

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-15

Levels 5-8

CLEANSING THE FLAME

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TABLE OF CONTENTS

Adventure	3
Appendix 1: Level 5–6 Encounters	16
Appendix 2: Level 7–8 Encounters	22
Appendix 3: Game Aids	29
Organized Play	31

GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Secrets of Magic*

Maps: *Pathfinder Flip-Mat Classics: City Gates*, *Pathfinder Flip-Mat: Bigger Tavern*

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 <https://lorespire.paizo.com/>.

SUMMARY

The PCs get a request from Uirch of the Burning Sun and the council leader of Freedom Town to figure out whether the town is being targeted by an undead attack or a more sinister sabotage related to the death of Mahja Firehair one year prior. Upon investigating, they learn that a group dedicated to an obscure orc deity is trying to interfere with Mahja’s Crucible test and stop her from ascending to godhood. The PCs need to stop them before their sabotage succeeds, before rushing to help Uirch fend off surprise attack!

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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CLEANSING THE FLAME

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ADVENTURE BACKGROUND

It's been a year since Mahja Firehair sacrificed herself to defeat part of the Whispering Tyrant's forces and save the remaining members of Freedom Town and the Burning Suns hold. A year since her body was carefully placed in a small home in order to protect it from the elements as she fought the Crucible, a challenge that any orc may declare at the moment of their death. Once declared, the orc then spends time after their death fighting one of the orc gods. If they lose, their soul is obliterated and they're gone forever. However, if they win, they become a god, replacing the god they challenged. The orcs of the Burning Suns hold and the Pathfinder Society have no idea who Mahja is fighting her Crucible against, but as her body has maintained itself since her death, she hasn't lost yet.

During the year since her passing, a small portion of the Burning Suns hold, led by **Uirch** (CG male orc warpriest of Sarenrae) and supported by the Ashcaller twins, **Namiri** (NG female half-orc kineticist) and **Bovar** (CG male half-orc barbarian), has temporarily made Freedom Town their home in order to ensure the safety of Mahja's body. Scouts in Freedom Town have recently alerted Uirch to strange activity along the settlement's outskirts, leading the council to prepare for another undead attack. Uirch, however, suspects these occurrences are rooted in another plot: the arrival of an orc god who seeks to interrupt Mahja's Crucible.

GETTING STARTED

After the Pathfinder Society's previous alliance with the Burning Sun orcs, the Society agreed to regularly send teams to Freedom Town to aid them against possible future incursions from the undead hordes of Tar-Baphon. These Pathfinder groups rotate out roughly every month, sending in a new team to Belkzen through the Maze of the Open Road. The PCs have been on-site for the past week or so as the current team dispatched to aid the town.

The PCs receive a request for assistance that morning and make their way to the town center to meet with Uirch of the Burning Sun and Freedom Town's Council Leader, Ruhkat Twisted Tusks. They find the two of

WHERE ON GOLARION?

"Cleansing the Flame" takes place in Belkzen, the harsh northern lands mostly inhabited by nomadic orc holds who war against enemy holds and hunt strong beasts of the land. However, the recent return of the Whispering Tyrant and the fall of Lastwall have created different concerns for the denizens of Belkzen. Instead of fighting one another, many groups have settled into defended areas and dedicated themselves to fighting off the undead who invade from the Gravelands to the south.



them standing before the large town hall, seemingly in the middle of a loud argument. It's quickly quelled by Uirch pointing out the Pathfinders' presence, leading Ruhkat to apologize and invite the PCs to join them inside and take a seat in their meeting room. Read or paraphrase the following once the PCs enter the meeting room.

A large orc man bearing heavy armor etched with the religious symbol of Sarenrae and a half-orc woman wearing fur-lined leathers sit next to each other in front of a massive circular table with chairs aligned all around it. Both gesture to the open seats.

CLEANSING THE FLAME

The large orc speaks first. “Welcome Pathfinders, I’m Uirch of the Burning Sun. I apologize for our earlier display. Council Leader Ruhkat Twisted Tusks and I have been very worried as of late. In fact, our disagreement is why I requested your presence. Perhaps you can help settle the situation for us.”

Ruhkat nods and adds, “Our scouts recently noted a swath of unusual activity just outside the city, but they were unable to pinpoint the cause. Personally, I see no reason to believe this is anything but the latest batch of undead scouting for another attack, and I have taken the liberty of preparing the town. Uirch seems to believe something else is afoot, but I’m not inclined to send our soldiers out into the forest when they should be protecting the town if more of Tar-Baphon’s legions arrive.”

Uirch sighs and shakes his head. “So now you see our predicament and why I asked you to come here. My people

are only still in this town to protect Mahja’s body, and I have few Burning Suns to spare. But I suspect someone is seeking to sabotage my operation and destroy Mahja Firehair’s body. When she died last year, we realized she had the mark of a Crucible challenge. It means the orc wishes to challenge a god, and should they win, that god will be removed from existence, while the challenger becomes divine in their place. However, to complete such a ritual, the challenger’s physical body on Golarion must remain intact. And because of that, I worry the disturbances lately are an attempt to sabotage her challenge. By whom, I don’t know, nor what means they’re going to use. A few members of my hold and I have stayed behind to protect her body until the results of the Crucible are confirmed, but I won’t leave her unguarded to confirm my suspicions. So, I’m asking if you’d be willing to investigate the situation. If it turns out I’m wrong, I will concede to Ruhkat and help prepare for another undead siege.”

Both leaders are willing to answer any questions the PCs may have.

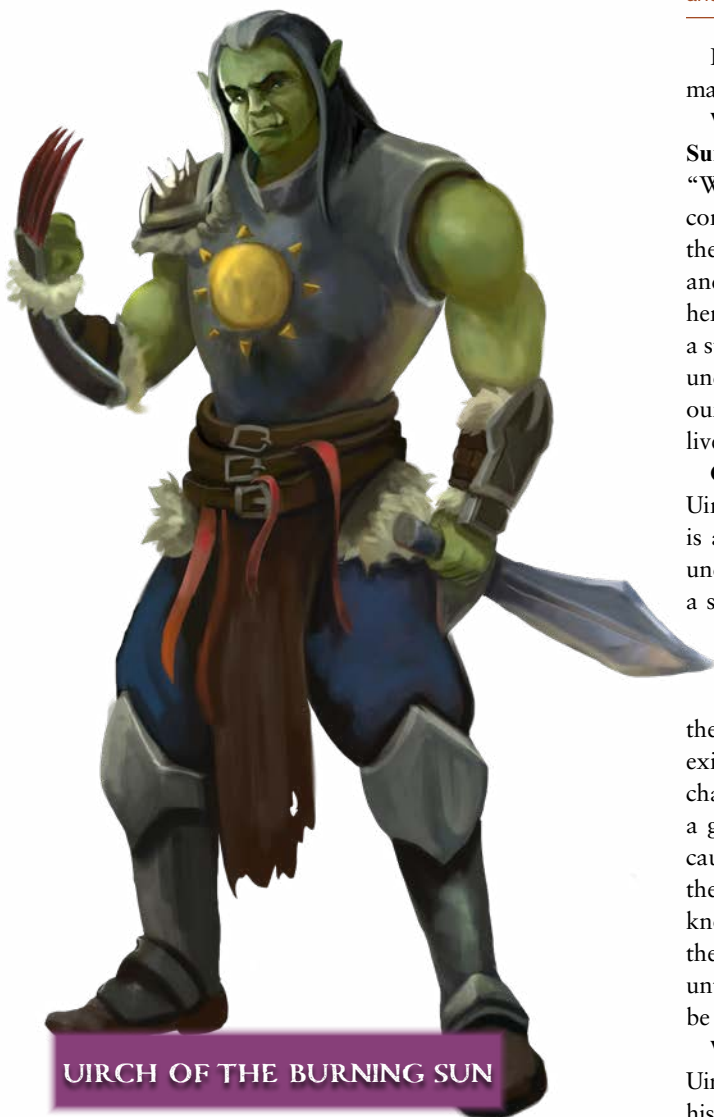
Who exactly are the orcs of the Hold of the Burning Sun? Uirch speaks in a voice clearly wrought with pride, “We were formerly led by Mahja Firehair, a fearsome combatant who died last year during a raid by agents of the Whispering Tyrant. Sarenrae is our patron goddess, and we have taken our heraldry and name from her and her domain over the sun. Belkzen is a hard land, but we’re a strong people, and while our enemies these days are the undead hordes coming from the Gravelands, we consider ourselves ready to take on any force who threatens the lives of any within our hold.”

Can you tell us more about this Crucible challenge? Uirch smiles before answering. “The Crucible challenge is an old orcish religious tradition whereby an orc can undergo a ritual at some point in their life to be given a specific mark and take an oath against a specific god.

Then, upon their death they can challenge that god to a duel to the death in the realm beyond death.

If the challenging orc wins, they become a god in the losing god’s place, and the loser’s soul is erased from existence. It’s considered a very honorable challenge; the chance to beat a god and become one in their stead is a great risk that only our best warriors take, but it’s a cause for celebration. Naturally, unless an orc reveals they have chosen this path to others, it’s impossible to know when the mark will appear on their body until their death. Upon that point, the body must be protected until the mark disappears, and the challenge is shown to be complete.”

Who is Mahja Firehair exactly and how did she die? Uirch looks off into the distance and places a fist over his heart in reverence. “Mahja Firehair was the strongest



UIRCH OF THE BURNING SUN

CLEANSING THE FLAME

warrior of our hold and lead the fight against hordes of the Whispering Tyrant's troops that several of your organization joined us for. Unfortunately, during a speech celebrating our victory over these monsters, one of the undead exploded, and she was forced to jump on the explosion to protect the rest of the party. It was a sad and somber moment, but thankfully, hope returned to us upon seeing the mark of the Crucible appear on her body."

What makes you suspect sabotage? Uirch bites his lip in contemplation. "Honestly, just a strong foreboding. I can't blame Ruhkat for not believing me—I don't have a lot to back it up beside this strange sense of an ill omen. That, and two of my finest guards, the Ashcaller twins, have mentioned one or two instances of having to calm down our drakes after they got spooked by the scent of something. Also, they've reported hearing fleeing footsteps while making their rounds guarding Mahja's body. And if weird occurrences like that are happening in a localized area near her temporary residence, I don't want to take a chance on it being coincidence or not."

