



Year of the Open Road



**PATHFINDER
SOCIETY**

UNFORGIVING FIRE

By Leo Glass

PATHFINDER SOCIETY

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How To Play

Pathfinder Society Quest #2: Unforgiving Fire is a Pathfinder Society Quest designed for 1st-through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign, but it can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Unforgiving Fire makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Lost Omens World Guide*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Roleplaying Guild Guide* at <http://www.organizedplayfoundation.org/encyclopedia/pfs2guide/>. This scenario has no scenario tags.



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Unforgiving Fire

By Leo Glass

UNFORGIVING FIRE

Venture-Captain Rashmivati Melipdra has a problem. Almost 30 years ago, she retired from the Monastery of Unblinking Flame after a narrow loss in the famed martial arts tournament, the Challenge of Sky and Heaven. After that loss, she joined the Pathfinder Society but maintained good relations with her former monastery. Recently, she negotiated a standing agreement granting the Society access to the school's services in exchange for accepting temporary custody of many relics of great historical significance, but little material value. The monastery asked Rashmivati to oversee the Society's efforts studying these artifacts and share any knowledge gleaned from them before their safe return. But when "One-Who-Waits," an ancient statue treasured by the monastery, is stolen from Rashmivati's artifact vault, the alliance between the Society and the House of Perfection is threatened. To save it, Rashmivati needs to recover the statue—fast.

Unfortunately, Meleeka Sanvara has her own plans for One-Who-Waits. Seven months ago, while studying at the Monastery of Unblinking Flame, Meleeka discovered a set of six scrolls written by her ancestors in the monastery's archives that described ancient yet forbidden martial arts techniques. When Meleeka brought the scrolls to her master, she was commanded to destroy them and forbidden from using the techniques they described during the most recent Challenge of Sky and Heaven, the martial arts tournament held between Jalmeray's four Houses of Perfection every 10 years. Meleeka burned forgeries of these documents and kept the originals for herself, but she refrained from using the techniques in competition and was eliminated handily in the first round. Enraged, she fled the monastery and stole One-Who-Waits from the Pathfinder lodge along the way, realizing it was the same statue used in the training techniques developed by her ancestors. Now the self-proclaimed master of her own monastery, the Temple of Unforgiving Fire, Meleeka intends to build a monastic order strong enough to defeat her former school in the next Challenge of Sky and Heaven.

Adventure Synopsis

The PCs are invited to the Pathfinder Society lodge in Niswan by Venture-Captain Rashmivati Melipdra, who explains why the Society needs the PCs to recover One-Who-Waits. After traveling to the nearby isle of Vedeesha, the PCs find Meleeka training two disciples inside an abandoned dojo. She challenges the PCs to compete against her students in three martial arts challenges (although the PCs may also use cunning, stealth, or brute

WHERE ON GOLARION?

Unforgiving Fire begins on the island nation of Jalmeray, in the capital city of Niswan. During the adventure, the PCs board a ship traveling northwest to the island of Vedeesha. Here, they attempt to obtain a statue that belongs to one of Jalmeray's Houses of Perfection. More detail on Jalmeray and the Houses of Perfection can be found on pages 77-79 of the *Pathfinder Lost Omens World Guide*, available from your friendly local game store and at paizo.com.



force to find the statue on their own). If the PCs beat her disciples in at least one challenge, Meleeka discloses the location of One-Who-Waits: a reliquary where they must circumvent magical runes to obtain the statue. If the PCs attempt to leave with the statue, Meleeka and her disciples confront them. Once Meleeka and her disciples are defeated, they PCs can return One-Who-Waits to Melipdra, who is grateful for their efforts.

GETTING STARTED

Venture-Captain Rashmivati Melipdra invites the PCs to meet her in the artifact vault adjoining her office in the Pathfinder Society lodge, located in Niswan, the capital of the island nation of Jalmeray. From the lightning that crackles in the eyes of some passersby, to a street mural of a marid crushing battleships under massive waves, to the looming, multitiered pagodas that seem custom-built for oversized creatures, the PCs can easily observe the influence of the genies summoned by the Vudrani rajahs to protect the isle on the city's Commerce District.

Once the PCs arrive at the Pathfinder Society lodge, read or paraphrase the following.

Inside the artifact vault of the lodge, the heavy brass door that protected the entrance lies charred and smoking in a folded heap, as if blown from its hinges by an explosion.

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The floor of the large, vaulted chamber is covered with debris not unlike the aftermath of an earthquake; broken and overturned shelves, daises, and display cases, as well as scattered sculptures, paintings, and talismans litter the floor. A handful of Society scribes carefully clean up the mess, sorting through relics while recording observations on scrolls of parchment. Amid them, Venture-Captain Rashmivati Melipdra, a husky, middle-aged Vudrani woman with broad shoulders, kneels down to pick up the shards of a shattered glass obelisk.

While the PCs can look around on their own, most will probably seek out Rashmivati first. Either way, Rashmivati eventually notices the PCs. When this occurs, read or paraphrase the following.

"As you can see, somebody did a number on our artifact vault. We've been storing several historical relics here owned by the Monastery of Unblinking Flame as part of a standing agreement that I negotiated. In exchange for curating these treasures, the monastery gave the Society access to its archives, trainers, and other resources. Unfortunately, someone burglarized our facility. Though we didn't have any idea it happened until two days ago, we suspect the break-in occurred a few weeks ago while I was away. Several important artifacts are missing, including an ancient statue known as One-Who-Waits, which I happen to know is treasured deeply by several masters at the monastery. You'll know the statue when you see it—a heavy basalt sculpture of a monk meditating while sitting atop a bed of flaming coals. I need you to track it down. If you don't, I fear our arrangement may go up in smoke."

Rashmivati also adds that the Society recently received a written message from the captain of a ship called the *Obsidian Owl* claiming a Vudrani woman exchanged a few historical relics in exchange for passage to Vedeesha, an island just to the northwest of Niswan. The venture-captain has already secured the PCs passage on the *Obsidian Owl*, which will disembark for Vedeesha shortly after the PCs arrive.

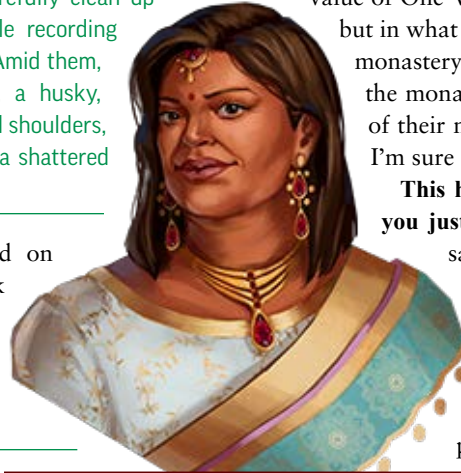
Before the PCs leave, Rashmivati answers any of the PCs' questions but is insistent that they do not tarry for long.

