

PATHFINDER SOCIETY®

YEAR OF THE STOLEN STORM



FORGED IN FLAME, PART 1: THE CINDERSWORN PACT

By Alex Riggs



Authors • Alex Riggs
Development Lead • John Compton
Cover Artist • Tyler Walpole
Interior Artists • Giorgio Baroni, Nicolas Cloister,
and Tyler Walpole
Cartographer • Sean Macdonald and Corey Macourek
Editor-in-Chief • F. Wesley Schneider
Creative Director • James Jacobs
Creative Design Director • Sarah E. Robinson
Executive Editor • James L. Sutter
Senior Developer • Rob McCreary
Pathfinder Society Lead Developer • John Compton
Developers • Adam Daigle, Crystal Frasier,
Amanda Hamon Kunz, Mark Moreland,
Owen K.C. Stephens, and Linda Zayas-Palmer
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • Jason Keeley, Lyz Liddell, Joe Pasini, and
Josh Vogt
Lead Designer • Jason Bulmahn
Designers • Logan Bonner, Stephen Radney-MacFarland,
and Mark Seifter
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Project Manager • Jessica Price
Organized Play Coordinator • Tonya Woldridge
Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Chief Financial Officer • John Parrish
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
Director of Licensing • Michael Kenway
Staff Accountant • Ashley Kaprielian
Data Entry Clerk • B. Scott Keim
Chief Technical Officer • Vic Wertz
Senior Software Developer • Gary Teter
Community & Digital Content Director • Chris Lambertz
Webstore Coordinator • Rick Kunz
Customer Service Team • Sharaya Copas, Katina Davis,
Sara Marie Teter, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase,
Mika Hawkins, Heather Payne, Jeff Strand,
and Kevin Underwood
Website Team • Christopher Anthony, William Ellis,
Lissa Guillet, Don Hayes, and Erik Keith

HOW TO PLAY

Pathfinder Society Scenario #8-09: Forged in Flame, Part I: The Cindersworn Pact is a Pathfinder Society Scenario designed for 1st-through 5th-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

THE CINDERSWORN PACT	3
PLAYER HANDOUTS	24
APPENDIX: STAT BLOCKS	27
MAPS	32
CHRONICLE SHEET	34

GM RESOURCES

This adventure makes use of *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Bestiary 3* (B3), and *Pathfinder RPG Bestiary 4* (B4). This adventure assumes the GM has access to these sourcebooks, though the relevant Bestiary entries (including the one from the adventure module) have been reprinted at the back of the scenario for easy reference. The rules for these resources are available online for free at paizo.com/prd.



Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Society Scenario #8-09: Forged in Flame, Part I: The Cindersworn Pact © 2016, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales.

FORGED IN FLAME, PART 1: THE CINDERSWORN PACT

By Alex Riggs



Ages ago, each of the four Elemental Planes was the domain of two competing elemental lords, one benevolent and one tyrannical. The tyrants colluded to destroy their good-aligned counterparts, but managed only to seal them away in nigh-unbreakable prisons that took the form of glittering gems. The Pathfinder Society recently found one of these, known as the *Untouchable Opal*, which contains the elemental lord of air Ranginori. Society scholars believe that they could crack open the gem and free the demigod within, provided the proper tools and expertise, so they have reached out to what contacts they can to divine the best procedure.

The Padishah Empire of Kelesh maintains centuries-old mercantile connections to Zjarra, a relatively safe city on the Plane of Fire, and through Kelesh, several of the Society's venture-captains have secured an introduction to one of Zjarra's foremost fixers and information brokers: the efreeti Qalkami Mishalq. She claims to know of a powerful weapon that could fracture the *Untouchable Opal*. Qalkami's reputation for results—if not necessarily mercy—suggests that what she claims is almost certainly true.

Qalkami is the descendant of a noble house that collaborated with two other families to deliver humiliating defeats to the shaitan genies during a period of violence between the Peerless Empire and the efreeti sultanate. During the conflict, the shaitans created and lost a potent weapon known as *Fossilblight*, which Qalkami's family hid in an undisclosed location. Since then, her family has fallen out of favor in the City of Brass, and Qalkami has spent many years in self-imposed exile to avoid retaliation from stronger rivals. However, the current political and social turmoil surrounding the recent rise of the new grand sultana presents an opening for Qalkami to return to the City of Brass and resume her place there. The secret of *Fossilblight*'s resting place has been passed through her family, and she is prepared to trade it to the Pathfinder Society so long as they aid in her political aspirations.

Qalkami can't simply stroll into the City of Brass and pick up where she left off, however. She needs recent victories to provide political momentum, as well as a lucrative trade arrangement under her belt, since it's all but impossible

WHERE ON GOLARION?

The Cindersworn Pact begins in the city of Katheer, in Qadira, but the majority of the adventure occurs in the planar trading city of Zjarra, on the Elemental Plane of Fire. Although not quite as grand as the fabled City of Brass, Zjarra is notably friendlier to outsiders, and hosts embassies and enclaves from a variety of worlds. For more information on Zjarra, and the Elemental Plane of Fire in general, see *Pathfinder Campaign Setting: Planes of Power*.



to command respect in the City of Brass without a small mercantile empire. What's more, she has several potentially embarrassing situations in Zjarra that she needs to conclude before she can endure the scrutiny of a return to the public highlife. Thus, the first half of her arrangement with the Pathfinder Society is for them to provide her with several agents to assist her. Following extensive negotiations, the Society agreed to provide assistance with up to four tasks in Zjarra, as well as further assistance once Qalkami actually returns to the City of Brass—all in exchange for information about *Fossilblight* and where it now lies.

SUMMARY

The PCs travel to the city of Zjarra on the Elemental Plane of Fire and briefly meet with a liaison at the Keleshite embassy before departing to meet with the efreeti

information dealer, Qalkami, who sets them to work on a variety of tasks in order to bolster her power base and facilitate her return to the City of Brass. This involves getting rid of a troublesome inevitable hunting one of her agents, recovering a family heirloom from an ally who is no longer politically expedient, and brokering a trade deal with a water naga merchant. Finally, she directs the PCs to humiliate one of her rivals, another powerful efreeti, during a major gala. At each turn, PCs who are so inclined can use their connections at the Keleshite embassy or operate on their own initiative to undermine Qalkami's efforts while still technically doing as she asks. Once all the tasks are complete, the PCs must account for any treachery they performed or else risk Qalkami's displeasure.

GETTING STARTED

The adventure begins as the PCs enter the Pathfinder lodge maintained by Venture-Captain Esmayl ibn Qaradi in the Qadiran capital of Katheer. The lodge is a high-ceilinged estate with elegant arches and colorful tile mosaics, and a young man brings cool tea to drink and water for washing away dust before sending word of guests to the venture-captain. Read or paraphrase the text below. As desired, intersperse the arrival of refreshments to reflect Esmayl's commitment to being a gracious host.

As the door opens to Venture-Captain Esmayl ibn Qaradi's office, he sits behind an imposing desk and concludes an elegantly penned letter with a flourish of calligraphy. He smiles, stands, and spreads his arms in welcome. "Welcome, my guests and colleagues. Let my family's hospitality be your pleasure in this time we have together." He fans the wet ink on the letter before setting it aside and taking a seat.

"To an outsider, it may seem that gold drives Keleshite society, but in truth it is a complex network of favors and patronage—who you know and how you have helped them are key. The Society is in a position to pay a very dear favor to a powerful and righteous demigod, yet our leaders require extraplanar expertise in order to perform said favor. Through my family, we have found such an expert who lives on the Plane of Fire. Her name is Qalkami Mishalq, an efreeti information broker in exile who also prefers favors to gold. The fire genies are notoriously shrewd negotiators, yet I believe the Society has secured a fair deal: four tasks of her choosing, and additional support thereafter to help her reestablish herself in the City of Brass.

"The Society and I ask that you fulfill these favors and earn

Qalkami's assistance. Kelesh maintains a significant embassy in Zjarra, the trade city Qalkami currently inhabits. With my family's connections, I have secured you passage to the embassy and the assistance of a liaison to help you get settled. From there, meet with Qalkami and do what you can to fulfill her requests. Please report to the palace first thing tomorrow so that you do not miss the departure."

The PCs likely have questions, and Esmayl can answer some of their most likely questions below.

Aren't efreet evil? Will Qalkami ask us to do cruel things? The venture-captain nods in understanding. "This might involve some dirty work. The contract prohibits impossible tasks, yet it doesn't account for ethical concerns."

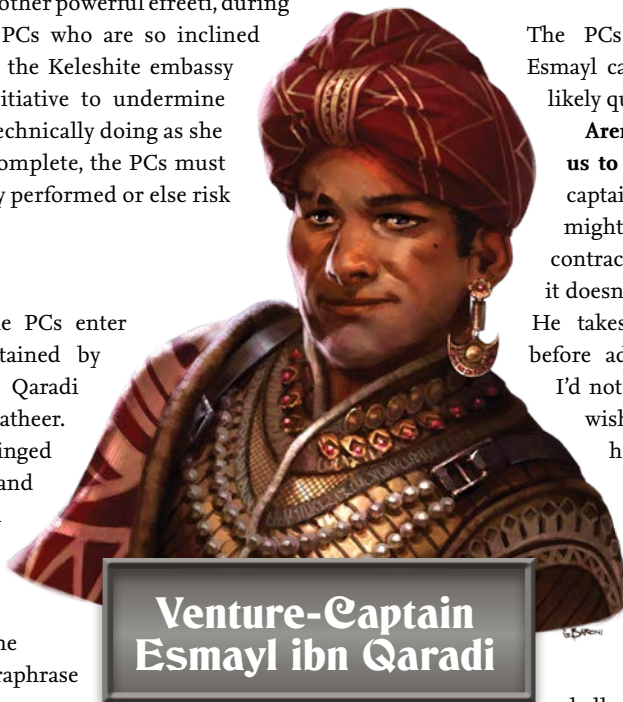
He takes a polite sip of date wine before adding with a smile, "Though I'd note that just as efreet often twist wishes, you are free to interpret her instructions to fulfill the letter of her request, if not always the grisly spirit. Just be careful not to warp her demands so obviously or blatantly that you invalidate the Society's deal. The isle of Jalmeray sometimes challenges its greatest minds to outwit an efreeti, and Pathfinders are

among the greatest thinkers. You be the judge based on the opportunities that arise."

What should we know of Qalkami? "What I know is secondhand; you'd be better served learning what you can in Zjarra. That said, Qalkami's extended family fell from the City of Brass's good graces several decades ago or more. She's kept her head low to avoid her enemies, most of which seem content to let her live in relative obscurity. This means she's not bargaining from a position of insurmountable strength, but she's hardly negotiating from a point of weakness. She could no doubt find other assistants beyond the Pathfinder Society, so don't assume you're holding all the cards."

Will we burn on the Plane of Fire? "The Plane of Fire is hot, as should come as no surprise. Zjarra has a protective dome that makes it merely warm, making it a rare place for fiery creatures to interact peaceably with combustible foreigners. Step outside the dome only at your peril."

How do we get to and from Zjarra? "Travel from Katheer to Zjarra occurs fairly regularly. There is a special dais in the palace linked to an identical one in the embassy in Zjarra, allowing their spellcasters to arrive exactly on target. Part of our arrangement with Kelesh includes your return passage."



Venture-Captain
Esmayl ibn Qaradi

Once he is sure the PCs understand their assignment, the venture-captain concludes the meeting, shows the PCs to their quarters, and later shares dinner with them. He imparts a final reminder to be sure not to be late, as the envoys won't wait for them.

Faction Notes: After the PCs have met with the venture-captain, members of the Exchange faction receive letters from the faction leader Aaqir al'Hakam (see **Player Handout #1**) and from a high-ranking partner Guaril Karela (see **Player Handout #2**). Give these handouts to members of the Exchange faction only. Both leaders are excited to expand the Exchange's operations into Zjarra and beyond, yet they vary considerably in what they think the proper tactic is. The former aims to establish the faction as an upstanding company that uses its resources and skill to carve out a generous piece of the market. The latter is enamored with the prospect of establishing an organized crime presence by extorting money, creating a protection racket, and recruiting local ne'er-do-wells. Keep in mind that Guaril Karela communicates in innuendo and figures of speech that some players might find difficult to parse, so be prepared to help players get the basic idea if necessary.

Knowledge (local or planes)

Based on the result of a Knowledge (local) check, the PCs might know about Zjarra. Each PC learns all of the information with a DC less than or equal to the result of her check. If a PC uses Knowledge (planes), treat the DCs as 5 higher. The venture-captain can also answer questions about Zjarra as though he had succeeded at a DC 25 Knowledge (local) check.

20+: Quite possibly the second largest city on the Elemental Plane of Fire, Zjarra is devoted almost entirely to trade, and it is one of the most popular destinations for extraplanar merchants traveling to the plane. In order to accommodate these travelers, the city boasts a massive, crystalline dome that protects the inhabitants from the plane's broiling temperatures.

25+: Designed to accommodate travelers from all kinds of locations, Zjarra has embassies representing a number of different planes and worlds, many of which host creatures even stranger and more alien than the Plane of Fire's own inhabitants. The city features a diverse array of climates and conditions to support these unusual guests.

30+: Creatures from the lawful plane of Axis founded Zjarra, and even though the original axiomites left long ago, many of their inevitables still frequent the city, keeping the peace.

Knowledge (planes)

Based on the result of a Knowledge (planes) check, the PCs might know about the Plane of Fire and its inhabitants. Each

AN EXTENDED INTRODUCTION

The Cindersworn Pact begins with a series of meetings that establish the society's interest in helping an efreeti on the Plane of Fire, introduce the PCs to a local contact (Yasmine Zamara), and provide them an important introduction to their client Qalkami. These also provide the PCs a gradual introduction to the Plane of Fire and Zjarra, which can help convey that many of their assumptions from the Material Plane don't apply in the same way.

