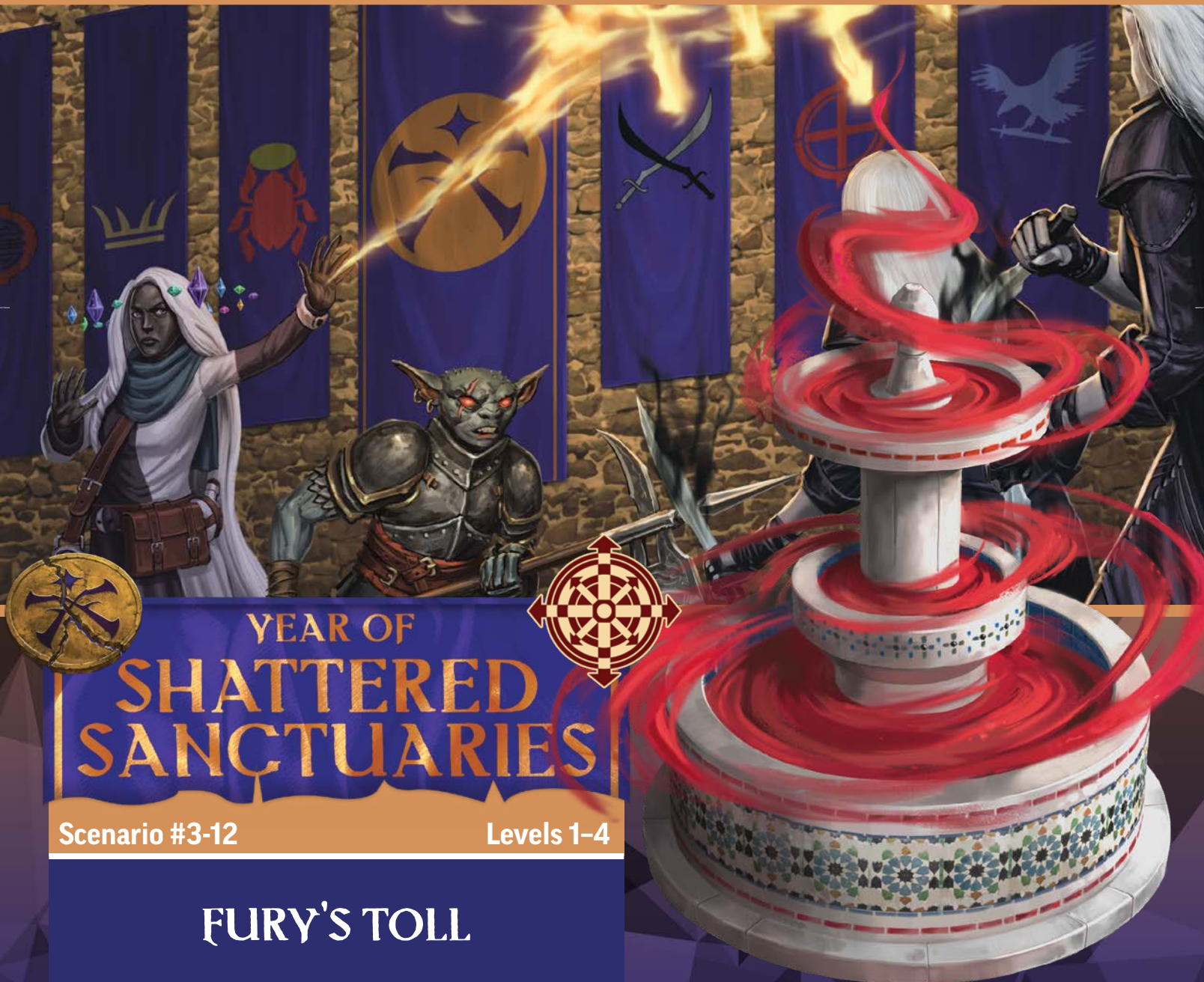


PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-12

Levels 1-4

FURY'S TOLL

By Solomon St. John

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FURY'S TOLL

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GM RESOURCES

Campaign Home Page: pathfindersociety.club**Books:** *Pathfinder Core Rulebook*, *Pathfinder Secrets of Magic*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, and *Pathfinder Lost Omens: Ancestry Guide***Maps:** None**Online Resource:** Pathfinder Reference Document at 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/>.

**METAPLOT (SHATTERED SANCTUARIES)****ENVOY'S ALLIANCE**

SUMMARY

The new Pathfinder lodge in the Qadiran city of Sedeq is finally ready to open, and what better way to celebrate than with a party? Venture-Captain Esmayl ibn Qaradi charges the PCs with ensuring that the celebration goes smoothly and making a good impression with the influential guests. Of course, it could never be that easy. Also in attendance is the scheming genie binder Fasiel ibn Sazadin, who commands the djinni Safa to spoil the party with magical pranks, some of which put the guests' safety at risk.

The PCs must contend with rampaging roasts, singing statues, juice-flinging fountains, and more before Fasiel finally reveals himself and confronts them in battle.

HOW TO PLAY

**PLAY TIME: 4-5 HOURS****LEVELS: 1-4****PLAYERS: 3-6**

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ADVENTURE BACKGROUND

As the gateway between the continents of Casmaron and Avistan, Qadira holds significant mercantile and political influence. The Pathfinder Society recently expanded its foothold in Qadira thanks to the help of Venture-Captain **Esmayl ibn Qaradi** (NG male human aristocrat), who donated generously to establish a new lodge in the thriving trading port of Sedeq. Esmayl hopes the new lodge will enable the Society to expand its presence and influence in Qadira and Casmaron. He also hopes the lodge's location in this infamous hub of the Qadiran slave trade will enable the Pathfinder Society to confront this injustice directly and provide shelter to freed captives who seek a better life.

As the construction of the lodge neared completion, the Society's leadership sent a group of agents to take residence and formally open the lodge. Due to the other crises springing up across the Inner Sea region, the Society's leaders failed to notice they hadn't heard from their agents in Sedeq for quite some time. Eventually, Sedeq's government informed the Society that no agent had claimed the building. It stood abandoned and would be auctioned off if the Society didn't take possession soon. Venture-Captain **Ambrus Valsin** (LN male human chamberlain) quickly dispatched a group of agents to avoid losing the building.

Meanwhile, the forces responsible for the disappearance of the initial group of Pathfinder agents continue to plot against the Society. This motley group of malcontents are led by **Fasiel ibn Sazadin** (NE male street skelm; *Pathfinder Bestiary* 3 238), a former aristocrat and aspiring genie binder who sought apprenticeship with **Corvius Vayn** (NE male human genie binder). This arrangement was made impossible by a successful Pathfinder Society operation (detailed in *Pathfinder Society Scenario #2-16: Freedom for Wishes*), which resulted in Corvius's defeat and Fasiel's capture. Although the Pathfinder agents who turned Fasiel over to the city guard also rescued him and several others from the twisted wishes granted by Corvius's vengeful genie, Fasiel sees the Society as responsible for ruining his opportunity to become a genie binder.

WHERE ON GOLARION?

This scenario takes place in the newly-founded Pathfinder lodge in Sedeq, a major trade settlement of southern Qadira located on the Alavah Peninsula. Information about Qadira can be found on page 54 of the *Pathfinder Lost Omens: World Guide*.



During his imprisonment in Corvius's manor, Fasiel wished for the genie to grant him unwavering confidence. The genie transformed him into a skelm, a power-hungry creature filled with self-righteous confidence and unending rage. With his newfound abilities to change shape and manipulate others, Fasiel escaped the city guards and built a following within the streets of Sedeq. A mysterious backer offered him help to thwart the Society's efforts in Sedeq, but Fasiel arrogantly rejected their aid; when the backer offered the service of a bound genie and convinced Fasiel that they share an equally deep hatred for the Society, Fasiel finally accepted. The backer then tipped Fasiel off about the agents on their way to open the lodge, and his followers captured them shortly after they arrived in Sedeq.

During *Pathfinder Society Scenario #3-08: Foundation's Price*, the Society dispatched a second group of agents to learn what happened. In that adventure, Fasiel commanded his newly bound genie **Safa** (CG genderfluid djinni vizier) to confound and destroy the incoming Pathfinders, only for the genie to twist his desires and help the Pathfinders emerge victorious. Fasiel commanded

FURY'S TOLL

Safa to withdraw and has remained hidden ever since, continuing to plot against the Society.

A few months have passed, and the Society has prepared a grand celebration to commemorate the opening of the new Sedeq lodge. Aristocrats, diplomats, merchants, and other important figures have come from across Sedeq and Qadira to celebrate. However, Fasiel has other plans for the event.

GETTING STARTED

The entirety of this adventure takes place on the ground floor of the Sedeq Lodge, and all encounters use the map on page 5. The PCs begin in the central courtyard (area **A1**). During the “Getting Started” portion of the adventure, the various hazards, encounters, and other challenges throughout the lodge aren’t in place yet, as the genie Safa hasn’t started making trouble. Everything is normal—for now.

The adventure begins with the Sedeq Lodge’s opening celebration already in full swing. The PCs are among the Pathfinders charged with hosting this event by Venture-Captain Esmayl ibn Qaradi, who’s unable to attend due to important business in Katheer. In addition, **Fola Barun** (CG female half-elf ambassador), leader of the Envoy’s Alliance, sent a letter ahead, requesting that the PCs take special care to make a good impression with a few of the more notable guests. Give the players a moment to read over **Handout #1: Instructions from Venture-Captain Qaradi** and **Handout #2: A Letter from Fola Barun** to familiarize themselves with their objectives.

Once everyone is ready, read or paraphrase the following to set the scene.

Laughter, music, and the chattering of dozens of curious voices waft through the wide-open doors of the newest Pathfinder lodge, which have been thrown open to the public in celebration of its grand opening. It feels like half of Sedeq has come to tour the sun-drenched, mudbrick chambers and gauge all that the Society has to offer their city.

The heart of both the building and the party is in the central courtyard. Scores of visitors stand, sit, or lounge on benches as they enjoy the sunshine, the newly-planted gardens, good conversation, and delectable finger foods. Waiters weave between guests, topping off wine goblets, coffee cups, and pots of steaming tea, all to the tune of sweet music drifting from the balconies of the upper floors. To the west, a pair of wooden doors stands open, from which guests drift in and out of a dining room full of tables heavy with food. At the courtyard’s center, a three-tiered marble fountain babbles with fresh water.

The NPCs mentioned in Fola’s letter aren’t currently in the courtyard, but the PCs can learn about them, or

about other topics, by speaking with the guests. Give the PCs a few minutes to mingle. Each PC can attempt any one of the following skill checks as they ask about the prominent NPCs, observe the crowd, or provide entertainment in the form of performances or physical feats. Encourage the PCs to briefly roleplay their attempts to mingle and to share their findings with one another.

Increase the DCs of all checks in this section by 3 for levels 3–4.

MINGLE (VARIES)

A PC who succeeds at a DC 15 Diplomacy check to Gather Information, or a DC 15 Society check (or DC 13 relevant Lore check) to Recall Knowledge, learns more about one of the notable guests at the party. They can learn the same information by succeeding at a DC 15 Athletics check, Acrobatics check, or Performance check to Perform, then speaking to the appreciative (or unappreciative) guests about notable NPCs. This check should be rolled secretly, and each PC should choose a notable NPC (Agdal Karga, Casira bint Meji, or Khayrat al-Maren) before attempting the check.

Critical Success You learn the basic and advanced information for your chosen NPC. You gain a +1 circumstance bonus to all Intelligence-, Wisdom-, or Charisma-based skill checks during the encounter involving the chosen NPC (area **A8** for Agdal, area **A7** for Casira, or area **A12** for Khayrat).

Success You learn the basic information for your chosen NPC.

Critical Failure You learn the inaccurate information for your chosen NPC.

AGDAL KARGA

Advanced Information Agdal Karga credits Sarenrae with giving him the second chance of returning to life as a duskwalker, and he has thus dedicated his every waking moment to living up to her ideals.