What is the Monastery of Unblinking Flame? "One of the four Houses of Perfection in Jalmeray, the oldest and most influential monastic orders on the island. The Monastery of Unblinking Flame doesn't focus on the

development of martial prowess as much as the other houses, instead encouraging students to explore occult and arcane philosophies."

Why is recovering One-Who-Waits so important? "The value of One-Who-Waits isn't in its material worth, but in what it means to the arrangement with the monastery. As long as our partnership remains, the monastery intends to let us examine some of their more precious magical artifacts soon, I'm sure of it."

This happened a few weeks ago! Why are you just cleaning it up now? "I've been on sabbatical since the last Challenge of Sky and Heaven, living in Padiskar. The monastery—well, all of the houses really—suffered... an embarrassment that has cost the support of our more prominent patrons. I'd rather not talk about it."



MLIPDRA

ABOARD THE OBSIDIAN OWL

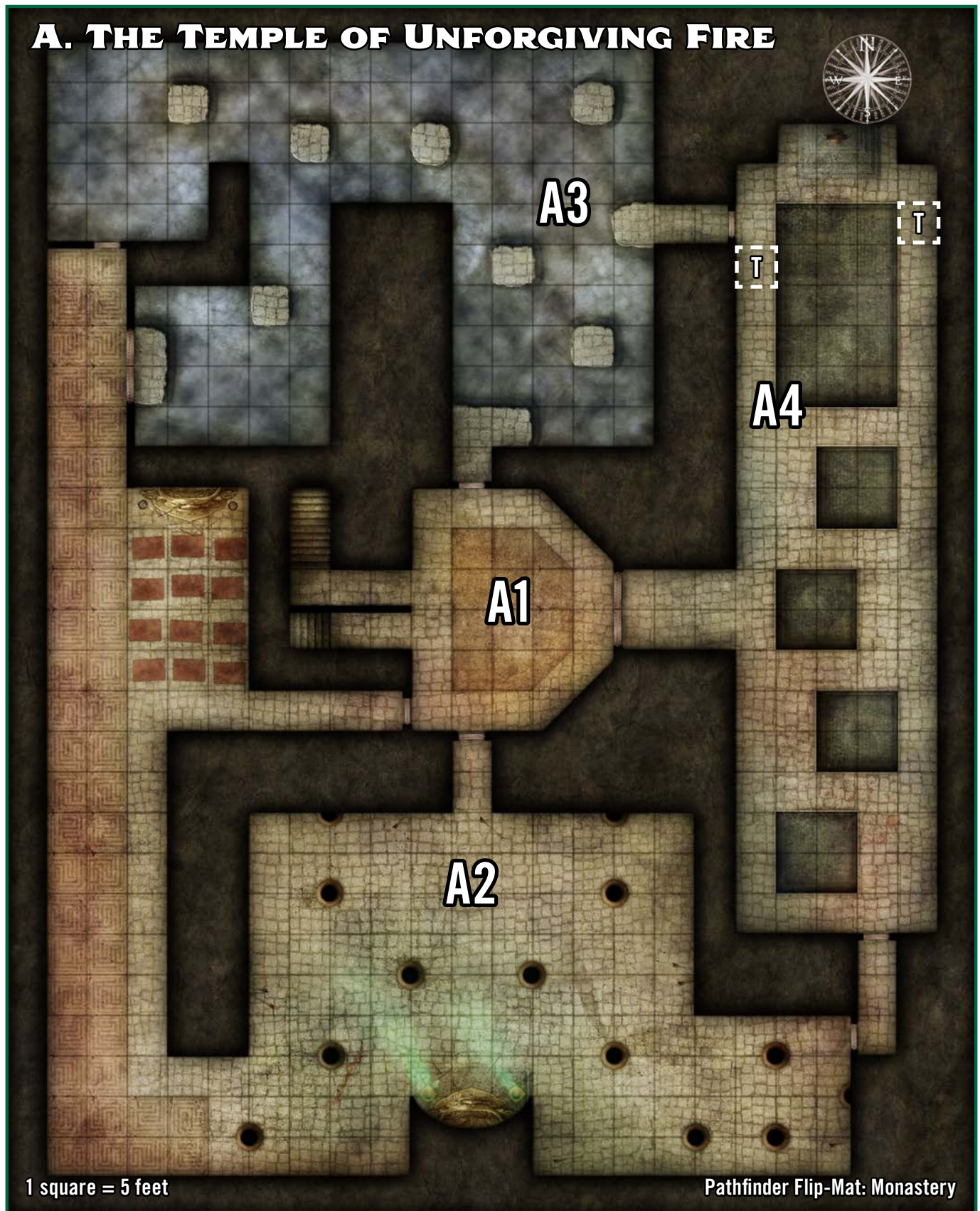
The PCs find the *Obsidian Owl*, a vessel used primarily for artifact-hunting expeditions, docked in Niswan's port district. Captain **Zazzander Scarscale** (CG male lizardfolk) welcomes the PCs aboard, mentioning how impressive it is to see Pathfinders traveling near Jalmeray again given how many of them were slain in the war against Tar-Baphon (a reference to events at the end of the previous campaign season). Despite his surname, the captain has no visible scars anywhere on his scaled body. The name was given to him by his Iruxi warband. A white-furred ferret scampers about his shoulders that answers to the name "Parrot" (the result of mishearing his crew's recommendations for a ship pet and then running with the joke).

Aboard the ship, travel to Vedeesha takes approximately 5 hours. If the PCs ask about the woman who traded the stolen relics in exchange for passage, Scarscale points out that she loaded a large object wrapped in a fur into his cargo hold, which she took with her when they docked in Vedeesha. He notes that she insisted that the crew call her "Master Sanvara" at all times.

If the PCs ask the crew about the woman, a veteran sailor says they recognize her as a combatant in the most recent Challenge of Sky and Heaven who fought on behalf of the Monastery of Unblinking Flame. The crew member believes the woman was quickly defeated in the first round by a disciple from the Monastery of Unbreaking Waves—an embarrassing situation given that school was rediscovered recently.

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A. THE TEMPLE OF UNFORGIVING FIRE



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A. THE TEMPLE OF UNFORGIVING FIRE

When the focus of power in Jalmeray shifted to Niswan, Vedeesha lost its foothold as a wealthy trade center, and quickly diminished into a nearly abandoned ghost city mostly inhabited by bandits, exiles, and monstrous creatures. The abandoned dojo Meleeka selected as the home of her new school is a single-story structure with stone walls composed of basalt and limestone and topped with a pagoda made of thatched bamboo. As the PCs move through the ground floor, they find an abandoned stone courtyard, two crumbling shrines to Irori, a massive training yard littered with rusty athletics equipment, and several chambers filled with musty bedrolls. The largest bed chamber has an obvious opening in the floor connected to a set of winding stone stairs that descend into area **A1**, the foyer of the temple's lower abbey. The most notable areas here include areas **A1–A3** (described below) and the everburning reliquary in area **A4**, described on page 8. All of these areas are marked on the map on page 5.

