

FLOWCHART

PERSONAL NOTE : ROLL TWICE FOR BOONS

INTRO'

Check to see if PCs played 8-09 - and, if so, do they have the Disdain boon - **page 4**

Give out handouts

Then narrate arrival & do intro' (and Exchange info' if necessary)

Followed by questions & Knowledge Rolls - **page 5**

NOTE: remember PCs w. fire-based bloodlines, domains, mysteries, and the like— gain a +2 bonus on CHA based skill checks, as residents view these characters more favorably. (page 6)

SHOW THAT THE PCs are under regular surveillance once they depart the Galley Quarter. More often than not, this is by means of a crystal ball - Will DC 16 negates.

RP this REGULARLY

(page 6 & see end - Sarath Iqdaudja)

PART 1

page 7

In the common quarter

Common Quarter: Those residents of the City of Brass who are neither efreet nor elementals reside in the Common Quarter, though its intense heat still keeps out most creatures not native to the Plane of Fire. The inhabitants are still fabulously wealthy by most standards, but they are somewhat less affluent than those who live in the Noble Quarter, and the architecture here is less opulent.

Do they hear (Perception DC18) the fight from outside?

Do they side w. Hsalkar to subdue the Azer? - or try to calm things down (DC28 Diplomacy to have all stand down for a bit)?

LENS OF DETECTION (Eye slot)

These circular prisms let their wearer detect minute details, gaining a +5 competence bonus on Perception checks. It also aids in tracking, adding a +5 competence bonus on Survival checks when tracking.

GRAY BAG OF TRICKS 2 ANIMALS / DAY

This small sack appears empty. Anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill.

Gray Bag	
d%	Animal
01-30	Bat
31-60	Rat
61-75	Cat
76-90	Weasel
91-100	Riding dog

DC 20 DIPLO' check to get help from Azers

One of three things:

They can **gather the other azers** at the estate and convince them to leave, **collect as many treasures** as they can for the PCs, or **gather important documents** for the PCs.

PLUS: they can mention Flamebinder's Jaw

They can help The Exchange Faction (and interest Liberty's Edge) - **page 9** see results **page 11**

THE BIG FIGHT

- **page 10**

NOTE the **STRIKES**

Each fight (except fast silent ones) one strike, if gunfire/soundburst etc. 2 strikes

First time they burst down door: one strike

It is in the **Noble Quarter**: *The ring surrounding the Great Bazaar houses efreeti nobles and other wealthy genies, and serves as the game board on which they play out their schemes and machinations. Efreet of lesser lineages but great talent ock here, hoping to impress the sultana and serve her as courtiers, or to catch the eye of the city's pashas and join their forces as bravos or councilors.*

B1 - can follow tracks to B6 - **page 11**

B2 - see if they delay fight w. Ewari? FLY 40' PERFECT (+13)

Stats **page 23** - Wall of Fire - quickened Scorching Rays - uses Falchion

Wall of Fire (Cast defensively DC23 check, +13 bonus)

Effect opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration concentration + 1 round/level

One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet.

The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away.

Scorching Rays (Cast defensively DC19 check - DC27 for Quickened, +13 bonus)

3 rays. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

HAS **KEY** that can bypass traps

B5 - page 12

DC 14 Diplomacy to calm the Azers

see what the PCs get as info', potions etc. (and Liberty Edge boon)

B8 - OPTIONAL ENCOUNTER

SKIP IT (if < 100 minutes left)

B9 - page 15

give Handout
resolve questions etc.

B13 - see what they find according to strikes - **page 16**

B14 - MAIN FIGHT

page 16 - see about applying strikes

START WITH RP - Xoject presents himself as a businessman...

Xoject is with Craterflame - if 3 strikes Azer Mercenary appears in round 1 - if 5 strikes a 2nd Azer Mercenary appears in round 2

XOJJECT (see **B2** here for spells) FLY 40' PERFECT (+13)

if he wears Bonebreaker Bracers:

1/day, as part of a melee attack, the wearer can activate the bracers to inflict a horrific injury on an opponent. If the attack hits, the target must make a DC 14 Will save. If the save fails, the bracers reduce the target's Strength, Dexterity, or Constitution (wearer's choice) by -6

if he wears Cloak Shield:

The wearer of this orange-red drake hide cloak can, as a move action, grasp the garment's edge and cause it to harden... **+2 Shield AC** 5% Arcane failure

If AXE

Large +1 Adamantine BattleAxe +16/+11 (2d6+10/x3)

AZER MERC - page 23

Immune Fire - Vuln Cold - **SR13**

+4 (1d8+1/x3 plus 1d6 fire) w. POWER ATTACK using it two handed **+3 (1d8+4/x3 plus 1d6 fire)**

MAGMA ELEMENTAL - page 24 **USES LAVA PUDDLE**

LARGE 10 ft space **10 ft range**

DR 5/-; **Immune** re, elemental traits

Weaknesses vulnerable to cold

Melee 2 slams +11 (1d8+4+1d6 fire DC14 Reflex burn) w. POWER ATTACK = 2 slams +8 (1d8+10+1d6 fire DC14 Reflex burn)

Reflex save or catch fire, taking 1d6 fire dam' for 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

- CLEAVE (can move, do 1 attack, and if hits a 2nd at adjacent target)

+13 CMD for Bull Rush (improved)

Lava Puddle (Su) 1/day as full-round action, vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any that move through this puddle take 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of re damage per round. The lava puddle solidifies and is safe to touch after 8 rounds.

CONCLUSION

Efreeti w. Crystal Ball appears - **page 19**

see if the PCs try to hide things from Qalkami

see if Qalkami helps Exchange (must do all 3 goals)

Reporting Conditions **page 20**

If the Exchange faction gained the future service of the azers (whether coerced or voluntary), check box A on the reporting sheet. If the Exchange faction secured an influential liaison in the City of Brass, check box B. If the PCs gave Flamebinder's Jaw to the azers, check box C. If the PCs secured the azers' freedom with the Azerite Pact, check box D.

Primary Success Conditions **page 20**

The PCs fulfil their primary objective so long as they fulfil the Society's obligation to Qalkami and learn of the *Fossilblight*. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs' secondary objectives are varied, and they fulfil them so long as they meet two of the following three conditions: resolve the encounter in area **A** without killing half or more of the azers, bypass the encounter in area **B5** without violence, and find the lineage data in area **B9**. Doing so earns each PC 1 additional Prestige Point.

Sarath Iqdaudja (NE female noble efreeti wizard 4), an influential servant of the sultana. Sarath makes her intentions clearer at the end of the adventure. For most of this scenario, her scrying is merely another means of showing the City of Brass is dangerous.