

SECOND EDITION

# PATHFINDER SOCIETY



YEAR OF  
CORRUPTION'S  
REACH

Scenario #2-14

Levels 3-6

## LOST IN FLAMES

By Dennis Muldoon



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## HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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### GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and the *Lost Omens World Guide*

**Maps:** *Pathfinder Flip-Mat: Ambush Sites Multi-Pack* and *Pathfinder Flip-Mat: Forest Fire*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

### SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.



GRAND ARCHIVE



METAPLOT

### SUMMARY

The Grand Archive faction leader Gorm Greathammer and Vigilant Seal faction leader Eando Kline brief several teams of assembled Pathfinders, asking each to explore a section of the Finadar Forest in search of ritual sites connected to a recent attack on the Society encampment. After an individual briefing from Greathammer, the PCs depart to explore their assigned section of the forest.

During the course of their exploration, the PCs face numerous challenges, including a pack of owlbears and an ascent up a sheer embankment. They also uncover some of the forest's secrets, which include the ruins of an ancient cyclops observatory.

Once the PCs disable both sites, they can report their findings and return to camp. There are three sites of interest the PCs might find during their exploration: the two ritual sites (one to the south, one to the east), as well as a base camp used by the mysterious figure that previously attacked the Society. At the southern ritual site, the PCs must contend with both a raging forest fire and a group of corrupted fire elementals guarding the site. The eastern site, meanwhile, is inundated by unnatural flooding and guarded by a cruel ahuiztotl drawn to the evil ritual. Once the PCs disable the ritual at both sites, they can report their findings and return to camp.



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## ADVENTURE BACKGROUND

With the Pathfinder Society growing stronger each passing year, their governing council, the Decemvirate, decided that the time was ripe for a new call to action. Led by several masked Decemvirate members, the Society launched a campaign into the infested forests of Iobaria, pushing back the edges of the Inner Sea to seek out secrets long buried. The expedition has already made a significant breakthrough, uncovering the ruins of the former cyclops city of Min-Khadaim.

Unfortunately, the Society uncovered more than they bargained for, as a mysterious figure disappeared with a member of the Decemvirate, leaving behind only a mask and a mystery to solve. Rather than convincing the Society to abandon the expedition, the abduction fortified the Society's sense of resolve and their determination to understand the city's secrets.

Now, Grand Archive faction leader Gorm Greathammer wants Pathfinders in the Iobarian expedition to begin exploring the region surrounding the ruins of Min-Khadaim. Gorm seeks to uncover the presence of additional ritual sites that might be related to the ongoing instability across the region.

The Society doesn't know it yet, but the mysterious figure has used ritual magic to tap into the abyssal energy stored in several ancient cyclops monoliths, using them as batteries to power demonic rituals. These batteries have begun to leak energy into the surrounding area, with dramatic environmental effects.

## GETTING STARTED

The PCs begin the adventure in a large Pathfinder encampment on the outskirts of the Finadar Forest, awaiting a briefing from Vigilant Seal faction leader Eando Kline and Gorm Greathammer, leader of the Grand Archive. Several dozen Pathfinders gather in small clearing near a pavilion tent, as Greathammer and Kline stand on supply crates pushed together to form a makeshift dais.

Once the PCs are settled, read or paraphrase the following to begin the adventure.

## WHERE ON GOLARION?

This scenario in the ruins of the cyclops city of Min-Khadaim, on the western edge of the Finadar Forest in northwestern Iobaria. A gazetteer of Iobaria appears on page 54 of *Pathfinder Adventure Path #33: The Varnhold Vanishing*, part of the Kingmaker Adventure Path.



"Thank you for joining us, fellow Pathfinders," Eando Kline begins. "As you may know, our mission here in Iobaria has changed. Shortly after we began our exploration of the region, a member of the Decemvirate was abducted. Pathfinders exploring the nearby cyclops ruins found evidence of demonic rituals tied to the demon lord Urxehl, and we have reason to believe these rituals are connected to the abduction.

"Given the dramatic effects we witnessed," adds Greathammer, "we believe there may be further sites in the region powering this demonic ritual. That's where you come in! We've organized you into teams, assigning each a section of the Finadar Forest. Your mission is to explore your assigned section, locate any further ritual sites, and disable them if possible." Eando or I will provide you with details of your assigned area in an individual briefing to follow.

"Remember," Eando Kline adds, "your mission is to find and disrupt any ritual sites in your assigned region. There will be plenty of time for a thorough cartographic mission after we have dealt with the current threat. Move quickly, but be careful, and don't put yourselves in more danger than is necessary."

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Shortly after the initial Pathfinder briefing, Gorm Greathammer asks the PCs to join him in his pavilion tent, where they find the dwarf studying a large, rolled-out map pinned in place on a wooden table.

Read or paraphrase the following to continue.

"As I mentioned before, we've assigned each team a section of the surrounding forest to explore. Your team has been assigned to the northeastern portion," he says, pointing to the map, "between our current location and the hills on the eastern edge of the forest. It should be about two week's journey to the far side, though I expect it might take you longer as you explore the area.

"Unfortunately, we don't know how many sites might be in your section of the forest, let alone where they would be. Our contact in the local centaur tribe, however, mentioned a strange campsite along the river to the east of here. We have no way to know if it's related, but we don't have much else to go on.

We loaded your pack mules with 40 days of provisions. If you can do so without slowing your progress, you may want to supplement that with foraged food. Either way, make sure you leave yourself enough supplies for the return trip.

"Your primary mission is to find and disrupt any ritual sites in your sector of the forest. That said, if you find anything related to our mysterious assailant, be sure to document that as well. We need all the information we can get our hands on!

"Oh, and at the risk of sounding like Eando: take care of yourselves out there," Greathammer adds. "We still know very little about this forest, and even less about the hills beyond, so be prepared for anything!"

Gorm provides each PC with 40 days' worth of food and water (a total of 8 Bulk), along with a riding horse to carry the load. He also supplies the group with two four-person tents, a repair kit, and four *bird feather tokens* that the PCs can use to report their findings. He advises

them to save one of the feather tokens in case they need to call for a rescue party. In addition to the provided supplies, the camp quartermaster has equipment, including mounts, available for purchase. Additionally, the PCs can purchase common non-magical equipment and consumables up to 5th level in the camp, as well as spellcasting services for common spells of 3rd level or lower.

Answers to some likely questions can be found below.

**What dangers are we likely to encounter?** "Unfortunately, we know little about the deeper reaches of the Finadar Forest. We know that the bruorsivi pines are extremely flammable, and that you're not likely to find much in the way of settlements. You'll

be traveling through untamed wilderness, so keep your wits about you. Keep an eye out for anything strange, as well. Based on what we've seen of this forest so far, anything particularly unusual might be a sign that you're getting close!"

**A member of the Decemvirate was abducted?/Who was this strange figure?**

"A strange, shadowy figure attacked our camp, not long after we established it. After a short battle with Sapphire, a member of the Decemvirate, the two figures disappeared, leaving little more than Sapphire's mask behind. I'm afraid that's all we know for sure, right now."

**What will the ritual site look like?** "We haven't found one yet, so I can't say for certain. Many of the artifacts we've found thus far, however, have been carved from stone

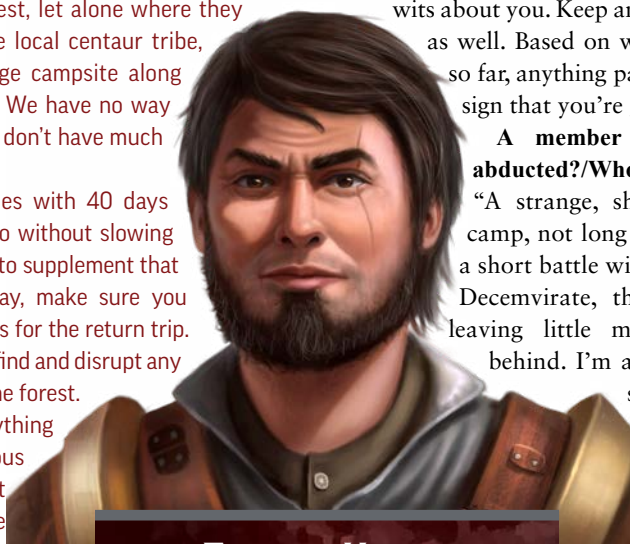
and covered in Abyssal and Cyclops runes; perhaps you'll find something similar. We've also seen odd, unnatural effects on the environment surrounding some previous ancient sites in the forest, so keep an eye out for anything strange. It could be a clue that you're getting close!"

## HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.



GORM GREATHAMMER



EANDO KLINE



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## SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society check to Recall Knowledge can remember the following facts about the Finadar Forest. Anyone with a Chronicle Sheet for *Pathfinder Scenario #2-03: Catastrophe's Spark* automatically remembers everything mentioned in the critical success entry.

**Critical Success** Legends hint that the blood pines of Finadar were cultivated by cyclops conjurers for use as fuel in rituals to summon powerful beings. The PCs gain a +1 circumstance bonus to Initiative rolls in area **E**.

**Success** The Finadar Forest is home to a rare species of conifer called bruorsivi, also known as blood pine. These trees are highly flammable, and the forest has always been prone to brief, intense fires that burn out normally or are contained by the druids and sages that live within. A massive forest fire swept through the Finadar Forest in 4719 AR, inadvertently sparked by a local tribe of goblins.

**Critical Failure** Iobaria is the home to many dragons, who are to blame for sparking the Finadar Forest's frequent fires.

## EXPLORING THE FINADAR

The Finadar Forest is vast, covering much of northwestern Iobaria. The forest looks much like any other evergreen forest, except that the unusual bruorsivi pines are colored in shades of red, rather than green. The forest is largely unbroken, but for the occasional river or stream. Most of the forest shows no signs of settlement, and the PCs must blaze their own trail through the wood. There are no opportunities for the PCs to resupply but for their own ability to subsist off the land, so they must take care to save enough provisions for their return journey.

Though the PCs are only tasked with exploring a portion of the forest, this still represents an immense area to cover. This exploration uses the hexploration subsystem (*Pathfinder Gamemastery Guide* 172–173). The PCs have a number of hexploration activities per day, likely either 1 or 2, based on the speed of their slowest member (see the chart on **Handout #1: Hexploration Rules**).

The PCs should focus on traveling and exploring, represented by the Travel and Reconnoiter group activities. Remind them if necessary that these woods are largely unexplored, their dangers unknown, putting characters performing individual actions at risk. Provide players with **Handout #2: Relevant Hexploration Group Activities**, which contains a summary of the relevant hexploration rules, as well as **Handout #3: Blank Hex Map**, a blank hex map to track their progress.

## HEXPLOATION TERRAIN

During their travels, the PCs encounter three kinds of hexes as they explore their section of the forest.

## RUNNING THIS SCENARIO

This adventure is not structured like a typical scenario, as the exact order the events occur depends on the choices the PCs make and where they explore. The adventure is divided into three sections.

**Exploring the Finadar** presents rules for exploration and descriptions of the terrain the PCs pass through, as well as skill checks the PCs can attempt to make their exploration more efficient.

**Variable Encounters** presents several encounters that can be placed at the GMs discretion, along with guidance for where to place them.

**Fixed Encounters** presents three encounters that occur in specific locations.

## FOREST

Forest hexes are difficult terrain for the purposes of hexploration. Traveling between hexes requires two Travel group activities, potentially requiring two days for slower groups. The difficult terrain makes exploration slower as well. Searching a hex for a ritual site requires two Reconnoiter group activities. The PCs can speed up their search by finding game trails; if they find trails in a hex, they only need one Reconnoiter activity.

Starting at the base camp, and each time the PCs Travel to a forest hex where they have not found game trails, each PC can attempt a single DC 20 Survival check or a DC 15 Forest Lore or Scouting Lore check. If at least one PC succeeds, the PCs find game trails in that hex and all adjacent forest hexes. For Levels 5–6, the trails are harder to spot; increase the DCs by 2. Finding trails doesn't reduce the number of Travel activities needed to move between hexes.

## FIRE

In addition to being difficult terrain, much of the southern portion of the party's assigned quadrant is on fire. Unlike in forest and mountain hexes, there is no check for the PCs to speed up their exploration of these dangerous areas. Though the PCs are able to find safe paths between pockets of fire, travel through the thick smoke and intense heat of this region is taxing, requiring each PC to attempt a DC 16 Fortitude save for each forest fire hex the party enters. The fire is more intense for Levels 5–6, increasing the DC to 18. A PC under the effects of *endure elements* or another effect that mitigates the heat gains a +2 status bonus to this save. On a failure, the PC is fatigued until they spend 24 hours resting in a hex that is not on fire.



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The monolith at the center of the forest fire emits a column of foul, oily black smoke. This smoke stands out against the lighter, grey smoke from the rest of the forest fire, and is visible from any of the fire hexes. This should provide the PCs a clue that something strange lies towards the center of the fire.

## HILLS

Like the forest, the hills count as difficult terrain. Searching a hex for a ritual site requires two Reconnoiter group activities. The PCs can speed up their search by finding good vantage points to view the surrounding terrain; if they find one, they only need one Reconnoiter activity to explore that hex.

Each time the PCs Travel to a mountain hex where they have not found a vantage point, each PC can attempt a single DC 20 Athletics check to Climb or a DC 18 Mountain Lore or Scouting Lore check to find a vantage point. For Levels 5–6, the hills are more difficult to traverse; increase the DCs by 2. This does not reduce the number of Travel activities needed to move between hexes.

## VARIABLE ENCOUNTERS

The exact placement of the following encounters is up to the GM's discretion, though each should occur in a hex that does not contain one of the fixed encounters.

**Encounter A** should occur in the first or second forest hex after the PCs set out from the Pathfinder camp, before they reach any of the fixed encounters. **Encounter B** should occur in one of the forest hexes near the hills to the east, after the PCs have their first fixed encounter. **Encounter C** can occur in either a forest or hills hex, and should occur after the PCs disable the first monolith.

### ENCOUNTER A: FUR AND FEATHERS FLY

**LOW**

A few days after the PCs set out, they inadvertently pass through the hunting grounds of a pair of owlbears, though perceptive PCs might spot clues to warn them of the dangerous beasts. When the PCs enter the hex where they encounter the owlbears, roll a secret DC 18 Perception check for each of the PCs who is using the Search exploration activity. A PC who succeeds notices deep gouges on several nearby trees. For Levels 5–6, the



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thicker undergrowth obscures these marks, increasing the DC to 20. A PC that has the Survey Wildlife feat automatically succeeds at this check. If anyone notices the marks, the PCs can attempt a DC 21 Nature check to Recall Knowledge. A PC that succeeds identifies the gouges as talon marks from an owlbear. If any PC succeeds on this check, all PCs gain a +1 circumstance bonus to their initiative rolls when the owlbears attack.

**Terrain:** The stream, though wide, is slow moving and relatively shallow. It acts as greater difficult terrain, but is shallow enough that PCs can cross without swimming, and with no danger of being swept downstream. The log crossing the stream is slick with moisture from the flowing water, requiring a DC 15 Acrobatics check to Balance. The trees of this grove are accompanied by light undergrowth, allowing creatures to Take Cover and creating difficult terrain.

**Creatures:** A pair of owlbears hunt on the far side of the stream (though only a single owlbear is present for Levels 3–4). Fierce and territorial, the owlbears do not hesitate to defend their hunting grounds. They hide in the underbrush as the PCs approach, moving to attack when the first PC crosses the stream. The first owlbear to act uses Screeching Advance in the first round of combat. An owlbear attempts to flee if reduced below 15 Hit Points.

## LEVELS 3–4

### OWLBEAR

### CREATURE 4

Page 16, art on page 24

## LEVELS 5–6

### OWLBARS (2)

### CREATURE 4

Page 19, art on page 24

## ENCOUNTER B: A SLIPPERY SLOPE

As the PCs travel, a sharp, steep ridge blocks their way. Thick vegetation borders the ridge, requiring several days of backtracking to skirt around it. The PCs must work together to get their party, along with pack animals and all their supplies, up to the top of the embankment. Each PC can aid the ascent by climbing to the top and hauling supplies up from above, requiring a successful DC 20 Athletics check to Climb or a DC 18 Crafting or Engineering Lore check to Recall Knowledge. They can also pick out a safe path along the face of the embankment, requiring a successful DC 20 Acrobatics DC 20 Survival check, or DC 18 Scouting Lore check to Recall Knowledge. Alternatively, the PCs can guide the pack animals calmly up the embankment with a successful DC 20 Nature check. Encourage the PCs to

## TRACKING SUPPLIES

The Society provides the PCs with 40 days worth of provisions. Depending on the PCs' speed and skill, each hex may require as many as 4 days to travel into and explore, which may limit how much of the map they can explore before returning to camp. Depending on where they go and how fast they travel, they may need to reserve as much as two weeks of food for their return journey, even if they travel back with no exploration. The GM should track how many days of supplies the PCs have remaining (or assign one of the players to do so), regularly updating the players so they can make informed decisions.

PCs wishing to supplement these rations, likely through hunting and foraging, can use the Survival skill to Subsist (*Pathfinder Core Rulebook* 240). The Finadar Forest is lush and verdant; the DC to Subsist in forest hexes is 10. Food is harder to come by in the hills, increasing the DC to 15 and requiring trained proficiency in Survival. The forest fire makes gathering food significantly more difficult, requiring expert proficiency and a successful DC 20 Survival check.

If it becomes clear that the PCs can easily forage for supplies, or if they amass enough supplies to explore the remainder of the map, consider forgoing further checks to avoid tedium and keep the game moving.

If the party runs out of supplies, they can use a *bird feather token* (or other magical means) to call for help. Gorm Greathammer sends a rescue party out to find the PCs, escorting the party safely back to base camp. If this happens, the PC lose the opportunity to do any more exploration and their mission ends.

employ creative solutions beyond the suggestions, using the given DCs as a guide. For Levels 5–6, the ascent is more difficult, increasing the DCs by 2.

