

RIDERS ON THE STORM

Riders on the Storm is a scenario designed for 5th to 7th level characters that helps introduce several elements of *Companions of the Firmament*. It is assumed that a copy of *Companions of the Firmament* is available and the game master has some familiarity with the content.

The scenario is built to provide a flexible framework for trying out a spectrum of rules from *Companions of the Firmament*. Specific encounters target certain modes of flying, but the adventure otherwise lets the GM decide how much material they wish to draw upon from *Companions of the Firmament*. This author encourages the GM to let players try out as many of the different character options as players can monitor those rule elements. For the GM it would be worthwhile to print out the Rule Checklist at the end of the *Companions of the Firmament* and decide ahead of time which rules will be implemented and what system dials should be used.

Credits

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.



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Common Background

Once a generation the coastal provinces are met with a rare magical event from an earlier era. Known simply as “The Storm,” an intense storm forms on the horizon that glows an eerie violet. From within the storm a cascade of multicolored lightning flashes can be seen, often illuminating vast bulky forms suspended in the air. The Storm lasts anywhere from a few days to a week and then fades away, not to be seen for several decades.

While strange and intimidating, the coastal provinces have never in memory felt any ill effects from the Storm, and for many communities this has transformed into a rare holiday and festival focusing on the Riders of the Storm, those brave (or foolish) folk who risk flying out into the storm out of curiosity and bravado to see what riches and antiquities they might find.

Adventurers and sightseers travel from distant lands to be a part of this rare event. The coastal towns overflow with guests and large camps form among the more popular towns to join in the spectacle. Traders pour into this mix to sell food and services to the throngs of people gathered, while more specialized merchants arrive to sell gear to the Riders. The sudden cosmopolitan gathering of so many different peoples and cultures often creates an intense and rowdy atmosphere, with crowds cheering on those who thrown themselves into the storm, and then eagerly watch the horizon for anyone to return.

Those who do return are hailed as heroes and gain fame that spreads throughout the world. Very few have the opportunity to enter the Storm and even fewer return to tell their tale.

Common History

The common history of the Storm is that there was once a powerful empire far out in the ocean that ruled all the known world. All of the world's knowledge flowed to its capital and in time their control over magic became so great that they rivaled the gods in their power. Such power was inevitably matched with ambition and in final act of hubris they lifted their great island out of ocean so that it would float in the sky, making their dominion complete over the world. Their control of the arcane was not limitless and the island was torn apart and their empire brought to ruin. The remnants of the island, now floating chunks of land, is now forever engulfed in a magical storm that swirls about the ocean for a season before vanishing from the world for a generation.

The Player Characters Gather

For those who are willing to face the dangers of the storm there are many wealth patrons willing to provide aid in exchange for a share in what is discovered within the storm. The player characters find themselves in a lavish room of an inn that overlooks the teeming marketplace below of the coastal town. They have gathered here to meet Gauri, one of the well known patrons of the Storm.

An attendant opens the door to a side room and a human looking woman enters the room. Dressed in a violet dress, which can be assumed is for the occasion, what is most striking about her intense yellow skin and an array of gem stones that spin around and above her head in a complex set of orbits. “Welcome, I am Gauri and from what I understand all of you wish my assistance for a journey into the Storm? Please, introduce yourselves.”

“You are all brave simply to meet with me, for it is dangerous to speak with one of the Patrons at this time. Wealth, power and glory are all at stake now that the Storm is upon us. Listen to the crowd

outside the window. Pettiness and greed are mixed in with the awe and wonder at this event. People will be watching you now, including those who wish me ill.

“You may have heard of me before, as I can rightfully claim two journeys into the Storm. I have seen wonderful and terrible things on those two trips and have enjoyed the wealth and honor my success has give me, however I have no desire to return a third time.”

“Here are my terms. I will provide you with a means to fly into the Storm, specific supplies that may help you while you are there, and a guidebook written by me and my arcanists that should prove invaluable at achieving all of our goals. What I expect in return are a specific list of items, as detailed in the guidebook, I would like retrieved from the Storm. You make keep anything else you find there, and of course return with the glory and notoriety that will surely remain with you for the rest of your lives. My own patrons were neither as direct nor helpful towards me as I am being with you and so I hope these terms would suffice.”

Questions for Gauri

Why is it necessary to fly into the storm? The storm is unnatural and has dramatic effects on the sea below it. Waves the size of mountains rise up and crash down, vortexes form quickly to swallow whole fleets of ships, and vast strange creatures can be seen breaching the waters surface. There is no recorded success of a ship returning from those waters, not even wreckage.

What do you want from the Storm? “As detailed in the guidebook, I want specific Ioun stones. Our histories tell us that all of the Ioun stones that exist come from the old empire. Those that I wear now are from that age and while many survived the fall of the empire as they were far removed from the capital, the most powerful and rare ones can only be found in the ruins of the Storm. Those Ioun stones you find that are not on my list you may keep, along with whatever items and wealth you may find on your journey.”

Why is your skin yellow? “On my first expedition my skin was changed to this color after being hit by the unnatural lightning that is pervasive in the Storm. I was lucky as my mount shrank underneath me and could no longer bear my weight. If it was not for a friend I would have been lost on that first day of the Storm.”

What can we expect to face in the Storm? “I would have to write more books that you could carry to do justice to my experiences in the Storm and even then it might be completely different from what you will encounter. The arcanists of the old empire lost control and so much was ruined or transformed. Expect the unnatural, expect lightning fueled with magic that may either hurt you or change you. Expect those beings that inhabit the Storm to be dangerous and chaotic, and be watchful of others who are going into the Storm for their own gain. The guidebook will provide observations from my previous journeys which will may also help. While many notes are written in common within the guidebook, being able to read magic and understand the mysteries of the arcane will reveal more in its pages.”

Who are these people who wish you ill? “I gained my fame and fortune early in life and that attention has allowed me to create enemies over the years. There are larger games of intrigue at work in the world, but for the Storm I wish to keep things simple. I wish a more complete set of Ioun stones and nothing more. However old enemies would do much to even deny me this. I know that Pisacha, another Patron, is in this area. I would expect that he would give instructions to his Riders to impede any efforts you may make while in the Storm.”

Final Advice

“As you have likely heard in the crowds, the morning of the third day of the Storm has been determined as the time when the great horn will be sounded. While you have likely seen a few Riders take off into the Storm, the arcanists have long studied the Storm and know there is always an ideal time to pass through what is called The Wall.

The lightning in the Storm is stronger and more frequent than any normal storm. However this lightning is for the most part only along the edge of the Storm and forms the Wall. There is an arcane pattern to the lightning strikes and that is why so many rooftops and balconies are occupied by arcanists who observe the Storm and have determined that tomorrow morning is when the lightning will ebb and give Riders the best chance of passing through.

Heed the call of the horn and take flight then. When you reach the Wall itself have your mounts fly as fast as they can until you find land floating in the Storm. The lightning rarely strikes the land itself.

When the glow of the clouds turns green briefly then you must depart the Storm quickly. The Storm will continue to shift from violet to green, each time remaining green longer. This change will happen anywhere from a few hours to half a day. While it is only a guess, if the clouds remain green while you are inside the Storm then you will have been lost to the world for a generation.”

Preparations

The meeting with Gauri ends around four in the afternoon, giving the player characters about 18 hours before the expected horn call tomorrow morning. Gauri's attendant sees that each of the characters are given a supply kit and a flying mount if needed. PCs have free time to roam the town, purchase additional gear from the marketplace and gather more information if they desire.

Gear

Gauri's attendant opens a large chest and begins distributing gear to the player characters. Each character receives:

- Ioun Torch
- Signal Whistle
- Aerial Goggles
- Compass
- Flying Saddlebags
- Mirror
- Military Flying Saddle

Mounts

For player characters that do not have an ability to fly Gauri offers the use of Lesser Chimera. Several are housed in the inn's stables. Created and bred by Gauri's household, each is a warhorse with large feathered wings. For the duration of the adventure they are considered Trusty Mounts for their player character. Each mount is provided with a food sack with enough food to feed the mount for a week.

Skills and Information

Players have time to make skill checks to gain additional insight in their endeavor. There is enough time and people available for each character to make one check in the evening and one in the morning before the horn call.

Diplomacy (gather information) DC 20: Inquiries can be made from the local Inns and marketplace about Pisacha and the groups he has been meeting with. If successful then the PC learns that a group of men docked their alchemical skiff to the roof were at the house that Pisacha has rented.

Knowledge (arcana) DC 20: Approaching the arcanists that are studying the storm may yield insights into where to aim for when approaching the Wall. Success allows the character to discern a pattern of floating land masses back-lit by the lightning that appear to be close to the edge of the storm. This will provide a +5 bonus when the Wall encounter occurs.

Knowledge (local) DC 15: The town thrives in these rare events and the locals prefer to avoid mentioning just how dangerous the Storm is to any Rider who enters it. Very few ever return and the coastal towns know this. It is incredibly rare for a local to challenge the Storm.

Knowledge (nature) DC 22: While the Storm is unnatural the winds that swirl around it do follow the patterns of nature. A successful study of the winds, either from a high place, or from spending time with feet in the ocean and reading the effect of the wind on the water, will give a +3 bonus when attempting to fly through the Wall when it is encountered.

Knowledge (nobility) DC 18: Successful inquiries into the relationship of Gauri and Pisacha reveal that they were were companions until she rebuffed his advances. Scorned since then, Pisacha continues to find petty ways to get back at Gauri. He is willing to spend large amounts of his wealth just to spite her. It would not be surprising that his hirelings are trying to find Ioun stones also simply to withhold them from Gauri.

Knowledge (planes) DC 22: Speaking to the arcanists some sense of the nature of the Storm may become more clear. A successful check reveals that it is likely that the Storm is a demi-plane that emerges into our world on an irregular cycle. Observations over the centuries concludes that either by choice or by plan the old empire leaked into our world a portion of the plane of Limbo, known for its power of primordial chaos. Observations from past expeditions speak that there are instances of wild magic within the Storm. Spells that are cast within the Storm can have random and chaotic effects unless cast in more stable environments. The broken floating landmasses seem to be safer places to cast spells.

Survival DC 20: The blow of the wind is strong on the ocean shore and it is not always favorable to flying creatures. A successful check gives the character and accurate feel for when the wind will shift so that it will be at the party's back when approaching the Wall, providing a +2 bonus to flying through the encounter.

The Guidebook

Instead of talking to others in town, up to two characters have time to read the Gauri's Guidebook in detail. If they do this then they gain the following benefits for the duration of the adventure.

- +2 bonus on Knowledge checks to identify a monster's abilities and weaknesses. This bonus increases by +2 if the reader can read magic.
- +2 bonus on Knowledge checks to identify environmental hazards and conditions within the Storm. This bonus increases by +2 if the reader can read magic.
- Identify the properties of Ioun stones after 1 minute of reading. If the reader can read magic then it only takes 1 round to identify the properties of an Ioun stone.

If the guidebook is not read ahead of time and instead referenced on the adventure then a PC may gain one of these benefits for a specific check or identification after 1 minute of reading the guidebook.

Ioun Stones

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time.

Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

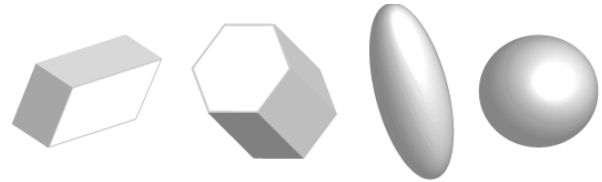


Table 1-1: Ioun Stones Identification Table

Roll	Color/Shape	Effect
1	Amber Spindle, cracked	+1 resistance bonus on one save (stacks)
2	Clear Spindle	Sustains creature without food or water
3	Dark Blue Rhomboid	Alertness (as the feat)
4	Deep Red Sphere, cracked	+1 competence bonus on one Dexterity-based skill
5	Dusty Rose Prism, cracked	+1 competence bonus on initiative checks
6	Emerald Ellipsoid, cracked	1 temporary hit point (stacks)
7	Incandescent Blue Sphere, cracked	+1 competence bonus on one Wisdom-based skill
8	Iridescent Spindle, flawed	Sustains creature without air, but creature is always staggered
9	Mossy Disk	+5 competence bonus on one Knowledge skill
10	Nacreous Gray Sphere	Protects against aging
11	Opalescent White Pyramid	Proficiency with one weapon
12	Orange Prism, cracked	Add one 0-level spell to user's spells known or prepared
13	Pale Blue Rhomboid, cracked	+1 competence bonus on one Strength-based skill
14	Pale Ruby Trillian	+5 competence bonus on Stealth checks
15	Pearly White Spindle, cracked	Regenerate 1 point of damage per hour
16	Pink and Green Sphere	+2 enhancement bonus to Charisma
17	Scarlet and Green Cabochon	Endurance (as the feat)
18	Turquoise Sphere	+5 competence bonus on Ride checks and Fleet (as the feat) for your mount
19	Vermilion Rhomboid, cracked	+1 competence bonus on Acrobatics and Swim checks
20	Vibrant Purple Prism, cracked	Stores one spell level, as a ring of spell storing (minor)

Table 1-2: Ioun Stones wanted by Gauri

Color/Shape	Effect
Gamboge Nodule	Immunity to poison
Lavender Ellipsoid	Absorbs spells of 8th level or lower 1
Orange Prism	+1 caster level
Pale Green Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks
Pearly White Spindle	Regenerate 1 point of damage per 10 minutes

Conditions in the Storm

The Storm bursts onto the horizon at the strength of a hurricane but never moves closer than 10 miles from the shore. Vast in size, the storm stretches the entire length of the horizon and towers up into the sky in a terrible swirl of clouds.

Wind Force: With centuries of observation and scrouplous analysis, the arcanists have nearly perfected the time to enter the Storm during one of its lulls. This is of necessity as the edge of the storm is the strongest and at its full strength has the wind force of a tornado. During the lull the wind force drops to severe (-4 to range attack rolls and Fly skill checks) normally, or strong (-2 to Fly skill checks) if the players have the wind to their backs. See the Wall encounter for specific details. Past the Wall the wind force varies which will be represented by specific wind conditions taking effect with each encounter. On an hourly basis the prevailing wind will randomly change on the zoomed out map below.

Lightning: Lightning strikes are constant throughout the storm, but beyond the wall are far more spaced out. Every minute lightning will erupt within the immediate region where the PCs are. Lightning is always arcing either through the cloud or from the cloud to the ocean surface. It never strikes the floating land masses or the airspace above or below the floating land masses. See the Weather Encounters section for specific details when traveling between floating land masses.

Visibility: The violet colored clouds that swirl about in the Storm cast their own glow, but the wisps of cloud and open air break up tactical visibility to 150 feet for normal and darkvision or 300 feet for low-light vision. The lightning is both a danger and a blessing as it illuminates the various floating chunks of land strewn throughout the Storm and so strategic visibility is greatly increased when using the lightning flashes to see masses of floating land up to 3 miles away. If a light source is being used by a creature, such as the Ioun torch, then the light can be perceived by others up to 1 mile with normal and darkvision or 2 miles with low-light.

Floating Land: The floating land masses vary in size and shape. Some are mere boulders floating in the air, while others are mountain sized chunks of land and rock. For some the evidence of civilization is still present on them, with ruined features of buildings, roads and other infrastructure. Despite the heavy winds the position of the floating land seems to remain fixed in relation to one another. The land seems to provide zones with some degree of stability within the Storm. Magic is more stable when casters touch the ground and the winds tend to be weaker in their immediate area. However the way that the wind interacts around these land masses can be dramatic, often with turbulence that can suddenly cause a flyer to be thrown into the rock from an unexpected

direction. See the specific encounters for more details on turbulence.

Altitude: The floating masses of land have some variation in altitude but all of them roughly float at a height of 2000 feet. It is advised when selecting a system setting for falling to use either the Hybrid or Cinematic settings to allow enough time for falling creatures to recover or be caught.

Ocean Surface: The ocean surface is a tempest of towering waves, inexplicable vortexes, and colossal sized creatures of the deep lurking below. To fall into the water is likely a death sentence unless retrieved quickly. A creature that falls into the water and can remain on the surface in some fashion (either swimming or magic) has 1d4 rounds to be pulled from the water otherwise they are consumed by the Storm.

Wild Magic

The Storm is infused with the essence of the plane of Limbo and it causes spells and spell-like abilities to possibly function erratically. If a spell or spell-like ability is used without the user touching one of the floating masses of land in the Storm then there is a chance for the effect to go awry. The caster must make a caster level check (DC 15 + the level of the spell or spell-like ability) for the magic to function normally. Failure means that something strange happens; roll d% and consult Table 1-3: Wild Magic Effects.

Reverse Gravity Spell: This spell reverses gravity in an area, causing unattached objects and creatures in the area to fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward. Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Heal Spell: Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. Heal does not remove negative levels or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.

Table 1-3: Wild Magic Effects

1d6 Roll	Effect
1	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.
2	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, an item loses charges, and the effect counts against an item's or spell-like ability's use limit.
3	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a heal spell.
4	The spell functions normally.
5	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (the spell slot or prepared spell can be used again). Similarly, an item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
6	The spell functions strongly. Saving throws against the spell incur a -2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

Weather Encounters

The party will encounter strange weather phenomena when they enter the storm. The first encounter is The Wall, where the party will pass through a lightning storm on the outer edge of the Storm. Once inside the Storm the party will contend with the possibility of being affected by random lightning as they travel between floating islands. See page 104 of *Companions of the Firmament* for an overview of how to run weather encounters.

Encounter A: The Wall

The Wall CR7

XP 3200

Detection —; **Bypass** Fly DC 31

Effect (see table 1-4: Storm Lightning Effects); DC 17 Fort save for +2 to roll on table

Assistance: Learning approach from the arcanists +5; Studying wind patterns +3; Predicting the wind at your back +2

Duration 5 minutes

Encounter B: Riding the Storm

This weather encounter is tied to the Zoomed Out map on page 8. The map is a large scale representation of the region of the Storm the party will explore. Each square is roughly 1 mile in distance.

Encounter Setup: After the Wall the players either individually place their figure on the first column next to the Wall. Any number of creatures can fit into a given square and if the party wishes to all move close together then one marker may be used to represent the party.

The map is a grid detailing where floating islands can be located and the numbers detail where lightning will strike every minute within the Storm. When lightning strike locations need to be determined the GM should roll 2d6, all squares with that value have lightning strikes in them. Thus if a result of 7 is rolled then all squares with 7 will have lightning strikes. Any creature in these squares must make a bypass check to avoid being hit by lightning.

Moving on the Map: Each time the characters move into a new

Table 1-4: Storm Lightning Effects

1d10 Roll	Effect
1	3d6 electricity damage, save for half-damage.
2	Become blind for one minute.
3	Become nauseated for one minute. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.
4	2d6 electricity damage, save for half-damage.
5	Change Height and Weight: Reroll random height and weight for your race.
6	Skin tone changes to one color (red, orange, yellow, green, blue, indigo, violet). Succeed on a Fort save for the change to only last for 1d3 weeks.
7	1d6 electricity damage, save for half-damage.
8	Amorphous (Su): The creature's internal organs are malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits. The condition lasts while within the Storm.
9	Gain the benefits equivalent to the Heal spell (CL 4).
10	Gain a +2 insight bonus to Knowledge (planes) and may make this skill check untrained.

square on the map triggers this encounter.

Riding the Storm CR 4

XP 1200

Detection Knowledge (arcane) DC 13; **Bypass** Fly DC 30

Effect (see table 1-4: Storm Lightning Effects); DC 16 Fort save for +2 to roll on table.

Assistance: A character trained in Knowledge (arcane) can spend 10 minutes studying the pattern of the lightning in the Storm. At the end of the 10 minutes the character makes a DC 20 Knowledge (arcane) check and if successful receives a +3 on a detection roll for the lightning, see special detection below for more details.

Creatures may choose to make a Run action through the square they enter. Make a DC 10 Constitution check and if it succeeds then the creature gains +2 to the Bypass check.

For every 10 feet over 60 a creature's fly speed is rated that creature gains +1 bonus to the Bypass check. For every 10 feet below 60 the creature's fly speed is rated that creature gains a -1 penalty to the Bypass check. Thus fly 40' would be -2.

Special Detection: A successful detection roll means that the GM will roll the location of lightning before the player moves and then provide the location information to the player who successfully made the detection check. Players should then either move into a new square or remain in the square they occupy.

Duration 1 minute

Design Note: While calculations on distance and fly speeds were used in creating this encounter it is intended to be somewhat abstracted from the typical encounter. Factoring in the wide range of fly speeds among creatures and objects, along with Constitution ratings for the purposes of Running can quickly slow down play in what is supposed to be emulating quick dashes through a turbulent storm. Some factors are accounted for in the Assistance section and players are encouraged to embrace the abstract structure of the encounter.

If the players desire some puzzle solving along the way the 2d6 roll is detailed on the map to show the pattern of the rolls. The GM might provide hints as play progresses for characters that make successful Knowledge checks to "discern the pattern."

Floating Island Encounters

The floating islands loom in the swirl of the Storm. From a single square away the general details of an island are clearly discernible. From two or more squares away the island's details fade into just the dark hulking form suspended in the air, only providing rough detail for an instant when lightning flashes close by.

The primary material of the floating islands are erosion resistant stone, such as granite and quartzite, but their outward surface tends to be very stained and weathered with a darker tone. Each island has peculiarities to it as described below.

C1-4: Each of these islands are uninhabited by creatures and are broken up into smaller chunks that all float in a cluster. Due to the gaps in the clusters these islands create odd drafts from the wind swirling around them which can surprise something that is flying close to the island. Attempts at landing on these islands requires a DC 20 Fly check. Failure at the Fly check results in a crash landing for 2d6 damage as the winds toss the flier off balance.

C1 (Hot Springs): Wispy trails of water fall from these chunks of land. The entire cluster oozes with hot water springs which over time have created a vibrantly colored swirl of colors all across the rocks, as if they were lumpy malformed marbles floating in the sky. Water flowing across the surface is hot, but not enough to burn. Some bubbling pools exist on the islands. Touching these causes 1d6 damage per round of contact.

C2 (Graveyard): A well picked over graveyard dominates the slopes of this broken island. Generations of explorers have dug graves, broken tombs, and toppled obelisks to find buried treasure. Still, a successful DC25 Knowledge (geography) or (engineering) will reveal looked over a cluster of looked over graves that were hidden by a landslide. Consulting Gauri's Guidebook will provide a +2 bonus to these checks. Three hours of normal labor will allow the graves to be unearthed, providing 1d3 random Ioun Stones.

C3 (Ruins and Bodies): The remains of an urban center dominate this floating island. Most of the structures have been reduced to foundations, with a few more robust walls, arches and pillars mixed among the ruins. Evidence of explorers abound with numerous campsites and signs of vandalism throughout the ancient complex. Scripts written in earlier versions of common exist scrawled on walls leaving the mark of previous generations of Storm Riders they had been there. Scattered over a few blocks of ruins are the fresh bodies of what appear to be Riders of the Storm. Four gnomes and two elves lay slain and stripped of valuables. All have pierce wounds, and both an elf and gnome are found bound within a ruin and appear to have been executed.

C4 (Cottage): On the largest chunk of land there is a lush deciduous setting with a clearing where an antiquated cottage sits. To all appearances it seems inhabited, as if the owner had just stepped out and filled with all of the normal domestic items expected in a home. A fire crackles in the fireplace with a comforting stew simmering in a pot. A garden is right outside with vegetables. If detect magic is used an overwhelming conjuration aura is detected all throughout the immediate area. While the food provides normal nourishment, any items taken from the cottage will fade away if they leave the Storm.

D (Stone Giant): The floating island is caught in a misty haze caused from steam belching out of the island from cracks and vents deep within the core of the island. This obscures the island from afar, extending out 300' around the island, and reduces sight, including darkvision, to 100' when within the mist. Creatures beyond 100' away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Within the mist resides a stone giant that will begin throwing stones at anyone who comes within 900 feet of the island. See page 9 for encounter details.

E (Pisacha Mooks): Pisacha's Storm Riders entered early and have been exploring and preying on other explorers for valuables. When encountered they will have finished investigating a vast weathered artificial bowl-like structure carved into the island rock. They are now aboard their alchemical skiff and preparing to depart when the character's approach. See page 11 for encounter details. Expanded information on Missle Mooks can be found on page 80 of *Companions of the Firmament*.

F (Gloomwings): This floating island is much longer vertically than it is horizontally and is capped with an abundance of large rock spires which almost look natural in appearance. The island is wrapped in an unnatural band of wind that circulates around the island. The wind swirling around the island is intense with a rating of severe (-4 to ranged attacks and Fly checks), however the air above the island is moderate (no penalties). This calm zone extends up about 300' above the island. Gloomwings have become active above this island since explorers have entered the Storm. They flit about above the spires and actively attract explorers with their phosphorescent wings, which light can be seen up to four squares away. See page 13 for encounter details.

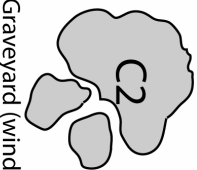
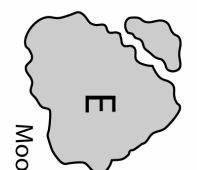

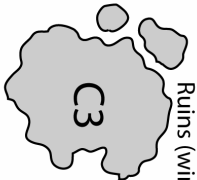

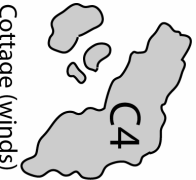
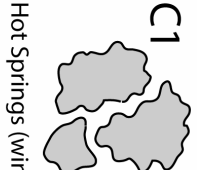

G (Imentesh): An Imentesh from Limbo gleefully enjoys the influx of explorers into the Storm. It has been busy using *major creation* to create a sparkling attraction of crazed architectural structures. Made of crystal and adorned with rare metals (gold, adamantium, mithral, etc) and gemstones, these structures sparkle in the lightning and the light can easily be seen five squares away. All of this is to attract Storm Riders to the island so the Imentesh can give them a taste of the chaos that tore this land asunder. See page 15 for encounter details.

Time in the Storm

The amount of time the party has available in the Storm before it vanishes for another generation depends on the APL of the party. For APL 5 the Storm will remain violet in color for 24 hours, then flicker to green over 12 hours. For APL 6 it will remain violet for 12 hours, then flicker to green over 6 hours. For APL 7 it will remain violet for 6 hours, then flicker to green over 6 hours.

APL	Violet	Green Flickering
5	24 hours	12 hours
6	12 hours	6 hours
7	6 hours	6 hours

Zoomed Out Map

The Wall	1d6 Roll/ 1d6 Roll	2	5	3	6	1	4
	6	8	 C2 Graveyard (winds)	9	 E Mooks	7	 G Imentesh
	4	6	9	7	10	5	8
	5	7	10	8	 C3 Ruins (winds)	6	9
	2	4	7	 D Giant	8	 C4 Cottage (winds)	6
	3	5	8	6	9	4	7
	1	 C1 Hot Springs (winds)	6	4	7	 F Gloomwings	5

Encounter D: Stone Giant CR 8

XP 4,800
N Large humanoid (giant)
Init +2; Senses darkvision 60 ft., low-light vision; Perception +12 (+22 in mist)

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)
hp 102 (12d8+48)
Fort +12, Ref +6, Will +7
Defensive Abilities improved rock catching

OFFENSE

Speed 40 ft.
Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)
Melee greatclub with Power Attack +15/+10 (2d8+15) or 2 slams +15 (1d8+10)
Ranged rock +11/+6 (1d8+12)
Ranged rock with Point Blank Shot (30 ft.) +12/+7 (1d8+13)
Space 10 ft.; Reach 10 ft.
Special Attacks rock throwing (180 ft.) Maximum range 900 ft.

STATISTICS

Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 10
Base Atk +9; CMB +18; CMD 30
Feats Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw
Skills Climb +12, Intimidate +12, Perception +12 (+22 in mist), Stealth +4 (+12 in rocky terrain); Racial Modifiers +8 Stealth in rocky terrain
Languages Common, Giant

SPECIAL ABILITIES

Improved Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

Mist Sight (Su): The stone giant's life within the mist has transformed him so that his sight extends in and through the mist. The mist does not obscure the giant's sight and he gains a +10 to Perception checks within the mist.

Rock Throwing (Ex): This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 times its Strength bonus.

Attack Bonuses with Range Increments for Rock Throwing

Range	PBS 30'	35-180'	360'	540'	720'	900'
Rock Throwing	+12/+7	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	<div>■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■</div> <div>■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■</div> <div>■■■■■ ■■■■■ ■■■■■ ■■</div> <div>Retreat to cave</div> <div>■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■</div>	■	<div>■■■■■</div> <div>■■■■■</div> <div>■■■■■</div> <div>■■■■■</div>	

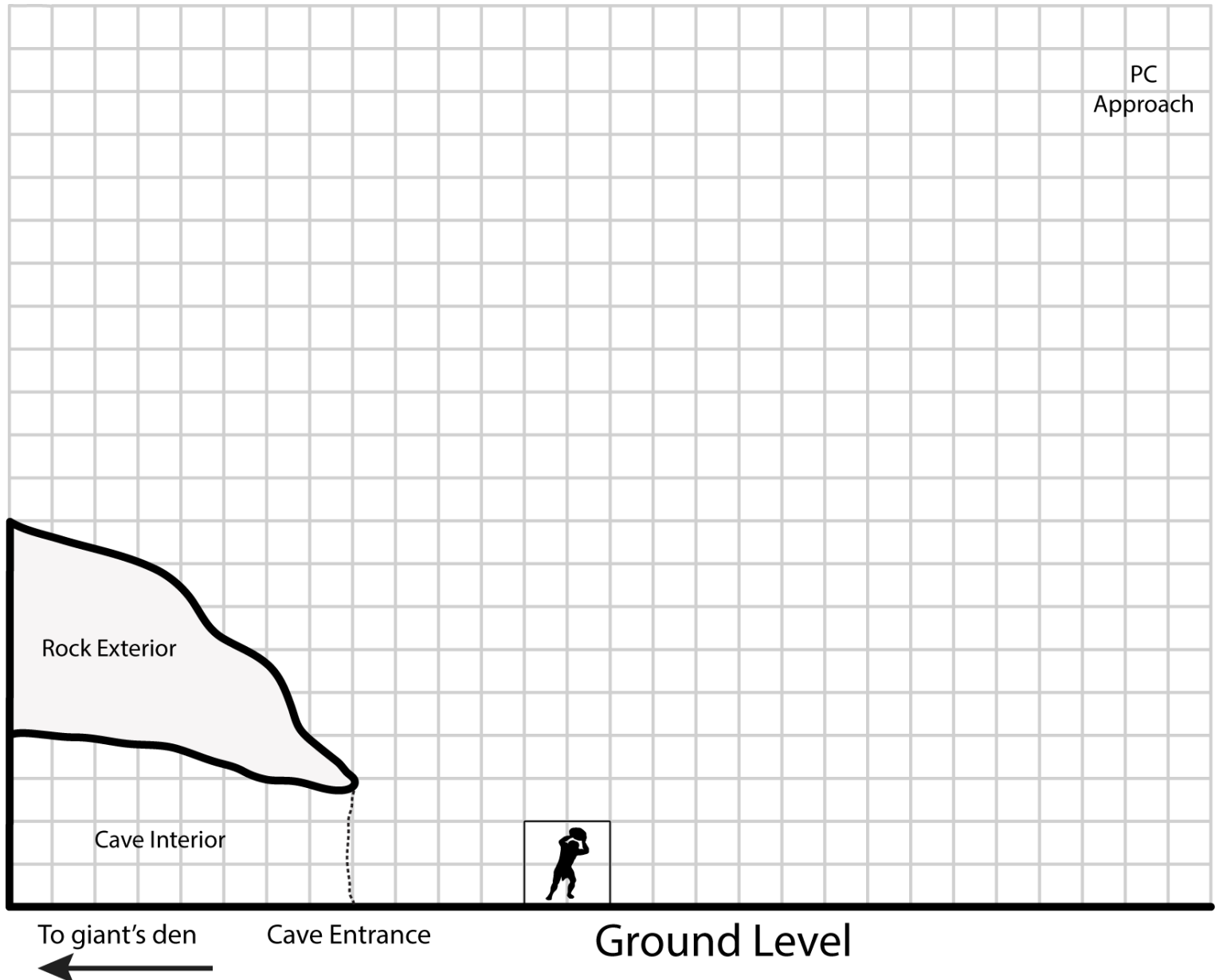
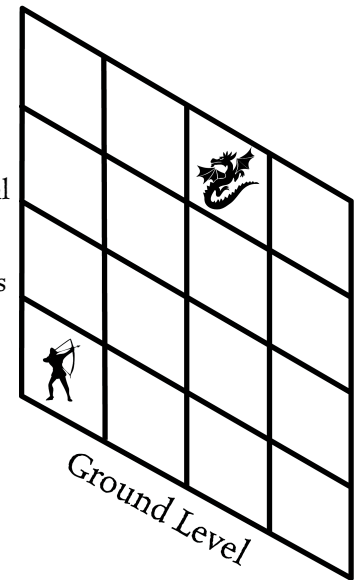
Encounter Setup: This encounter is designed to illustrate the “Sidescroll Only Grid” as detailed on page 113 of *Companions of the Firmament* and emphasize the ground layer. The giant normally waits for prey to fly over the island and fling stones to knock them to the ground for food. Seeing humanoids flying on mounts will lead to mistrust from the giant and he will begin throwing rocks at extended range to drive the party away. There are sufficient small size rocks strewn about the island for the giant to use at a moments notice. If the giant is reduced to 25 hit points or less he will retreat to the cover of the cave. The cave interior extends a total of 100' into a hillside. At the rear is a living space with a furnace utilizing heat from below, rock furniture, utensils and niches for storage. The giant is willing to negotiate if cornered within the cave and near death, see the Treasure section below.

Conditions: The floating island is caught in a misty haze caused from steam belching out of the island from cracks and vents deep within the core of the island. This obscures the island from afar, extending out 300' around the island, and reduces sight, including darkvision, to 100' when within the mist. Creatures beyond 100' away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Treasure: Within the cave in a niche 8 feet above the floor is a stone bowl that contains four Ioun stones. Roll for three of them on table 1-1. The fourth is a Pearly White Sprinkle Ioun Stone that Gauri is looking for. The giant is willing to trade metal for these stones. For each 10 pounds of metal the party gives to the giant he will give them one Ioun stone.

CR Adjustment: If the party is APL 5 then the giant will not begin throwing rocks until the party is within the first range increment (180') of the giant.

Sidescroll Only

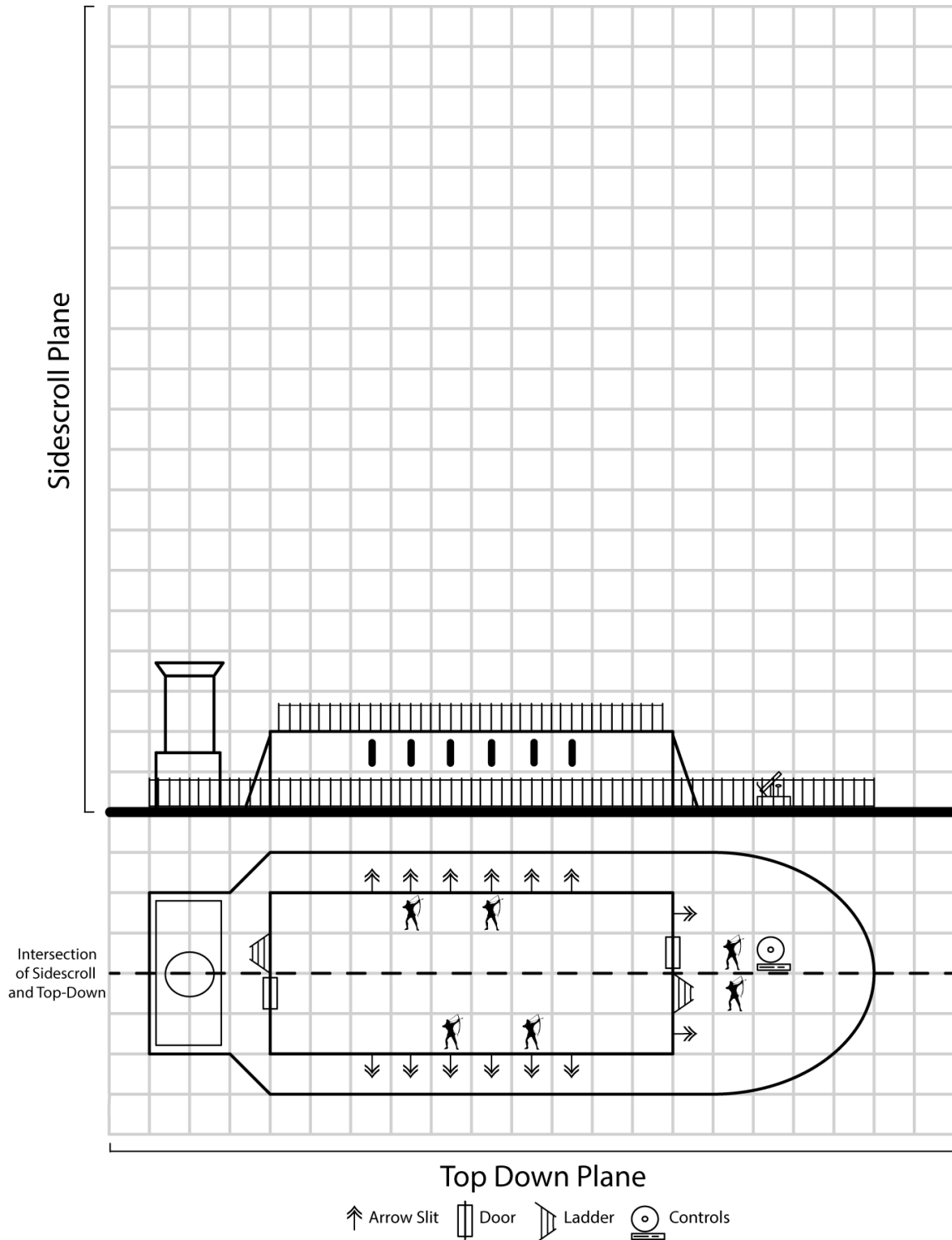


Encounter Setup: The Missile Mooks encounter is designed to illustrate the “Sidescrolling with Top-Down Grid” as detailed on page 113 of *Companions of the Firmament*. The Mooks have just made their departure from the island and the Alchemical Skiff is floating 30 feet off the surface of the island. Four of the Mooks are inside the main cabin and are tending to gear, while outside one is making last preparations with the controls before they move on and looking about for their next bearing. Another Mook is on deck acting as a lookout for any possible dangers. Unless the party has an inventive plan on their approach of the island the lookout should be able to spot the party at extended range. Once spotted the Mooks will begin firing volleys at the party as soon as they come within 1100’.

Conditions: The Mooks will all retreat into their cabin once a creature enters 330’ and will use the arrow slits to attack and gain the benefit of improved cover (+8 AC and +4 Reflex). If the ship is boarded then they will bar the doors (hardness 5, 15 hp, break DC 18).

Treasure: Within the assorted gear can be found a Gamboge Nodule and a Lavender Ellipsoid Ioun Stones that Gauri is looking for, along with 1d2 random Ioun Stones.

CR Adjustment: If the APL is five then reduce the crew to four mooks, removing two from the cabin at setup.



Encounter F: Gloomwings CR 8

XP 1,200 x4
N Large outsider (extraplanar)
Init +3; Senses darkvision 60 ft.; Perception +8

DEFENSE
AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)
hp 37 (5d10+10)
Fort +3, Ref +7, Will +5

OFFENSE
Speed 10 ft., fly 40 ft. (good)
Melee bite +6 (1d8+2), 2 claws +6 (1d6+2)
Space 10 ft.; Reach 5 ft.
Special Attacks confusion, implant, pheromones

STATISTICS
Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 10
Base Atk +5; CMB +8; CMD 21
Feats Ability Focus (confusion), Flyby Attack, Hover
Skills Fly +5, Perception +9, Stealth +7 (+11 in dim light); Racial Modifiers +4 Stealth in dim light

SPECIAL ABILITIES
Confusion (Su): The eerie shifting of patterns on a gloomwing's wings is hypnotic—any creature within 30 feet that does not avert its gaze from the gloomwing must make a DC 14 Will save at the start of each turn or become confused for 1 round. This is a mind-affecting effect—gloomwings and tenebrous worms are immune to this effect. The save DC is Charisma-based.

Implant (Ex): A gloomwing can lay eggs inside a Small or larger helpless or dead creature as a full-round action that provokes attacks of opportunity. A creature implanted with gloomwing eggs must make a DC 14 Fortitude save each morning to avoid suffering 1d4 points of Constitution damage. Within 24 hours of a creature's death from this damage, 1d4 young tenebrous worms emerge from the corpse, devouring it completely in the process. The eggs can be destroyed via any effect that cures disease, but the eggs themselves are not treated as a disease for purposes of what creatures are immune to this effect. The save DC is Constitution-based.

Pheromones (Su): After the first round of combat, a gloomwing can emit a strange, musky scent in a 30-foot radius as a free action. All creatures within this area (save for other gloomwings or tenebrous worms) must make a DC 14 Fortitude save each round to avoid becoming weakened by the pheromones. Once a creature fails a save against this effect, it takes a -4 penalty to its Strength score—this penalty lasts for as long as the battle continues and for 1 hour thereafter. Lesser restoration or any other effect capable of healing ability damage immediately removes this Strength penalty. The save DC is Constitution-based.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Hover: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Top Down Good Maneuverability		
45° turn Cost +5'	Glide Zero Minimum	45° turn Cost +5'
90° turn Cost +5'	Hover Move Action	90° turn Cost +5'
135° turn Cost +10'	180° turn Move Action	135° turn Cost +10'
Sidescroll Good Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Zero Minimum	Hover Move Action	Glide Zero Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? Yes / Turn Around: Swift Action		

ECOLOGY
Environment any (Plane of Shadow)
Organization solitary
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■	■	■■■■■ ■■■■■ ■■■■■	
2	6 APL 5	2400	■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■	■	■■■■■ ■■■■■ ■■■■■	
3	APL 6	3600	■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■	■	■■■■■ ■■■■■ ■■■■■	
4	8 APL 7	4800	■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■	■	■■■■■ ■■■■■ ■■■■■	

Confused: A confused creature is mentally befuddled and cannot act normally. A confused creature cannot tell the difference between ally and foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

Roll on the following table at the beginning of each confused subject's turn each round to see what the subject does in that round.

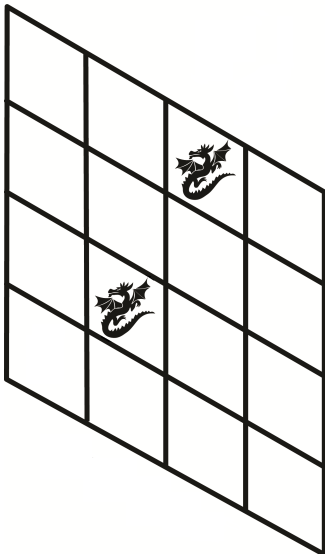
d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused creature. Any confused creature who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused creature will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Encounter Setup: The Gloomwing encounter is designed to illustrate the “Sidescroll Only Grid” as detailed on page 113 of *Companions of the Firmament*. The Gloomwings are positioned above the floating island where their nests are located within the rocks and scraggly underbrush of some of the cliff faces of the island. The Gloomwings flit above the island to lure creatures towards them and then attack for food and a chance to lay eggs.

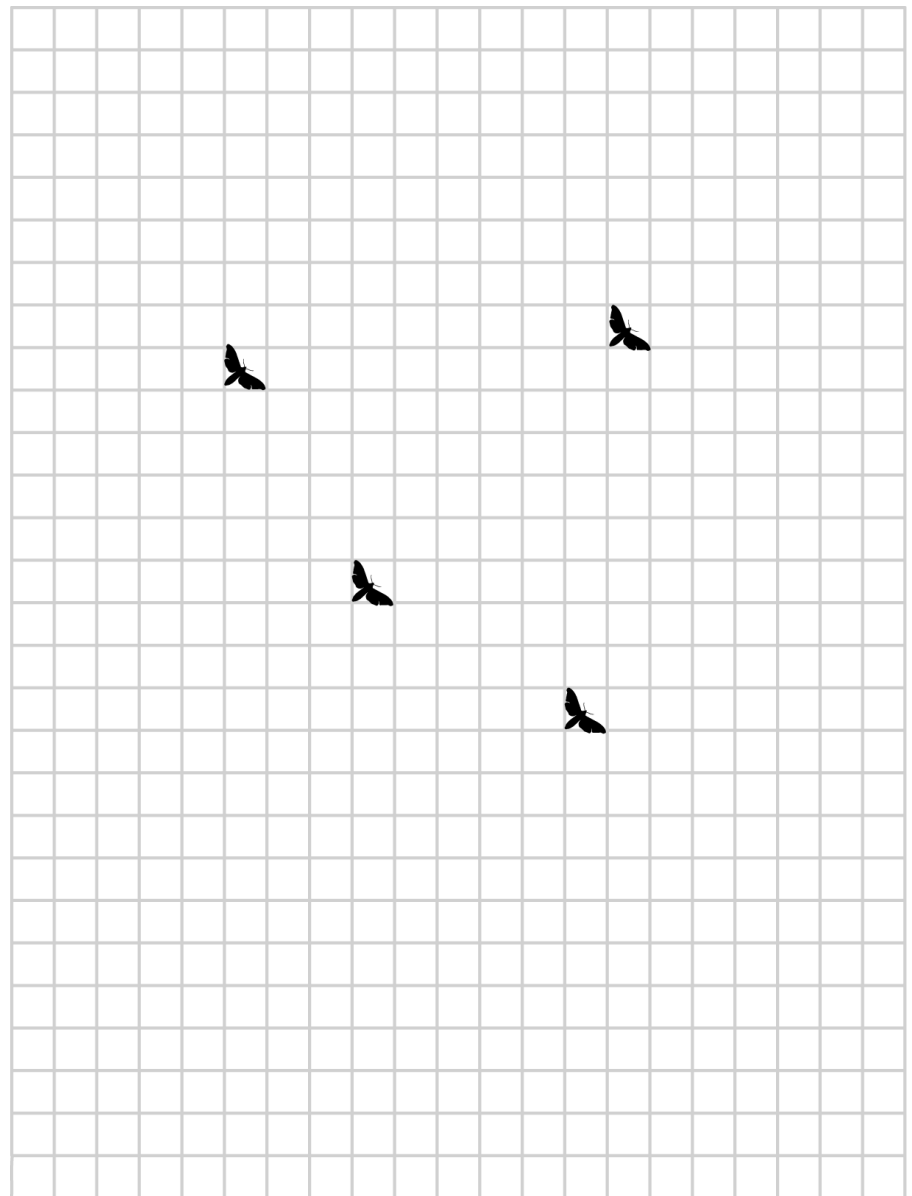
Conditions: The wind swirling around the island is intense with a rating of severe (-4 to ranged attacks and Fly checks), however the air above the island is moderate (no penalties). This calm zone extends up about 300' above the island.

Sidescroll Only



Treasure: The Gloomwings have embedded in their bodies 1d2 Ioun stones. When a Gloomwing dies the Ioun stones will be released in a whirling display (due to some strange feature of their outsider nature) before dropping down to the island below. The #1 Gloomwing also has embedded within it a Pale Green Prism Ioun Stone that Gauri is looking for.

CR Adjustment: Adjust the number of Gloomwings based on the APL of the party as detailed on the previous page.



Ground 100' below



Encounter G: Imentesh CR 10

XP 9,600
CN Large outsider (chaotic, extraplanar, protean, shapechanger)
Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)
hp 123 (13d10+52); fast healing 5
Fort +12, **Ref** +7, **Will** +14
Defensive Abilities amorphous anatomy, freedom of movement; **DR** 10/lawful;
Immune acid, polymorph; Resist electricity 10, sonic 10; **SR** 21

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.
Melee bite +19 (2d6+7), 2 claws +19 (1d8+7), tail +17 (1d8+3 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (1d8+7), inflict warpwave, sneak attack +4d6
Spell-Like Abilities (CL 11th; concentration +15)

Constant—detect law, tongues
At will—dimension door (self plus 50 lbs. of objects only), make whole, major creation, shatter (DC 17), shrink item
3/day—chaos hammer (DC 19), dispel magic, slow (DC 18)
1/day—break enchantment, dispel law (DC 20), haste, polymorph any object (DC 23)

STATISTICS

Str 24, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21
Base Atk +13; **CMB** +21 (+25 grapple); **CMD** 34 (can't be tripped)
Feats Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will, Multiattack, Persuasive
Skills Acrobatics +19, Bluff +21, Diplomacy +25, Disable Device +16, Fly +9, Intimidate +25, Knowledge (arcana) +22, Knowledge (planes) +22, Knowledge (any two) +19, Perception +20, Sense Motive +20, Stealth +15, Swim +15; Racial Modifiers +8 Swim
Languages Abyssal, Protean; tongues
SQ change shape (greater polymorph)

SPECIAL ABILITIES

Inflict Warpwave (Su): As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a DC 20 Fortitude save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save. See page 213 for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

ECOLOGY

Environment any (Limbo)
Organization solitary, pair, or envoy (3–10)
Treasure standard

Top Down Perfect Maneuverability		
45° <u>turn</u> Cost +0'	<u>Glide</u> Zero Minimum	45° <u>turn</u> Cost +0'
90° <u>turn</u> Cost +0'	<u>Hover</u> Swift Action	90° <u>turn</u> Cost +0'
135° <u>turn</u> Cost +0'	180° <u>turn</u> Cost +0'	135° <u>turn</u> Cost +0'
Sidescroll Perfect Maneuverability		
<u>Ascend</u> Diagonal Cost	<u>Vertical</u> Cost +0'	<u>Ascend</u> Diagonal Cost
<u>Glide</u> Zero Minimum	<u>Hover</u> Swift Action	<u>Glide</u> Zero Minimum
<u>Descend</u> Diagonal Cost	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Diagonal Cost
5-foot Step? Yes / Turn Around: Free Action		

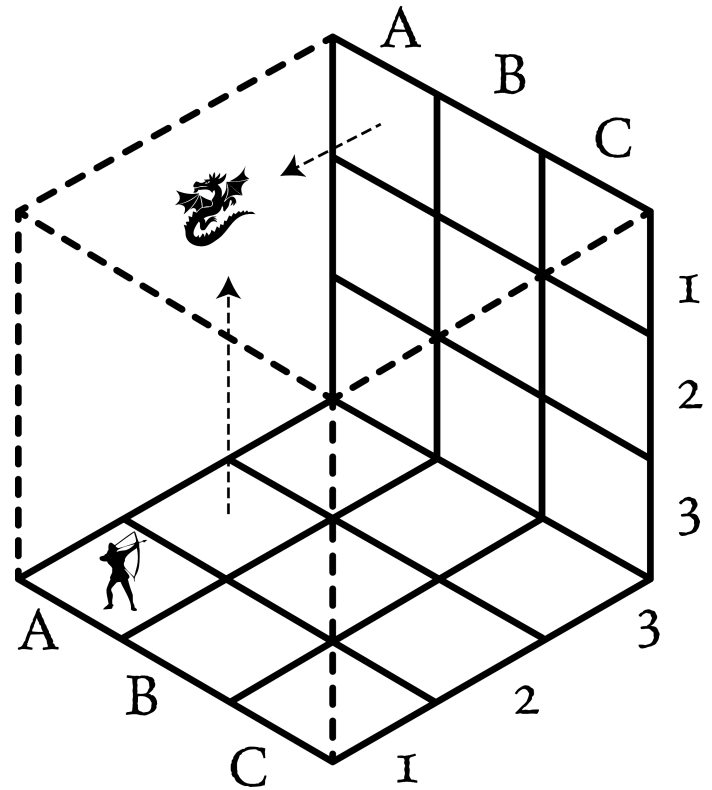
#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	10	9600	■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ APL 5 ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ APL 6 ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■ APL 7	■	■■■■■ ■■■■■ ■■■■■ ■■■■	

Imentesh Continued...

Table: Warpwave Effects

d20	Warpwave effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a heal spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by baleful polymorph (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

Two Map 3d Grid



Amorphous Anatomy (Ex): A protean's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Freedom of Movement (Su): A protean can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Change Shape (Su): A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL equal to the protean's HD).

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Tongues (Sp): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Detect Law (Sp): You can sense the presence of law. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of law. 2nd Round: Number of law auras (creatures, objects, or spells) in the area and the power of the most potent law aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

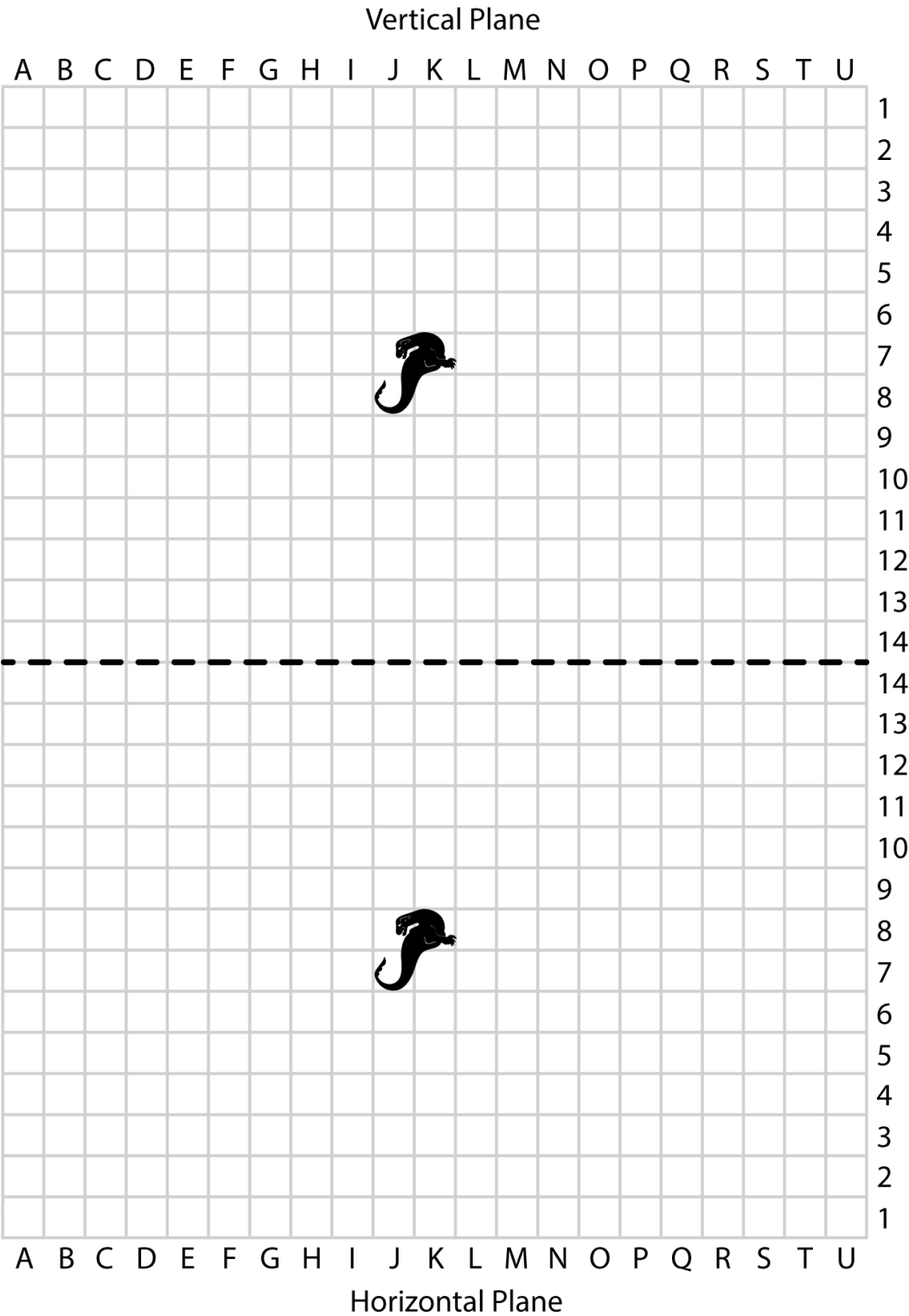
Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Encounter Setup: The Imentesh encounter is designed to illustrate the “Two Map 3d Grid” as detailed on page 114 of *Companions of the Firmament*. The Imentesh is hiding amidst the gleaming structures it has constructed to lure explorers to it. Once at the island, make an opposed Perception and Stealth check to notice the Imentesh amongst the luring structures. Due to the unfavorable conditions and how the Imentesh is hiding itself its Stealth bonus is increased to +25. Once either the party spots the Imentesh or the party is close enough the Imentesh will Dimension Door 200' above the island and laugh at the party.

Conditions: The Imentesh chose this oddly calm and nondescript island knowing that creatures from the material plane prefer a more orderly environment, and thus make it all the more enticing within the Storm. Consequently the effects of Wild Magic are not in effect over this island.

Treasure: The Imentesh is wearing an Orange Prism Ioun Stone that Gauri is looking for, along with 1d3 random Ioun Stones.

CR Adjustment: If the party is APL 5 or 6 the encounter is adjusted by the number of hit points the Imentesh begins the encounter with, reflecting being wounded by previous combat with other Riders in the storm.



Player Handout

Print out page 4 which details the Guidebook and provides the table to Ioun Stones and give this to the players for their own use. It is highly encouraged that the players roll on the Ioun Stone table for results when needing to determine random Ioun Stones found.

Conclusion

If the characters are able to escape from the Storm before it vanishes from the material plane they will be warmly greeted by the crowds who will shower the players with free food, drink and press for stories of what they saw and met out in the Storm. Among other benefits:

- People of note will be eager to attach themselves to this generation of heroes and through private meetings and public ceremonies the characters will gain connections that allow for free lodging, meals and other mundane services for life in many places through the land.
- +2 circumstance bonus to Diplomacy checks when dealing with peoples who participate in the generational celebrations of the Storm.

Gauri will be eager to meet with you and claim any of the rare Ioun Stones that she requested from her guidebook. The characters may keep any of the random Ioun Stones that they found in the Storm.

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