Even so, it can make for a lengthy start to the adventure, so pace your group so that you have enough time to complete later encounters. Just be sure that the players have a fair chance to learn key information should you need to abridge a scene.

PC knows all of the information with a DC less than or equal to the result of her check.

10+: Almost everything on the Plane of Fire is made of fire, lava, or something else that burns. Outside of rare safe spots where powerful magic keeps the plane's flames at bay, it is extremely dangerous.

15+: The main inhabitants of the Plane of Fire are azers, efreet, fire elementals, magmins, mephits, and salamanders. The City of Brass, a magnificent hub of interplanar trade and the capital of an efreeti empire, is the plane's largest city by far.

20+: Efreet are among the most powerful of the plane's inhabitants, and they consider themselves the plane's rulers. Most efreet are cruel and callous, and the City of Brass is renowned for its extensive slave markets.

25+: Most efreet pride themselves on their cleverness, and many are shrewd negotiators. Efreet are often summoned by mortal spellcasters hoping to coerce them into granting wishes, but most efreet are able to grant the letter of a wish while subverting its spirit, causing it to backfire on the wisher.

TRAVELING TO ZJARRA

The next morning, Keleshite officials are waiting for the PCs at the satrap's palace. Upon confirming who they are and why they're there, two lavishly dressed officials escort the PCs to a dedicated transportation room that features a large stone dais engraved with intricate runes. Here, several important Keleshite merchants and ambassadors prepare to depart. The entire group is transported via *plane shift* to a nearly identical chamber in the Keleshite embassy in Zjarra, delivered to their exact destination by a unique magical effect linking the two stone platforms and allowing them to bypass the usual margin of error.

Waiting to greet them is their embassy liaison, **Yasmine Zamara** (LG female human aristocrat 2/investigator 4). Dressed in blue silks and bearing an air of confidence,

YASMINE'S ADVICE

Before departing the Keleshite embassy, the party's liaison there, Yasmine Zamara, warns them that Qalkami may set them to some unethical tasks, and invites them to discuss any situations about which they are unsure. Yasmine's primary role in this adventure is to help facilitate the PCs' attempts to undermine Qalkami's requests as they work for her, pointing out ways in which they might do so. The following outlines the advice she provides if approached about each of Qalkami's tasks.

Eliminating the Inevitable: Yasmine is familiar with Carlin, whose trial over the death of Grunyar Cragfell was rather public. She states that the trial is widely regarded as a disgrace, as Carlin was found innocent on a technicality. She advises the PCs that Carlin can probably provide them with enough details to allow them to convince his pursuer to leave him alone, if they want to avoid killing the inevitable, but she adds that if the PCs can get Carlin to reveal incriminating information, she can involve local law enforcement and ensure he faces justice, reminding the PCs that they are only obligated to protect him from the inevitable that is after him, not other threats.

Recovering Vassago the Imp: Yasmine is acquainted with Malini, the mephit from whom the PCs are to steal the imp Vassago, and she is a little surprised to hear that Malini had a pact with someone like Qalkami. She cautions the PCs that there must be more to this than Qalkami is telling them, and urges them to speak with Malini about it.

Negotiating with the Naga: Yasmine asks to see the contract Qalkami gave them, and reads it over with them. Allow the group a new Linguistics or Profession (barrister) check to identify the opportunistic proviso, with a +5 bonus from Yasmine. Alternatively, Yasmine can attempt the check with a +14 bonus. If the check is a success, Yasmine points out the key clause the PCs could remove to quietly sabotage Qalkami's advantage.

Crashing Basira's Party: Yasmine frowns. "Well, this sort of thing is normal in efreeti politics, and Basira is not an especially upstanding individual. On the other hand, he is a close trade partner with our embassy, and I would consider it a personal favor if you found a way to avoid fulfilling this task. Perhaps if you speak with Basira, you can work out some kind of arrangement?"

Yasmine introduces herself, welcomes the PCs to Zjarra, and shows them the accommodations they may use for the duration of their stay. Like many of her colleagues, Yasmine grew up in Zjarra at her family's behest, and she blends both Keleshite sensibilities with a cosmopolitan understanding of extradimensional travel, trade, languages, and manners. She cautions the PCs that on Zjarra, many creatures they might

consider "monsters" back home are, in fact, law-abiding citizens, not to be murdered on the street (although she is quick to add that they are entitled to defend themselves, if attacked). Once Yasmine is satisfied that the PCs aren't going to cause a major scandal on the streets of Zjarra—or that, if they are, there's nothing she can say to dissuade them—she is happy to answer their questions, and provide directions to Qalkami's home at Cinderstone Manor. She can arrange for staff at the embassy to procure items for the party, if requested, though she requires that the PCs pay for these items up front. When the PCs are finally ready to depart, she gives them one final bit of advice:

"I understand that you have been tasked with serving Qalkami in order to gain information for the Pathfinders. From what I'm told, it's a worthy endeavor. But you should take care not to underestimate Qalkami: she is cunning, clever, and ruthless, even for an efreeti. I'm fairly well versed on the political realities here in Zjarra, and I have a few connections. If you have doubts about any of the tasks that she sets for you, I'm always happy to provide any insight I may have, especially if it means avoiding criminal activity or minimizing chaos."

Outside the embassy building is a bright and bustling city. Far above stretches an enormous crystalline dome, and beyond it a sky of swirling red and orange inferno. The air is hot and thick, reminiscent of a humid jungle. The lush jungle plants that seem to fill every inch of space not occupied by roads or buildings only reinforces the notion.

Zjarra's population is primarily a mix of azers, efreet, mephits, and salamanders, but it is home to members of hundreds of different races from across nearly every plane. As the PCs travel through Zjarra, they catch sight of all manner of strange creatures going about their daily lives. There is certainly some tension when the occasional angel rubs shoulders with a devil, but any hostility goes no further than a scowl, a sneer, or an unearthly growl. In many ways reflecting the strong ties to the Padishah Empire, Zjarra's streets as often echo with Kelish phrases as they do Common words.

Cinderstone Manor

With Yasmine's directions, the PCs have little difficulty finding Qalkami's home, a domineering, gothic-style edifice of scorched adobe that towers three exaggerated stories in height and is topped by several spiked spires. A stone path crosses a yard of smoldering coals and leads to an ornate brass door with a knocker in the shape of a snarling hellhound, the ring cast to resemble flames pouring from its mouth. An azer servant answers the door, and upon confirming the PCs' business, invites them inside to a lavish sitting room outfitted with large chairs upholstered in ruddy, heat-resistant leather.

After making the PCs wait just long enough to remind them who's in charge, Qalkami Mishalq strides into the room. She is an imposing figure with the strength of a fire giant, the dangerous elegance of an erinyes, and a fiery scar that runs down one side of her face. She invites the PCs to retrieve whatever refreshments they please from a nearby liquor cabinet before engaging in polite small talk meant to both flatter her guests and convey the considerable amount she already knows about them. This is her way of showing no secret is safe from her, confidence that PCs can discern with a successful DC 15 Sense Motive check.

Qalkami is fairly candid about her need for help, sharing that she normally isn't one to waste favors so quickly, yet that with the rise of a new Sultana in the City of Brass, there are certain opportunities awaiting her that simply cannot wait. She is equally candid that Zjarra provides her no shortage of possible agents, and contracting the Pathfinder Society is merely a convenient means to get certain jobs done. Those PCs who succeed at a DC 31 Sense Motive check can also assess that Qalkami's hiding some reservations about hiring local help, likely because the aforementioned jobs are sensitive matters.

Once the small talk has concluded, Qalkami introduces the first three of her four favors, noting that the last one can wait for later (the fourth occurs at the end of the adventure; the further support she has requested is the basis for this adventure's sequel, *Cleansed With Fire*). Read or paraphrase the following, but afterward provide the PCs with the **Player Handout #3** on page 26, which summarizes her tasks.

The efreeti begins ticking off tasks on her fingers. "First, one of my agents, Carlin Nestor, has attracted the attention of a broken inevitable, Tavar. Apparently, it's trying to bring him to justice for a crime for which he was already tried and acquitted. I might find that amusing if it weren't so annoying. Carlin is a valuable resource, and I can't make use of him as long as he has this tin can constantly stirring up trouble. Carlin is currently lying low in a safehouse I maintain nearby. I'm sure he'll be happy to provide you with the details."

"Second, there is a family heirloom that you should recover. Some time ago, in exchange for a variety of services, I loaned my grandmother's familiar, an imp named Vassago, to a local mephit named Malini, who runs the Eye of Flame Magic Shop here in

town. The loan has since expired, but the imp has not been returned. I could involve the authorities, but a public spectacle highlighting my previous affiliation with a mephit, of all things, would not help my political ambitions. I'd like you to reclaim Vassago, as well as the contract that commands his service, and return them to me—without attracting too much attention."

Qalkami produces a rolled-up vellum parchment. "The third task should be a very simple one. I have expended considerable energy negotiating a deal with a water naga merchant named Soheila here in Zjarra, and she represents a larger conglomerate from the Plane of Water. Soheila has already agreed to the terms, but she has provided excuse after excuse to avoid finalizing the agreement. She clearly doesn't understand what a good deal she's getting, and may need some encouragement to sign. I want you to visit her at her home and ensure the contract gets signed."

In Subtier 8–9, Qalkami also notes that Soheila often keeps her home flooded, and provides each PC with a *potion of water breathing*. At this point, the PCs likely have some questions for Qalkami. She wants to see the PCs succeed for her

own sake, yet she also downplays most risks they'll face—both physical threats and legal ramifications.

You want us to kill an inevitable/law enforcement official? Qalkami rolls her eyes and gives a little sigh. "Mortals and their concerns about ethics and morality! If you're worried about killing this thing, don't be; it's a mechanical construct, not even really alive. From what I understand of the situation, its legal authority here is questionable at best. But if you really don't want to do things the easy way, I suppose I don't really care whether the thing persists or perishes, as long as its stays out of Carlin's affairs—and mine. Perhaps Carlin has some ideas for how to deal with it without killing it."

How are we supposed to get the familiar from Malini? "Well, that's your job to figure out, now isn't it, my dears? I recommend stealth, personally, but I suppose violence is fine, as long as you keep it quiet. I doubt she'll part with the creature willingly: apparently she's taken something of a shine to him." She chuckles derisively before exclaiming, "Mephits! Honestly..."

What if Soheila doesn't want to sign the contract? "Then you do whatever you need to do to make her want to sign it, of course. Flatter her and appeal to her vanity, or offer



BOUNTY COLLECTION

Players who completed *Pathfinder Society Scenario #6–17: Fires of Karamoss* may have received the Outstanding Bounty boon, which provides them a very valuable document they can redeem on the Plane of Fire. Many NPCs can also see the value of the document, and a PC can cross out the boon in order to do any one of the following.

- Carlin Nestor accepts the bounty in lieu of naga tears as his incentive to work for the Exchange faction.
- Showing the bounty information to Tavar grants a +4 bonus on all checks to resolve the encounter with the inevitable peacefully. This does not expend the boon.
- By succeeding at a DC 20 Diplomacy check, a PC can trade the bounty to Vassago the imp in exchange for his agreement to return to Qalkami willingly.
- By succeeding at a DC 20 Diplomacy check, a PC can persuade Soheila to accept the bounty as a way to “sweeten the deal,” convincing her to sign the contract.

her your services to sweeten the deal. Zjarra authorities typically don’t approve of magical compulsion, but assuming nobody were the wiser, nobody would think it a crime. The important thing is that you come back with a signature.”

Development: Once the PCs have asked all their questions, Qalkami invites them to finish their drinks, and excuses herself to handle other important business. The PCs can complete these tasks in any order. If they pursue Carlin, see page 8. If they seek the mephitis Malini, see page 11. If they visit the naga Soheila, see page 16.

If the PCs take the time to look at the contract Soheila must sign, allow them to attempt a DC 22 Linguistics or Profession (barrister) check (DC 25 for Subtier 8–9) or a DC 18 Intelligence or Wisdom check (DC 19 in Subtier 8–9). If successful, that PC identifies a proviso that prohibits the naga from selling water to anyone else on the Plane of Fire, with massive fines (paid to Qalkami) for each violation. PCs interested in subverting this task can remove the loophole from the contract by simply crossing out the clause and having Soheila initial the change.

QALKAMI’S SAFEHOUSE

Qalkami maintains several secure hidey-holes and drop points for her agents’ and clients’ use. Her agent Carlin Nestor has taken refuge in a lead-lined annex cobbled onto the back of a glass-shaping workshop owned by an eccentric magmin named Kelzimak. The impish elemental flares with suspicious curiosity when the PCs begin looking for the safehouse, heckling them in Ignan or broken Common to buy one or more pieces of curving glassware tinted by eclectic combinations of chemical agents. Once the PCs make clear that they’re looking for Carlin or the safehouse, Kelzimak

scowls, points to the back of the shop, and exclaims, “Then I never saw you! I asked no questions!”

The safehouse is a cramped space designed to keep a creature safe, not comfortable. Its corroded iron door is locked (hp 30, hardness 10, Disable Device DC 25, Strength DC 20), and the PCs can either force it open or shout to convince Carlin to open it voluntarily with a successful DC 20 Bluff or Diplomacy check. **Carlin Nestor** (NE male tiefling rogue 4/fighter 2) is dressed in fine but crumpled clothes that complement his light green skin, and his usually well-trimmed beard is becoming scraggly from several days without maintenance. The tiefling prides himself on being an upstanding confidence man, smuggler, and all-purpose get-things-done professional, rarely accepting jobs that require “wetwork” (i.e. murder). He’s pleasantly surprised to learn that Qalkami’s sent him help, and he quickly adopts a friendly banter in explaining his version of events.