A1. Temple Foyer

This stone entryway has open doors that lead to the north, south, and southwest. There is a brass double door to the east that leads to area **A4** and is currently closed and locked (DC 17 Thievery check to Pick the Lock in Subtier 1–2 [DC 20 in Subtier 3–4]; DC 20 Athletics check to Force Open in Subtier 1–2 [DC 23 in Subtier 3–4]). The key hanging on a chain around Meleeka's neck (see the Alternative Resolution Methods sidebar on page 11) can be used to unlock this door.

A2. Hall of Rancor

If Meleeka and her disciples do not detect the PCs when they enter area **A1**, they can be found training in this hall. The room is filled with several small stone pillars that stand approximately four feet high, each topped with a fire pot containing red-hot coals. Each of the pillars bears a small, recently carved inscription with a phrase in Common such as "Forgiveness is weakness" or "Do not suppress your anger, for it is the flame that burns forever."

The north door exits to area **A1**. The east door leads to area **A4**, but is closed and locked (DC 17 Thievery check to Pick the Lock in Subtier 1–2 [DC 20 in Subtier 3–4]; DC 20 Athletics check to Force Open in Subtier 1–2 [DC 23 in Subtier 3–4]).) that leads to area **A4**. The key hanging on a chain around Meleeka's neck (see Alternative Resolution Methods sidebar on page 11) can be used to unlock this door.

Creatures: At the southern end of area **A2**, **Meleeka Sanvara** (CN female human) and her two disciples, **Yute Kulan** (CE male human) and **Uskrani Bor** (CE female human), attempt to hold combat poses while standing barefoot atop a bed of fiery-hot coals from an overturned firepot in the room (Meleeka is attempting to teach her disciples the Rain of Embers stance; see Secondary Objectives on page 11). Meleeka is a muscular Vudrani woman clad in tan robes who sports a short undercut that leaves most of her scalp shaved except for a single braid on one side of her skull. Her voice is clearly audible as she encourages her disciples to "channel your anger to unleash the flaming talons of vengeance."

As soon as she detects the PCs, Meleeka welcomes them to the Temple of Unforgiving Flame and introduces herself and her disciples. She is friendly to the PCs as long they don't appear hostile, and Meleeka answers any questions regarding the details of her past described in the background information on page 1. However, she avoids speaking about her loss in the Challenge of Sky and Heaven. She explains that she is currently teaching her disciples the ancient techniques of the Rain of Embers kata, a martial arts form developed by her ancestors to honor the phoenix Pyralisia (also known as the Rain of Embers), who sacrificed herself during the Second Mendevian Crusade to prevent hordes of demons from escaping the Worldwound to overrun Golarion. When the Rain of Embers was reborn, however, she discovered her allies had abandoned her to die. Enraged, she made patrolling the Worldwound the focus of her new life, hunting crusaders and demons alike. Since that time, the Worldwound was closed, and the region is now known as the Sarkoris Scar.

Similarly, the Rain of Embers kata teaches students to never forget how they've been wronged, instead harnessing that rage into martial arts attacks that are often explosive or incendiary in nature. A PC who succeeds at a DC 15 Arcana, Occultism, or Society check to Recall Knowledge remembers that Pyralisia was actually corrupted by evil energy pouring from the Worldwound, rather than betrayed by her allies (an opinion shared by Meleeka's former instructors at the Monastery of Unblinking Flame). If mentioned, Meleeka immediately dismisses this information as a lie.

No matter whether the PCs attempt to Lie to Meleeka, disclose truthfully that they seek One-Who-Waits, or ignore the subject of why they have arrived altogether, Meleeka demands that the PCs prove themselves worthy of the secrets of her order. She insists that they compete against her disciples during a series of three challenges she refers to as the Trial of Embers (described in **Event 1** on page 7). In

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truth, Meleeka suspects that the PCs have been sent to recover the artifacts she stole by the Monastery of Unblinking Flame, and hopes that the challenges of the trial and the hazards she has prepared for intruders in area **A4** wear them down enough that they quickly surrender or are easily defeated when she confronts them later (see **Event 2: Meleeka Attacks**).

Rewards: A PC who succeeds at a DC 15 Society check or Criminal Lore check to Recall Knowledge while in the presence of Meleeka's disciples can immediately identify them as a notorious duo of bandits known as the Mudclaws. If the PCs reveal this fact to Meleeka, the bandits take a –1 penalty to skill checks during the challenges of the Trial of Embers (see **Event 1** on page 7), as she promises to punish them for hiding the truth later.

If a PC addresses Meleeka as “Master Sanvara” or succeeds at a DC 15 Diplomacy check to Make an Impression on, DC 15 Deception check to Lie to, or a DC 15 Intimidation check to Coerce Meleeka during the interaction above, she gives the PCs slightly more specific instructions when describing each challenge of the Trial of Embers, granting them a +2 circumstance bonus to saves and checks attempted during the entire competition (the DCs of these checks increase to 18 in Subtier 3–4). Failed checks confirm Meleeka's suspicions that the PCs were sent by the monastery, though she does not reveal this information.

Treasure: The key to area **A4** hangs visibly from a chain around Meleeka's neck. If the PCs wish to obtain the key through subterfuge, they can attempt a DC 15 Stealth check to Steal the key from her without her noticing. If they fail, she still lets the PCs take the key from her neck without seeming alarmed, but this confirms her suspicion that the PCs are acting on behalf of the monastery or the Pathfinder Society.

A3. Demolished Refectory

Of the rooms in the lower abbey, the dojo's combined kitchen and dining area is the most dilapidated, filled with mounds of debris, pools of stagnant water, and 10-foot high pillars that once supported the now-demolished floor. The door on the ledge into area **A4** has been rusted shut from centuries of exposure to leaking groundwater and is impossible to open. There are other exits to the southwest of the room, but they access a little-used hallway.

Event 1: The Trial of Embers

If the PCs agree to participate in the Trial of Embers, they compete against Meleeka's disciples in three martial arts challenges. The challenges can be attempted in any order, and Meleeka is happy to explain what each will

entail before the PCs decide who will participate in each challenge. The disciples' modifiers for the skill checks required to complete each challenge are all +2 (+5 in Subtier 3–4), though they can be reduced in the following ways. If a PC reveals the disciples' criminal backgrounds to Meleeka (see Rewards on page 6), the disciples take a –1 circumstance penalty to those modifiers. If a PC succeeds at a DC 12 Intimidation check (DC 15 in Subtier 3–4) to Demoralize them, the disciples are frightened, imposing a –1 status penalty to those modifiers (–2 on a critical success). These penalties last until **Event 1** has ended. Only one successful Intimidation check is required to Demoralize both disciples.