Basic Information Agdal Karga is the head priest of Sedeq’s largest Sarenite church, the Shrine of the Cleansing Flame. He’s a long-time correspondent and political ally of Shahiyan Deena al-Parishat and often invokes her name in fiery polemics against the city’s infamous genie-binding trade.

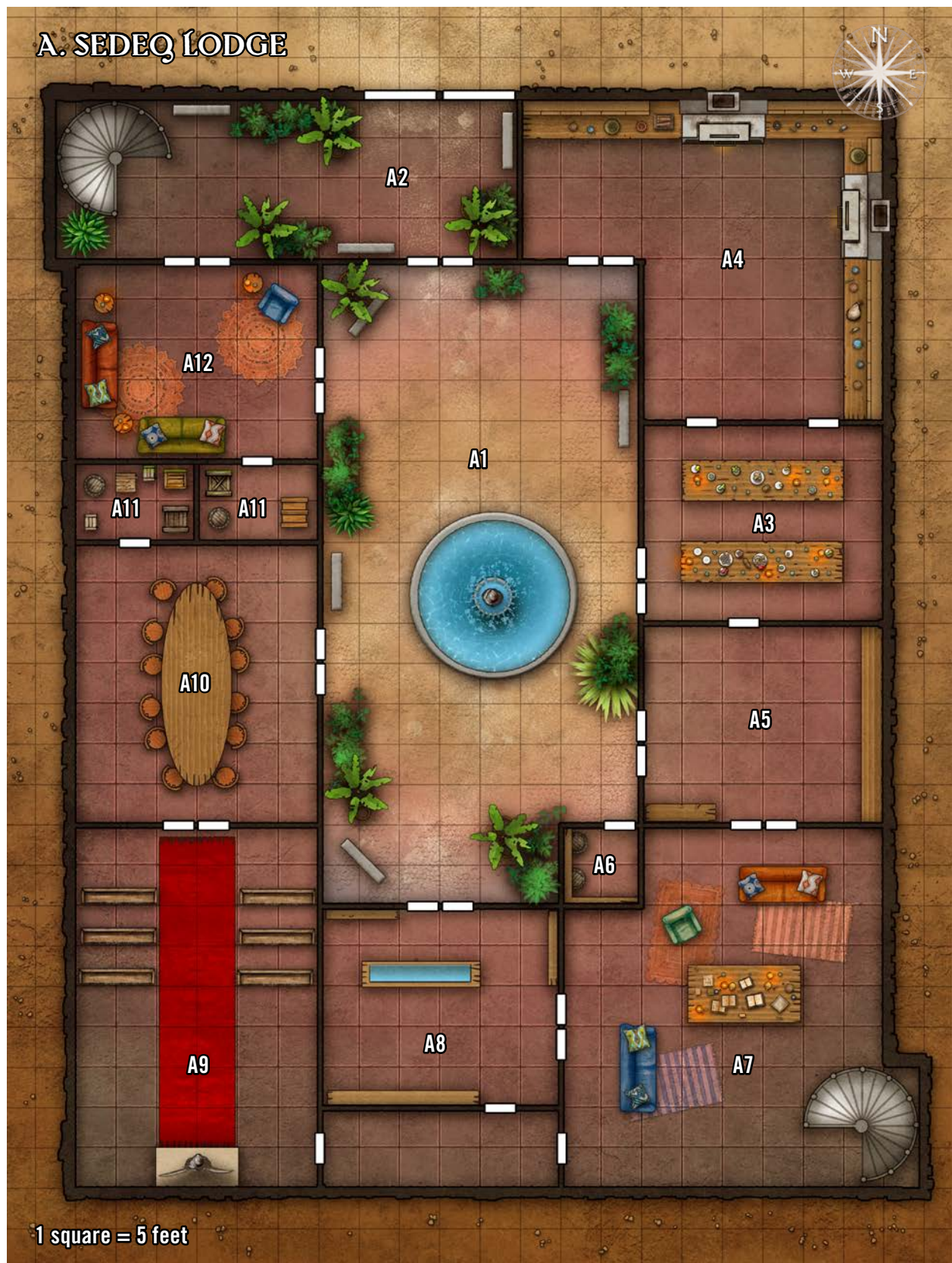
Inaccurate Information Agdal Karga was returned to life by a genie granting a wish and is a staunch defender of the practice of genie-binding.

CASIRA BINT MEJI

Advanced Information Casira is known to disappear from social events for long periods of time to get a good look at her hosts’ private libraries.

Basic Information Casira bint Meji is the curator of the Southern Qadiran History Museum and a renowned scholar, having penned four popular tomes on local history.

FURY'S TOLL



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Her contacts in the academic community would make her an invaluable resource for the Society's historical excavation projects.

Inaccurate Information Casira bint Meji is a renowned scholar and, as a delver of ancient ruins, quite athletic.

KHAYRAT AL-MAREN

Advanced Information Playful and charming, Khayrat has won the ear of many influential nobles with his kind smile and good sense of humor, though he has politely rejected all attempted courtships as of yet. Despite being well-liked, he has a deep fear of rejection.

Basic Information Khayrat al-Maren is the younger sibling of the Peerless Kendesh al-Maren and a popular attache of the Imperial Court. Party guests note that Khayrat is "bearing his shoulders today," a tasteful way of communicating that the genderfluid sylph currently presents as a man and uses he/him pronouns.

Inaccurate Information Khayrat al-Maren is a mean trickster who enjoys humiliating others with practical jokes.

PERCEPTION (SEEK)

Instead of mingling, a PC can observe the crowd. A PC who succeeds at a DC 17 Perception check to Seek catches a brief glimpse of a strange man. This check should be rolled secretly.

Critical Success The man you spotted has an impossibly bright red face, for a human.

Success You briefly spot what appears to be a Qadiran human man with spindly brown antlers. He wears aristocratic clothing, and he looks angry. He's there one moment and gone the next.

This is, of course, Fasiel ibn Sazadin, strutting arrogantly among the guests and trying to get a closer look at the Pathfinders. He didn't truly vanish, but rather changed his shape to avoid detection, then quietly commanded Safa to conceal him further while the party plays out.

A PC who notices Fasiel, or who hears another PC's description of him, can attempt a DC 17 Society check to Recall Knowledge about skelms. If the PCs noticed Fasiel's red face with a critical success, they gain a +2 circumstance bonus to this check.

Critical Success Skelms are cruel, arrogant, and controlling. They brutally punish anyone who opposes them. Men of other humanoid ancestries, often those already embittered, can be transformed into skelms by outside influences.

Success You believe the man was a skelm, a humanoid creature filled with supernatural self-entitlement, rage, bitterness, and other awful qualities.

Critical Failure You believe the man was wearing an ornate, if old-fashioned, hat.

Development: During the "Getting Started" segment, the PCs can mingle in areas **A1** (courtyard), **A2** (entry hall), and **A3** (dining room). The doors between these rooms are open, but all the doors leading to and from other areas are currently closed. If they follow Venture-Captain Esmayl's instructions, the PCs should initially spend some time mingling and stick to these areas, where many of the guests have gathered. If the PCs try to leave anyway, a whispering voice magically addresses them, encouraging them to "stick near the fountain if you want to join the fun." The PCs don't know it yet, but this voice belongs to Safa, who encourages them to remain near the fountain so they can be around when the genie begins causing trouble.

Once each PC has attempted a check and shared their findings with each other—or if the PCs insist on leaving this area despite Safa's message and the venture-captain's request that they mingle—proceed to **Event 1: Safa's Arrival**.

EVENT 1: SAFA'S ARRIVAL TRIVIAL

When the PCs have finished mingling, or when they try to explore beyond the initially accessible areas (see Development, above), read or paraphrase the following.

A delighted gasp rings from the center of the courtyard, drawing the crowd's collective attention to the fountain. A sweet, fruity scent floods the air as, before the guests' very eyes, the fountain's waters shift from clear to a dark red-purple hue.

A round of appreciative applause follows shortly, with a few guests voicing their praise of the magical surprise. Someone dips their goblet into the stream and takes a sip, then dissolves into sputtering laughter—the drink isn't wine, as they'd all assumed, but non-alcoholic grape juice. "And a lovely vintage, too!" That declaration spreads the laughter to the surrounding guests.

A resounding crack interrupts the merriment. Despite the sheer weight of the marble pieces, the fountain's tiers have separated and begun spinning at high speed! The guests go from laughing to shrieking as they scatter, the nearest already splattered with juice that has no doubt ruined their fine clothes. More and more of the sweet liquid spews from the fountain while its tiers spin faster and faster, flinging grape juice in all directions!

Hazard: The genie Safa transformed the fountain into a hazard that threatens the clothing of every guest in the courtyard. Before they can calm the flustered crowd, the PCs must disable the trick to prevent it from causing further damage.

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LEVELS 1-2

SPINNING JUICE FOUNTAIN

HAZARD 1

Page 17, art on page 24

LEVELS 3-4

FAST-SPINNING JUICE FOUNTAIN

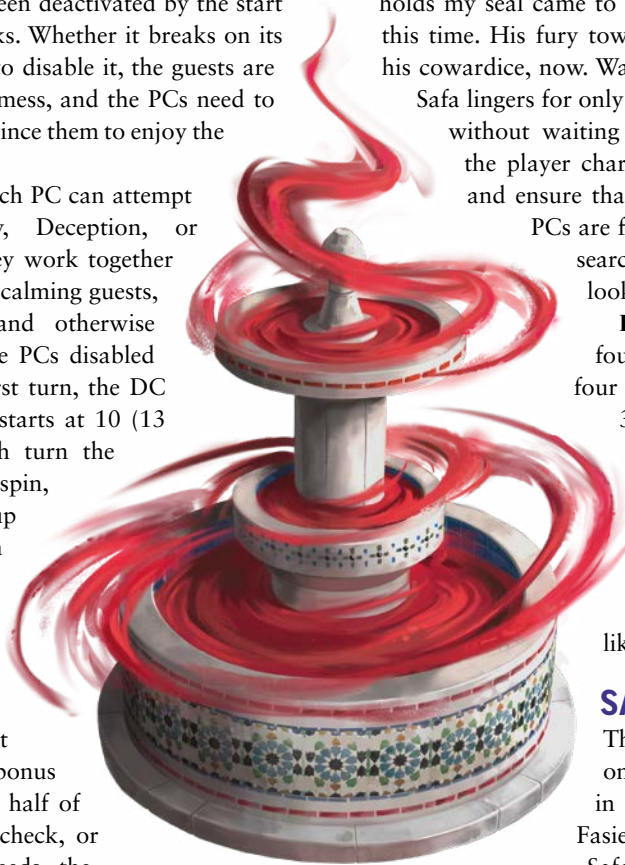
HAZARD 3

Page 21, art on page 24

If the fountain hasn't been deactivated by the start of its fourth turn, it breaks. Whether it breaks on its own or the PCs manage to disable it, the guests are distraught at the sudden mess, and the PCs need to calm them down and convince them to enjoy the rest of the party.

Calming the Guests: Each PC can attempt a Crafting, Diplomacy, Deception, or Performance check as they work together to defuse the situation by calming guests, fixing ruined clothes, and otherwise cheering people up. If the PCs disabled the fountain before its first turn, the DC for each of these checks starts at 10 (13 for levels 3-4). For each turn the fountain was allowed to spin, the DC increases by 2, up to DC 18 if the fountain broke on its fourth turn. If a PC uses magic, alchemy, or their own creative solution to clean up some of the guests' belongings, grant them a +2 circumstance bonus to their check. If at least half of the PCs succeed at this check, or if any PC critically succeeds, the guests are pacified, and the PCs are considered to have thwarted Safa's trick successfully for the purposes of fulfilling the adventure's secondary objectives. If the PCs fail to calm the guests, a few leave in disgust, but the party continues.

Development: In the aftermath of the spinning juice fountain, any PC who has a Chronicle Sheet for *Scenario #3-08: Foundation's Price* hears the genie Safa calling them by name. Otherwise, Safa gets the PCs' attention by hissing, "Hey, Pathfinders!" under the hum of the crowd. Either way, they draw the PCs' attention to a puddle of grape juice pooling at the base of the now-inert fountain.