“Among other things I do, I arrange sale of certain ingestibles—alchemicals, potions, or stronger—to a whole load of different places. Everything I deal in is strictly legal here in Zjarra, and I don’t bother concerning myself with where they get taken after a sale, see? One day, outta nowhere, this walking tin can Grunyar Cragfell shows up, says that some of his friends died from my wares and he’s tracked ‘em back to me, and he means to make me pay. I tell him I ain’t done nothin’ wrong, an’ he doesn’t have any authority here in Zjarra, see, but he won’t hear of it, and tries to arrest me. ‘Cept it’s not really ‘arrest,’ since he ain’t got no authority here; it’s just kidnapping. I defend myself, and he winds up bleeding out. Somehow, local law enforcement finds out, and they’ve been looking for an excuse to take me down for years—not for anything I peddle, but for certain other activities I get up to—so they bring it to trial. They don’t have a leg to stand on, and I wind up getting acquitted. Just when I think it’s all behind me, another tin can—more literally this time—shows up and tries to arrest me for ‘murdering’ this Grunyar fella.”

Carlin makes it clear that, like Qalkami, he’d prefer to see Tavar destroyed, but he’s happy to let the PCs try to talk the inevitable down instead, if they prefer. Either way, he says that Qalkami has a perfect meeting spot, a warehouse she uses just for this sort of thing. He explains he can spread word through his underground connections that he’ll be there at a certain time, so the PCs can meet the inevitable and get the job done.

If the PCs want to learn incriminating information about Carlin that they can hand over to Yasmine, they can coax Carlin to describe his illegal activities with a successful DC 23 Bluff or Diplomacy check (DC 25 in Subtier 8–9). He has quite a resume of robbery, smuggling, surveillance, and blackmail, though he regularly mentions his personal code of conduct that casts his actions in a more acceptable light; it’s a spotty set of standards at best, though it does at least

A. Abandoned Warehouse



convey that he values honor among thieves and loyalty to his employers.

Development: Carlin explains how to reach the warehouse where he'll lead the inevitable. Once the PCs are ready, move to encounter A.

Faction Notes: Carlin presents two excellent opportunities for members of the Exchange faction. On one hand, Carlin Nestor is an established criminal with many connections and a solid track record in Zjarra, despite his recent troubles. That makes him an ideal contact for Guaril Karela. Carlin isn't really looking for new clients at the moment, and he's hesitant to work with a "backwater" group from the Material Plane. However, he's willing to make an exception in exchange for a cup of naga tears. If asked why he needs such a thing, he grows defensive and embarrassed, simply stating "Out here away from the Material Plane, we don't use coins as much as barter. I have a use for them, and that's all you need to know." A PC who succeeds at a DC 25 Craft (alchemy) or Knowledge (arcana) check recalls that naga tears are an ingredient in an elixir said to combat very powerful curses, such as those inflicted by demon lords.

Carlin's also an active criminal who Zjarra officials would dearly love to arrest if they knew the extent of his exploits. Convincing him to describe his extended resume and passing that information to Yasmine helps establish Exchange faction PCs as upstanding future citizens on the Plane of Fire, which promotes Aaqir al'Hakam's agenda.

A. ABANDONED WAREHOUSE (CR 8 OR CR 11)

This small warehouse shows few signs of use. Most of the shelves are bare, with only a few boxes and parcels here and there. Qalkami uses this site for illicit meetings, but she rarely actually stores anything here and ensures that it is technically registered to a holding company that can't easily be traced back to her. Whenever she or one of her agents expects a meeting here, the door is left unlocked.

Creatures: Tavar, the inevitable that has been tracking Carlin, sustained severe damage in a battle with a fugitive years ago, which permanently disabled its regeneration and other functions. It consciously knows that it should seek repairs on Axis, yet it impulsively rationalizes not returning. Its behavior and mannerisms are jarring to other inevitables.

SCALING ENCOUNTER A

To accommodate a group of four PCs, have Tavar favor nonlethal attacks, taking a -4 penalty on its attack rolls and dealing nonlethal damage. It continues in this fashion unless it observes that the PCs are especially resistant to nonlethal damage or until it's reduced to 25% of its hit points, at which point it relies on lethal attacks.

but have not strayed into the realm of formal reprimand. Its damage is rather obvious: its body is cracked and chipped, Tavar sometimes repeats the same word three or four times, and occasionally it emits a horrible grinding noise accompanied by a shower of sparks from its head.

It is in pursuit of Carlin Nestor, and intends to take him to Heaven to face justice for the murder of Grunyar Cragfell. It arrives exactly at the time the PCs tell Carlin to set the meeting for, and it remains there, motionless, for up to 48 hours. Upon detecting anyone in the warehouse, Tavar announces itself as an officer of the law and demands that "the fugitive Carlin Nestor" be handed over immediately. It is quite impatient, and even convincing it to discuss the matter further requires a successful DC 18 Diplomacy check (DC 22 for Subtier 8–9). Persuading the inevitable to call off its pursuit is much more difficult, requiring the PCs to succeed at at least three of the four tasks below (in Subtier 8–9, increase each DC by 2). If the players are struggling to think of arguments, Tavar might prompt them to make a certain defense by loudly accusing Carlin of a particular crime.

- With a successful DC 22 Diplomacy or Knowledge (local) check, establish that Carlin was defending himself from Grunyar, who was assaulting him.
- With a DC 22 Appraise, Bluff, or Knowledge (local) check, refute Tavar's argument that Grunyar attacked Carlin in pursuit of the law by pointing out that Carlin's "smuggled goods" are legal in Zjarra.
- With a successful DC 16 Intelligence or Profession (barrister) check, point out that Carlin has already been tried for this crime, and cannot be tried again.
- With a DC 20 Knowledge (engineering) or Knowledge (planes) check, argue that Tavar is damaged and may not be thinking correctly. Its insistence on taking Carlin to Heaven rather than to Axis or even Zjarra authorities might serve as another clue that the inevitable is acting strangely, especially because it doesn't have a coherent reason for why the lawful good realm is its destination.

Be flexible if the PCs think of an especially good argument not listed above, using the DCs above as a guideline. Also consider providing as much as a +5 bonus on a check if the PC makes an especially well-reasoned argument or draws upon facts learned earlier in a clever way.

If the PCs fail to convince the inevitable to leave Carlin alone, Tavar quickly becomes impatient, assumes that the PCs are harboring the fugitive, and attacks.

Subtier 5–6 (CR 8)

TAVAR

CR 9

Zeলেখত inevitable (*Pathfinder RPG Bestiary 2* 167, see page 29)

DEFENSES

AC 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural)

hp 115

DR 5/chaotic; SR 18

TACTICS

During Combat Tavar focuses its attacks on lightly armored targets first. When only one foe remains, it uses *lesser geas* to attempt to force that PC to lead it to Carlin Nestor.

Morale Tavar's damage suppresses its self-preservation instincts, causing it to fight until destroyed.

SPECIAL ABILITIES

Damaged (Ex) Due to irreparable damage, Tavar's regeneration does not function, and its damage reduction is halved. Furthermore, its natural armor and spell resistance are both reduced by 2. These changes are incorporated above.

Subtier 8–9 (CR 11)

TAVAR

CR 11

কল্যারত inevitable (*Pathfinder RPG Bestiary 2* 163, see page 29)

DEFENSES

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp 158

DR 5/chaotic; SR 21

TACTICS

During Combat Tavar uses quickened *suggestion* on a different target each round, directing them to lay down their weapons and surrender. It focuses on lightly armored targets with its melee attacks before moving on to more heavily armored foes.

Morale Tavar's damage suppresses its self-preservation instincts, causing it to fight until destroyed.

SPECIAL ABILITIES

Damaged (Ex) Due to irreparable damage, Tavar's regeneration does not function, and its damage reduction is halved. Furthermore, its natural armor and spell resistance are both reduced by 2. These changes are incorporated above.

Development: Whether the PCs convince the inevitable to leave or destroy it, the matter is closed. Qalkami quietly arranges to dispose of its body, if necessary. If the PCs choose to take Yasmine's advice and bring Carlin to the attention of local law enforcement, officials find and apprehend him shortly before the end of the adventure. If Tavar overpowers the PCs and convinces one of them to lead it to Carlin, the

inevitable drops all charges against the PCs and marches off with its prisoner.

Treasure: A PC who succeeds at a DC 20 Perception check uncovers a secret compartment under a floor tile and finds *boots of speed* (Subtier 5–6) or an *amulet of proof against detection and location* (Subtier 8–9) along with a note in Ignan that reads “For emergencies only.”

Rewards: If the PCs fail to either talk down the inevitable or destroy it, reduce each PC’s gold earned by the following amount.

Subtier 5–6: Reduce each PC’s gold earned by 666 gp.

Out of Subtier: Reduce each PC’s gold earned by 991 gp.

Subtier 8–9: Reduce each PC’s gold earned by 1,316 gp.

B. EYE OF FLAME MAGIC SHOP

This two-story rectangular building of gray stone stands between a salamander scale-groom’s shop (specializing in the care and cosmetics of scaly creatures) and an ifrit’s copper wholesale office. Hanging above the Eye of Magic’s door is a beaten brass sign stamped with a fiery eye and the phrase “Magic Shop” in several languages.

This shop serves as both home and business for the fire mephit Malini, an oracle from the Realms of the Living Goddess who retired to Zjarra for a quiet life of making magic items. The PCs can get directions to the shop from Qalkami or Yasmine, or they can locate it with a DC 15 Diplomacy or Knowledge (local) check.

B1. Storefront (CR 8 or CR 11)

A long wooden table featuring a variety of wares stands in the center of this room. Included are special inks, pens, and parchment; neatly laid rows of vials containing green and red liquids; as well as a variety of other knick-knacks. Tall shelves laden with bottled reagents stand along the walls and nearly scrape the twenty-foot ceiling. A set of stairs opposite the main entrance leads up to the floor above. Two constructs at opposite ends of the room keep silent watch.

The lower floor of Malini’s dwelling serves as the storefront, where she displays and sells her wares to customers.

Creatures: Malini spends much of her time here, scribing scrolls, brewing potions, and minding her shop. She is garrulous and friendly, setting aside whatever work she is doing to welcome potential customers. Perhaps a bit overeager, she launches into a sales pitch about her various wares, many of which resist burning or are kept in heat-resistant containers. She stops anyone she notices heading upstairs, explaining that only her private quarters are above, where customers are not welcome. The PCs can use any means at their disposal to attempt to get upstairs without Malini noticing. Additionally, a successful Bluff check (opposed by the mephit’s Sense Motive check) creates

SCALING ENCOUNTER B1

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

Subtier 5–6: Remove one junk golem from the encounter.

Subtier 8–9: In this subtier, remove one graven guardian from the encounter.

enough of a distraction for one or more PCs to attempt Stealth checks to sneak upstairs unnoticed, even if they lack concealment.

If the PCs attempt to surreptitiously ask about Vassago (such as by inquiring about whether she sells imps to serve as familiars, if she knows any imps, etc.), she cheerfully exclaims “Well, my husband is an imp, but otherwise I can’t really help you.” If asked, she explains that while he was originally supposed to serve as her familiar, the two fell in love, and are now inseparable. If they ask to speak with Vassago, Malini becomes suspicious and lies, stating that the imp is currently out on errands.

If the PCs make it clear that they’ve been hired to recover Vassago, Malini is distraught and begs the PCs not to take her beloved from her. Explanations that Vassago was only on loan are met with appeals to the PCs’ compassion, noting that the obligation ended long ago and that the two of them are now “alloyed in life and essence,” an Ignan idiom for marriage. She adds bitterly that Qalkami doesn’t care about the imp at all, certainly intending just to use the imp to perform evil.

If the PCs insist on reclaiming the imp, or if she repeatedly catches them attempting to sneak upstairs, she attacks and orders the constructs that guard her shop to assist her. If the PCs are willing to work with Malini to thwart Qalkami, see the Development section on page 14.

Subtier 5–6 (CR 8)

MALINI	CR 6
Fire mephit oracle 5 (<i>Pathfinder RPG Bestiary</i> 202, <i>Pathfinder RPG Advanced Player’s Guide</i> 42)	
N Small outsider (fire)	
Init +8; Senses darkvision 60 ft.; Perception +10	
DEFENSE	
AC 24, touch 16, flat-footed 19 (+5 armor, +4 Dex, +1 dodge, +3 natural, +1 size)	
hp 59 (8 HD; 5d8+3d10+21); fast healing 2 (in flames only)	
Fort +4, Ref +9, Will +9	
DR 5/magic; Immune fatigue, fire	
Weaknesses vulnerability to cold	
OFFENSE	
Speed 20 ft., fly 40 ft. (average)	
Melee 2 claws +2 (1d3)	
Ranged +1 heavy crossbow +12 (1d8+1/19–20)	

B. Eye of Flame Magic Shop



1 square = 5 feet

Pathfinder Map Pack: Wizard's Tower

Special Attacks breath weapon (15-foot cone, 1d8 fire, Reflex DC 13 half, usable every 4 rounds)

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

1/hour—*scorching ray*

1/day—*heat metal*, summon (level 2, 1 fire mephitis 25%)

Oracle Spells Known (CL 5th; concentration +9)

2nd (5/day)—*cure moderate wounds*, *hold person* (DC 16), *resist energy*, *spiritual weapon*

1st (7/day)—*burning hands* (DC 15), *command* (DC 15), *cure light wounds*, *protection from evil*, *sanctuary* (DC 15), *shield of faith*

0 (at will)—*create water*, *detect magic*, *detect poison*, *light*, *purify food and drink*, *read magic*

Mystery flame

TACTICS

Before Combat Malini casts *shield of faith* and *resist energy* (cold) on herself if she anticipates combat. These are not included in her statistics.