During each challenge, no more than two PCs compete. If only one PC competes, one disciple competes; if two PCs compete, both disciples compete. The DC of all skill checks and saves in each challenge is 15 (18 in Subtier 3–4). A PC can participate in as many challenges as they wish, though Meleeka wishes to test the mettle of the entire group and encourages every PC to participate in at least one challenge.

Meleeka begins each challenge by successfully demonstrating the technique. The challenge is then resolved in rounds, where the PCs go first, attempting one check or save using the applicable modifier each round. The disciples always go last, attempting one check. The first character to accumulate three total successes wins the challenge for either the PCs or the disciples.

Reward: If the PCs win more challenges than the disciples during **Event 1**, the disciples take a –4 status penalty to initiative checks and Meleeka becomes frightened 1 during **Event 2: Meleeka Attacks**.

Treasure: If the PCs win any of the challenges against her disciples, Meleeka gives them the key to the everburning reliquary (area **A4**).

CINDERPALM STRIKE

Thanks to the influences of the efreeti who once called Vedeesha home, tiny manifestations of living fire—known as cinderwisps—can be found throughout the island. Meleeka's ancestors believed the wisps were fundamental to training disciples how to execute the cinderpalm strike, a fiery attack that adds explosive force to an unarmed strike. But to attract these creatures, the developers of the form encouraged their disciples to keep burning coals nearby, such as those found in the firepots in area **A2**. To learn this technique, a student must strike out at a cinderwisp as it floats quickly by, snatching a small everburning ember, called its heartspark, from the depths of its flame.

During each round of this challenge, a PC can attempt a Reflex save, Arcana check (to identify the patterns of the magical creature and strike out at the most appropriate

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time), or Deception check (to Feint one attack, while reaching out toward the wisp with another). Meleeka's disciples attempt Deception checks with the modifier described above. The result determines how much progress the character makes during the round.

Critical Success As success, and the heartspark glowing in the character's palm gives them a +2 item bonus to their next check to complete this challenge.

Success The character snatches a cinderwisp's heartspark, gaining 1 accumulated success.

Failure The character grasps at the air, missing the cinderwisp.

Critical Failure As failure, and the character inhales harmful fumes from the cinderwisp, becoming sickened 1.

Reward: Once during the adventure, a PC who wins this challenge can use an Interact action to crush the heartsparks they captured in their hand, granting an extra 1d6 fire damage to their next melee Strike.

IRON TALON GRIP

Before this challenge, Meleeka asks the PCs to wait in area A2 while she retrieves One-Who-Waits from area A4, locking the door behind her before she returns.

The iron talon grip is used to maintain terrifying grips and hand holds during martial throws and grapple maneuvers.

To practice this technique, Meleeka's

ancestors swung One-Who-Waits to one side, tilting the bottom upward to slam it against the vertical face of a hanging gong as hard as they could. After the challenge is over, Meleeka returns the statue to area A4.

During each round of this challenge, a PC can attempt a Will save (to force themselves to hang on through the painful vibrations), Athletics check, Performance check, or Warfare Lore check (to recall methodology used by other ancient monks to secure holds and throws). Meleeka's disciples attempt Athletics checks with the modifier described on page 7. The result determines how much progress the character makes during the round.

Critical Success As success, but the character finds a comfortable grip on One-Who-Waits that gives them a +2 item bonus to their next check to complete this challenge.

Success The character successfully rings the gong and holds on to the statue, gaining 1 accumulated success.

Failure The character loses their grip on the statue, dropping it to the ground.

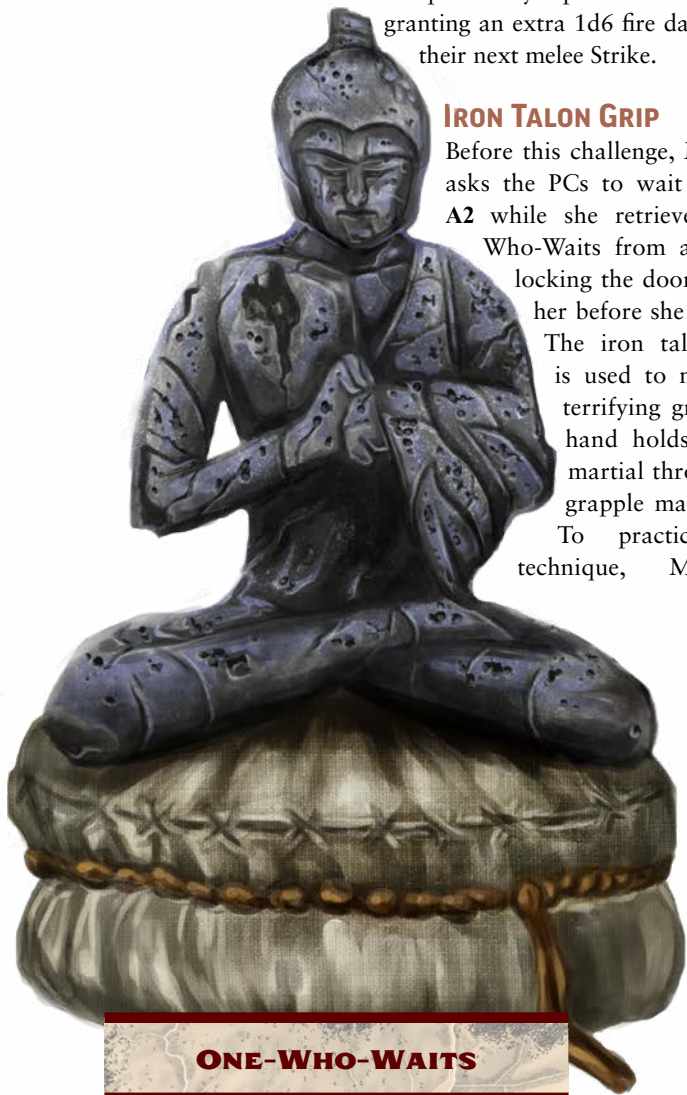
Critical Failure As failure, but the gong resonates so loudly that the character is stupefied 1 for 1 hour.

Reward: Once during the adventure, a PC who won this challenge can use a reaction to reroll one failed Athletics check to Grapple or one failed check to Escape (this reward can be used for only one of these effects).

SOARING-ASHES STYLE

The soaring-ashes style is used in the Rain of Embers kata to allow a practitioner to harden themselves against elemental dangers while performing feats of athleticism. During this challenge, competitors must Leap from pillar to pillar in area A3 while holding a small stone bowl in both hands, filled with a glowing, incendiary fluid that resembles diluted alchemist's fire. After a PC has moved to more pillars successfully than their competitors, they must use what remains in the bowl to light a torch held in a sconce on the wall. While Leaping to each pillar is easy and does not require rolls on the part of the competitors, keeping the fluid in the bowl from spilling while doing so is difficult and requires the competitors to attempt checks.