Who is the Whispering Tyrant? Ruhkat makes a face of incredulity. "Tar-Baphon? Most by now have heard of the terrifying reawakened lich who Lastwall once held at bay? His return caused the creation of the Gravelands, and his legions now reach into nearby lands, ravaging towns and villages to add to their undead armies. Many of their ranks have broken into nearby regions of Belkzen and have been causing problems for every hold and settlement since."

Why do you think the Whispering Tyrant is the cause of this? Ruhkat speaks in a solemn voice. "Well, given the attack that occurred here a year ago, I worry the people of this town will never truly feel safe again. Mainly, we've discovered signs of fire in the forests, this time in areas near some of our patrol camps. Additionally, our patrols have reported encountering many enraged beasts as of late. Our citizens, and those of the hold,

know better than to anger the animals out here, since many of them can turn violent easily. Our scouts have had to kill many of the angered beasts, and who else but the mindless undead would go out of their way to anger these animals?"

What kinds of dangers should we be looking out for? "There are many ferocious beasts in the outskirts. Boars, wolves, and lions, to name a few. They can often be massive, beyond the sizes you might be used to back on Kortos. And then, of course, there are often undead in the outskirts that wander into our territories. Most of these lately have been mindless and stumbling, but I'm worried it could get worse soon."

Once the PCs finish asking questions, Uirch directs them to Mahja's temporary residence, saying they should speak with the current guards on duty, the Ashcaller twins.

ORC LORE OR RELIGION (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Orc Lore or DC 21 Religion check to Recall Knowledge might know more about the Crucible challenge and/or the orc gods.

Critical Success While it's generally considered against poor form for gods to directly interfere with mortals, the Crucible is one occasion where deities have granted their power to mortals with orders to interfere with the corporeal aspects of the divine challenge. (This is recalled along with Success, below.)

Success While the Crucible challenge is sacred to orc culture, most gods know of its existence and its rules, including the interactions between the mortal body of the challenger and how it must stay protected and can't be moved without very strong magical safety measures to go even short distances.

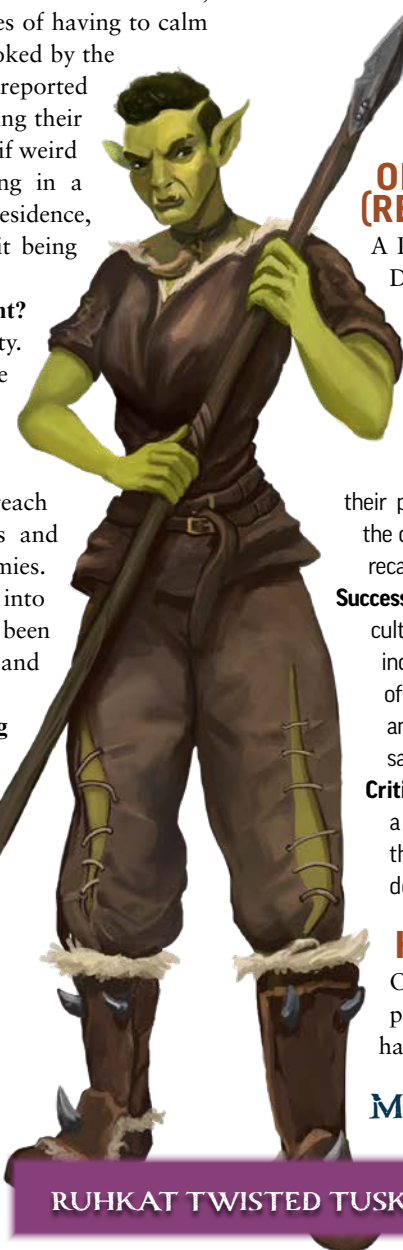
Critical Failure No orc has ever once succeeded at a Crucible challenge; thus, most orcs secretly think anyone who attempts it is a fool who doesn't respect the memories of their kin.

HERO POINTS

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

MAHJA FIREHAIR'S RESIDENCE

The small arrangement of buildings around the major courtyard features



RUHKAT TWISTED TUSKS

CLEANSING THE FLAME

torches on each corner of every building, with a larger collection of lights in the courtyard center. The northwestern building's door is flanked on either side by a pair of half-orcs wearing the iconography of the Burning Sun Hold. The rest of the courtyard seems to be mostly empty with a few straggling scouts and guards wandering about not currently on duty.

As the PCs arrive at the cabin, a pair of half-orcs stand guard outside, one out front and the other making rounds, keeping watch around the house proper. They first block the PCs' way but have been informed to let the Pathfinders look around inside the cabin and thus escort them inside to look around. The two introduce themselves as Namiri and Bovar Ashcaller, twin siblings who volunteered to serve with Uirch as part of the party to stay behind and watch Mahja's body. They're the ones currently on duty watching her body's dwelling. Most of the others are either in town or assisting the scouts in preparing for another undead incursion. The twins are willing to answer any questions about the situation that the PCs may have.

Have you seen anything or anyone suspicious around the cabin lately? Namiri puts a hand on her chin in contemplation briefly. "Well, I haven't seen anything out front, but my brother has mentioned some weird

sounds coming from the forest area to the north." Bovar nods and chimes in, "I hear a bunch of rustling, but when I go to check it out, I hear snorting and loud rushing steps. So, I figured it's a large animal that gets spooked by a big guy like me running full speed at it. I certainly can't blame it."

What do you think of Uirch's worry of sabotage? Namiri quickly answers. "I think if Uirch suspects something, it's worth it to investigate. Uirch is a very experienced Knight of Lastwall, and so if he's telling the councilor that he doesn't believe the Whispering Tyrant is involved with this, I'm inclined to believe him. If anyone knows Tar-Baphon's minions, it would be Uirch."

Bovar gives the PCs a list of three locations of interest where guards and scouts have encountered suspicious activity along the outskirts. Once the PCs have seen each of the locations, the twins ask them to return Mahja's residence and report their findings.

A. FREEDOM TOWN OUTSKIRTS

As the PCs approach the outskirts from the Burning Sun's temporary residences, they pass by a set of Freedom Town scouts preparing for the undead incursion who wave them on into the forested area. Large empty patches are scattered between the trees, with new growth surrounding the burned and broken foliage destroyed by fire and undead only a year ago. Many tracks, both humanoid and animal, line the area, a combination of scouts, guards, stumbling undead, and quadrupedal animals. This close to town, it's nearly impossible to pick out which tracks are unusual or important.

A1. NORTHERN SCOUT CAMP

The northern scout camp was reported as ruined the last time a patrol went to try and set up camp there. There were signs of fire damage, and the tents were mostly destroyed, leading the scouts to move on for the evening and note down the anomaly for the rest of the town guards.

The damage around the area can be analyzed with a DC 20 Crafting, Nature, or Religion check, which reveals the fire used to burn the tents and equipment in the camp had both alchemical and divine elements. While sulfur zombies commonly wander into the area, the damage here seems too targeted and intelligent to be caused by a mindless undead creature.

The PCs can also dig through the camp. With a successful DC 23 Perception check, they can find a few of the scouts' usable supplies that survived the damage: four *moderate healing potions* and three *spellstrike arrows (type III)*.



CLEANSING THE FLAME

A2. ANIMAL TRACKS

Among the stumps and dried brush, the scouts found an area littered with quadrupedal tracks they identified as unusual since they run repeatedly in a circle. The PCs can try to identify the tracks, learning with a successful DC 21 Nature check that the tracks likely belonged to something very large in the boar family. With a successful DC 21 Survival check, they can determine from the number of tracks and the shape, that the animals were charging in an intelligent fashion, so they were either heavily trained or otherwise influenced in some way. In theory, something undead could accomplish this if they were intelligent, but most undead are unlikely to use living animals in this way.

With a successful DC 24 Survival check, the PCs notice a few of the tracks break off and lead further into the forested area. Following the trail leads to a trio of daeodon bodies that appear to have been killed over a week ago, likely by scouts, but each of them is scarred with an odd symbol. The symbol is too marred to make out, but it radiates magic that can be identified with a successful DC 22 Religion or Occultism to Identify Magic. This reveals the symbol is clearly divine and related to possession magic.

If the PCs spend further time looking around the circular daeodon tracks, anyone who succeeds at a DC 23 Perception check finds a bag of equipment hidden inside the hole of a mostly charred tree. The pack contains a set of alchemist's tools, a crafter's eyepiece, and two moderate acid flasks (four moderate acid flasks for levels 7–8).

A3. STRANGE RELIGIOUS SITE

The scouts reported finding a series of carvings in several burned trees throughout one small clearing. None of them knew what the carvings signified, but strong lingering magic in the area made them concerned that the site could be drawing undead creatures. The town is hoping the Pathfinders, with their wide-ranging areas of expertise, might be able to decipher the meaning of the carvings.

There are several carvings on the trees that can be identified with a successful DC 21 Arcana, Nature, Occultism, or Religion check to Recall Knowledge. This easily gives the information that the carvings are runes, mostly divine in nature. The magical energy in the area also suggests this specific spot was related to direct

SCALING THE CHASE

For each PC in the party beyond four, increase the number of Chase Points needed to overcome each obstacle by 1.



SYMBOL OF SEZELRIAN

interplanar communications, likely with something divine in nature, given the organization of the runes.

Once the PCs are done inspecting the carved runes, whether they discover their meanings or not, they hear a loud gasp and the sound of quick footsteps. A humanoid figure in a brown cloak, covered in belts of alchemical supplies rushes off into the forested area, giving the PCs a chance to chase them down back to their main camp.

Event 1: Chasing Down the Cultist

The PCs can follow the fleeing cultist through the forested area beyond Freedom Town as he tries to lose them along the way. The chase begins in the area just outside Freedom Town, which is still regrowing from the wildfires last year, and a difficult area to run through in a hurry.

Chase Points: The PCs begin with 0 Chase Points and have the chance to earn (or lose) points each round.

Each round, the PCs face a fresh challenge unique to one area of the Incandescent Terrace. They may try the suggested checks to overcome it or suggest alternative checks, at the GM's discretion. Consider granting up to a +2 circumstance bonus for particularly clever suggestions or excellent roleplaying.