During Combat Malini casts *spiritual weapon* before relying on her other spells and crossbow to chase off her foes. She makes a token attempt to avoid catching her wares in the area of her fire spells, but she knows most of her merchandise is resilient enough to survive an errant spell.

Morale If reduced to fewer than 10 hit points, Malini flees.

STATISTICS

Str 11, **Dex** 19, **Con** 12, **Int** 8, **Wis** 13, **Cha** 19

Base Atk +6; **CMB** +5; **CMD** 20

Feats Dodge, Improved Initiative, Scribe Scroll, Toughness

Skills Bluff +12, Craft (alchemy) +7, Fly +11, Perception +10, Sense Motive +7, Spellcraft +7, Stealth +13

Languages Common, Ignan

SQ oracle's curse (lame), revelations (burning magic, heat aura)

Gear +1 chain shirt, +1 heavy crossbow with 30 bolts, cloak of resistance +1, 47 gp

JUNK GOLEMS (2)

CR 4

hp 42 each (*Pathfinder RPG Bestiary* 4 132, see page 30)

TACTICS

During Combat The junk golems attack the nearest creatures using their slam attacks, disincorporating if they have difficulty hitting.

Morale The junk golems fight until destroyed.

Subtier 8–9 (CR 11)

MALINI

CR 10

Fire mephitis oracle 9 (*Pathfinder RPG Bestiary* 202, *Pathfinder RPG Advanced Player's Guide* 42)

N Small outsider (fire)

Init +8; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 25, touch 16, flat-footed 20 (+6 armor, +4 Dex, +1 dodge, +3 natural, +1 size)

hp 89 (12 HD; 9d8+3d10+33); fast healing 2 (in flames only)

Fort +6, **Ref** +11, **Will** +11

DR 5/magic; **Immune** fatigue, fire

Weaknesses vulnerability to cold

OFFENSE

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

Melee mwk short sword +11/+6 (1d4/19–20) or 2 claws +5 (1d3)

Ranged +1 flaming heavy crossbow +15 (1d8+1/19–20 plus 1d6 fire)

Special Attacks breath weapon (15-foot cone, 1d8 fire, Reflex DC 13 half, usable every 4 rounds)

Spell-Like Abilities (CL 6th; concentration +11)

1/hour—*scorching ray*

1/day—*heat metal*, summon (level 2, 1 fire mephitis 25%)

Oracle Spells Known (CL 9th; concentration +14)

4th (5/day)—*cure critical wounds*, *divine power*, *freedom of movement*, *wall of fire*

3rd (7/day)—*cure serious wounds*, *fireball* (DC 18), *remove curse*, *searing light*, *wind wall*

2nd (7/day)—*bull's strength*, *cat's grace*, *cure moderate wounds*, *hold person* (DC 17), *resist energy*, *spiritual weapon*

1st (8/day)—*bless*, *burning hands* (DC 16), *command* (DC 16), *cure light wounds*, *protection from evil*, *sanctuary* (DC 16), *shield of faith*

0 (at will)—*create water*, *detect magic*, *detect poison*, *light*, *mending*, *purify food and drink*, *read magic*, *spark*^{APG} (DC 15)

Mystery flame

TACTICS

Before Combat Malini casts *freedom of movement*, *shield of faith*, and *resist energy* (cold) on herself if she anticipates combat. These are not included in her statistics.

During Combat Malini casts *spiritual weapon* before relying on her other spells and crossbow to chase off her foes. She makes a token attempt to avoid catching her wares in the area of her fire spells, but she knows most of her merchandise is resilient enough to survive an errant spell.

Morale If reduced to fewer than 15 hit points, Malini flees.

STATISTICS

Str 11, **Dex** 19, **Con** 12, **Int** 8, **Wis** 13, **Cha** 20

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

Feats Brew Potion, Combat Casting, Dodge, Improved Initiative, Scribe Scroll, Toughness

Skills Bluff +14, Craft (alchemy) +8, Fly +11, Perception +14, Sense Motive +12, Spellcraft +8, Stealth +13

Languages Common, Ignan

SQ oracle's curse (lame), revelations (burning magic, fire breath, heat aura)

Combat Gear *potion of blur*, *scroll of dispel magic*; **Other Gear** +2 chain shirt, +1 flaming heavy crossbow with 30 bolts, cloak of resistance +1, mwk short sword, 162 gp

GRAVEN GUARDIANS (2)

CR 5

hp 53 each (*Pathfinder RPG Bestiary* 3 140, see page 28)

Domains fire, nobility

TACTICS

During Combat The graven guardians attack the nearest opponents, doing their best to protect Malini.

Morale The graven guardians fight until destroyed.

Development: If the PCs agree to work with Malini to thwart Qalkami, the mephit calls down Vassago from area B2 so everyone can develop a plan together. The imp suggests that they could destroy his contract and make a fake replacement to give to Qalkami instead. The contract compels Vassago to obey the commands of its owner to the letter, and while ownership of the contract can be transferred, this is possible only with the consent of the contract's owner (i.e. Qalkami). Vassago refuses to return unless the real contract is destroyed. If provided with a convincing fake, he agrees that he could bide his time long enough for the PCs to report having completed the job in good faith. In the meantime, he could search the efreeti's residence and track down any duplicates of the contract to ensure only the fake survives.

Neither destroying the contract nor drafting a convincing fake is simple, however. The contract is a magically reinforced sheet of parchment (hp 20, hardness 10, Strength DC 24), is immune to fire, and recovers 2 hit points per round; damage from chaotic or good spells and weapons ignores the hardness.

Malini knows that there are wards that protect the contract, but she is not familiar with their exact nature. This tenacious abjuration is designed to telepathically alarm Qalkami should the contract be destroyed or defaced. A PC who succeeds at a DC 28 Perception check or who can perceive magic auras and succeeds at a DC 20 Knowledge (arcana) or Spellcraft check can ascertain this defense. A PC can suppress this alarm (CL 7th in Subtier 5–6 and CL 10th in Subtier 8–9) for 1d4 rounds by targeting the contract with *dispel magic*, during which time the PCs can destroy it without repercussions. Any effects that block divination, such as targeting the contract with *obscure object* or *nondetection*, also keep Qalkami ignorant of their tinkering. A PC capable of disabling magical traps can also suppress the alarm for 1d4 rounds with a successful DC 25 Disable Device check.

Drafting a convincing forgery is a complex process that requires succeeding at three successful DC 20 skill checks (DC 22 in Subtier 8–9) from the following list: Craft (calligraphy), Knowledge (arcana), Knowledge (planes), Linguistics, Profession (barrister), Profession (scribe), or Spellcraft. The PCs can only attempt each check once in creating the fake, and they must succeed at three checks before failing two checks or else they ruin the special parchment and ink Malini has; they can buy replacement

supplies elsewhere for 100 gp and try again. If a player can make a convincing case for using another skill, consider allowing it with a similar or slightly higher DC. Furthermore, consider allowing creative spellcasting like *fabricate* or *magic aura* to substitute for a check. The PCs can still use the forgery if it's not perfect, but doing so will make it harder to mask their misconduct from Qalkami when Vassago escapes near the end of the adventure.

Killing or forcibly subduing Malini results in an investigation later, drawing the sort of scrutiny that Qalkami was hoping to avoid. This impacts the adventure's secondary success conditions.

Treasure: Ransacking the shop yields a *scroll of cure light wounds*, a *scroll of detect poison*, a *scroll of hold person*, three *scrolls of protection from evil*, and three *scrolls of resist energy*. In Subtier 8–9, it instead yields a *scroll of remove curse* (CL 9th), a *scroll of freedom of moment*, three *scrolls of resist energy* (CL 7th), a *potion of barkskin* (CL 9th), and a *potion of heroism*.

Faction Notes: Despite her mischievous side, Malini is an upstanding citizen of Zjarra with solid connections to numerous suppliers and distributors. This makes her a good contact for the Exchange as it sets up shop on the Plane of Fire, forwarding Aaqir al'Hakam's agenda of promoting legitimate business. So long as the PCs did not fight, threaten, or offend the mephit, a member of the Exchange faction can, with a successful DC 15 Diplomacy or Profession (merchant) check, coax her to cooperate with the Exchange as it opens businesses in Zjarra.

If the PCs instead antagonize her, an Exchange faction PC can promote Guaril Karela's agenda of establishing the Exchange as a protection racket or otherwise aggressive force that is better to placate than oppose. Taking this latter tact requires that PC to convey his affiliation while antagonizing Malini and succeeding at a DC 20 Intimidate check. She might still fear the PC if he fails the check, but it's only threatening enough for her to contact law enforcement authorities later, not respect Guaril's strength. Once the PCs take this hostile approach, they cannot attempt the Diplomacy or Profession (merchant) check above.

Rewards: If the PCs fail to defeat, bypass, or cooperate with Malini, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 621 gp.

Out of Subtier: Reduce each PC's gold earned by 1,066 gp.

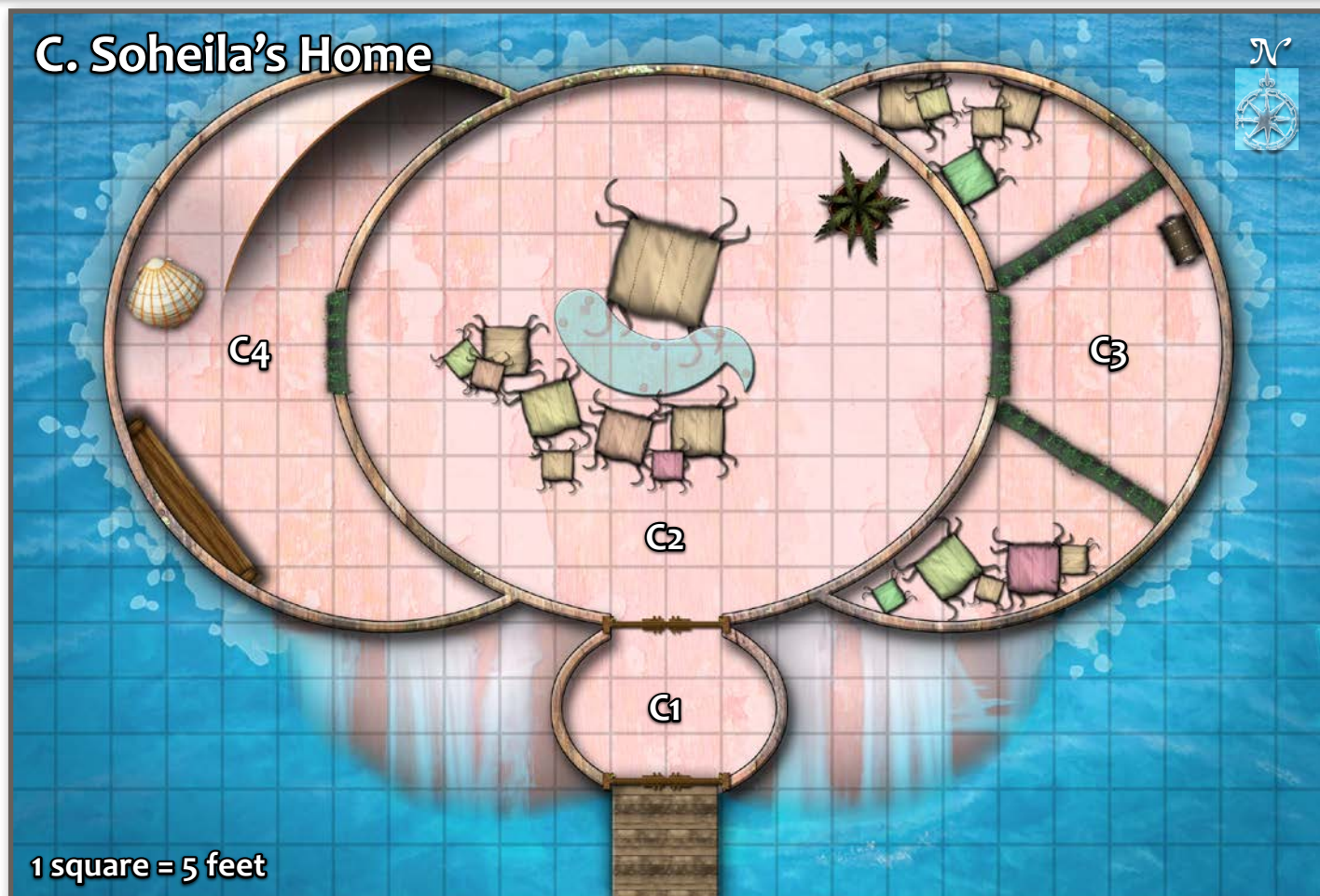
Subtier 8–9: Reduce each PC's gold earned by 1,511 gp.

B2. Workshop

A comfortable brown couch, several chairs, and two tables furnish this quaint living area. Open doors on either side lead to bedchambers and a small study.

Creature: Vassago, an imp whose deep red skin bears numerous swirling, black stripes, spends most of his

C. Soheila's Home



time here. The imp (*Pathfinder RPG Bestiary* 78) has survived centuries of service to Qalkami and her ancestors following his indefinite assignment to them by a barbed devil named Lorypheal. At first Vassago served both the efreet and the devil loyally, doing the former's bidding while performing espionage for the latter. Once it became clear that his service would never result in freedom or promotion, the imp's efforts flagged, and the efreet began leasing him to others as currency. Malini took a liking to him that gradually became deeper affection. As a devil, Vassago has been able to reciprocate the mephitis' feelings outwardly yet still finds the concept of romantic love rather alien. Instead, he has a deep (perhaps affectionate) appreciation for Malini rooted in her sheltering him from abusive masters. Since they've both found fulfillment in the partnership, Vassago has chosen not to share his true feelings.