During each round of this challenge, a PC can attempt a Fortitude save (to endure burns on their hands and chest from spilled liquid), an Acrobatics check to Balance (to avoid spilling any liquid at all), Performance check, or a Crafting check (to Recall Knowledge about best practices in handling incendiary substances). Meleeka's disciples attempt Acrobatics checks with the modifier described above. The result determines how much progress the character makes during the round.



ONE-WHO-WAITS

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Critical Success As success, and the character also gains a +2 item bonus to their next check to complete the challenge.

Success The character leaps to the next pillar successfully and does not spill any liquid, gaining 1 accumulated success.

Failure The character spills liquid on themselves, but induces only minor burns. This character does not Leap to the next pillar.

Critical Failure As failure, and the character burns themselves severely, becoming clumsy 1 for 1 hour.

Reward: Once during the adventure, a PC who won this challenge can use a reaction to reduce up to 5 fire damage they are dealt from any one source to 0 as if they had fire resistance 5.

A4. Unforgiving Reliquary

Low

The PCs can enter area **A4** if they earn the key by winning the martial arts competition in **Event 1**, Steal the key from Meleeka, take the key from Meleeka after defeating her in combat, or Force Open or Pick the Lock of either of its accessible doors. Unless they attempt to take One-Who-Waits from Meleeka during the Iron Talon Grip challenge of **Event 1**, they must access this room to find the statue.

Meleeka has converted the ruins of the dojo's abandoned bathhouse into a reliquary for the artifacts and writings of her ancestors, protecting the interior of the chamber with phoenix runes (see Hazards below). Each of the bath wells here are 5 feet deep, contain small pools of stagnant water that are each about 2 feet deep, and pose no threat. One-Who-Waits sits atop a pedestal in an alcove along the north wall, just above a large trunk filled with several other possessions of Meleeka's ancestors once confiscated by the Monastery of Unblinking Flame (see Treasure below).

Hazards: Meleeka placed two *phoenix runes* in this room, using instructions detailed in the scrolls written by her ancestors (one along each of the stone paths that circumvents the largest bathwell in **A4**, as indicated on the map on page 5). If triggered, the runes are magically configured to protect the relics in the chamber and will reset in areas that are inconvenient to the PCs (such as directly in front of the pedestal containing One-Who-Waits, just inside doors, or within other bottlenecks on the map). The runes begin in the squares indicated on the map.

SUBTIER 1-2

PHOENIX RUNES (2)

HAZARD 0

Page 12

Initiative Stealth +11

SUBTIER 3-4

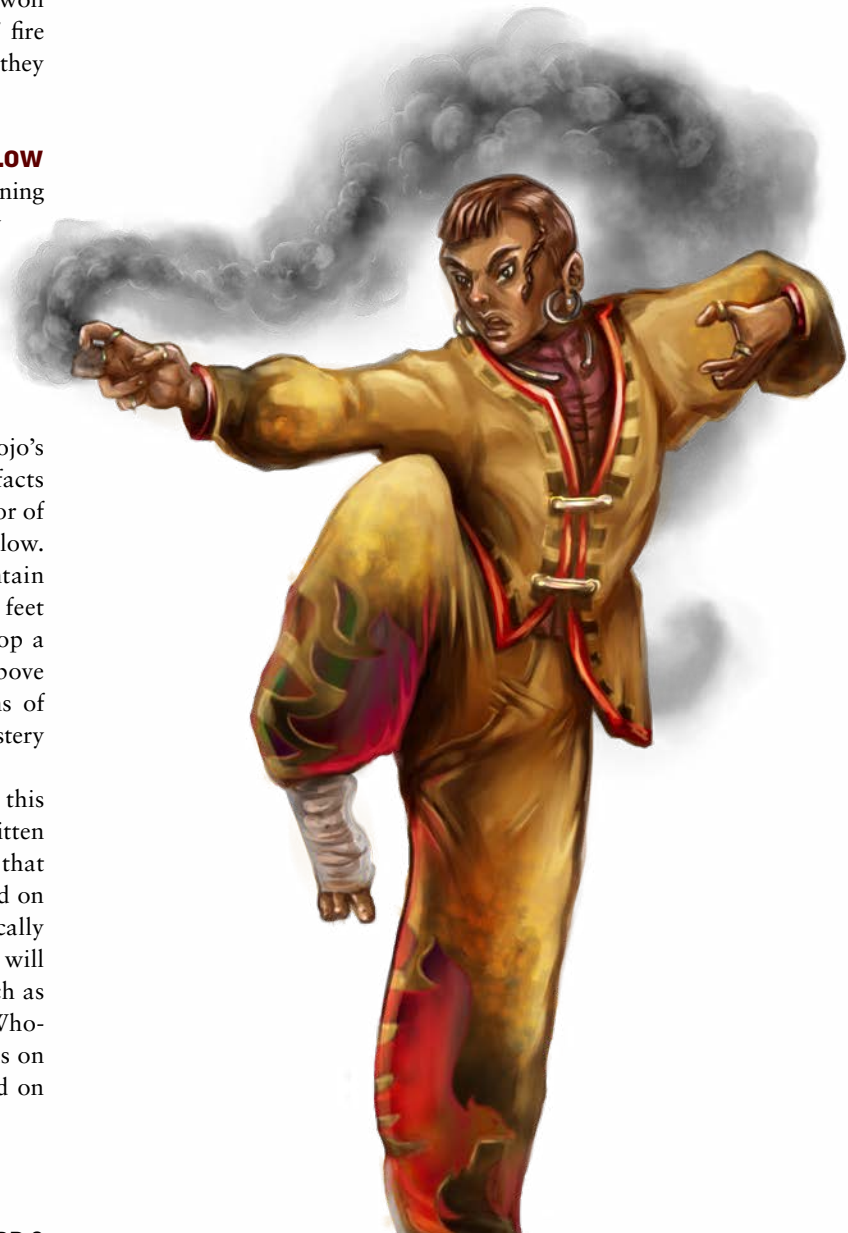
PHOENIX RUNES (2)

HAZARD 2

Page 14

Initiative Stealth +14

Treasure: The pedestal in the north alcove contains One-Who-Waits, which has a Bulk of 4 and is too large to be hidden with Conceal an Object. The trunk in the alcove contains several relics treasured by Meleeka's



MELEKA SANVARA

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ancestors: an iron scepter topped with a sculpture of a talon clutching an orb that continually glows white-hot as if it is still being tempered in a forge and functions as an *everburning torch*; two leather bladders containing minor elixirs of life; a journal kept by Meleeka that reveals any background information of the adventure the PCs did not directly discover; and a set of six scrolls that describe various occult and martial art techniques developed by Meleeka's ancestors (these scrolls can be used to learn the Rain of Embers stance; see Secondary Objectives on page 11 for more information). In Subtier 3–4, the trunk also contains a bronze bangle adorned with a crushed stone mosaic of the Rain of Embers that functions as a *bracelet of dashing*.

EVENT 2: MELEEKA ATTACKS MODERATE

No matter how the PCs gained entry to area **A4**, as soon as they leave the room to enter either area **A1** or area **A2** with One-Who-Waits and other treasures of the reliquary in hand, Meleeka and her disciples confront the PCs, and then attack. Read or paraphrase the following.

"Did you really think I was going to just let you walk out of here with the heirlooms of my ancestors? That I don't know why you arrived at my temple in the first place? The Monastery of Ignorance and its Pathfinder lackeys will never take anything that rightfully belongs to my family ever again. They've already stolen too much!"

After she finishes speaking, Meleeka and her disciples attack. If Meleeka had not detected the PCs previously to them entering **A4**, she is surprised to see intruders and focuses her attention on "punishing the unworthy cretins who dare steal the secrets of her family." (Note: This event must occur outside of area **A4** to avoid disrupting the encounter level balance of the adventure, unless there are at least six PCs. If that is the case, you can run the event in area **A4**, but only reset the *phoenix runes* in this area and don't add additional disciples (see the Scaling Event 2 sidebars on pages 12–13).

SUBTIER 1–2

MELEEKA SANVARA

Page 12, art on page 16
Initiative Perception +5

CREATURE 2

BANDIT DISCIPLES (2)

Page 13
Initiative Perception +2

CREATURE -1

SUBTIER 3–4

MELEEKA SANVARA

Page 14, art on page 16
Initiative Perception +8

CREATURE 4

BANDIT DISCIPLES (2)

Page 15
Initiative Perception +5

CREATURE 2

Morale: If her disciples have both been defeated in combat and she has been reduced to less than half of her Hit Points, Meleeka collapses in a fit of tearful rage, questioning how she so carelessly failed to prepare her students for battle. She tears off her +1 *handwraps of mighty blows* and flings them at one PC, denouncing herself as an impostor who isn't worthy to be called "a master of anything" and who doesn't deserve the secrets of her family (in Subtier 3–4, she flings +1 *striking handwraps of mighty blows* instead). If the PCs do not attempt the Diplomacy check described in the Special section below, Meleeka flees, vowing never to be seen in Jalmeray again.

Special: Before Meleeka storms away, a PC who empathizes with her or sees a potential opportunity in the desperation of her situation can attempt to persuade her to join the Pathfinder Society instead with a DC 15 Diplomacy check to Make an Impression (DC 18 in Subtier 3–4). While utterly dejected by her defeat, Meleeka begins with an attitude of indifferent toward the PCs. If the result of the check improves her attitude to friendly or helpful, she agrees to accompany the PCs back to Niswan to give the idea a chance (though she seems reticent to truly forgive herself for her failures). If the PCs try to return any of the items they acquired from her or the reliquary back, she says she believes the PCs have proven themselves to be powerful warriors worthy of her ancestors' favor and insists they keep them.

CONCLUSION

Once the PCs have obtained One-Who-Waits, they can return to Niswan aboard the *Obsidian Owl*. When the statue has been returned to Venture-Captain Melipdra, she assures the PCs that she can leverage their success to preserve the agreement between the monastery and the Pathfinder Society. She awards each PC that participated in the mission a bag of rough-cut garnets for a job well done.

If the PCs return to the Pathfinder lodge accompanied by Meleeka, Venture-Captain Melipdra applauds their maturity and forward thinking. She asserts her belief in the power of second chances by revealing that the Society

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gave her one after she was defeated in the Challenge of Sky and Heaven nearly 30 years ago. While Melipdra acknowledges it may be hard for Meleeka to forgive herself for the shortcomings of her past, she believes the Society can use Meleeka's talents to do a lot of good for others along the way while Meleeka gives it a try.

Reporting Notes

If the PCs defeated Meleeka and she flees Jalmeray, check box A. If the PCs defeated Meleeka and then convinced her to join the Pathfinder Society, check box B. If the PCs slew Meleeka, check box C.

Primary Objectives

The PCs fulfill their primary objective if they return One-Who-Waits to Venture-Captain Rashmivati Melipdra, gaining the One-Who-Waits boon on their Chronicle sheet, and 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

Alternative Resolution Methods

While it is generally assumed the PCs make contact with Meleeka in one of the rooms of the lower abbey (most likely area **A2**) and then attempt to complete the challenges described in **Event #1: The Trial of Embers** in an attempt to ascertain where she is keeping One-Who-Waits, it is also possible for the PCs to retrieve the statue without completing Meleeka's trial. The following alternative resolution methods can be used by savvy PCs to obtain One-Who-Waits and complete the adventure.

Brute Force: If the PCs decide to attack Meleeka and her disciples first, combat resolves similarly to as described in **Event 2**. When defeated, Meleeka surrenders the key to area **A4** and leaves (although the PCs can attempt to recruit her to join the Pathfinder Society, as detailed in the Special section on page 10).

Distraction: Some PCs may hatch a plan to have part of the group sneak off to look for One-Who-Waits while the other half of the party attempts to win the challenges in **Event 1**. Each PC who wishes to separate from the group to explore must succeed at a DC 15 Deception check to Create a Diversion (DC 18 in Subtier 3–4).

Team Stealth: A PC who succeeds at a DC 15 Stealth check (DC 18 in Subtier 3–4) Sneaks by Meleeka and her disciples. If all of the PCs who Sneak roll well, it is possible for the PCs to complete their primary and secondary objectives without ever meeting Meleeka at all. If a PC fails while Sneaking before they have retrieved the statue, Meleeka uses the information to prepare her attack during **Event 2**. If a PC fails to Pick the Lock on a door to area **A4** or fails to Force Open the door more than three times, Meleeka and her disciples attack as described in **Event 2**. The PCs may also attempt to steal the key from Meleeka as described in the Treasure section of area **A2** on page 6. A failed check while using this approach after the PCs have acquired the statue provokes Meleeka to attack as described in **Event 2**.

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Scaling Event 2

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1-2: For each additional PC beyond four, add one bandit disciple to the encounter or allow one of the *phoenix runes* in area **A4** to reset in the area where the encounter occurs. In this case, Meleeka and her disciples can easily recognize the *phoenix runes* and avoid them.

APPENDIX 1: SUBTIER 1-2 STATISTICS

The statistics presented in the following appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text.

Encounter A4 (Subtier 1-2)

PHOENIX RUNES (2)


HAZARD 0

AUDITORY	EVOCATION	FIRE	MAGICAL	TRAP
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Stealth +11 (trained)

Description A cloud of invisible magical sensors in a 5-foot square surrounds an invisible rune on the wall or floor.

Disable Acrobatics DC 15 to approach without triggering the trap followed by Thievery DC 16 (trained) to erase the rune, or *dispel magic* (1st level, counteract DC 15) to counteract the rune.

Screeching Talon  **Trigger** A creature enters the sensor area or fails any check to disable the *phoenix rune*. **Effect** A white-hot talon of flame bursts upward from the *phoenix rune*, dealing 1d8 fire damage to a creature within the sensor area. This gout of fire is accompanied by the screech of a phoenix audible up to 500 feet away. Creatures within a 20-foot radius of the sensor area (including the triggering creature) must succeed at a DC 13 Fortitude save or be deafened for 1 round.

Reset Like its namesake creature, a *phoenix rune* is difficult to destroy. After it is triggered, a *phoenix rune* can immediately reset on a wall or floor within 120 feet, as long as it has not been disabled. When this happens, a PC who succeeds at a DC 13 Perception check spots the shadowy form of a tiny phoenix “flying” along the wall or floor from the rune’s old location to its new location.

Encounter Event 2 (Subtier 1-2)

After she finishes speaking, Meleeka and her disciples attack. If Meleeka had not detected the PCs previously to them entering A4, she is surprised to see intruders, and

focuses her threats on “punishing the unworthy cretins who dare steal the secrets of her family.” Note: This event must occur outside of area A4 to avoid disrupting the encounter level balance of the adventure, unless there are at least six PCs. If that is the case, you can run the event in area A4, but only reset the phoenix runes in this area and don’t add additional disciples (see the Scaling Event 2 sidebar).

MELEEKA SANVARA

CREATURE 2

CN	UNIQUE	MEDIUM	HUMAN	HUMANOID
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Perception +5

Languages Common

Skills Acrobatics +8, Athletics +8, Stealth +7, Survival +5


Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0


Items +1 *handwraps of mighty blows*, shuriken (12)


AC 18; **Fort** +8, **Ref** +11, **Will** +5



HP 30



Speed 25 feet

Melee  fist +11 (agile, finesse), **Damage** 1d6+2 bludgeoning

Melee  fire talon +11 (agile, finesse, fire), **Damage** 1d4+2 fire plus Grab

Ranged  shuriken +11 (agile, range increment 20 feet, reload 0), **Damage** 1d4+2 piercing

Blazing-Talon Surge   **Requirements** Meleeka is in Mastered Rain of Embers Stance; **Effect** Meleeka Strides twice. If she ends her movement within melee reach of at least one enemy, she can make a fire talon Strike against that enemy that deals an additional 1d4 fire damage. If she hits the target enemy, she can immediately Grab them as a free action.


Explosive Deathdrop   **Requirements** Meleeka is in Mastered Rain of Embers Stance and has a creature grabbed or restrained; **Effect** Meleeka lifts the creature high into the air and then slams it downward, causing a fiery explosion on impact. Meleeka attempts an Athletics check against the creature’s Fortitude DC. She takes a –2 circumstance penalty to her check if the target is one size larger than her and a –4 circumstance penalty if it’s larger than that. She gains a +2 circumstance bonus to her check if the target is one size smaller than her and a +4 circumstance bonus if it’s smaller than that.

Critical Success As success, but the creature also takes 1 persistent fire damage.

Success The creature takes 1d4 bludgeoning damage plus 1d4 fire damage and falls and lands prone in an unoccupied square adjacent to her (Meleeka’s choice). Upon landing, the creature is no longer grabbed.

Failure The creature is no longer grabbed.

Critical Failure As failure, but Meleeka falls prone.

Mastered Rain of Embers Stance  (stance) **Requirements** Meleeka is unarmored; **Effect** Meleeka enters the stance of

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an enraged phoenix, channeling her pain into resolve and holding her fingers as rigid as deadly talons while moving with quick, flickering gestures that resemble dancing flames. Meleeka gains a +1 status bonus to AC and saving throws and fire resistance 2, though if her current Hit Points are not equal to her maximum number of Hit Points, this status bonus increases to +3 and the fire resistance to 3. The only Strikes Meleeka can make are fire talon Strikes. These deal 1d4 fire damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits.

BANDIT DISCIPLES (2)

CREATURE -1

CN MEDIUM HUMAN HUMANOID

Perception +2

Languages Common

Skills Acrobatics +2, Athletics +2, Deception +2, Stealth +5, Thievery +5

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** -1, **Cha** +1

Items hand crossbow (10 bolts), scimitar, small pouch of sand

AC 15; **Fort** +5, **Ref** +8, **Will** +2

HP 8

Speed 25 feet

Melee ✎ scimitar +6 (forceful, sweep), **Damage** 1d6 slashing

Ranged ✎ hand crossbow +6 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Scaling Event 2

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 3-4: For each additional PC beyond four, add one bandit disciple to the encounter or allow one of the phoenix runes in area A4 to reset in the area where the encounter occurs. In this case, Meleeka and her disciples can easily recognize the runes and avoid them.

Cheap Shot The bandit disciple deals an extra 1 precision damage to blinded creatures.

Dirty Trick ✎✎ (visual) **Requirements** A bandit disciple is holding a pouch of fine sand. **Effect** The disciple Strides. If they end their movement adjacent to an enemy, they can make a Deception check against that enemy's Perception DC.

Critical Success As success, and the enemy also takes 1 extra precision damage.

Success The enemy takes 1d4 fire damage and is blinded for 1 round.

Failure No effect.

Critical Failure The bandit disciple drops their pouch of fine sand, spilling and rendering it useless.

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APPENDIX 2: SUBTIER 3-4 STATISTICS

The statistics presented in the following appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text.

Encounter A4 (Subtier 3-4)

PHOENIX RUNES (2)

HAZARD 2

AUDITORY **EVOCATION** **FIRE** **MAGICAL** **TRAP**

Stealth +14 (trained)

Description A cloud of invisible magical sensors in a 5-foot square surrounds an invisible rune on the wall or floor.

Disable Acrobatics DC 18 to approach without triggering the trap followed by Thievery DC 18 (trained) to erase the rune, or dispel magic (1st level, counteract DC 18) to counteract the rune.

Screeching Talon **Trigger** A creature enters the sensor area or fails any check to disable the *phoenix rune*. **Effect** A white-hot talon of flame bursts upward from the *phoenix rune*, dealing 3d6 fire damage to a creature within the sensor area. This gout of fire is accompanied by the screech of a phoenix audible up to 500 feet away. Creatures within a 20-foot radius of the sensor area (including the triggering creature) must succeed at a DC 16 Fortitude save or be deafened for 1 round.

Reset Like its namesake creature, a *phoenix rune* is difficult to destroy. After it is triggered, a *phoenix rune* can immediately reset on a wall or floor within 120 feet determined by the GM, as long as it has not been permanently disabled. When this happens, a PC can succeed at a DC 16 Perception check to spot the shadowy form of a tiny phoenix “flying” along the wall or floor from the rune’s old location to its new location.