PCs can attempt other skills or methods to overcome an obstacle beyond those listed in its entry. Creative solutions should be encouraged so long as they address the challenge posed by the obstacle. To set an alternate skill check's DC, use the given skill DCs and any other modifiers that might apply using **Table 10-6: DC Adjustments** on page 504 of the *Core Rulebook*. When an alternate method applies automatically, such as through using a spell or class ability, the PCs can gain up to 2 Chase Points. For a complete explanation of the Chase subsystem, refer to pages 156–159 of the *Gamemastery Guide*.

CLEANSING THE FLAME

Each PC can attempt one check per round, with the results determining how many Chase Points they gain or lose for the group. A PC who chooses not to act automatically fails (gaining 0 Chase Points).

Critical Success The PCs gain 2 Chase Points

Success The PCs gain 1 Chase Point

Critical Failure The PCs lose 1 Chase Point

BURNED TREES AND BRUSH

OBSTACLE 5

Chase Points 4; Overcome DC 20 Athletics to bound over the stumps, DC 21 Acrobatics to weave through the broken branches, DC 23 Nature to cut through the dried brush.

The area of forest closest to town is littered with dead tree stumps, ashen branches, and spiky dried brush from fires last year and subsequent undead attacks. As they pass

through into the thicker forest, the cultist ahead blows a loud whistle, rousing the giant beasts in the area behind him as he rushes ahead.

GETTING PAST THE BELKZEN BEASTS

OBSTACLE 5

Chase Points 4; Overcome DC 20 Diplomacy to express lack of intent to harm to the animals, DC 20 Nature to calm the animals, DC 22 Intimidation to scare the animals away, DC 23 Stealth to sneak past the animals without their notice.

A large collection of wolves and boars begin filling the area, angered by the strange noise from the whistle and ready to charge at nearby moving targets. Meanwhile, the cultist turns and pours a massive line of alchemical liquids to catch the dried materials of the newly regrowing forests alight in a 15-foot-tall line of fire between the PCs and the cultist.

THROUGH THE FIRE WALL

OBSTACLE 5

Chase Points 4; Overcome DC 20 Crafting to quickly cover the flames with dust that stops the fire in a section long enough to run through, DC 21 Survival to find a long way around the wall, DC 24 Athletics to try and jump over and not touch the hottest areas of the flames.

A large 15-foot-tall wall of flames catches from the alchemical liquids and new growth in the area. While it will quickly burn out, given there is very little growth for it to spread to, it could hold the Pathfinders off long enough to lose the tracks if they don't push through the area rather than waiting for it to burn out. A cloud of smoke obscures traces of the cultist and makes it difficult to breath or see while within this area.

RESIDUAL SMOKE

OBSTACLE 5

Chase Points 4; Overcome DC 22 Fortitude save to just hold your breath and run through the smoke until visibility returns, DC 24 Perception to spot the cultist again and follow his path out.

The massive choking cloud of alchemical smoke that follows this area makes it hard to keep pace with the fleeing cultist. As the chase continues into the deeper forest, the trees and overgrowth grow thicker and the cultist weaves through them, hiding behind large portions of cover.

FOLLOWING THROUGH THE TREE LINE

OBSTACLE 5

Chase Points 4; Overcome DC 20 Survival to follow traces of the cultist through the area, DC 22 Stealth or Nature to make educated guesses about the best areas of trees and plant growth to avoid sightlines in, or DC 24 Perception to spot glimpses of the cultist as he runs through.

The cultist quickly flees through a larger clearing, running in a strange weaving and careful path, which should warn the PCs immediately to look around for traps trying to block their way into the clearing.



BOVAR

CLEANSING THE FLAME

OVERCOMING TRAPS

OBSTACLE 5

Chase Points 4; Overcome DC 20 Thievery to disable the nets and swinging traps, DC 21 Crafting to repair and cover the pits around the area, DC 24 Acrobatics to carefully step around the traps without triggering any of them.

The area surrounding the camp has been trapped to the teeth. Upon weaving through his set traps without harm, the cultist suddenly disappears, almost as if popping out of existence, as he rushes through an illusory scene used to hide their primary campsite.

HIDDEN ILLUSORY CAMPSITE OBSTACLE 5

Chase Points 4; Overcome DC 22 Arcana, Occultism or Religion to disable the magical energy, DC 24 Will save to see through the illusion hiding the campsite.

Concealing the camp from being easily discovered by the scouts here in the outskirts, the cultists hid their ritual behind an illusion that was augmented by power from the orc god of fire and deceit himself.

If the PCs get through the chase within 7 rounds, they arrive early enough that the cultist has not fortified the ritual, and the hazard only takes 2 successes to disable. If they managed to get there between 8 rounds and 11 rounds, the hazard takes the 3 successes as normal. If the PCs take more than 11 rounds to arrive, the hazard takes 4 successes to disable, and the area of the circle has been extended by the cultist to a 30-foot radius.

A4. THE CULTIST'S CAMP **LOW**

Beyond the illusory wall, the area opens to a large clearing littered with the bodies of dead daeodons, arrows still sticking out of their corpses from the scouts who killed them. In the center of the site, a large circular area covered in glowing runes lights up. In its center sits a large bonfire with a strange image of a burning boar's head floating and glowing above it. The area ripples with magic energy so strong it briefly stuns anyone who approaches unprepared.

Hazard: Upon catching up with the cultist at his permanent camp, he falls to the ground in the center of the large ritual circle, on top of a small central bonfire

surrounded by dark smoke-filled runes. A fiery energy releases from his motionless body and flies into the bodies of each of the dead daeodons, animating them. The circular ring around the site lights itself ablaze once more around the chasing PCs. The sound of crackling fire and rushing flames fill the area as a spectral energy explodes outward, awakening the daeodon corpses who mindlessly rush the PCs.

Levels 5-6

POSSESSED DAEODONS HAZARD 6

Page 16

Levels 7-8

POSSESSED DAEODONS HAZARD 8

Page 22

Development: If the PCs manage to defeat or disable the hazard, they can do a proper inspection of the animals and easily assess the creatures were very much dead before getting up and attacking them. They were killed by weapon damage, likely by the town's scouts. They also

recognize the creatures are branded with the same symbol that was displayed previously above the central bonfire. A PC who succeeds at a DC 17 Orc Lore or DC 24 Religion check (DC 19 and DC 27 for levels 7-8) recognizes this as the religious symbol of Sezelrian, an obscure yet dangerous orc god of fire and deceit.

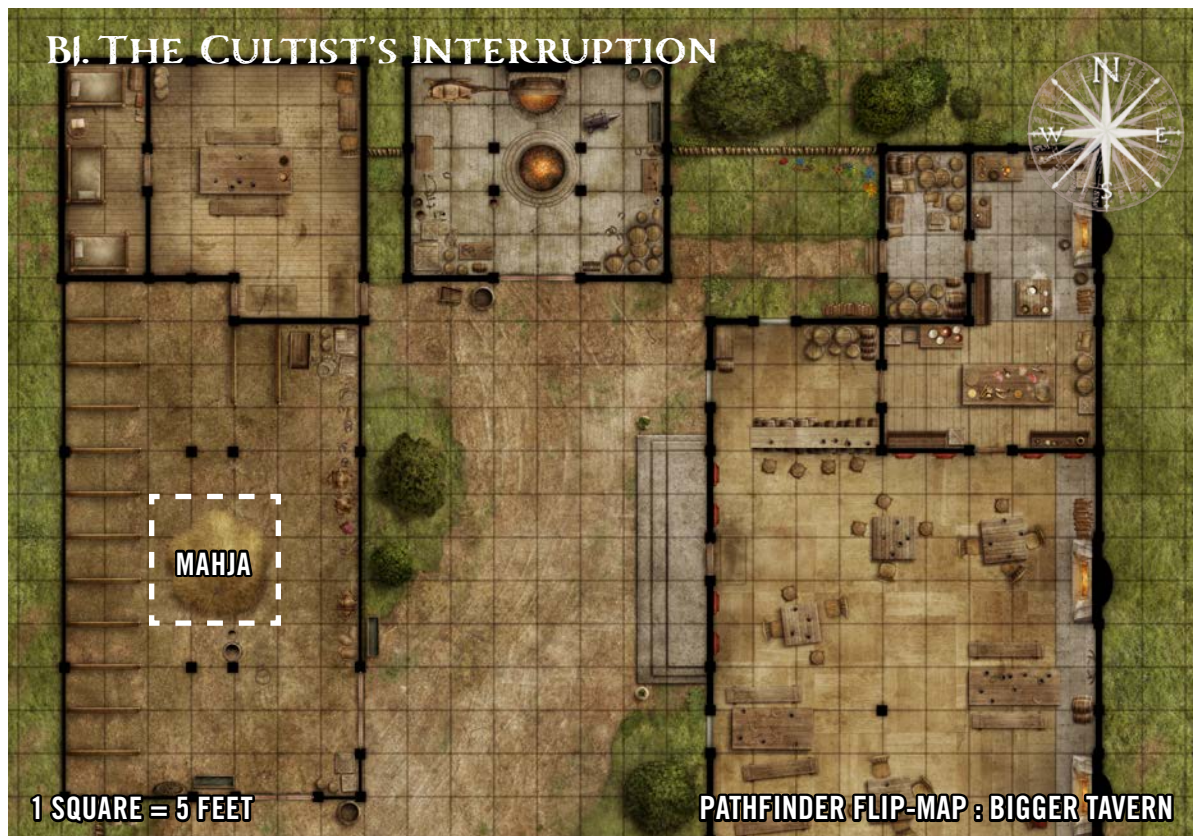
Treasure: The daeodon corpses don't have anything on them but if the PCs managed to succeed at disabling or defeating the hazard, they can collect some of the materials used to make the ritual circle that the citizens of Freedom Town could use against the undead forces in the area. Additionally, the cultist, though killed by the divine bonfire, still holds his +1 *mace* (+1 *striking mace* in levels 7-8).

B. BACK TO MAHJA'S CABIN

Once the PCs have seen each of the investigation sites, they can return to the residence and speak with the Ashcaller twins. If they failed to identify the religious symbol, the twins will recognize the symbol of Sezelrian and explain its significance when the PCs finish their report. They also suggest the PCs enter Mahja's residence, search inside the building, and examine her body, since



CLEANSING THE FLAME



it now seems apparent that some kind of sabotage has been attempted, and they lack the skills themselves to determine if there's been any damage to Mahja's body or her dwelling thus far.

The main room of this large building is mostly unfurnished, with a sun-shaped red-and-yellow circular rug taking up most of the center of the floor. Laying atop of the rug is the well-preserved corpse of an orc woman, her arms raised in a dignified battle pose, and a complicated ritual mark upon her neck.

The northeastern corner of the room has a small altar with food offerings and lit candles displaying a painted portrait of the same woman's face.

Mahja Firehair's body lies on a circular rug in the center of the room, with the rest of the cabin only minorly furnished. While there appears to be bedrooms in other parts of the house, Mahja's body is openly displayed in the main room, so she's visible from most areas of the house and from windows on the outside. On the far wall, an altar has been set up for other Burning Sun orcs to place their offerings for her success in the Crucible. Currently, several small notes and cards written in Orcish adorn the top of it, most of which are wishing Mahja success.

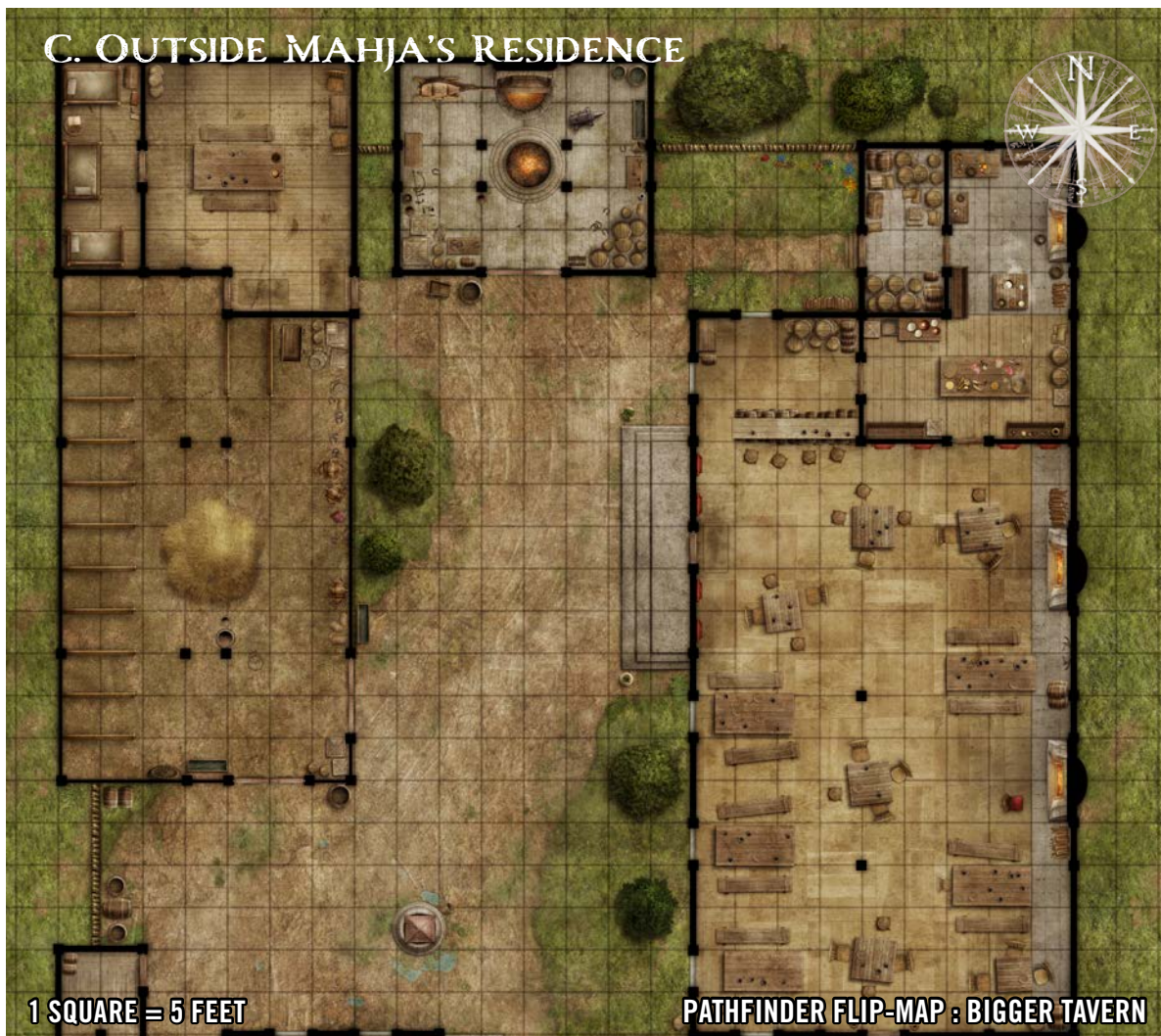
A successful DC 23 Survival or DC 26 Perception check while looking around the outside of the house shows signs that someone has recently attempted to open the windows from outside, while smoke stains and slightly singed wood on certain parts of the walls of the cabin indicate that fire and smoke had been started around the building lately.

Inside the cabin, a successful DC 22 Medicine or Religion check on Mahja's body shows that aside from the clear burn marks and cuts inflicted at her time of death, nothing else appears to have been added or inflicted onto her body thus far. Once the PCs finish their examination of the body, one of the doors to the building bursts open.

B1. THE CULTIST'S INTERRUPTION MODERATE

As the PCs finish their investigation, an orc cultist charges into the building, followed by an angry, violent daeodon. Upon realizing their plans were being investigated, the cultists attempted a last-ditch effort to overpower the guards and sabotage Mahja's body. They were unaware that the PCs were currently inside the building and able to protect the body, even if the cultists managed to break into the house.

CLEANSING THE FLAME



Creatures: Upon breaking into the house followed by his suborned daeodon, the orc cultist is surprised to find others inside and quickly yells to his cohorts outside before moving to attack. On his first turn, he uses his Sacred Sabotage ability to poison the daeodon's tusks then hopes to send it after the Pathfinders as a distraction while he tries to damage Mahja's body. Both daeodon and cultist fight to the death in the hope of Sezelrian's successful sabotage.

Mahja Firehair's body has a total of 6 Defense Points, which decrease by 1 on each instance of damage she takes. A PC can spend two actions on their turn to mitigate damage and restore one of her Defense Points with a DC 18 Orc Lore, DC 20 Medicine check, or a DC 22 Crafting or Religion check. For levels 7–8, the DCs for these checks are increased by 2. A PC who's an expert in one of these skills can restore 2 Defense Points instead. If her body drops to 0 Defense Points, it's destroyed, and

the sabotage succeeds. Her body cannot be healed with normal healing magic since she's no longer living.

Levels 5-6

DAEODON **CREATURE 4**
Page 17, art on page 29

CULTIST OF SEZELRIAN **CREATURE 6**
Page 17, art on page 30

Levels 7-8

EMPOWERED DAEODONS **CREATURE 6**
Page 23, art on page 29

EXPERIENCED CULTIST OF SEZELRIAN **CREATURE 8**
Page 23, art on page 30

CLEANSING THE FLAME

Development: Once the cultist and any cohorts are defeated, the PCs have little time to compose themselves as they can hear the twins outside the cabin being overwhelmed in combat and more cultists yelling as they try to break down the cabin door. The PCs have one round to prepare and recover once the cultists inside are defeated before the Ashcaller twins call out for aid in the fight outside.

C. OUTSIDE MAHJA'S RESIDENCE MODERATE

As the PCs head outside to assist, they immediately see a cacophony of charging daeodons and the Ashcaller twins surrounded by foes. They yell to the PCs to take down the leader commanding them from across the courtyard.



NAMIRI

Creatures: The beastmaster cultist commanding the daeodons outside realizes the failure of her allies as the PCs exit and rushes to challenge them to ensure that no one else will interfere with their plan. Seeing no further recourse but to also take out the Pathfinders before completing her mission, the beastmaster cultist focuses on the PCs, trying to gang up on a single PC with one or more of her beasts and encouraging the daeodons to charge while boosting their strength with her whistles. Both the daeodons and cultists fight to the death. Use the map on page 11 for this area.

Levels 5-6

DAEODON **CREATURE 4**

Page 19, art on page 29

BEASTMASTER CULTIST **CREATURE 6**

Page 19

Levels 7-8

EMPOWERED DAEODON **CREATURE 6**

Page 25, art on page 29

TRAINED BEASTMASTER CULTIST **CREATURE 8**

Page 25

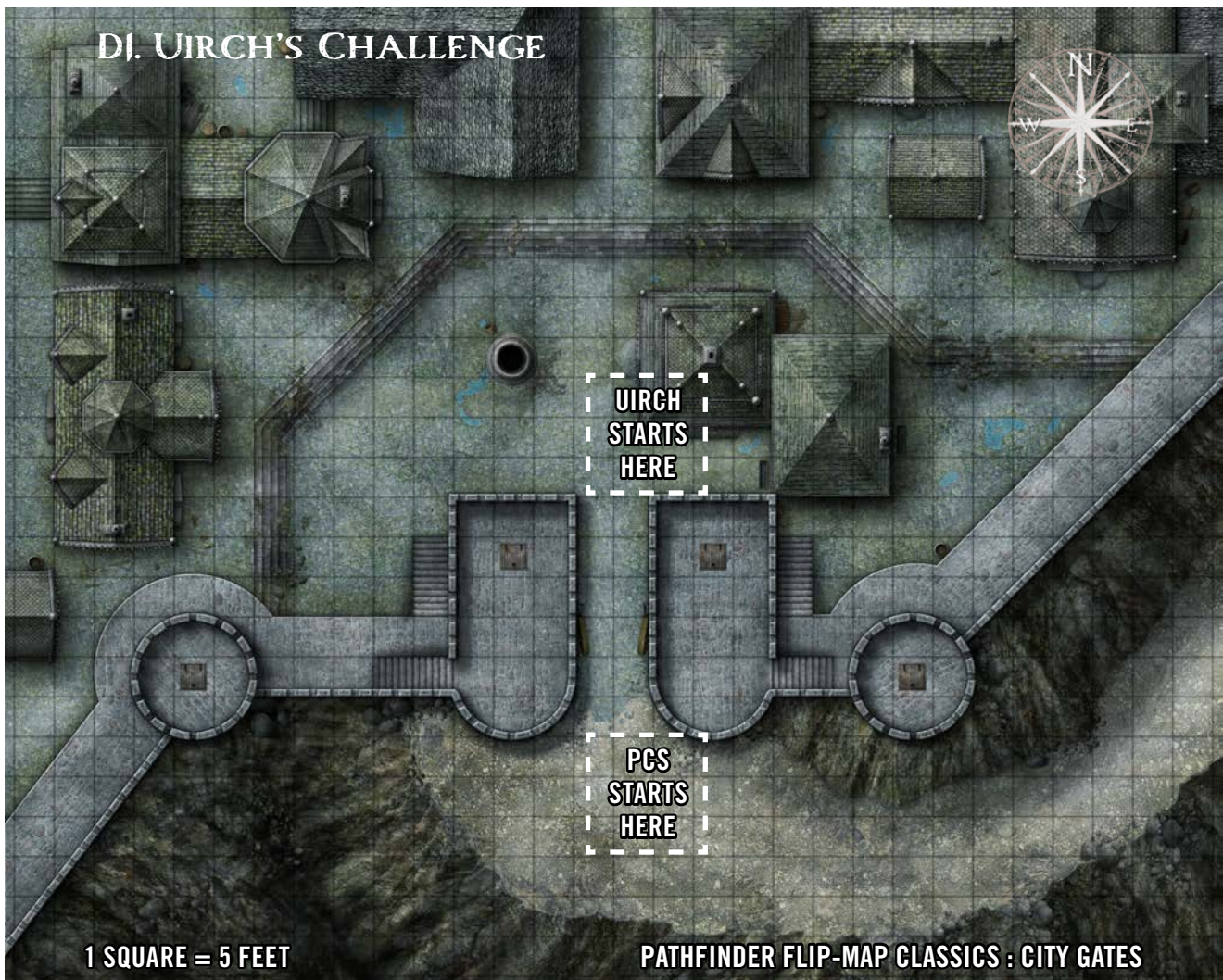
Development: Once the cultist and their attacking daeodons are defeated, the twins also win their fight, cutting through the last two daeodons around them as the PCs' opponents also fall. Though they look extremely out of breath and beat up, the Ashcallers immediately rush back inside to check on Mahja's body. They turn to the PCs and tell them they'll take care of her from here but the PCs need to quickly inform Uirch of this attack so he can send reinforcements.

If the PCs failed to protect Mahja's body the twins start crying over her body after commanding the PCs to leave, with Namiri reassuring her brother that maybe someone else in the Burning Sun hold can do something to fix this.

D. BACK TO UIRCH'S SIDE

The scene in the main streets is a cacophony of Burning Sun guards, daeodons, and cultists surrounded by smoke and fire on all sides. Uirch, with his shield and shining scimitar, holds the line as each daeodon that falls to him or one of his allies is slowly surrounded by bright shining light before standing back up, mouth and nostrils spewing out a cloud of eerie spectral smoke. They charge toward the knight while the rest of the Burning Suns swing fiercely at the cultists slinging fire, both mundane and magical.

CLEANSING THE FLAME



Uirch, surrounded by daeodons on all sides, stands his ground and slays each of the creatures one by one, but not before taking numerous wounds. Soon, the smoke and fire clear as the cultists and daeodons finally fall. As Uirch lurches away, covered in wounds and surrounded by a pile of daeodon corpses, he falls to one knee, fully out of breath. As his fellow hold members rush to his aid, he collapses onto his back. The warriors lift him up, carrying their leader to safety, followed by several healers who rush in after them.

From there, things quiet down and the PCs can make sure more guards are sent to Mahja's cabin. No further attacks from the cultists takes place. They are taken to a room to rest, and several other hold members debrief them and send a guard detail to assist the Ashcaller twins. If the PCs managed to succeed at keeping Mahja's body from losing her Defense Points, twenty minutes later a few orcs return

to offer the gear from the cultists the PCs defeated as further thanks. Within an hour, a medic enters and invites them to follow her.

The PCs are invited to enter Uirch's room, as the medic explains the situation. Uirch was inflicted with a strange, powerful poison. The healers explain that something about it is magical, divine, and more powerful than any they've seen before. It will kill him in a manner of days. With that information relayed, Uirch requests, rather than die a slow, debilitating death, that the PCs would do the honor of fighting and killing him in combat, assuring them it's the more honorable way to die. He and his fellow Burning Suns admit it would be difficult for any of them to take him out at his strength, but he has always wanted to spar with strong Pathfinders. Uirch states he wants to give the PCs the honor of helping him fulfill two final wishes with this combat.

CLEANSING THE FLAME

As the poison will take a matter of days rather than hours to kill Uirch, he allows the PCs and himself time to rest and prepare, ensuring everyone will be at full strength for a fair fight the next day. He tells the PCs to meet him at the entrance to town the following day shortly before noon, so they can have their fight at the time of Sarenrae's brightest light. The PCs can have a full night's rest, and the shops of Freedom Town are willing to sell them any common items up to 8th level if they feel they need to stock up on something extra before the fight.

D1. UIRCH'S CHALLENGE SEVERE

Uirch arrives fully dressed in his Knight of Lastwall armor and attire alongside another Burning Sun member to go over the rules of the fight. Depending on the level



BURNING SUN ORC

of PCs, the poison has taken light or heavier effect in weakening him, but the Burning Sun orcs still believe they wouldn't be able to take him on themselves and explain how much of an honor it is to have someone outside the hold participate in this battle. As such, most of the town has come to watch this combat, both to cheer Uirch on and see the prowess of the Pathfinder Society.

His fellow hold members announce they'll be joining Uirch's side during the fight to ensure it's as fair a challenge as possible for the sake of the knight's dignity and honor. However, as they're not the ones wishing to fight to the death, they ask the healers stationed on the wall and around the area to stabilize anyone other than Uirch upon falling in combat, including the PCs. Once Uirch falls, any fellow hold members alongside him surrender.

The combatants start on opposite sides of the town's gate entrance. The wall is 30 feet above the rest of the city and full of Burning Sun members and other spectators, including Ruhkat Twisted Tusks. The spectators are excited to see the Pathfinders at their full strength, but for the sake of wanting to see Uirch at his greatest and strongest, one of the hold casters will cast one *haste* on Uirch just before his first turn begins. Just before his second turn, the spellcaster will cast a 4th-level *resist energy*, choosing the energy damage that the PCs are wielding the most, and just before his third turn, the spellcaster will cast a 3rd-level *heal*. Use the map on page 13 for this area.

Levels 5-6

UIRCH OF THE BURNING SUN CREATURE 7
Page 20, art on page 29

BURNING SUN ORC CREATURE 5
Page 20, art on page 30

Levels 7-8

BLESSED UIRCH OF THE BURNING SUN CREATURE 9
Page 27, art on page 29

BURNING SUN WARRIOR CREATURE 7
Page 27, art on page 30

If for some reason the PCs refuse to fight, then someone else eventually will agree to do so, but the PCs are snubbed by the Burning Suns for the rest of their time in Freedom Town and end up hurting the reputation of the Pathfinder Society in hold's eyes permanently. If the PCs somehow manage to lose the fight, they're woken up by healers the following day, with Uirch near them. He

CLEANSING THE FLAME

gives them a proud look, admitting that he's disappointed to have won and therefore will die from the poison, but congratulating them on a strong fight nonetheless. In either of these cases Uirch still dies, so the orcs celebrate seeing his mark afterward, though the Burning Suns are much less inviting toward the Pathfinders in their festivities if they refused or failed.

CONCLUSION

With Uirch defeated and Mahja's body now safe, Ruhkat runs down from the wall and thanks and congratulates the PCs for all they've achieved. She invites them to come with her back to the town council center when the Ashcaller twins rush to the PCs, announcing they have wonderful news: Uirch also has a Crucible mark and tomorrow they will have several of the magic-wielding hold members carefully help move his body to rest alongside Mahja's. This is a cause for celebration, and the PCs are invited to take part in the festivities in Freedom Town for the next few days as the hold revels in the fact that two of their greatest warriors have a chance to bring glory to the Burning Suns for all eternity.

As the PCs rest for the evening after the party, they find under each of their pillows a strange weapon: a pair of +1 *called striking shears* (+2 *called striking shears* for levels 7–8). None of the citizens of Freedom Town or the Burning Sun hold can explain the appearance of these weapons.

REPORTING NOTES

If the PCs defeated Uirch in fair combat check box **A** on the reporting sheet. If the PCs failed to defeat him, and he died on his hospital bed, check box **B**. If the PCs refused to fight Uirch, check box **C**. If the PCs failed to protect Mahja's body, check box **D**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they manage to keep Mahja Firehair's body safe by defeating the waves of daeodons and cultists trying to damage her body and dwelling and not letting her body lose all its Defense Points. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they agree to fight Uirch and defeat him, allowing him to die nobly in battle. Doing so earns each PC 2 Reputation with their chosen faction.

CLEANSING THE FLAME

APPENDIX I: LEVEL 5–6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 31 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).

A4. THE CULTIST’S CAMP (LEVELS 5–6)

POSSESSED DAEODONS

HAZARD 6

RARE COMPLEX DIVINE MAGICAL

Stealth +19 or *detect magic* to notice the heavy divine magic in the area

Description Three daeodon corpses, animated and enraged by Sezelrian’s divine intervention, trample anything within the ritual circle.

Disable DC 21 Occultism or Religion to disrupt the magic animating the spirits, DC 25 Athletics to hold down one of the daeodons, or *dispel magic* (3rd-level, counteract DC 25). 3 successes are required.

AC 21

Hardness 13 (center bonfire, magically enhanced) **HP** 54 (BT 27); **Immunities** critical hits, fire, object immunities, precision damage

Fires of Sabotage **Trigger** A creature enters the area of the ritual circle; **Effect** The outline of the circle alights with fire dealing 4d6 fire damage to all creatures within it (DC 24 basic Reflex save). The trap then rolls initiative.

Routine (three actions) The animated daeodons trample all creatures within the circle, dealing 2d8+9 bludgeoning damage (DC 23 basic Reflex save).

Reset The hazard resets within 24 hours if the cultists of Sezelrian still remain in the area.

CLEANSING THE FLAME

B1. THE CULTIST'S INTERRUPTION (LEVELS 5-6)

CULTIST OF SEZELRIAN

CREATURE 6

UNCOMMON CE MEDIUM ORC

Perception +13; darkvision

Languages Common, Orcish

Skills Athletics +13, Crafting +16, Religion +16

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

Items moderate acid flask (3), moderate alchemist's fire (3), alchemist's tools, giant wasp venom (2), mace

AC 23; **Fort** +14, **Reflex** +17, **Will** +11

HP 98; **Resistances** fire 8

Speed 25 feet,

Melee ♦ *flaming mace* +15 (magical, shove), **Damage** 1d6+12 bludgeoning plus 1d6 fire

Ranged ♦ acid flask +17 (acid, range increment 20 feet), **Damage** 2d6 persistent acid plus 2 acid splash

Ranged ♦ alchemist's fire +17 (range increment 20ft, trait), **Damage** 2d8 fire plus 2 persistent fire and 2 fire splash

Sacred Fire Any non-consumable weapon the cultist wields gains the effects of the *flaming* rune in addition to a +1 weapon rune.

Sacred Sabotage ♦♦ **Frequency** once per day; **Effect** The cultist of Sezelrian can draw a poison and quickly apply it to the weapon or unarmed attack of an adjacent ally.

DAEODON

CREATURE 4

LARGE ANIMAL

Pathfinder Bestiary 43

Perception +12; low-light vision, scent (imprecise) 30 feet

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

Str +6, **Dex** +0, **Con** +3, **Int** -4, **Wis** +2, **Cha** -1

AC 21; **Fort** +13, **Reflex** +9, **Will** +10

HP 60

Ferocity ↻

Speed 40 feet

Melee ♦ tusk +14, **Damage** 2d8+6 piercing

Daedon Charge ♦♦ The daedon Strides twice then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 19 Reflex save or be knocked prone by the force of the blow.

JUNIOR CULTIST (0)

CREATURE 1

UNCOMMON CE MEDIUM HUMANOID ORC

Variant orc warrior (*Pathfinder Bestiary* 257)

Perception +6; darkvision

Languages Orcish

Skills Athletics +7, Intimidation +4, Survival +4

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

Items breastplate, javelin (4), orc necksplitter, shortsword (2)

SCALING ENCOUNTER B1

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

10-11 Challenge Points: Add one junior cultist to the encounter.

12-13 Challenge Points: Add one daedon to the encounter.

14-15 Challenge Points: Add one junior cultist and one Sezelrian warg to the encounter.

16-18 Challenge Points (5+ players): Add one junior cultist and one cultist of Sezelrian to the encounter.



AC 18; **Fort** +8, **Reflex** +7, **Will** +4

HP 23

Attack of Opportunity ↻

Ferocity ↻

Speed 25 feet

Melee ♦ orc necksplitter +7 (forceful, sweep), **Damage** 1d8+4 slashing

Melee ♦ shortsword +7 (agile, versatile P), **Damage** 2d8+6 slashing

Melee ♦ fist +7 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ♦ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

SEZELRIAN WARG (0)

CREATURE 5

UNIQUE NE LARGE BEAST

Variant winter wolf (*Pathfinder Bestiary* 322)

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Common, Orcish

Skills Acrobatics +13, Athletics +13, Deception +11, Intimidation +11, Stealth +13 (+16 in smoke), Survival +12

Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

AC 23; **Fort** +13, **Reflex** +15, **Will** +10

HP 70; **Immunities** fire; **Weaknesses** cold 5

Buck ↻ DC 21

Avenging Bite ↻ **Trigger** A creature within the reach of the Sezelrian warg's jaws attacks one of the warg's allies; **Effect** The Sezelrian warg makes a jaws Strike against the triggering creature.

Speed 40 feet

Melee ♦ jaws +15 (fire), **Damage** 1d10+6 piercing plus 1d6 fire and Knockdown

Breath Weapon ♦♦ (evocation, fire, primal) The Sezelrian warg breathes a cloud of smoky fire in a 15-foot cone that deals 5d8 fire damage (DC 23 basic Reflex save).

CLEANSING THE FLAME

The Sezelrian warg cannot use Breath Weapon for 1d4 rounds.

Pack Attack The Sezelrian warg's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the warg's allies.

CLEANSING THE FLAME

C. OUTSIDE MAHJA'S RESIDENCE (LEVELS 5-6)

BEASTMASTER CULTIST

CREATURE 6

RARE CE MEDIUM ORC

Perception +14; darkvision

Languages Common, Orcish

Skills Athletics +13, Nature +15 Religion +15

Str +2, **Dex** +4, **Con** +4, **Int** +2, **Wis** +6, **Cha** +0

Items hide armor, +1 mace, religious symbol of Sezelrian, +1 striking shortbow (20 arrows)

AC 23; **Fort** +14, **Reflex** +11, **Will** +17

HP 98; **Resistances** fire 8

Speed 25 feet

Melee ♦ mace +15 (magical, shove), **Damage** 1d6+12 bludgeoning

Ranged ♦ shortbow +17 (deadly d10, magical, range increment 60 feet), **Damage** 2d6+6 piercing

Enraging Whistle ♦♦ (manipulate) The beastmaster cultist blows on her divine whistle, riling up the nearby beasts, granting a +1 status bonus to attacks and damage to all allied animals within 60 feet for one round.

Beast Training Whenever a beastmaster cultist and one of their animal allies are adjacent to the same foe, they both count as flanking that foe regardless of their actual positions.

DAEODON

CREATURE 4

N LARGE ANIMAL

Pathfinder Bestiary 43

Perception +12; low-light vision, scent (imprecise) 30 feet

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

Str +6, **Dex** +0, **Con** +3, **Int** -4, **Wis** +2, **Cha** -1

AC 21; **Fort** +13, **Reflex** +9, **Will** +10

HP 60

Ferocity ↻

Speed 40 feet

Melee ♦ tusk +14, **Damage** 2d8+6 piercing

Daeodon Charge ♦♦ The daeodon Strides twice then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 19 Reflex save or be knocked prone by the force of the blow.

JUNIOR CULTIST (0)

CREATURE 1

UNCOMMON CE MEDIUM HUMANOID ORC

Variant orc warrior (*Pathfinder Bestiary* 257)

Perception +6; darkvision

Languages Orcish

Skills Athletics +7, Intimidation +4, Survival +4

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

Items breastplate, javelin (4), orc necksplitter, shortsword (2)

SCALING ENCOUNTER C

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

10–11 Challenge Points: Add one junior cultist to the encounter.

12–13 Challenge Points: Add one daeodon to the encounter.

14–15 Challenge Points: Add two daeodons and one dire wolf to the encounter.

16–18 Challenge Points (5+ players): Add two daeodons and two dire wolves to the encounter.



AC 18; **Fort** +8, **Reflex** +7, **Will** +4

HP 23

Attack of Opportunity ↻

Ferocity ↻

Speed 25 feet

Melee ♦ orc necksplitter +7 (forceful, sweep), **Damage** 1d8+4 slashing

Melee ♦ shortsword +7 (agile, versatile P), **Damage** 2d8+6 slashing

Melee ♦ fist +7 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ♦ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

DIRE WOLF (0)

CREATURE 3

N LARGE ANIMAL

Pathfinder Bestiary 334

Perception +10; low-light vision, scent (imprecise) 30 feet

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

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

AC 18; **Fort** +11, **Reflex** +8, **Will** +8

HP 50

Buck ↻ DC 20

Speed 35 feet

Melee ♦ jaws +12 (reach 10 feet), **Damage** 1d10+5 piercing plus Knockdown or Grab

Pack Attack The dire wolf's Strikes deal 1d6 extra damage to creatures within reach of at least two of the wolf's allies.

Worry ♦ (attack) **Requirements** The dire wolf has a creature grabbed with its jaws; **Effect** The dire wolf fiercely shakes the grabbed creature with its teeth, dealing 1d10+2 damage (DC 20 basic Fortitude save).

CLEANSING THE FLAME

D1. UIRCH'S CHALLENGE (LEVELS 5-6)

UIRCH OF THE BURNING SUNS

CREATURE 7

UNIQUE NG MEDIUM ORC

Perception +18; darkvision

Languages Common, Orcish

Skills Athletics +17, Diplomacy +15, Medicine +15, Religion +17, Survival +12

Str +6, **Dex** +0, **Con** +4, **Int** +0, **Wis** +6, **Cha** +2

Items full plate, +1 striking flaming scimitar, lesser sturdy shield

AC 25; **Fort** +15, **Reflex** +12, **Will** +18

HP 140

Shield Block ↻

Speed 25 feet

Melee ✦ *scimitar* +16 (forceful, magical, sweep), **Damage** 2d6+8 slashing plus 1d6 fire

Divine Prepared Spells DC 22, attack +14; **4th** *flame strike*, *fireball*, *searing light*; **3rd** *heal* ×2, *heroism*; **2nd** see *invisibility*, *status*, *warrior's regret*^{SoM}; **1st** *bane*, *bless* ×2; **Cantrips (5th)** *divine lance*, *forbidding ward*, *guidance*, *haunting hymn*^{SoM}, *disrupt undead*

Focus Spells 2 Focus Points, attack +14; **5th** *fire ray* (Core Rulebook 392)

Protection of the Burning Sun Whenever Uirch's shield is raised, he is granted a defensive aura of sacred fire. Any time he's hit while his shield is raised with a non-reach melee weapon or unarmed attack, the attacking opponent takes 2d6 fire damage with a DC 20 basic Reflex save.

BURNING SUN ORC

CREATURE 5

UNCOMMON NG MEDIUM ORC

Perception +12; darkvision

Languages Common, Orcish

Skills Athletics +13, Intimidation +13, Nature +12

Str +6, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2

Items breastplate, +1 striking greataxe, shortbow (20 arrows)

AC 21; **Fort** +15, **Reflex** +12, **Will** +9

HP 90

Attack of Opportunity ↻

Speed 25 feet

Melee ✦ *greataxe* +15 (magical, sweep), **Damage** 2d12+2 slashing plus Knockdown

Ranged ✦ shortbow +13 (range increment 60 feet, deadly d10), **Damage** 2d6+4 piercing

Knockdown ✦

SCALING ENCOUNTER D1

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

10-11 Challenge Points: Add one giant wolverine to the encounter.

12-13 Challenge Points: Add one smilodon to the encounter.

14-15 Challenge Points: Add one wolverine and one smilodon to the encounter.

16-18 Challenge Points (5+ players): Add one Burning Sun orc and one Burning Sun warrior to the encounter.

BURNING SUN WARRIOR (0)

CREATURE 7

UNCOMMON NG MEDIUM ORC

Perception +15; darkvision

Languages Common, Orcish

Skills Athletics +17, Intimidation +17, Nature +15

Str +6, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2

Items breastplate, +1 striking greataxe, shortbow (20 arrows)

AC 24; **Fort** +18, **Reflex** +15, **Will** +12

HP 140

Attack of Opportunity ↻

Speed 25 feet

Melee ✦ *greataxe* +18 (magical, sweep), **Damage** 2d12+7 slashing plus Knockdown

Ranged ✦ shortbow +16 (range increment 60 feet, deadly d10), **Damage** 2d6+6 piercing

Knockdown ✦

CLEANSING THE FLAME

GIANT WOLVERINE (0)

CREATURE 4

N **LARGE** **ANIMAL**

Pathfinder Bestiary 2 295

Perception +9; low-light vision, scent (imprecise) 30 feet

Skills Athletics +12, Stealth +11

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

AC 21; **Fort** +13, **Reflex** +11, **Will** +9

HP 65

Speed 25 feet, climb 10 feet

Melee ✦ jaws +12, **Damage** 2d6+8 piercing plus Grab

Melee ✦ claw +12 (agile), **Damage** 2d4+8 slashing

Gnaw ✦ **Requirements** The wolverine has a creature grabbed from its jaws Strike; **Effect** The wolverine chews violently on the creature, dealing 2d6 piercing damage (DC 21 basic Fortitude save). A creature that fails its save also takes 2d6 persistent bleed damage.

Pounce ✦ The giant wolverine Strides and makes a Strike at the end of that movement. If the giant wolverine begins this action hidden, it remains hidden until after the attack.

Rend ✦ claw

Wolverine Rage ✦ The giant wolverine enters a state of pure rage that lasts either for 1 minute, until there are no enemies it can perceive or until it falls unconscious, whichever comes first. While raging, the giant wolverine has AC 20, its jaws Strike deals 2d6+11 damage, and its claw Strike deals 2d4+11 damage. While raging, the giant wolverine can't use actions that have the concentrate trait, except for Seek. After it's stopped raging, a giant wolverine can't use Wolverine Rage again for 1 minute.

SMILODON (0)

CREATURE 6

N **LARGE** **ANIMAL**

Pathfinder Bestiary 53

Perception +14; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +12, Athletics +16, Stealth +12

Str +6, **Dex** +2, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0

AC 23; **Fort** +15, **Reflex** +12, **Will** +10

HP 110

Speed 30 feet

Melee ✦ fangs +16, **Damage** 2d10+6 piercing plus Grab

Melee ✦ claw +16 (agile), **Damage** 2d8+6 slashing plus Grab

Pierce Armor ✦ The smilodon makes a fangs Strike against a creature it is Grabbing. If the attack hits, the creature is knocked prone; if the creature is wearing armor with hardness 10 or lower, the armor is broken. If this Strike breaks a creature's armor or damages a creature who is unarmored or wearing broken armor, the creature also takes 2d6 persistent bleed damage. This Strike doesn't further damage armor that's already broken.

Pounce ✦ The smilodon Strides and makes a Strike at the end of that movement. If the smilodon began this action hidden, it remains hidden until after this ability's Strike.

Sneak Attack The smilodon deals 1d6 extra precision damage to flat-footed creatures.

CLEANSING THE FLAME

APPENDIX 2: LEVEL 7–8 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 7th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 31 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).

A4. THE CULTIST’S CAMP (LEVELS 7–8)

POSSESSED DAEODONS

HAZARD 8

RARE COMPLEX DIVINE MAGICAL

Stealth +22 or *detect magic* to notice the heavy divine magic in the area

Description Three daeodon corpses, animated and enraged by Sezelrian’s divine intervention, trample anything within the ritual circle.

Disable DC 24 Occultism or Religion to disrupt the magic animating the spirits, DC 28 Athletics to hold down one of the daeodons, or *dispel magic* (4th-level, counteract DC 28). 3 successes are required.

AC 24

Hardness 15 (center bonfire, magically enhanced) **HP** 62 (BT 31); **Immunities** critical hits, fire, object immunities, precision damage

Fires of Sabotage **Trigger** A creature enters the area of the ritual circle; **Effect** The outline of the circle alights with fire dealing 6d6 fire damage to all creatures within it (DC 26 basic Reflex save). The trap then rolls initiative.

Routine (three actions) The animated daeodons trample all creatures within the circle, dealing 2d10+11 bludgeoning damage (DC 25 basic Reflex save).

Reset The hazard resets within 24 hours if the cultists of Sezelrian still remain in the area.

CLEANSING THE FLAME

B1. THE CULTIST'S INTERRUPTION (LEVELS 7-8)

EXPERIENCED CULTIST OF SEZELRIAN CREATURE 8

UNCOMMON CE MEDIUM ORC

Perception +16; darkvision

Languages Common, Orcish

Skills Athletics +16, Crafting +18, Religion +18

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

Items moderate acid flask (3), moderate alchemist's fire (3), alchemist's tools, giant wasp venom (2), mace

AC 26; **Fort** +16, **Reflex** +19, **Will** +13

HP 135; **Resistances** fire 10

Speed 25 feet,

Melee ♦ *flaming mace* +18 (magical, shove), **Damage** 2d6+11 bludgeoning plus 1d6 fire

Ranged ♦ acid flask +20 (acid, range increment 20 feet), **Damage** 2d6 persistent acid plus 2 acid splash

Ranged ♦ alchemist's fire +20 (fire, range increment 20 feet), **Damage** 2d8 fire plus 2 persistent fire and 2 fire splash

Sacred Fire Any non-consumable weapon the cultist wields gains the effects of the *flaming* rune in addition to a +1 *striking* weapon rune.

Sacred Sabotage ♦♦ **Frequency** once per day; **Effect** The cultist of Sezelrian can draw a poison and quickly apply it to the weapon or unarmed attack of an adjacent ally.

EMPOWERED DAEODON CREATURE 6

UNCOMMON N LARGE ANIMAL

Variant daeodon (*Pathfinder Bestiary* 43)

Perception +15; scent (imprecise) 30 feet

Skills Acrobatics +11, Athletics +15, Survival +13

Str +7, **Dex** +0, **Con** +4, **Int** -4, **Wis** +3, **Cha** -1

AC 24; **Fort** +16, **Reflex** +10, **Will** +13

HP 95

Ferocity ⤵

Speed 40 feet

Melee ♦ tusk +17, **Damage** 2d8+10 piercing

Daeodon Charge ♦♦ The daeodon Strides twice then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 22 Reflex save or be knocked prone by the force of the blow.

SCALING ENCOUNTER B1

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

19-22 Challenge Points: Add one dire wolf to the encounter.

23-27 Challenge Points: Add one empowered daeodon to the encounter.

28-32 Challenge Points: Add one empowered daeodon and one Sezelrian warg to the encounter.

33+ Challenge Points (5+ players): Add one experienced cultist of Sezelrian and one dire wolf to the encounter.

DIRE WOLF (0)

CREATURE 3

N LARGE ANIMAL

Pathfinder Bestiary 334

Perception +10; low-light vision, scent (imprecise) 30 feet

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

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

AC 18; **Fort** +11, **Reflex** +8, **Will** +8

HP 50

Buck ⤵ DC 20

Speed 35 feet

Melee ♦ jaws +12 (reach 10 feet), **Damage** 1d10+5 piercing plus Knockdown or Grab

Pack Attack The dire wolf's Strikes deal 1d6 extra damage to creatures within reach of at least two of the wolf's allies.

Worry ♦ (attack) **Requirements** The dire wolf has a creature grabbed with its jaws; **Effect** The dire wolf fiercely shakes the grabbed creature with its teeth, dealing 1d10+2 damage (DC 20 basic Fortitude save).

CLEANSING THE FLAME

SEZELRIAN WARG (0)

CREATURE 5

UNIQUE NE LARGE BEAST

Variant winter wolf (*Pathfinder Bestiary* 322)

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Common, Orcish

Skills Acrobatics +13, Athletics +13, Deception +11, Intimidation +11, Stealth +13 (+16 in smoke), Survival +12

Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

AC 23; **Fort** +13, **Reflex** +15, **Will** +10

HP 70; **Immunities** fire; **Weaknesses** cold 5

Buck ↻ DC 21

Avenging Bite ↻ **Trigger** A creature within the reach of the Sezelrian warg's jaws attacks one of the warg's allies; **Effect** The Sezelrian warg makes a jaws Strike against the triggering creature.

Speed 40 feet

Melee ↻ jaws +15 (fire), **Damage** 1d10+6 piercing plus 1d6 fire and Knockdown

Breath Weapon ↻↻ (evocation, fire, primal) The Sezelrian warg breathes a cloud of fire in a 15-foot cone that deals 5d8 fire damage (DC 23 basic Reflex save). The Sezelrian warg can't use Breath Weapon for 1d4 rounds.

Pack Attack The Sezelrian warg's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the warg's allies.

CLEANSING THE FLAME

C. OUTSIDE MAHJA'S RESIDENCE (LEVELS 7-8)

TRAINED BEASTMASTER CULTIST CREATURE 8

RARE CE MEDIUM ORC

Perception +18; darkvision

Languages Common, Orcish

Skills Athletics +16, Nature +18, Religion +18

Str +2, **Dex** +4, **Con** +4, **Int** +2, **Wis** +6, **Cha** +0

Items hide armor, +1 mace, religious symbol of Sezelrian, +1 striking shortbow (20 arrows)

AC 26; **Fort** +16, **Reflex** +13, **Will** +19

HP 135; **Resistances** fire 10

Speed 25 feet

Melee ♦ *mace* +18 (magical, shove), **Damage** 1d6+12 bludgeoning

Ranged ♦ *shortbow* +20 (deadly d10, magical, range increment 60 feet), **Damage** 2d6+11 piercing

Enraging Whistle ♦ (manipulate) The beastmaster cultist blows on her divine whistle, riling up the nearby beasts, granting a +1 status bonus to attacks and damage to all allied animals within 60 feet for one round.

Beast Training Whenever a beastmaster cultist and one of their animal allies are adjacent to the same foe, they both count as flanking that foe regardless of their actual positions.

EMPOWERED DAEODON CREATURE 6

UNCOMMON N LARGE ANIMAL

Variant daeodon (*Pathfinder Bestiary* 43)

Perception +15; scent (imprecise) 30 feet

Skills Acrobatics +11, Athletics +15, Survival +13

Str +7, **Dex** +0, **Con** +4, **Int** -4, **Wis** +3, **Cha** -1

AC 24; **Fort** +16, **Reflex** +10, **Will** +13

HP 95

Ferocity ↻

Speed 40 feet

Melee ♦ tusk +17, **Damage** 2d8+10 piercing

Daeodon Charge ♦♦ The daeodon Strides twice then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 22 Reflex save or be knocked prone by the force of the blow.

SCALING ENCOUNTER C

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

19-22 Challenge Points: Add one dire wolf to the encounter.

23-27 Challenge Points: Add one empowered daeodon to the encounter.

28-32 Challenge Points: Add one dire wolf and one young linnorm to the encounter.

33+ Challenge Points (5+ players): Add one empowered daeodon and one young linnorm to the encounter.

DIRE WOLF (0) CREATURE 3

N LARGE ANIMAL

Pathfinder Bestiary 334

Perception +10; low-light vision, scent (imprecise) 30 feet

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

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

AC 18; **Fort** +11, **Reflex** +8, **Will** +8

HP 50

Buck ↻ DC 20

Speed 35 feet

Melee ♦ jaws +12 (reach 10 feet), **Damage** 1d10+5 piercing plus Knockdown or Grab

Pack Attack The dire wolf's Strikes deal 1d6 extra damage to creatures within reach of at least two of the wolf's allies.

Worry ♦ (attack) **Requirements** The dire wolf has a creature grabbed with its jaws; **Effect** The dire wolf fiercely shakes the grabbed creature with its teeth, dealing 1d10+2 damage (DC 20 basic Fortitude save).

CLEANSING THE FLAME

YOUNG LINNORM (0)

CREATURE 7

UNCOMMON CE LARGE DRAGON

Pathfinder Lost Omens Monsters of Myth 29

Perception +15; darkvision, low-light vision, scent (imprecise)
60 feet

Languages Aklo, Draconic, Orcish; (can't speak any language)

Skills Acrobatics +15, Athletics +17

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

AC 25; **Fort** +18, **Reflex** +15, **Will** +12; +1 status bonus to all saves vs. magic

HP 115, regeneration 5 (deactivated by cold iron); **Immunities** curse, paralyzed, sleep; **Weaknesses** cold iron 5

Attack of Opportunity Tail only.

Speed 30 feet, fly 60 feet, swim 45 feet

Melee ♦ jaws +18 (magical, reach 10 feet), **Damage** 2d10+9
piercing plus young linnorm venom

Melee ♦ claw +18 (agile, magical, reach 10 feet), **Damage**
2d8+9 slashing

Melee ♦ tail +18 (agile, magical, reach 15 feet), **Damage**
2d8+9 bludgeoning plus Improved Grab

Constrict ♦ 2d8+4 bludgeoning, DC 25

Young Linnorm Venom (poison) **Saving Throw** DC 25 Fortitude;
Maximum Duration 10 rounds; **Stage 1** 4d6 poison damage
and drained 1

CLEANSING THE FLAME

D1. UIRCH'S CHALLENGE (LEVELS 7-8)

BLESSED UIRCH OF THE BURNING SUNS CREATURE 9

UNIQUE NG MEDIUM ORC

Perception +21; darkvision

Languages Common, Orcish

Skills Athletics +20, Diplomacy +18, Medicine +18, Religion +20, Survival +15

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

Items full plate, +1 striking flaming scimitar, lesser sturdy shield

AC 28; **Fort** +18 **Reflex** +15, **Will** +21

HP 190

Shield Block ↻

Speed 25 feet

Melee ✦ scimitar +17 (forceful, magical, sweep), **Damage** 2d6+10 slashing plus 1d6 fire

Divine Prepared Spells DC 25, attack +17; **5th** blink charge^{SoM}, flame strike **4th** searing light, flame strike, fireball; **3rd** heal ×2, heroism; **2nd** see invisibility, status, warrior's regret^{SoM}; **1st** bane, bless ×2; **Cantrips (5th)** divine lance, forbidding ward, guidance, haunting hymn^{SoM}, disrupt undead

Focus Spells 2 Focus Points, attack +17; **5th** fire ray (Core Rulebook 392)

Protection of the Burning Sun Whenever Uirch's shield is raised, he is granted a defensive aura of sacred fire. Any time he's hit while his shield is raised with a non-reach melee weapon or unarmed attack the attacking opponent takes 2d6 fire damage (DC 23 basic Reflex save).

BURNING SUN WARRIOR CREATURE 7

UNCOMMON NG MEDIUM ORC

Perception +15; darkvision

Languages Common; Orcish

Skills Athletics +17, Intimidation +17, Nature +15

Str +6, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2

Items breastplate, +1 striking greataxe, shortbow (20 arrows)

AC 24; **Fort** +18, **Reflex** +15, **Will** +12

HP 140

Attack of Opportunity ↻

Speed 25 feet

Melee ✦ greataxe +18 (magical, sweep), **Damage** 2d12+7 slashing plus Knockdown

Ranged ✦ shortbow +16 (deadly d10, range increment 60 feet), **Damage** 2d6+6 piercing

Knockdown ✦

SCALING ENCOUNTER D1

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

19–22 Challenge Points: Add one smilodon to the encounter.

23–27 Challenge Points: Add one triceratops to the encounter.

28–32 Challenge Points: Add one smilodon and one triceratops to the encounter.

33+ Challenge Points (5+ players): Add one Burning Sun warrior, one Burning Sun orc, and one triceratops to the encounter.

SMILODON (0) CREATURE 6

N LARGE ANIMAL

Pathfinder Bestiary 53

Perception +14; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +12, Athletics +16, Stealth +12

Str +6, **Dex** +2, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0

AC 23; **Fort** +15, **Reflex** +12, **Will** +10

HP 110

Speed 30 feet

Melee ✦ fangs +16, **Damage** 2d10+6 piercing plus Grab

Melee ✦ claw +16 (agile), **Damage** 2d8+6 slashing plus Grab

Pierce Armor ✦ The smilodon makes a fangs Strike against a creature it is Grabbing. If the attack hits, the creature is knocked prone; if the creature is wearing armor with hardness 10 or lower, the armor is broken. If this Strike breaks a creature's armor or damages a creature who is unarmored or wearing broken armor, the creature also takes 2d6 persistent bleed damage. This Strike doesn't further damage armor that's already broken.

Pounce ✦ The smilodon Strides and makes a Strike at the end of that movement. If the smilodon began this action hidden, it remains hidden until after this ability's Strike.

Sneak Attack The smilodon deals 1d6 extra precision damage to flat-footed creatures.

CLEANSING THE FLAME

TRICERATOPS (O)

CREATURE 8

N HUGE ANIMAL DINOSAUR

Pathfinder Bestiary 99

Perception +16; low-light vision, scent (imprecise) 30 feet

Skills Athletics +21

Str +7, **Dex** +0, **Con** +4, **Int** -4, **Wis** +2, **Cha** -1

AC 26; **Fort** +18, **Reflex** +12, **Will** +14

HP 140

Frill Defense ↻ **Trigger** The rider is targeted with an attack; **Requirements** A creature must be mounted on the triceratops; **Effect** The triceratops intercepts the attack with its bony frill. The rider gains a +2 circumstance bonus to its AC against the triggering attack.

Speed 30 feet

Melee ✦ horns +19 (reach 15 feet), **Damage** 2d8+9 piercing plus Knockdown

Melee ✦ foot +19 (reach 10 feet), **Damage** 2d6+9 bludgeoning

Lumbering Charge ✦ The triceratops Strides up to 10 feet and makes a Strike.

Trample ✦✦✦ Large or smaller, foot, DC 26

Vicious Gore A triceratops deals 2d6 extra persistent bleed damage to prone targets it hits with its horns.

BURNING SUN ORC (O)

CREATURE 5

UNCOMMON NG MEDIUM ORC

Perception +12; darkvision

Languages Common, Orcish

Skills Athletics +13, Intimidation +13, Nature +12

Str +6, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2

Items breastplate, +1 *striking greataxe*, shortbow (20 arrows)

AC 21; **Fort** +15, **Reflex** +12, **Will** +9

HP 90

Attack of Opportunity ↻

Speed 25 feet

Melee ✦ *greataxe* +15 (magical, sweep), **Damage** 2d12+2 slashing plus Knockdown

Ranged ✦ shortbow +13 (deadly d10, range increment 60 feet), **Damage** 2d6+4 piercing

Knockdown ✦

CLEANSING THE FLAME

APPENDIX 3: GAME AIDS



UIRCH OF THE BURNING SUN



RUHKAT TWISTED TUSKS

DAEODON



SYMBOL OF SEZELRIAN



CLEANSING THE FLAME

APPENDIX 3: GAME AIDS



BOVAR



SEZELRIAN CULTIST



NAMIRI

BURNING SUN ORC



CLEANSING THE FLAME

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
5	10 gp
4	15 gp
7	22 gp
6	30 gp

Treasure Bundles

- Area **A1**, page 6: 1 Treasure Bundle from scrounging the scouts' supplies.
- □ Area **A2**, page 7: 2 Treasure Bundles for finding the cultists' hidden stash.
- Event **1**, page 7: 1 Treasure Bundle for catching up with the cultists.
- □ Area **A4**, page 9: 2 Treasure Bundles if the PCs disable the hazard and are able to get the cultist's weapon and breakdown the ritual materials.
- □ Area **B1**, page 10: 2 Treasure Bundles for defeating the cultist before Mahja's body loses too many of her Defense Points.
- □ Area **C**, page 12: 2 Treasure Bundles for defeating the cultists outside and saving the Ashcaller twins.

Challenge Points

CP Total	Level Range
8-14	5-6
16-18 (5+ players)	5-6
16-18 (4 players)	7-8
19+	7-8

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 5th-level PCs = 2 points each
- 6th-level PCs = 3 points each
- 7th-level PCs = 4 points each
- 8th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 5-6 encounters appear in Appendix 1, and level 7-8 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

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Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
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"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal					Reputation Earned:

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

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

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

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

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

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

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