

Bonjour, comme il y a beaucoup de background, voici un fichier avec les informations que nous verrons en jeu, mais aussi des précisions pour ceux qui sont intéressés...
Je mets en *italiques* tout ce qui en plus, non nécessaire à l'histoire.
Et les choses **en gras** sont ce qui est vraiment important pour suivre l'histoire.

PRÉAMBULE

Cette aventure est directement liée au Special qui a été joué à la Convention de 2016, avec l'assaut sur l'astéroïde pour libérer Ranginori, le Duc de la Foudre.

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

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

INTRODUCTION

The adventure begins as the PCs enter the Pathfinder lodge maintained by Venture-Captain Esmayl ibn Qaradi in the Qadiran capital of Katheer.

The lodge is a high-ceilinged estate with elegant arches and colorful tile mosaics, and a young man brings cool tea to drink and water for washing away dust before sending word of guests to the venture-captain.

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

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

her choosing, and additional support thereafter to help her reestablish herself in the City of Brass.

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

Information added by ibn Qaradi

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

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





Katheer, also known as "Glorious Golden Katheer", is the capital city of Qadira, and serves as the seat of power for the Satrap Xerbystes II. The city possesses a canyon-like harbor and is the center of trade for goods to and from the distant Empire of Kelesh, as well as from throughout the Inner Sea.

Qadira is Kelesh's doorway to the Inner Sea region, and is perhaps the single most valuable piece of real estate on Golarion.

The vast Padishah Empire of Kelesh - Padishah Emperor Kalish XXII

Kalish XXII is the ruler of the great Padishah Empire of Kelesh, the dominant power in south-central Casmaron. Despite his advanced age of eighty years, Kalish remains a formidable presence. Kalish's habit of adding a wife each of his reign-years has given him a harem of over 50 consorts. Through these and his innumerable concubines he has spawned a sea of imperial princes and princesses, with over 200 dwelling in Katheer alone.



PLANE OF FIRE - City of Zjarra

Known colloquially as the Hearth, Zjarra is a diverse settlement that serves as a landing spot and safe place to stay for visitors from other planes; as a politically neutral zone, it serves especially well for those who do not wish to tread in more dangerous City of Brass. The city is protected by a crystalline dome made from some impermeable substance, and magically maintains its climate at a balmy but bearable temperature. It is filled with lush jungle foliage, and its ecosystem appears to be so perfectly constructed that it has maintained itself for thousands of years.

Visitors to Zjarra stay at an assortment of comfortable inns—some accept gold, but others request less common currency, such as songs, foods, or information—and use these accommodations' spacious courtyards, fine dining establishments, and gardens to conduct their business. These travelers come to Zjarra to trade, to attempt to form diplomatic or business partnerships with residents of the Plane of Fire, or to seek or sell information.

The Padishah Empire of Kelesh has a strong interest in the Plane of Fire and thus is immensely invested in Zjarra. The empire maintains diplomatic and trading partnerships with the efreet, the fire mephits, the onkushus, and Ymeri's court, and expatriate Keleshites run many of the inns and other businesses catering to travelers from Material Plane. The Keleshite embassy is a modest building in Embassy Square, which also hosts embassies from Hell, the Abyss, the Plane of Shadow, the First World, and Leng, as well as ravid from the Positive Energy Plane and a collective delegation from the celestial planes. Unlike in many corners of the Eternal Furnace, geniekin are welcomed here, and many of them serve as diplomats and ambassadors to the numerous creatures who pass through the settlement.

Zjarra doesn't cater only to land-dwelling visitors, though. Various quarters of the city are aquatic, and some hotels contain atmospheres resembling those of other planets. Humanoid visitors are strongly encouraged to stick to their quarter of the city, but those with sufficient stealth can catch glimpses of creatures and accommodations that are alien beyond the imaginations of most residents of Golarion.