Encounter Event 2 (Subtier 3-4)

After she finishes speaking, Meleeka and her disciples attack. If Meleeka had not detected the PCs previously to them entering **A4**, she is surprised to see intruders, and focuses her threats on “punishing the unworthy cretins who dare steal the secrets of her family.” (Note: This event must occur outside of area **A4** to avoid disrupting the encounter level balance of the adventure, unless there are at least six PCs. If that is the case, you can run the event in area **A4**, but only reset the *phoenix runes* in this area and don’t add additional disciples (see the Scaling Event 2 sidebar).

MELEEKA SANVARA

CREATURE 4

CN **MEDIUM** **HUMAN** **HUMANOID**

Perception +8

Languages Common

Skills Acrobatics +12, Athletics +12, Stealth +8, Survival +10

Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Items +1 *striking handwraps of mighty blows*, shuriken (12), small pouch of fine sand

AC 21; **Fort** +11, **Ref** +14, **Will** +8

HP 60

Speed 25 feet

Melee **◆** fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+2 bludgeoning

Melee **◆** fire talon +14 (agile, finesse, fire), **Damage** 1d4+2 fire and Grab

Ranged **◆** shuriken +14 (agile, range increment 20 feet, reload 0), **Damage** 1d4+8 piercing

Blazing-Talon Surge **◆◆** **Requirements** Meleeka is in Mastered Rain of Embers stance; **Effect** Meleeka Strides twice. If she ends her movement within melee reach of at least one enemy, she can make a fire talon Strike against that enemy that deals an additional 1d4 fire damage. If she hits the target enemy, she can immediately Grab them as a free action.

Explosive Deathdrop **◆◆** **Requirements** Meleeka is in Mastered Rain of Embers stance and has a creature grabbed or restrained; **Effect** Meleeka lifts the creature high into the air and then slams it downward, causing a fiery explosion on impact. Meleeka attempts an Athletics check against the creature’s Fortitude DC. She takes a –2 circumstance penalty to her check if the target is one size larger than her and a –4 circumstance penalty if it’s larger than that. She gains a +2 circumstance bonus to her check if the target is one size smaller than her and a +4 circumstance bonus if it’s smaller than that.

Critical Success As success, but the creature also takes 2 persistent fire damage.

Success The creature takes 1d6 bludgeoning damage and 1d6 fire damage and lands and falls prone in an unoccupied square adjacent to her (Meleeka’s choice). Upon landing, the creature is no longer grabbed.

Failure The creature is no longer grabbed.

Critical Failure As failure, but Meleeka falls prone.

Mastered Rain of Embers Stance **◆** (stance) **Requirements** Meleeka is unarmored; **Effect** Meleeka enters the stance of an enraged phoenix, channeling her pain into resolve and holding her fingers as rigid as deadly talons while moving with quick, flickering gestures that resemble dancing flames. Meleeka gains a +1 status bonus to AC and saving throws and fire resistance 4, though if her current Hit Points are not equal to her maximum number of Hit Points, this status bonus increases to +3 and the fire resistance to 8. The only Strikes Meleeka can make are fire talon Strikes. These deal 1d4 fire, are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits.

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BANDIT DISCIPLES (2)

CREATURE 2

CN MEDIUM HUMAN HUMANOID

Perception +5

Languages Common

Skills Acrobatics +5, Athletics +5, Deception +5, Stealth +8, Thievery +8

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** -1, **Cha** +1

Items hand crossbow (10 bolts), scimitar, small pouch of sand

AC 18; **Fort** +8, **Ref** +11, **Will** +5

HP 30

Speed 25 feet

Melee ♦ scimitar +9 (forceful, sweep), **Damage** 1d6 slashing

Ranged ♦ hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Cheap Shot The bandit disciple deals an extra 1d4 precision damage to blinded creatures.

Dirty Trick ♦♦ (visual) **Requirements** A bandit disciple is holding a pouch of fine sand. **Effect** The bandit disciple Strides. If they end their movement adjacent to an enemy, they can make a Deception check against that enemy's Perception DC.

Critical Success As success, but the enemy also takes 2 extra precision damage.

Success The enemy takes 1d4 piercing damage and is blinded for 1 round.

Failure No effect.

Critical Failure The bandit disciple drops their pouch of fine sand, spilling and rendering it useless.

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APPENDIX 3: NPC ART



MELEEKA SANVARA

Unforgiving Fire



ONE-WHO-WAITS

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GM RESOURCES

Treasure Table

Level	Gold Earned
1	3.5 gp
2	5.5 gp
3	9.5 gp
4	16 gp

Chronicle Sheet

PCs who successfully complete this quest gain the One-Who-Waits and Student of the Unforgiving Fire boons on their Chronicle sheet.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Fame Earned:		

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Faction:		
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track
Character Name:	Org Play #:	<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy
		<input type="checkbox"/>

Unforgiving Fire

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Pathfinder Society Quest #2: Unforgiving Fire

Character Chronicle #

Herolab Code

F9R7

A.K.A.

- 2

Player Name

Character Name

Organized Play #

Character #

Faction

Reputation

Faction

Reputation

Faction

Reputation

Adventure Summary

You defeated Meleeka Sanvara and returned One-Who-Waits to the artifact vault in the Pathfinder Society Lodge in Niswan.

Boons

☐ ☐ ☐ **One-Who-Waits (Slotless):** Your trials in the burgeoning monastery of Unforgiving Fire have given you an edge in overcoming physical challenges. Whenever you roll a critical failure on an Acrobatics or Athletics check, you can check a box next to this boon as a free action to get a failure instead (the GM can tell you if this wouldn't change the outcome of the check so you do not waste this ability).

Student of the Unforgiving Fire: Having read the ancient scrolls from which Meleeka created the Unforgiving Fire style, you have gained access to the following feat for all of your characters (include a copy of this Chronicle sheet with any character who selects this feat).

RAIN OF EMBERS STANCE

FEAT 1

RARE

MONK

STANCE

Requirements You are unarmored.

You enter the stance of an enraged phoenix, holding your fingers as rigid as deadly talons while moving with quick, flickering gestures that flicker with dancing flames. The only Strikes you can make are fire talon Strikes. These deal 1d4 fire damage; are in the brawling group; and have the agile, finesse, fire, nonlethal, and unarmed traits.

While in Rain of Embers Stance, you gain a +1 status bonus to AC and fire resistance equal to half your level (minimum 1).

Items

Purchases

Items Sold / Conditions Gained

everburning torch (level 1; 15 gp)
+1 handwraps of mighty blows (level 2; 35 gp)

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

everburning torch (level 1; 15 gp)
bracelet of dashing (level 3; 58 gp)
+1 striking handwraps of mighty blows (level 4; 100 gp)

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #