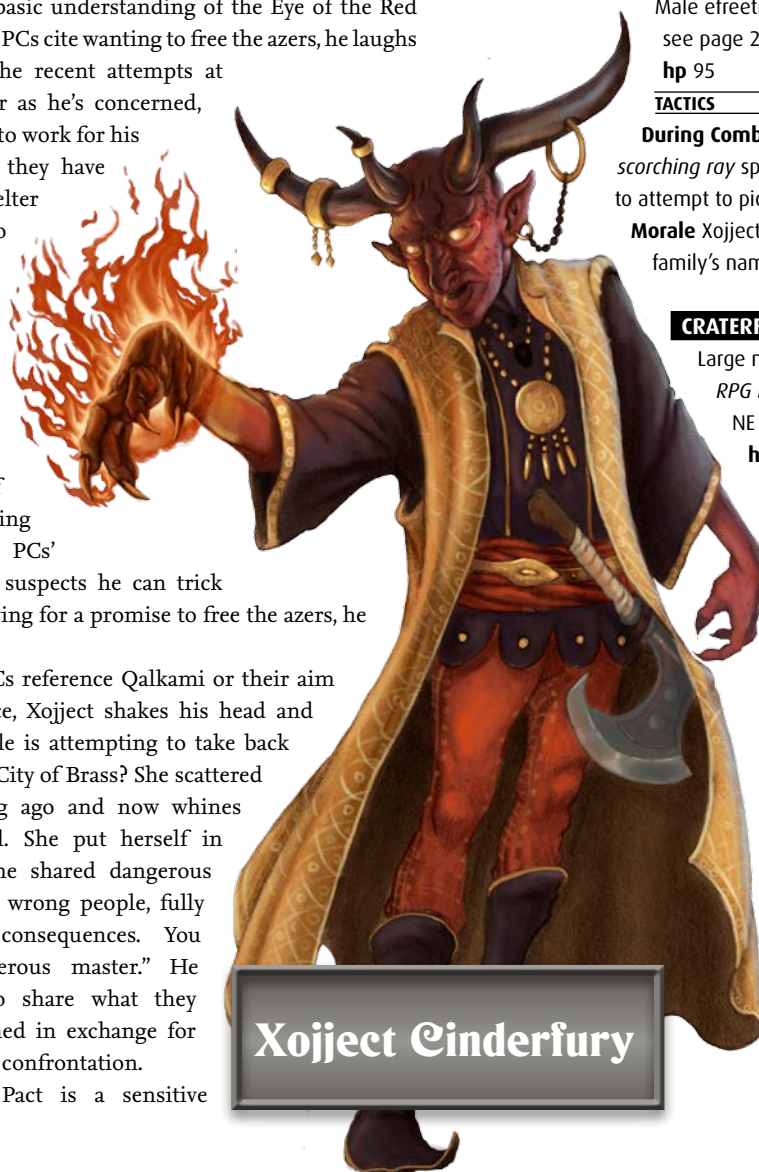
Subtier 8–9 (CR 12)

XOJJECT CINDERFURY CR 11

Efreeti malik arcanist 2 (*Pathfinder RPG Bestiary* 140, *Pathfinder RPG Advanced Class Guide* 8) LE Large outsider (fire)

Init +6; **Senses** darkvision 60 ft., *detect magic*;

Perception +20



Xojject Cinderfury

DEFENSE

AC 26, touch 14, flat-footed 23 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +8 natural, -1 size)

hp 142 (15 HD; 2d6+13d10+62)

Fort +9, **Ref** +13, **Will** +16

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee +1 *battleaxe* +21/+16/+11 (2d6+8/×3 plus 1d6 fire) or 2 slams +15 (1d8+3 plus 1d6 fire)

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

Special Attacks arcane reservoir (4 current, 5 maximum), arcanist exploit (dimensional slide), change size, consume spells, heat

Spell-Like Abilities (CL 15th; concentration +18)

Constant—*detect magic*

At will—*plane shift* (willing targets to elemental planes, astral plane, or material plane only) (DC 20), *produce flame*, *pyrotechnics* (DC 15), *scorching ray*

3/day—*fireball* (DC 16), *heat metal* (DC 15), *invisibility*, quickened *scorching ray*, *wall of fire*

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *greater invisibility*, *permanent image* (DC 19), *pyroclastic storm*

Arcanist Spells Prepared (CL 2nd; concentration +5)

1st (4/day)—*mage armor*, *thunderstomp*^{ACG}

0 (at will)—*arcane mark*, *bleed* (DC 13), *mage hand*, *message*, *read magic*

TACTICS

Before Combat Earlier in the day, Xojject cast *mage armor* on himself, which is included in his statblock.

During Combat As a swift action, Xojject casts quickened *scorching ray* to blast the PCs from afar. After, Xojject uses his dimensional slide arcanist exploit to position himself next to a PC, allowing him to use Vital Strike to obliterate his target.

Morale Unwilling to be known as a coward, Xojject viciously fights to the death in the hopes of taking one or more of the Pathfinders with him.

STATISTICS

Str 25, **Dex** 15, **Con** 18, **Int** 16, **Wis** 18, **Cha** 17

Base Atk +14; **CMB** +22; **CMD** 37

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative^B, Lightning Reflexes, Power Attack, Quickened Spell-Like Ability (*scorching ray*), Vital Strike

Skills Bluff +24, Craft (calligraphy) +14, Disguise +11, Fly +12, Intimidate +19, Knowledge (all) +10, Perception +20, Sense Motive +20, Spellcraft +20, Stealth +7

Languages Aquan, Auran, Common, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant; *alter self* or *giant form I*)

Combat Gear *potion of cure serious wounds*, *potion of bull's*

strength, *potion of protection from cold*; **Other Gear**

+1 *battleaxe*, *aegis of recovery*^{AE}, *cloak of resistance* +1, *ring of protection* +2, *spellbook*

SPECIAL ABILITIES

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

CRATERFLAME

CR 9

Fiendish large magma elemental barbarian 3 (*Pathfinder RPG Bestiary* 2 292, 118)

NE Large outsider (earth, elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 16, touch 8, flat-footed 15 (+1 Dex, +8 natural, -2 rage, -1 size)

hp 132 (11 HD; 8d10+3d12+69)

Fort +15, **Ref** +8, **Will** +7

Defensive Abilities trap sense +1, uncanny dodge; **DR** 10/good or 5/—; **Immune** elemental traits, fire; **Resist** cold 15; **SR** 14

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft., burrow 20 ft.; earth glide

Melee 2 slams +17 (1d8+7 plus burn)

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

Special Attacks burn (1d6 fire, DC 18), lava puddle, rage (12 rounds/day), rage powers (knockdown^{APG}, quick reflexes), smite good (1/day)

STATISTICS

Str 24, **Dex** 12, **Con** 23, **Int** 8, **Wis** 11, **Cha** 9

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 28 (30 vs. bull rush)

Feats Cleave, Extra Rage Power^{APG}, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +5, Climb +18, Intimidate +8, Knowledge (dungeoneering) +10, Knowledge (nobility) +2, Knowledge (planes) +3, Perception +14, Sense Motive +6, Stealth +8

Languages Ignan

SQ fast movement

SPECIAL ABILITIES

Burn (Ex) A magma elemental's burn DC includes a -2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Earth Glide (Ex) A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture,

as if the stone had been polished. A *move earth* spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 8 rounds. At the GM's discretion, this puddle of lava could start secondary fires.

Development: After dispatching the efreeti, the PCs can secure the Flamebinder's Jaw from the trophy case and plant any remaining evidence against the noble house. If the PCs search Xojject's belongings, they find the Cinderfury gorget around his neck.

Faction Notes: Members of the Exchange faction can find that Xojject held one letter of credit in reserve in a locked drawer of his desk (Disable Device DC 25). The PCs can force the drawer open (hardness 8, hp 20, break DC 20), but doing so causes considerable damage to the desk itself. Due to the PCs' primary mission, Xojject is a very unlikely candidate to help the Exchange as its local efreeti liaison. However, should the PCs agree to leave him in peace and forgo subsequent encounters, he is willing to work with the Exchange on a provisional basis, contingent upon its profitability.

Members of the Liberty's Edge faction should take Flamebinder's Jaw, which has special significance to the azers in service to the Cinderfurys.

Rewards: If the PCs don't defeat Xojject and Craterflame, reduce each PC's gold earned as follows:

Subtier 5–6: Reduce each PC's gold earned by 37 gp.

Out of Subtier: Reduce each PC's gold earned by 627 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,217 gp.

CONCLUSION

So long as the PCs defeated Xojject, they encounter a regally dressed efreeti as they make their way out of Emberhearth. This is **Sarath Iqdaudja** (NE female noble efreeti wizard 4), a member of the sultana's court who has been following the PCs' movements. She lounges in one of the rooms or leans against a wall in one of the hallways before giving a bow and introducing herself to the Pathfinders. She shares that the PCs and their patron have played a role in larger plans that shall reach all corners of the plane and beyond. With that, she takes her leave, preferring to turn invisible before departing through a back entrance. If the PCs attempt to stop her, she aloofly soothes their anger by noting they have the sultana's favor, not her ire. Further, she cautions them against attacking one of the sultana's favored ambassadors,

noting that any such act by a foreign agent would invariably result in capture and execution. She's sincere; in the event the PCs fight her in earnest, they draw the lethal wrath of the City of Brass.

Qalkami intercepts the PCs near the edge of the estate to let them know that a host of nobles are on their way to witness the Cinderfurys' treachery. She takes this opportunity to hastily debrief the PCs, confirm they planted the evidence, and take any of the key treasures she had requested. If the PCs recovered any of these treasures, a PC attempting to convince her otherwise must succeed at a DC 21 Bluff check (DC 24 in Subtier 8–9).

Sarath's Message: Qalkami finds any news of Sarath and her proclamation heartening, as this convinces her that she has the backing of the sultana in destroying the Cinderfurys.

The Azerite Pact: Qalkami is excited to receive the pact, as she can use it to usurp ownership of all of the bound azers. If the PCs fail to deceive her about the pact, she cajoles them about what possible use they could have for such a document. Any intention to free the azers makes her laugh. "Ahh, the pawns have decided to take the moral high ground; the same pawns who just raided a noble efreeti home. The irony's palpable." She does not press the PCs much further on the subject, noting she can accomplish what she must through other channels.

The Cinderfury Gorget: The efreeti tests the gorget's weight in her hand for a moment before pocketing it, commenting how far the family has fallen since their generals were the sultanate's pride.

Evidence: Qalkami listens intently to where the PCs planted the evidence and seems satisfied once she has confirmed they placed at least four of the six pieces in suitable places.

So long as the PCs satisfy Qalkami by meeting two of her three criteria (for the pact, gorget, or evidence), she voices her approval, declares the Society's obligation fulfilled, and shares the promised secret.

"Only a powerful artifact in its own right could crack the jewel you have found. What you seek is known as Fossilblight, a legendary weapon of solid diamond the shaitans built to punish the City of Brass." She scoffs. "They lost it, no thanks to my family's guile. We found it, and when the shaitans dispatched a mighty colossus to crush us in retaliation, we used the weapon to pin the war machine deep in the Kullan Dei Mountains of Tian Xia, a range on your home planet. Tell your elders, as they seem so desperate to know. I have a final piece of business to conduct."

She asks the PCs to leave their talismans at the Chromatic Dragon in her name. Shortly after concluding her business, Qalkami turns to greet a plethora of elegantly dressed efreeti nobles, royal guards, and politicians who mill about the estate's main entrance, scowling at any of the PCs who

linger. Qalkami hovers to address the gathering.

"Citizens of Brass! Look upon Emberhearth and observe! Today, the corruption of the Cinderfurys has been revealed, defying the very dynasty that put them in power. They conspire with the Peerless Empire to attack the throne, and their crimes must be punished. It is my charge to protect the sultana's glory, and I would extinguish the last flame before allowing any harm to her. I've failed her once before, and I will not do so again!"

Respectful nods, light clapping, and a few cheers from the crowd greet Qalkami's speech. The royal guards quickly rush into the building while the nobles begin congratulating Qalkami on a job well done. To the PCs, it might appear as though the Cinderfurys' guilt is accepted in spite of any evidence, and while there's some truth to that thanks to political maneuvering, they can learn through the rumor mill later how their contributions helped drive the rise of the Mishalqs' power and the fall of the Cinderfurys'.

It's very likely the PCs befriended one or more groups of azers during this adventure, and the azers meet with the Pathfinders at a prearranged location later to exchange information and treasures. If the PCs provide the azers with Flamebinder's Jaw, they are in awe and soon excuse themselves to begin making arrangements to commune with their ancestor.

Faction Notes: Members of the Exchange faction can request Qalkami's continued services as a liaison for the Exchange in its operations in the City of Brass. She accepts only if the PCs met all three of her objectives; she knows that any foreign initiatives in the unforgiving city won't work if overseen by operatives who leave a job half-done.

Reporting Conditions

If the Exchange faction gained the future service of the azers (whether coerced or voluntary), check box A on the reporting sheet. If the Exchange faction secured an influential liaison in the City of Brass, check box B. If the PCs gave Flamebinder's Jaw to the azers, check box C. If the PCs secured the azers' freedom with the Azerite Pact, check box D.

Primary Success Conditions

The PCs fulfill their primary objective so long as they

fulfill the Society's obligation to Qalkami and learn of the *Fossilblight*. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs' secondary objectives are varied, and they fulfill them so long as they meet two of the following three conditions: resolve the encounter in area A without killing half or more of the azers, bypass the encounter in area B5 without violence, and find the lineage data in area B9. Doing so earns each PC 1 additional Prestige Point.

Faction Notes

Several factions have strong opportunities to further their respective goals during this adventure, earning PCs associated with those factions additional rewards.

The Exchange: The City of Brass is synonymous with wealth, and where there are riches, there's an opportunity for the Exchange to take a piece of the action. There are three significant accomplishments that could impress Guaril Karela: finding a local liaison, recovering a letter of credit, and securing the azers labor as the faction opens up local businesses. Qalkami is the most likely liaison (see Conclusion), though Anwar Alim (see area A) and even Xojject (see area B14) are possibilities. The letter of credit appears in area B14. The PCs can secure the azers' assistance by altering the Azerite Pact (see area B9). If the PCs fulfill at least one of these goals, each Exchange faction PC earns the Brass Tycoon boon on his Chronicle sheet; check one of the three boxes for each of these goals the PCs did not fulfill.

Liberty's Edge: The efreets have enslaved and exploited azers for countless ages, and members of this faction have the opportunity to free azers from servitude and recover an important relic connected to the azers' resistance. To fulfill this objective, the PCs must resolve at least one of the azer encounters (area A and B6) without harming the azers. In addition, the PCs must either alter the Azerite Pact in area B9 to free the azers or deliver Flamebinder's Jaw to the azers. Doing so earns each Liberty's Edge faction PC the Azers' Beacon boon on his Chronicle sheet with one box checked. If the PCs both change the pact and deliver the jawbone, these PCs earn the boon with no boxes checked.

PLAYER HANDOUT #1: NEWS FROM KATHEER

Pathfinders,

A cool breeze graces Katheer as I write this, as if acknowledging the way in which you masterfully tame the Plane of Fire itself. It is time for you to leave the comforts of Zjarra behind and embark for a far more ambitious and dangerous locale: the City of Brass!

As you may recall, the Society has retained the services of an efreeti information broker named Qalkami Mishalq, who owns a secret we dearly need. The Pathfinder Society negotiated an exchange of services, and I just received word that several of our very own agents have fulfilled many of the efreeti's demands. We owe only one task more, and that debt draws us to the fire genies' capital. Remember that efreet are wily and often cruel, and the City of Brass is their own playground of opulence and mischief. Your safety depends heavily on your patron's satisfaction; she is a citizen with many rights, and you will be a visitor with few. You need not commit atrocities in her name, but neither should you assume your own moral compass grants you the right to start fights with passersby.

This is such new territory for the Society, and already I have heard your names spoken with awe for accepting this challenge. We shall feast together and toast your success when you return to Katheer.

May shade never be far,

Venture-Captain Esmayl ibn Qaradi

PLAYER HANDOUT #2: LIBERTY'S EDGE MESSAGE

Champion of Freedom,

Your adventures into the Plane of Fire bring an unprecedented opportunity to spread the word of freedom and democracy. The City of Brass liberally uses slaves and indentured servants to further its fiery agendas. We must remove their eternal shackles of slavery and confront their captors.

The efreet are especially infamous, having enslaved many of the native azers and forced them to do their bidding for centuries. This means few azers even remember what true independence is. We must wrest this power away from the oppressive efreet and provide the azers a life free of oppression and struggle. In your travels, be on the lookout for ways to spread freedom and decimate corruption.

In pursuit of true liberty, always.
Major Colson Maldris

PLAYER HANDOUT #3: OPERATION REPORT

Illustrious Ilshar Cinderfury,

The operation is complete, and I write to you to report our success on all accounts. As advised, the treasury's defenses were inadequate, and our operatives easily entered the third treasury of Ashadieeyah bint Khalid and secured the Sairazul's Tears, replacing them with the fakes provided. Initial observations by local operatives suggest none are the wiser. We have delivered the gems to your appointed representative and withdrawn the prearranged funds from your account.

As before, your premium has paid for our silence in perpetuity. Should you have need of our services again, contact the Bralkashik by the usual means.

APPENDIX: STAT BLOCKS

The following stat blocks are used in this adventure.

AZER

Heat ripples the air near this squat, brass-skinned humanoid. Its head and shoulders blaze with a mane of fire.

AZER CR 2

Pathfinder RPG Bestiary 2 39

LN Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 natural)

hp 15 (2d10+4)

Fort +5, **Ref** +1, **Will** +4

Immune fire; **SR** 13

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk warhammer +4 (1d8+1/×3 plus 1d6 fire)

Ranged light hammer +3 (1d4+1 plus 1d6 fire)

Special Attacks heat (1d6 fire)

STATISTICS

Str 13, **Dex** 12, **Con** 15, **Int** 12, **Wis** 12, **Cha** 9

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

Feats Power Attack

Skills Acrobatics +0, Appraise +6, Climb +3, Craft (any two) +6, Knowledge (nobility) +6, Perception +6

Languages Common, Ignan

Gear mwk scale mail, mwk warhammer, light hammer

EFREETI

This muscular giant has crimson skin, smoldering eyes, and small black horns. Smoke rises in curls from its flesh.

ADVANCED EFREETI CR 9

Pathfinder RPG Bestiary 288, 140

LE Large outsider (extraplanar, fire)

Init +9; **Senses** darkvision 60 ft., *detect magic*; Perception +17

DEFENSE

AC 25, touch 15, flat-footed 19 (+5 Dex, +1 dodge, +10 natural, -1 size)

hp 115 (10d10+60)

Fort +9, **Ref** +12, **Will** +11

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee mwk falchion +18/+13 (2d6+12/18-20 plus 1d6 fire) or 2 slams +17 (1d8+8 plus 1d6 fire)

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

Special Attacks change size, heat

Spell-Like Abilities (CL 11th; concentration +15)

Constant—*detect magic*

At will—*plane shift* (willing targets to Elemental Planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 16), *scorching ray*

3/day—*invisibility*, quickened *scorching ray*, *wall of fire*

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 20)

STATISTICS

Str 27, **Dex** 21, **Con** 22, **Int** 16, **Wis** 18, **Cha** 19

Base Atk +10; **CMB** +19; **CMD** 35

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative[®], Quickened Spell-Like Ability (*scorching ray*)

Skills Acrobatics +5 (+1 when jumping), Bluff +21, Craft (any one) +14, Disguise +21, Fly +24, Intimidate +17, Perception +17, Sense Motive +17, Spellcraft +16, Stealth +14

Languages Aquan, Auran, Common, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant; *alter self* or *giant form I*)

Other Gear mwk falchion

SPECIAL ABILITIES

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 18 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

EFREETI CR 8

Pathfinder RPG Bestiary 140

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., *detect magic*; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size)

hp 95 (10d10+40)

Fort +7, **Ref** +10, **Will** +9

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion +16/+11 (2d6+9/18-20)

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

Special Attacks change size, heat

Spell-Like Abilities (CL 11th; concentration +13)

Constant—*detect magic*

At Will—*plane shift* (willing targets to Elemental Planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, quickened *scorching ray*, *wall of fire*

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18)

STATISTICS

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +17; **CMD** 31

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative³, Quicken Spell-Like Ability (*scorching ray*)

Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +13, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8

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

SQ change shape (humanoid or giant; *alter self* or *giant form I*)

SPECIAL ABILITIES

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The saving throw DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

LAVA DRAKE

This muscular two-legged dragon is covered with scales of thick volcanic stone.

LAVA DRAKE

CR 9

Pathfinder RPG Bestiary 4 78

NE Large dragon (fire)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 115 (11d12+44)

Fort +11, **Ref** +10, **Will** +8

Immune fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow (lava only) 30 ft., fly 60 ft. (average)

Melee bite +17 (1d8+7), 2 claws +17 (1d6+7), tail slap +15 (1d8+3)

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

Special Attacks magma shake, pyroclastic vomit

STATISTICS

Str 25, **Dex** 16, **Con** 18, **Int** 9, **Wis** 12, **Cha** 11

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 32 (34 vs. bull rush)

Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack

Skills Climb +21, Fly +15, Intimidate +14, Perception +15, Stealth +13 (+21 submerged in molten rock or metal);

Racial Modifiers +8 Stealth submerged in molten rock or metal

Languages Draconic

SQ hold breath, speed surge

SPECIAL ABILITIES

Magma Shake (Ex) Whenever a lava drake exits from being submerged in molten rock (either magma or lava), on the next round as a full-round action, it can shake its body, flicking a fine spray of scalding molten rock in every direction. All creatures within a 30-foot radius of the lava drake take 5d6 points of fire damage from the shower of scalding rock; a successful DC 18 Reflex save halves the damage. Performing a magma shake clears the drake's scales of all excess molten rock and it must resubmerge itself in order to use this attack again. The save DC is Dexterity-based.

Pyroclastic Vomit (Ex) As a standard action, a lava drake can vomit forth a ball of molten rock that explodes upon striking a target, showering the target and adjacent creatures in magma. This attack has a range of 100 feet, and deals 6d6 points of fire damage (Reflex DC 19 half) to the primary target and 3d6 points of fire damage to any creatures within 20 feet of the primary target. The magma continues to burn for 1d3 rounds, dealing an additional 3d6 points of fire damage per round to the primary target and 1d6 points of fire damage per round to any secondary targets. After the magma cools, it crumbles to dust. Once a lava drake has used its pyroclastic vomit, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a lava drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

MAGMA ELEMENTAL

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

LARGE MAGMA ELEMENTAL

CR 5

Pathfinder RPG Bestiary 2 118

N Large outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +5, **Will** +2

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

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +11 (1d8+4 plus burn) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks burn (1d6, DC 14), lava puddle

STATISTICS

Str 18, **Dex** 8, **Con** 15, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +13; **CMD** 22

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +15, Knowledge (dungeoneering) +9, Perception +11, Stealth +6

Languages Ignan

SPECIAL ABILITIES

Burn (Ex) A magma elemental's burn DC includes a -2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Earth Glide (Ex) A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A *move earth* spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 8 rounds. At the GM's discretion, this puddle of lava could start secondary fires.

SALAMANDER

This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.

ADVANCED SALAMANDER

CR 7

Pathfinder RPG Bestiary 288, 240

CE Medium outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 92 (8d10+48)

Fort +12, **Ref** +9, **Will** +8

DR 10/magic; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.

Melee mwk spear +14/+9 (1d8+7/×3 plus 1d6 fire), tail slap +8 (2d6+2 plus 1d6 fire and grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks constrict (2d6+7), heat (1d6 fire)

STATISTICS

Str 20, **Dex** 17, **Con** 22, **Int** 18, **Wis** 19, **Cha** 17

Base Atk +8; **CMB** +13 (+17 grapple); **CMD** 26 (can't be tripped)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)

Skills Acrobatics +14 (+10 when jumping), Bluff +14, Craft (armor, blacksmith, weapons) +17, Intimidate +14, Knowledge (planes) +15, Perception +18, Sense Motive +15, Stealth +14; **Racial Modifiers** +4 Craft (armor, blacksmith, and weapons)

Languages Common, Draconic, Ignan, Infernal

Other Gear mwk spear

SPECIAL ABILITIES

Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

SALAMANDER

CR 6

Pathfinder RPG Bestiary 240

CE Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +7, **Will** +6

DR 10/magic; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.

Melee spear +11/+6 (1d8+4/×3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks constrict (2d6+4 plus 1d6 fire), heat

STATISTICS

Str 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)

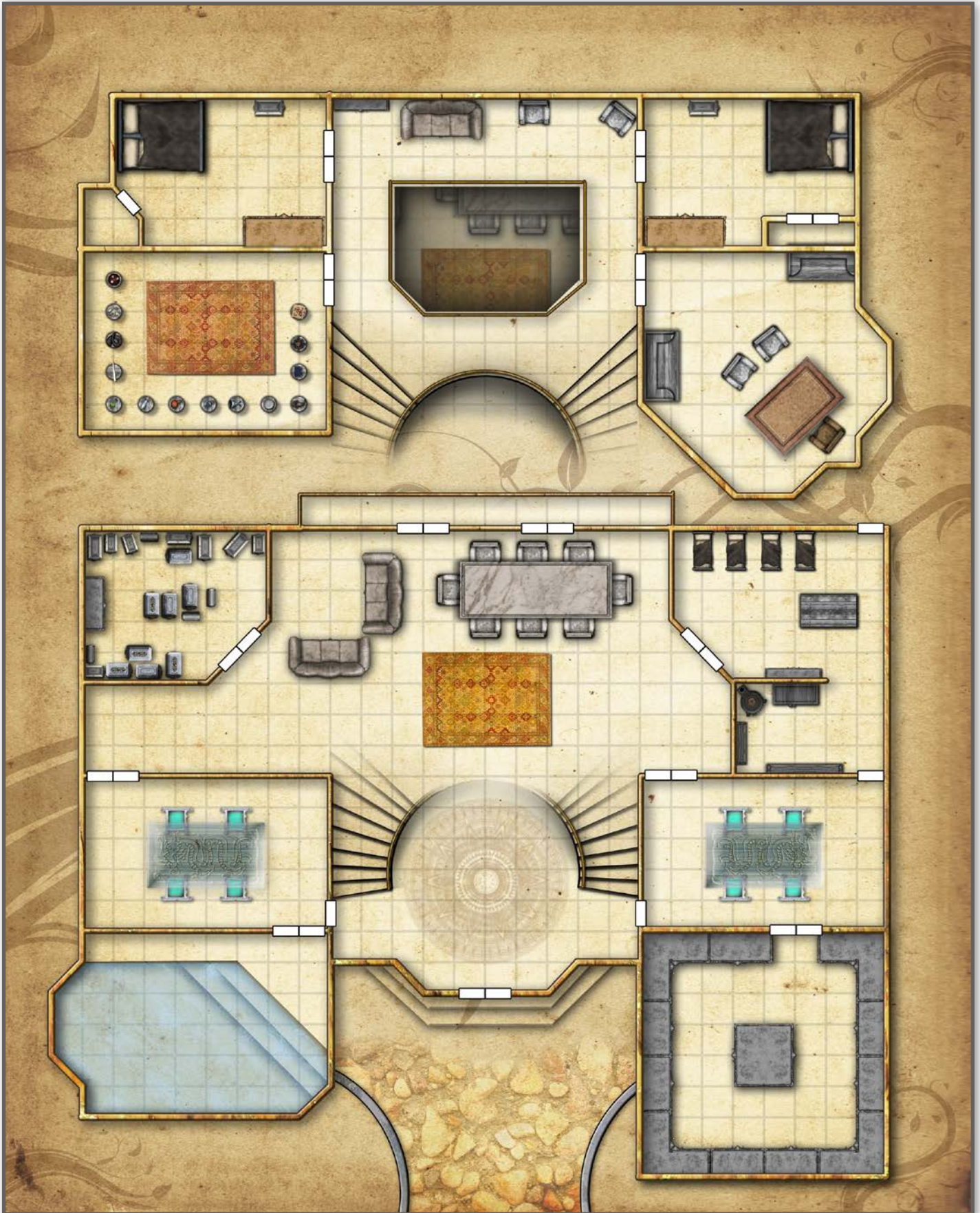
Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)

Skills Acrobatics +12, Bluff +12, Craft (weapons) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; **Racial Modifiers** +4 Craft (armor, blacksmith, and weapons)

Languages Common, Ignan

SPECIAL ABILITIES

Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.



FORGED IN FLAME, PART 2: CLEANSED WITH FIRE

**Pathfinder Society Scenario #8-11:
Forged in Flame, Part 2:
Cleansed with Fire**

Event _____ **Date** _____

GM # _____ **GM Character #** _____

GM Name _____ **GM Prestige Earned** _____

Dark Archive Silver Crusade Sovereign Court Liberty's Edge
 Scarab Sages The Exchange Grand Lodge
 A B C D

_____ _____
Character # _____ **Prestige Points** _____

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

_____ _____
Character # _____ **Prestige Points** _____

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Character # _____ **Prestige Points** _____

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Character # _____ **Prestige Points** _____

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Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Character # _____ **Prestige Points** _____

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

_____ _____
Character # _____ **Prestige Points** _____

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Pathfinder Society Scenario #8-11: Forged in Flame, Part 2: Cleansed with Fire
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Pathfinder Society Scenario #8-11: Forged in Flame, Part 2: Cleansed with Fire

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Azers' Beacon (Liberty's Edge Faction): Thanks to your efforts, dozens of azers have secured their freedom in the City of Brass. You have received their blessing and can channel this latent magic to radiate brilliant fire for 2 rounds as a swift action by checking a box that precedes this boon. These flames shed light as a torch and do not harm your possessions, but any creature that strikes you with an unarmed strike or natural attack takes fire damage equal to 1d6 plus the number of fire affinity boons you have earned. This damage doubles against creatures that are grappling you (including against restraints like rope).

Brass Tycoon (Exchange Faction): The Exchange has established profitable foothold on the Plane of Fire, and you have dedicated considerable attention to making sure all goes smoothly. You are so practiced in negotiating with fiery creatures that flames practically obey your spoken commands. You can check a box that precedes this boon before attempting a saving throw against an effect that deals fire damage or has the fire descriptor to roll the save twice and take the higher result; if you can speak Ignan, you extend this benefit against the effect to your allies (maximum one ally per Fire Affinity boon this character has earned). Alternatively, when you or an adjacent ally cast a spell with the fire descriptor, you can check a box to apply the Selective Spell^{APG} metamagic feat to the spell without changing its spell level or casting time (maximum one square excluded per Fire Affinity boon this character has earned).

Efreeti Arcana: You have studied powerful efreeti magic gathered over generations. Between adventures, you can check the box that precedes this boon to scribe (or teach to your familiar) two spells whose spell levels cannot exceed the highest-level spell you can cast. You can instead scribe three such spells so long as they each have the fire descriptor. This does not allow you to learn spells to which you would not otherwise have access, such as due to your class or race. Alternatively, you can check the box to cast *scorching ray* as a spell-like ability (CL 7th).

Fire Affinity: Your connection to elemental fire has grown stronger over the course of your recent adventures. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the elemental planes.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,306	2,611
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,027	4,054
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,748	5,496
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

Starting XP
<small>GM's Initials</small>
XP Gained (GM ONLY)
Final XP Total

Initial Prestige	Initial Fame
<small>GM's Initials</small>	
Prestige Gained (GM ONLY)	
Prestige Spent	
Current Prestige	Final Fame

Starting GP
<small>GM's Initials</small>
GP Gained (GM ONLY)
<small>GM's Initials</small>
Day Job (GM ONLY)
Gold Spent
Total

All Subtiers	Subtier 8-9
<p>+1 shield cloak (2,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 268)</p> <p>bonebreaker bracers (6,000 gp; <i>Ultimate Equipment</i> 270)</p> <p>book of extended summoning (2,750 gp; <i>Ultimate Equipment</i> 283)</p> <p>frost-forged steel breastplate (2,700 gp; <i>Ultimate Equipment</i> 50)</p> <p>gray bag of tricks (3,400 gp)</p> <p>lens of detection (3,500 gp)</p> <p>page of spell knowledge (2nd level; 4,000 gp; <i>Ultimate Equipment</i> 314)</p> <p>spell lattice (1st level; 1,000 gp; <i>Pathfinder RPG Advanced Class Guide</i> 235)</p>	<p>+1 dragon-defiant shield cloak (5,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 116, 268)</p> <p>+1 spell-storing battleaxe (8,310 gp)</p> <p>balm of impish grace (7,500 gp; <i>Ultimate Equipment</i> 282)</p> <p>greater book of extended summoning (6,126 gp; <i>Ultimate Equipment</i> 283)</p> <p>scroll of heroism (CL 8th; 600 gp, limit 1)</p> <p>spell lattice (2nd level; 4,000 gp; <i>Pathfinder RPG Advanced Class Guide</i> 235)</p>

For GM Only

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