SPINNING JUICE FOUNTAIN

A genie's face peers out from the pool, as though they were a reflection. "Goodness gracious, Pathfinders," they coo with exaggerated, feigned innocence. "It looks like I, the clever Safa, have been sent to spoil your precious little party! If only there were some brave, competent Pathfinder agents around to foil my meddlesome pranks. Oh, well. One down, four to go!"

For PCs who played *Scenario #3-08: Foundation's Price*, Safa grows briefly serious and adds, "The man who holds my seal came to watch your struggles in person this time. His fury towards you may even overpower his cowardice, now. Watch your back—and take this."

Safa lingers for only this brief moment and vanishes without waiting for questions; it's now up to the player characters to uncover their pranks and ensure that the party goes smoothly. The PCs are free to explore the lodge as they search for Safa's other pranks and look for NPCs to interact with.

Rewards: Safa gives the party four *minor healing potions* (or four *lesser healing potions* for levels 3-4). They also give any PC who has played *Foundation's Price* one additional healing potion of the same type. These items magically materialize on the rim of the fountain. They look and taste like grape juice.

SAFA'S TRICKS

The spinning juice fountain was one of five tricks that Safa created in the Sedeq Lodge, following Fasiel's command to ruin the event. Safa's four remaining tricks are an animated roast goat (area **A4**), an illusory floor of lava (area **A7**), a statue of Sarenrae singing a bawdy song (area **A9**), and an illusory

prison that has trapped a party guest (area **A12**). While thwarting Safa's tricks, the PCs also have opportunities to interact with the notable NPCs from Fola's letter.

To succeed at their primary objective, the PCs must defeat Fasiel in combat—but the skelm only reveals himself and attacks them once they've at least tried to thwart each of Safa's tricks and spoken with the notable NPCs. Fasiel confronts them in **Event 2: Fasiel Attacks** on page 14. Completion of their secondary objectives is contingent on how well the PCs manage Safa's tricks.

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A. SEDEQ LODGE

The Sedeq lodge is made of mudbrick and mortar walls atop a solid stone foundation, with most of the floors likewise being made of stone covered in rugs and carpets. Unless otherwise specified, the ceilings on the first floor are 15 feet high. Most rooms have large windows on the exterior walls and are illuminated at night by wall sconces or iron chandeliers.

As the guests have been encouraged to explore the first floor and see what the lodge offers for themselves, every room save for the kitchen (area **A4**) and storage areas (areas **A6** and **A11**) have at least a few guests milling about, sipping drinks, and making casual conversation.

During the Getting Started section on page 4 of this adventure, the PCs begin in area **A1** and have access to areas **A2** and **A3**. Once **Event 1: Safa's Arrival** is over, the rest of the areas are accessible as well.

A1. COURTYARD

The PCs begin their exploration here, amidst the cooling chaos and scandalized chatter left by the spinning juice fountain. Following the juice incident, all of the double doors leading into this wide central courtyard are propped open, encouraging guests to explore the ground floor and familiarize themselves with the Pathfinders' good intentions. The one exception is the door leading into the kitchen (area **A4**), which remains closed but not locked. Anyone who comes within 5 feet of that door can hear muffled shouting and banging from the other side.

The majority of guests, around 50 people total, can be found here at any given time. NPC Pathfinders and hired servants mingle among them, freeing the PCs to deal with Safa's promised tricks and seek out the notable NPCs from Fola's letter.

A2. ENTRY HALL

In the northwestern corner of this entry hall, an iron spiral staircase coils upward to the higher floors; it's currently roped off with a simple chain, from which dangles a sign reading, "Private Quarters—No Entry." The upper floors are beyond the scope of this adventure. Any PC who climbs up there anyway finds only half-furnished rooms and cluttered hallways before being shooed back downstairs by the musicians playing for the party.

During the Getting Started section, only the door to the courtyard (area **A1**) is open. After the PCs deal with the spinning juice fountain, all three sets of double doors—the grand front entrance adorned with the Society crest and the two smaller, plainer ones that lead further in—are propped open, welcoming visitors to explore the lodge.

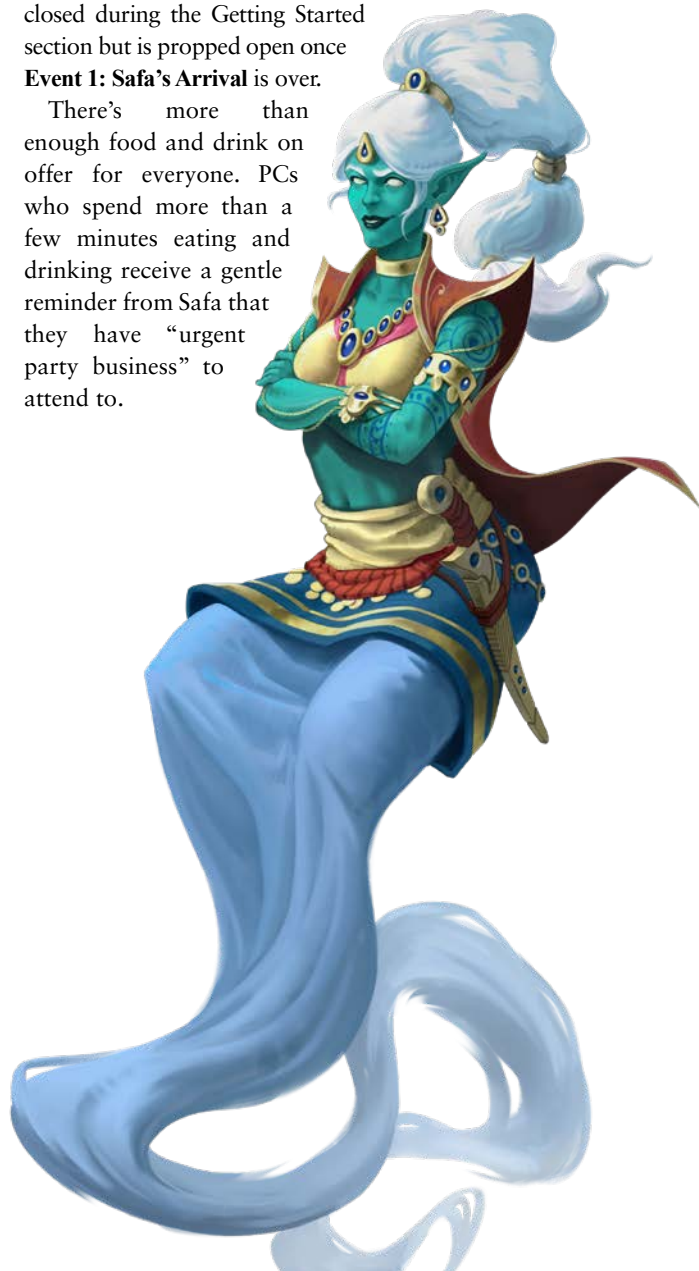
A3. DINING ROOM

This room offers a space for lodging Pathfinders to eat during inclement weather. Currently, its two long tables are laden with food and drink. A few visiting merchants linger here in the shade, gossiping among themselves.

The double door leading into the courtyard is open, permitting a steady flow of party guests in and out. Twin doors leading into the kitchen are currently closed but unlocked. The door leading south is closed during the Getting Started section but is propped open once

Event 1: Safa's Arrival is over.

There's more than enough food and drink on offer for everyone. PCs who spend more than a few minutes eating and drinking receive a gentle reminder from Safa that they have "urgent party business" to attend to.



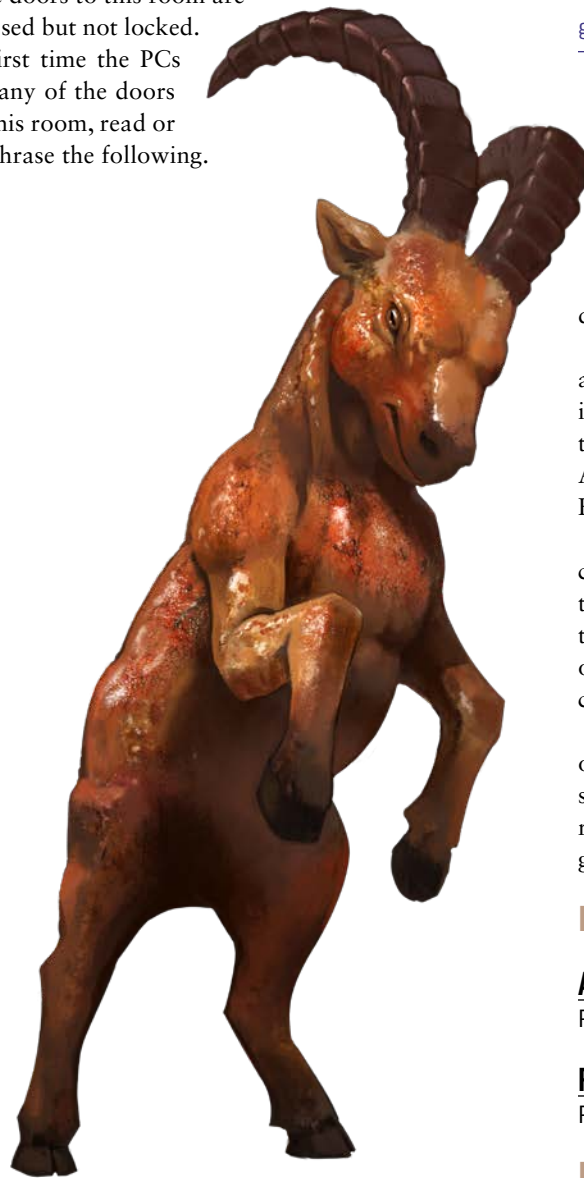
SAFA

FURY'S TOLL

A4. KITCHEN

Danya ben-Abn (LN female dwarf chef), a Paraheen dwarf hired to cook not only for the party but for all itinerant Pathfinders currently housed at the lodge, has been up since dawn spit-roasting a whole wild goat to serve as the centerpiece for tonight's welcoming feast. The party's demand for food and drink has kept her and her assistants so busy that none of them even noticed Safa's meddling until the roast and its accompanying silverware animated and began fighting to break free.

The doors to this room are all closed but not locked. The first time the PCs open any of the doors into this room, read or paraphrase the following.



RAMPAGING ROAST

MODERATE

The mouth-watering scent of cooking spices bursts through the opening doors, welcoming newcomers into a kitchen large enough to feed a small army. Fresh baked goods cool on the countertops, and bundles of dried herbs rustle in the breeze left by scattering sous chefs as they scramble away from the huge ovens in the far corner.

There, a whole roast goat that had been cooking steadily over a low fire has leapt from its position, thrashing about as though alive once more. The cook, a dwarf with thick silver hair, lies sprawled on the floor beside it, winded from a kick to the chest.

"It's making a break for it!" she bellows, pointing at the goat. "Don't let it get away!"

Creatures: After taunting the PCs in the courtyard, the genie Safa used their magic to animate the roast goat and some cookware, which are now wreaking havoc in the enclosed room. The animated cookware comes in the form of one or more animated silverware swarms or "animated armors" (cast iron pots and pans in the rough shape of a humanoid), depending on Challenge Point adjustments.

The rampaging roast charges any open door in an attempt to escape the room; if all doors are closed, it instead focuses on the large double door leading into the courtyard (area **A1**) and attempts to bash it down. All doors leading into the kitchen have Hardness 5, 20 Hit Points, and a Break Threshold of 10.

The rampaging roast becomes distracted by any creature who manages to wound it, lashing out at them in single-minded retaliation on its subsequent turns. The accompanying silverware swarm(s) focus on defending the roast by attacking anyone who gets close to it.

Though this is a combat encounter, the PCs' primary objective isn't to defeat enemies, it's to ensure a successful party; therefore, their goal here is to keep the rampaging roast from escaping and threatening their guests, even as they fight to put it down.

LEVELS 1-2

ANIMATED SILVERWARE SWARM

CREATURE 1

Page 18

RAMPAGING ROAST (WELL DONE)

CREATURE 1

Page 18, art on page 24

LEVELS 3-4

ANIMATED SILVERWARE SWARMS (2)

CREATURE 1

Page 22

FURY'S TOLL

RAMPAGING ROAST (MEDIUM RARE) CREATURE 3

Page 22, art on page 24

Development: Danya recovers from her winded state soon after combat ends. If the PCs succeeded in defeating the roast without allowing it to escape, she grumbles about the mess before declaring that the roast will simply be served pre-carved and rallying her assistants to recover as much meat as they can.

If the roast managed to escape, it spends two rounds running laps around the courtyard, knocking into guests and causing general chaos, before dashing through the open doors to the entry hall (area A2) and charging off into the streets. Sedeq's city guards then make short work of it, earning themselves some extra lunch.

Safa's Trick: The rampaging roast is one of Safa's tricks. If the PCs defeat it before it leaves the room, they succeed in thwarting this trick, which contributes to the adventure's secondary objectives.

A5. READING ROOM

Rows of comfortable seating and study tables fill this room, strategically arranged to take maximum advantage of the natural light provided by a wide window. The handful of guests currently occupying this space are embroiled in a lively but frivolous debate over the merits of different horse-training methods.

A6. MAINTENANCE CLOSET

This wooden shed built into the southeastern corner of the courtyard contains gardening supplies and other tools required to tend the gardens and maintain the fountain. It contains nothing of note now, but Fasiel ibn Sazadin emerges from this closet when he confronts the PCs during **Event 2: Faisel Attacks** on page 14.

A7. LIBRARY

The first time the PCs approach this room from areas A5 or A8, a woman's voice is audible from inside, calling for help.

Ashwood shelves line the walls of this spacious library, some filled to capacity with Pathfinder Chronicles, Society records, and local history. Other shelves stand half-empty, awaiting future donations and volumes on order from distant lodges. In the far corner, an iron spiral staircase leads to the upper levels. However, the library's floor, which should be stone covered in fine rugs, instead glows fiery orange and bubbles with a molten heat that radiates through the open double door.

"Thank goodness!" calls a hijabi halfling from her perch atop a large armchair. "Give us a hand, would you? The floor is lava!"

Creatures: The halfling on the armchair is **Casira bint Meji** (N female halfling scribe). She was taking stock of the Society's collection when this prank began and barely avoided a painful hot-foot by scrambling onto an armchair. A pair of sandy-haired gnomes, the merchant siblings **Nashwadin** and **Naqi Bousad** (N female and male gnome merchants), huddle together on the nearby large table, visibly torn between childish delight and fear of real injury. Each NPC has 15 Hit Points (or 25 Hit Points for levels 3–4).

Safa's Trick: The lava is one of Safa's tricks. To thwart it, the PCs must attempt to get the stranded NPCs from their furniture islands to one of the room's exits. This illusion isn't real lava, which should be obvious as neither the furniture nor the party guests suffer the typical environmental effects of such exposure. That said, it's still hot enough to burn anyone unlucky enough to touch it.

Check DCs: For levels 3–4, increase the DC of every check in this area by 3.

Fire: The library floor is hazardous terrain, dealing 1d6 fire damage per square (2d6 fire damage for levels 3–4).

The only safe way across, barring creative solutions, is to Leap along the furniture and out the open doors or to the stairs. The lava fills only this room and stops right at the frame of each door, as though held by an invisible barrier. It doesn't heat the metal stairs.



LAVA!

FURY'S TOLL

Leaping on Furniture: PCs looking to rescue the stranded guests can start with a Leap from a doorway to the closest couch. However, the furniture isn't designed to be used as an obstacle course, so a PC who Leaps to any piece of furniture must succeed at a DC 13 Acrobatics or Athletics check if the two surfaces are within 10 feet (2 squares), or a DC 20 Acrobatics or Athletics check if they're within 20 feet (4 squares). Note that a character with a speed of 10 feet or lower can't leap 10 feet. The PCs must repeat this check with each Leap from one piece of furniture to the next. On a failure, the PC slips up and brushes the floor, taking fire damage as described above. On a critical failure, they fall prone on the floor and take double damage.

Aiding PCs: At any time, PCs who choose not to jump can Aid their fellow Pathfinders from the sidelines, using ropes, pulleys, or other mechanisms to assist. The DC of such checks to Aid is only 15 and uses a skill appropriate to the method chosen (for example, Crafting or Athletics).

Carrying NPCs: Once they reach the center table, a PC can pick up and carry one of the small gnomes to safety. The DC for any Acrobatics or Athletics checks made while carrying a gnome is increased by 3. If the PC fails a check while carrying an NPC, they can choose to attempt a DC 10 Reflex save (DC 12 for levels 3–4) to protect the NPC; on a success, the PC takes twice the amount of fire damage as normal but protects the NPC from harm. On a failure, both the PC and NPC take the normal amount of fire damage.

Assisting NPCs: Alternatively, a PC can attempt a DC 12 Athletics or Diplomacy check from no more than 5 feet away to assist an NPC in jumping from one piece of furniture to the next; on a failure or critical failure, the NPC takes fire damage with no option of protection from the PCs. As Casira's armchair is only large enough for one person, she likely requires at least one of these assistance checks to get her to either the table or the northernmost couch, after which PCs have the option of carrying her as described above.

Safa's Mercy: Safa doesn't allow any creature to take so much fire damage that it starts Dying. If it would, the creature instead takes no damage from the fire, and Safa conjures a floating cushion with the phrase "You Lose"

embroidered on it in golden thread to transport the wounded creature gently out of the room. If this happens a second time, the lava disappears and the challenge ends. The NPCs' lives aren't at stake here, but any fire damage they take leaves them with a nasty burn that requires immediate medical attention and diminishes their regard for the Pathfinder Society (see Development, below).

Creative Solutions: Encourage creative solutions and reward especially clever ideas or descriptions with a +2 circumstance bonus to the PC's check. Certain spells or abilities might allow the PCs to automatically move from one piece of furniture to another without needing a check, but if it seems like there's a chance that the PC might touch the floor or fall prone, you should require a check.

Development: Once everyone is back on solid ground, a disembodied kazoo trills a celebratory refrain and the "lava" bursts into harmless sparks that quickly fade, returning the floor to normal. Casira's attitude toward the PCs starts as indifferent; if any of the NPCs take damage, her attitude starts as unfriendly instead. If the PCs helped Casira reach safety without injury, she's duly impressed, and her attitude improves by one step. Her attitude also improves by one step if a PC sacrificed themselves to protect an NPC on a failed save (see Carrying NPCs, above). The PCs get one chance to further improve Casira's attitude by Making an Impression on her with a successful DC 15 Diplomacy check. They can further improve her attitude by one step if they succeed at a DC

17 Medicine check to Treat Wounds or by otherwise healing all of the damage she took.

If Casira remains unfriendly or indifferent at the end of the encounter, she remains neutral to the Society and manages only a clipped "Thank you" before rushing off to tend to her injuries (and her pride). If she's friendly or helpful, Casira thanks the PCs and expresses concern about the fact that someone seems to be sabotaging the event, then rewards them for their assistance. Improving Casira's attitude impacts the Envoy's Alliance faction mission.

Rewards: If she's friendly or helpful, Casira rewards the PCs with a 5-card *cantrip deck* of *forbidding ward* (or a full pack *cantrip deck* for levels 3–4; *Pathfinder Secrets of Magic* 181).



CASIRA BINT MEJI

FURY'S TOLL

A8. GALLERY

This modest exhibition room will someday display trophies and tributes to the Pathfinder Society's success in the region, but as this occasion marks the Sedeq Lodge's grand opening, there isn't much to show off yet. The only item currently on display is a statue depicting a marid named Perizia, whose defeat by Pathfinder agents during *Scenario #2-16: Freedom for Wishes* secured the permission to build this lodge. Esmayl commissioned this piece in memorial of the battle, though he also hopes the public display reminds Sedeq's genie binders how easily their cruelty can be repaid.

Rewards: Some careless party guests left two full, untouched *lesser bravo's brews* on the statue's pedestal, which are free for the taking. For levels 3–4, there are three *lesser bravo's brews* instead. If the PCs ask around about the brews, they eventually find the guests in question, who thank the PCs for their efforts to return the items but insist that the PCs keep them instead.

A9. PRAYER HALL

A bronze plaque installed into the stone wall assures all visitors that, although this prayer hall was designed in deference to Qadira's patron goddess, travelers of all faiths are welcome within. One side of the double door currently stands open, and through it echoes the light refrain of a song that would seem more at place in a tavern than a house of worship.

Inside, three rows of pews and three of prayer rugs flank a carpeted isle leading straight to the altar, above which hangs a life-sized wooden statue of Sarenrae in her traditional pose, her arms and wings outstretched. The statue is also the source of the music, as the wooden goddess's mouth moves to sing a bawdy, blasphemous ballad about Sarenrae, her lovers Desna and Shelyn, and the sorts of things they get up to during a weekend bender with Cayden Cailean.

Creatures: A tall man with ash-gray skin stands at the altar, his cold, silver eyes narrowed upon the statue and his shoulders tense with barely contained anger. Sarenrae's holy symbol dangles prominently from the chain around his neck. This man is **Agdal Karga** (LG duskwalker human priest of Sarenrae; *Pathfinder Lost*

Omens: Ancestry Guide 28), who arrived at the party with an indifferent attitude toward the Society but is now unfriendly due to this blasphemous display. Agdal feels that his faith and goddess are being mocked, and he's slowly edging toward a hostile attitude, which would lead him to speak up in outrage and storm away from the party. Soothing his ire is much easier if the PCs first disable the irreverent spell without harming the statue of Sarenrae.

Safa's Trick: The moving mouth on the statue is an illusion, as Safa actually rigged this trick using a magical rune, 2 inches in diameter and concealed on the back of the statue's neck.

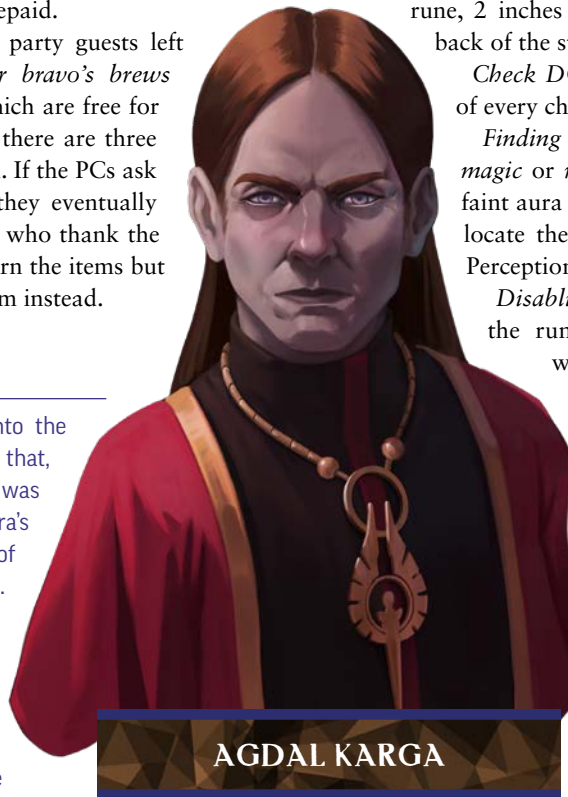
Check DCs: For levels 3–4, increase the DC of every check in this area by 3.

Finding the Rune: A caster using *detect magic* or *read aura* can easily zero in on the faint aura of illusion magic. Alternatively, PCs locate the rune if they succeed at a DC 13 Perception check to Seek.

Disabling the Rune: PCs can disable the rune either by damaging it with a weapon Strike or by succeeding at a DC 17 Crafting or Thievery check, assuming they can reach it. A critical failure on a check to disable the rune damages the statue. Small or Medium characters with normal reach must succeed at a DC 12 Acrobatics check to climb the altar. The statue, and by extension the rune, has AC 10 and Hardness 5 (or AC 13 and Hardness 5 for levels 3–4), and any amount of damage is enough to end the spell; however, a PC

who attempts this attack with a weapon that doesn't have the finesse trait must critically succeed to avoid damaging the statue. For a weapon with the finesse trait, the statue is only damaged by a failed attack roll. If the statue is damaged, Agdal becomes hostile and storms out of the chapel and the party in a fit of anger. The rune can also be removed with *dispel magic* (1st level; counteract DC 15).

Soothing Agdal's Ire: Some PCs might choose to diffuse Agdal's anger while their friends deal with the statue. They can drown out the blasphemous singing with a song by succeeding at a DC 15 Performance check, or they can cover up the bawdier lyrics with the original passages from the Sarenite ode the statue parodies by succeeding at a DC 15 Religion check or DC 10 Sarenrae



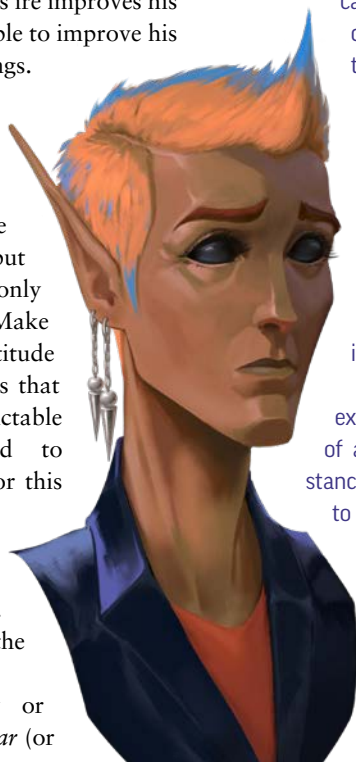
FURY'S TOLL

Lore check to Recall Knowledge. Followers of Sarenrae gain a +2 circumstance bonus to any of these checks. Alternatively, so long as the statue wasn't damaged, the PCs can attempt either of these checks after the statue has been silenced to restore the sanctity of the chapel and demonstrate the PCs' (and, by extension, the Society's) respect for the goddess. Agdal tolerates three failed attempts at any check to soothe his ire before becoming hostile and storming out, as described on page 12. A single successful check to soothe Agdal's ire improves his attitude to indifferent, but it isn't possible to improve his attitude further while the statue still sings.

Development: Once they disable the statue (and attempt to soothe Agdal's ire, if they wish), the PCs can attempt to Make an Impression with a DC 15 Diplomacy check. They can substitute Religion or Society for Diplomacy, but doing so raises the DC to 17. Agdal only gives the PCs time for one attempt to Make an Impression. If they improve his attitude to friendly, he calms down and admits that Qadira is a land of strange and unpredictable magic—he shouldn't have jumped to conclusions and blamed the Society for this outrageous display.

Should they fail to improve his attitude to friendly, the PCs have one more chance during the Conclusion. Improving Agdal's attitude impacts the Envoy's Alliance faction mission.

Rewards: If he becomes friendly or helpful, Agdal gives the PCs a +1 *scimitar* (or a +1 *striking scimitar* for levels 3–4), which he brought to the event as a gift to the Society and a reminder of the importance of Sarenrae's approval.



KHAYRAT AL-MAREN

A10. MEETING ROOM

A dozen plain wooden chairs surround the long, elliptical table that takes up the center of this room. The table is currently empty, but it has been set with a tablecloth in anticipation of the feast scheduled to cap off today's celebrations. The double door facing the courtyard has been propped open, while the doors leading to area A9 is only open on one side.

A11. STORAGE ROOMS

Each of these storage rooms contains cleaning supplies, leftover construction materials, training dummies, crates of parchment and ink, and other sundry items needed for the Society's day-to-day business.

A12. LOUNGE

This brightly lit room offers enough space and comfortable seating for a dozen people to relax at the same time. When the PCs first enter, read or paraphrase the following.

A dozen or so guests in fine clothing make good use of this cozy lounge, a space designed to fulfill exactly this purpose. While one trio in the corner seems fairly embroiled with their card game, the rest form a rough cluster near the center of the room, clearly enjoying the drinks that have been so readily provided.

The heart of the party seems to revolve around a young elf whose wispy, sunset-colored hair floats around his head, betraying an ancestral connection to the plane of air. He seems, at first glance, to be performing some sort of mime routine. Certainly, his friends seem to take it that way, egging him on as he presses his hands flat against nothing, feeling out the shape of the invisible box pressing in on him from all sides.

To the slightly less inebriated eye, however, the expression on the young elf's face is clearly not one of amusement, but of barely-controlled panic. His stance is rigid, his chest heaves, and his knees begin to shake. Whatever he thinks is happening to him, it must feel very, very real.

Creatures: The trapped geniekin is **Khayrat al-Maren** (NG genderfluid sylph elf courtier; *Pathfinder Lost Omens: Ancestry Guide* 112). Khayrat is well-known to lighten the mood at parties with amusing stories and physical comedy, which is why his friends haven't yet realized that the "imaginary box" he has found himself in is an illusion that, to him, feels real.

Safa's Trick: Khayrat is under the effects of an illusory prison created by Safa. Safa set this prank up as a random trap; had they known it would snag a geniekin with a severe imprisonment phobia, they likely would've chosen a different trick to pull. The effect is similar to a *phantom prison* (*Pathfinder Secrets of Magic* 121), but Khayrat is so convinced that the prison is real that he needs encouragement from people outside the prison to disbelieve the illusion. His friends laugh along with his "performance," so it's up to the PCs to help.

Check DCs: For levels 3–4, increase the DC of every check in this area by 3.

Distracting the Guests: The first step to helping Khayrat is to distract his friends via a successful DC

FURY'S TOLL

12 Deception, Performance, or Society check. If the PCs try to help Khayrat without first distracting the guests, Khayrat's friends tell them they're ruining the performance and try to keep the PCs at bay. If they persist, one of Khayrat's friends pulls a PC aside and informs them that even if Khayrat is truly in distress, he'd be humiliated if the crowd found out, so it's best if the PCs distract the other guests first.

Freeing Khayrat: While at least one PC holds the crowd's attention, the remaining PCs can attempt to calm Khayrat by, for example, using Arcana or Occultism to help him understand that the illusion isn't real, Medicine to coach him through a calming breathing exercise, or Diplomacy to help him realize the illogical nature of his perceived situation; whatever approach they take, the PCs must attempt a DC 16 check, and they need 2 successful checks (or one critical success) to help Khayrat break free of the illusion. The first time one of these checks fails, the PCs are free to continue their attempts. For every failed check thereafter, however, the PC(s) acting as a distraction must attempt another Deception, Performance, or Society check to retain the other guests' attention. The DC increases by 2 for each subsequent distraction check after the first.

Development: Should the PCs fail any of the subsequent distraction checks, other guests realize that something is going on with Khayrat and cause a scene, which culminates in Khayrat's sudden realization that the prison isn't real. However, this outcome also results in his public humiliation and swift, emotional exit from the party. In this event, his attitude toward the Society is unfriendly.

If, however, the PCs succeed in coaching Khayrat free of the illusion, he regains his composure quickly and communicates his gratitude quietly to the PCs before re-entering the conversation in the lounge, his friends none the wiser. His attitude

toward the Society thus improves from indifferent to friendly. Improving Khayrat's attitude impacts the Envoy's Alliance faction mission.

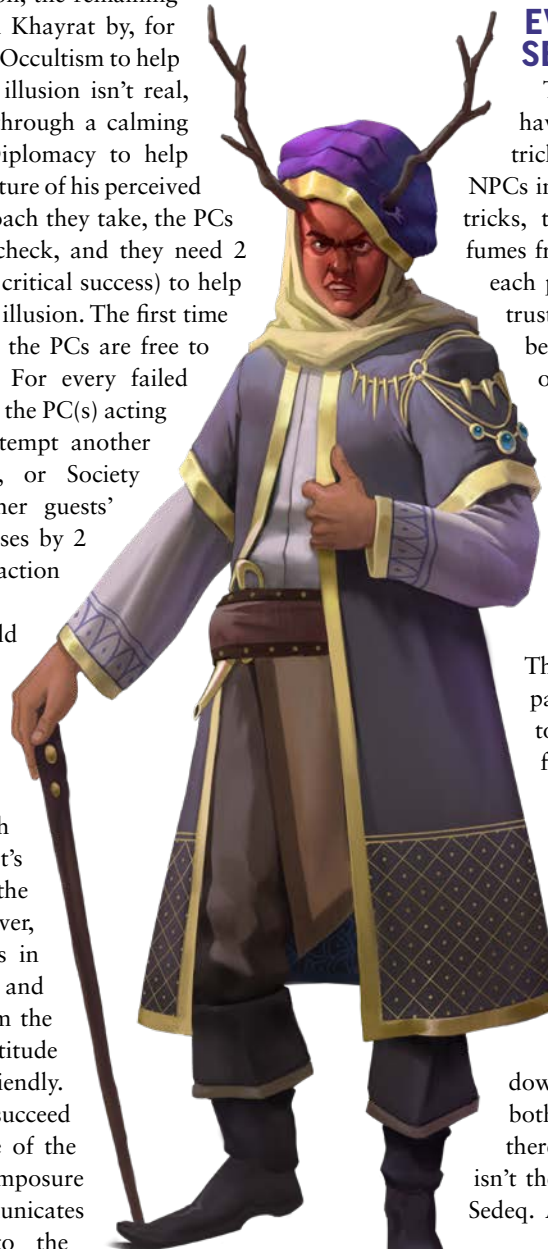
Rewards: If the PCs improve Khayrat's attitude to friendly, he gives them a *ladder feather token*, which he had intended to use to perform a stunt for his friends. He also gives them a *minor healing potion* (three *minor healing potions* for levels 3–4), which he had intended to use if the stunt went poorly.

EVENT 2: FASIEL ATTACKS SEVERE

This event takes place when the PCs have attempted to thwart each of Safa's tricks and interacted with the associated NPCs in those areas. As the PCs unravel Safa's tricks, the wicked skelm Fasiel ibn Sazadin fumes from the shadows, growing angrier with each problem solved. Knowing that he can't trust Safa to deal with the situation on his behalf, he decides to take matters into his own hands and wishes for a chance to rid himself of these meddling Pathfinders.

Shortly after the PCs solve the last of Safa's pranks, the lodge suddenly falls unnaturally quiet, and the PCs find themselves standing in the northernmost section of the courtyard (area A1). The color of every surface and object has taken on a muted tone. The constant hustle and bustle of the party that has followed them from room to room is simply gone. All of the NPCs, from the guests to the staff to their fellow Pathfinders, have vanished. The PCs are now completely alone in Sedeq Lodge (along with any animal companions or minions that were with them).

The doors leading out of the lodge are sealed shut, and the windows show only a featureless landscape stretching in all directions beyond. It's impossible to break the doors down or pry them open. Furthermore, both sets of stairs lead to solid ceilings—there are no upper floors at all. This space isn't the actual lodge, nor is it anywhere near Sedeq. At Fasiel's command, Safa shifted the PCs, Fasiel, and himself into a full replica of the lodge's ground floor in a pocket of the Shadow Plane. This battlefield has no special traits



FASIEL IBN SAZADIN

FURY'S TOLL

or effects. Anything that occurs here doesn't impact the actual lodge. However, anything that happens to the PCs—and their foes—is real.

Moments after the PCs find themselves in this strange place, Safa magically whispers to them to “be ready.” Two rounds later, they hear cruel, mocking laughter before Fasiel's angry shouts reverberate through the eerie halls. Read or paraphrase the following.

“Pathfinders! Your desperate attempts to secure allies are disgusting. Such pathetic fools! You have no place in my city. If you were truly strong, as I am, you would not need allies at all—you would command servants to do your bidding! I, Fasiel ibn Sazadin, have become a genie binder, in spite of the Society's meddling! I shall soon be master of Sedeq, and I shall start by eliminating you!”

The voice grows quieter, but no less angry. “Safa, I command you! Bring me to the battlefield!”

Safa appears above the fountain, hovering with their head tilted to one side as they consider the command. “Of course, Fasiel. As you wish.” A man walks out of the courtyard's maintenance closet. He wears the garb of a Qadiran aristocrat, and his two antlers protrude awkwardly from his lopsided hat. His face is a deep, unnatural red. He shouts, “Summon a powerful minion for me, then stay back! I'll show these Pathfinders myself what it means to be a true genie binder!”

Safa furrows their brow, then grins. “A minion. Of course—your favorite kind.” Safa weaves magic through the air. A gout of flames roars up from the fountain, and a muscular, twelve-foot-tall horned woman with flaming red skin and smoldering eyes steps forward. Fresh bits of charred flesh cling to her flaming scimitar. “You dare to summon me, Safa?! Shouldn't you still be skulking about in the ether?! Explain, now. Or die.”

Safa shrugs, points at Fasiel, and says, “He did it.”

Fasiel shouts, “Marvelous! Yes, it is I, Fasiel ibn Sazadin, who commands you! Efreeti, obey my—”

The flaming woman screams in irritation, cutting off Fasiel's words. “Shut up, skelm! You disgust me. I have no time for this—Safa, don't ever do that again.”

With another roar of flames, the efreeti is gone, and creatures of fire and steam pour out of the fountain. Safa winks and vanishes.

Creatures: Safa transports Fasiel to this false lodge by placing him in the maintenance closet (area A6), mostly because the djinni thought it'd be funnier that way. The efreeti is an old nemesis of Safa's; she called a minor elemental to the lodge mostly out of sheer annoyance. Challenge Point adjustments add more elementals to the encounter. The elementals divide their forces (and their attacks) between the PCs and Fasiel, and they're especially

interested in catching PCs and Fasiel in the area of the same attack (such as a Breath Weapon) or lashing out with multiple Strikes at the two opposing “sides” on the same turn. The elementals are summoned creatures, but they can use 3 actions each round and can use reactions, unlike most summoned creatures. After 7 rounds, the summoning magic ends, and the elementals disappear. They also immediately disappear when Fasiel is defeated.

Fasiel begins the battle just outside the maintenance closet and quickly moves to attack the PCs, screaming curses at them and Safa alike—though the djinni is nowhere to be seen, having followed Fasiel's command to leave. Fasiel attacks in his natural form, without any illusions since he wants the PCs to know that it was Fasiel ibn Sazadin who spelled their doom. Despite the fact that the PCs have little reason to know who he is, Fasiel takes any lack of recognition as a personal insult. Fasiel uses one action each turn to Stride, and his other two actions to use Frightening Rant and Punishing Strike. He attacks only the PCs, not the elementals. His attacks are random and undisciplined; he's too filled with rage to fight tactically, often Striding even when he might trigger reactions. Fasiel is ashamed of his antlers: for levels 1–2, Fasiel initially only uses his fists, staff, or rocks to attack. After he has been reduced below half his maximum Hit Points (or for levels 3–4), he uses his antlers for every other attack he makes. He's easily goaded into attacking foes with better defenses and doesn't put any thought into strategic positioning.

The first time Fasiel misses with a Strike against an opponent within an area of smoke or steam created by the elementals, he uses his next action to command Safa to remove the effects. Safa then blows away the smoke and steam with a massive gust of wind that happens to be perfectly positioned to knock Fasiel prone (but doesn't affect other creatures).

LEVELS 1-2

STEAM MEPHIT

CREATURE 1

Page 19

FASIEL IBN SAZADIN

CREATURE 3

Page 19, art on page 25

LEVELS 3-4

CINDER RAT

CREATURE 3

Page 23

FASIEL IBN SAZADIN

CREATURE 5

Page 23, art on page 25

FURY'S TOLL

CONCLUSION

Once the PCs defeat Fasiel, Safa is no longer bound to stay out of the fight. The djinni sends a gentle healing breeze to instantly return the PCs to their maximum Hit Points (this effect doesn't restore any PCs who perished). Read or paraphrase the following.

Fasiel's wound is fatal. That much is clear even as he clings to it, dragging himself along the ground. "Safa! Heal me! Return me to my lair, so I may plot my revenge!"

Safa appears out of nowhere, descending through the air without bothering to hide their glee. "Of course." They snap their fingers, summoning a flash of white-hot flames that cauterize Fasiel's wound. He howls with pain, rolling in the dirt and cursing Safa's name. The genie pins him to the ground with one foot and casts a hasty glance around the courtyard.

"His wounds will heal... with time." Safa flashes a wicked grin, but it lasts only a moment. "Fasiel has encountered the Society before, in the home of Corvius Vayn. He believes your agents prevented him from becoming a genie binder. A cruel genie twisted his wish for confidence and power by transforming him into the creature he is today. The wretched skelm is hateful and cruel, but also shortsighted—he could never match the Pathfinders. Your true foe, the one who gave him my seal, is far more powerful. They hold deep hatred in their heart and have long dreamt of the Society's downfall. They would trade anything, even me, to further their goals. They're angry, sinister, loathsome—your newest nemesis. Please don't ask for a name. Just know that they're out there, and this... man... is hardly their only puppet."

Safa stoops, hoists the mewling Fasiel over their shoulder, and salutes. "Good game, Pathfinders. I hope we meet again." With a snap of Safa's fingers, they both vanish.

In the next blink, the PCs find themselves back in the real Sedeq Lodge courtyard. If they succeeded in their secondary objectives (as detailed below), the crowd is eager to speak with the PCs and congratulate them on a successful party, expressing how much they're looking forward to the coming feast. If the PCs fell short on this front, the crowd is noticeably thinner, and the energy around the party has died down with many guests making their excuses to leave early due to all the strange disruptions.

If the PCs resolved the situation in the prayer hall but didn't quite manage to improve Agdal Karga's attitude to friendly, he appears here to give them all a final chance to do so, using the same checks and DCs described in area **A9**. Likewise, if the PCs helped Khayrat escape his imprisonment without embarrassment, he turns up to express his thanks and offer a personal gift of a bottle of fine elven wine. Casira doesn't approach the PCs, but she's among the crowd and happy to tell anyone who asks about the PCs' help in the library. However the PCs fared during these encounters, the adventure ends with Danya Ben-Abn calling the assembled to dinner, a feast which should serve as quite the pleasant reward for a job well done.

PRIMARY OBJECTIVES

The PCs complete their primary objective by defeating Fasiel in combat. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they accomplish any three of the following five tasks: calm the guests following **Event 1: Safa's Arrival**, defeat the rampaging roast before it escapes area **A4**, guide at least one NPC across the illusory lava without allowing them to take any damage in area **A7**, disable the singing statue in area **A9**, and free Khayrat from the illusory prison in area **A12** without humiliating him. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

The PCs complete their faction mission by improving the attitudes of at least two of the three notable NPCs (Casira bint Meji, Agdal Karga, and Khayrat al-Maren) to friendly or helpful. Doing so earns each PC 1 additional Reputation with the Envoy's Alliance faction, or 2 additional Reputation if they improved all three NPCs' attitudes to friendly or helpful.

FURY'S TOLL

APPENDIX 1: LEVEL 1-2 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 1st-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).

EVENT 1 (LEVELS 1-2)

SPINNING JUICE FOUNTAIN

HAZARD 1

UNIQUE

COMPLEX

MAGICAL

TRAP

Stealth +7 (trained)

Description The enchanted fountain spews large quantities of grape juice as its marble tiers spin with increasing speed, flinging juice in all directions.

Disable DC 16 Athletics to Grapple a tier and halt its momentum, followed by DC 14 Crafting or Thievery (while the tier is grabbed) to disable the pump mechanism through the gap that the previous check left open. Grappling a tier requires 1 action. Each Crafting or Thievery check to disable a tier is a 2-action activity.

The fountain has three tiers, and fully disabling the fountain requires each tier to be disabled. For each disabled tier, the DCs to Grapple or disable another tier decrease by 2. If a creature critically succeeds at a check to disable a tier, it’s immediately disabled, regardless of the number of checks that would otherwise be required due to Challenge Point adjustments.

AC 16; **Fort** +7, **Ref** +5

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

Begin to Spin **Trigger** Safa commands the fountain to start spinning at the beginning of **Event 1: Safa’s Arrival**; **Effect** The fountain sprays juice in all directions, making every square adjacent to it difficult terrain. The trap rolls initiative.

SCALING EVENT 1

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments aren’t cumulative.

10-11 Challenge Points: Disabling the fountain’s first tier requires 2 successful checks.

12-13 Challenge Points: Disabling the fountain’s first and second tiers requires 2 successful checks each.

14-15 Challenge Points: Disabling each fountain tier requires 2 successful checks. Increase the DCs of all checks to Grapple or disable the fountain by 1.

16-18 Challenge Points (5+ players): Disabling the fountain’s first tier requires 3 successful checks. Disabling the second and third tiers requires 2 successful checks each. Increase the DCs of all checks to Grapple or disable the fountain by 1.

Centrifugal Slam **Trigger** A creature attempts to Grapple one of the fountain’s tiers. Each tier of the fountain has one reaction per round; **Effect** The heavy, spinning marble has enough sheer force to crush the hands of those trying to stop it. The triggering creature must attempt a DC 15 Fortitude save before it rolls its check to Grapple the fountain.

Critical Success The creature takes no damage and gains a +2 circumstance bonus to its next check to Grapple the fountain.

Success The creature takes no damage.

Failure The creature takes 1d6+3 bludgeoning damage and takes a –2 circumstance penalty to its next check to Grapple the fountain.

Critical Failure The creature takes 2d6+3 bludgeoning damage and is flung 10 feet away from the fountain in a random direction, preventing its attempt to Grapple the fountain.

Routine (1 action) The fountain accelerates its spinning, spraying juice 10 feet in all directions on its first turn, 15 feet in all directions on its second turn, and 20 feet in all directions on its third turn. Every square where it sprays juice becomes difficult terrain. At the start of its fourth turn, the fountain breaks, disabling the hazard and flinging juice 25 feet in all directions.

FURY'S TOLL

A4. KITCHEN (LEVELS 1-2)

ANIMATED SILVERWARE SWARM

CREATURE 1

N **LARGE** **CONSTRUCT** **MINDLESS** **SWARM**

Pathfinder Bestiary 3 18

Perception +5; darkvision

Skills Acrobatics +8

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

AC 16 (12 when broken); construct armor; **Fort** +9, **Ref** +8, **Will** +3

HP 14; **Hardness** 3; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, precision, sickened, unconscious; **Weaknesses** area damage 3, splash damage 3

Construct Armor Like normal objects, an animated silverware swarm has Hardness. This Hardness reduces any damage the swarm takes by an amount equal to the Hardness. Once an animated silverware swarm is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing its Hardness and reducing its Armor Class to 12.

Speed 20 feet

Slice and Dice ♦ (magical) Each enemy in the animated silverware swarm's space takes 1d6 piercing or slashing damage (DC 17 basic Reflex save)

Stick a Fork in It ♦ The animated silverware swarm attempts to pin a single creature. The target must attempt a DC 17 Reflex save.

Critical Success The target is unaffected.

Success Silverware pins portions of the target's clothing and gear. The target takes a -10-foot circumstance penalty to its Speeds as long as it remains in the swarm's space.

Failure As success, and the target also can't Step until it leaves the swarm's space.

Critical Failure The target is thoroughly pinned by the silverware, becoming immobilized until it Escapes (DC 17) or uses 2 Interact actions to remove all of the silverware pinning it down.

RAMPAGING ROAST (WELL DONE)

CREATURE 1

RARE **N** **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +5; darkvision

Skills Athletics +7

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

AC 13; **Fort** +10, **Ref** +5, **Will** +5

HP 30; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses fire 3, slashing 3; **Resistances** bludgeoning 3

Ferocity 2

Speed 20 feet

Melee ♦ slam +7, **Damage** 1d6+3 bludgeoning plus Knockdown

SCALING ENCOUNTER A4

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

10-11 Challenge Points: Remove the animated silverware swarm and add one animated cookware to the encounter.

12-13 Challenge Points: Add one animated silverware swarm to the encounter.

14-15 Challenge Points: Add one animated cookware to the encounter.

16-18 Challenge Points (5+ players): Remove the animated silverware swarm and add two animated cookwares to the encounter.

Rampaging Charge ♦♦ The rampaging roast Strides up to double its speed in a straight line and then makes a slam Strike. If it moved at least 10 feet, it gains a +1 circumstance bonus to its attack roll.

ANIMATED COOKWARE (0)

CREATURE 2

UNCOMMON **N** **MEDIUM** **CONSTRUCT** **MINDLESS**

Variant animated armor (*Pathfinder Bestiary* 20)

Perception +6; darkvision

Skills Athletics +9

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

AC 17 (13 when broken), guardian construct armor; **Fort** +10, **Ref** +3, **Will** +4

HP 30; **Hardness** 5; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated cookware has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated cookware is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 13. When its construct armor breaks, it also loses its Hardness.

Speed 20 feet

Melee ♦ slam +11 (shove), **Damage** 1d8+4 bludgeoning

Ranged ♦ pot +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

FURY'S TOLL

EVENT 2 (LEVELS 1-2)

STEAM MEPHIT

CREATURE 1

UNCOMMON **N** **SMALL** **ELEMENTAL** **FIRE** **WATER**
Pathfinder Bestiary 2 113
Perception +3; darkvision, steam vision
Languages Aquan, Ignan
Skills Acrobatics +7, Intimidation +6
Str +1, **Dex** +2, **Con** +4, **Int** -2, **Wis** +0, **Cha** +0
Steam Vision The steam mephit ignores the concealed condition from mist and steam.
AC 16; **Fort** +9, **Ref** +7, **Will** +5
HP 19 (fast healing 2 (in boiling water or steam)); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3
Speed 20 feet, fly 25 feet, swim 25 feet
Melee ♦ claw +7 (agile, finesse), **Damage** 1d6+1 slashing
Arcane Innate Spells DC 17; **2nd** *obscuring mist*
Boiling Rain ♦♦ (arcane, conjuration, fire, water) **Frequency** once per day; **Effect** The steam mephit calls down a rain of boiling water that surrounds them in a 10-foot emanation. Creatures in the area take 2d8 fire damage (DC 17 basic Reflex save), and small unattended flames (such as torches) are extinguished.
Breath Weapon ♦♦ (arcane, fire) The steam mephit spits a cloud of steam in a 15-foot cone that deals 2d6 fire damage to each creature within the area (DC 17 basic Reflex save). The steam mephit can't use Breath Weapon again for 1d4 rounds.

FASIEL IBN SAZADIN

CREATURE 3

UNIQUE **LE** **MEDIUM** **HUMANOID** **SKELM**
 Variant street skelm (*Pathfinder Bestiary 3* 238)
Perception +8; scent (imprecise) 30 feet
Languages Aklo, Common (Kelish), Taldane
Skills Athletics +9, Deception +11, Genie Lore +8, Intimidation +9, Society +8, Stealth +9
Str +4, **Dex** +2, **Con** +3, **Int** +3, **Wis** +1, **Cha** +4
Items staff
AC 18; **Fort** +10, **Ref** +9, **Will** +8; -1 to all saves vs. emotion effects
HP 55; **Weakness** cold iron 3
Attack of Opportunity ⤵
Speed 25 feet
Melee ♦ fist +12 (agile, magical), **Damage** 1d6+6 bludgeoning plus Grab
Melee ♦ antler +12 (magical), **Damage** 1d10+6 piercing plus Knockdown
Melee ♦ staff +13 (two-handed d8), **Damage** 1d4+7 bludgeoning
Ranged ♦ rock +9 (range increment 20 feet), **Damage** 1d6+6 bludgeoning

SCALING EVENT 2

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

10-11 Challenge Points: Add one fire wisp to the encounter.

12-13 Challenge Points: Add two fire wisps to the encounter.

14-15 Challenge Points: Add three fire wisps to the encounter.

16-18 Challenge Points (5+ players): Add three steam mephits to the encounter.

Change Shape ♦ (concentrate, occult, polymorph, transmutation) Fasiel can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Frightening Rant ♦ (auditory, concentrate, emotion, enchantment, fear, linguistic, mental, occult) Fasiel rants angrily, filling nearby creatures with shame, fear, and anger. Each creature within 30 feet must succeed at a DC 20 Will save or become frightened 1 (frightened 2 on a critical failure). While frightened by this rant, creatures take a -2 status penalty to Strength-based damage rolls against Fasiel but gain a +2 status bonus to those rolls against other creatures.

Punishing Strike ♦ Fasiel unleashes his constant rage in a reckless attack that makes him flat-footed until the start of his next turn. He Strikes; if he hits, he increases the number of damage dice by one and adds Push to the effect. This counts as two attacks for his multiple attack penalty.

FURY'S TOLL

FIRE WISP (0)

CREATURE 0

N **TINY** **ELEMENTAL** **FIRE**

Pathfinder Bestiary 3 91

Perception +6; darkvision, smoke vision

Languages Ignan

Skills Acrobatics +5, Plane of Fire Lore +4, Stealth +7

Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

Smoke Vision The fire wisp ignores the concealed condition from smoke.

AC 16; **Fort** +6, **Ref** +7, **Will** +4

HP 18; **Immunities** bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 2, water 2

Resonance (aura, fire) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the fire trait; a creature with the elemental and fire traits gains this bonus to all attack and damage rolls.

Accord Essence ➤ (fire) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour.

Speed 40 feet, fly 15 feet

Melee ➤ tendril +6 (reach 10 feet), **Damage** 1d4 fire plus 1 persistent fire

In Concert When a fire wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

FURY'S TOLL

APPENDIX 2: 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).

EVENT 1 (LEVELS 3-4)

FAST-SPINNING JUICE FOUNTAIN

HAZARD 3

UNIQUE

COMPLEX

MAGICAL

TRAP

Stealth +10 (trained)


Description The enchanted fountain spews large quantities of grape juice as its marble tiers spin with increasing speed, flinging juice in all directions.

Disable DC 20 Athletics to Grapple a tier and halt its momentum, followed by DC 18 Crafting or Thievery (while the tier is grabbed) to disable the pump mechanism through the gap that the previous check left open. Grappling a tier requires 1 action. Each Crafting or Thievery check to disable a tier is a 2-action activity.

The fountain has three tiers, and fully disabling the fountain requires each tier to be disabled. For each disabled tier, the DCs to Grapple or disable another tier decrease by 2. If a creature critically succeeds at a check to disable a tier, it's immediately disabled, regardless of the number of checks that would otherwise be required due to Challenge Point adjustments.

AC 19; **Fort** +10, **Ref** +6

Hardness 12, **HP** 42 (BT 21); **Immunities** object immunities, precision damage

Begin to Spin  **Trigger** Safa commands the fountain to start spinning at the beginning of **Event 1: Safa's Arrival**; **Effect** The fountain sprays juice in all directions, making every square adjacent to it difficult terrain. The trap rolls initiative.

SCALING EVENT 1


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

19-22 Challenge Points: Disabling the fountain's first tier requires 2 successful checks.

23-27 Challenge Points: Disabling the fountain's first and second tiers requires 2 successful checks each.

28-32 Challenge Points: Disabling each fountain tier requires 2 successful checks. Increase the DCs of all checks to Grapple or disable the fountain by 1.

33+ Challenge Points: Disabling the fountain's first tier requires 3 successful checks. Disabling the second and third tiers requires 2 successful checks each. Increase the DCs of all checks to Grapple or disable the fountain by 1.

Centrifugal Slam  **Trigger** A creature attempts to Grapple one of the fountain's tiers. Each tier of the fountain has one reaction per round; **Effect** The heavy, spinning marble has enough sheer force to crush the hands of those trying to stop it. The triggering creature must attempt a DC 18 Fortitude save before it rolls its check to Grapple the fountain.

Critical Success The creature takes no damage and gains a +2 circumstance bonus to its next check to Grapple the fountain.

Success The creature takes no damage.

Failure The creature takes 1d10+6 bludgeoning damage and takes a -2 circumstance penalty to its next check to Grapple the fountain.

Critical Failure The creature takes 2d10+6 bludgeoning damage and is flung 10 feet away from the fountain in a random direction, preventing its attempt to Grapple the fountain.

Routine (1 action) The fountain accelerates its spinning, spraying juice 10 feet in all directions on its first turn, 15 feet in all directions on its second turn, and 20 feet in all directions on its third turn. Every square where it sprays juice becomes difficult terrain. At the start of its fourth turn, the fountain breaks, disabling the hazard and flinging juice 25 feet in all directions.

FURY'S TOLL

A4. KITCHEN (LEVELS 3-4)

ANIMATED SILVERWARE SWARMS (2) CREATURE 1

N **LARGE** **CONSTRUCT** **MINDLESS** **SWARM**

Pathfinder Bestiary 3 18

Perception +5; darkvision

Skills Acrobatics +8

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

AC 16 (12 when broken); construct armor; **Fort** +9, **Ref** +8, **Will** +3

HP 14; **Hardness** 3; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, precision, sickened, unconscious;

Weaknesses area damage 3, splash damage 3

Construct Armor Like normal objects, an animated silverware swarm has Hardness. This Hardness reduces any damage the swarm takes by an amount equal to the Hardness. Once an animated silverware swarm is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing its Hardness and reducing its Armor Class to 12.

Speed 20 feet

Slice and Dice ♦ (magical) Each enemy in the animated silverware swarm's space takes 1d6 piercing or slashing damage (DC 17 basic Reflex save)

Stick a Fork in It ♦ The animated silverware swarm attempts to pin a single creature. The target must attempt a DC 17 Reflex save.

Critical Success The target is unaffected.

Success Silverware pins portions of the target's clothing and gear. The target takes a -10-foot circumstance penalty to its Speeds as long as it remains in the swarm's space.

Failure As success, and the target also can't Step until it leaves the swarm's space.

Critical Failure The target is thoroughly pinned by the silverware, becoming immobilized until it Escapes (DC 17) or uses 2 Interact actions to remove all of the silverware pinning it down.

RAMPAGING ROAST (MEDIUM RARE) CREATURE 3

RARE **N** **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +7; darkvision

Skills Athletics +10

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

AC 16; **Fort** +12, **Ref** +7, **Will** +7

HP 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses fire 5, slashing 5; **Resistances** bludgeoning 5

Ferocity 2

Speed 20 feet

Melee ♦ slam +10, **Damage** 1d10+6 bludgeoning plus Knockdown

SCALING ENCOUNTER A4

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

19-22 Challenge Points: Remove both animated silverware swarms and add two animated cookwares to the encounter.

23-27 Challenge Points: Remove one animated silverware swarm and add two animated cookwares to the encounter.

28-32 Challenge Points: Remove one animated silverware swarm and add two animated cookwares to the encounter. Apply the elite adjustment to the rampaging roast.

33+ Challenge Points: Add two animated cookwares to the encounter. Apply the elite adjustment to the rampaging roast.

Rampaging Charge ♦♦ The rampaging roast Strides up to double its speed in a straight line and then makes a slam Strike. If it moved at least 10 feet, it gains a +1 circumstance bonus to its attack roll.

ANIMATED COOKWARE (0) CREATURE 2

UNCOMMON **N** **MEDIUM** **CONSTRUCT** **MINDLESS**

Variant animated armor (*Pathfinder Bestiary* 20)

Perception +6; darkvision

Skills Athletics +9

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

AC 17 (13 when broken), guardian construct armor; **Fort** +10, **Ref** +3, **Will** +4

HP 30; **Hardness** 5; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated cookware has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated cookware is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 13. When its construct armor breaks, it also loses its Hardness.

Speed 20 feet

Melee ♦ slam +11 (shove), **Damage** 1d8+4 bludgeoning

Ranged ♦ pot +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

FURY'S TOLL

EVENT 2 (LEVELS 3-4)

CINDER RAT

CREATURE 3

N **SMALL** **ELEMENTAL** **FIRE**

Pathfinder Bestiary 148

Perception +9; darkvision, smoke vision

Skills Acrobatics +10, Stealth +10, Survival +9

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

Smoke Vision The cinder rat ignores the concealed condition from smoke.

AC 18; **Fort** +9, **Ref** +12, **Will** +6

HP 45; **Immunities** bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 5

Fetid Fumes (aura, fire) 5 feet. A creature that enters the emanation or begins its turn there must succeed at a DC 22 Fortitude save or become sickened 1. Everything within the aura's emanation, including the cinder rat, is concealed by smoke.

Speed 40 feet

Melee ♦ jaws +10 (finesse), **Damage** 1d8+4 fire plus 1d4 persistent fire

FASIEL IBN SAZADIN

CREATURE 5

UNIQUE **LE** **MEDIUM** **HUMANOID** **SKELM**

Variant street skelm (*Pathfinder Bestiary* 3 238)

Perception +11; scent (imprecise) 30 feet

Languages Aklo, Common (Kelish), Taldane

Skills Athletics +12, Deception +14, Genie Lore +11, Intimidation +12, Society +11, Stealth +12

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

Items staff

AC 21; **Fort** +13, **Ref** +12, **Will** +11; -1 to all saves vs. emotion effects

HP 93; **Weakness** cold iron 4

Attack of Opportunity ☞

Speed 25 feet

Melee ♦ fist +15 (agile, magical), **Damage** 1d6+9 bludgeoning plus Grab

Melee ♦ antler +15 (magical), **Damage** 1d10+9 piercing plus Knockdown

Melee ♦ staff +16 (two-handed d8), **Damage** 1d4+9 bludgeoning

Ranged ♦ rock +12 (range increment 20 feet), **Damage** 1d6+9 bludgeoning

Change Shape ♦ (concentrate, occult, polymorph, transmutation) Fasiel can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Frightening Rant ♦ (auditory, concentrate, emotion, enchantment, fear, linguistic, mental, occult) Fasiel rants angrily, filling nearby creatures with shame, fear, and

SCALING EVENT 2

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

19-22 Challenge Points: Add one scalding mephit to the encounter.

23-27 Challenge Points: Add two scalding mephits to the encounter.

28-32 Challenge Points: Add three scalding mephits to the encounter.

33+ Challenge Points: Add three cinder rats to the encounter.

anger. Each creature within 30 feet must succeed at a DC 22 Will save or become frightened 1 (frightened 2 on a critical failure). While frightened by this rant, creatures take a -2 status penalty to Strength-based damage rolls against Fasiel but gain a +2 status bonus to those rolls against other creatures.

Punishing Strike ♦ Fasiel unleashes his constant rage in a reckless attack that makes him flat-footed until the start of his next turn. He Strikes; if he hits, he increases the number of damage dice by one and adds Push to the effect. This counts as two attacks for his multiple attack penalty.

SCALDING MEPHIT (0)

CREATURE 2

RARE **N** **SMALL** **ELEMENTAL** **FIRE** **WATER**

Variant steam mephit (*Pathfinder Bestiary* 2 113)

Perception +4; darkvision, steam vision

Languages Aquan, Ignan

Skills Acrobatics +8, Intimidation +7

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

Steam Vision The steam mephit ignores the concealed condition from mist and steam.

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

HP 28 (fast healing 2 (in boiling water or steam)); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 5

Speed 20 feet, fly 25 feet, swim 25 feet

Melee ♦ claw +9 (agile, finesse), **Damage** 1d6+3 slashing

Arcane Innate Spells DC 18; **2nd** *obscuring mist*

Boiling Rain ♦♦ (arcane, conjuration, fire, water) **Frequency** once per day; **Effect** The steam mephit calls down a rain of boiling water that surrounds them in a 10-foot emanation. Creatures in the area take 2d8+3 fire damage (DC 18 basic Reflex save), and small unattended flames (such as torches) are extinguished.

Breath Weapon ♦♦ (arcane, fire) The steam mephit spits a cloud of steam in a 15-foot cone that deals 3d6 fire damage to each creature within the area (DC 18 basic Reflex save). The steam mephit can't use Breath Weapon again for 1d4 rounds.

FURY'S TOLL

APPENDIX 3: GAME AIDS



SPINNING JUICE FOUNTAIN

RAMPAGING ROAST



SAFA

LAVA!



FURY'S TOLL

APPENDIX 3: GAME AIDS



CASIRA BINT MEJI

KHAYRAT AL-MAREN



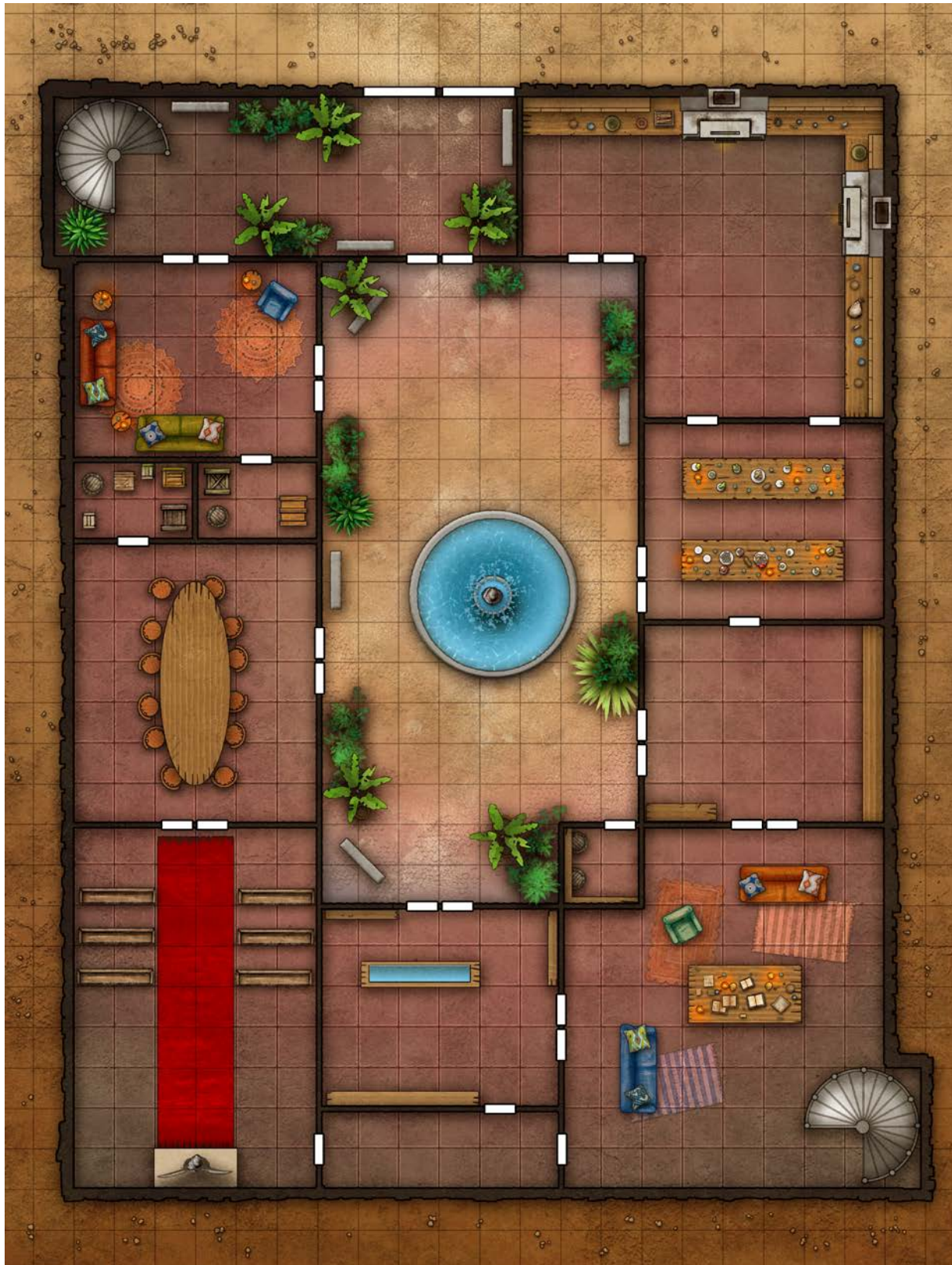
AGDAL KARGA

FASIEL IBN SAZADIN



FURY'S TOLL

SEDEQ LODGE



PATHFINDER SOCIETY SCENARIO

FURY'S TOLL

HANDOUT #1: INSTRUCTIONS FROM VENTURE-CAPTAIN QARADI

My friends,

I'm afraid there's nothing for it. These negotiations are simply too time-sensitive for me to slip away to Sedeq for the week. I must leave the role of host at our new lodge's grand opening in your capable hands. Don't worry, all the arrangements have already been made. All you need to worry about is playing nice with the guests when they arrive. Tell some stories, work the crowd, make sure everybody has a good time, and most importantly, make a good impression. Remember, most of this crowd agreed to come so they could judge the mettle of the Pathfinder Society with their own eyes. The friends you win today could make all the difference for our future prospects here.

Good luck.

Venture-Captain Esmayl ibn Qaradi

P.S.—I've forwarded a request from Venture-Captain Fola Barun, leader of the Envoy's Alliance, who wants you to make some new friends for the Society. Please do your best to fulfill her needs. To avoid making mistakes, be sure to mingle and learn what you can about our guests. Work first, then enjoy the party!

HANDOUT #2: A LETTER FROM FOLA BARUN

Esmayl,

I hope this letter finds you well. For that matter, I hope it finds you at all; I know how easy it is to mislay things while running hither and yon the way you do.

I just wanted to remind you of the honored guests we discussed who were interested in the Lodge opening. We burned quite a few favors getting all of them to agree to an appearance, so let's try to get our fair share of the bargain, yes? There's three in particular who I believe are already inclined to favor us. They just need a little nudge to seal the deal: Kendesh al-Maren's little sibling, Khayrat; the historian Casira bint Meji; and Sir Agdal Karga, head priest of the Shrine of the Cleansing Flame.

We need to dig our roots into the local culture as soon as possible, lest all the good will we've fostered dry up and get blown away. If you find the chance to make a good impression on those three during the party, take it!

Yours,

Fola

FURY'S TOLL

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

TREASURE BUNDLES

- ☐ **Event 1**, page 6: 1 Treasure Bundle for calming the crowd following the juice fountain debacle.
- ☐ ☐ Area **A4**, page 9: 2 Treasure Bundles for defeating the rampaging roast before it leaves the kitchen.
- ☐ ☐ Area **A7**, page 10: 1 Treasure Bundle for causing the illusory lava to vanish. 1 additional Treasure Bundle for making Casira friendly or helpful.
- ☐ ☐ Area **A9**, page 12: 1 Treasure Bundle for disabling the singing statue. 1 additional Treasure Bundle for making Agdal friendly or helpful.
- ☐ ☐ Area **A12**, page 13: 2 Treasure Bundles for freeing Khayrat without humiliating him.
- ☐ **Event 2**, page 14: 1 Treasure Bundle for defeating Fasiel ibn Sazadin.



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	Reputation Earned:

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

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

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

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

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

FURY'S TOLL

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Scenario #3-12: Fury's Toll

	2	
Character Name	Organized Play #	Character #
Adventure Summary		
<p>With the new Pathfinder lodge in the Qadiran city of Sedeq finally ready to open, what better way to celebrate than with a party? Venture-Captain Esmayl ibn Qaradi charged you with ensuring that the celebration went smoothly and making a good impression with the influential guests. Of course, it wasn't that easy: also in attendance was the scheming genie binder Fasiel ibn Sazadin, who commanded the djinni Safa to spoil the party with magical pranks, some of which put the safety of the guests at risk.</p> <p>You contended with rampaging roasts, singing statues, juice-flinging fountains, and more before Fasiel finally revealed himself and confronted you in battle.</p>		
Boons		Rewards
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p>		Starting XP
		XP Gained
		Total XP
		Starting GP
		GP Gained
Reputation Gained		Total GP
Items		Purchases
<p>cantrip deck (full pack) (item 1, discounted to 18 gp; limit 1; <i>Pathfinder Secrets of Magic</i> 181)</p>	Items Sold / Conditions Gained	
<small>TOTAL VALUE OF ITEMS SOLD</small> <small>Add 1/2 this value to the GP Gained Box</small>		
	Items Bought / Conditions Cleared	
<small>TOTAL COST OF ITEMS BOUGHT</small>		
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
		GM Organized Play #

Chronicle Code: 9JLF

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club