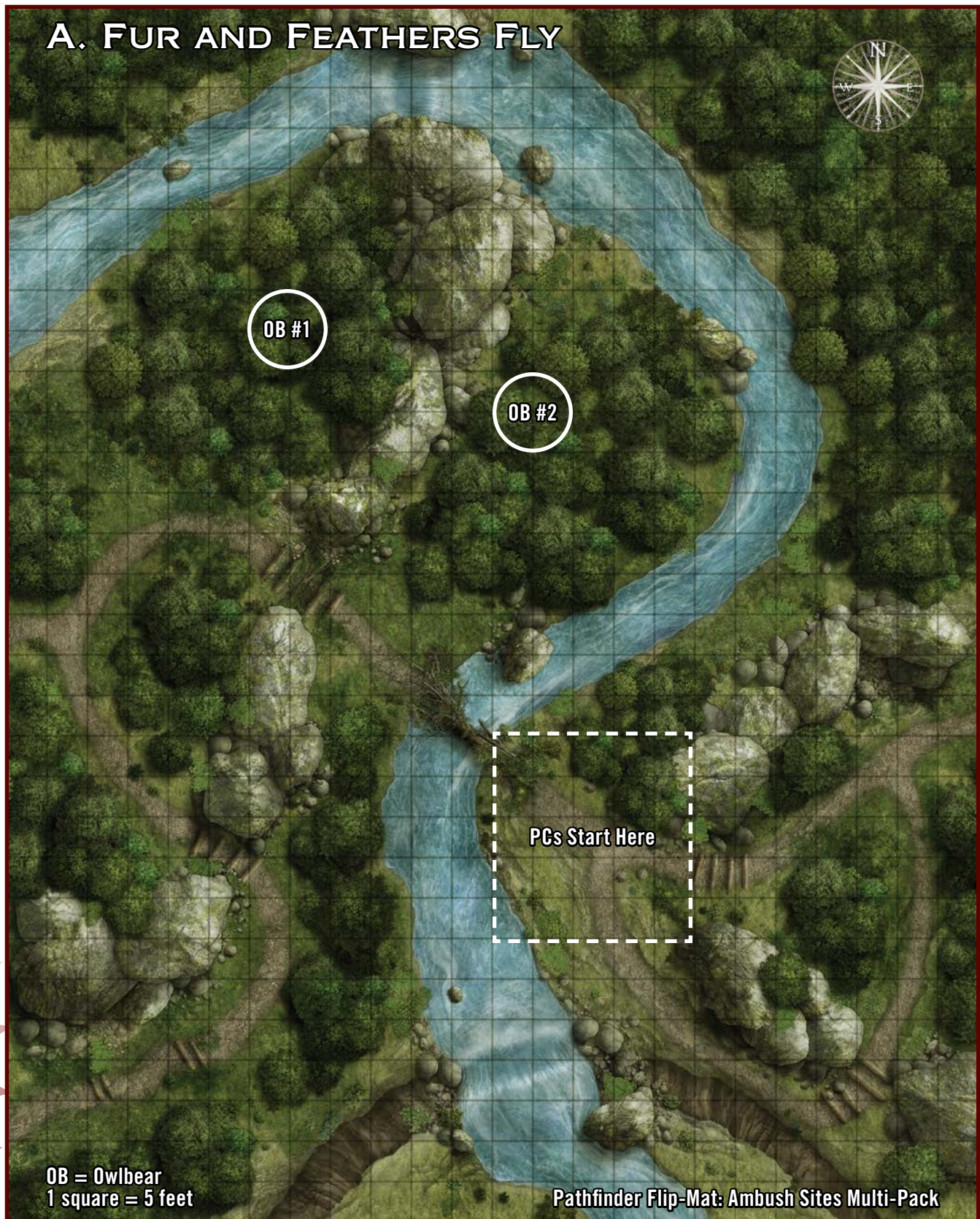
Each PC can attempt one skill check. A success earns the PCs 1 Ascent Point. A PC who critically succeeds earns 2 Ascent Points, while a critical failure makes the situation worse, losing 1 Ascent Point. If the PCs earn a number of Ascent Points equal to or greater than half the number of PCs (rounded up), they successfully navigate the embankment without delay. If not, they must spend two additional days to go the long way around.

## ENCOUNTER C: THE RUINED OBSERVATORY

As the PCs explore, they stumble upon the ruins of an ancient cyclops tower built into a low hillside. A PC can



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identify it as such with a successful DC 20 Society, DC 18 Architecture Lore, or DC 18 Cyclops Lore check to Recall Knowledge. Though a majority of the structure has been destroyed by the passage of time, the remnants of the upper floor remains, partially collapsed against the hillside. Daring PCs can ascend the ruins with a successful DC 20 Athletics check to Climb. On a critical failure, the structure collapses, preventing further attempts.

**Treasure:** On the partially collapsed upper floor, the PCs find a large, gold tube, engraved with cyclops runes, lying near the corroded remains of three metal legs. A PC that succeeds on a DC 19 Crafting or DC 17 Astronomy Lore check to Recall Knowledge identifies this as a broken telescope. The telescope has 1 Bulk and is worth 30 gp. For Levels 5–6, the barrel is inlaid with precious gems, and is instead worth 80 gp.

## OTHER FINDS

Though the Finadar Forest is now largely uninhabited, it was once part of a vast Cyclops empire known as Koloran. As the PCs explore the forest and the surrounding hills, they occasionally find relics of this lost civilization. Use the following as examples of the sorts of things the PCs find. These should be interspersed throughout the PCs journey as a way to break up the potential monotony of exploration.

- A carved stone figure, nearly twice as big as any of the PCs, stands mostly obscured by climbing vines. Time has worn all but the most vague outline of features from its body.
- A partially-buried stone with surprisingly clear lines reveals itself to be one of a ring that once lined a shallow divining pool.
- A cave in a low hill is lined with worked stone and shattered mosaics, their pigment entirely faded by the years.

## FIXED ENCOUNTERS

Unlike the movable encounters above, the following events are in fixed positions as shown on the map on page 6.

### ENCOUNTER D: DEMONIAK CAMP

As they explore this hex, the PCs come across a clearing near the banks of the river that shows signs of recent habitation. A cold fire pit stands near the remnants of a lean-to, in the lee of a large boulder. A wide, flat stone, several meters across, stands knee-high in the center of the clearing. Scorch marks mar the stone, and a large circle circumscribed around a triangle with strange markings at each point cover its surface.

**The Vision:** As soon as the first PC approaches within 10 feet of the stone, read or paraphrase the following.

With a blinding flash and a crack like thunder, the stone bursts into flames. A single black point appears within the smoke, growing quickly into the form of a hooded figure. The figure silently screams, then breaks apart into two shadowy figures, fiercely attack each other before their forms once again merge, leaving only a single hooded figure, featureless but for a single glowing red eye. The burning red light cuts through the smoke, growing in intensity until it is unbearably bright before both the figure and the flames suddenly disappear.

**The Carved Stone:** The markings on the stone are the remnants of a ritual to channel energy from the abyssal batteries in the region toward the ruins of Min-Khadaim. A PC who succeeds at a DC 20 (DC 22 for Levels 5–6) Arcana or Occultism check deciphers the purpose of circle. A PC who succeeds at a DC 18 (DC 20 for Levels 5–6) Society or Nature check determines that the symbol at the eastern point represents flowing water, the one at the southern point represents flames, and the one at the northern part represents a stepped pyramid (like the one in the ruins of Min-Khadaim). Deciphering these markings may provide a hint to the PCs that they ritual sites lie along the river to the east and at the heart of the forest fire to the south.

**Treasure:** Three small pots of bruorsivi resin sit on the ground beside the stone in the center of the clearing along with some mostly decayed food preserves that include a rotted cabbage. With a successful DC 18 Crafting check to Craft, the PCs can adapt the pots of resin into three moderate alchemist fires. For Levels 5–6, the PCs also find gems used as ritual foci, worth 50 gp.

### ENCOUNTER E: THE RAGING FIRE

#### SEVERE

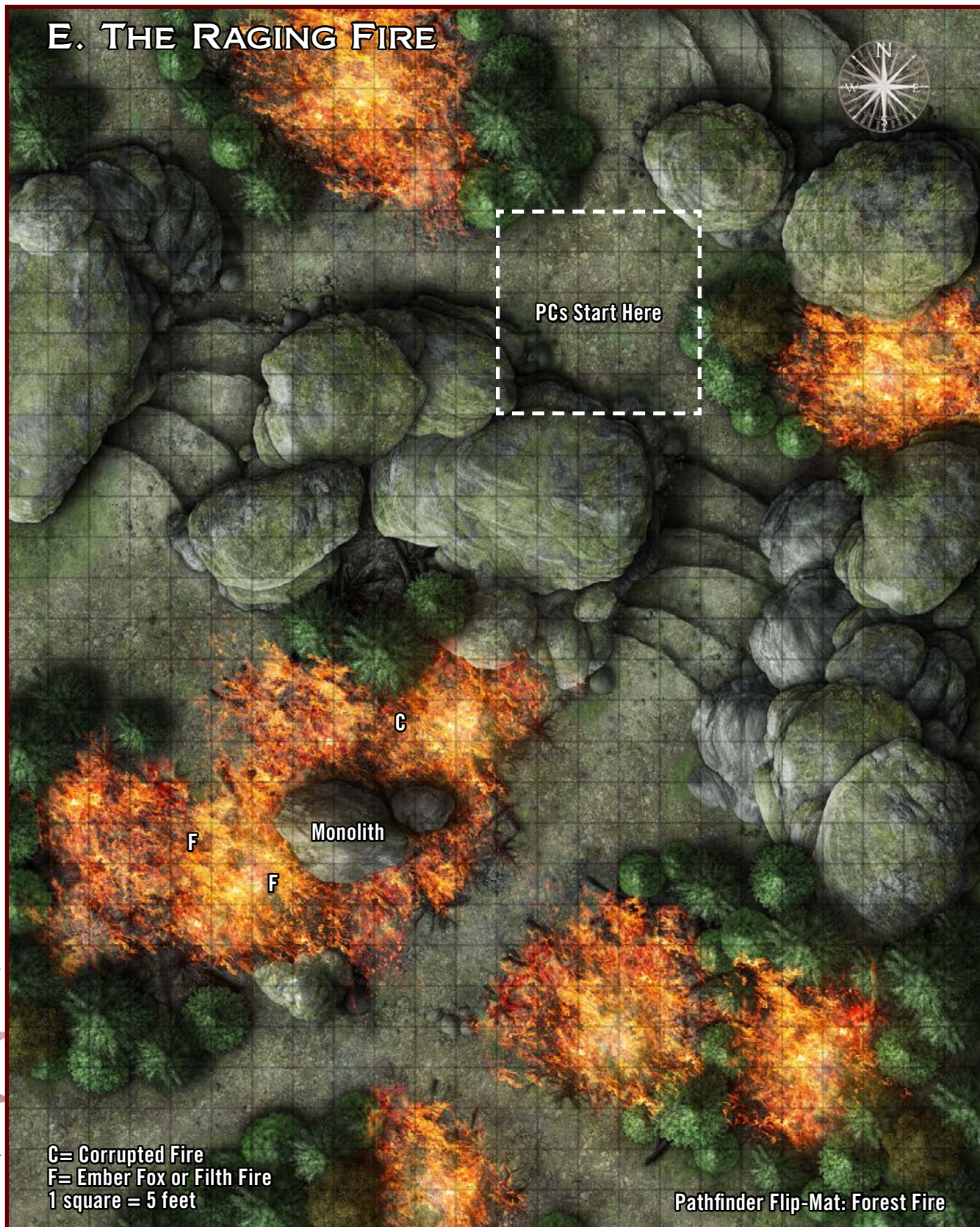
This hex is the heart of the forest fire, the intense heat making most of it impassable. However, by following streams, rocky ridges, and other paths free of fire, the PCs can move about the region in search of a ritual site. Visible whenever they catch a glimpse of the sky is a column of inky, black smoke that seems out of place, as if it were from a different sort of fire altogether. After several hours of travel along a narrow path between two ridges, the PCs reach the source of the strange smoke.

Read or paraphrase the following.

Shielded from the heat by rocks on either side, this narrow ravine winds close to the column of roiling black smoke that stands out against the paler gray smoke of the forest fire. Rough natural stairs lead along either side of large boulder to the higher ground beyond. Just visible beyond the rock, the source of the foul column, is a small stone monolith, wreathed in flames and covered in glowing runes.



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The monolith defends itself, acting as a complex hazard. When it is disabled or destroyed, it discharges the energy stored within (see Development for details).

**Terrain:** The rock formation in the center of the map rises 15 feet from the floor of the gully where the PCs begin, and requires a successful DC 20 Athletics check to Climb. The natural steps on either side are rough, creating difficult terrain as they rise 10 feet to the upper area where the monolith sits. The trees and squares with fire are both difficult terrain.

**Fire:** The supernatural forest fire, sustained by abyssal energy leaking from the monolith, rages strongest in this area. Creatures that start their turn in a square with fire or on the rock with the monolith take 1d6 fire damage (DC 18 basic Reflex save). For Levels 5–6, the abyssal battery radiates more energy and the fire burns hotter, dealing 2d6 damage (DC 20 basic Reflex save).

**Creatures:** Several elementals have manifested in the intense heat of the fire. Corrupted by the abyssal energy fueling the blaze, they fiercely guard the monolith, attacking anyone that approaches it. When the monolith is disabled or destroyed, all remaining elementals immediately lose half of their current Hit Points.

## LEVELS 3–4

### EXPLOSIVE MONOLITH

### HAZARD 1

Page 17, art on page 24

### CORRUPTED WILDFIRE

### CREATURE 3

Page 17

### EMBER FOXES (2)

### CREATURE 2

Page 17, art on page 25

## LEVELS 5–6

### EXPLOSIVE MONOLITH

### HAZARD 3

Page 20, art on page 24

### CORRUPTED WILDFIRE

### CREATURE 5

Page 20

### FILTH FIRES (2)

### CREATURE 4

Page 21

**Development:** If this is the first monolith the PCs have disabled, it discharges its remaining energy in a fiery arc that soars through the sky. This should give the PCs an idea of what direction the remaining monolith lies, but it is not enough to pinpoint a specific hex. The fiery beam dissipates as the glow of the runes subsides, leaving a cold, crumbling monolith devoid of any markings.

If the PCs have already disabled a monolith, the stored abyssal energy has nowhere to go, instead discharging harmlessly straight up into the sky. The flames surrounding the monolith intensify, the whole structure glowing white-hot for just a moment before the pent-up energy fires a massive column of flame straight up. As the torrent of energy subsides, the stone monolith loudly cracks, then crumbles into a pile of cold stone rubble, the glowing runes that once covered its surface now entirely absent.

Regardless of which order the PCs reach the monoliths, when the abyssal battery in this area is disabled, the forest fires raging in the area burn themselves out within seconds. The intensity of the fire in the surrounding hexes, previously sustained by the monolith, immediately dissipate.

Once the PCs successfully disrupt the ritual site, they can use one of the provided *bird feather tokens* to report their success back to Gorm Greathammer. If they do so, one of the PCs (a member of the Grand Archive faction, if any



BURNING MONOLITH



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are present) receives a *sending* from Greathammer approximately two hours later. The message varies based on how what the PCs have accomplished so far.

If this is the first monolith disrupted, the message says, “Message received. Measures indicate abyssal energy reduced by half. Keep up the good work!”

If the PCs have disrupted both monoliths, the message instead says, “Message received. We could see the light show from here!”

If the PCs have not already reported finding the demoniac camp in **Encounter D**, he adds that they should continue searching for signs of the assailant if they are able. If they have already done so, he instead wishes them a safe and speedy return to base camp.

## ENCOUNTER F: THE DROWNING STONE SEVERE

As the PCs explore the area where the river flows down from the hills, they find much of the terrain sodden and washed away where the water has overflowed its banks. The flooding already exacerbated by driving rain and gusts of wind, every few minutes the swollen river surges, the water suddenly rising and becoming more violent before retreating just as quickly. This behavior is clearly unnatural, suggesting the likely presence of a ritual site nearby. A PC who succeeds at a DC 18 Nature check or a DC 16 River Lore check gains a sense for the timing of these surges, gaining a +2 circumstance bonus to Fortitude saves made to resist the surges from the flooding monolith hazard. For Levels 5–6, the surges are less predictable, increasing the DCs by 2.

The wind and rain steadily increase in strength as the PCs travel for another hour before reaching a fork in the river. Read or paraphrase the following.

The swollen river, overflowing its natural banks, rises several feet up an embankment. The swirling water rises and grows more violent with each surge before quickly subsiding. The source of this flooding is obvious, each pulse flowing out of a short monolith that rises from atop a stony plinth hewn from a large boulder. Wreathed in flames despite the driving rain and the water swirling around its base, glowing runes cover the monolith's surface.

The stone monolith rising from the water serves as a battery of sorts, storing abyssal energy to power evil rituals. Some of the monolith's immense power has leaked into the nearby river, causing the strange surges that have flooded the region and attracting foul creatures.

**Terrain:** The low areas on the map on either side of the stream are flooded to a depth of 3 feet. Treat

these areas as bogs that function as difficult terrain for Medium or larger creatures and greater difficult terrain for Small creatures. The plinth at the base of obelisk rises to just above the surface of the water, allowing the monolith to stand above the flood. Creatures standing on the plinth gain a +2 circumstance bonus to their Fortitude saves to resist the surges from the flooding monolith hazard.

The embankment walls are muddy and slick, and climbing down from the embankment is simply a matter of a controlled slide to the water below (no Athletics check required). The slick, muddy embankment walls, however, make ascending difficult, requiring a successful DC 15 Athletics check to Climb.

**Storm:** The driving rain in this area imparts a -2 circumstance penalty to Perception checks. In addition, the strong winds, which always blow away from the monolith, make flying difficult. Flying creatures treat the area as difficult terrain, and must succeed on a DC 20 Acrobatics check to Maneuver in Flight in order to move closer to the monolith.

If the monolith is disabled, the surging waves immediately cease, as does the raging storm. This removes the penalty on Perception checks and the effects of the wind on flying creatures. The flooded ground remains difficult terrain, however, as the flood waters slowly recede over the course of the following hour.

**Creatures:** Drawn by the evil and suffering of the ritual site, a predator known as an *ahuizotl* has relocated from its normal hunting grounds to wallow in the flood, becoming the monolith's unwitting guardian. The wicked creature hides in the bushes at the water's edge, using its Voice Imitation ability to pose as someone in distress. It strikes anyone who approaches to investigate the area with its tail, using its Tail Drag ability to pull them into the water.

For Levels 3–4, a giant leech is also present. For Levels 5–6, a swarm of brood leeches is present instead. The leeches have learned not to attack the *ahuizotl*, but fearlessly attack or swarm over any other creature that enters the water.

## LEVELS 3–4

FLOODING MONOLITH	HAZARD 2
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GIANT LEECH	CREATURE 2
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YOUNG AHUIZOTL	CREATURE 4
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# LOST IN FLAMES





# LOST IN FLAMES

## LEVELS 5–6

### FLOODING MONOLITH

HAZARD 4

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### AHUIZOTL

CREATURE 6

Page 22, art on page 25

### BROOD LEECH SWARM

CREATURE 4

Page 23

**Treasure:** The receding water reveals the remains of one the ahuizotl's previous victims, tangled in the bushes. Among the items still on the body, which appears to be that of an elf dressed in hide, the PCs find a *coyote cloak*. For Levels 5–6, they also find an *animal staff* nearby.

**Development:** When this is the first monolith the PCs have disabled, it discharges its remaining energy in a fiery arc that soars through the sky. This should give the PCs an idea of what direction the remaining monolith lies, but it is not enough to pinpoint a specific hex. The fiery beam dissipates as the glow of the runes subsides, leaving a cold, crumbling monolith devoid of any markings.

If the PCs have already disabled a monolith, the stored abyssal energy has nowhere to go, instead discharging harmlessly straight up into the sky. The flames surrounding the monolith intensify, the whole structure glowing white-hot for just a moment before the pent-up energy fires a massive column of flame straight up. As the torrent of energy subsides, the stone monolith loudly cracks, then crumbles into a pile of cold stone rubble, the glowing runes that once covered its surface now entirely absent.

Once the PCs successfully disrupt the ritual site, they can use one of the provided *bird feather tokens* to report their success back to Gorm Greathammer. If they do so, one of the PCs (a member of the Grand Archive faction, if any are present) receives a *sending* from Greathammer approximately two hours later. The message varies based on how what the PCs have accomplished so far.

If this is the first monolith disrupted, the message says, "Message received. Measures indicate abyssal energy reduced by half. Keep up the good work!"

If the PCs have disrupted both monoliths, the message instead says, "Message received. We could see the light show from here!"

If the PCs have not already reported finding the demoniac camp in **Encounter D**, he adds that they should continue searching for signs of the assailant if they are able. If they have already done so, then Gorm Greathammer instead wishes the PCs a safe and speedy return to base camp.

## CONCLUSION

When the PCs return to the Pathfinder camp, Gorm Greathammer eagerly debriefs them. After listening to a recounting of their adventures, he asks them to mark the approximate location of any sites of interest so specialist teams can be dispatched for further study. If the PCs found the demoniac camp, Gorm is particularly interested in any details and descriptions they recount, taking copious notes. He congratulates them on a job well done, and assures them that the Society's work is far from finished in the region.

If any of the players possess the Legacy Boon from *Pathfinder Society Scenario #10-16: What the Helms Hide*, then the PCs receive a visit from a member of the Decemvirate, just as their debrief with Greathammer is coming to an end. Read or paraphrase the following only if one or more player has the boon.

Greathammer trails off as a figure appears in the tent. The person's features remain completely obscured by their mask, which features a pair of stag's horns. The figure regards the occupants of the tent for a moment before speaking.

"You have gone to great trouble, and while there is still much to do, the time for absolute secrecy among the Decemvirate has passed. You have earned the right to know more, to know who you are working to save. The one you know as Sapphire, who was merged with and possessed by some malign power, goes by another name, as well. One that may be more familiar to you: Drandle Dreng."

With that, the helmed figure turns and departs, as suddenly as they appeared.

## PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they disable at least one of the abyssal batteries. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they disable both abyssal batteries and return to camp without needing to be rescued. Doing so earns each PC 2 Reputation with their chosen faction.

## FACTION NOTES

Gorm Greathammer remains eager to learn more information about the mysterious hooded figure that abducted a member of the Decemvirate. To succeed at this objective, the PCs must find and explore the demoniac camp (**Encounter D**) and witness the vision after approaching the carved stone in the center of the clearing. Doing so earns each PC 2 additional Reputation with the Grand Archive faction.



# LOST IN FLAMES

## APPENDIX 1: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### ENCOUNTER A (LEVELS 3-4)

#### OWLBEAR

#### CREATURE 4

N LARGE ANIMAL

**Perception** +13; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +7, Athletics +14, Intimidation +10

**Str** +6, **Dex** +1, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0

**AC** 21; **Fort** +13, **Ref** +7, **Will** +11

**HP** 70

**Speed** 25 feet

**Melee** ♦ talon +14 (agile), **Damage** 1d10+6 piercing plus Grab

**Melee** ♦ beak +14, **Damage** 1d12+6 piercing

**Bloodcurdling Screech** ♦ (auditory, emotion, fear, mental)

The owlbear unleashes a loud screech that terrifies its prey. Each creature in an 80-foot emanation must attempt a DC 20 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is fleeing for 1 round and frightened 3.

**Gnaw** ♦ **Requirements** The owlbear has a creature grabbed with its talons. **Effect** The owlbear attempts to disembowel the creature with a beak Strike. If the Strike hits, the target must attempt a DC 22 Will save.

**Critical Success** The target is unaffected.

**Success** The target is sickened 1.

**Failure** The target is sickened 1 and slowed 1 as long as it remains sickened.

**Screeching Advance** ♦♦ (auditory, emotion, fear, mental)

The owlbear makes a Bloodcurdling Screech and Strides twice. All creatures within 80 feet of the owlbear at any point during this movement are subjected to the effects of Bloodcurdling Screech.

### SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** The owlbear has an additional 20 Hit Points.

**12-13 Challenge Points:** Replace the owlbear with 2 weak owlbears.

**14-15 Challenge Points:** Add one weak owlbear to the encounter.

**16-18 Challenge Points (5+ players):** Add one owlbear to the encounter.

# LOST IN FLAMES

## ENCOUNTER E (LEVELS 3–4)

### EXPLOSIVE MONOLITH

### HAZARD 1

COMPLEX ENVIRONMENTAL FIRE


**Stealth** +4


**Description** A burst of abyssal energy ignites the sap in a nearby bruorsivi, which explodes in a burst of fiery splinters.

**Disable** DC 17 Arcana, Occultism, or Religion to magically alter the runes, or DC 20 Thievery to physically alter them. A PC that can read Abyssal or Cyclops is better able to identify key runes, gaining a +1 circumstance bonus to these check (+2 if they speak both). Each check requires two actions, and disabling the monolith requires three successful checks. A PC that critically succeeds earns two success. On a failed check, the attempting PC is exposed to the burning flames wreathing the monolith, taking 2d6 fire damage (DC 17 basic Reflex save).

**AC** 13; **Fort** +11, **Ref** +4

**Hardness** 7; **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

**Flares**  **Trigger** A creature other than the monolith's guardians approaches within 40 feet of the monolith; **Effect** the flames wreathing the monolith flare with incandescent light. The triggering creature must attempt a DC 17 Fortitude save. On a failure, the creature is dazzled for one round. On a critical failure, the creature is blinded for one round, then dazzled for one round. The hazard rolls initiative.

**Routine**  On the hazard's turn, randomly select a PC within 40 feet of the monolith. A tree near that PC explodes in a 10-foot burst, dealing 1d6 piercing and 1d6 fire damage. Each creature in the area must attempt a DC 17 Reflex save.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is dazzled for 1 round.

**Critical Failure** The creature takes double damage and is blind for 1 round.

### CORRUPTED WILDFIRE

### CREATURE 3

UNCOMMON CE MEDIUM ELEMENTAL FIRE

**Perception** +7; darkvision, smoke vision

**Languages** Abyssal, Ignan

**Skills** Acrobatics +10

**Str** +3, **Dex** +4, **Con** +4, **Int** -2, **Wis** +3, **Cha** -2


**Smoke Vision** The corrupted wildfire ignores the concealed condition from smoke.

**AC** 18; **Fort** +12, **Ref** +9, **Will** +8

**HP** 51; **Immunities** bleed, fire, paralyzed, poison, sleep;

**Weaknesses** cold 4

**Speed** 50 feet

**Melee**  fist +12 (agile, finesse), **Damage** 1d6+6 fire plus 1d4 persistent fire plus filthy burn

## SCALING ENCOUNTER E


To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.


**10–11 Challenge Points:** Add one ember fox to the encounter.

**12–13 Challenge Points:** Add two ember foxes to the encounter.

**14–15 Challenge Points:** Add two corrupted wildfires to the encounter. Increase each corrupted wildfire's Hit Points by 10.

**16–18 Challenge Points (5+ players):** Add one ember fox and two corrupted wildfires to the encounter. Increase each corrupted wildfire's Hit Points by 10.

**Ranged**  flaming sap +12 (range increment 30 feet), **Damage** 1d6+3 fire plus 1d4 persistent fire plus filthy burn

**Acrid Cloud**  (evocation, poison, primal) The burning sap that makes up the corrupted wildfire's body sputters and pops, ejecting a cloud of acrid that smoke in a 10 foot emanation that lasts for 1 round. This smoke provides concealment to all creatures within, and deals 1d6 poison damage to any creature that enters or begins its turn in the cloud (DC 20 basic Fortitude save). A creature that fails is also sickened 1 (or sickened 2 on a critical failure).

**Filthy Burn** When the corrupted wildfire successfully strikes a creature with an attack that deals persistent fire damage, the target becomes sickened 1 (sickened 2 on a critical hit). This condition cannot be reduced below 1 while the creature is subject to the persistent fire damage from the attack, and ends automatically when the persistent fire ends.

### EMBER FOXES (2)

### CREATURE 2

NG MEDIUM ELEMENTAL FIRE

**Perception** +8; darkvision

**Languages** Ignan (can't speak any language)


**Skills** Acrobatics +8, Athletics +5, Stealth +8

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


**AC** 18; **Fort** +6, **Ref** +10, **Will** +8

**HP** 35; **Immunities** bleed, fire, paralyzed, poison, sleep;

**Weaknesses** cold 5

**Cloak in Embers**  **Trigger** An adjacent ally is targeted by an effect that deals fire damage; **Effect** The ember fox drapes itself across its ally, granting the ally fire resistance 10 against the incoming attack.

**Speed** 30 feet

**Melee**  jaws +10 (agile, finesse), **Damage** 1d4+3 piercing plus 1d4 persistent fire



# LOST IN FLAMES

## ENCOUNTER F (LEVELS 3–4)

### FLOODING MONOLITH

### HAZARD 2

COMPLEX ENVIRONMENTAL WATER

**Stealth** +5

**Description** A surge of abyssal energy creates a powerful wave pushing away from the monolith.

**Disable** DC 18 Arcana, Occultism, or Religion to magically alter the runes, or DC 21 Thievery to physically alter them. A PC that can read Abyssal or Cyclops is better able to identify key runes, gaining a +1 circumstance bonus to these check (+2 if they speak both). Each check requires two actions, and disabling the monolith requires three successful checks. A PC that critically succeeds earns two success. On a failed check, the attempting PC is exposed to the burning flames wreathing the monolith, taking 2d6 fire damage (DC 18 basic Reflex save).

**AC** 15; **Fort** +12, **Ref** +5

**Hardness** 8; **HP** 34 (BT 17); **Immunities** critical hits, object immunities, precision damage

**Flare** **Trigger** A creature other than the monolith's guardians approaches within 40 feet of the monolith; **Effect** the flames wreathing the monolith flare with incandescent light. The triggering creature must attempt a DC 18 Fortitude save. On a failure, the creature is dazzled for one round. On a critical failure, the creature is blinded for one round, then dazzled for one round. The hazard rolls initiative.

**Routine** **On** the hazard's turn it sends a wave of water along the fork of the river (North, South, or East) that contains the nearest PC. Any creature along that fork in or on the surface of the water must attempt a DC 18 Fortitude save. The monolith's guardians are accustomed to these surges and are immune to this effect.

**Critical Success** The creature takes advantage of the undertow after the surge to reposition themselves. The creature can Step, ignoring difficult terrain caused by the water.

**Success** The creature is unaffected.

**Failure** The creature is pushed 10 feet away from the monolith.

**Critical Failure** The creature is pushed 15 feet away from the monolith and knocked prone.

### YOUNG AHUIZOTL

### CREATURE 4

UNCOMMON NE LARGE AMPHIBIOUS BEAST

**Perception** +10; darkvision

**Languages** Aklo, Common

**Skills** Athletics +12, Deception +12 (+16 when using Voice Imitation), Stealth +12

**Str** +5, **Dex** +3, **Con** +5, **Int** -1, **Wis** +3, **Cha** +3

**Voice Imitation** An ahuizotl can mimic the sounds of a person in distress by attempting a Deception check to Lie. The ahuizotl has a +4 circumstance bonus to this check.

## SCALING ENCOUNTER F

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10–11 Challenge Points:** Add one giant leech to the encounter.

**12–13 Challenge Points:** Add two giant leeches to the encounter.

**14–15 Challenge Points:** Add one young ahuizotl and one giant leech to the encounter.

**16–18 Challenge Points (5+ players):** Add one young ahuizotl and two giant leeches to the encounter.

**AC** 20; **Fort** +14, **Ref** +10, **Will** +10

**HP** 68

**Speed** 25 feet, swim 35 feet

**Melee** **claw** +14, **Damage** 2d8+4 piercing

**Melee** **claw** +17 (agile), **Damage** 2d6+4 slashing

**Melee** **tail claw** +17 (agile, reach 10 feet), **Damage** 2d4+4 slashing plus Improved Grab

**Tail Drag** **Requirements** The ahuizotl has a Medium or smaller creature grabbed with its tail claw; **Effect** The ahuizotl attempts an Athletics check against the creature's Fortitude DC.

**Critical Success** If the creature is 10 feet away from the ahuizotl, it is dragged into a square adjacent to the ahuizotl. The ahuizotl can make a jaws Strike against the creature.

**Success** If the creature is 10 feet away from the ahuizotl, it is dragged into a square adjacent to the ahuizotl.

**Failure** The creature is not dragged.

**Critical Failure** The creature is not dragged and the ahuizotl no longer has the creature grabbed.

### GIANT LEECH

### CREATURE 2

N MEDIUM AMPHIBIOUS ANIMAL

**Perception** +5; tremorsense 30 feet

**Skills** Athletics +8, Stealth +7

**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5

**AC** 17; **Fort** +9, **Ref** +7, **Will** +5

**HP** 32; **Weaknesses** salt 5

**Speed** 5 feet, swim 20 feet

**Melee** **mouth** +10, **Damage** 1d4+6 piercing plus Grab

**Blood Drain** **Requirements** The giant leech has a creature grabbed or restrained; **Effect** The giant leech drains blood from the creature it has grabbed. This deals 2d4 damage. A creature that has its blood drained by a giant leech is drained 1 until it receives any kind or amount of healing.

# LOST IN FLAMES

## APPENDIX 2: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### ENCOUNTER A (LEVELS 5-6)

#### OWLBears (2)

#### CREATURE 4

N LARGE ANIMAL

**Perception** +13; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +7, Athletics +14, Intimidation +10

**Str** +6, **Dex** +1, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0

**AC** 21; **Fort** +13, **Ref** +7, **Will** +11

**HP** 70

**Speed** 25 feet

**Melee** ♦ talon +14 (agile), **Damage** 1d10+6 piercing plus Grab

**Melee** ♦ beak +14, **Damage** 1d12+6 piercing

**Bloodcurdling Screech** ♦ (auditory, emotion, fear, mental)

The owlbear unleashes a loud screech that terrifies its prey. Each creature in an 80-foot emanation must attempt a DC 20 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is fleeing for 1 round and frightened 3.

**Gnaw** ♦ **Requirements** The owlbear has a creature grabbed with its talons. **Effect** The owlbear attempts to disembowel the creature with a beak Strike. If the Strike hits, the target must attempt a DC 22 Will save.

**Critical Success** The target is unaffected.

**Success** The target is sickened 1.

**Failure** The target is sickened 1 and slowed 1 as long as it remains sickened.

**Screeching Advance** ♦♦ (auditory, emotion, fear, mental)

The owlbear makes a Bloodcurdling Screech and Strides twice. All creatures within 80 feet of the owlbear at any point during this movement are subjected to the effects of Bloodcurdling Screech.

### SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one weak owlbear to the encounter.

**23-27 Challenge Points:** Add one owlbear to the encounter.

**28-32 Challenge Points:** Add two weak owlbears to the encounter.

**33+ Challenge Points:** Add two owlbears to the encounter.



# LOST IN FLAMES

## ENCOUNTER E (LEVELS 5–6)

### EXPLOSIVE MONOLITH

### HAZARD 3

COMPLEX ENVIRONMENTAL FIRE


**Stealth** +7

**Description** A burst of abyssal energy ignites the sap in a nearby bruorsivi, which explodes in a burst of fiery splinters.

**Disable** DC 20 Arcana, Occultism, or Religion to magically alter the runes, or DC 23 Thievery to physically alter them. A PC that can read Abyssal or Cyclops is better able to identify key runes, gaining a +1 circumstance bonus to these check (+2 if they speak both). Each check requires two actions, and disabling the monolith requires three successful checks. A PC that critically succeeds earns two success. On a failed check, the attempting PC is exposed to the burning flames wreathing the monolith, taking 2d6 fire damage (DC 20 basic Reflex save).

**AC** 16; **Fort** +14, **Ref** +6

**Hardness** 12; **HP** 46 (BT 23); **Immunities** critical hits, object immunities, precision damage

**Flare**  **Trigger** A creature other than the monolith's guardians approaches within 40 feet of the monolith; **Effect** the flames wreathing the monolith flare with incandescent light. The triggering creature must attempt a DC 20 Fortitude save. On a failure, the creature is dazzled for one round. On a critical failure, the creature is blinded for one round, then dazzled for one round. The hazard rolls initiative.

**Routine** On the hazard's turn, randomly select a PC within 40 feet of the monolith. A tree near that PC explodes in a 10-foot burst, dealing 2d6 piercing and 2d6 fire damage. Each creature in the area must attempt a DC 20 Reflex save.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is dazzled for 1 round.

**Critical Failure** The creature takes double damage and is blind for 1 round.

## SCALING ENCOUNTER E

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** Add one filth fire to the encounter.

**23–27 Challenge Points:** Add two filth fires to the encounter.

**28–32 Challenge Points:** Add two corrupted wildfires to the encounter. Increase each corrupted wildfire's Hit Points by 15.

**33+ Challenge Points:** Add one filth fire and two corrupted wildfires to the encounter. Increase each corrupted wildfire's Hit Points by 15.

### CORRUPTED WILDFIRE

### CREATURE 5

UNCOMMON CE MEDIUM ELEMENTAL FIRE

**Perception** +10; darkvision, smoke vision

**Languages** Abyssal, Ignan

**Skills** Acrobatics +13

**Str** +3, **Dex** +4, **Con** +4, **Int** -2, **Wis** +3, **Cha** -2


**Smoke Vision** The corrupted wildfire ignores the concealed condition from smoke.


**AC** 21; **Fort** +15, **Ref** +11, **Will** +10


**HP** 85; **Immunities** bleed, fire, paralyzed, poison, sleep;

**Weaknesses** cold 5

**Speed** 50 feet

**Melee**  fist +15 (agile, finesse), **Damage** 2d6+6 fire plus 1d4 persistent fire plus filthy burn

**Ranged**  flaming sap +15 (range increment 30 feet), **Damage** 2d6+3 fire plus 1d4 persistent fire plus filthy burn

**Acrid Cloud**  (evocation, poison, primal) The burning sap that makes up the corrupted wildfire's body sputters and pops, ejecting a cloud of acrid that smoke in a 10 foot emanation that lasts for 1 round. This smoke provides concealment to all creatures within, and deals 2d4 poison damage to any creature that enters or begins its turn in the cloud (DC 22 basic Fortitude save). A creature that fails is also sickened 1 (or sickened 2 on a critical failure).

**Filthy Burn** When the corrupted wildfire successfully strikes a creature with an attack that deals persistent fire damage, the target becomes sickened 1 (sickened 2 on a critical hit). This condition cannot be reduced below 1 while the creature is subject to the persistent fire damage from the attack, and ends automatically when the persistent fire ends.

# LOST IN FLAMES

## FILTH FIRES (2)

## CREATURE 4

NE MEDIUM ELEMENTAL FIRE

**Perception** +11; darkvision, smoke vision

**Languages** Ignan (can't speak any language)

**Skills** Acrobatics +13, Athletics +9

**Str** +1, **Dex** +5, **Con** +4, **Int** -2, **Wis** +3, **Cha** +0

**Smoke Vision** The filth fire ignores the concealed condition from smoke.

**AC** 21; **Fort** +12, **Ref** +13, **Will** +9

**HP** 70; **Immunities** bleed, fire, paralyzed, poison, sleep;

**Weaknesses** cold 5

**Speed** 25 feet

**Melee** ♦ burning lash +13 (finesse), **Damage** 2d6+3 bludgeoning plus 1d6 persistent fire

**Ranged** ♦ ember ball +13 (fire, range increment 20 feet), **Damage** 1d6+3 bludgeoning plus 1d6 persistent fire

**Noxious Burst** ♦♦ Toxic materials and churning rubbish within the filth fire's body explode in one of three ways. The filth fire chooses the effect, but it can't make the same choice twice in a row.

- **Fiery Beam** (evocation, fire, primal) The filth fire expels a 30-foot line of flame that deals 3d6 fire damage with a DC 21 basic Reflex save.

- **Shrapnel Blast** (evocation, primal) The filth fire shoots jagged rubbish out in a 5-foot emanation that deals 2d12 piercing damage with a DC 21 basic Reflex save.

- **Toxic Fumes** (evocation, poison, primal) The filth fire belches a 15-foot cone of toxic smoke that deals 2d6 poison damage (DC 21 basic Fortitude save). A creature that fails is also sickened 1 (or sickened 2 on a critical failure).



# LOST IN FLAMES

## ENCOUNTER F (LEVELS 5–6)

### FLOODING MONOLITH

### HAZARD 4

COMPLEX ENVIRONMENTAL WATER


**Stealth** +8


**Description** A surge of abyssal energy creates a powerful wave pushing away from the monolith.

**Disable** DC 22 Arcana, Occultism, or Religion to magically alter the runes, or DC 25 Thievery to physically alter them. A PC that can read Abyssal or Cyclops is better able to identify key runes, gaining a +1 circumstance bonus to these check (+2 if they speak both). Each check requires two actions, and disabling the monolith requires three successful checks. A PC that critically succeeds earns two success. On a failed check, the attempting PC is exposed to the burning flames wreathing the monolith, taking 2d6 fire damage (DC 22 basic Reflex save).

**AC** 18; **Fort** +15, **Ref** +8

**Hardness** 13; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

**Flare**  **Trigger** A creature other than the monolith's guardians approaches within 40 feet of the monolith; **Effect** the flames wreathing the monolith flare with incandescent light. The triggering creature must attempt a DC 22 Fortitude save. On a failure, the creature is dazzled for one round. On a critical failure, the creature is blinded for one round, then dazzled for one round. The hazard rolls initiative.

**Routine**  On the hazard's turn it sends a wave of water along the fork of the river (North, South, or East) that contains the nearest PC. Any creature along that fork in the water or on its surface must attempt a DC 22 Fortitude save. The monolith's guardians are accustomed to these surges and are immune to this effect.

**Critical Success** The creature takes advantage of the undertow after the surge to reposition themselves. The creature can Step, ignoring difficult terrain caused by the water.

**Success** The creature is unaffected.

**Failure** The creature is pushed 10 feet away from the monolith.

**Critical Failure** The creature is pushed 15 feet away from the monolith and knocked prone.

## SCALING ENCOUNTER F

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** Add one brood leech swarm to the encounter.

**23–27 Challenge Points:** Add two brood leech swarms to the encounter.

**28–32 Challenge Points:** Add one ahuizotl and one brood leech swarm to the encounter.

**33+ Challenge Points:** Add one ahuizotl and two brood leech swarms to the encounter.

### AHUIZOTL

### CREATURE 6

UNCOMMON NE LARGE AMPHIBIOUS BEAST

**Perception** +13; darkvision

**Languages** Aklo, Common

**Skills** Athletics +15, Deception +15 (+19 when using Voice Imitation), Stealth +15

**Str** +5, **Dex** +3, **Con** +5, **Int** –1, **Wis** +3, **Cha** +3


**Voice Imitation** An ahuizotl can mimic the sounds of a person in distress by attempting a Deception check to Lie. The ahuizotl has a +4 circumstance bonus to this check.


**AC** 23; **Fort** +17, **Ref** +13, **Will** +13


**HP** 105

**Speed** 25 feet, swim 35 feet

**Melee**  jaws +17, **Damage** 2d8+8 piercing

**Melee**  claw +17 (agile), **Damage** 2d6+8 slashing

**Melee**  tail claw +17 (agile, reach 10 feet), **Damage** 2d4+8 slashing plus Improved Grab

**Tail Drag**  **Requirements** The ahuizotl has a Medium or smaller creature grabbed with its tail claw; **Effect** The ahuizotl attempts an Athletics check against the creature's Fortitude DC.

**Critical Success** If the creature is 10 feet away from the ahuizotl, it is dragged into a square adjacent to the ahuizotl. The ahuizotl can make a jaws Strike against the creature.

**Success** If the creature is 10 feet away from the ahuizotl, it is dragged into a square adjacent to the ahuizotl.

**Failure** The creature is not dragged.

**Critical Failure** The creature is not dragged and the ahuizotl no longer has the creature grabbed.



# LOST IN FLAMES

## BROOD LEECH SWARM

## CREATURE 4

NE LARGE AMPHIBIOUS ANIMAL BEAST

**Perception** +9; tremorsense 30 feet

**Skills** Athletics +8, Stealth +11

**Str** +0, **Dex** +3, **Con** +4, **Int** -5, **Wis** +1, **Cha** -5

**AC** 19; **Fort** +12, **Ref** +11, **Will** +9

**HP** 40; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, salt 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

**Speed** 5 feet, swim 20 feet

**Blood Draining Bites** ♦ Each enemy in the swarm's space takes 2d6 bleed damage and is exposed to brood leech swarm venom.

**Brood Leech Swarm Venom** (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1, sickened 1, and -5-foot status penalty to Speed (1 round); **Stage 2** clumsy 1, sickened 1, and -10-foot status penalty to Speed (1 round)

# LOST IN FLAMES

## APPENDIX 3: GAME AIDS



GORM GREATHAMMER

OWLBEAR



EANDO KLINE

BURNING MONOLITH





# LOST IN FLAMES

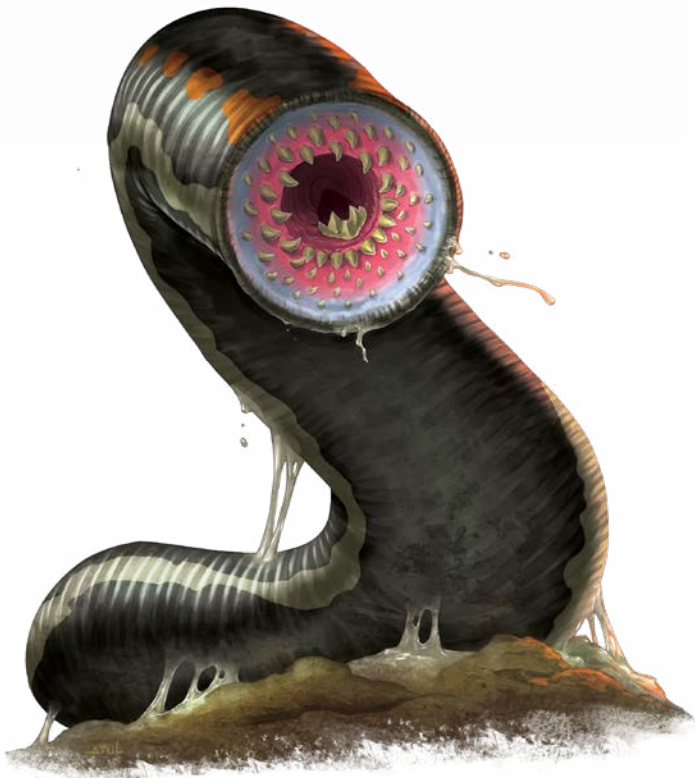
## APPENDIX 3: GAME AIDS



EMBER FOX



AHUIZOTL



GIANT LEECH

# LOST IN FLAMES

## HANDOUT #1: HEXPLORATION RULES

To determine the number of group activities per day available to the PCs, find the Speed of the slowest party member in the following table.

HEXPLORATION ACTIVITIES TABLE

SPEED	ACTIVITIES PER DAY
10 feet or less	1/2
15-25 feet	1
30-40 feet	2
45-55 feet	3
60 feet or more	4

**Forced March:** The rates above assume the PCs are taking time to camp and rest at healthy intervals. When a new day of hexploration begins, the group can instead decide to take a forced march as long as no one in the group is fatigued. Doing so allows them to gain an extra Travel activity (or perform a full Travel activity if their Speed is 10 or less), but this is the only activity they can perform that day. A character can participate in a forced march safely for a number of days equal to the character's Constitution modifier (minimum 1 day). Any additional days of forced march make the character fatigued until they spend an entire day of downtime resting.

## HANDOUT #2: RELEVANT HEXPLORATION GROUP ACTIVITIES

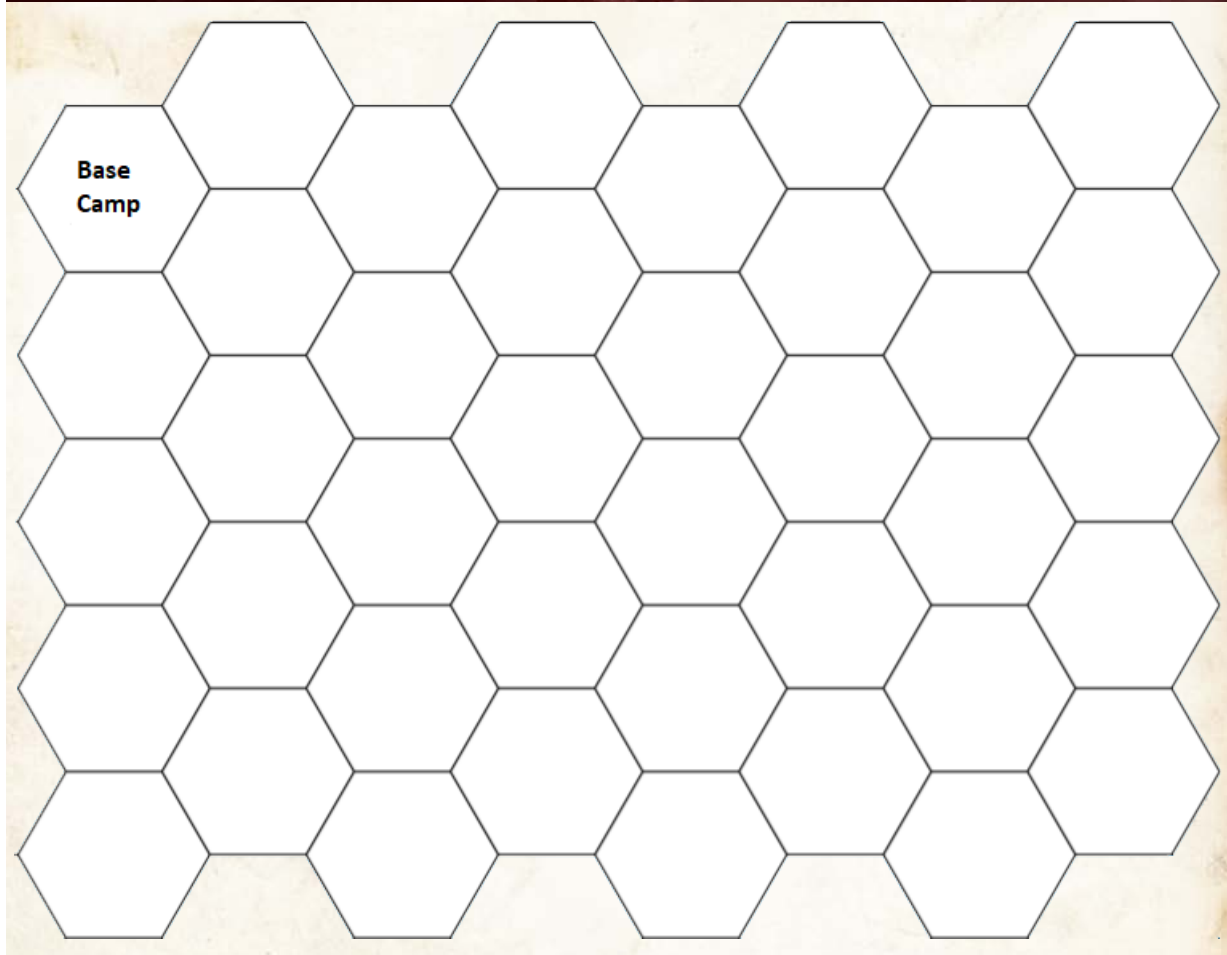
**Travel (move):** You progress toward moving into an adjacent hex. In open terrain, using 1 Travel activity allows you to move from one hex to an adjacent hex. Traversing a hex with difficult terrain (such as a forest or hills) requires 2 Travel activities.

**Reconnoiter (concentration):** You spend time surveying and exploring a specific area, looking for unusual features and specific sites. Reconnoitering a single hex in open terrain takes 1 hexploration activity, while doing so in difficult terrain (such as a forest or hills) takes 2 activities.



# LOST IN FLAMES

## HANDOUT #3: BLANK HEX MAP



# LOST IN FLAMES





# LOST IN FLAMES

## ORGANIZED PLAY

### TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

### TREASURE BUNDLES

☐☐ **Encounter A**, page 6: 2 Treasure Bundles for defeating the owlbears.

☐☐ **Encounter C**, page 9: 2 Treasure Bundles for climbing the ruins.

☐☐ **Encounter D**, page 9: 2 Treasure Bundles for exploring the camp.

☐☐ **Encounter E**, page 9: 2 Treasure Bundles for disabling the monolith.

☐☐ **Encounter F**, page 12: 2 Treasure Bundles for disabling the monolith.

# LOST IN FLAMES



## Event Reporting Form

Date: \_\_\_\_\_ Event Code: \_\_\_\_\_

Location: \_\_\_\_\_

GM Org Play #: _____ -2	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	

Faction:		
Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Faction:		
Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Faction:		
Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

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Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

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Character Name: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy



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## Scenario #2-14: Lost in Flames

<b>Character Name</b>	<b>Organized Play #</b>	<b>Character #</b> <div style="background-color: #cccccc; width: 40px; height: 20px; margin: 0 auto; text-align: center; line-height: 20px;">2</div>
<b>Adventure Summary</b>		
<p>After a Decemvirate member disappeared, the Society selected you to join one of several expedition parties. You and your allies explored the region surrounding the cyclops city of Min-Khadaim in the distant lands of Iobaria. You <input type="checkbox"/> discovered and disabled a strange demonic monolith related to an ancient cyclops ritual located within a raging forest fire. You <input type="checkbox"/> discovered and disabled a second monolith located at the center of a great storm. You <input type="checkbox"/> also managed to discover an abandoned camp that gave you insight into the fate of the missing Decemvirate member.</p>		
<b>Boons</b>		<b>Rewards</b>
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at <a href="http://paizo.com">paizo.com</a> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab. Note that you must have created a <a href="http://paizo.com">paizo.com</a> account and registered a character before you can begin making Achievement Point transactions.</p>		<b>XP Gained</b>
<b>Reputation Gained</b>		<b>GP Gained</b>
<b>Items</b>		<b>Purchases</b>
<p><i>animal staff</i> (item 4, 90 gp)</p>	<b>Items Sold / Conditions Gained</b>	
	<div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div>	
	<b>TOTAL VALUE OF ITEMS SOLD</b> <small>Add 1/2 this value to the GP Gained Box</small>	
	<b>Items Bought / Conditions Cleared</b>	
	<div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div> <div style="display: flex; justify-content: space-between;"><div>_____</div><div>_____</div></div>	
<b>TOTAL COST OF ITEMS BOUGHT</b>		
<b>Notes</b>		<b>Downtime</b>
<b>FOR GM ONLY</b>		
<b>EVENT</b>	<b>EVENT CODE</b>	<b>DATE</b>
<b>GM Organized Play #</b>		