

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



VALLEY OF VEILED FLAME

By Nathan King



Valley of Veiled Flame

Pathfinder Society Scenario #6–07

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Pathfinder Society Scenario #6–07: Valley of Veiled Flame is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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VALLEY OF VEILED FLAME

By NATHAN KING



Qadira, dubbed “The Gateway to the East,” is known not only for its incessant heat but also for the presence of geniekind within its borders. However, Kelish society has not welcomed all of these outsiders with open arms. Rather than face this prejudice, many geniekin such as ifrits, sulis, sylphs, and oreads created small, tight-knit communities throughout the country’s mountain ranges to escape discrimination. Today, many of the Kelish people still know of the existence of these villages yet they have been unable to find their precise locations. In truth, almost all of these secluded settlements use either their surrounding geography or illusion to disguise their presence.

At one time, geniekin found peace on Golarion. This all changed, however, with the eruption of the Zhonar and Zhoobl volcanoes in the Zho Mountains nearly a thousand years ago. These eruptions triggered terrible rockslides that buried vital mountain passes, opened erratic fissures that swallowed entire communities, and spewed volcanic ejecta that buried what remained near the mountains’ peaks. The burning devastation even ripped open small rifts to the Plane of Fire, luring fiery beasts of all sorts to Golarion. Among these was Tygora Cinderfury, an efreeti fleeing the City of Brass following a series of political miscalculations that resulted in her opprobrium. After exploring her immediate surroundings, she located Crystalcrag, an oread settlement heavily damaged by the volcanoes’ eruptions. There she offered her assistance, all while devising her own secret plans for the ruined village.

The oreads’ steadfast industriousness and endurance intrigued Tygora, and in a calculated gamble she offered them a single *wish*. Knowing that repairs would take years and risk unwanted exposure to the geniekin’s Kelishite neighbors, the town’s council wished for a rebuilt settlement, seclusion, and safety from the outside world. On the one hand, Tygora honored the geniekin’s desires by veiling Crystalcrag and its surrounding lands with powerful illusion magic. On the other hand, she twisted their *wish* to rebuild the town to fit her

WHERE ON GOLARION?

Valley of Veiled Flame takes place in Crystalcrag, a town in the largely uncharted Zho Mountains that bisect Qadira’s deserts. For more information regarding Qadira, the Zho Mountains, and their geniekin inhabitants, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Roleplaying Game: Advanced Race Guide*. These books are available at bookstores and game stores everywhere, and online at paizo.com.



own needs—with her as its absolute ruler. Under her dictatorial reign, Crystalcrag has grown in influence at the expense of the oreads’ freedom and happiness, yet most have come to accept their safety as a fair trade for their servitude.

Only over the past century have the volcanoes’ rifts and Tygora’s ever-hotter ambitions caused many oreads to give birth to ifrit children. The efreeti has been quick to take these youths under her wing, giving them both secret instruction and special privileges to secure their ruthless loyalty. The oreads have voiced some resistance to this two-tiered society, yet this has only invited crackdowns and new restrictions. Tygora is preparing to conquer her neighbors using this army of ifrit champions, and all she needs is the continued—albeit coerced—cooperation of her oread subjects.

GM RESOURCES

Valley of Veiled Flame makes use of the following Paizo game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2* (B2), and *Pathfinder RPG Bestiary 4* (B4). In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found online in the free Pathfinder Reference Document at paizo.com/prd.

After reviewing a set of old maps gifted to them by Jamila al-Shafah for protecting a critical caravan, a team of Pathfinders began a survey that led them into the Zho Mountains. Their maps depicted trails that no long seemed to exist, yet on further investigation, the Pathfinders learned that in fact a powerful illusion hid these paths. When they explored further and entered Tygora's kingdom, they were captured by her soldiers. With the Decemvirate unwilling to send another team of Pathfinders into the unknown reaches of the Zho Mountains, several former Shadow Lodge members have secured a favor from Venture-Captain Esmayl ibn Qaradi from Katheer to retrieve the missing Pathfinders whom Tygora has begun using as a pretense for war.

SUMMARY

The PCs begin their adventure in the Pathfinder Society Lodge in Katheer, where they meet with Venture-Captain Esmayl ibn Qaradi. He requests their assistance in tracking down a missing team of Pathfinders that was exploring strange illusions in the Zho Mountains. When the PCs follow the first group's trail, they emerge out of an illusion that hides a Crystallcrag, a settlement of geniekin. There they meet with Eurdan Stonemantle, the sole remaining member of the town council, who explains the oreads' discontent with their efreeti ruler Tygora and the capture of foreign agents who arrived only weeks ago.

As the PCs explore Crystallcrag to recruit local assistance, they might speak to oreads at a tavern, secure the cooperation of an enslaved slag giant, and clash with several ifrit soldiers loyal to the efreeti. Once they have enough support, the PCs assault a palace guarded by elite ifrits and elementals before confronting Tygora in her throne room and liberating the town.

GETTING STARTED

The PCs begin the adventure at the Pathfinder lodge in Katheer, the capital of Qadira. Read or paraphrase the following to get the adventure underway.

Venture-Captain Esmayl ibn Qaradi sits behind his immaculately

clean desk with his head in his hands. He sighs, takes a deep breath, and rises to address his guests.

"Originally, I wasn't planning on sending a team back out to the Zho Mountains. The risk of losing another team is, frankly, too high. If that weren't enough of a reason, the Society's assault on the Worldwound has left the lodge's coffers much lighter—too light to fund another expedition into dangerous territory so soon. However, following some conversations with fellow agents, I am reminded that all Pathfinders must come home—no matter the cost, no matter the danger. The lessons of the Shadow Lodge still resonate." He nods toward a Pathfinder who stands silently in the corner. "In fact, the recent disappearance in the Zho Mountains has brought a surge of monetary support from the onetime disciples of Grandmaster Torch. It was enough to finance your voyage here, and I would happily provide you the remainder if you succeed."

The venture-captain takes a few steps toward a map of Qadira hanging from his wall. "Six years ago, a team of Pathfinders received a map of an unexplored area in the Zho Mountains, and ever since they have stayed busy surveying the region and sending me updates. Until recently, they had uncovered only a few dozen small sites and a plethora of new plant and animal species, but their most recent update referenced a large illusory barrier. Since then we have not heard from them, and I believe they found something dangerous beyond."

"I ask that you use what notes I have on file to track down these agents and make sure they return safely. Investigating the nature of this illusory... field, barrier, shield... is secondary at best. Esmayl pauses for a moment before continuing. "If you have any questions, I shall answer them as best I can, though most of what the Society knows about the mountains is in the logbooks of those agents."

The venture-captain does his best to answer the PCs' questions, and likely inquiries and responses are listed below. He also supplies the PCs with a *potion of remove curse*, a *potion of cure serious wounds*, six *potions of endure elements*, and 2 doses of oil of taggit (*Pathfinder RPG Core Rulebook* 560), noting that these are contributions from former Shadow Lodge agents.

Why were the Pathfinders sent to the Zho Mountains in the first place? "The map we received six years ago corresponded with rumors of a great treasure that was said to lie hidden in the Zho Mountains. The mountains are also ill documented, making them a natural subject for Pathfinder investigation."

What can we expect to find in the Zho Mountains? "Not many people have been truly able to settle in those mountains. Those who try either never return or return badly hurt and scarred forever. Expect the worse in those mountains." The venture-captain is also able to provide the PCs information as if he had succeeded at a DC 20 Knowledge (local) check (see below).

What is the Shadow Lodge? What are its ideals? The Pathfinder standing in the corner answers this question. “The original Shadow Lodge was an underground resistance movement created by Grandmaster Torch and several co-conspirators who were unsatisfied with the detached attitude of the Decemvirate toward the common agent. Its mission quickly took a violent turn, and we were able to cleanse it of rogue elements with the Society’s help. Although Torch has since left us, many of us remain loyal to the lodge’s ideals: hold the higher-ups accountable, and assist the common Pathfinder when disaster strikes.”

Knowledge (geography)

The PCs may already know about the Zho Mountains and the surrounding terrain.

15+ Although the mountains rarely more than 2 miles high, they are nonetheless a formidable barrier between Qadira’s Ketz and Meraz Deserts.

20+ Two of the most famous peaks are Zhonar and Zhobl, a pair of large volcanoes that violently erupted nearly a thousand years ago.

Diplomacy (gather information) or Knowledge (local)

The Zho Mountains are the source of many tales and rumors in Qadira, and the PCs might learn of these while in Katheer.

10+ It is common knowledge that the Zho Mountains are home to feral beasts, draconic monsters, and other dangerous creatures.

20+ Qadira’s spellcasters have long practiced elemental magic and conjured genies, and geniekin are relatively common in the region. It is believed that most have gravitated toward settlements in the Zho Mountains, though nobody seems able to confirm this rumor.

25+ The few explorers who’ve tried to locate these communities have found the mountains to be deceptively difficult to navigate, and what looks like a mountain pass from afar is often merely a mirage.

THROUGH THE ZHO MOUNTAINS

Once the PCs have purchased any other supplies they need, another agent leading a dozen horses and wearing a *wayfinder* meets them, loans them the horses, and offers them luck in the name of the Shadow Lodge. The PCs’ journey to the Zho Mountains is relatively uneventful, and they reach the foothills in a less than a week.

The first Pathfinder team’s notes and maps provide an incomplete picture of the mountain range and its myriad pathways. Finding the team’s trail based on this information requires a successful DC 30 Perception or Survival check to spot landmarks, find marks scraped

into wind-blasted rock faces, or follow nearly obliterated spoor. If a PC possesses the map of the Silken Way (an item found in *Pathfinder Society Scenario #3: Murder on the Silken Caravan*), all of the PCs receive a +10 circumstance bonus on this check. If a PC uses relevant divination magic to assist in the search, you should grant all of the PCs a competence bonus on the check at least equal to the spell’s level. Failing the check results in the PCs’ wasting many hours traveling the wrong way and backtracking numerous times, to Tygora’s benefit (as detailed below).

The trail winds around and over several of the lower peaks, gradually taking the PCs several dozen miles into the Zho Mountains and several thousand feet higher in altitude. Signs of the first groups’ progress vanish as the PCs enter an alpine meadow filled with scrub brush and dry grasses that cling to the thin soil. This arid, mile-long mountain cove dead-ends, yet it is actually a small section of Tygora’s *wish*-spawned illusion—functioning much like *mirage arcana* (Will DC 23)—that hides the valley containing Crystalcrag at its far end. As the PCs explore the area, each of them can attempt a Will save to disbelieve the illusion. Having the map of the Silken Way as a reference grants the PCs a +2 circumstance bonus due to its conflicting depiction of this area, and a PC who sees through the illusion can also help her allies disbelieve the effect. If all of the PCs fail this save, they waste several hours trying to regain the trail before it is assumed they finally succeed in overcoming the figment.

Even though the first Pathfinder team reached Crystalcrag weeks before the PCs do, Tygora Cinderfury has recently made breakthroughs in interrogating her victims, reviewing their notes, and realizing that more foreigners are on their way. As a result, she has accelerated her plans for mobilization and made greater demands of her citizens, and every extra hour the PCs take gives Tygora more time to issue edicts, plant spies, and call in favors. Failing the skill check to follow the first group’s trail or failing to bypass the illusory barrier quickly each increases the DC of all Stealth checks and Charisma-based skill checks the PCs attempt in Crystalcrag by 2.

Once the PCs locate Crystalcrag, read or paraphrase the following.

With its illusory nature clear, much of the plant life gradually fades into transparent shadows, and the cliffs at the far end of the vale part to reveal a much larger valley beyond. In the distance, a large wall encircles a humble town of stone structures. An immense castle built of bronze bricks towers over the settlement from its perch just above the base of a nearby mountain.

CRYSTALCRAG

Built over 1,200 years ago, Crystacrag grew slowly into a thriving center of trade and industry in the southern Zho Mountains. When the Zhonar and Zhobl volcanoes erupted, most of the original buildings collapsed, leaving the town devastated. Nonetheless, the oreads tirelessly rebuilt what they could and erected a large crystalline memorial in their main plaza to commemorate their struggle only a year before Tygora arrived and offered magical assistance. In the centuries since, the oreads have grown to accept Tygora's harsh but stable rule, though only a few generations separate the citizens from their ancestors who survived the volcanoes' wrath, and the citizens still wistfully remember a time when they ruled themselves. Any substantial show of rebellion leads to brief but harsh crackdowns, and a year ago one of the members of the three-person council—a symbolic but ultimately powerless group of leaders—simply disappeared after trying to win concessions for the other oreads. Its second member Glaheri disappeared soon after the first group of Pathfinders arrived and stirred up trouble.

Despite Tygora's forcible adoption and indoctrination of the young ifrits, most of the oreads still regard the fire-blooded soldiers as their children, despite the ifrits rarely returning the fondness. As a result, the oreads are compelled to obey the efreeti queen because of an unwillingness to harm their own families as much as by armed coercion. The PCs may find that the oreads are especially slow to anger and can vacillate in their feelings toward the current regime as a result, sometimes seeing the ifrits as wayward kin and other times seeing them as strangely familiar aberrations. Trade still continues with several other geniekin settlements spread throughout the region, yet traffic has gradually dwindled as Tygora forwards her plans for conquest and makes her kingdom increasingly self-sufficient. In general, the ifrit soldiers remain in the barracks to the north and only rarely patrol the residential sectors; Tygora relies on brutal shows of force and the oreads' quiet industriousness to quash any thoughts of rebellion rather than employing a secret police or other surveillance methods.

Crystacrag is a large town under the rule of a despot preparing for war, so buying supplies there is difficult. The PCs can purchase mundane and masterwork weapons and armor from Valsog in area C, magic potions and scrolls from the Morak in area D, and basic tools and supplies anywhere else in town. Other magic items are virtually unavailable, having been relocated to the palace. The PCs can secure spellcasting services of up to 5th level.

A. Oread Council House

As the PCs approach the gate, two ifrit guards hail them in Ignan and demand the visitors state their business. If

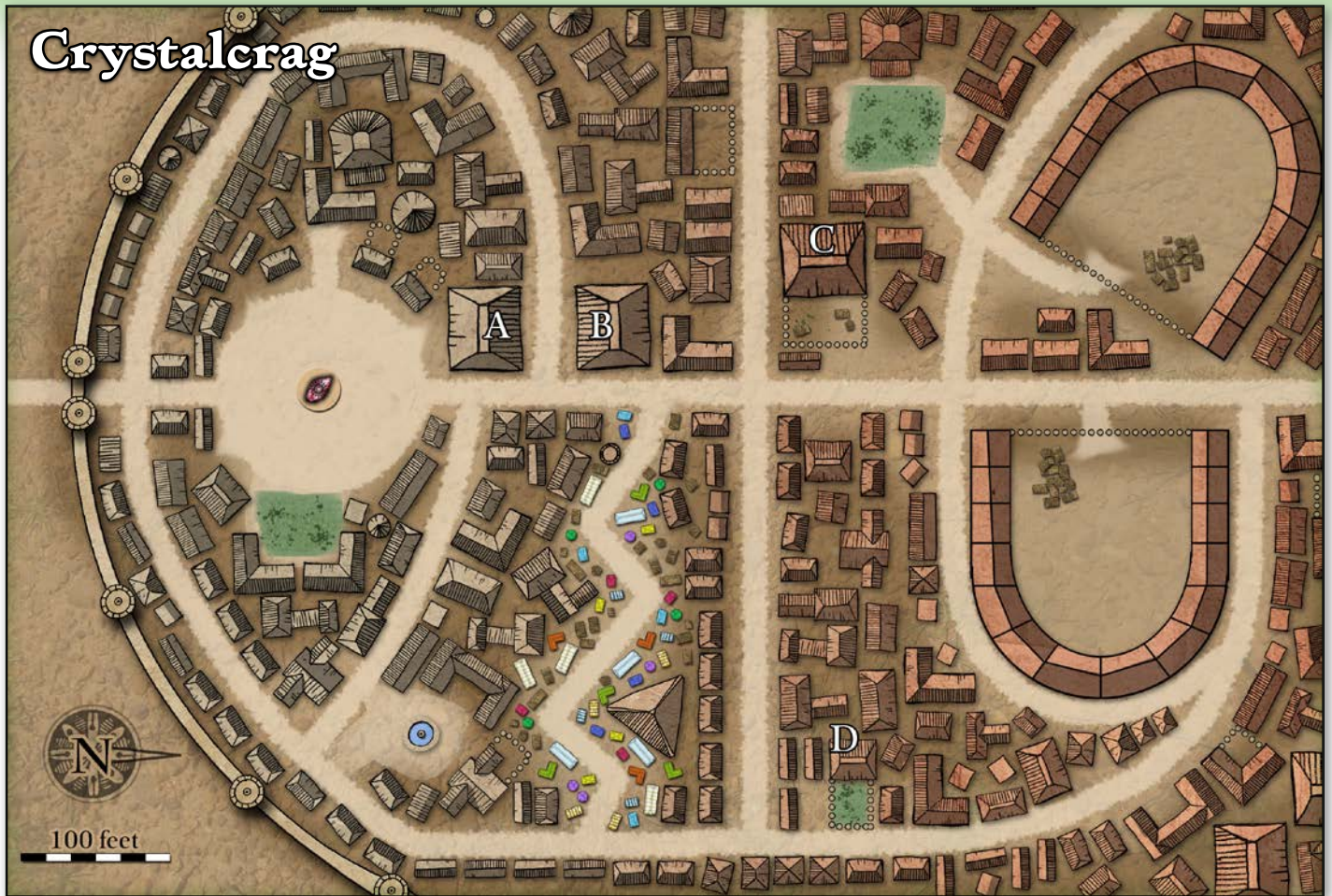
none of the PCs speak that language, the ifrits try Terran followed by Common with increasing impatience and frustration. They listen to what the PCs have to say while listening for any hints of mischief, though little of what they might later report comes as much of a surprise to Tygora. The ifrits instruct the PCs to secure lodgings in Crystacrag, respect its curfew, and avoid causing trouble before opening the gates to admit the visitors.

Despite the recent appearance of ifrits, oreads still comprise the majority of Crystacrag's population. Having seen a group of foreign visitors recently, the oreads are curious rather than shocked by the PCs' presence, and they respectfully yet shyly observe the Pathfinders as they enter the town. As word spreads of the PCs' arrival, **Eurdan Stonemantle** (NG old male oread expert 5), an aging oread with hair-thin cracks spiderwebbing his skin, approaches and introduces himself as the remaining councilor of Crystacrag. He welcomes them in Common spoken with a strong accent and insistently invites the PCs to meet with him in private.

He leads them to a building whose exterior bears the weathered inscription "Council House" in Terran, where he explains in broad strokes how the PCs were not the first foreigners to reach Crystacrag and describes the missing Pathfinders and their strange compass badges (in fact, the *wayfinders* carried by most Pathfinders). He also knows the missing Pathfinders are the guests—almost certainly the prisoners—of Crystacrag's ruler, Tygora. The Pathfinders' arrival had been a minor rallying point for the oreads, but Eurdan's fellow councilor Koriath disappeared without a trace soon after the visitors' abduction; Eurdan suspects Tygora has all of them imprisoned. He's also very candid about the palace's strong defenses, implying but not admitting that the PCs would need an army to besiege it and reach their friends. Beyond this, Eurdan is familiar with any current events that are public knowledge in Crystacrag, including much of the information in the town's description in the preceding section as well as in the scenario's introduction.

The surviving councilor knows that the PCs' arrival is likely to cause more difficulties and could result in his own death by Tygora, yet despite being willing to provide the PCs hospitality and minor aid, he's not convinced he can risk offering his full support and that of his fellow oreads. The PCs can convince him to commit fully to aiding any attack they make against Tygora with a successful DC 20 Bluff or Diplomacy check; success contributes to a later encounter (see the Rallying Crystacrag sidebar on page 8), and the PCs can retry this check once they have successfully completed at least two of the three other encounters around Crystacrag.

Whether or not the PCs succeed, he admits his influence will motivate many oreads but won't rally them all or



cripple their foes. If the PCs are intent on rescuing their friends, they are well advised to speak to others and weaken Tygora's forces first. It's best if you have Eurdan describe several locations in Crystalcrag and let the PCs come to their own conclusions about how to sabotage Tygora and recruit oreads—after all, the PCs are the heroes. Nonetheless, because there are three such locations presented in the adventure, you should use Eurdan to help refine or steer the PCs' decisions. The three sites of note include the Fifth Facet, the largest tavern and a natural gathering place for oread workers; Valsog's smithy, a large smithy operated by a giant who crafts weapons for Tygora's growing army; and the Everlasting Fire, an oread-owned alchemy shop that is one of many local businesses that Tygora has coerced to supply her ifrit soldiers.

If the PCs have other questions, Eurdan tries to answer them to the best of his ability. Likely questions and answers appear below.

Who is Tygora? "Tygora Cinderfury, our city's efreeti ruler, oversees all actions for the city. I have no doubt she already knows you are here."

Where is she? "Tygora lives in Fury's Hold, the large palace that you probably saw while you were making your way to Crystalcrag."

Why haven't you rebelled already? "We oreads, are a peaceful race. Though Tygora's rule is harsh, many of the people here have found it somewhat of a give-and-take. Tygora gives the people complete invisibility from the surrounding settlements in exchange for completing any demands she may have requested."

Development: After answering any questions the PCs might have, Eurdan escorts the PCs out of the hall and gives them directions to any sites of interest.

Faction Notes: The opportunity to organize an oppressed population against a tyrannical leader should excite members of the Liberty's Edge faction. Securing Eurdan's full support with a successful Bluff or Diplomacy check (see above) contributes directly to this goal.

Silver Crusade faction PCs likewise should be excited by the prospect of vanquishing evil, but their faction is interested more in ensuring the well being of the survivors. Even were the PCs to help depose Tygora, Eurdan knows he couldn't lead Crystalcrag alone in the difficult years that would follow as the oreads recovered from centuries of servitude. With a successful DC 20 Sense Motive check, a PC can identify his lingering worries despite any of the Pathfinders' offers to help the oreads. Eurdan willingly discusses his desire to know

RALLYING CRYSTALCRAG

Assaulting Fury's Hold, the efreeti queen Tygora's palace, without aid is very difficult, and the PCs have several opportunities in Crystalcrag to weaken the tyrant's forces and rally the oreads to help them. The four opportunities include the following.

- Convince Eurdan to support the rebellion fully (see Exploring the Town).
- Convince the oreads in The Fifth Facet tavern to join the rebellion (area **B**).
- Sabotage the arms and armor at Valsog's smithy (area **C**).
- Save the alchemy shop (area **D**).

Eurdan Stonemantle advises the PCs of the danger of striking too early, but if the PCs want to skip ahead, allow them to do so. Areas **E1** and **E2** detail how the PCs' efforts modify the number of opponents and those foes' abilities in each encounter based on the number of the above tasks the PCs successfully completed.

that Glaheri is safe and see her liberated to inspire and direct the other geniekin. Silver Crusade faction PCs have an opportunity in area **E8** to rescue the second councilor.

B. THE FIFTH FACET TAVERN

As soon as the PCs arrive at the Fifth Facet, read or paraphrase the following.

The Fifth Facet is a square, two-story, stone tavern that sits on the main roadway of Crystalcrag. The smell of charred timber and cooked food waft gently out of multiple windows hewn into the building's facade.

The Fifth Facet is a friendly place where locals can eat and have a drink with each other and that provides rooms to accommodate the town's infrequent visitors. In recent years, the tavern has become a gathering place for disgruntled oreads to express their feelings about events in Crystalcrag—often quietly to avoid attracting the attention of the ifrits in town. With the recent appearance of Pathfinders and disappearance of the councilor Glaheri, the tavern has become even busier. This makes it a tempting target for Tygora to crush in the coming weeks, but until then it's a hotbed of dissent and heated discussion.

As the PCs enter, many of the oreads watch them surreptitiously while others do so with open curiosity. The barkeep, **Delgur** (N male oread 2) suspects a connection between the PCs and the captured Pathfinders and waves them over to have a drink on the house. Like many of Crystalcrag's citizens, he first tries speaking in his native Terran language before switching to Common as

necessary. Unless the PCs have already accomplished their objectives in either area **C** or **D**, he politely gets them up to speed with local gossip and news in exchange for pleasant conversation about the outside world; he only states his opposition to Tygora once he thinks the PCs are also in accord with his own views on the matter. If the PCs have already completed one of those objectives, word has already reached Delgur that the PCs are likely allies, and he shares his opinions more freely.

As the PCs voice their complaints against the efreeti, talk about confronting Tygora, or discuss their intention to storm the palace, other oreads begin to join the conversation, citing their grievances as cautionary tales. Few here are prepared to oppose fire outsider's regime, but the PCs have an opportunity to rally these oreads' support in a later attack on Fury's Hold by addressing the crowd and succeeding at a DC 20 Diplomacy or Perform (oratory) check (DC 24 in Subtier 8–9). The PCs can retry this check, but each additional attempt imposes a cumulative –2 penalty on the check.

Development: Once the PCs succeed in securing the oreads' support, most of them depart to spread the word to friends and family; this grants the PCs an advantage in the encounters in areas **E1** and **E2**. If the PCs fail at the check, the oreads return to drowning their sorrows in the tavern.

Faction Notes: Successfully rallying the support of the common oread contributes directly to the goals of Liberty's Edge faction PCs.

C. VALSOG'S SMITHY AND ARMORY (CR 7)

As the PCs approach Valsog's Smithy and Armory, read or paraphrase the following.

Smoke rises from a massive chimney in this open-sided smithy, whose ceiling rises at least twenty feet above the ground at its lowest point. A fenced yard hosts a multitude of swords, shields, breastplates, and helms—some are propped up on stands and others lying incomplete in piles. The cadence of steel on steel rings out from the shop.

Although there are two other blacksmith shops in Crystalcrag, this is the largest forge by far. At this time, little is available for sale due to Tygora's demand for more arms and armor. Most of the shop is simply a sturdy pavilion containing a central forge, half a dozen anvils of varying sizes, and a pair of immense ceiling-mounted bellows. Racks mounted on pillars hold hammers of many sizes, and several large barrels filled with either water, oil, or bars of iron. Although Crystalcrag's ifrits have enough weapons on hand to equip many of their soldiers in an emergency, much of the army's equipment is either here to receive repairs or is still awaiting construction.

Creatures: The owner of this forge is Valsog, a slag giant who has lived in Crystalcrag for nearly 50 years and become a soft-spoken but reliable pillar of the community. Tygora captured Valsog and brought him here against his will, but she quickly mollified his anger by offering him his own forge, wages, and access to high-quality materials. Although he still chafes slightly at having been abducted and at his forced labor, the 14-foot-tall giant finds considerable enjoyment in creating finished goods without the hassle of tracking down his own resources. So long as he still has that and few interruptions, he is ambivalent about who actually rules the town, favoring the levelheaded oreads over the fiery efreeti by only a small margin. For the past year, Tygora has demanded growing quantities of weapons and armor, and Valsog finds the rushed work irritating and believes his most recent creations inferior to what he could accomplish given more time. Visitors typically must speak over the clanging of his hammer as he continues to work while conversing. Valsog is candid about his work, its destination, and his client, yet he avoids saying anything that could be construed as traitorous.

Like many of his kind, the slag giant has a detached attitude about most matters that don't involve his work, making it difficult for the PCs to keep his attention unless they cater to his interests. Valsog also knows he is a favored retainer of Tygora, which gives him a degree of judicial immunity among everyone but the efreeti and her favorite champions. As a result, increase the DC of any Intimidate checks made to coerce Valsog's compliance by 5. On the other hand, those who openly carry or wear at least two weapons, shields, or suits or armor worth at least 2,000 gold pieces each earn Valsog's compliments and gain a +2 bonus on all Diplomacy checks during this encounter. In addition, a PC who assists Valsog in the forge with a relevant successful DC 18 Craft check grants all of the PCs a +5 circumstance bonus on Bluff and Diplomacy checks when dealing with the giant.

If a PC carries the magic sword *Gamin the Misforged* from *Pathfinder Society Scenario #4-19: The Night March of Kalkamedes*, the giant shakes his head and sighs, saying "Dwarven craftsmanship—such a gorgeous piece of work, ruined." Under his present obligations to Tygora, Valsog is unable to repair the sword, and he's skeptical that he could do so even if provided proper time. Resolving this

encounter peacefully can earn that character a special boon to repair *Gamin* on her Chronicle sheet at the end of the scenario.

Despite his minor complaints about his employment, Valsog has little interest in escaping or betraying Tygora if it means risking his access to metal, ore, and fuel. There are three expected ways for the PCs to sabotage Tygora's access to weaponry. First, they can destroy the weapons and armor in the yard, a process that takes 10 minutes of labor to bend swords, dull spearheads, and stave in breastplates. Alternatively, a PC who succeeds at a Stealth check opposed by Valsog's Perception check can sabotage the weapons more quietly with a successful DC 25 Disable Device check and 1 hour of dedicated work. The giant gains a +10 bonus on the Perception check to reflect the extensive amount of time the PC spends trying to avoid notice. If Valsog spots someone destroying his work, he attacks.

Second, the PCs can convince Valsog not to give the weapons to the ifrits. The giant objects, knowing that would endanger his future in Crystalcrag, yet the PCs can press the matter and convince him that the oreads would continue to welcome him and give him business. Doing so requires a successful DC 20 Bluff or Diplomacy check or DC 25 Intimidate check; these DCs increase by 4 in Subtier 8–9. If the PCs fail, Valsog dismisses the matter and refuses to consider the matter further. If they're successful, Valsog agrees not to fulfill his contract with Tygora and instead trusts the oreads to make right, but the giant—already unhappy with his recent work—decides to shatter the weapons and armor. A PC can convince him instead to give the weapons to the oread rebels by succeeding at a second check at the same DC. Using enchantment magic to improve the giant's attitude to helpful decreases the DCs of all of these Bluff, Diplomacy, and Intimidate checks by 10.

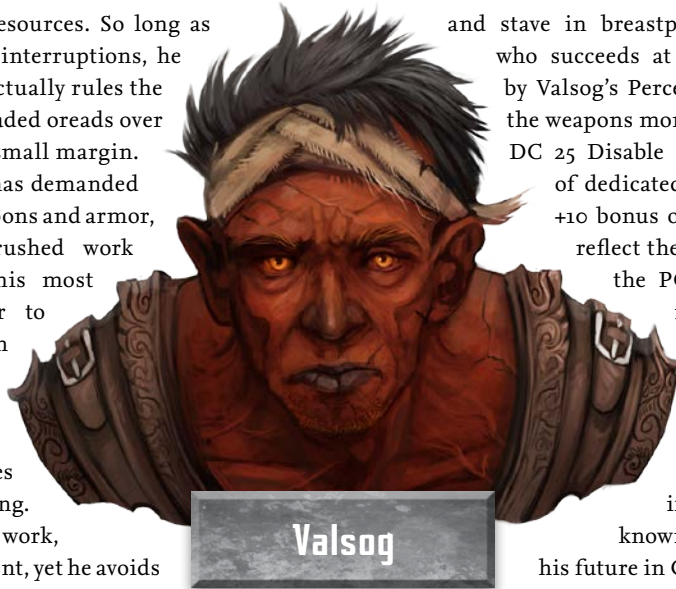
The third and most straightforward method to keep the weapons out of ifrit hands involves killing Valsog, after which the PCs have enough time to sabotage weapons or distribute them to the oreads before any of Tygora's forces can respond.

All Subtiers

VALSOG

CR 7

Male slag giant (*Pathfinder RPG Bestiary* 4 129)



Valsog

hp 85

TACTICS

During Combat Valsog uses his shattering blow ability to sunder a powerful melee combatant's weapon or armor, hoping this will scare his opponent

Morale If the PCs initiated combat by attacking Valsog, he fights until reduced to 25 hit points before admitting defeat and requesting that the PCs honor his surrender. If combat began because Valsog caught the PCs sabotaging his work or forge, the giant fights to the death.

Development: Successfully reducing the ifrits' supply of weapons by any of the above methods grants the PCs an edge when attacking Fury's Hold, as detailed in areas E1 and E2. Also, if the PCs resolved the encounter by securing Valsog's cooperation, they can earn an additional reward at the end of the scenario (see the Conclusion).

Faction Notes: Although killing Valsog is an effective means of combating Tygora indirectly, such a brazen attack on a nonviolent civilian would leave a lasting scar on the community. Not killing, violently incapacitating, or forcing the surrender of the giant contributes to the Silver Crusade's faction goals.

D. EVERLASTING FIRE ALCHEMY SHOP (CR 8 OR CR 11)

As the PCs approach the Everlasting Fire alchemy shop, read or paraphrase the following.

This wood-and-stone structure sits on a busy street corner, red and orange paint brightening its exterior. A sign depicting colorful vials and a beaker hangs above the door.

The Everburning Flame is actually just the storefront for a collection of structures dedicated to transforming the Zho Mountains' many minerals and hardy plants into a wide variety of alchemical remedies, tools, and weapons. The compound's foundations and lower walls are stone; the upper half of the walls is made of wood and has numerous small windows and chimneys to vent fumes before they reach dangerous concentrations. A small garden full of rare herbs extends behind the building.

Creatures: With her army growing, Tygora demanded that all business owners in Crystalcrag contribute a fraction of their revenues and inventories to help arm the soldiers. Most businesses accepted this mandate, but **Morak** (N male oread expert 2/chemist^{APG} 2) chose to protest this mandate by withholding his contribution. The ifrits' recent attempts to bully the proprietor have failed, and his defiance has begun to inspire others to rebel. As a result, Tygora has dispatched some of her more violent pupils to make a dramatic example of Morak's business. As the PCs arrive, these ifrits have just finished throwing several flasks of oil on the sections of the building marked

on the map as Morak stands helplessly by and protests loudly. Sensing trouble but fearing retribution if they intercede, other oreads avoid the scene.

Having grown up learning Tygora's might-makes-right philosophy, the ifrits think little of vandalizing the alchemy shop and believe anyone objecting to the action is a traitor to Crystalcrag. As a result, they harshly warn the PCs to keep their distance and avoid obstructing the queen's justice. Talking the ifrits down is difficult, but the PCs can use negotiation to delay and even distract them long enough to gain an advantage with a successful DC 20 Bluff check or DC 25 Diplomacy check. Succeeding grants the PCs a surprise round if they initiate combat soon thereafter. Exceeding the DC of either check by 10 or more convinces the ifrits to reconsider any destructive action and withdraw peacefully. Failing the check infuriates the ifrits and almost certainly begins combat. Finally, if the PCs succeed at a DC 18 Intimidate check (DC 21 in Subtier 8–9), the ifrits try to set fire to the building but then try to flee instead of staying to fight.

Morak avoids combat but can assist the PCs in fighting fires (see below). Several oreads gravitate toward the shop to witness the conflict, and they gasp and cringe whenever the PCs deal lethal damage to the ifrits. A PC can attempt a DC 20 Sense Motive check to discern that the oreads are not concerned about earning the wrath of the other ifrits so much as they are filled with sadness and regret at seeing the ifrits injured. Even though the ifrits have served Tygora as a her soldiers and brutal police, many oreads still see them as wayward children.

Hazard: It is likely that the building catches fire during this encounter, and the map denotes which squares the ifrits splashed with oil. Any oil-soaked square catches fire and burns immediately if struck by a fire effect, and it immediately sets fire to any adjacent oil-soaked square. Each round on initiative count 10, the fire spreads to 1d2 adjacent squares of the building or to the two tents in the area, selected at random. Once at least 12 squares are on fire, the flames react violently with alchemical reagents inside the shop and explode, shattering most of the wood features and dealing 3d6 points of piercing damage to each creature within 30 feet of the building (Reflex DC 15 half).

The PCs can extinguish a square that is on fire by applying at least 10 gallons of water to the area or succeeding at a DC 15 Survival check or Reflex save as a standard action while adjacent to the square. The PC extinguishes one additional square for every 10 points by which he exceeds the DC. At the GM's discretion, particularly creative actions or powerful spells might extinguish more than one square's flames. Several of the barrels outside contain soil and sand ideal for smothering fires, and Morak successfully uses the aid another action each round to assist one PC who is fighting fires.

D. Everlasting Fire Alchemy Shop



Subtier 5–6 (CR 8)

IFRIT ENFORCERS (2)

CR 6

Ifrit brawler 7 (*Pathfinder RPG Advanced Class Guide* 23,
Pathfinder RPG Advanced Race Guide 126)

CN Medium outsider (native)

Init +8; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +4 Dex, +2 dodge)

hp 57 (7d10+21)

Fort +7, **Ref** +10, **Will** +4

Resist fire 5

OFFENSE

Speed 30 ft.

Melee unarmed strike +11/+6 (1d8+2) or
unarmed strike flurry of blows +9/+9/+4 (1d8+2) or
shortsword +11/+6 (1d6+2/19–20)

Special Attacks brawler's flurry, brawler strike, close weapon mastery, knockout (1/day, DC 17), maneuver training (trip +2, grapple +1)

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

1/day—*burning hands* (DC 11)

TACTICS

During Combat The ifrit soldiers use their martial flexibility when combat begins, preferring Deflect Arrows or Step Up unless a different feat could stymie the PCs' tactics. One of the ifrits tries to use his *burning hands* spell-like ability to set one of the shop's oil-soaked areas on fire and deal damage to any nearby PCs. The ifrits then brawl with any nearby PC, using their knockout ability to even the odds.

Morale If reduced to 15 or fewer hit points, the ifrit tries to flee and report his failure to Tygora. One round after the alchemy shop explodes, the ifrits conclude they have caused enough damage and all withdraw to the palace.

STATISTICS

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

Base Atk +7; **CMB** +9 (+11 trip, +10 grapple); **CMD** 25 (27 vs. trip, 26 vs. grapple)

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Toughness, Weapon Finesse

SCALING ENCOUNTER D

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

Subtier 5–6: Give the ifrit enforcers the fatigued condition. They have already used their knockout ability for the day.

Subtier 8–9: Remove one advanced ifrit enforcer from the encounter.

Skills Acrobatics +13, Intimidate +10, Knowledge (local) +11, Perception +9, Stealth +10

Languages Common, Ignan, Terran

SQ martial flexibility (swift action, 6/day)

Combat Gear oil (3) **Other Gear** short sword, mwk chain shirt, cloak of resistance +1

Subtier 8–9 (CR 10)

ADVANCED IFRIT ENFORCERS (4)

CR 7

hp 71 (use the statistics from Subtier 5–6 with the advanced simple template applied)

Treasure: Morak listens attentively to any of the PCs' plans for confronting Tygora, and he shows his support of the endeavor by giving them a *potion of resist fire* and four *potions of cure moderate wounds*. In Subtier 8–9, he also gives them a *potion of fire shield* (CL 7th; *chill shield*)—a rare tonic that exceeds the normal limits of potion creation.

Development: If the PCs defeat the ifrits while 9 or fewer squares of the buildings are on fire, Morak and the bystanders are able to contain the fire and put it out without further checks; otherwise, continue the encounter until either the building explodes or until 9 or fewer squares are aflame. So long as the PCs prevented the shop's complete destruction and defeated the ifrits, they earn Morak's thanks as well as an explanation of why the ifrits were attempting to ruin his business; they also gain an advantage during the encounters in area **E1** and **E2**. If the PCs killed any of the ifrits, the oreads loudly express their grief while doing what they can to bandage and care for the survivors.

Faction Notes: Killing any of the ifrits—even in the pursuit of liberty and peace—is likely to deepen the rift between the two geniekin races in Crystalcrag, making it all the harder to reconcile the two groups once Tygora is gone. Resolving this encounter without killing any ifrits contributes to the Silver Crusade's faction goals in this scenario.

Rewards: If the PCs fail to defeat the ifrit soldiers, reduce each PC's gold earned as follows. If they bypass the encounter completely but otherwise succeed at their primary and secondary objectives, they earn the full gold

reward. If they bypass the encounter but only fulfill the primary success conditions, reduce their gold earned by half the value below.

Subtier 5–6: Reduce the gold earned by 595 gp.

Out of Subtier: Reduce the gold earned by 830 gp.

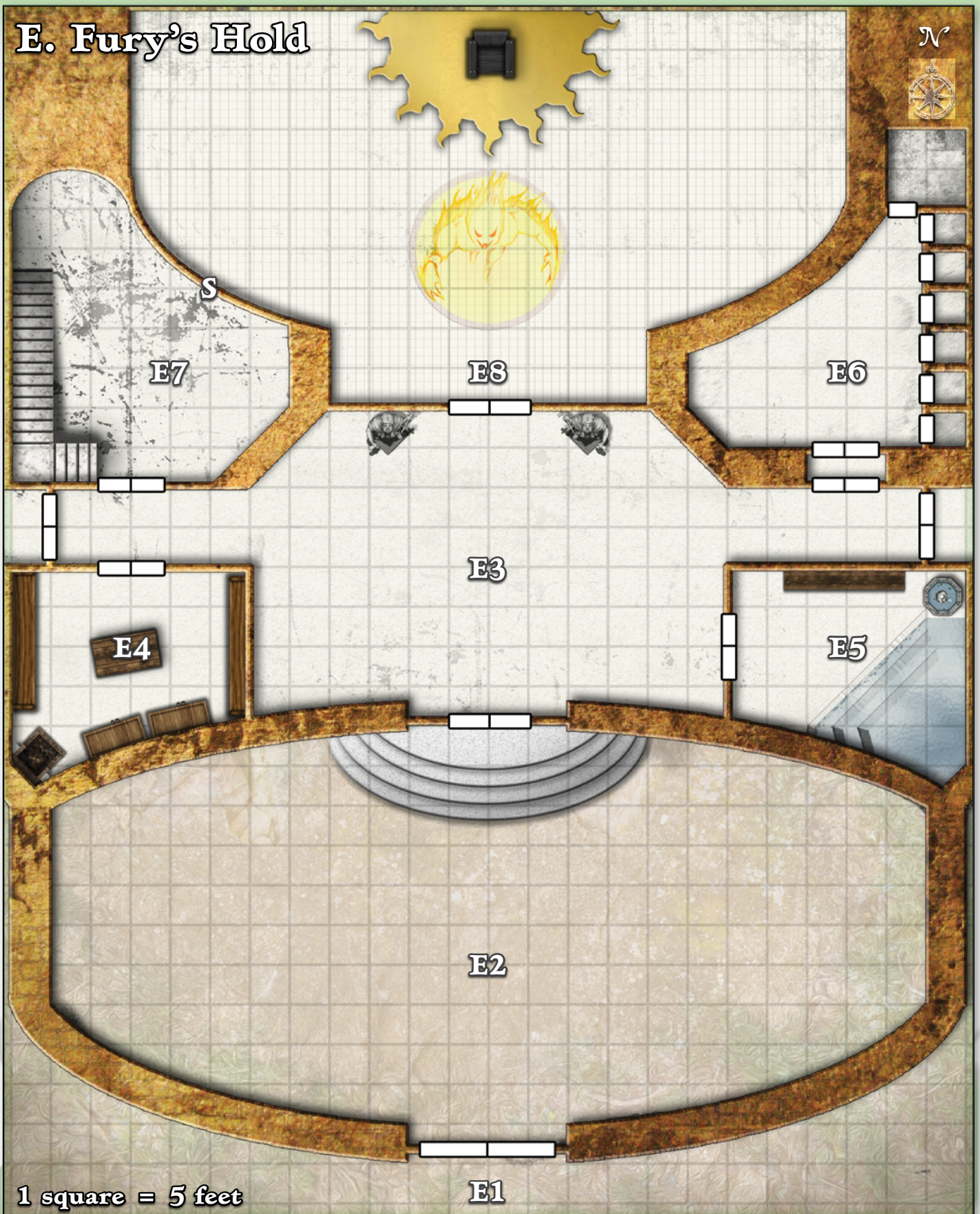
Subtier 8–9: Reduce the gold earned by 1,066 gp.

E. FURY'S HOLD

Once the PCs have rallied the oreads and sabotaged Tygora's army to their satisfaction, they are ready to assault Fury's Hold, Tygora's burnished palace. Tally how many of the four tasks the PCs successfully completed in areas **A**, **B**, **C**, and **D**. The oreads assemble and begin sweeping through Crystalcrag while subduing any ifrits they find. The geniekin do not participate as individuals in any of the encounters. Rather, their impact is reflected by modifying the encounters in areas **E1** and **E2**, which you should make clear to the players by describing the oreads blocking ifrits from reaching the fight, distracting elementals, and generally taking some of the heat off the PCs. These encounters can have very high challenge ratings, and as presented, they assume that the PCs completed three tasks successfully. See the Adjusting Encounter **E1** and Adjusting Encounter **E2** sidebars for further instructions if the PCs complete fewer tasks or all four, noting that the adjustments are not cumulative.

Fury's Hold is a massive, fortified palace that was created when Tygora granted and twisted the oreads' wish, and the structure combines thick walls made of solid bronze juxtaposed with delicate, sweeping features that seem to defy gravity. Its design is strong enough to resist most attacks, yet the palace is also lavishly decorated with intricate mosaics, extravagant rugs, and priceless art. Treat its walls as reinforced masonry with hardness 9, and treat its doors as unlocked iron doors with hardness 9. Unless otherwise noted, the rooms are 30 feet tall. The palace extends into the mountain to the east and west, but other sections of the palace are beyond the scope of this scenario; if necessary, present these wings with 10-foot-wide hallways and 30-foot-by-40-foot rooms.

It's possible the PCs will try to trick their way into Fury's Hold. If they approach peaceably, the elementals in area **E1** appear and inquire in Ignan what the PCs' business is. The outsiders are suspicious of any unexpected visitors, and they are unfriendly and receive a +10 bonus on their Sense Motive checks to oppose the PCs' Bluff checks. This bonus increases by 20 if the oreads are actively rebelling in Crystalcrag. If the PC attempting the Bluff or Diplomacy check is an ifrit, she gains a +5 bonus on this check. If the PCs trick the elementals or improve their attitude to friendly or helpful, the elementals open the gates to let the visitors inside. If they fail, combat begins.



SCALING ENCOUNTER E1

To accommodate a group of four PCs, calculate the number of foes in this encounter as though the PCs had completed one additional task in Crystalcrag. In addition, make the following adjustments to the encounter based on the number of tasks the PCs have completed in Subtier 5–6.

0–1 Task: Add one huge magma elemental to the encounter.

2 Tasks: Replace one large fire elemental with a huge magma elemental.

4 Tasks: No change

5 Tasks: Oreads interference slows the fire elementals, reducing their speed to 40 feet and dealing 1d8+5 points of damage to the elementals each round (ignores damage reduction).

In Subtier 8–9, instead make the following changes.

0–1 Task: Add two additional huge fire elementals to the encounter.

2 Tasks: Add an additional huge fire elemental to the encounter.

4 Tasks: No change

5 Tasks: Replace the greater magma elemental with a huge fire elemental.

The ifrits in area **E2** also challenge the PCs when they approach, and their starting attitude and bonuses on Sense Motive checks are identical to those of the elementals. If the PCs fail this check, the ifrits attack, and the elementals in area **E2** join the fight one round later after opening the gates. If successful, the ifrits direct the PCs to area **E8** to meet with Tygora, who has not had time to move the captive Pathfinders and Glaheri from area **E6**. This almost certainly results in combat, and the ifrits in area **E2** take 2 rounds to join the fight; the elementals do not enter the palace.

E1. At the Gates (CR 8 or CR 11)

A 500-foot road extends up from Crystalcrag to Fury's Hold, giving the structure a commanding view of the whole town. The curtain wall around the palace's courtyard is 20 feet high and sealed with an immense, barred bronze door (90 hit points, hardness 9, Strength DC 30).

Creatures: A host of elementals are bound to the palace as its guardians, and manifest in front of the gate when non-ifrits approach within 60 feet of the palace. Thanks to the giant Valsog's creative talent, Tygora has equipped these elementals with powerful metal weapons and given them the training needed to wield them to deadly effect (including using the magma elemental's earth glide ability unhindered). If the PCs successfully resolved the encounter at area **C** by destroying or otherwise sequestering the slag giant's weapons, these elementals have no equipment, and you should instead substitute the

standard elementals of the same type that appear in the respective *Bestiary* volumes. This equipment increases the CR of the elementals by 1.

Subtier 5–6 (CR 8)

LARGE FIRE ELEMENTALS (2)

CR 6

hp 60 each (*Pathfinder RPG Bestiary* 124)

AC 24, touch 15, flat-footed 18 (+5 armor, +5 Dex, +1 dodge, +4 natural, –1 size)

Melee Large +1 *elven curve blade* +13/+8 (2d8+4/18–20) or 2 slams +12 (1d8+2 plus burn)

Feats Dodge, Exotic Weapon Proficiency (elven curve blade), Improved Initiative^B, Mobility, Spring Attack, Weapon Finesse^B

Gear Large +1 *mithril chain shirt*, Large +1 *elven curve blade*

HUGE MAGMA ELEMENTAL (0)

CR 8

hp 85 (*Pathfinder RPG Bestiary* 2 118)

AC 22, touch 15, flat-footed 22 (+5 armor, –1 Dex, +10 natural, –2 size)

Melee 2 slams +15 (2d6+7 plus burn)

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

Gear Huge +1 *mithril chain shirt*, *amulet of mighty fists* +1

Subtier 8–9 (CR 11)

HUGE FIRE ELEMENTAL

CR 8

hp 85 (*Pathfinder RPG Bestiary* 124)

AC 25, touch 14, flat-footed 17 (+5 armor, +6 Dex, +1 dodge, +5 natural, –2 size)

Melee Huge +1 *elven curve blade* +16/+11 (3d8+7/18–20) or 2 slams +15 (2d8+4 plus burn)

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (elven curve blade), Improved Initiative^B, Mobility, Spring Attack, Weapon Finesse^B

Gear +1 *mithril chain shirt*, Huge +1 *elven curve blade*

GREATER MAGMA ELEMENTAL

CR 10

hp 123 (*Pathfinder RPG Bestiary* 2 119)

Init –1

AC 26, touch 7, flat-footed 26 (+7 armor, –1 Dex, +12 natural, –2 size)

Melee 2 slams +19 (2d8+8 plus burn)

Feats Armor Proficiency (light), Armor Proficiency (medium), Cleave, Greater Overrun, Improved Initiative, Improved Overrun, Power Attack

Gear Huge +1 *mithril breastplate*, *amulet of mighty fists* +1

Development: Once the PCs defeat the elementals, they are free to force open the doors. If the PCs befriended Valsog in area **C**, the giant assists them from the edge of town by heaving a massive rock that smashes

open the gate. Otherwise, with 5 rounds of concerted effort, the PCs can open the gate.

Rewards: If the PCs fail to defeat the elementals, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce the gold earned by 610 gp.

Out of Subtier: Reduce the gold earned by 990 gp.

Subtier 8–9: Reduce the gold earned by 1,370 gp.

E2. Breaching the Inner Sanctum (CR 8 or CR 11)

This courtyard serves as a training ground and parade yard where Tygora can personally observe and address her ifrit minions. Four steep steps ascend to a pair of bronze doors.

Creatures: A small cadre of ifrits is always available to defend Tygora, no matter how many others may be stationed in the barracks in town or patrolling the surrounding territory. One of the queen's favorites is an ifrit named Shyvera, a sorceress with a penchant for efreeti *wish* magic, and she has trained a team of powerful assassins to coordinate their maneuvers with her to deadly effect. Except in the unlikely event that the PCs have tricked their way into the courtyard, Shyvera and her soldiers emerge from the palace and attack as the PCs arrive.

Subtier 5–6 (CR 8)

SHYVERA	CR 6
Female ifrit sorcerer (wishcrafter) 7 (<i>Pathfinder RPG Advanced Race Guide</i> 126, 128)	
LE Medium outsider (native)	
Init +5; Senses darkvision 60 ft.; Perception +3	
DEFENSE	
AC 20, touch 13, flat-footed 15 (+4 armor, +1 deflection, +1 Dex, +4 shield)	
hp 55 (7d6+28)	
Fort +5, Ref +4, Will +6	
Resist fire 10	
OFFENSE	
Speed 30 ft.	
Melee dagger +2 (1d4–1/19–20)	
Ranged dagger +5 (1d4–1/19–20)	
Spell-Like Abilities (CL 7th; concentration +11)	
1/day— <i>burning hands</i> (DC 17)	
Bloodline Spell-Like Abilities (CL 7th; concentration +12)	
8/day—fire ray (1d6+3 fire damage)	
5/day—heart's desire (DC 18)	
Sorcerer Spells Known (CL 7th; concentration +12)	
3rd (5/day)— <i>fireball</i> (DC 20), <i>haste</i>	
2nd (7/day)— <i>flaming sphere</i> (DC 19), <i>glitterdust</i> (DC 17), <i>invisibility</i> *, <i>scorching ray</i>	
1st (7/day)— <i>burning hands</i> (DC 18), <i>grease</i> , <i>mage armor</i> , <i>magic missile</i> , <i>obscuring mist</i> *, <i>shield</i>	

SCALING ENCOUNTER E2

To accommodate a group of four PCs, calculate the number of foes in this encounter as is the PCs had completed one additional task in Crystalcrag. Make the following adjustments based on the number of tasks the PCs completed in Crystalcrag.

In Subtier 5–6, make the following changes.

0–1 Task: Replace the ifrit slayers with two ifrit slayers from Subtier 8–9.

2 Tasks: Add one ifrit slayer to the encounter.

4 Tasks: No change

5 Tasks: Remove one ifrit slayer from the encounter.

In Subtier 8–9, instead make the following changes.

0–1 Task: Add an additional ifrit sorcerer (use Shyvera's statistics) to the encounter.

2 Tasks: Add one ifrit slayer to the encounter.

4 Tasks: No change

5 Tasks: Replace two of the ifrit slayers with the ifrit slayers from Subtier 5–6.

0 (at will)—*acid splash*, bleed (DC 15), *detect magic*, *light*, *mending*, *message**, *ray of frost*, *read magic*

* These spells can only be cast with wishbound arcana.

Bloodline elemental (fire)

TACTICS

Before Combat Every morning, Shyvera casts *extended mage armor* on herself. Additionally, Shyvera casts *shield* on herself at the first sign of commotion (figured into her statistics).

During Combat Shyvera supports her allies with spells such as *haste* and other spells that benefit from her wishbound arcana ability. She also uses her offensive spells to blast intruders.

Morale Being one of Tygora's battlefield generals, Shyvera fights to the death in attempting to delay the PCs and oreads for as long as possible.

Base Statistics Without *extended mage armor* and *shield*, Shyvera's statistics are **AC** 13, **Touch** 13, **flat-footed** 11.

STATISTICS

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

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

Feats Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Spell Focus (evocation), Toughness

Skills Acrobatics +3, Knowledge (arcana) +10, Perception +4, Spellcraft +8, Use Magic Device +12

Languages Common, Ignan, Terran

SQ expanded wishcraft, fire affinity, fire ray (7/day), heart's desire, wildfire heart^{ARG}, wishbound arcana

Gear dagger, *cloak of resistance* +1, *ring of protection* +1

IFRIT SLAYERS (2)

CR 4

Ifrit slayer 5 (*Pathfinder RPG Advanced Class Guide* 53, *Pathfinder RPG Advanced Race Guide* 126)

NE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +7

OPTIONAL ENCOUNTER

Breaching the Inner Sanctum is an optional encounter. If less than 90 minutes remain in which to complete the scenario, skip this encounter.

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 52 (5d10+20)

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

OFFENSE

Speed 30 ft.

Melee +1 scimitar +10 (1d6+4/18–20)

Ranged dagger +7 (1d4+3/19–20)

Special Attacks sneak attack +1d6, studied target (+2)

Ifrit Spell-Like Abilities (CL 5th; concentration +5)

1/day—*burning hands* (DC 11)

TACTICS

During Combat The ifrit slayers use their studied target ability to study the same PC and then team up to eliminate that target quickly. If the PCs are hitting the ifrits easily, the slayers wish for *obscuring mist* from Shyvera and use Combat Expertise to increase their Armor Class.

Ifrit Slayer

Morale The ifrit slayers fight to the death.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

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

Feats Combat Expertise, Improved Disarm, Power Attack, Toughness, Weapon Focus (scimitar)

Skills Acrobatics +9, Climb +10, Intimidate +8, Perception +7, Ride +9, Sense Motive +7, Stealth +9

Languages Common, Ignan, Terran

SQ slayer talent (combat trick, weapon training), track +2, wildfire heart^{ARG}

Gear mwk chain shirt, mwk buckler, +1 scimitar, daggers (4)

Subtier 8–9 (CR 11)

SHYVERA

CR 8

Female ifrit sorcerer (wishcrafter) 9 (*Pathfinder RPG Advanced Race Guide* 126, 128)

LE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 21, touch 13, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +4 shield)

hp 70 (9d6+36)

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

Resist fire 20

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4–1/19–20)

Ranged dagger +6 (1d4–1/19–20)

Ifrit Spell-Like Abilities (CL 9th; concentration +14)

1/day—*burning hands* (DC 19)

Bloodline Spell-Like Abilities (CL 9th; concentration +15)

1/day—*elemental blast* (9d6 fire, DC 20)

9/day—*fire ray* (1d6+4 fire damage)

6/day—*heart's desire* (DC 20)

Sorcerer Spells Known (CL 9th; concentration +15)

4th (5/day)—*greater invisibility*, *wall of fire*

3rd (7/day)—*dispel magic*, *fireball* (DC 21), *haste**, *slow** (DC 19)

2nd (7/day)—*blindness/deafness* (DC 18), *flaming sphere* (DC 20), *glitterdust* (DC 18), *invisibility**, *scorching ray*

1st (8/day)—*burning hands* (DC 19), *grease*, *mage armor*, *magic missile*, *obscuring mist**, *shield*

0 (at will)—*acid splash*, *bleed* (DC 16), *daze* (DC 16), *detect magic*, *light*, *mending*, *message**, *ray of frost*, *read magic*

* These spells can only be cast with wishbound arcana.

Bloodline elemental (fire)

TACTICS

Before Combat Every morning, Shyvera casts *extended mage armor* on herself. Additionally, Shyvera casts *shield* on herself at the first sign of commotion (figured into her statistics).

During Combat Shyvera supports her allies with spells such as *haste* and other spells that benefit from her wishbound

arcana ability. She also uses her offensive spells to blast intruders.

Morale Being one of Tygora's battlefield generals, Shyvera fights to the death in attempting to delay the PCs and oreads for as long as possible.

Base Statistics Without *extended mage armor* or *extended shield* cast on her, Shyvera statistics are **AC** 13, **Touch** 13, **flat-footed** 11.

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 13, **Wis** 8, **Cha** 20

Base Atk +4; **CMB** +3; **CMD** 16

Feats Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Spell Focus (evocation), Toughness

Skills Acrobatics +5, Knowledge (arcana) +10, Knowledge (planes) +8, Perception +3, Use Magic Device +15

Languages Common, Ignan, Terran

SQ expanded wishcraft, fire affinity, heart's desire, wildfire heart^{ARG}, wishbound arcana

Gear dagger, *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1

IFRIT SLAYERS (3)

CR 6

Ifrit slayer 7 (*Pathfinder RPG Advanced Class Guide* 53, *Pathfinder RPG Advanced Race Guide* 126)

NE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, **touch** 12, **flat-footed** 16 (+5 armor, +2 Dex, +1 shield)

hp 64 (7d10+21)

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

Immune dazzled

OFFENSE

Speed 30 ft.

Melee +1 *scimitar* +12/+7 (1d6+4/18-20)

Ranged dagger +9 (1d4+3/19-20)

Special Attacks sneak attack +2d6, studied target (swift, +2)

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

1/day—*burning hands* (DC 11)

TACTICS

Before Combat Hearing the combat outside the gates of Fury's hold, the ifrits have their weapons out and ready for combat.

During Combat Both of the ifrit slayers attempt to study the same target using their studied target slayer class ability and then flank them, taking advantage of their outflank feat sneak attack class ability. If the PCs connecting are connecting their attacks with ease, they wish for *obscuring mist* and use combat expertise to increase their AC.

Morale Both ifrit slayers fight to the death.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 22

Feats Combat Expertise, Firesight^{ARG}, Improved Disarm, Power Attack, Toughness, Weapon Focus (scimitar)

Skills Acrobatics +11, Climb +12, Intimidate +10, Perception +9, Ride +11, Sense Motive +9, Stealth +11

Languages Common, Ignan, Terran

SQ slayer talent (bleeding attack, combat trick, weapon training), track +3, wildfire heart^{ARG}

Gear +1 *chain shirt*, mwk buckler, +1 *scimitar*, daggers (4), *cloak of resistance* +1

Rewards: If the PCs fail to defeat the ifrits, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce the gold earned by 652 gp.

Out of Subtier: Reduce the gold earned by 1,069 gp.

Subtier 8–9: Reduce the gold earned by 1,486 gp.

E3. Entry Hall

This room acts as a receiving room for any particular guests that have business in Fury's Hold. Two large solid bronze columns flank a set of brass double doors set into the northern wall, and short hallways extend to the east and west. The wall hangings and artwork in this chamber are particularly elaborate so as to impress upon visitor's Tygora's wealth and power.

E4. Kitchen

Countertops that line all of the walls of this room except in the southwest corner, where a large iron oven stands. The room is currently empty but for the foodstuffs that are arrayed across the counters as if abandoned partway through preparation.

E5. Bath

A deep bath with stepped sides and filled with steaming water occupies nearly half 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 or other ties to the Plane of Fire. A small fountain nearby contains cool, clean water, and the single counter holds dozens of salts, oils, and perfumes.

E6. Prison

Tygora uses this prison to hold prisoners she wants to keep readily accessible for questioning or amusement; Fury's Hold has a larger and even more secure prison much deeper in the mountain. Two sets of doors seal the area and remain locked (Disable Device DC 30) at all times, and the individual cells have slightly less imposing locks (Disable Device DC 25).

Lately, Tygora has kept the three captive Pathfinders here, as well as the recently abducted oread councilor **Glaheri** (female oread aristocrat 4/ranger 4); however, by the time the PCs arrive, these cells are all empty. In the unlikely event that the PCs are able to sneak into

the palace unnoticed or trick their way past the guards, Tygora has not had an opportunity to move the prisoners from here to her throne room (area **E8**).

E7. Flame Drake Warren

This room houses two iron stakes planted into the ground, each attached to a heavy iron chain and even thicker collars. Two savaged corpses lie in the middle of the room, their humanoid shapes barely recognizable. Scorch and claw marks blemish this room's once-burnished bronze walls.

This room houses a pair of Tygora's flame drakes that she keeps as pets, and the drakes that live here now are the eleventh generation of dragons to grow up in Fury's Hold. In the past, the efreeti has unleashed the drakes on unsuspecting victims, which suits the scaled beasts' disposition just fine. Once there were signs of rebellion, she tried to relocate the drakes to her throne room as guards. The drakes rebelled and flew away in Subtier 5–6, but they obliged her this favor in Subtier 8–9 and appear in area **E8**. If the PCs sneak into the palace without fighting, the drakes are still here and either fly away or join any ensuing combat as appropriate for the subtier.

The staircase leads up to a balcony several stories above, giving the somewhat ponderous drakes an easier means of leaving the palace. A flagstone along the northeast wall pivots to open a 10-foot-wide secret door (Perception DC 20) into area **E8**, providing the drakes an emergency means of escaping their lair or defending Tygora.

E8. Throne Room (CR 9 or CR 12)

Bronze walls sweep to the east and west, framing a magnificent throne room decorated with metallic mosaics that seem to shimmer and glow with their own incandescence. The throne itself is a large chiseled mass of obsidian, and it rests upon a solid brass dais shaped like a fiery sun.

Tygora uses this room to pronounce judgments and hold court with her favored ifrits. She also uses it in shows of force and dominance intended to cow petitioners with her strength and command of fire. A recess in the throne holds a lever that can open, close, or lock the secret door that leads into area **E7**.

Creatures: The efreeti queen hopes to maintain her control over Crystalcrag and wield it against her neighbors, yet she also knows that once the oread population has set itself to rebellion, her options are limited. Having inferred that the PCs are likely allies of the captured Pathfinders, she has extracted those three and the oread councilor Glaheri from the prison to use as bargaining chips. These hostages know that they are

each positioned on sensitive traps set to explode if the prisoners move.

As the PCs enter, Tygora motions for them to halt 30 feet from the throne and addresses them respectfully as honorable rivals despite their natural inferiority as non-efreet. She acknowledges their accomplishments and grievances and proposes a nonviolent resolution to the situation that allows the PCs to leave with their friends while also leaving Tygora in power—essentially a return to the status quo. She intends to keep Glaheri as a hostage until the oreads return home, though she doesn't make this part of the bargain unless asked.

During the negotiations, one of the captive Pathfinders tries to signal to the PCs using the hand signs used by the Society to silently express simple concepts. With a successful DC 15 Sense Motive check, a PC can spot the agent signaling "trap." He is referring to the traps the captives are lying upon rather than the situation itself, which could lead to some misunderstandings. As the PCs receive this information, they also spot Tygora's eyes gravitating toward the bound Pathfinder. Unless a PC intercedes to distract Tygora with a successful DC 20 Bluff check, she spots the surreptitious signal and grows especially irritable; this increases the DC of further Charisma-based skill checks made to influence the efreeti by 5.

Tygora has no objection to destroying the PCs if she can catch them in a moment of weakness, and honoring the proposed bargain is something she is only willing to do if she feels it is strongly to her advantage. A PC can sense this predilection with a successful DC 25 Sense Motive check, and he can convince her to honor the basic terms with a successful DC 35 Bluff, Diplomacy, or Intimidate check. She is unwilling to give up her command of the oreads or surrender her ifrit warriors, and agreeing to leave Crystalcrag is off the table. If the PCs agree to Tygora's terms without truly winning her sincerity, she waits for the PCs to trigger one or more of the traps before attacking. To her, destroying the PCs should demonstrate her absolute power to the oreads and reestablish order.

Tygora stands in front of her obsidian throne at the north end of the room, assisted by a fire mephit servant. In Subtier 8–9, Tygora has a pair of fire drakes rather than a mephit, and she also enjoys the support of her champion, an ifrit warrior named Uktak who wished for extraordinary power in return for his service.

The three Pathfinder captives and Glaheri are arrayed on the trapped panels in the room. Despite Glaheri's different race and level, for this encounter use the same statistics for the NPC Pathfinders and the oread councilor. The Pathfinders have no spell slots remaining and have been stripped of all of their combat gear as well as their daggers and mirrors.

Trap: There are four 10-foot-by-10-foot panels spread throughout the room, disguised to match the floor's tiling. Once armed, the panel responds to any significant movement such as a Tiny or larger creature moving onto, off of, or around on the area. Triggering the trap causes flames to ignite and flare up around the panel, scorching anything on top and continuing to burn for an additional 2 rounds.

All Subtiers

MISSING PATHFINDERS (4) CR —

Aloof scholar (*Pathfinder RPG NPC Codex* 232)

hp 61 (currently 15)

Subtier 5–6 (CR 9)

FLAME ERUPTION TRAP (4) CR 4

Type mechanical; Perception DC 20; Disable Device DC 15

EFFECTS

Trigger location; **Duration** 3 rounds; **Reset** automatic

Effect flame erupts from the floor (3d6 fire damage, Reflex DC 16 half); multiple targets (all targets in a 10-ft. square)

TYGORA CINDERFURY CR 8

Female efreeti (*Pathfinder RPG Bestiary* 140)

hp 95

TACTICS

During Combat Tygora prefers to blast her enemies with her spell-like abilities before using her natural fly speed to strike her foes with her falchion from above.

Morale Tygora attempts to flee using *plane shift* once reduced to 10 or fewer hit points. She tries to avoid being captured, for she knows mortals would enslave her for her *wish*-granting abilities.

FIRE MEPHIT CR 3

hp 19 (*Pathfinder RPG Bestiary* 202)

Subtier 8–9 (CR 12)

FLAME ERUPTION TRAPS (4) CR 5

Type mechanical; Perception DC 20; Disable Device DC 15

EFFECTS

Trigger location; **Duration** 3 rounds; **Reset** automatic

Effect flame erupts from the floor (5d6 fire damage, Reflex DC 17 for half); multiple targets (all targets in a 10-ft. square)

TYGORA CINDERFURY CR 9

Advanced efreeti (*Pathfinder RPG Bestiary* 140, 294)

hp 115

TACTICS

During Combat Tygora prefers to blast her enemies with her

spell-like abilities before using her natural fly speed to strike her foes with her falchion from above.

Morale Tygora attempts to flee using *plane shift* once reduced to 10 or fewer hit points. She tries to avoid being captured, for she knows mortals would enslave her for her *wish*-granting abilities.

FLAME DRAKES (2) CR 5

hp 57 (*Pathfinder RPG Bestiary* 2 106)

UKTAK CR 9

Male ifrit fighter 9 (*Pathfinder RPG Advanced Race Guide* 144)

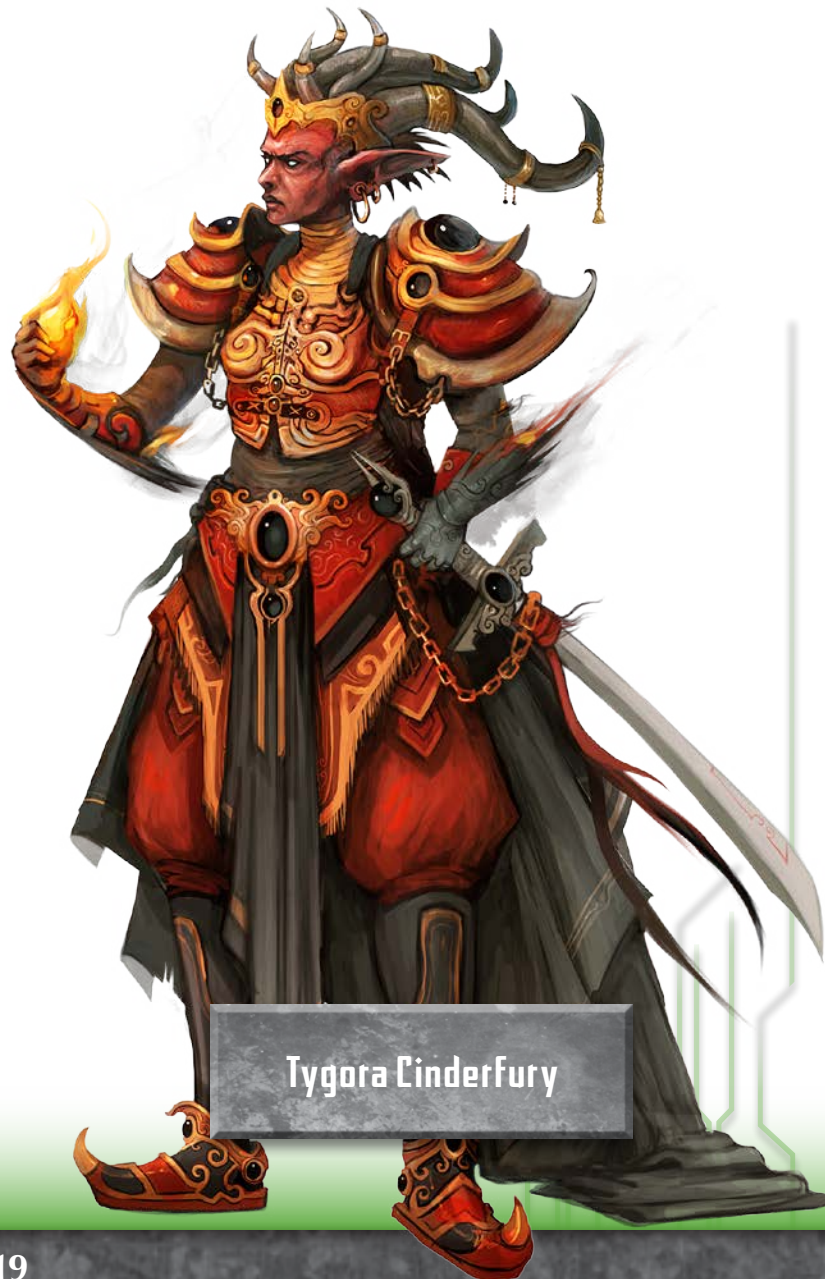
NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 28, touch 13, flat-footed 25 (+11 armor, +3 Dex, +4 shield)

hp 90 (9d10+36)



SCALING ENCOUNTER E8

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

Subtier 5–6: Remove the flame mephit from the encounter. Increase the hostages' current hit points to 25.

Subtier 8–9: Remove one flame drake from the encounter, replace the flame eruption traps with the traps from Subtier 5–6, and give Uktak the fatigued condition.

Fort +10, **Ref** +8, **Will** +7 (+2 vs. fear)

Defensive Abilities bravery +2; wish-fueled might (champion's surge) **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee +1 *flaming scimitar* +17/+12 (1d6+9 plus 1d6 fire/15–20)

Special Attacks weapon training (heavy blades +2, bows +1), wish-fueled might (fury of battle)

Ifrit Spell-Like Abilities (CL 9th; concentration +10)

1/day—*burning hands* (DC 12)

TACTICS

Before Combat Uktak waits at his master's obsidian throne as Tygora parleys with the Pathfinders. At the first sign of combat, Uktak wades into combat.

During Combat Uktak viciously attacks any foe that threatens his queen. He uses Power Attack liberally, though he reconsiders this tactic if he is having difficulty hitting.

Morale Uktak protects Tygora at all costs and fights to the death.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 8, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 26

Feats Critical Focus, Disruptive, Improved Critical (scimitar), Iron Will, Power Attack, Shield Focus, Step Up, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Acrobatics +7, Intimidate +5

Languages Common, Ignan

SQ armor training 2, wish-fueled might (death's defiance)

Other Gear +2 *full plate*, +1 *heavy steel shield*, +1 *flaming scimitar*, *belt of giant strength* +2, *cloak of resistance* +2

SPECIAL ABILITIES

Wish-Fueled Might (Su) A year ago, Uktak wished to be the mightiest warrior in Crystalcrag, and Tygora granted him the ability to use several unique abilities up to three times a day in any combination. This power increases his challenge rating by 1.

Champion's Surge: When Uktak fails a skill check or saving throw against an effect, he can reroll the required check with a +5 bonus to his roll. He may reroll this check even after the results have been announced.

Death's Defiance: As a swift action, Uktak can call upon his extraordinary stamina to heal himself as though he had cast quickened *cure serious wounds* (CL 11th).

Fury of Battle: As a swift action, Uktak gains the benefits of *divine power* for 1 round (CL 11th).

Development: If the PCs subdue Tygora, she is willing to trade her freedom for three *wishes* granted to the group as a whole—a bargain she is entirely sincere in honoring. If the PCs accept, Tygora disappears immediately after fulfilling the third *wish*, though the magic whisks her to safety if the PCs attempt to harm her before then. Due to the nature of the organized play campaign, there are some limits on these *wishes*, and their permanent effects are reflected by options that appear on the Chronicle sheet. After each *wish*, have the character making the *wish* attempt a DC 15 Intelligence or Wisdom check. If successful, the PC has worded the *wish* in a way that makes it difficult for Tygora to twist it to the PCs' disadvantage, and on a failure the *wish* is so easily twisted that Tygora is able to fulfill it without actually granting any long-lasting benefits. The consequences of succeeding or failing are not evident until the end of the scenario.

Securing at least two of these uncorrupted *wishes* earns each PC the Efreeti's Wish boon on his Chronicle sheet. This should happen rarely, as earning such a *wish* represents an extraordinary accomplishment. This boon is an exception to the rule that a GM can earn any boons on a Chronicle sheet; the boon is *only* available if earned during play.

Faction Notes: Liberty's Edge faction PCs should prioritize defeating Tygora, whether they do this by killing her or simply forcing her to flee. Silver Crusade faction PCs should prioritize Glaheri's survival to ensure the stability and peace of Crystalcrag in the aftermath of Tygora's defeat.

In addition, members of either faction can use one of Tygora's *wishes* to better Crystalcrag or secure resources for the faction, which contributes to the factions' ongoing goals.

Rewards: If the PCs fail to defeat Tygora, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce the gold earned by 700 gp.

Out of Subtier: Reduce the gold earned by 1,125 gp.

Subtier 8–9: Reduce the gold earned by 1,551 gp.

CONCLUSION

News of Tygora's defeat spreads quickly through Crystalcrag, and the oreads respond with a mix of disbelief, relief, and confusion about what the future holds. Eurdan Stonemantle does his best to organize and encourage the newly liberated geniekin, though he is better able to lead them with the help of Glaheri. If the PCs took care to minimize ifrit casualties and preserve the town's stability (such as by saving Glaheri and other accomplishments associated with the Silver Crusade faction's goals), the oreads and ifrits take the first steps in reconciling their differences, reintegrating the two populations, and keeping Crystalcrag united.

Otherwise, many ifrits accept Tygora's defeat but refuse to live alongside the oreads as equals, leading to a large exodus of geniekin that leaves Crystalcrag weaker and its future uncertain—especially since the illusion hiding the settlement fades with Tygora's departure. So long as the PCs defeated Tygora, each receives the Oread's Favor boon on her Chronicle sheet.

If the PCs both used peaceful means to earn Valsog's cooperation in area C and have the unique item *Gamin the Misforged* (a sword from *Pathfinder Society Scenario #4–19: The Night March of Kalkamedes*), the slag giant offers his services to repair the blade. Each PC earns the Master Smith's Services boon on her Chronicle sheet.

In the unlikely situation that the PCs negotiated the release of Pathfinder hostages at the expense of the oreads' rebellion, the geniekin watch in scornful silence as the PCs depart the town. Tygora uses the victory to institute even harsher mandates that may one day lead to the conquest of neighboring geniekin settlements and even pave the way for the creation of a true kingdom spanning the Zho Mountains.

Reporting Notes

If the PCs defeated or killed Tygora Cinderfury, check box A on the reporting sheet. If the PCs successfully fulfilled the conditions of the Silver Crusade faction's goals, check box B. If the PCs successfully fulfilled the conditions of the Liberty's Edge faction's goals, check box C. Finally, if the PCs earned the boon Master Smith's Service, check box D.

Primary Success Condition

The PCs successfully complete their primary objective so long as they rescue at least two of the three missing Pathfinder agents and return them to Katheer. Doing so earns each PC 1 Prestige Point.

Second Success Condition

The PCs successfully complete their secondary success conditions if they rescue all three Pathfinder agents. Doing so earns each PC 1 additional Prestige Point. Although negotiating with Tygora at the expense of the oread population can fulfill this objective, the PCs actually fail the secondary success condition if they don't defeat Tygora.

Faction Notes

Members of the Liberty's Edge faction have the opportunity to rally an oppressed population and overthrow a tyrannical ruler, which are both central goals of the faction. Liberty's Edge faction PCs should accomplish two of the following three goals during this scenario: earn Eurdan Stonemantle's full support in area A, rally the oreads in area B, and defeat Tygora Cinderfury in area E8. Doing so earns each Liberty's Edge faction PC the Crystalcrag Liberator boon on his Chronicle sheet.

Members of the Silver Crusade faction are responsible for preventing further atrocities and ensuring the town of Crystalcrag is sufficiently stable in the aftermath of the adventure that it can weather the challenges ahead peacefully. Silver Crusade faction PCs should accomplish two of the following three goals during this scenario: avoid killing or fighting Valsog in area C, prevent any ifrits from dying in area D, and rescue Glaheri in area E8. Doing so earns each Silver Crusade faction PC the Crystalcrag Savior boon on her Chronicle sheet.

Finally, if a member of either faction uses one of Tygora's *wishes* to better Crystalcrag or secure resources for his faction, that faction's goals are automatically fulfilled for this scenario, and the PC earns the respective boon.

Pathfinder Society Scenario #6-07: Valley of Veiled Flame

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

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Pathfinder Society Scenario #6–07: Valley of Veiled Flame

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Crystalcrag Liberator (Liberty's Edge Faction): Thanks to your leadership and action, the town of Crystalcrag has expelled the tyrant who has ruled it for centuries. This great success inspires you to perform even greater feats when others' freedom is at stake. At the beginning of an encounter that includes one or more hostages or other captives who have a starting attitude of at least indifferent toward you, you can cross this boon off your Chronicle sheet to increase your base speed by 10 feet, gain a +3 dodge bonus against attacks of opportunity, and gain a +2 morale bonus on combat maneuver checks for the duration of the encounter.

Crystalcrag Savior (Silver Crusade Faction): Thanks to your mercy and might, you ensured that the town of Crystalcrag survived the overthrow of its tyrannical leader and did not fall into chaos and infighting in the aftermath, encouraging you to perform similar acts in the future. At the beginning of an encounter that includes one or more allied or noncombatant NPCs, you can cross this boon off your Chronicle sheet to choose one NPC you can see and grant him temporary hit points equal to 5 + your character level, a +3 dodge bonus to AC, and a +3 resistance bonus on all saving throws for the duration of the encounter.

Efreeti's Wish: You secured a *wish* from an efreeti and managed to prevent her from twisting the *wish* against you. Choose one of the following benefits and cross the others off your Chronicle sheet.

Wish for Glory: You regain 2 spent Prestige Points, but any points that exceed your Fame must be spent immediately or it is lost.

Wish for Power: You may cross this boon off your Chronicle sheet to gain a +6 inherent bonus to one ability score for 5 minutes.

Wish for Wealth: You earn an extra 350 gp (Subtier 5–6) or 700 gp (Subtier 8–9) for completing this scenario.

Master Smith's Service: The slag giant Valsog is a master craftsman, and he offers to repair a broken item free of charge. You can cross this boon off your Chronicle sheet at the end of an adventure to repair one item as though you had cast *make whole* (CL 10th). Alternatively, if you also own the sword *Gamin the Misforged*, you may cross this boon off your Chronicle sheet and spend 5 Prestige Points to permanently remove the broken condition from that weapon. If you instead spend 25 Prestige Points, you can also increase *Gamin the Misforged's* weapon enhancement bonus to +2. Neither of these improvements modify the sword's market price or resale value.

Oread's Favor: You have earned the recognition of a large group oread geniekin. This boon may be used in conjunction with other boons to grant one or more of your characters access to oread-related options.

All Subtiers

Huge +1 mithral chain shirt (5,400 gp)
amulet of mighty fists +1 (4,000 gp)
ring of protection +1 (2,000 gp)

Subtier 8–9

+1 flaming scimitar (8,315 gp)
Huge +1 elven curve blade (2,620 gp)
Huge +1 mithral breastplate (17,800 gp)
belt of giant strength +2 (4,000 gp)
headband of alluring charisma +2 (4,000 gp)
potion of fire shield (chill shield; 1,400 gp, limit 1)

Notes

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

1–2 1,279 2,557

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 2,008 4,015

SUBTIER ☐ Slow ☐ Normal

8–9 2,737 5,473

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

-

Current Prestige Final Fame

-

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total