If the PCs approach Vassago on their own, he is curious, and plays along for a bit to find out what they want. Vassago enjoys his comfortable lifestyle married to the mephitis, and he is not interested in returning to Qalkami. If the PCs ask him to leave with them, he glibly lies, stating he'll teleport right to Qalkami's manor and that they should meet him there. He then uses his *invisibility* spell-like ability to disappear as though he had teleported. If the PCs

remain for more than a few rounds after that, he heads to area **B1** to inform Malini of the intruders in the house. Vassago doesn't consider himself a fighter, so he avoids combat if possible. Should the PCs capture him, they need only succeed at a DC 15 Intimidate check to convince him to cooperate in recovering his contract and returning to Qalkami.

Treasure: Although there is little of value in the upstairs area, the PCs can find Vassago's contract stuffed in a study's drawer with a successful DC 22 Perception check and several minutes of searching this floor.

Faction Notes: Were he not bound by his contract, Vassago would be an excellent agent for the Exchange faction—assuming the Exchange chooses to pursue a more aggressive and criminal tact like Guaril Karela favors. If the PCs can secure the imp's freedom (see the Development section in area **B1**), he's willing to hear them out. With a successful DC 15 Diplomacy check or DC 20 Intimidate check (DC 10 if threatening to reveal his true feelings to Malini), a faction PC can convince Vassago that it's in his best interests to work for the Exchange, doing so as a contractor and not as a slave. To preserve his relationship with Malini, the imp vigorously refuses any offers in earshot of his spouse.

C. SOHEILA'S HOME

Aquatic dwellings are fairly rare in Zjarra, and thus finding Soheila's residence is not difficult. At any time before or during the encounters here, the PCs can examine and find a noteworthy clause in the contract that Soheila is to sign; see the Development section in the PCs' meeting with Qalkami on page 8 for more details.

This residence comprises a trio of interlocking brass domes, its front entrance flanked by a pair of decorative waterfalls that gush down the sides. Several skylights ring the top of the building, and the entire structure rises from the middle of a large pond crossed by a wooden bridge.

The door has a permanent *magic mouth* effect, which responds to knocking by encouraging the visitor in several languages to wait for a few minutes. With a successful DC 20 Perception check during this process, a PC can hear the sound of heavy pumps and sloshing water from inside before a small plate in the bronze door slides aside so that an ophidian eye can inspect the PCs. This is **Yohai** (NE female water naga), and she asks the PCs' business. Any mention of Qalkami convinces the naga to let the PCs inside and escort them to area C2.



The home's interior is paneled in interlocking slabs of smoothed coral, much as one might decorate a room with wood paneling. There are no interior doors beyond the one leading to area C1. Instead, curtains of living kelp provide privacy between rooms.

C1. Airlock

Soheila's home contains a mechanical system that can drain or flood the entire building over the course of many minutes, allowing her to live in an aquatic environment while also accommodating expected visitors who breathe air. This room serves as an airlock, allowing visitors to enter or leave without needing to drain the entire house. In Subtier 8–9, Yohai ensures that the PCs are able to breathe water before giving the verbal command to flood the airlock, which takes 1 minute. In Subtier 5–6, Soheila's home is currently drained, and this is unnecessary.

C2. Parlor (CR 8 or CR 11)

This room's gently curving walls bear numerous small windows that let in beams of light. Colorful cushions made of a strange leathery material create comfortable seating arrangements, and several beautiful paintings of underwater landscapes hang in glass-covered alcoves on the walls. Curtains of kelp cover passages to the east and west, and a heavy bronze door controls passage to the south.

This is Soheila's parlor, where she entertains visitors such as the PCs. Because the room regularly floods and empties, everything here is waterproof and weighted.

Creatures: Soheila is a water naga merchant of some import in Zjarra. She acts as a representative of a larger conglomerate on the Plane of Water known as the Cerulean Wave, which is responsible for a large amount of the water imported into the city. She takes great pride in her work and her merchandise, deriding any magically conjured water as “banal liquid not befitting a true sophisticate;” her operation draws from what she believes to be the very heart of the Plane of Water.

When the PCs arrive, Soheila is waiting for them with a tasteful spread of uncooked seafood. She asks them if they have brought Qalkami's latest proposal, and although she takes a moment to glance over it, it's clear she only skims the contents. After a moment, she disdainfully proclaims that the payment rates are “insulting to a merchant of my stature,” and demands that they be increased by 15 percent. With a successful DC 15 Sense Motive check (DC 18 for Subtier 8–9), a PC ascertains that the naga's objection is based less on actual numbers and more on vanity and a desire to feel like she has “won” the negotiations—perhaps allowing the PCs to secure her cooperation without making any real concessions.

Negotiating with Soheila is a fairly freeform encounter in which the PCs must succeed at least four DC 22 skill checks (DC 25 in Subtier 8–9) from the following list before failing three: Appraise, Bluff, Diplomacy, Intimidate, Knowledge (planes), or Profession (merchant). This could be as simple as asking players what their characters' tact is, or you could roleplay the entire exchange in character, interspersing a die roll every so often—whatever works best for the group. Using the same skill more than once cumulatively increases the DC of the check with that skill by 3, so it's worth the PCs' varying their approach to the discussion. You might offer up to a +3 bonus on a check for good roleplaying or good arguments, and whatever bonus you grant doubles (minimum +2 total) the first time the PCs do each of the following: flatter Soheila and appeal to her vanity; name various fees and expenses that could explain the current percentage; hint that there may be other merchants interested in the same contract, conveying a sense of urgency; or point out that Qalkami's plans to move to the City of Brass would bring Soheila's business to a new market.

A PC can also use enchantment spells to force Soheila's cooperation, though doing so is risky. Straightforward compulsion magic such as *suggestion* can force her to sign the contract; however, once the compulsion wears off, she is furious, refuses to honor the agreement, and might even attack. Succeeding at a DC 33 Bluff check can misdirect her about what actually happened. Charm spells and other "indirect" forms of control can either reduce the DCs of all the skill checks by 5 or count as two automatic successes (player's choice). If Soheila succeeds at her Will save against such an effect, she refuses to deal with the PCs further.

Should combat break out in this room for any reason, Soheila's bodyguards, stationed in area C3, arrive to defend her at the beginning of the second round of combat.

Hazard: In Subtier 8–9, this room is flooded. In addition to requiring that the PCs be able to breathe water in order to negotiate with the naga, this also makes fighting her and her bodyguards much more difficult, increasing the CR of the encounter by 1. If a PC opens both doors in area C1, the building gradually drains over the course of 3 minutes, during which Swim check DCs increase from 10 to 15. See pages 432–433 of the *Pathfinder RPG Core Rulebook* for rules on underwater combat.

Subtier 5–6 (CR 8)

SOHEILA CR 7

Water naga (*Pathfinder RPG Bestiary* 3 199, see page 30)

hp 76

TACTICS

During Combat Soheila casts *invisibility* on herself to buy time to cast *mirror image* and *shield*. She then either moves to bite

SCALING ENCOUNTER C2

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

Subtier 5–6: Remove the cecaelia from the encounter.

Subtier 8–9: In this instance, Soheila suffers from a rare condition that prevents her from manufacturing poison, and she loses her poison special ability. Remove two cecaelias from the encounter.

a target she thinks she can overpower easily, or she uses her spells to attack a tough combatant.

Morale Incensed at being attacked in her home, Soheila fights to the death.

CECAELIA CR 5

hp 45 (*Pathfinder RPG Bestiary* 3 49, see page 27)

TACTICS

During Combat The cecaelia engages melee combatants to buy Soheila time to cast her spells.

Morale The cecaelia surrenders if Soheila is slain, but it otherwise fights to the death.

Subtier 8–9 (CR 11)

SOHEILA CR 7

Water naga (*Pathfinder RPG Bestiary* 3 199, see page 30)

hp 76

TACTICS

During Combat Soheila casts *mirror image* and *shield*; she knows that *invisibility* does her little good underwater. She then either moves to bite a target she thinks she can overpower easily, or she uses her spells to attack a tough combatant.

Morale Incensed at being attacked in her home, Soheila fights to the death.

CECAELIAS (4) CR 5

hp 45 each (*Pathfinder RPG Bestiary* 3 49, see page 27)

TACTICS

During Combat The cecaelias use their ink clouds to fill the room with as much ink as possible, then attack foes unable to see in the ink.

Morale The cecaelias surrender if Soheila is slain, but they otherwise fight to the death.

Development: If the PCs fail to convince Soheila to sign the document, Yohai offers to escort them out. As soon as they are in the airlock, however, she addresses the PCs, advising them that Soheila is incompetent and that there is no way that Qalkami would concede to her demands. Frustrated at her incompetent superior, Yohai explains that

if Soheila were to die, Yohai would not only be empowered to sign Qalkami's contract, but she would also be happy to do so. If the PCs agree, she explains that in order to deny involvement, she'll need to depart the premises before the attack occurs. This lets the PCs to reenter area **C2** and attack a few minutes later. If the PCs attack Soheila before Yohai can make an offer, the latter enters the room shortly after the combat, surveys the damage, and unflappably uses the carnage as an opportunity to take over Soheila's role in the Cerulean Wave.

Treasure: Whichever naga the PCs work with, she insists on providing the PCs with a *pearl of power* (2nd level in Subtier 5–6 and 3rd level in Subtier 8–9), explaining that it is their custom to give gifts when sealing such bargains.

Faction Notes: Regardless of whether the PCs make an arrangement with Soheila or Yohai, members of the Exchange faction can pursue a trade arrangement between the Cerulean Wave and the Exchange. Doing so requires a successful DC 20 Diplomacy check (DC 22 in Subtier 8–9), and furnishes the PC with contact information that can be provided to the Exchange for further negotiation, promoting Aaqir al'Hakam's agenda.

Members of the Exchange might also seek naga tears that they can provide to Carlin Nestor in exchange for his services. Both nagas are amused by the request, and either one agrees to provide a few tears if the PCs can evoke them with a moving performance (a successful DC 20 Perform check of any type).

Rewards: If the PCs fail to make a deal with either water naga, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 501 gp.

Out of Subtier: Reduce each PC's gold earned by 850 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,200 gp.

C3. Servant Quarters

This room features numerous pieces of bright green, leathery furniture that vaguely resemble nests.

Creatures: Soheila's staff reside here—on hand, but just out of sight—and the cecaelia bodyguards noted in area **C2** remain here unless combat occurs. They have +14 Perception modifiers to notice the sound of combat.

C4. Stairwell

This room contains little more than a curving ramp that connects the lower floor to the upper floor. Above are the personal quarters of Soheila and Yohai, a shared workspace, a dining area, and a food preparation area. The contents of the upper floor are beyond the scope of this adventure.

INTERLUDE: THE FINAL TASK

By the time the PCs have completed the first three tasks and report back to Qalkami, she is ready to give them her fourth task. After they've made themselves comfortable in

her parlor, she compliments them on jobs well done before getting down to business.

"It's clear to me that you're more competent than most off-worlders, so perhaps you're game for a more challenging task. Basira Karama, another efreeti in town with noble roots, has been a thorn in my side for far too long. With the upheaval in the City of Brass, it's finally become profitable to see him brought down a peg. He's throwing a gala tomorrow night, which presents an excellent opportunity to strike. I've managed to secure invitations to the gala for each of you. Your task is to ensure that this is the worst night of Basira's life."

Qalkami can provide some guidance, but she insists that the less she knows about the particulars before the gala, the cleaner it is for everyone involved. She suggests the PCs inquire with Carlin Nestor to see if he has any ideas for how to sabotage the gala. Assuming the PCs didn't cause his arrest, he recommends poisoning the food and identifies any one other sabotage method the PCs might not have thought of on their own (see area **D**). Qalkami also advises the PCs that they can make use of Vassago to smuggle supplies into the manor before the gala. If the PCs didn't arrange for Vassago to escape, he can smuggle up to 20 pounds of objects into the manor where the PCs can easily retrieve them. Finally, if the PCs secured a water naga's signature, Qalkami provides them with a stipend of 500 gp to spend on supplies for ruining the gala.

The invitations declare Brightcoal Estate a refuge for cultured entertainment, reminding guests that Basira guarantees their safety. If the PCs don't seem to understand the implication, Qalkami can translate: someone will likely confiscate their weapons and other dangerous implements unless they otherwise smuggle them in.

D. BRIGHTCOAL ESTATE (CR 8 OR CR 11)

Basira's home is an imposing manor of four gigantic stories of marble and brass. Lush jungle plants fill much of the gated estate's grounds. Salamander guards halt the PCs at the gates to inspect them and their invitations. Though the PCs can wear armor and most magic items without concern, the guards prohibit the PCs from bringing in any weapons, shields, poisons, offensive scrolls, and the like. The PCs must either conceal those items, convince the guards to let the PCs keep one or more items, or surrender them for safekeeping. The salamanders have a +16 bonus on Perception checks, but do not physically search the PCs except to retrieve something they spot (negating the +4 bonus they might receive for frisking a creature); in Subtier 5–6, the guards are especially cautious about causing an incident by confiscating too many belongings, reducing their effective Perception bonus to +12. Convincing the salamanders to let a PC keep an offending item requires a successful DC 20 Bluff check, and for every

4 points by which a PC exceeds the DC, she can convince the guards to overlook one additional item carried by her or a companion. Consider increasing the DC by as much as 5 for especially destructive or glaring exceptions like greataxes and spiked armor.

Plush red carpets rest atop gleaming marble floors in this palatial hall, which has been set with a variety of elegant couches and beautiful tables holding mountains of food and a dizzying assortment of drinks. Servants in ornate shackles pass out appetizers and drinks while a band plays in one corner.

This is the entry hall to the Brightcoal Estate. Although the building extends far beyond this room, the rest of the home is outside the assumed scope of this adventure. Should the PCs devise some reason to sneak away, they can navigate an assortment of halls, bedrooms, parlors, storerooms, and more designed for large occupants and Medium serving staff.

Sabotage: There are several different opportunities for the PCs to sabotage Basira's party and embarrass him. In addition to any ideas Carlin Nestor suggested and the players' own ingenuity, each PC can attempt a DC 10 Wisdom check to identify a potential target for sabotage and the skills required to perform it. You might also allow PCs whose character's skill sets or backgrounds are especially fitting to automatically identify relevant sabotage opportunities. If the players devise alternate means of surreptitiously sabotaging the event, consider allowing the strategy to work so long as they succeed at a few relevant skill checks using those below as a model. Up to two characters can assist with any given skill check, and characters can work together to each fulfill one part of a sabotage's requirements. However, the PCs can attempt each sabotage method only once. Should a PC fail a check to sabotage the event by 5 or more, it attracts the attention of Basira (see Creatures below).

The skill check DCs listed below are for Subtier 5–6. Increase the DCs by 2 in Subtier 8–9. For a group of four PCs, reduce the DCs by 2. These adjustments are cumulative.

Food: The main buffet table is covered in spicy food and strong drink that easily disguises the taste of many toxins. Adding such toxins while avoiding notice requires a DC 20 Sleight of Hand check. If the PC does not have at least two doses of any ingested poison, a PC can concoct something suitable for the occasion with a successful DC 20 Craft

DEALING WITH BASIRA

If the PCs attempt to speak to Basira before the party, they find Brightcoal Estate in the middle of frantic preparations. Mentioning that they are agents of Qalkami or succeeding at a DC 18 Diplomacy or Intimidate check is enough for the PCs to secure an audience. If they explain the situation, Basira offers a compromise: if the PCs do things that could pass as sabotage yet actually work to his advantage, he can make a show of fighting the PCs and defeat them without lethal force, allowing them to convince Qalkami that they tried. He directs the PCs to sabotage the food by spiking it with recreational drugs (available in town for 250 gp), to modify the music by performing strange Material Plane music themselves (or hire someone to do so for 200 gp), and to spread malicious rumors about his enemies (but not about him or his allies). The encounter otherwise plays out normally, including the need for the PCs to surreptitiously sabotage various aspects of the gala (see area D).

If the PCs follow this plan, Basira fights nonlethally as long as the PCs do likewise.

If the PCs speak to Basira and refuse his offer, the DC of all skill checks to sabotage the party increase by 2.



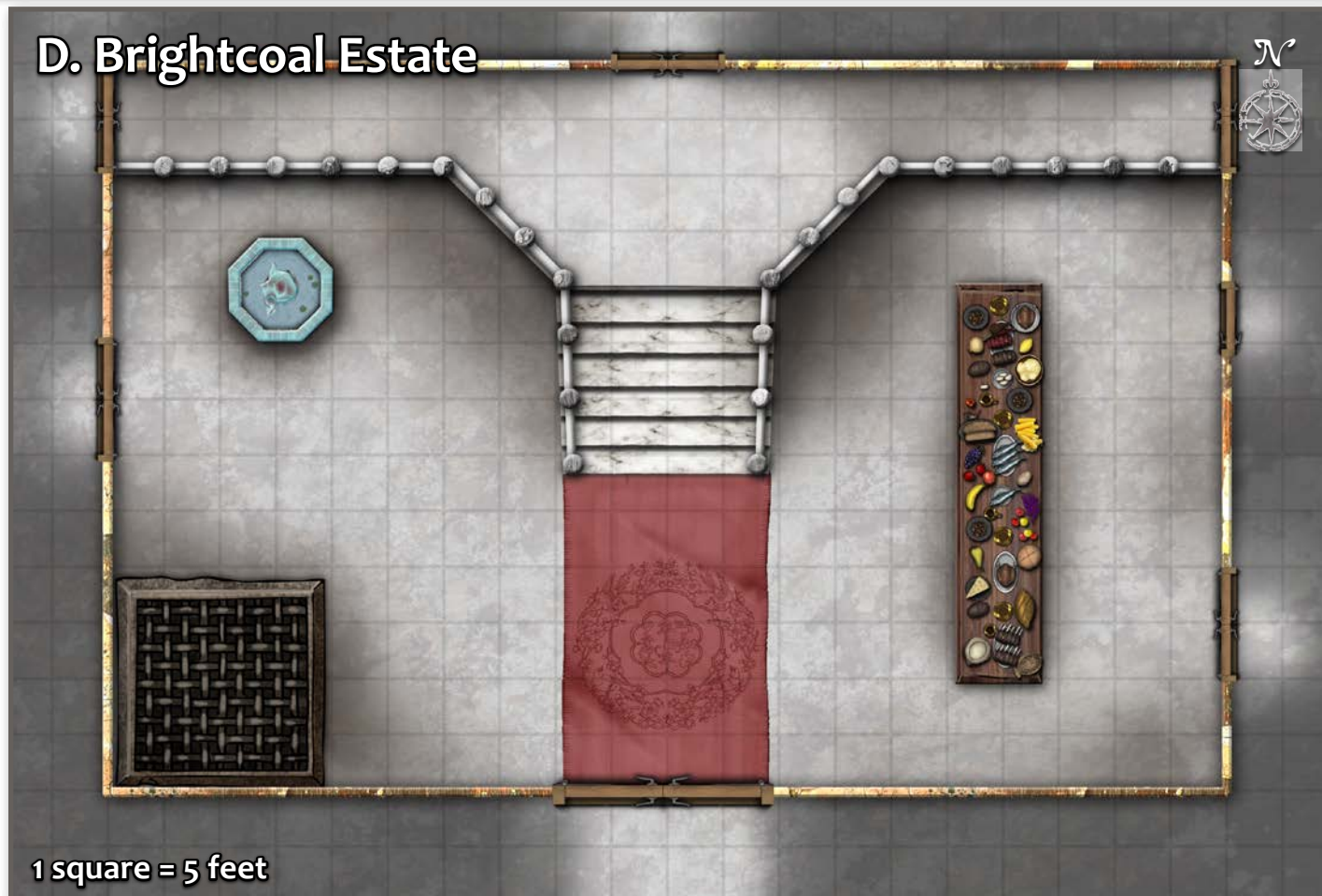
Basira

(alchemy), Survival, or relevant Profession check such as cooking or brewing.

Music: Basira has hired a band of accomplished Medium and Large air elemental instrumentalists known as the Boreal Five to provide music at the gala. The group has already caused a stir in Zjarra, and with a successful DC 20 Diplomacy (gather information) or Knowledge (local) check, a PC can learn ahead of time that Basira's hired them for the event. The elementals find their patron for the evening distasteful, even though he pays well. A PC can track down the elementals beforehand to convince them not to show up with a successful DC 20 Bluff, Diplomacy, or Intimidate check (or by just bribing the band with 500 gp). If the PC cannot speak Auran, increase the DC by 5.

Once at the event, the PCs have several options. They can persuade the elementals to depart mid-performance, but doing so doubles the amount they must be bribed and increases the check DC by 5. Alternatively, a PC can pressure the band to let the PC perform with them, at which point the

D. Brightcoal Estate



1 square = 5 feet

PC can make the music especially discordant or introduce embarrassingly satirical lyrics with a DC 20 Perform check.

Rumors: The PCs can foster slanderous rumors amongst the gala's guests, either about Basira or about other guests, to foment chaos. A successful DC 26 Bluff, DC 28 Knowledge (local), or DC 30 Diplomacy check allows a PC to spread sufficient rumors to cause an incident. For each of the following languages that the PC can speak, she gains a cumulative +2 bonus on the check: Auran, Draconic, Ignan, Infernal, Kelish, and Terran.

Staff: Numerous slaves—most the dwarflike outsiders known as azers—attend to the needs of Basira's guests. Each wears a set of magic manacles linked by a delicate mithral chain, preventing the wearers from traveling beyond the estate's grounds. These are otherwise mundane masterwork manacles with average locks (DC 25 Disable Device in both subtiers). A slave can slip away discreetly once the manacles are removed. Any attempt to remove the manacles requires a successful DC 20 Sleight of Hand or Stealth check to avoid notice. Freeing at least three slaves leaves the gala seriously understaffed, fulfilling this objective. Furthermore, this earns the PCs the quiet assistance of the other slaves, allowing each PC to reroll one failed skill check and use the second result in their efforts to sabotage the gala.

Creatures: Partygoers of all shapes and sizes attend the gala. If there is time, allow the PCs to interact with some of these individuals and get a feel for the aristocratic elite of Zjarra. The guests react to any sabotage with exclamations of shock and whispered rumors about Basira's competency, but mostly they just do their best not to suffer the brunt of the appalling conditions. Several noteworthy attendees are listed below. If the PCs make a strong connection with an NPC or somehow incorporate an NPC into an act of sabotage in a clever way, consider reducing the DC of a sabotage check by as much as 5. Each NPC should only contribute to one check in this way.

Alshost Inkir (NE salamander bard 2) acts as a headhunter who connects aspiring warlords and power mongers with mercenary companies and bodyguards. The salamander often receives an invitation to events as thanks to supplying Basira with hired muscle, not out of any personal friendship.

The winged serpent **Folcaryan** (LG male couatl) oversees several charitable foundations in Zjarra, frequently causing him to clash with Basira over the efreeti's heartless business practices. They feign tolerance in public, but it's an open secret that they loathe each other.

Being a younger dragon, **Hsirmax** (CN female juvenile magma dragon) is slightly less mercurial than other magma

dragons. Rather than engage in violent outbursts, she is instead a social provocateur who enjoys offending others' taboos and delighting in their dismay. The main reason others tolerate her is because she has a profitable knack for sniffing out mineral wealth on the Plane of Fire.

Pahu (N genderless janni fighter 4) is a celebrated explorer and adventurer who has worked for Basira several times. The janni is modest about their accomplishments, indulging others in understated stories if asked and providing inoffensive but insightful observations about past employers if prompted.

Urmoll (N Large ooze elemental aristocrat 3), a mass of brownish sludge, is an eccentric elemental that developed an unquenchable curiosity for cuisine, having embraced polite society largely to sample others' hospitality. The boorish creature spits regularly while speaking and laughs at its own poor jokes. Basira regrets inviting it at all.

If the PCs fail any skill check by 5 or more, a ranking member of the estate notices, and Basira confidently steps in to "teach them a lesson." This involves calling out the offending PC(s), calling for guards (in Subtier 8–9 only), and attacking the unworthy guest. If the PCs succeed at at least three sabotage attempts (including any they may devise on their own), Basira instead flies into a rage, demanding that the saboteurs identify themselves before eventually accusing one of the PCs and attacking them. In both cases, the efreeti suffers several penalties detailed in the Scaling Encounter D sidebar.

Subtier 5–6 (CR 8)

BASIRA	CR 8
Efreeti (<i>Pathfinder RPG Bestiary</i> 140, see page 27)	
hp 95	
TACTICS	
During Combat Basira uses quickened <i>scorching rays</i> to soften up the nearest target before switching to melee attacks.	
Morale Enraged and overconfident, Basira fights until incapacitated, dead, or undeniably defeated.	

Subtier 8–9 (CR 11)

BASIRA	CR 10
Efreeti malik (<i>Pathfinder RPG Bestiary</i> 140, see page 27)	
hp 136	
TACTICS	
During Combat Basira uses quickened <i>scorching rays</i> to soften up the nearest target before switching to melee attacks. He uses <i>fireball</i> if he can catch three or more opponents in the blast.	
Morale Enraged and overconfident, Basira fights until incapacitated, dead, or undeniably defeated.	

SCALING ENCOUNTER D

Be prepared to make the following adjustments to accommodate a group of four PCs or those who succeed at certain acts of sabotage. If the PCs pursued alternate means of sabotaging the event, either apply an appropriate penalty from below or impose a condition on Basira that is equally harmful.

Subtier 5–6 (four PCs): Basira has already used all of his quickened *scorching ray* and *wall of fire* spell-like abilities, as well as his change size ability.

Subtier 8–9 (four PCs): Basira is a standard efreeti, using the statistics from Subtier 5–6.

Food: Basira has the sickened condition.

Music: Basira seethes at having wasted money on failed entertainment, making it difficult for him to concentrate. He must succeed at a concentration check (DC = 18 + spell level) in order to use one of his spell-like abilities. Failing the check causes him to lose the spell with no effect.

Gossip: The guests become especially rowdy during the fight, finding amusement in Basira's fury. Up to three times during the combat as a swift action, the PCs can leverage the crowd's derision to distract Basira and leave him flat-footed. This is similar to the feint action but does not impart any additional benefits a PC might gain from feinting. If desired, a PC can use the crowd's Bluff modifier (+12) in place of her own.

Staff: Just as combat is about to begin, Basira calls for a slave to bring him his sword. If the PCs freed enough slaves, nobody answers his call; he does not have a falchion.

SALAMANDERS (2)	CR 6
hp 76 (<i>Pathfinder RPG Bestiary</i> 240, see page 30)	
TACTICS	
During Combat The salamanders pursue easy-looking targets, allowing Basira to fight more physically imposing foes.	
Morale A salamander flees if reduced to less than 15 hit points. The guest Alshost Inkir merely shrugs and reminds Basira that the latter has yet to acknowledge the guards' salary demands from the previous month.	

Treasure: By succeeding at a DC 15 Perception check, a PC ascertains that the beautiful decorative fountain in the manor is supplied with a *decanter of endless water*. In Subtier 8–9, Basira's staff also had a *deck of illusions* to pass out to guests as part of the evening entertainment, and the PCs can recover the full deck.

Development: A few minutes after combat begins, a squad of Zjarra's kolyarut peacekeepers arrives to arrest the PCs (and Basira, if he's still alive). With a successful DC 20 Diplomacy or Bluff check, a PC can convince the inevitables that the Pathfinders are innocent, though this DC increases

by 5 for each of the four tasks in which the PCs assaulted or killed a creature. Even if they are arrested, Yasmine arranges their release within a few days as a favor to the Pathfinder Society, making a convincing argument that the PCs were simply defending themselves from Basira.

In either case, Basira's humiliating loss of composure—and being bested by mortals—is an embarrassment he and his guests do not soon forget, assuming the efreeti survived at all.

Faction Notes: Members of the Exchange faction have an opportunity to make a lasting impression on one or more important people here. Unlike most faction prompts, there is no intended way to accomplish this. Instead, let the players invent a plan. As the GM, assess whether the plan is more aligned with Aaqir al'Hakam's agenda (i.e. create a lawful enterprise with strong local connections) or that of Guaril Karela (i.e. intimidate potential competitors, recruit local help that bends the rules, and take over the black market). The PCs should succeed at one or two relevant skill checks; DC 18–22 is a good range for fairly modest goals (such as a Diplomacy check to convince someone to meet with Aaqir), whereas especially wild or ambitious gambits might be closer to DC 30 or higher (such as an Intimidate check to throw an Exchange calling card atop Basira's corpse and proclaim that anyone not under the Exchange's protection could meet a similar fate). The PCs should have only a limited number of chances to succeed at a strategy before the window of opportunity closes.

Rewards: If the PCs are unable to defeat Basira in combat, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 781 gp.

Out of Subtier: Reduce each PC's gold earned by 1,082 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,383 gp.

CONCLUSION

By the time the PCs have completed Qalkami's final task and report back to her, she has had the opportunity to learn about any treachery they may have performed while doing her bidding. Calm and poised, she confronts them about each incident, giving them the chance to explain themselves before jumping to conclusions.

For each check, have each character attempt a single appropriate skill check. In Subtier 5–6, the DC is 21. In Subtier 8–9, the DC is 24. In order to succeed, at least one PC must meet the listed DC, and at least half the PCs' results must equal or exceed the check DC minus 10. If the PCs have a particularly sly explanation for an accusation, consider reducing the DC by 2.

Carlin Nestor's Arrest (Bluff or Knowledge [local]): "You did a good job getting Carlin out of trouble with that inevitable. I fear your efforts may have been wasted, though: I received word that he's been arrested. Odd, they seemed to

have some detailed information about his illegal activities. You wouldn't have any idea what happened, would you?"

Malini's Death (Diplomacy): If the PCs killed Malini when recovering Vassago, Qalkami states "An investigation has been opened into Malini's death, creating exactly the sort of scrutiny I wanted to avoid in the first place. Remind me again why the situation justified lethal force?"

Vassago (Bluff): If the PCs replaced Vassago's contract, Qalkami comments "Vassago has gone missing, and when I took another look at the contract you brought back, I discovered it was a decoy. I don't suppose you could shed any light on the matter?" The DC for the Bluff check increases by 5 if the PCs failed to make a convincing forgery.

Water Contract (Bluff, Linguistics, or Profession [barrister]): "I reviewed the signed contract you brought back, and I noticed that there were a few adjustments made. Can you enlighten me as to why?"

Defeated by Basira (Bluff): "I heard that you fought Basira, and he beat you. A pity, but I suppose you can't help if you're outclassed by an efreeti. You are mortals, after all. Still...it seems odd he let you leave alive. How did you manage to get away?"

If Qalkami discovers evidence of treachery for just one task, she isn't worried, and may even find it amusing. More than one, however, earns her ire and earns each PC the Angering Qalkami boon on the Chronicle sheet. But she is patient and calculating, and doesn't let her displeasure show. In fact, she smiles and congratulates them on a job well done, assuring them that she is so impressed by their work that when she has relocated to the City of Brass and calls in the last piece of what the Pathfinder Society owes her, she will be sure to request them personally.

Reporting Notes

If the PCs earned the Angering Qalkami boon, check box A on the reporting sheet. If the PCs convinced Soheila to sign the contract (rather than making a deal with Yohai), check box B. If members of the Exchange faction accomplished more tasks that favored Aaqir al'Hakam's agenda, check box C. If those faction members accomplished more tasks that favored Guaril Karela's agenda, instead check box D.

Primary Success Conditions

The PCs complete their primary mission if they succeed at at least three of four tasks, whether they subverted those tasks or not.

Secondary Success Conditions

The PCs successfully complete their secondary mission if they succeed at the three initial tasks and successfully drive Basira to an enraged outburst in the final task, without Qalkami discovering that any tasks were subverted.

Faction Notes

During this adventure, members of the Exchange faction have numerous opportunities to determine their faction's reputation and strategy on the Plane of Fire. Which reward a faction PC earns depends largely on whether she promoted the faction's agenda according to Aaqir al'Hakam's vision (an upstanding approach) or that of Guaril Karela (a much more underhanded tact). Tally the number of times the PCs promoted one or the other, as summarized below. If the faction PCs pursued al'Hakam's approach more (minimum two accomplishments), Exchange faction PCs earn the Zjarran Entrepreneur boon. If the faction PCs pursued Karela's approach more (minimum two accomplishments), Exchange faction PCs earn the Shadow over Zjarra boon. If there's a tie, each faction PC chooses which boon to earn.

If the faction PCs were heavily split in which approach they favored, consider allowing the outlier to claim his preferred faction leader's boon despite having been overruled during play.

Aaqir al'Hakam: PCs are able to help this particular leader by helping Zjarran authorities in the arrest of Nestor Carlin, making a positive impression on Malini, convincing a water naga to correspond with the Exchange, and performing actions that favor al'Hakam's policies during Basira's gala.

Guaril Karela: PCs help this leader by recruiting Carlin Nestor to work with the Exchange; freeing and recruiting Vassago; convincing Malini to fear and pay tribute to the Exchange; and performing actions that favor Karela's policies during Basira's gala.

PLAYER HANDOUT #1: LETTER FROM AAQIR AL'HAKAM

Esteemed entrepreneur,

For generations, the Padishah Empire has traded with the shining city of Zjarra, a glittering metropolis on the Plane of Fire. This connection has made Kelesh the principal means by which extraplanar metals, flawless jewels, strange creatures, and more all arrive in Avistani markets, and as you can imagine, customers pay a premium for that service. Now that the Pathfinder Society has turned its attention and considerable resources toward the Elemental Planes, we are poised to make our own mark on these impossibly distant bazaars.

I have worked with Society leaders to ensure you are part of this first journey to Zjarra. Not only do I trust that you will be a guiding hand in dealing with the sly efreeti Qalkami Mishalq, but I also know that you will be ever mindful of allies and opportunities with which we can establish our own trade route to the Plane of Fire. Zjarra is a peaceful place that honors hospitality and manners, so conduct yourself with dignity and aim to play by the rules wherever circumstances permit.

Guaril Karela is as eager as I to make a mark on this brimming font of commerce, but I cannot condone his ambitions. The city has survived for untold centuries even millennia. If you think its citizens vulnerable to cheap thuggery, you may doom our endeavor before it's truly begun.

May your coin purse shine like the sun,

Trade Prince

Aaqir al'Hakam

PLAYER HANDOUT #2: LETTER FROM GUARIL KARELA

Most favorite associate,

My extended family-you, me, and many other like-minded professionals-have long served the Inner Sea region and beyond, yet our talents have stagnated under the achingly modest ambitions of our lead financier, the esteemed al'Hakam. He runs a safe and profitable business, yes, but he forgets that the greatest businesses not only bring the otherwise unattainable to the customer, but they also embrace risk and opportunity. Lucky for us all, your cousin Guaril has just such a risky and profitable opportunity.

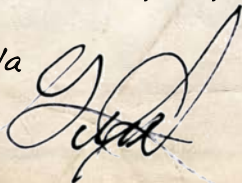
The Pathfinder Society has recently decided to send several agents to cosmopolitan Zjarra on the Plane of Fire, and I've had a few conversations to let slip that such an operation would benefit from someone of your talents-especially if you're to haggle with a genie, like I've heard. Remember how I mentioned stagnation? Zjarra's been floating in a sea of lava for millennia, and all of its residents have grown complacent with the status quo. Perhaps while you're there you can look for some good ways that we could share the Exchange's specialty services with a populace dearly in need of our expertise. Why, no doubt there are elementals that would pay dearly in monthly installments to prevent hoodlums from scaring off customers and causing property damage. I'm sure there are also...fire...spirits that strain under the burden of unjust taxes and tariffs for lack of competent teamsters who can move things from A to B with less fuss.

Keep watch for local business partners, and maybe give a few prospective clients a free sample of our merchandise. Don't go overboard. I don't want any local peacekeepers giving us free advertising. Just illustrate quietly how much happier everyone could be with an ongoing exchange of goods and services, and I'll be fast on your heels to set up a local...distribution center.

Oh, and it's worth noting our friend Agir and I have discussed these details and shared a few choice words about how best to establish our local reputation. He wants to play it safe, and if you want to retire decades from now with your own fruit stand to show for your work, maybe you should play in his sandbox.

You want to die rich, fat, and happy? Tell 'em cousin Guaril sent you.

Guaril Karela



PLAYER HANDOUT #3: QALKAMI'S INSTRUCTIONS

- *Deal with the rogue inevitable Tavar, who has been harassing my agent Carlin Nestor. See to it that Carlin isn't bothered by the thing anymore. See Carlin for information on the scrap heap's whereabouts.*
- *Recover the imp Vassago, as well as his contract of service, from the mephit Malini at the Eye of Flame magic shop. He is on loan to Malini, and that loan is past due. Try to keep a low profile.*
- *Secure a signature on my trade contract from the representative of the Cerulean Wave consortium, a water naga named Scheila. She can be found in her home in town. Be warned, it may be wet.*
- *Return to me for further instructions.*

APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

CECAELIA

In place of legs, this handsome humanoid sports an octopus's eight writhing tentacles.

CECAELIA	CR 5
CN Medium monstrous humanoid (aquatic)	
Init +4; Senses darkvision 60 ft., tentacle sense 10 ft.; Perception +1	
DEFENSE	
AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)	
hp 45 (6d10+12)	
Fort +4, Ref +9, Will +6	
OFFENSE	
Speed 30 ft., swim 40 ft., jet 200 ft.	
Melee mwk spear +11/+6 (1d8+4/×3), 2 tentacles +5 (1d4+1 plus grab)	
Ranged mwk spear +12 (1d8+3/×3)	
Space 5 ft.; Reach 5 ft. (10 ft. with tentacles)	
STATISTICS	
Str 16, Dex 19, Con 14, Int 9, Wis 12, Cha 11	
Base Atk +6; CMB +9 (+13 grapple); CMD 23 (can't be tripped)	
Feats Combat Reflexes, Weapon Focus (spear, tentacle)	
Skills Stealth +13, Survival +10, Swim +20	
Languages Aquan, Common	
SQ amphibious	
SPECIAL ABILITIES	
Ink Cloud (Ex) Once per hour as a standard action, a cecaelia can emit a 10-foot-radius sphere of ink while underwater. This ink cloud provides total concealment and persists for 1 minute.	
Tentacle Sense (Ex) As a swift action while swimming and while it is not grappled or grappling, the cecaelia can spread its tentacles wide to form a sensory net around it. This grants blindsight to a range of 10 feet and lasts as long as the cecaelia concentrates. While this effect lasts, the creature cannot attack with its tentacles or move.	

GENIE, EFREETI

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

EFREETI	CR 8
LE Large outsider (extraplanar, fire)	
Init +7; Senses darkvision 60 ft., <i>detect magic</i> ; 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 +14)
 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* (DC 16)
 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 Initiative^a, Quickened 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 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 MALIK CR 10

LE Large outsider (extraplanar, fire)	
Init +7; Senses darkvision 60 ft., <i>detect magic</i> ; Perception +18	
DEFENSE	
AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, –1 size)	
hp 123 (13d10+52)	
Fort +8, Ref +13, Will +10	
Immune fire	
Weaknesses vulnerability to cold	
OFFENSE	
Speed 20 ft., fly 40 ft. (perfect)	
Melee mwk falchion +19/+14/+9 (2d6+9/18–20 plus 1d6 fire) or 2 slams +13 (1d8+3 plus 1d6 fire)	
Space 10 ft.; Reach 10 ft.	
Special Attacks change size, heat (1d6 fire)	
Spell-Like Abilities (CL 15th; concentration +17)	

Constant—*detect magic*

At will—*plane shift* (willing targets to elemental planes, astral plane, or material plane only) (DC 19), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*fireball* (DC 15), *heat metal* (DC 14), *invisibility*, quickened *scorching ray*, *wall of fire*

1/day—*gaseous form*, *greater invisibility*, *permanent image* (DC 18), *pyroclastic storm*, *wish* (grant up to three to nongonies only)

STATISTICS

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

Base Atk +13; **CMB** +20; **CMD** 34

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative⁸, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*scorching ray*)

Skills Bluff +22, Craft (any one) +15, Disguise +11, Fly +15, Intimidate +18, Perception +18, Sense Motive +18, Spellcraft+17, Stealth +8

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

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

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 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.

GRAVEN GUARDIAN

This jackal-headed, brightly painted clay statue animates and lurches forward, hefting a wickedly hooked sword.

GRAVEN GUARDIAN

CR 5

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 53 (6d10+20); fast healing 2

Fort +2, **Ref** +4, **Will** +3

DR 5/adamantine; **Immune** construct traits; **SR** 16

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen scimitar* +11/+6 (1d6+5/15–20 plus 1d6 fire) or slam +10 (1d6+4)

Special Attacks magic weapon

Spell-Like Abilities (CL 6th; concentration +1)

1/day—*haste* (self only)

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +10; **CMD** 21

SQ guardian domains (Fire, Nobility)

SPECIAL ABILITIES

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian. These guardians are dedicated to the fire mephit theocracy of the Matriarch of Holy Sublimation.

Magic Weapon (Su) A graven guardian that carries its deity's favored weapon treats that weapon as a +1 *weapon* as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

IMP

Fiendish wings and a whipping scorpion-like tail lash behind this diminutive, red-skinned nuisance.

IMP

CR 2

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +6, **Will** +4

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

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +8 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th, concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

STATISTICS

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

Base Atk +3; **CMB** +1; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana, planes) +7, Perception +7, Spellcraft +7

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven; *beast shape I*)

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

INEVITABLE, KOLYARUT

Beneath its cloak, this man-shaped creature appears to be part statue and part metallic machine.

KOLYARUT

CR 12

LN Medium outsider (extraplanar, inevitable, lawful)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

hp 158 (12d10+92); regeneration 5 (chaotic)

Fort +14, **Ref** +10, **Will** +11

Defensive Abilities constructed; **DR** 10/chaotic; **SR** 23

OFFENSE

Speed 30 ft.

Melee +2 *bastard sword* +20/+15/+10 (1d10+8/19–20),
slam +13 (2d6+3) or
2 slams +18 (2d6+6)

Spell-Like Abilities (CL 12th; concentration +15)

At will—*discern lies* (DC 17), *disguise self*, *enervation*, *fear* (DC 17), *hold person* (DC 16), *invisibility* (self only), *locate creature*, *suggestion* (DC 16), *vampiric touch*
3/day—*hold monster* (DC 18), *mark of justice*, quickened *suggestion* (DC 16)
1/week—*geas/quest*

STATISTICS

Str 22, **Dex** 19, **Con** 23, **Int** 10, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +18; **CMD** 32

Feats Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Quickened Spell-Like Ability (*suggestion*)

Skills Diplomacy +22, Disguise +22, Knowledge (planes) +15, Perception +22, Sense Motive +22, Survival +18; **Racial Modifiers** +4 Diplomacy, +4 Disguise

Languages truespeech

SPECIAL ABILITIES

Constructed (Ex) Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

INEVITABLE, ZELEKHUT

This creature looks much like a mechanical centaur. Golden, clockwork wings sprout from its back, and its arms end in barbed chains.

ZELEKHUT

CR 9

LN Large outsider (extraplanar, inevitable, lawful)

Init +9; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +20

DEFENSE

AC 24, touch 15, flat-footed 18 (+5 Dex, +1 dodge, +9 natural, –1 size)

hp 115 (10d10+60); regeneration 5 (chaotic)

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

Defensive Abilities constructed; **DR** 10/chaotic; **SR** 20

OFFENSE

Speed 50 ft., fly 60 ft. (average)

Melee 2 chains +17 (2d6+7 plus 1d6 electricity and trip)

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

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*true seeing*

At will—*clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC 17), *hold person* (DC 16), *locate creature*

3/day—*hold monster* (DC 18), *mark of justice*

1/week—*lesser geas* (DC 17)

STATISTICS

Str 25, **Dex** 20, **Con** 16, **Int** 10, **Wis** 17, **Cha** 17

Base Atk +10; **CMB** +18; **CMD** 34 (38 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Vital Strike, Weapon Focus (chain)

Skills Acrobatics +18 (+26 when jumping), Diplomacy +16, Fly +16, Perception +20, Sense Motive +20, Survival +16;

Racial Modifiers +4 Perception, +4 Sense Motive

Languages truespeech

SQ chains

SPECIAL ABILITIES

Chains (Ex) A zelekhut's arms end in long lengths of barbed metal. These chains deal slashing damage and 1d6 points of electricity damage with each hit.

Constructed (Ex) Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

JUNK GOLEM

A walking rubbish heap, this roughly humanoid creature seems to be barely holding itself together.

JUNK GOLEM CR 4

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 9, flat-footed 19 (-1 Dex, +10 natural)

hp 42 (4d10+20); junk repair

Fort +1, **Ref** +0, **Will** +1

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slam +8 (1d6+4 plus disease)

Special Attacks disease

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 17

SQ disincorporate

SPECIAL ABILITIES

Disincorporate (Ex) A junk golem is able to break apart into its constituent pieces as a standard action, becoming a swarming mass of Tiny parts. When it does so, it gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 1d6 points of damage and inflicts disease, but loses its slam attacks. It can revert back to its normal form as a full-round action.

Disease (Ex) Tetanus: Slam—injury; *save* Fort DC 12; *onset* 1d6 days; *frequency* 1 day; *effect* 1d4 Dex damage. Each time a creature takes Dexterity damage from tetanus, there's a 50% chance his jaw muscles stiffen, preventing speech and the use of spells with verbal components for 24 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.

Immunity to Magic (Ex) A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a junk golem, as noted below.

- A *shatter* spell causes a junk golem to disincorporate and dazes it for 1 round.
- A *grease* spell affects the junk golem as if it were *haste* for 1d6 rounds and ends any *slow* effect on it.
- An *arcane lock* or *hold portal* spell affects the junk golem as if it were a *slow* spell for 1d6 rounds and breaks any *haste* effect on it.
- A *wood shape* or *rusting grasp* spell deals 2d6 points of damage to a junk golem.

Junk Repair (Su) A junk golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's disincorporate ability.

SALAMANDER

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

SALAMANDER CR 6

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 (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

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.

WATER NAGA

Slender spines and brightly colored frills stretch back from the humanlike face of this massive aquatic snake.

WATER NAGA CR 7

N Large aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, -1 size)

hp 76 (8d8+40)

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

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +10 (2d6+5 plus poison), tail slap +5 (1d8+2)

Space 10 ft.; **Reach** 5 ft.

Spells Known (CL 7th; concentration +11)

3rd (5/day)—*protection from energy*, *suggestion* (DC 17)

2nd (7/day)—*acid arrow, invisibility, mirror image*
 1st (7/day)—*expeditious retreat, magic missile, obscuring mist, shield, true strike*
 0 (at will)—*acid splash, daze (DC 14), detect magic, light, mage hand, open/close, read magic*

STATISTICS

Str 20, **Dex** 23, **Con** 20, **Int** 11, **Wis** 17, **Cha** 18

Base Atk +6; **CMB** +12; **CMD** 28 (can't be tripped)

Feats Combat Casting, Eschew Materials⁸, Lightning Reflexes,

Skill Focus (Perception, Stealth)

Skills Bluff +8, Knowledge (local) +4, Perception +17, Spellcraft +11, Stealth +16, Swim +13

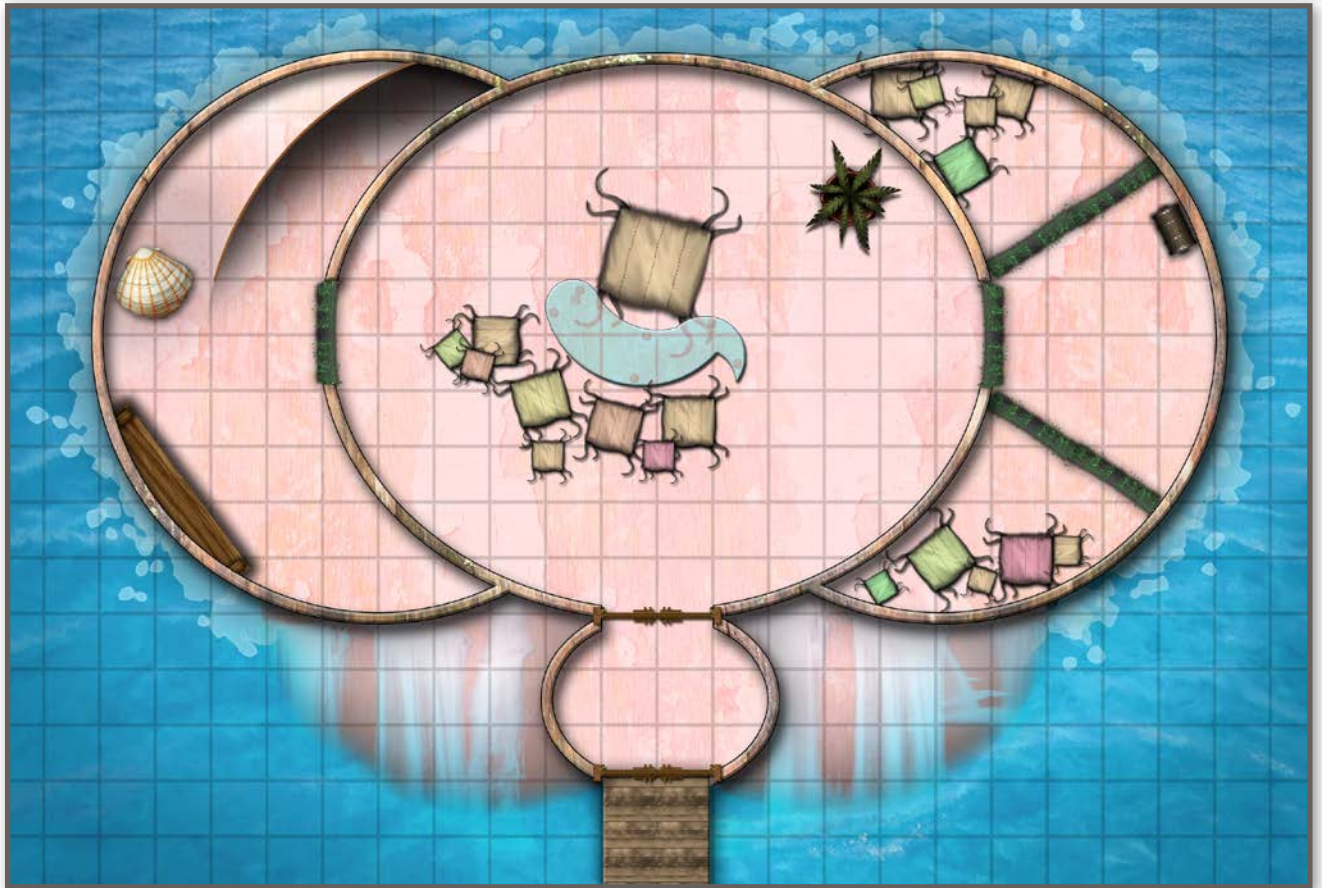
Languages Aquan, Common

SQ amphibious

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 saves.

Spells A water naga casts spells as a 7th-level sorcerer.



Pathfinder Society Scenario #8-09: Forged in Flame, Part 1: The Cindersworn Pact

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

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

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

Character # _____ Prestige Points _____

Character Name _____

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

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Scenario #8-09: Forged in Flame, Part 1: The Cindersworn Pact © 2016, Paizo Inc.; Author: Alex Riggs.



Pathfinder Society Scenario #8-09: Forged in Flame, Part 1: The Cindersworn Pact

Character Chronicle #

☐ Core Campaign

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

This Chronicle sheet grants access to the following:

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.

Qalkami's Disdain: You chose to undermine Qalkami Mishalq's schemes in Zjarra, but she saw through your ploy. You may not have invalidated her deal with the Pathfinder Society, but you've ensured that she remembers you for your disloyalty.

☐ **Shadow Over Zjarra (Exchange Faction):** Along with Guaril Karela, you have established the Exchange as a dangerous force in the trade city of Zjarra, and at least for now, others pay tribute to secure your services and avert your wrath. You gain a bonus on Intimidate checks and Will saves against fear effects equal to the number of Fire Affinity boons you have earned when interacting with creatures that speak Ignan or Kelish. When you conclude an adventure in which you helped defeat a creature with the fire subtype or an adventure that takes place in Qadira or on the Plane of Fire, you can check the box that precedes this boon. In doing so, you forgo your Downtime for the adventure and instead earn gp equal to 100 times your character level. Treat your character level as 1 higher for each Fire Affinity boon you have earned.

☐ **Zjarra Entrepreneur (Exchange Faction):** You have established yourself as an upstanding businessperson in the cosmopolitan trading hub of Zjarra on the Plane of Fire. You gain a bonus on Bluff and Diplomacy checks equal to the number of Fire Affinity boons you have earned when interacting with creatures that speak Ignan or Kelish. When a creature that speaks Ignan or Kelish would cause enough damage to kill you, you can check the box that precedes this boon to instead be reduced to -1 hit point and be stable; for your reputation alone, the creature spares you death, though if you resume fighting, it won't extend same mercy twice.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,285	2,569

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,995	3,990

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,705	5,410

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

MAX GOLD	
	Starting XP
	XP Gained (GM ONLY)
	Final XP Total

FAME			
	Initial Prestige	Initial Fame	
		GM's Initials	
	Prestige Gained (GM ONLY)		
	Prestige Spent		
	Current Prestige	Final Fame	

FAME	
	Starting GP
	GP Gained (GM ONLY)
	Day Job (GM ONLY)

Gold Spent
Total

All Subtiers

boots of speed (12,000 gp)
decanter of endless water (9,000 gp)
pearl of power (2nd level; 4,000 gp)

Subtier 8-5=9

+1 flaming heavy crossbow (8,350 gp)
amulet of proof against detection and location (35,000 gp)
deck of illusions (all human, half-elf, and dwarf illusions instead appear as ifrits; 8,100 gp)
pearl of power (3rd level; 9,000 gp)
potion of barkskin (CL 9th; 900 gp, limit 1)
scroll of remove curse (CL 9th; 675 gp, limit 1)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #