



THROUGH MAELSTROM RIFT

By Linda Zayas-Palmer



THROUGH MAELSTROM RIFT

PATHFINDER SOCIETY SCENARIO #7-99

Author • Linda Zayas-Palmer

Development Lead • John Compton

Contributing Artists • Jorge Fares, Jorge Maese, Nikolai Ostertag, Jim Pavelec, Sebastian Rodriguez, Michael Rookard, J. P. Targete, Ben Wootten, and Ryan Yee

Cartographers • Robert Lazzaretti and Corey Macourek

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Paizo Inc.

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety

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THROUGH MAELSTROM RIFT

BY LINDA ZAYAS-PALMER



The noble djinni Pahwal served the benevolent elemental lord Ranginori, the Duke of Thunder, loyally until Ayrzul the Fossilized King imprisoned Ranginori in an artifact known as the *Untouchable Opal*. The backlash from Ranginori's capture reverberated through his realm, leaving devastation in its wake. Despite all the powerful magic the djinni could bring to bear, Pahwal could only react quickly enough to save the portion of his palace that was farthest from the site of Ayrzul's treachery—this tower—sending it to a faraway portion of the Plane of Air.

The coalition of fire, water, and earth responsible for guarding the *Untouchable Opal* has recently made an alarming discovery—Ranginori's prison is not entirely secure. Although tens of thousands of years have passed since this tower was a part of Ranginori's realm, it maintains a connection to the imprisoned elemental lord. The Duke of Thunder has been drawing upon his old realm in an attempt to struggle against his bonds. In so doing, however, he has punctured a hole in the Plane of Air itself, and another reality, the plane of primal chaos known as the Maelstrom, is bleeding through this wound. A native of the Maelstrom, a naunet protean that has dubbed itself "Rift Spinner," is gleefully helping its chaotic home extend its reach. For the time being, Pahwal's lingering defenses are holding off the Maelstrom's encroachment, but unless the protean is stopped, the rift threatens to expand dramatically, bringing the unpredictable and destructive influence of the plane of pure chaos with it.

Many who are born on one of the elemental planes concern themselves only with matters on their own plane. Members of the Concordance of Elements take a broader view, dedicating themselves to the cause of harmony and balance among air, earth, fire, and water. This unusual philosophy does not always garner them respect, but it occasionally earns them the role of mediators in inter-elemental disputes. The Concordance has received word from the Plane of Air concerning a massive disturbance of important wind currents that

WHERE ON GOLARION?

This scenario takes place on the Plane of Air, near the thriving metropolis of Armun Kelisk. For more information on the Plane of Air, see *Pathfinder Campaign Setting: Planes of Power*, available in bookstores and games stores everywhere and online at paizo.com.

has sent several airships to their doom and is creating increasingly erratic conditions in the area. Ashasar, Liaison to the Seat of Balance, has assembled a team of elite agents to investigate these rumors.

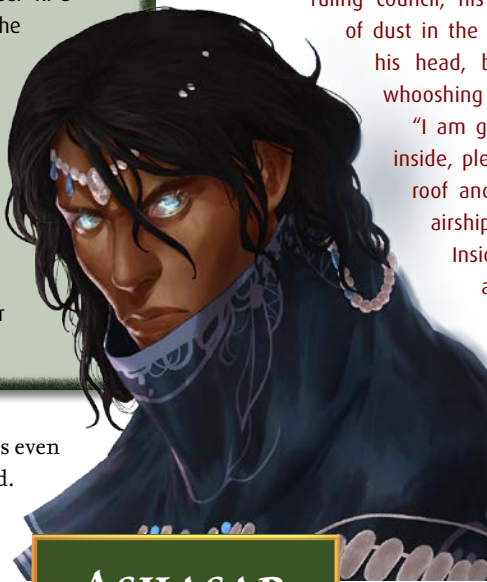
SUMMARY

The adventure begins on the Plane of Air. The PCs are members of the Concordance of Elements, an organization dedicated to maintaining balance among the elements. The PCs meet with a representative of one of the Concordance leaders, who informs them that certain air currents have become dangerously erratic and asks them to investigate. The location of the disturbance is far from the city, so the PCs must secure an airship to take them close to the site. Once the PCs reach the affected region's border, the airship's captain gives them a smaller vessel to take into the region's heart. Along the way, a sudden gust strikes them, scattering their equipment, and playful comozant wyrds attempt to fly off with the gear. After the PCs have fended off or bribed the wyrds, they are free to move through the increasingly erratic winds toward a suspicious landmark—a 100-foot-tall tower with a bubbling mass of inky blackness and vibrant colors spewing from its top.

Within the tower, the PCs face the vestiges of the building's old defenses and uncover some of its ancient history. With those defenses disabled, a pathway opens into the bizarre multicolored formation—in truth, a portal to the Maelstrom—giving the PCs an opportunity to enter the chaotic plane, confront the being on the other side that

GM RESOURCES

Through Maelstrom Rift makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Equipment* (UE), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 4*, and *Pathfinder RPG Bestiary 5*. This adventure assumes that the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Bestiary* volumes are reprinted in an appendix at the back of the scenario. All of the pregenerated characters' rules except for those drawn from the *Core Rulebook* are reprinted on their character sheets.



ASHASAR

is tearing the portal ever wider, and perhaps even free the elemental servants he has captured.

Back on the Plane of Air, the PCs have the chance to seal the portal once and for all before returning to Armun Kelisk.

GETTING STARTED

The adventure begins as members from the Concordance of Elements gather in Armun Kelisk. Inform the players that all of the PCs are members of a fringe organization called the Concordance of Elements, which promotes cooperation between the forces of air, earth, fire, and water, and holds that the balance among these four powers to be vital. Allow each player to choose one of the pregenerated characters, and provide the players a few minutes to examine their character sheets (note that Jamila travels with Targos, her intelligent hawk). If you have fewer than six players, consider setting aside Ember or Krakos so that each of the four elements is represented within the group.

Before the PCs meet their contact, they receive letters or have a chance to review key journal entries that represent their characters' personal goals for this scenario. Distribute **Player Handouts #1–6** to their respective players. Once the players have had a chance to read their handouts, read or paraphrase the following to begin the adventure.

Orange-and-violet skies streaked with clouds surround the expansive city of Armun Kelisk, the largest settlement on the Plane of Air. Armun Kelisk's six other districts float far above upon platforms of ice and stone. The pull of gravity is strong

here—even objects that are not secured rest firmly upon the ground rather than floating into the air. Hundreds of thousands of genies and other beings of air fly through the streets of this bustling metropolis.

Ashasar, Liaison to the Seat of Balance, sits perched on the low roof of a building labeled the Four Winds. Although he represents the most powerful member of the Concordance's ruling council, his manner is whimsical. A cloud of dust in the shape of an airship flies around his head, bobbing, weaving, and making whooshing noises.

"I am glad to see all of you here. Step inside, please." He hops gracefully off the roof and enters the building. The dust-airship follows closely behind him.

Inside the building, travelers gather around low tables, enjoying the establishment's renowned cooking. An air elemental carries a trio of plates to a new table, each bearing some sort of pie with a halo of bubbles floating above it. "It simply would not do to set a team without the proper balance on a task as important as this one—we must combat what

may be a grave threat, and we have the chance to gain respect from those who dismiss us as a

radically idealistic organization. But I've gotten ahead of myself again, haven't I? Your task is simple in the telling, meaning that it promises to be anything but simple in the doing. That is always the way of things, is it not?

"Airship captains have reported a region of disturbed currents where the flows of air upon which they rely have become erratic. Several ships have disappeared entirely, and all travel through the area has ceased. As far as I've been able to discern, no one has had the crucial combination of courage and dedication to journey to the heart of the irregularities and uncover the sources of the imbalance. Find this source and put a stop to it if you can. It's far enough away that you'll need an airship for at least part of the journey. How close you'll be able to get, well, that I cannot say. It depends upon the bravery of the captains and the silver on your tongues, I suppose," Ashasar chuckles. "Any questions for me?"

The PCs may have questions for Ashasar after he has described their mission. During their conversation, the air elemental server comes by to take the PCs' orders. He highly recommends the daily special of bubble-halo pie to most of the PCs, describing the bubbles as a "symphony of aroma," though he apologetically expresses his ignorance about the dietary preferences of

a thoqqua. The creative chefs at the Four Winds enjoy a culinary challenge and are open to attempting any dish the PCs can suggest to them. Regardless of what they order, Ashasar insists upon paying for the meal. Ashasar can provide the answers to the following questions. If the players ask basic information about the Concordance of Elements that their PCs would likely know, feel free to use this time to fill them in on additional details, as well.

What is the Seat of Balance? “Five leaders guide the Concordance of Elements, each occupying one of the elemental seats of air, earth, fire, or water, with a fifth Seat of Balance to facilitate decisions and oversee the council’s decisions. Each of these leaders has a liaison who executes his or her will, allowing the council to focus on the Concordance’s guiding philosophies and goals. I am the Liaison of the Seat of Balance.”

Do you have any idea what could have caused the irregularities? “Yes, I do. In fact, I have hundreds of ideas. I’m sure you could come up with hundreds of ideas, too. If you are asking me whether I have any ideas with a shred of evidence, well, now that is a different question. Regardless of the cause, I would expect powerful magic to be at its core.” Ashasar turns to address Octaris. “And that is why I am so pleased that you in particular responded to the summons.”

How should we go about getting an airship? “Travel to the docks and start asking around. You’ll need someone brave enough to head off into dangerous weather and unstable currents. Besides that, in my experience, airship captains can get a bit touchy around fire, so you might need to reassure them that you are safe passengers.”

Where is the irregularity? “While I know the general region, I do not know its exact location. Fortunately, no one knows the skies better than a seasoned airship captain. I’m certain you’ll find one who knows the way.”

Before the PCs depart, Ashasar provides them with a letter of credit for their airship fare. He says, “This letter should be sufficient to pay passage, so long as you can find a captain willing to take you in the first place.”

KNOWLEDGE (PLANES)

The DCs of these skill checks have been adjusted to reflect the PCs’ close connection with the Elemental Planes, which leaves them far more familiar with affairs here than on Golarion. The PCs recall all information whose DC is less than or equal to the result of their check.

5+: The metropolis of Armun Kelisk is the largest settlement on the Plane of Air, boasting over six million residents. The most common inhabitants of Armun Kelisk are the air genies, known as djinni, followed by whimsical air mephits. After mephits rank the spherical elemental servitors known as air wysps, air elementals,

THE NATURE OF THE PLANE OF AIR

Frequent planar travelers such as the PCs are aware of the properties of the Plane of Air. The effects summarized below apply until the PCs enter the Maelstrom Rift (area C).

Air-Dominant: Most of the plane is comprised of breathable air. Creatures with the earth subtype are somewhat uncomfortable here because of the lack of natural earth. This discomfort does not confer mechanical penalties.

Enhanced Magic: Spells and spell-like abilities with the air descriptor or that use, manipulate, or create air function as if their caster level were 2 higher than normal.

Impeded Magic: Spells and spell-like abilities with the earth descriptor or that use or create earth are impeded. Such spells fail unless the caster succeeds at a concentration check (DC = 20 + the level of the spell). If the check fails, the spell is lost.

Subjective Directional Gravity: Inhabitants of the plane determine their own “down” direction. Inanimate objects do not move unless an outside force acts upon them. More information on the mechanics of using this unusual planar property to move appears in the Subjective Directional Gravity section on page 9.

and sylphs. All of these races are as familiar to the PCs as humans, dwarves, or elves would be to a typical PC hailing from Golarion.

10+: Travel in the Plane of Air takes many forms. Those who are traveling a relatively short distance rely upon their own natural abilities to fly. For faster transportation, travelers use flying mounts or rent an airship.

15+: In the Plane of Air, there is no sun, but the genies who rule the city create an artificial day/night cycle in Armun Kelisk. They also stabilize gravity in the city to facilitate trade with people from other planes.

KNOWLEDGE (GEOGRAPHY)

The PCs may know about airship travel. The PCs recall all information whose DC is less than or equal to the result of their check.

10+: Airship captains rely on their knowledge of the Plane of Air’s currents to travel. Reliable and fast currents form the plane’s primary transportation network.

15+: The greatest danger to airship captains and air-breathing travelers alike is pockets of dead air, where the air becomes extraordinarily heavy and dense. In such places, airships stall, and the air becomes unbreathable.

THE CITY IN THE SKY

As the PCs explore the metropolis of Armun Kelisk and seek an airship captain to head into the disturbed currents Ashasar has described, refer to the information below.

SCALING SEEKING A CAPTAIN

To accommodate a group of 4 PCs, reduce all skill check DCs when interacting with the airship captains by 2 (except the DC of the second skill check for Rhyol to impress the captain).

EXPLORING ARMUN KELISK

The following are some quick sights and encounters that the PCs may find as they journey throughout the city. Consider the amount of time available in the slot when deciding how much time to devote to establishing the city. The GM can also invent her own sites. If Rhyol expresses a desire to seek out opportunities to prove herself, run the encounter called Running Errands below. Krakos may wish to plant a divination sensor in Armun Kelisk. Doing so without being noticed in this bustling city requires him to succeed at a Stealth check. The base DC of the Stealth check is 25 if he plants it in an open location, such as a busy thoroughfare, but the DC decreases to 20 if he is more discreet.

Aerial Pranksters: A flock of fan-tailed flying mice known as chuspikis (*Pathfinder RPG Bestiary* 556) decides to play pranks on the PCs. They can perform minor tricks with slight breezes, strengthen breezes with *alter winds*, and project their voices with *whispering wind*. Their pranks attempt to embarrass the PCs but not harm them. They do not try to embarrass Zephyr, as they respect his connection to the sky.

Daily Special: A group of air elementals is putting up fliers near the Four Winds advertising today's special, bubble halo pie. As the elementals spin, the posters fly off in all directions, miraculously all sticking to nearby walls right-side up. If the PCs compliment the elementals for their precision, they are perplexed—to them, such precise control over wind is a part of life.

Interactive Music: In the center of one of the public squares is a massive jumble of pipes. A large sign in front of the pipes proclaims "For public use" in Auran. Groups of air creatures take turns racing through the pipes to produce music that ranges from delightful to ear-splitting, depending on the musician's talent.

Running Errands: As the PCs travel along a wide thoroughfare lined with market stalls, they spot a group of miniature whirlwinds working together to heft a huge cloth covered in exotic fruits and vegetables. These creatures are air wysps—elemental servitors that are one of the most common inhabitants of Armun Kelisk. A PC who succeeds at a DC 7 Knowledge (planes) check immediately recognizes their nature. A passing air mephit who is not watching where she is going slams into the edge of the cloth, setting off its precarious balance and causing dozens of fruits to tumble to the ground. The wysps angrily demand that the mephit pay to replace the fruit she

ruined, while the mephit blames them for their precarious setup. A pair of sylph guards arrives several minutes later to investigate the situation. If Rhyol succeeds at a DC 15 Diplomacy check during this encounter, she earns the respect of the guards and nearby merchants, and rumors spread of an eloquent thoqqua in Armun Kelisk.

SEEKING A CAPTAIN

Finding an airship in Armun Kelisk is not normally a difficult matter. Unfortunately for the PCs, their mission takes them near a location that has become too dangerous for travel. In addition to incurring the risks of heading toward this unpredictable region, a captain who takes the PCs must be willing to contend with the fact that their destination is now no longer a stop on the route to any location. To make matters more complicated, most airship captains are uneasy about the idea of allowing Rhyol aboard, as the thoqqua's body tends to set nearby materials alight. Despite these setbacks, the PCs find three captains who are willing to consider their proposal and who know the way to the unstable region.

Convincing an airship captain to take the PCs aboard requires them to succeed at two skill checks. With the first check, the PCs must convince the captain that the risk of traveling to the location is worthwhile. The DC of the check and the types of skills that apply depend upon the captain, and the listed reasons for each check represent likely approaches the PCs take. With the second skill check, they must convince the captain that Rhyol is a safe passenger with a DC 20 Diplomacy check (if Rhyol herself rolls the check, she gains a +5 circumstance bonus). Even if they fail this check, they may try again, but only Rhyol herself can attempt the check. If her argument is particularly well-reasoned or roleplayed, consider increasing her circumstance bonus to as much as +10. Regardless of the way the situation plays out, ensure that Rhyol has a chance to attempt a DC 15 Diplomacy check to gain the captain's respect at some point during the airship journey.

Descriptions of the PCs' three candidates appear below, as does information about a fourth option should the PCs fail to convince these captains to take them on board. Ashasar's letter of credit is sufficient to purchase passage on any of the first three captains' ships.

Razakim

The wealthy and well-connected airship captain **Razakim** (CG male djinni) finds the PCs' situation amusing. Because he owns his own ship and has several other ships in reserve, he is willing to risk taking them on board if they make a sufficiently strong case. He has never heard of the Concordance of Elements. If the PCs tell him about their organization, he laughs heartily, at first convinced that they are joking. When he realizes that they are telling

the truth, he continues to insist that the very idea of their organization is hilarious, but eventually concedes that he respects their idealism. The first skill to convince Razakim to take the PCs on board requires either a DC 25 Diplomacy check to convince him, a DC 25 Knowledge (planes) check to demonstrate the PCs' regional lore, or a DC 25 Survival check to help chart out a route. If the PCs' approach does not fit with one of these skill checks, allow them to roll an alternative DC 25 skill check. Razakim's ship is a gleaming work of art made of silver and violet crystal with silk sails.

Sisivel

The eccentric airship captain **Sisivel** (N female air mephit expert 2) has actually heard of the Concordance of Elements, and she is particularly sympathetic to their cause. However, she does not personally own her ship—she is a member of an alliance of merchant-captains called Thousand Wings. Members of the alliance freely share airships and provide each other with favorable business deals. Sisivel's desire to help the PCs conflicts sharply with her fears of losing her lucrative position if she risks a vessel on such a dangerous mission. The first skill to convince Sisivel to take the PCs on board requires either a DC 18 Appraise check to demonstrate mercantile savvy, a DC 18 Knowledge (planes) check to appear knowledgeable enough not to cause trouble, or a DC 22 Diplomacy check to smooth over any of the captain's concerns. If the PCs' approach does not fit with one of these skill checks, allow them to roll an alternative skill check at whichever DC is more appropriate. Sisivel's ship is a slim and maneuverable vessel of dark blue crystal with highly adjustable sails and a cloud dragon figurehead.

Nix

The daredevil captain of a fixer-upper airship, **Nix** (CG female gnome rogue 4) is much more willing than most captains to take a risky journey—in fact, the prospect

excites her—but she does not abide dead weight on her ship. The first skill to convince Nix to take the PCs on board requires either a DC 20 Knowledge (arcana, geography, or engineering) or 20 Use Magic Device check to demonstrate technical acumen as temporary crew members, or a DC 30 Diplomacy check to convince her of the PCs' worth otherwise. If the PCs' approach does

not fit with one of these skill checks, allow them to roll an alternative skill check at whichever DC is more appropriate. Nix's airship is a piecemeal construction of scrap metal, crystal shards, and sails that look like a patchwork quilt. Her ship is filled with jury-rigged mechanical devices of all sorts that are far more functional and stable than they look at first glance.

Whisper

If the PCs fail to convince all three of these captains, no other airship captains are willing to make the journey. Ashasar intervenes, paying an exorbitant bribe to the unscrupulous smuggler **Whisper** (NE male invisible stalker) to convince him to take the PCs to the site. Whisper

takes pride in his skill at stealth, and he attempts to sneak up on the PCs before speaking with them. He tells the PCs that Ashasar has made it worth his while to take them out to wherever they want to go. Whisper's ship is made of plain, sky-colored crystal, and its sails are dyed the same color. Once away from Armun Kelisk, Whisper uses magic to further obscure the vessel. If the PCs seem unwilling to board Whisper's ship, they eventually receive a message from Ashasar, indicating that while Whisper may not be the most scrupulous individual, the invisible stalker knows that the other half of his immense payment will only come if the PCs return safe and sound.

Development: Whichever captain the PCs choose, they have a few hours to prepare before departure. This window of time is sufficient for the PCs to make any last-minute purchases and briefly explore the city.



AIRSHIP

Rewards: If the PCs only managed to gain passage on Whisper's vessel, reduce each PC's gold earned by 970 gp.

INTO THE OPEN SKIES

The airship's journey into the open skies proceeds without incident for several days. The captain and crew skillfully maneuver the ship from one high-speed current to another, accelerating it to speeds faster than dragon flight. While some ships provide smoother rides than others—Razakim's vessel cuts through air as smoothly as a bullet, while the machinery on Nix's ship rattles and whines incessantly, causing the whole ship to vibrate—the ship finds its way. Past the borders of Armun Kelisk, the city's artificial cycle of day and night gives way to eternal midday. The ship's crew uses landmarks such as crystal formations, distant bright spots in the sky, and eternal storms that rage countless leagues away to chart their passage.

On the fourth day, a member of the crew worriedly grabs the captain's attention. The navigator reports that she has detected substantial irregularities in the currents ahead. The captain nods and orders the ship to halt, declaring that it is no longer safe for a ship of this size to progress further, as they cannot turn quickly enough to avoid unpredictable gusts, and their wide sails are particularly vulnerable. The captain announces that the site the PCs seek is still over a day away by airship, which would make traveling there by natural flight extremely onerous and lengthy. If the PCs entertain the idea of traveling without a ship, the captain points out that unless they all are extraordinarily skilled fliers, they will almost certainly get separated.

As a solution to this problem, the captain offers to lend the PCs a smaller, more resilient vessel to make the rest of the journey. The captain promises to wait near this spot for the PCs' return. The small vessel contains a week's supply of food and water, a crate filled with sky charts, and an aerial astrolabe capable of detecting air currents in a wide radius. The captain also lends the PCs a method of contacting the larger airship. Finally, each vessel contains another useful object that depends on the captain the PCs hired, as described below.

Razakim: Razakim's side vessel is a miniature airship, just as splendid as his full-sized vessel but capable of much sharper turns. He gives the PCs a heavy orb of roiling winds that allows a creature who touches it to send him a message as per the *sending* spell up to once per week. The additional gift he grants the PCs is a sail that functions as a 10-foot-by-10-foot *carpet of flying*, except that once activated as a standard action, it can only fly for 10 minutes before requiring a month to recharge its magic.

Sisivel: Sisivel's smaller vessel is an extraordinarily sophisticated hang glider with dozens of separate sail flaps and a large, relatively flat platform for resting and

storage. The method that she gives the PCs for contacting her is a sealed bottle containing a pungent plant. She explains that the plant's odor draws nearby sky serpents, and sky serpents are notorious gossips that frequently deal with members of the Thousand Wings. While Sisivel does not give the PCs a useful item in particular, the hang glider's platform bears the cloud dragon figurehead of her mercantile organization, which may come in handy later in the adventure (see area A).

Nix: Nix's lifeboat is just as patchwork looking, but just as reliable, as her airship. She rapidly constructs a blimp with a large hanging basket, exclaiming with delight, "Normally these sorts of ships would require bringing a dangerous heat source aboard, but with Rhyol, you should be able to power this balloon, no problem." She gives the PCs a magical flare to contact her, one that she guarantees will make a light so bright that no one could miss it. She also lends the PCs a crate full of books on esoteric subjects. When used as a reference (an action that takes 1d4 minutes of searching the crate's books), this crate grants a +2 circumstance bonus on all Knowledge checks to recall facts connected to the Plane of Air.

Whisper: Whisper's side vessel has the same cloaking device as his main airship. He provides the PCs with a very lightweight crate, and informs them that as long as they do not lose the crate, he will know where they are. The crate appears to be empty and has no magical auras. The cloaking device functions as the useful object for Whisper's ship (see area A for its function).

The PCs' captain points to a miles-wide cloud bank in the distance, and a spire of yellow quartzite emerging from the near side of the bank. Read or paraphrase the following, fitting it to that captain's demeanor.

"The sky charts show you which currents to use. Pass through the clouds up ahead, then seek out a cloud of purple gas. Keep the cloud on the port side, and don't go into it—it's quite poisonous. Once you've passed the cloud, keep an eye out for a sea of boulders that ebbs and flows like water. The dangerous skies surround that sea. And remember, take care of the ship and supplies I'm lending you. I'll be charging more on your letter of credit if I don't get them back. The food and water are yours to keep, of course. When you leave the area, use the quartzite mountain as a landmark. Set off the signal near the mountain, and we'll come back to this spot to pick you up. You'll be able to see us from there."

At some point during the journey, Krakos may attempt to subtly plant a sensor. Doing so without any NPCs noticing requires him to succeed at a Stealth check. The DC ranges between 15 (if he waits for a moment when the captain and crew are all distracted, such as transferring between major currents) and 25 (if he plants the sensor while the captain is nearby and paying attention).

Development: While the new vessel is a bit unwieldy at first, the PCs get the hang of it relatively quickly. GMs may consider having the PCs roll skill checks to represent how long it takes them to gain control of the ship or describe the gracefulness of their initial flight, but managing the ship is not a significant part of this adventure.

SUBJECTIVE DIRECTIONAL GRAVITY

In most parts of the Plane of Air, each individual chooses the direction of gravity's pull. When walking on solid surfaces, choosing the direction of the surface to be "down" is relatively intuitive and does not require a skill check. In midair, creatures with natural flight can fly normally. Those without the ability to fly, or those who would prefer to move faster, can attempt to set the direction of gravity.

Once per round as a free action, an individual can attempt a DC 16 Wisdom check to pick a new direction for gravity. If she succeeds, she begins falling in that direction, moving 150 feet in a straight line on the first round and 300 feet on each succeeding round. If she fails, she can attempt the Wisdom check again the following round. The DC decreases to 12 until she succeeds. Once an individual starts falling in a direction, stopping requires a successful DC 16 Wisdom check to set gravity in the exact opposite direction. If she succeeds, she continues falling 150 feet in her original direction for 1 round, then stops.

Because an individual in free fall cannot stop quickly, performing actions during the fall is difficult. However, the PCs may ready actions and perform them during the free fall, such as readying an action to grab an object or to attack a creature while soaring past it. Moving past an opponent in this manner provokes an attack of opportunity.

A PC under the effects of a *feather fall* spell falls at only 60 feet per round and gains a +2 circumstance bonus on the Wisdom checks to change direction.

A. STORMS AND WRECKAGE

Regardless of the PCs' captain, the journey progresses smoothly at first. Although the occasional harsh gust of wind blows them off course, they are able to right themselves without much trouble. As they pass through the cloud bank, they find that their next landmark, a cloud of hazy purple gas, is nowhere to be seen. There is also no sign of the boulder landmark they are supposed to find next. Instead, hundreds of small storm clouds, miniature hailstorms, collections of pebbles, and heaps of airship wreckage dot the landscape. In the distance, an incongruously dark patch of sky emerges, serving as a canvas for bright flashes of color, like swirling fireworks. A PC who succeeds at a DC 20 Perception check can barely make out a white tower against this dark backdrop.

SCALING STORMS AND WRECKAGE

To accommodate a group of four PCs, remove Thwoom from the encounter. Instead of having the captain's special item fly off into space, that item remains on the airship.

Shortly after spotting this feature, an invisible hazard strikes the PCs' vessel—a sudden, powerful wind smacks into them, causing them to spin and lurch violently. In an instant, the ship's aerial astrolabe goes from calmly displaying blue and green ripples, which represent the nearby wind currents, to displaying bright red waves and emitting a high-pitched shrieking sound. The vessel's equipment flies off in five different directions. Without the PCs' intervention, the ship's supplies of food and water eventually get caught on a pile of densely packed pebbles, while the device for contacting the captain eventually becomes tangled in a piece of a wrecked airship's sail. The box of sky charts careens off toward a cloud of ice, while the astrolabe flies directly toward a creature that is curious and happy about its new acquisition—a comozant wyrd named Fzt (see the creatures section below). Finally, the item the PCs acquired from their captain (the *carpet of flying*, figurehead, books, or cloaking device) off in a random direction. The cloaking device catches enough debris during its flight to make it clearly visible.

The violent lurching also jolts the PCs from the aircraft, throwing them 10 feet away from it. Because of their smaller sizes, Octaris is thrown 40 feet, and Ember is thrown 200 feet. Each PC takes 3d6 points of damage from being thrown into the ship (DC 20 Fly check negates, then DC 18 Reflex half). Each piece of equipment travels 200 feet as a part of being thrown and 200 feet on the following round, before reaching its stated destination on the third round. The object that heads toward a random point in space was secured more carefully to the ship—it instead travels 100 feet per round. Objects move at initiative count 10. Treat the round that the storm strikes as a surprise round. The comozant wyrds act during this surprise round unless the PCs are traveling on Whisper's concealed vessel.

Hazards: The islands of pebbles are the closest hazard to the PCs at a distance of 500 feet away. Each of the hazards begins the encounter within 100 feet of each other hazard. Otherwise, distribute the hazards below at random, using the map tiles on page 38.

Airship Wreckage: Navigating the wreckage of the airship without harm requires skillful flying. The area of the wreckage counts as difficult terrain. A creature that flies within the wreckage and does not succeed at a DC 20 Fly check takes 2d6 points of bludgeoning damage and becomes entangled in errant sail fragments unless

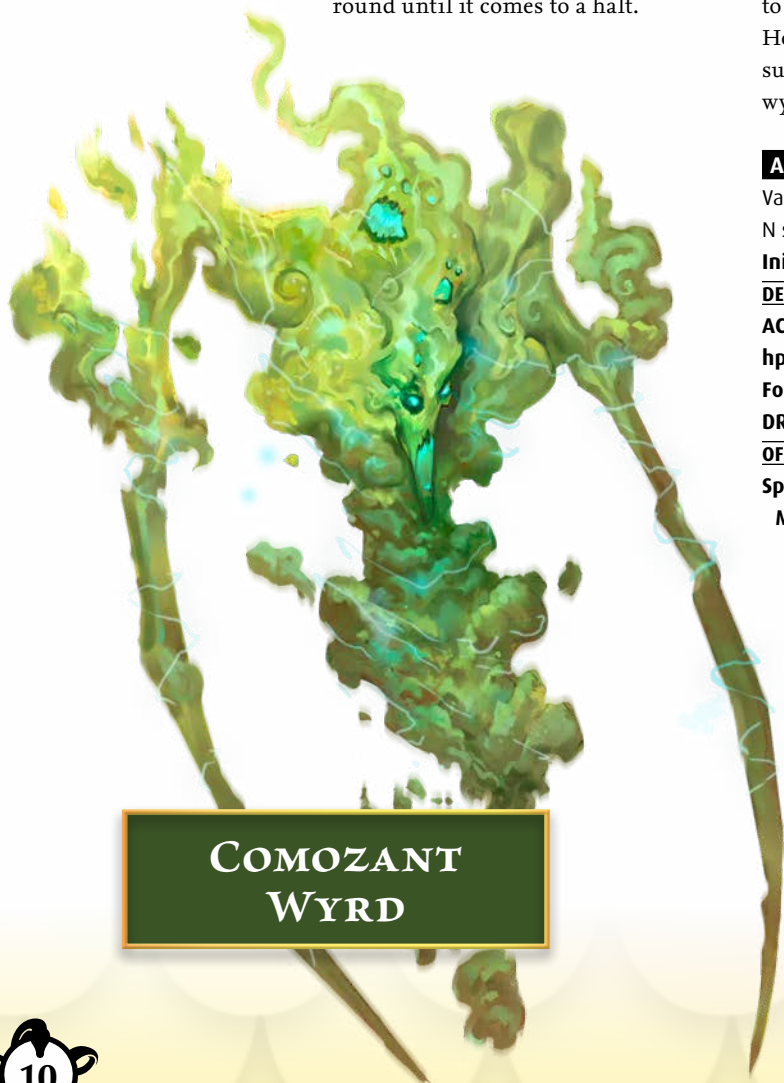
he succeeds at a DC 15 Reflex save. Entangled creatures are tethered to the wreckage and cannot move more than 20 feet from it until it breaks free; this requires a DC 17 Strength check, a DC 22 Escape Artist check, or dealing 10 points of damage to the wreckage with acid, fire, or a slashing weapon.

Storm Cloud: The cloud blocks sight as the *obscuring mist* spell. If a comozant wyrd uses its control weather ability on the cloud, it fills with lightning. A creature that starts its turn in the electrified area is hit by a bolt of lightning (3d10 points of electricity damage, DC 15 Reflex half). A creature that passes through the cloud during its turn has a 50% chance to be struck by a lightning bolt.

Ice Cloud: A creature that enters the ice cloud during its turn takes 1d6 points of cold damage and 1d6 points of piercing damage. If the creature takes any cold damage from the cloud, it is covered in ice crystals for 1 minute or until it takes any fire damage. The ice imposes a –2 penalty on all Strength- and Dexterity-based checks unless the creature succeeds at a DC 15 Fortitude saving throw. The box of sky charts hits a blast of hail, slowing its speed to 50 feet per round after it passes through the cloud. Its speed decreases by 10 feet each round until it comes to a halt.

Island of Pebbles: This island represents a safe landing spot. The only hazard it poses is the risk of running into it at high speeds—striking the pebbles directly deals 1d6 points of damage per 50 feet of movement speed (up to 6d6 points of damage for a direct hit when falling at 300 feet per round). As a result, the PCs' crate of food and water shatters open if it hits this island. The water spills, and the food scatters across the island. Rhyol can use the island as a way to slow her speed, harmlessly transitioning from falling to burrowing and bringing herself to a halt in one round. She is aware that she can slow herself in this way.

Creatures: Four comozant wyrds are exploring this rapidly changing region of the Plane of Air. The comozants use sounds from a storm to produce their names: Fzt, Thwoom, Sizz, and Shhw. Fzt sounds like a brief, sharp electrical spark, Thwoom like a distant rumble of thunder, Sizz like a quiet but consistent electrical crackling, and Shhw like a roaring wind. Fzt is relatively close to the ship, beginning the encounter at a distance of 200 feet, while the other three linger among the hazards. During this encounter, Krakos may attempt to slip one of the divination sensors to a comozant wyrd. Doing so without being noticed or coming across as suspicious requires him to succeed at a DC 25 Stealth check or DC 20 Bluff check. However, if he uses creative means to deliver the sensor, such as concealing it inside of a gift to the comozant wyrds, he can avoid the need to roll a skill check.



COMOZANT
WYRD

AERIAL COMOZANT WYRDS (4)

CR 4

Variant comozant wyrds (Pathfinder RPG Bestiary 4 40)

N small outsider (air, elemental, extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 37 each (5d10+10)

Fort +3, **Ref** +9, **Will** +7

DR 5 —; **Immune** cold, electricity, elemental traits

OFFENSE

Speed fly 60 ft. (good)

Melee 2 slams +7 (1d4+2 plus 1d8 electricity)

Special Attacks lightning lash +8 touch (2d8 electricity damage)

Spell-Like Ability (CL 7th; concentration +11)

2/day—*control weather* (standard action; intensify or dispel storm only)

TACTICS

During Combat Shhw attempts to communicate with the PCs, using its lightning lash ability nonlethally, switching to its illuminating flames and attempting to communicate empathically about the changes in the surrounding area on subsequent rounds as long as the PCs do not react violently to its greeting. Fzt gleefully carries the aerial astrolabe off into the storm cloud, periodically popping its head out to taunt the PCs if they

show no interest in following it. Sizz decides that it is in a race with the PCs to collect as many objects from the airship as possible, and does its best to race the party. Thwoom intensifies the storm in the storm cloud (see Hazard above), and otherwise doesn't involve itself unless the PCs start dealing lethal damage to the wyrds. The more that the PCs deal lethal damage, the more that the wyrds abandon their antics and turn violent.

Morale An aerial comozant wyrd flees if it is reduced to 7 hit points or fewer, dropping any gear from the ship. As a standard action, a PC can convince a wyrd to stop its games with a DC 25 Diplomacy check, though this DC increases by 1 for every 50 feet of distance due to the difficulty of being heard in the high winds. The DC decreases to 20 if the PCs took Sisivel's airship, as the wyrds recognize the symbol of the Thousand Wings. Each wyrd also has a condition that causes it to stop interfering without a Diplomacy check. A PC who succeeds at a DC 20 Sense Motive check can discern this method. Fzt returns the aerial astrolabe if the PCs provide her with a gift in return. Thwoom calms the storm cloud if the PCs demonstrate power over the wind or storms. Sizz returns everything she has collected if the PCs propose (and win) another contest. Shhw does not harm the PCs or interfere with them in any way as long as they allow it to communicate with illuminating flames.

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 8, **Wis** 17, **Cha** 18

Base Attack +5; **CMB** +6; **CMD** 19

Feats Alertness, Improved Initiative, Lighting Reflexes

Skills Diplomacy +7, Fly +17, Knowledge (nature) +3, Knowledge (planes) +7, Perception +13, Sense Motive +11

Languages Auran

SQ illuminating flames

SPECIAL ABILITIES

Illuminating Flames (Su) As a standard action, a comozant wyrd can shroud the upper halves of any Small or larger creatures it can see within 30 feet of it in cold, buzzing flames similar to the wyrd's own. Any electricity resistance blocks this effect unless the target willingly submits. Otherwise the flames persist until the wyrd is out of range. Targets of this effect take a -10 penalty on Stealth checks. A comozant wyrd can communicate empathically with creatures subject to this effect, and gains a +4 racial bonus on Sense Motive checks when doing so. Interacting with a wyrd in this way still uses standard social skills and rules. While communicating this way, a comozant can confer unexpected insight or information equivalent to a *divination* spell.

Lightning Lash (Su) As a standard action that doesn't provoke attacks of opportunity, a comozant wyrd can shock any creature or object within 30 feet to which it has line of effect, dealing 2d8 points of electricity damage. The wyrd can choose for this damage to be nonlethal. If the target is also affected by the wyrd's illuminating flames, it is stunned

for 1 round (Fortitude DC 16 negates) and the flames are dispelled. The save DC is Charisma-based.

Development: The journey from the comozant wyrds' location to the tower takes a little under an hour. The PCs do not run into any more unpleasant surprises during this time.

Rewards: If the PCs do not defeat or parley with the comozant wyrds—or at least recover their displaced gear—reduce each PC's gold earned by 970 gp.

B. TOWER OF CONTEMPLATION (CR 8)

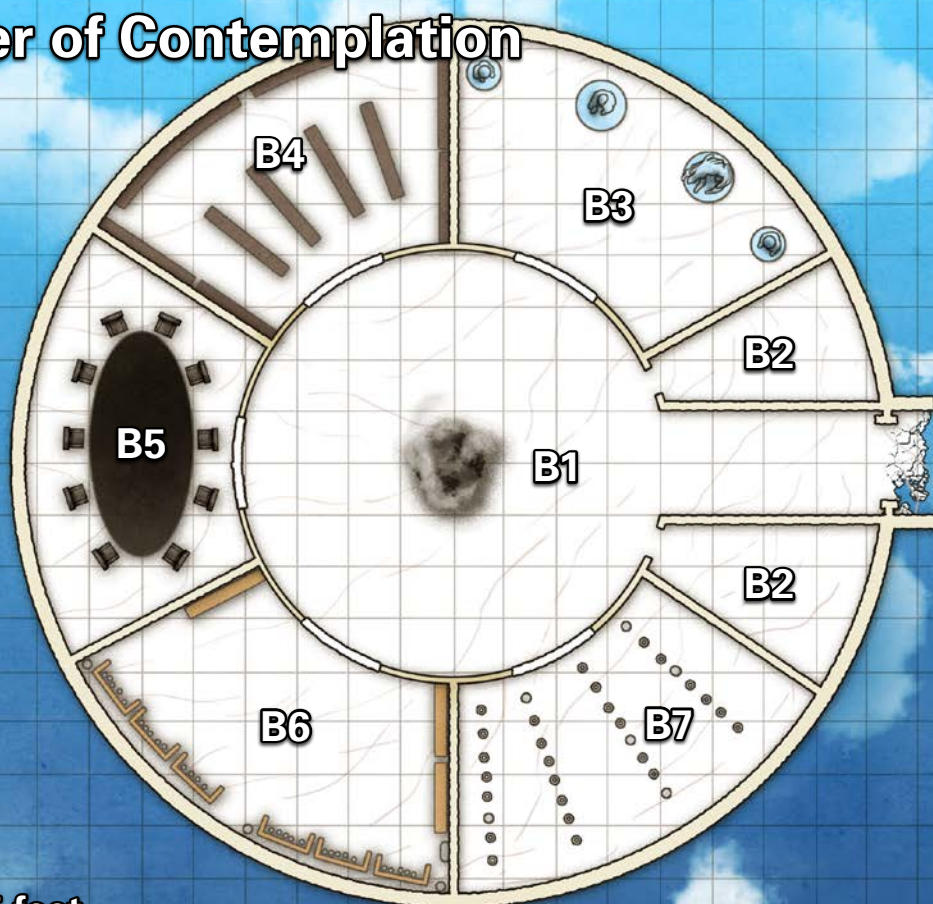
Rocking and swaying ahead is a white marble tower adorned with golden reliefs of lightning. The thin ornamental bridge that once led to its double doors has snapped, and there is no sign of whatever once connected to the other side. The tower's roof is entirely missing, replaced with a menacing mass of black sky shot through with shifting streaks of color. The scintillating mass struggles erratically against some invisible barrier above.

This tower was once a part of the palace of the noble djinni Pahwal ijil Ranginori, a glistening landmark of the elemental lord Ranginori's realm. Ranginori created this palace as a reward for his devoted servant. In the wake of the demigod's defeat long ago, Pahwal feared his patron's rival Hshurha might punish him and went into hiding, abandoning his home. Ranginori remains imprisoned on the Material Plane, where he struggles with renewed vigor to escape. This has weakened the fabric of reality in and around the tower. An opportunistic inhabitant of the Maelstrom was all too happy to pick at the fraying hole, breaking away and catapulting the tower across the Plane of Air in the process.

What remains of the tower is 100 feet tall. While this space would have once accounted for five floors, each with ceilings that were 20 feet high, only the first floor remains fully intact. Within the tower, "above" refer to floors closer to where the roof once stood, while "below" refers to rooms farther from the former roof. The entire tower is subject to subjective gravity, though most of the inanimate objects have subjective gravity that allows them to float in place as if no gravity existed. These objects tend to float back to where the PCs found them, unless someone purposefully and forcefully displaces the feature.

The passageways that once connected the floors are entirely obscured. If the PCs find a way into the higher floors, they discover signs of bedrooms and lounges, as well as rooms too thoroughly destroyed to identify. Each room has a brilliant blue crystal that hovers in the air 5 feet above the ground. These crystals are fixed in place, causing them to appear to move as the tower shakes around them. The tower's swaying does not impede the

B. Tower of Contemplation



1 square = 5 feet

PCs—the tower rotates around the center of the cyclone, and on the first floor, the rocking is gentler than the movement of an airship.

The PCs may be able to identify the dark and colorful sky trapped within the cyclone with a successful DC 20 Knowledge (arcana) or Knowledge (planes) check; the cyclone is a ward of some kind that preserves a boundary between the Plane of Air and the Maelstrom, a plane of primal chaos. If the PCs attempt to touch the dark sky, they run into a repelling force, which grows stronger the harder they push against it.

Haunt: The protective cyclone and the brilliant blue crystals in each room are the last vestiges of Ranginori's influence over this palace. Once the PCs have entered at least three of the side rooms (areas **B2–B7**), the haunt below triggers. The Perception check to notice the haunt varies depending on whether a PC is in area **B1** or one of the side rooms.

Because this haunt is a resonant effect of Ranginori's power rather than a remnant of tormented souls, it does not take damage from positive energy—instead, it takes damage from spells with the chaotic, earth, evil, fire, lawful, or water descriptors (1d6 points of damage per spell level), as well as from the physical attacks of Ayrzul's

faithful (such as Krakos). A PC can identify the haunt's unique vulnerability to elemental and alignment-based magic with a successful DC 18 Knowledge (planes) check.

RANGINORI'S DEFENDERS

CR 8

NG variant haunt (Area **B**)

Caster Level 8th

Notice Perception DC 5 (to see sparks emerging from the crystals in each room) or DC 25 (to notice a lightning pattern growing within the cyclone)

hp 16; **Trigger** proximity (see below); **Reset** 1 day

Effect The crystals in each of the rooms on the first floor of the tower buzz and hum with electricity, sending arcs into the air as spectral djinn move about area **B1** and raise their hands as if invoking some supernatural power. A PC who succeeds at a DC 25 Perception check recognizes that the haunt can only be damaged at the cyclone, which is its true source. On the round after the haunt activates, the crystals disperse a network of lightning bolts throughout the entire tower, dealing 2d8 points of electricity damage per active crystal (maximum 8d8, Reflex DC 18 for half). Every 1d3 rounds, the crystals repeat this attack, though they always buzz and arc with energy during the round immediately before they activate again. For each crystal the PCs destroy, reduce the Reflex save DC by 1.

The crystals (hardness 10, 15 hit points) are immune to electricity. A PC can disable an adjacent crystal as a standard action with a successful DC Knowledge (arcana) check or DC 25 Use Magic Device check. Attacks that deal fire damage bypass their hardness entirely, as do Krakos's physical attacks. The first time the oread strikes one of the crystals, it shatters; however, he suffers blowback as a series of visions assaults his mind. The visions show various images of earth triumphing over air, such as mountain rising up to swallow a tornado, and culminates when a lion-headed cloud serpent being is surrounded in a wooden cage that rapidly transforms into crystalline stone. Krakos is stunned for 4 rounds. If he succeeds at a DC 18 Fortitude saving throw, he is stunned for only 1 round.

Development: With the haunt defeated, the cyclone in area **B1** briefly intensifies before dissipating entirely, revealing a palpitating 10-foot-diameter ring of hundreds of colors near where the tower's roof once existed. Any PC who succeeds at a DC 15 Knowledge (planes) check recognizes that the glowing ring is a portal. When the PCs enter the portal, proceed to area **C**.

B1. Atrium

A cyclone rages at the center of this circular atrium. The winds trap the same shifting, colorful mass that emerges from the top of the tower, making passage to the upper floors difficult. The cyclone broadens as it grows higher, from 10 feet wide at the base to around 100 feet wide. Stone doors lead from the atrium to five different rooms (areas **B3–B7**), and two small archways lead to small chambers (areas **B2**).

B2. Meditation Rooms

The inhabitants of the palace once used these rooms for private contemplation, meditation, and worship. Their walls are decorated with complicated reliefs. In one room, the walls depict a city made of ice and djinn bustling around a massive spherical building surrounded by dozens of similar but smaller round buildings. In another relief, a group of mephits emerges from a cloud dragon's breath. The most striking scene depicts an immense being with the body of a serpent spun from storm clouds, the head of a lion with a mane of lightning, and hundreds of clawed feet. His expression is approving and content as he gazes upon the other creatures. A PC who succeeds at a DC 25 Knowledge (history), Knowledge (planes), or Knowledge (religion) check recognizes that the lion-serpent is Ranginori, a benevolent lord of air who was trapped and exiled ages ago.

In the other room, Ranginori appears again, this time wreathed in an aura of lightning with an expression of fury. Djinn, mephits, wysps, and other creatures of air fly

by his side, all surrounded by a raging cyclone. Hordes of creatures made of stone rush forward, only to be sent flying as they approach the cyclone.

B3. Display Room

Dragon statuettes made of multicolored crystal hover in this room. Its walls, floors, and ceiling are covered in a hovering layer of small crystal fragments.

The miniature crystals in this room are magically attuned to the walls, never straying more than an inch from them. When an electric current passes through this room, they align into intricate mosaics. The dragon statues also react to electricity—they flap their wings, and rippling patterns on their surface provide the illusion of more subtle movements (such as contracting muscles and breathing).

B4. Library

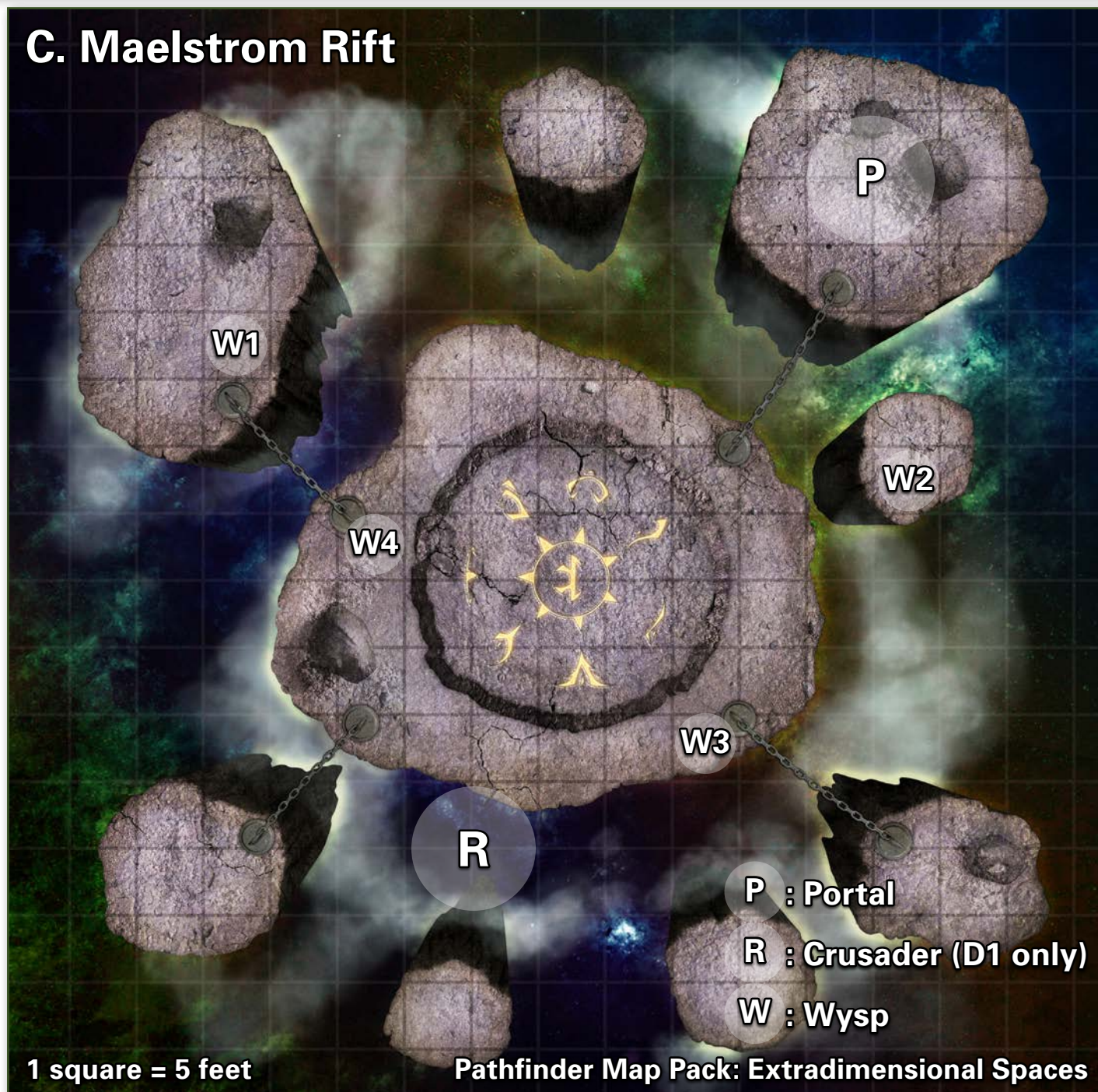
The shelves of this library hover and hang from the walls at a variety of artistic angles. Each shelf contains a minor magical effect that directs gravity toward its back, both preventing the contents from tumbling out, as well as preventing the books from degrading over time. Most of the knowledge contained in the volumes here is esoteric and extraordinarily specific. Volumes with titles such as *Breathing, Volume XI: Concerning the Respiration of Mephits* and *Fruit of the Forest of Oils: A Treatise on the Safe Harvesting of Unknown Alchemical Reagents Suspended in Water* are common. Among the sea of knowledge, the PCs can find a few more basic volumes that are of more immediate use. If the PCs spend several minutes searching the library and succeed at a DC 20 Perception check, they locate a ledger that indicates that the library belonged to a djinni named Pahwal ijil Ranginori, who was so devoted a servant and worshipper of a being called Ranginori that he was granted the immense honor of taking Ranginori's name as a part of his own.

The PCs may also search for information about Ranginori himself. If they spend 10 minutes and succeed at a DC 20 Knowledge (history, religion, or planes) check, they find relevant volumes, which include depictions of Ranginori's form, prayers, and hundreds of tales of Ranginori's acts that portray him as a benevolent leader—albeit acts last performed millennia ago. The volumes also speak of an ever-shifting city at the center of his realm, where his worshipers could freely visit.

B5. Meeting Room

A large block of black granite hovers in the air, surrounded by floating chairs.

C. Maelstrom Rift



The inhabitants of this tower used this granite ovoid prism as a meeting table. They used all of the stone's surfaces, reorienting themselves to hover in the most convenient direction. Even creatures without perfect command of flight used this method—a creature sitting in one of the chairs can move freely about the room without a skill check. The block exerts a gentle pull upon inanimate objects in the room, drawing them toward its nearest face.

B6. Armory

Although most of the palace's arms were not stored within the Tower of Contemplation, a few of the more visually stunning pieces stayed here, along with a basic cache of practical weapons and armor for emergency use. Among the decorative pieces is a set of enchanted bracers; these are *vambraces of the genie* (*djinni*; *Pathfinder RPG Ultimate Equipment* 275). The PCs can also find a serviceable version of any simple or martial weapon sized for a Small, Medium, or Large creature.

B7. Aroma Room

Rows of silver pipes emerge from the ground in this otherwise unadorned room. A few of the pipes are capped with silver lids. Similar lids rest on the floor near the open pipes.

This room is connected to hundreds of small chambers beneath the floor, each of which once contained carefully preserved aromatic substances. Most of the delicate lids fell off when the tower snapped free of the rest of the palace, but a few became jammed rather than displaced. These require a DC 15 Strength check to remove. If the PCs remove a lid, the trapped aroma suffuses the room. Scents stored below include a woody and fruity incense, the crisp smell of rain after a storm, the smell of a lightning strike, and a striking but not unpleasant smell that the PCs have never experienced.

C. MAELSTROM RIFT (CR 10)

See the sidebar on page 17 for scaling this encounter for four characters. Read the following when the PCs enter area C.

The color-streaked blackness expands to fill the entire sky. Above, a ring of electricity hovers in midair. Brightly colored formations shaped like cracks running through stone pepper the sky around it. Below, a forty-foot-wide stone platform bears a runic circle. Smaller pieces of stone are connected to this platform with sturdy iron chains.

A PC who succeeds at a DC 20 Knowledge (history) or Linguistics check recognizes that the runes on the circle represent the seven runelords of Thassilon, and that the one in the center represents evocation magic, wrath, and the Runelord Alaznist. Jamila gains a +5 circumstance bonus on this skill check because of the extensive time she has spent on Golarion.

The ritual circle at the center of the floating island did not always exist in the Maelstrom. It dates back to the last years of Thassilon on the Material Plane, where the Runelord Alaznist incorporated it as part of an early, failed attempt to call forth the Oliphaunt of Jandelay. The imperfect ritual cast this piece of Thassilon into the Maelstrom, where it maintains a fragment of the runelord's power and augments effects associated with wrath. The saving throw DC of all evocation spells and spell-like abilities here increases by 2. The effects of this augmentation are included in the statistics for the PCs' foes (see creatures below). This boost also applies to the DC to resist Ember's breath weapon. When Rhyol uses her rage ability during this encounter, she deals an additional 1d6 points of fire damage with her slam attack.

The Maelstrom is a strongly chaos-aligned plane. Creatures whose alignment is not chaotic neutral—everyone but Octaris and Zephyr of the Forgotten Sun—are slightly impeded, taking a –2 penalty on all Intelligence, Wisdom, and Charisma-based checks while within the Maelstrom.

This section of the Maelstrom rift is a small, self-contained bubble with a diameter of 80 feet. If a PC travels past one edge of the map, she reappears on the opposite side of the map. If she travels more than 60 feet above one of the 20-foot-thick platforms, she lands on the platform's flat underside. Like the Plane of Air, the Maelstrom has subjective directional gravity (see page 9). Because of the bubble's small size compared to the speed of free-fall in subjective directional gravity, a creature in free-fall may loop around the map several times on her turn. A PC who lands inside the ring of electricity appears back in the tower.

Hazard: The Maelstrom's influence produces a mutating effect that functions as the warpwave protean ability. Each round, a warpwave appears and targets one PC at random; roll 1d6. If you roll a number higher than the number of players at the table, no warpwave occurs that round. If a warpwave occurs, roll on the table below to determine its effects. A PC targeted with a warpwave can negate its effects with a DC 18 Fortitude saving throw unless otherwise stated.



RIFT SPINNER

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 becomes exhausted if it is currently 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 <i>heal</i> spell (CL 11th; Will DC 18 negates)
18	Target is turned to stone as <i>flesh to stone</i> .
19	Target is affected by <i>baleful polymorph</i> (CL 11th; DC 18 Fortitude save followed by DC 18 Will save)
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 to the target.

Creatures: Rift Spinner finds the encroachment of the Plane of Air's relative stability onto the Maelstrom repulsive. It is attempting to purify the boundary between the planes by ripping into the fabric of reality. It has already transformed several wysps—common servitor creatures on the Elemental Planes—by infusing them with chaotic energy. These creatures now sing in a nonsensical cacophony of random noises. While the influence of chaos on the wysps is strong, it is at odds with their fundamental natures. The Knowledge (planes) DC to recall facts about wysps is 7. A PC who exceeds the DC of this skill check by 10 or more recognizes that these wysps have been strongly influenced by chaos, and that they are augmenting the naunet instead of other creatures who share their elemental affinity.

The PCs can attempt to snap the wysps out of their unnatural state, either by using their knowledge of the magical energies surrounding them or by persuading them away from the naunet's influence. Freeing a wisp requires a PC to succeed at a DC 22 skill check as a standard action. The PCs may use Bluff, Diplomacy, Knowledge (planes), Intimidate, or Use Magic Device on this check. A freed wisp no longer grants its bonus to the naunet, instead granting its bonus to creatures of its elemental subtype.

RIFT SPINNER

CR 8

Advanced naunet protean (*Pathfinder RPG Bestiary 2* 216)
CN Large outsider (chaotic, extraplanar, protean, shapechanger)
Init +8; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)
hp 105 (10d10+50)
Fort +12, **Ref** +13, **Will** +7
Defensive Abilities amorphous anatomy, freedom of movement; **DR** 5/lawful; **Immune** acid, polymorph;
Resist electricity 10, sonic 10; **SR** 18

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.
Melee bite +19 (1d8+9), tail slap +16 (1d6+5 plus grab), 2 tentacles +16 (1d6+5 plus confusion)
Space 10 ft.; **Reach** 10 ft.
Special Attacks adaptive ray, adaptive strike, confusion, constrict (1d6+9)
Spell-Like Abilities (CL 8th; concentration +10)
Constant—*detect law*
At will—*acid arrow*, *dimension door* (self plus 50 lbs. of objects only), *fog cloud*, *shatter* (DC 16)
1/day—*chaos hammer* (DC 18)

TACTICS

During Combat Rift Spinner prefers to make full attacks and confuse its enemies. Against foes of size Small and smaller (Ember and Octaris), it prefers to grab and constrict. If surrounded, it uses *dimension door* to move to a more favorable position.

Morale If Rift Spinner is reduced to 15 hit points or below, or otherwise believes that it is hopeless to stay and fight, it attempts to flee into the Maelstrom, ripping a tiny hole into the vast expanses of the plane in its wake. It is a chaotic being, and its reasons are capricious—the GM may impose other morale conditions at her discretion.

Base Statistics When no wysps are augmenting Rift Spinner's abilities, its statistics are **Melee** bite +17 (1d8+7), tail slap +14 (1d6+3 plus grab), 2 tentacles +14 (1d6+3 plus confusion); **Spell-Like Abilities** *shatter* (DC 14), *chaos hammer* (DC 16); **CMB** +18 (+22 grapple); **Special Abilities** *confusion* (DC 20)

STATISTICS

Str 24, **Dex** 19, **Con** 20, **Int** 13, **Wis** 18, **Cha** 15
Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 32
Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (bite)
Skills Acrobatics +17, Fly +23, Intimidate +15, Perception +17, Stealth +13, Survival +17, Swim +28
Languages Abyssal, Protean
SQ change shape (*polymorph*)

SPECIAL ABILITIES

Adaptive Ray (Su) Rift Spinner can modify its *acid arrow* spell-like ability, converting its damage to its choice of cold,

electricity, or fire.

Adaptive Strike (Su) A naunet's natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. As a free action once per round, a naunet may infuse all of its natural attacks with adamantine, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

Confusion (Su) A creature struck by a naunet's tentacle attack is infused with raw chaos, and must make a DC 22 Will saving throw or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saving throws against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect. The save DC is Constitution-based.

CHAOS-TOUCHED AIR WYSP CR 2

Variant air wisp (*Pathfinder RPG*

Bestiary 5 282, see page 24)

CN Tiny outsider (air, chaos, elemental)

hp 19

SPECIAL ABILITIES

Chaos-Touched (Ex) A chaos-touched wisp's resonance benefits all creatures with the chaotic subtype, rather than creatures of its elemental subtype. If the chaos-touched effect is removed, the wisp's resonance ability returns to normal.

CHAOS-TOUCHED EARTH WYSP CR 2

Variant earth wisp (*Pathfinder RPG Bestiary* 5 282, see page 24)

CN Tiny outsider (chaos, earth, elemental)

hp 25

SPECIAL ABILITIES

Chaos-Touched (Ex) See the chaos-touched air wisp.

CHAOS-TOUCHED FIRE WYSP CR 2

Variant fire wisp (*Pathfinder RPG Bestiary* 5 282, see page 24)

CN Tiny outsider (chaos, elemental, fire)

hp 19

SPECIAL ABILITIES

Chaos Touched (Ex) See the chaos-touched air wisp.

CHAOS-TOUCHED WATER WYSP CR 2

Variant water wisp (*Pathfinder RPG Bestiary* 5 282, see page 25)

CN Tiny outsider (chaos, elemental, water)

hp 22

SPECIAL ABILITIES

Chaos-Touched (Ex) See the chaos-touched air wisp.

SCALING MAELSTROM RIFT

Make the following adjustments to accommodate a group of four PCs. As soon as the PCs enter the rift, the water and fire wysps break free from the naunet's influence and benefit the PCs instead. A fragment of lingering protection from the tower clings to the PCs, granting them a +2 bonus on saving throws against the naunet's confusion. With four PCs, it is possible that a warpwave may not affect anyone at all (see the Hazard section below).



WYSPS

Treasure: Among the oddities floating throughout this chaotic space are several globules of liquid chaos capable of reshaping themselves into deadly yet fragile implements at a creature's command. The PCs can harvest up to five of these, each of which functions as a liquid blade (*Pathfinder RPG Ultimate Equipment* 108) that forms a +1 *anarchic short sword* with the fragile quality.

Development: If the PCs defeat Rift Spinner, whether they kill it or drive it off, they can return to the Plane of Air at their leisure. There they can attempt to close the rift permanently (see Closing the

Rift below).

If they leave the encounter and do not defeat Rift Spinner, the naunet does not follow them. Instead, it dedicates its attention to expanding the rift. Within a day, the rift stretches to consume the entire tower. However, the portal remains, allowing the PCs another chance to stop the threat before its expansion can accelerate further.

Rewards: If the PCs do not defeat or drive off Rift Spinner, reduce each PC's gold earned by 970 gp.

CLOSING THE RIFT

Read the following aloud once the PCs defeat Rift Spinner and return to the Plane of Air.

The roiling incursion of color slows and contracts upon itself, forming a vibrating sphere. Although the disruption beyond its otherworldly borders has abated, the tenacious rift remains.

With Rift Spinner defeated, this passageway to the Maelstrom is temporarily contained. However, the portal still represents a point of weakness between the planes that is a prime target for another protean to exploit in

SCALING CLOSING THE RIFT

To accommodate a group of four PCs, reduce the number of successes needed to close the portal by 1.

the future. To truly end the threat, the PCs must close this portal permanently. Fortunately, the rift's weakened state makes it possible to close it without powerful magic.

Closing the portal requires the PCs to succeed at four DC 24 skill checks. Good skill choices include Knowledge (planes), Knowledge (arcana), Spellcraft, and, for Octaris, Use Magic Device. Allow the PCs to come up with creative solutions for handling the portal, such as alternative skills or clever spell use. For example, casting spells with the air descriptor into the cyclone could augment the cyclone's ability to contain the portal, and counts as one success.

The PCs may use aid another to assist each other. If the PCs fail a skill check, the Maelstrom lashes out. The PC who rolled the check as well as all PCs who were assisting are exposed to a warpwave (as in area C). The unpredictable and volatile nature of the Maelstrom's chaotic energy prevents the PCs from taking 10 on these skill checks. If the PCs fail a total of four skill checks, the portal shudders and expands—it is no longer possible for the PCs to seal it. This expansion exposes every PC to a warpwave.

Treasure: Closing the rift causes elemental air to coalesce and crystallize into a pristine gem that functions as a *stormlure* (*Pathfinder RPG Ultimate Equipment* 260) if incorporated into a piece of jewelry.

Development: If the PCs successfully close the portal, it rapidly winks out of existence. The cyclone collapses, releasing a sound reminiscent of a loud sigh. Only the hole where the upper floors of the towers once stood lasts as a testament to the planar intrusion that once threatened.

CONCLUSION

As long as the PCs defeated Rift Spinner, the air currents on their return journey flow in less erratic patterns. If they also managed to close the portal entirely, the currents are restored entirely back to their natural state.

If the PCs use the device provided for contacting their airship captain, the captain swiftly returns to the edge of the safe zone. If they did not recover the device from the comozant wyrds, they spend several days wandering, but eventually come in contact with a group of air elementals that helps them find the captain's vessel.

Back in Armun Kelisk, word quickly spreads among airship captains that the formerly dangerous region of sky has calmed down. As long as the PCs defeated Rift Spinner, Rhyol can attempt one final DC 15 Diplomacy check to gain respect. Shortly after the PCs return to the city, Ashasar tracks them down. Before giving the

PCs a chance to speak to report their success, he says the following, and then waits for the PCs to deliver a report.

"I knew I could count on your team to handle this dangerous task. Congratulations on a job well done. How did your mission go?"

If the PCs ran into major setbacks during their mission, he instead says the following.

"It's a shame that matters did not go as smoothly as I'd hoped. Now, how was the mission?"

Ashasar listens patiently to the PCs' report, interjecting only to prompt PCs who are not participating in the report to provide their thoughts. Once the PCs have finished, he thanks them for their achievements. If the PCs did not succeed at the main mission, he still searches for something in the report that went well or could benefit to the Concordance in the future. After thanking the PCs, he discusses the information they uncovered. He is particularly interested in what they uncovered in the tower, as he believes its connection to Ranginori and as a focal point the forces of change are not a coincidence. Once he is satisfied that all other information has been thoroughly covered, he does one of three things, depending upon how well the PCs handled the final encounter. He either thanks the PCs again for closing the portal and conclusively resolving the threat, thanks them for defeating Rift Spinner while mentioning that he is prepared to send another team to handle the portal, or tells them that he will gather another team quickly to handle the growing threat. Regardless of the success or failure of the mission, the Concordance pays to remove any negative conditions that the PCs accrued during the adventure, such as any conditions they acquired from warpwaves.

PRIMARY SUCCESS CONDITION

To succeed at their primary mission, the PCs must defeat Rift Spinner.

SECONDARY SUCCESS CONDITIONS

The PCs' secondary success conditions are tied to accomplishing goals unique to each character, assigned in the handouts they received at the beginning of the adventure. Fulfilling the conditions below earns that PC 1 additional Prestige Point.

Ember: Ember succeeds at her mission if she succeeds at three DC 25 Perform (oratory) checks to tell an impressive version of the tale of the party's adventure (exceeding the DC by 10 or more counts as two successes). She can attempt up to four checks. Each one must be after a significant encounter, such as finding an airship, encountering the comozant wyrds, exploring the Tower of Contemplation, or

defeating Rift Spinner. Be sure that Ember's player doesn't fail at this mission by virtue of not attempting enough checks, so long as the player works to compose the tale during the adventure.

Jamila: Jamila must ensure that the team permanently closes the rift at the end of the scenario.

Krakos: Krakos must plant divination sensors in at least two different locations without any NPCs discovering his intentions. Possible locations include Armun Kelisk, the airship, the region where the comozant wyrd play (area **A**), and the Tower of Contemplation (area **B**). In each location other than the Tower of Contemplation, planting a sensor discreetly requires him to succeed at a Stealth check; the DC of such checks vary based on the location

and other circumstances, as noted in the respective areas' descriptions.

Octaris: Octaris must prove his arcane talents by succeeding on at least two Use Magic Device checks against challenges presented in the scenario. Using Use Magic Device to activate wands or other items does not count toward this goal. Whether the PCs discover Octaris's true nature during the scenario has no bearing on his mission's success.

Rhyol: Rhyol must succeed at a DC 15 Diplomacy check to gain respect. Opportunities to do so are presented throughout the adventure.

Zephyr of the Forgotten Sun: Zephyr succeeds at his mission if the PCs discover the connection between the tower and the elemental lord Ranginori.

PLAYER HANDOUT #1: LETTER TO JAMILA

Dear Jamila,

As the representative of balance, it is right and proper that you are this mission's official leader. That does not mean that it is wise for you to order around your allies-instead, respect their contributions, seek peace, and encourage solidarity. The more you can ensure that each element has its voice and place, the smoother the mission shall be. To that end, I am providing you with some information I have discovered in advance about your allies. I hope to be able to place a few more agents on this mission, but their identities are still unclear.

Octaris is a water mephit, a skillful wizard, and a master of arcane lore. I expect that the disturbances you encounter will be magical in nature, and his expertise should be invaluable. Do try to look past his arrogance.

Rhyol is a resourceful thoqqua who has developed a brilliant technique for communicating aloud. Her temper is quick to rise at times, though she usually channels her fury into battle against her enemies, making her quite the capable combatant.

Zephyr of the Forgotten Sun speaks to the sky, and the sky speaks back. I doubt I need to explain how useful his connection to the Plane of Air and ability to control winds could be on this mission.

As the leader, it is your responsibility to ensure this mission is a success. Find the source of the irregularity. If you and your team can stop it, do so. If you cannot, collect as much information as possible, then retreat. I will provide further information in person.

-Ashasar, Liaison to the Seat of Balance

PLAYER HANDOUT #1: JOURNAL OF "OCTARIS"

Should I be surprised? Proud? I think proud is right. They bought it—hook, line, and sinker! My cousin Octaris is a member of that weird group called the Concordance of Elements. Their filosof filosof-beliefs intrigue me, and now's my chance to see them up close. Why? Because the courier who delivered the invitation for this adventure was happy to hand it to any mephit, so now I am ~~maskeraiding~~ disguised as Octaris!

I need to remember a few things while pretending to be my cousin. First, he's a powerful wizard who specializes in water magic and ~~etditch mistikat~~ magic lore. That's okay because my powers can fake water magic, and I've got a bunch of wands that can fake everything else. Octaris is a kind of a show-off, so the more I can display my... completely real magical powers and knowledge, the better. Highlight the successes, downplay the failures, that sort of thing. I know I won't get away with this forever, but even if I get caught, I bet they'll let me join up forever if I prove useful enough doing whatever they hired Octaris for—oh right, that's me now. What's life without a little adventure? Oh, and the second thing to keep in mind? He's a pompous jerk. Best not overdo it, though, or I'll have as few friends as he does. A little bit of grouchy seasoning should make the disguise seem more believable, though.

Ha! He's going to be so mad when he finds out what he missed! Serves him right.

PLAYER HANDOUT #1: RHYOL'S THOUGHTS

Most of the time, I like Armun Kelisk. It is a beautiful city with many travelers. It also has ground to hold on to, which is important. Everything changes so fast that it is hard to think sometimes with the bustle, but it is an exciting place. Sometimes I get very angry, especially when the people here assume that I am stupid. Many of them call me a simple worm. I must show them with my words and not with force that I deserve respect. I must practice speaking for myself. I've heard there's going to be a mephit on this journey. Mephits are smart, and good at understanding talking that isn't with sound too. Maybe he can help if I run into trouble.

PLAYER HANDOUT #4: ZEPHYR OF THE FORGOTTEN SUN'S JOURNAL

The sky is uneasy. It is not enough to simply stop this disturbance. Stopping it without understanding how it came to be is leaving open the possibility that it may simply happen again. Is this yet another imbalance in the elements?

Sometimes, I dream of what it would have been like back in the old days, when elements had balance within themselves, when good and evil alike reigned over the skies, seas, flames, and stones. In those days, the Concordance was not necessary, for the balance was not so delicate. We would all be better off if the four good elemental lords had never been imprisoned, or could somehow be freed again. If only the others in the Concordance saw matters the way I did. Their reticence is understandable, however. Speaking ill of the Duchess of All Winds' triumph over the now-imprisoned lady of Earth is far from a safe proposition.

Is the current situation the result of an attack from the forces of another plane? The Plane of Earth, perhaps? I shudder to think that it may be, but regardless of the cause, we must investigate this situation as thoroughly as possible.

PLAYER HANDOUT #5: EMBER'S JOURNAL

What wondrous news! This journey promises to be the most exciting adventure I have experienced in all my years! I will savor this experience, but I must not forget to preserve it for posterity. My tales have grown repetitive of late—lost some of their inspiring luster. I was starting to worry that I would have to fall back on secondhand storytelling. Tsk, where's the fun in telling stories you didn't see for yourself?

Why, I shall regale my capable companions with tales of our deeds so that we might all remember our glorious deeds. Remember, to compose the tale along the way. Otherwise, the details will slip away as surely as a cloud on a gale.

PLAYER HANDOUT #6: KRANOS'S JOURNAL

Back to the Plane of Air again. I find the vast expanses of empty space unsettling, so I do not look forward to this mission. Still, it is better that I am here to provide a counterweight to the flightier members of the Concordance—and to ensure that this strange occurrence does not foretell a potential threat to Ayrzul's interests. In the interest of continuing this dance of checks and balances, I have procured three more crystals attuned to the Fossilized King's divinations, allowing his servants to gaze upon the Plane of Air from afar as if the gems were eyes. My teammates are unlikely to watch me with suspicion, so long as I am not blatant about my actions. Others are unlikely to offer me the same courtesy. I should place these stones in different places where winds or the unsuspecting might carry them to many places—or where they might overlook something with more enduring significance.

APPENDIX: STAT BLOCKS

The following statistics appear in this scenario.

WYSP, AIR	CR 2
<i>Pathfinder RPG Bestiary</i> 5 282	
N Tiny outsider (air, elemental)	
Init +4; Senses darkvision 60 ft.; Perception +7	
Aura resonance (30 ft.)	
DEFENSE	
AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)	
hp 19 (3d10+3)	
Fort +4, Ref +7, Will +2	
Immune elemental traits	
OFFENSE	
Speed fly 100 ft. (perfect)	
Melee 2 tendrils +11 (1d3+2)	
Space 2-1/2 ft.; Reach 0 ft.	
STATISTICS	
Str 10, Dex 19, Con 12, Int 10, Wis 13, Cha 13	
Base Atk +3; CMB +5; CMD 15 (can't be tripped)	
Feats Flyby Attack, Weapon Finesse	
Skills Bluff +7, Fly +20, Knowledge (arcana) +4, Knowledge (planes) +6, Knowledge (religion) +4, Perception +7, Sense Motive +7, Stealth +18	
Languages Auran	
SQ living battery, servitor	
SPECIAL ABILITIES	
Living Battery (Ex) As an immediate action, a wisp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wisp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than <i>true resurrection</i> , <i>miracle</i> , or <i>wish</i> , even if such an effect can normally revive an outsider.	
Resonance (Ex) A wisp's natural resonance strengthens the power of its element. The wisp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wisp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wisp's element gain a +1 competence bonus on attack rolls and damage rolls. The wisp's statistics already include these bonuses.	
Servitor (Ex) A wisp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wisp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.	

WYSP, EARTH	CR 2
<i>Pathfinder RPG Bestiary</i> 5 282	
N Tiny outsider (earth, elemental)	

Init +1; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +7	
Aura resonance (30 ft.)	
DEFENSE	
AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)	
hp 25 (3d10+9)	
Fort +5, Ref +4, Will +2	
DR 1/—; Immune elemental traits	
OFFENSE	
Speed 20 ft., burrow 20 ft.	
Melee 2 tendrils +9 (1d3+4)	
Space 2-1/2 ft.; Reach 0 ft.	
STATISTICS	
Str 14, Dex 13, Con 14, Int 10, Wis 13, Cha 13	
Base Atk +3; CMB +2; CMD 14 (can't be tripped)	
Feats Power Attack, Toughness	
Skills Bluff +7, Climb +8, Knowledge (dungeoneering, engineering, planes) +5, Perception +7, Sense Motive +7	
Languages Terran	
SQ living battery, servitor	
SPECIAL ABILITIES	
Living Battery (Ex) See air wisp above.	
Resonance (Ex) See air wisp above.	
Servitor (Ex) See air wisp above.	

WYSP, FIRE	CR 2
<i>Pathfinder RPG Bestiary</i> 5 282	
N Tiny outsider (elemental, fire)	
Init +6; Senses darkvision 60 ft.; Perception +7	
Aura resonance (30 ft.)	
DEFENSE	
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)	
hp 19 (3d10+3)	
Fort +4, Ref +5, Will +2	
Immune elemental traits, fire	
Weaknesses vulnerable to cold	
OFFENSE	
Speed 60 ft., fly 20 ft. (poor)	
Melee 2 tendrils +9 (1d3+2 plus burn)	
Space 2-1/2 ft.; Reach 0 ft.	
Special Attacks burn (1d6 fire, DC 14)	
STATISTICS	
Str 10, Dex 15, Con 12, Int 10, Wis 13, Cha 13	
Base Atk +3; CMB +3; CMD 13 (can't be tripped)	
Feats Improved Initiative, Weapon Finesse	
Skills Bluff +7, Intimidate +7, Knowledge (planes) +6, Perception +7, Sense Motive +7, Stealth +16	
Languages Ignan	
SQ living battery, servitor	
SPECIAL ABILITIES	
Living Battery (Ex) See air wisp above.	
Resonance (Ex) See air wisp above.	
Servitor (Ex) See air wisp above.	

WYSP, WATER

CR 2

Pathfinder RPG Bestiary 5 282

N Tiny outsider (elemental, water)

Init +1; **Senses** darkvision 60 ft.; Perception +7

Aura resonance (30 ft.)

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 22 (3d10+6)

Fort +5, **Ref** +4, **Will** +2

Immune elemental traits

OFFENSE

Speed 30 ft., swim 90 ft.

Melee 2 tendrils +9 (1d3+3)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks drench

STATISTICS

Str 13, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 13 (can't be tripped)

Feats Power Attack, Weapon Focus (tendrils)

Skills Bluff +7, Heal +6, Knowledge (planes) +5, Perception +7,
Sense Motive +7, Stealth +14, Swim +15

Languages Aquan

SQ living battery, servitor

SPECIAL ABILITIES

Drench (Ex) A water wysp's touch puts out Large or smaller nonmagical flames. The creature can dispel magical fire it touches as per *dispel magic* (CL 3rd).

Living Battery (Ex) See air wysp on page 24.

Resonance (Ex) See air wysp on page 24.

Servitor (Ex) See air wysp on page 24.

THE CHRONICLER

Ember's wanderlust and persistent optimism drive her to inspire allies wherever she travels. Foes who underestimate her because of her tiny size soon learn the error of their ways.

EMBER

Female advanced pyrausta bard 5 (Pathfinder RPG Bestiary 5 288, 200)
CG Diminutive dragon (fire)

Init +5; Senses darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 22, touch 20, flat-footed 17 (+1 deflection, +5 Dex, +2 natural, +4 size)

hp 57 (6 HD; 5d8+1d12+23); fast healing 1

Fort +7, Ref +12, Will +10; +4 vs. bardic performance, language-dependent, and sonic

Immune fire, paralysis, sleep

Weaknesses heart of flame, vulnerable to cold

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee mwk longspear +8 (1d3-1/x3) or bite +8 (1d3-1 plus 1 fire)

Space 1 ft.; Reach 0 ft. (5 ft. with longspear)

Special Attacks bardic performance 19 rounds/day (countersong, distraction, fascinate [DC 19], fiery song, inspire competence +2, inspire courage +2), breath weapon (10-ft. cone, 1d4 fire, Reflex DC 13 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 1st; concentration +8)
At will—spark^{APG}

Bard Spells Known (CL 5th; concentration +12)

2nd (4/day)—gallant inspiration^{APG} (DC 19), heroism,

pyrotechnics (DC 19)

1st (6/day)—feather fall, hideous laughter (DC 18), liberating command^{UC}, moment of greatness^{UC}, saving finale^{APG} (DC 18)

0 (at will)—detect magic, ghost sound (DC 17), mage hand, message, open/close (DC 17), prestidigitation

STATISTICS

Str 8, Dex 21, Con 16, Int 11, Wis 16, Cha 24

Base Atk +4; CMB +5; CMD 15 (19 vs. trip)

Feats Flyby Attack, Igniting Performance, Lingering Performance^{APG}, Weapon Finesse

Skills Acrobatics +5 (+1 to jump), Escape Artist +14, Fly +24, Knowledge (history) +7, Knowledge (planes) +11, Linguistics +5, Perception +10, Perform (dance) +11, Perform (oratory) +16, Sleight of Hand +9, Spellcraft +4, Stealth +21

Languages Auran, Draconic, Ignan

SQ bardic knowledge +2, lore master 1/day, versatile performance (oratory)

Combat Gear fire dancer's scarves (see Gear on opposite side),

flammable bundles (10), lesser reach metamagic rod^{APG}, scroll of good hope, scroll of haste, scroll of purging finale^{APG}, wand of cure light wounds (15 charges); Other Gear mwk longspear, cloak of resistance +1, handy haversack, headband of alluring charisma +2, page of spell knowledge (liberating command)^{UC}, ring of protection +1, 37 gp

SPECIAL ABILITIES

Fiery Song (Su) Fiery song is a unique bardic performance. While using fiery song, Ember's breath weapon becomes substantially stronger. It deals 5d4 points of fire damage in a 15-foot cone (DC 19 Reflex half). This performance does not allow her to recharge her breath weapon faster, though she always knows how many rounds remain before she can use her breath weapon again.

Heart of Flame (Ex) A tiny spark of flame that acts as Ember's heart beats within her chest. Whenever she takes cold damage, including damage from environmental cold, her little heart stalls. She loses her fast healing and breath weapon, gains the staggered condition, and takes 1 point of damage each round. This continues until she is exposed to a source of flame that would normally deal fire damage or until she successfully uses her spark spell-like ability to reignite her heart (doing so requires a successful DC 11 concentration check because of the ongoing damage).

Igniting Performance This feat grants Ember the fiery song bardic performance described above.

Spells Ember can cast the following spells

Gallant Inspiration Ember can spend an immediate action to add a +2d4 competence bonus to a failed attack roll or skill check attempted by an ally within 35 feet, which may allow it to succeed retroactively.

Liberating Command As an

immediate action, Ember can

pick an ally within 35 feet.

That ally can spend an immediate

action to make an Escape Artist check with

a +10 competence bonus to escape restraints,

bindings, or grapples.

Moment of Greatness As a standard action, Ember can

affect herself and all allies within a 50-foot radius

around her with this spell. Any time within the next 5

minutes, a target of this spell who is benefiting from a

morale bonus of any type can double that morale bonus on

one roll or check before making the roll. Once the target uses

this doubled bonus, the effect of this spell on that target end.

Saving Finale Ember can spend an immediate action and end her



current bardic performance to allow one ally within 35 feet who was affected by the performance to reroll a failed saving throw.

Spark Ember can make an unattended size Fine flammable object within 25 feet catch on fire.

Gear Ember carries the following gear.

Firedancer's Scarves This set of red, orange, and gold scarves mimics the motion of fire. Ember may activate these scarves as a standard action with a successful DC 12 Perform (dance) check. As long as she spends a move action to dance each round, all fires (including all fire spells and effects) within 30 feet of her deal 1 additional point of damage.

Flammable Bundles These coin-sized bundles are highly flammable and small enough to be ignited with the *spark* spell.

Lesser Reach Metamagic Rod When Ember wields this rod, she can cast up to three spells per day that increase their range by one step (from touch to close, close to medium, or medium to long).

Page of Spell Knowledge This page allows Ember to treat *liberating command* as if it were one of her spells known.

Scroll of Purging Finale Ember can activate this scroll as a standard action as long as she succeeds at a DC 7 caster level check to end her bardic performance and negate one of the following effects on one creature within 40 feet who was benefiting from her performance: cowering, dazzled, exhausted, paralyzed, shaken, or stunned.

Ember was born into a thriving swarm of pyraustas in the skies above an active volcano. In one of Ember's earliest memories, the swarm greeted a spectacular eruption with dancing and celebration until the sheer force caused the volcano to collapse in on itself. This deep crater brought with it uncertainty—fearing the volcano may never erupt again, the pyraustas lost interest in it. Pyraustas lack the luxury of longevity shared by most of their draconic kin, so they sought out a new home. Instead of settling down atop the next volcano they could find, they took the opportunity to explore, so Ember's life was full of travel and adventure. She loved telling stories to dramatize her swarm's experiences, and as she refined her skills, she yearned to spread her tales to a wider audience. Ember quickly realized that to connect with others who did not share her experiences, she needed to broaden her own horizons. She left her swarm behind and struck off on her own with their support.

Ember is whimsical, optimistic, and good natured. She feels most alive among companions who are embarking on a new journey with her. As she approaches her middle years, the desire to make a name for herself has only grown. While she never hesitates to share credit where credit is due and focuses her efforts on supporting her allies, she also does not hesitate to extol her own role in helping them achieve greatness.



THE GENIE

After centuries of adventures in Qadira, Jamila's travels have led her back to the Concordance, where she hopes to regain the place she once held within the organization.

JAMILA

Female janni aristocrat 1 (*Pathfinder RPG Bestiary* 141)

N Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 24, touch 13, flat-footed 21 (+7 armor, +2 Dex, +1 dodge, +1 natural, +3 shield)

hp 60 (7 HD; 1d8+6d10+22)

Fort +8, **Ref** +8, **Will** +6

Resist fire 10

OFFENSE

Speed 20 ft., fly 15 ft. (perfect)

Melee +1 longsword +12/+7 (1d8+6/19-20) or

dagger +11/+6 (1d4+5/19-20) or

Ranged mwk composite longbow +9/+4 (1d8+3/x3)

Special Attacks change size

Spell-Like Abilities (CL 8th; concentration +10)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*

1/day—*create food and water*, *ethereal jaunt* (for 1 hour)

STATISTICS

Str 20, **Dex** 14, **Con** 15, **Int** 14, **Wis** 13, **Cha** 14

Base Atk +6; **CMB** +11; **CMD** 24

Feats Combat Reflexes, Dodge, Improved Initiative^b, Mobility, Toughness

Skills Acrobatics -3 (-7 to jump), Appraise +10, Diplomacy +12, Fly +15,

Handle Animal +8, Knowledge (local) +6, Knowledge (planes) +12,

Linguistics +7, Perception +11, Sense Motive +11, Spellcraft +12,

Stealth +1

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ elemental endurance

Combat Gear oil of flame arrow, *potion of cure light wounds*, *potion of heroism*, *potion of resist energy* (electricity), *quick runner's shirt*^u, *volatile vaporizer*^u (2nd level); **Other Gear** +1 chainmail, +1 heavy steel shield, +1 longsword, daggers (2), mwk composite longbow (+3 Str) with 20 arrows, belt of giant strength +2, cloak of resistance +1, lesser talisman of freedom^{oa}, ring of the Material Plane, 11 gp

SPECIAL ABILITIES

Change Size (Sp) Twice per day, Jamila can magically change a creature's size. This works just like an *enlarge person* or *reduce*

person spell (she chooses when using the ability), except that the ability can work on the janni (DC 15 Fortitude negates).

Elemental Endurance (Ex) Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time without harm. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until she perishes. Jamila uses her *ring of the Material Plane* to temporarily ignore this drawback.

Gear Jamila carries the following gear.

Lesser Talisman of Freedom The first time Jamila becomes grappled, entangled, or paralyzed, she is automatically affected by freedom of movement for 3 rounds.

Quick Runner's Shirt Once per day as a swift action, Jamila can take another move action. After she uses this move action, her turn ends.

Ring of the Material Plane Within the Concordance, a janni's need to return to the Material Plane frequently can prove troublesome. A *ring of the Material Plane* allows a janni to remain away from the Material plane for 1 month without suffering ill effects. After the month ends, the ring becomes nonmagical. Each ring must be custom-crafted for a janni based on her own unique attachments. Jamila's ring contains small glass vials filled with Qadiran sand.

Volatile Vaporizer (2nd level) If Jamila drops this green pill into a 2nd-level potion, the potion bubbles and froths into a 10-foot radius cloud. Any creature within the cloud when it appears gains the benefits of the potion. This can affect her *potion of cure light wounds* or her *potion of resist energy*.

TARGOS

Male variant air-infused hawk (*Pathfinder Campaign*

Setting: Planes of Power 56, *Pathfinder RPG Bestiary* 131)

N Tiny native outsider (air)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 17, touch 17, flat-footed 12 (+5 Dex, +2 size)

hp 6 (1d8+2)

Fort +4, **Ref** +7, **Will** +1

Immune electricity

OFFENSE

Speed 10 ft., fly 60 ft. (average)



Melee 2 talons +7 (1d4–1 plus 1d6 electricity)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 21, **Con** 15, **Int** 4, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** +3; **CMD** 12

Feats Weapon Finesse

Skills Acrobatics +5 (–3 to jump), Fly +13, Perception +13, Stealth +17;

Racial Modifiers +8 Perception

Languages Auran

SQ element-infused abilities (energy attacks, energy immunity)

Hailing from the deserts of Qadira, Jamila al-Shafah has always felt a close connection to that land and its people. She has lived many human lifetimes in the guise of a Qadiran person, most frequently as a prosperous merchant. She finds great satisfaction in constructing these human lives and in immersing herself in the passions and whims of mortal existence.

In her most recent human identity, she ran a caravan along the Silken Way and maintained a decades-long relationship with a human man named Targos Min-Katheer, whom she accompanied as an ally and at times as a lover. When Targos died, Jamila was surprised at how intensely she felt his loss. In his absence, her life in Qadira had lost its luster.

In this time of uncertainty, she decided to rekindle an old business relationship that she had neglected for centuries: her membership in the Concordance of Elements. Although Jamila had initially enjoyed working for the Concordance, a growing rivalry with a particularly ambitious and vindictive ifrit named Tamarej made her work environment increasingly inhospitable. The day that Tamarej was promoted to be the official Liaison of the Seat of Fire, the ordained messenger for a member of the Concordance's ruling body, Jamila assumed a human guise and began a new life in Qadira. When she returned to the Concordance, Jamila discovered that Tamarej was no longer a member of the organization, though no one seems willing to share the reason for his disappearance. Regardless of the cause, she is eager to begin work for the Concordance again. To keep the memory of her last human life alive, she travels with an intelligent bird from the Plane of Air that she has named Targos.



THE AVALANCHE

Krakos's devout worship of an elemental lord makes him something of an outlier in the Concordance, but he deftly balances the duties of faith and his pursuit of the Concordance's goals.

KRAKOS

Male oread inquisitor of Ayruzul 6 (Pathfinder RPG Bestiary 2 205, Pathfinder RPG Advanced Player's Guide 38)

N Medium outsider (native)

Init +5; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 13, flat-footed 16 (+5 armor, +1 deflection, +2 Dex)

hp 51 (6d8+18)

Fort +7, Ref +5, Will +9

Resist acid 5

OFFENSE

Speed 20 ft.

Melee +1 morningstar +10 (1d8+8)

Ranged mwk composite longbow +7 (1d8+5/+3)

Special Attacks bane (6 rounds/day), judgment 2/day

Spell-Like Abilities (CL 6th; concentration +5)
1/day—magic stone

Inquisitor Spell-Like Abilities (CL 6th; concentration +9)
At will—detect alignment, discern lies (6 rounds/day)

Inquisitor Spells Known (CL 6th; concentration +9)
2nd (4/day)—aid, resist energy, spiritual weapon, weapon of awe^{Abg}
1st (5/day)—divine favor, expeditious retreat, shield of faith, true strike
0 (at will)—acid splash, bleed (DC 13), detect magic, guidance, light, stabilize

Inquisition Persistence^{UM}

STATISTICS

Str 20, Dex 14, Con 12, Int 10, Wis 16, Cha 9

Base Atk +4; CMB +9; CMD 22

Feats Combat Reflexes, Escape Route^{Abc}, Paired Opportunists^{Abg}, Power Attack, Step Up, Toughness

Skills Acrobatics +2 (–2 to jump), Bluff +3, Intimidate +6, Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Knowledge (nature) +4, Knowledge (planes) +7, Knowledge (religion) +9, Linguistics +1, Perception +12, Sense Motive +15, Spellcraft +4, Stealth +11, Survival +7

Languages Auran, Ignan, Terran

SQ inner strength, monster lore +3, relentless footing, solo tactics, stern gaze +3, stone in the blood, track +3

Combat Gear potion of fly, scroll of align weapon, scroll of cure serious wounds, scroll of keen edge, scroll of lesser restoration, scroll of prayer, acid (2); Other Gear +1 mithral chain shirt, +1 morningstar,

cold iron morningstar, dagger, mwk composite longbow (+5 Str) with 40 arrows, belt of giant strength +2, cloak of resistance +1, iron rope^{UE}, ring of protection +1, steadfast gut-stone^{UE}, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), iron holy symbol of Ayruzul, manacles, mess kit, spell component pouch, trail rations (5), waterskin. 39 gp

SPECIAL ABILITIES

Judgment (Su) Twice per day, Krakos can pronounce judgment upon his foes as a swift action, granting him one of the benefits listed below; as a swift action, he can change the benefit to a different option. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. Krakos must participate in the combat to gain these bonuses. If he is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until he can participate in the combat again.

Destruction: Krakos gains a +3 profane bonus on weapon damage rolls.

Healing: Krakos gains fast healing 3.

Justice: Krakos gains a +2 profane bonus on attack rolls.

Piercing: Krakos gains a +3 profane bonus on concentration checks and caster level checks to overcome a target's spell resistance.

Protection: Krakos gains a +2 profane bonus to AC.

Purity: Krakos gains a +2 profane bonus on saving throws.

Resiliency: Krakos gains DR 2/magic.

Resistance: Krakos gains acid, cold, electricity, fire, or sonic resistance 6.

Smiling: Krakos's weapons overcome damage reduction as if they were magic and evil.

Bane (Su) Krakos can imbue one of his weapons with the *bane* weapon special ability as a swift action. He must select one creature type when he uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while Krakos wields the weapon, and he can use it for up to 6 rounds per day; these rounds do not need to be consecutive.

Inquisition Ayruzul grants Krakos the Persistence inquisition, which gives him the following abilities.

Inner Strength: Once per day as a swift action, Krakos can heal himself for 3d6 points of damage. When he uses this ability, he can also remove one of the following conditions from himself: blinded, confused, dazzled, deafened, frightened, nauseated, shaken, sickened, or staggered.

Relentless Footing: As a swift action, Krakos can add 10 feet to his land speed for 1 round. He can use this ability 6 times per day.



Detect Alignment (Sp) Krakos can cast *detect chaos*, *detect evil*, *detect good*, and *detect law* as a spell-like ability at will.

Discern Lies (Sp) Krakos can discern lies, as per the spell, for 6 rounds per day (Will DC 12). These rounds do not need to be consecutive. Activating this ability is an immediate action.

Escape Route Krakos does not provoke attacks of opportunity when moving through squares adjacent to his allies or his allies' spaces.

Monster Lore (Ex) Krakos gains a +3 bonus on Knowledge checks to identify creatures' abilities and weaknesses.

Paired Opportunists Whenever Krakos is adjacent to an ally, he receives a +4 circumstance bonus on attacks of opportunity against creatures that he and the ally both threaten. Enemies that provoke attacks of opportunity from that ally also provoke attacks of opportunity from him so long as he threatens them. This does not allow him to take more than one attack of opportunity against a creature for a given action.

Solo Tactics (Ex) Krakos benefits from his teamwork feats (Escape Route and Paired Opportunists) as though his allies also had those feats. The descriptions for his teamwork feats include this benefit.

Stern Gaze (Ex) Krakos gains a +3 bonus on Intimidate and Sense Motive checks. These bonuses are already included in his statistics.

Stone in the Blood Any time Krakos is subject to acid damage (regardless of whether or not his acid resistance negates it), he gains fast healing 2 for one round. He can heal up to 12 hit points per day from this ability.

Teamwork Feat Krakos can switch his Paired Opportunists feat into another teamwork feat up to 3 times per day.

Track (Ex) Krakos gains a +3 bonus on Survival checks to track creatures (+10 total).

Spell Krakos can cast the following spell.

Weapon of Awe Krakos can choose any weapon and grant it a +2 sacred bonus to damage for 7 minutes. During this time, if the weapon deals a critical hit, the target of the critical hit becomes shaken for 1 round.

Gear Krakos carries the following gear.

Iron Rope Krakos can utter a command word to permanently transform this rope into solid iron. The transmuted rope has 10 hardness and 30 hit points. The rope is 25 feet long, but it can be cut up to three times and each section of rope can be commanded to transform individually. *Steadfast Gut-Stone* If Krakos swallows this chunk of stone, any time he would take precision damage (such as from a critical hit), he can redirect that damage to the gut stone. The gut stone has 10 hit points and no hardness. If the redirected damage came from a melee weapon, Krakos can sacrifice the stone as a free action to make a sunder combat maneuver against the weapon. This sunder

does not provoke an attack of opportunity, bypasses hardness, and deals 1d4 points of damage.

Krakos is a devoted—albeit more moderate—worshiper of Ayrzul, the enigmatic elemental lord of earth. Instead of fighting against the forces of Ayrzul's hated foe Ymeri, elemental lord of fire, Krakos occasionally works together with the forces of air, fire, and water in conjunction with the Concordance of Elements. The oread sees no contradiction between his faith and his role in the Concordance, instead believing that maintaining the balance of power among the elements is in his patron's best interests—after all, earth moves slowly, and any sudden imbalance is unlikely to favor his patron. The fact that quite a few within Ayrzul's faith consider Krakos's actions to be heretical only serves to encourage him to spend more time away from them while putting his philosophy into practice. He believes that gathering information and formulating a plan before acting is the wisest course of action. Krakos is loyal to his companions and unyielding in the pursuit of his goals.



THE TORRENT

Octaris's penchant for mischief ensures that *all* is never as it seems when he is around.

OCTARIS

Male water mephit hydrokineticist 4 (*Pathfinder RPG Bestiary* 203,

Pathfinder RPG Occult Adventures 10)

CN Small outsider (water)

Init +10; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 17, flat-footed 14 (+6 Dex, +3 natural, +1 size)

hp 71 (7 nonlethal damage from burn; 7 HD; 4d8+3d10+32); fast healing 2 (in water)

Fort +10, **Ref** +15, **Will** +5

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average), swim 30 ft.

Melee 2 claws +8 (1d3+1)

Special Attacks breath weapon (15-foot cone, 1d8 acid, Reflex DC 15 half, usable every 4 rounds), elemental overflow +1, kinetic blast

Spell-Like Abilities (CL 6th; concentration +9)

1/hour—acid arrow

1/day—stinking cloud, summon (level 2, 1 water mephit 25%)

Kineticist Wild Talents Known

Defense—shroud of water

Infusions—extended range, pushing infusion

Blasts—water blast +14 (3d6+8)

Utility—basic hydrokinesis, elemental whispers^{HA}, veil of mists

TACTICS

Base Statistics Without taking burn, Octaris's statistics are **hp** 71 (no nonlethal damage); water blast +13 (3d6+6).

STATISTICS

Str 13, **Dex** 22, **Con** 16, **Int** 8, **Wis** 9, **Cha** 16

Base Atk +6; **CMB** +6; **CMD** 22

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Toughness

Skills Bluff +13, Diplomacy +6, Disguise +11, Fly +14, Intimidate +6,

Knowledge (planes) +3, Linguistics +0, Perception +5, Stealth +16,

Swim +12, Use Magic Device +16

Languages Aquan, Auran, Common

SQ burn (1 point/round, max 6), elemental whispers, elemental

overflow +1, gather power, mephit's knack

Combat Gear scroll of dimension door, wand of elemental *auras*^{APG}

(4 charges), wand of feather fall (15 charges), wand of grease (5

charges), wand of mage armor (10 charges), wand of tongues

(6 charges); **Other Gear** belt of incredible dexterity +2, circlet of

persuasion, cloak of resistance +2, spell component pouch, novice conjurer's spellbook (contains all 0-level wizard spells plus mage armor, enlarge person, sleep, summon monster I, and unseen servant), underwater writing tools (soft coral tablets and etching knives), 59 gp

SPECIAL ABILITIES

Basic Hydrokinesis (Sp) Octaris can create water as the cantrip *create water*, purify water as if using *purify food and drink*, and dry wet creatures and objects as if using *prestidigitation*.

Burn (Ex) Octaris can accept 1 point of burn to add the effects of extended range or pushing infusion to his water blast (see below). He can also accept 1 point of burn to increase the shield bonus to AC that his shroud of water ability grants, or to extend the duration of his veil of mists ability. His statistics assume that he has spent 1 point on veil of mists. For each point of burn he takes, he takes 7 points of nonlethal damage. He can only recover this damage with a full night's rest, and it cannot be reduced or redirected in any way.

Elemental Overflow (Ex)

Whenever Octaris has accepted at least 1 point of burn, he gains a +1 bonus on attack rolls and a +2 bonus on damage rolls with his kinetic blast. This bonus has been factored in to his statistics.

Elemental Whispers (Su)

Octaris has formed a bond with a fragment of elemental water, which grants him a +3 bonus to Swim checks. The fragment rests inside his mind, communicating with him empathically. It is happiest whenever Octaris takes bold risks, and grows sulky whenever he moves close to fire. As long as there are at least 4 gallons of water nearby, Octaris can concentrate to manifest this fragment in the form of a blue-ringed octopus made of water. If Octaris does not spend a standard action each round to concentrate on the manifestation or the octopus takes any damage, the fragment returns to his mind. When the octopus is not manifested, Octaris gains the Alertness feat. The octopus's abilities are listed below. Abilities that it cannot use on the Plane of Air are omitted.

Blue-Ringed Octopus **Init** +5; **Senses** low-light vision; Perception +7; **AC** 19, touch 17, flat-footed 14; **hp** 35; **Fort** +2, **Ref** +7, **Will** +1; **Defensive Abilities** improved evasion; **Speed** 20 ft., swim 30 ft.; **Melee** bite +7 (1d2–1 plus poison); **Space** 2-1/2 ft., **Reach** 0 ft.; **Str** 8, **Dex** 21, **Con** 10, **Int** 2, **Wis** 13, **Cha** 3; **Skills** Perception +7, Stealth +23, Swim +13;



Poison—injury; *save* Fort DC 13, *frequency* 1/round for 6 rounds, *effect* 1 Str damage, *cure* 1 save

Extended Range (Su) By accepting 1 point of burn or using gather power (see below), Otaris can increase the range of his water blast to 120 feet for 1 round.

Fast Healing (Ex) Otaris heals 2 points of damage each round as long as his body is fully submerged in water.

Gather Power (Su) If he has both hands free, Otaris can gather power as a move action. This creates a loud, visible display in a 20-foot radius centered on Otaris, and it allows him to reduce the burn cost of his extended range and pushing infusion talents by 1 point (as long as he uses the talent in the same round). If he gathers power for a full round, he can reduce the cost by 2 points (minimum 0). If he does this, he can also gather power as a move action during his next turn to reduce the cost by 3.

If Otaris takes damage during or after gathering power but before he releases his infused water blast, he must succeed at a concentration check (1d20+7) or lose the gathered energy. The DC is equal to 11 + the amount of damage Otaris took. If he fails this check, he must accept 1 point of burn.

Kinetic Blast (Sp) As a ranged attack, Otaris can unleash a water blast at a single target within 30 feet. He must have one hand free to aim the blast.

Mephit's Knack (Ex) As a water mephit, Otaris is naturally talented at hydrokinesis. His water blast deals damage as if he were a 6th-level kineticist.

Pushing Infusion (Su) By accepting 1 point of burn or using gather power, Otaris can attempt a bull rush combat maneuver with a CMB of +8 to push his target back 5 feet. He can push his target back an additional 5 feet for each point of burn he accepts (while he cannot accept more than 1 point of burn per round, he can pay this additional cost by gathering power).

Shroud of Water (Su) Otaris can surround himself with a shroud of water that protects him from harm. The shroud can either cover his body, functioning as armor, or float around him, functioning as a shield. It grants either a +4 armor bonus to AC or a +2 shield bonus to AC, and he can change the type of bonus as a standard action. By accepting 1 point of burn, he can increase the bonus by 1 until the next time his burn is removed. Any time he accepts burn, he gains both the armor bonus and the shield bonus for 1 round. He can dismiss or restore this effect as an immediate action.

Summon (Sp) Once per day as an action that takes 1 round, Otaris can attempt to summon a water mephit to his location for 1 hour. This ability has a 25% chance of success. If it succeeds, he summons a friend of his named Dupralia who knows about his current gambit.

Veil of Mists (Su) Otaris can create a misty veil that functions as *disguise self* and lasts for 3 minutes. If he accepts 1 point of burn, this disguise lasts until he dismisses it or his burn is removed. He begins the adventure with an ongoing disguise active.

Gear Otaris carries the following gear.

Wand of Elemental Aura Otaris can use this wand to surround himself in an aura of acid, cold, electricity, or fire for 5 rounds. Creatures adjacent to him when the spell is cast and at the start of his turn take 2d6 points of damage of the type he selected. Each element produces an extra effect. A successful DC 14 Reflex save halves the damage and negates this additional effect.

Acid: sickened, on the following round they take 1 point of acid damage and remain sickened

Cold: fatigued, cannot make a fatigued creature exhausted

Electricity: staggered for 1 round

Fire: catch fire (*Pathfinder RPG Core Rulebook* 444).

Intellectually, the mephit Aurathius has never been the sharpest coral on the reef, yet he has always enjoyed a stronger mastery of water than his peers and an uncanny knack for tricking others. In comparison, his cousin Otaris is an arcane genius—or as Aurathius sees him, an arrogant, stuffy academic who spends too much time fiddling with his spellbooks and not enough time enjoying the opportunities he has in life. It is fitting, then, that Aurathius chose to seize some of these opportunities for himself by assuming his pompous cousin's identity and showing up in his place; the statistics above reference Otaris, but this is truly Aurathius in disguise. In place of a true familiar, Aurathius can manifest an aqueous octopus by sheer force of will. Rather than cast spells, he relies on his occult mastery of water, a bag full of wands, and enough bluster to fake true arcane power.

Aurathius is an eternal prankster, constantly amusing himself by tricking the gullible and bringing more humor to everyone's lives. He believes that most rules are crutches built by dull, uninspired individuals to allow them to make decisions mindlessly. He may not be a member of the Concordance yet, but the idea of proving himself first and earning membership in the field sounds appealing. At the very least, a Concordance mission promises to test his skills at improvisational magic and disguise.



THE VOLCANO

Since achieving the impressive feat of developing a way to make intelligible words out of the steam that emerges from her molten, plated body, Rhyol has sought to prove herself among races conditioned to think of thoquas as simpleminded worms.

RHYOL

Female thoquua barbarian 3 (*Pathfinder RPG Bestiary* 2 262)

N Medium outsider (earth, elemental, extraplanar, fire)

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

Aura molten body (DC 15)

DEFENSE

AC 21, touch 12, flat-footed 19 (+5 armor, +7 Dex, +4 natural)

hp 64 (6 HD; 3d10+3d12+27)

Fort +11, **Ref** +7, **Will** +3; +2 vs. spells and spell-like abilities

Defensive Abilities trap sense +1, uncanny dodge; **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee slam +10 (1d8+6 plus burn)

Special Attacks burn (1d6 fire, DC 15), rage (12 rounds/day), rage power (phreatic expansion)

TACTICS

Medium Raging Statistics When Rhyol uses her rage ability, her statistics are **Aura** molten body (DC 17); **AC** 19, touch 10, flat-footed 17; **hp** 76; **Fort** +13, **Will** +5; **Melee** slam +14 (1d8+11 plus burn); **Special Attacks** burn (1d6, DC 17); **Str** 23, **Con** 23, **CMB** +12.

Large Raging Statistics When Rhyol uses both her rage ability and phreatic expansion rage power, her statistics are **Aura** molten body (DC 17); **AC** 18, touch 9, flat-footed 16; **hp** 76; **Fort** +13, **Will** +5; **Melee** slam +13 (2d6+11 plus burn); **Special Attacks** burn (1d6, DC 17); **Space** 10 ft.; **Reach** 10 ft.; **Str** 23, **Con** 23, **CMB** +13; **CMD** 23; **Skills** Stealth +4.

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22 (can't be tripped)

Feats Improved Natural Attack (slam), Power Attack, Skill Focus (Perception)

Skills Acrobatics +10 (+14 to jump), Diplomacy +1, Intimidate +8,

Knowledge (planes) +3, Linguistics +0, Perception +11, Stealth +8,

Survival +6

Languages Auran, Ignan

SQ fast movement

Combat Gear *potion of cure light wounds*, *potion of heroism*; **Other**

Gear belt of giant strength +2, cloak of resistance +1, furious amulet of mighty fists^{UE}, token of fury

SPECIAL ABILITIES

Augmented Plating (Ex) Rhyol has carefully planned her diet to strengthen the armored plating that surrounds her body. Her scales are covered in mithral and adorned with small pieces of the magic resistant skymetal noqual. Together, this plating grants her a +4 armor bonus to AC and a +1 resistance bonus on saving throws. This resistance bonus increases to +3 on saving throws against spells and spell-like abilities. These bonuses are calculated into her statistics.

Burn (Ex) If Rhyol hits a creature with her slam attack, her target must succeed at a DC 15 Reflex save or catch fire, taking 1d6 fire damage each round at the start of its turn for 1d4 rounds. A creature can attempt a DC 15 Reflex save at the beginning of its turn to put out the flames. Creatures that grapple Rhyol or attack her with natural weapons are also subject to this damage.

Elemental Traits As an elemental creature, Rhyol is immune to bleed, paralysis, poison, sleep effects, and stunning. She is not subject to critical hits or flanking.

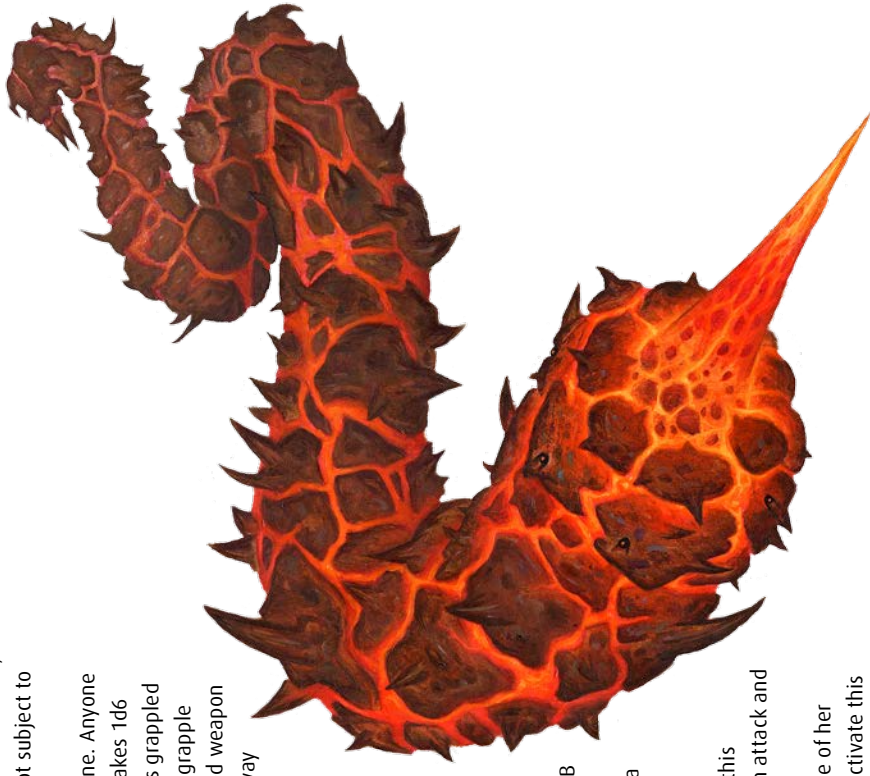
Molten Body (Su) Rhyol's body is hot enough to melt stone. Anyone striking her with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples her or is grappled by her takes 3d6 points of fire damage each round the grapple persists. A creature that strikes her with a manufactured weapon can attempt a DC 15 Reflex save to pull the weapon away quickly enough to avoid having the weapon take 1d6 points of fire damage—damage caused to a weapon in this manner is not halved as is normal for damage caused to items, and ignores the first 5 points of hardness possessed by the item. The save DC is Constitution-based.

Phreatic Expansion (Su) Whenever she enters a rage, Rhyol can choose to increase her size to Large. This expansion does not modify her ability scores. The base damage of her slam increases to 2d6, and her CMB and CMD both increase by 1. At the same time, she takes a –1 penalty to AC and on attack rolls, as well as a –4 penalty on Stealth checks.

Gear Rhyol carries the following piece of equipment.

Furious Amulet of Mighty Fists When Rhyol is in a rage, this amulet provides her with a +2 enhancement bonus on attack and damage rolls.

Token of Fury Rhyol wears this beaten brass bangle on one of her spikes. Three times per day as a swift action, she can activate this item to grant her the Vital Strike feat (increasing her damage to 2d8 when Medium or 4d6 when Large) for 1 round.



Rhyol spent her early years in the expansive lava fields that dot the border between the Planes of Earth and Fire. Although thoqqas have a reputation for being irascible, Rhyol's propensity for bouts of rage was notable even among her kind. Also notable was her considerable strength, which she used to carve out a sizable territory for herself. As she swam and burrowed through her volcanic domain, she came across a chunk of pale green metal that caught the light of the flames like a piece of crystal. When she took a bite of the metal, she was struck both by its unusual flavor and a sudden, odd sense of longing. She was determined to understand what this green substance was and why it could influence her mind, so she wrapped the end of her tail around it and set off to find the only type of creature she could think of that might be able to help her solve this maddening mystery: a mephit. Fire mephits, Rhyol knew, were weak, but they also gathered together in large numbers and shared knowledge. Most importantly, very few creatures other than mephits seemed to be able to understand thoqqas at all.

Finding a fire mephit willing to help her was a straightforward task, but unraveling the nature of the metal proved far more challenging than she expected. The sample passed from scholar to scholar, each of which had no record of its existence. She learned that the metal was highly resistant to magic, rebuffing most attempts at examination. In time, her mephit allies became friends, and the young thoqqua learned ways to take out her rage that did not involve violence. She also developed a curiosity about the fire mephit's numerous cultural customs, taboos, and rituals, which to her seemed entirely pointless. As her sense of wonder and bewilderment grew, she sought out a way to communicate more effectively. With painstaking trial and error—and the occasional destructive rampage to vent frustration—she developed enough control over the sounds that steam made when it hissed through her plated hide to form intelligible words. It was this breakthrough that caught the attention of a member of the Concordance, who offered her membership on the spot. Rhyol accepted the offer, and has never looked back.



THE STORM

Zephyr is a troubled man whose uncanny insights intermingle with baffling leaps of logic.

ZEPHYR OF THE FORGOTTEN SUN

Male sylph druid (sky druid) 6 (*Pathfinder RPG Advanced Race Guide* 158, *Pathfinder RPG Bestiary* 2 258)

CN Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +1 deflection, +3 Dex)

hp 51 (6d8+18)

Fort +7, **Ref** +8, **Will** +11; +4 vs. air or electricity descriptor spells or effects that control or modify the weather

Resist electricity 5

OFFENSE

Speed 30 ft.

Melee +7 *spear* +4 (1d8/x3)

Special Attacks wild shape 1/day

Spell-Like Abilities (CL 6th; concentration +6)
1/day—*feather fall*

Druid Spells Prepared (CL 6th; concentration +11)
3rd—*call lightning* (2, DC 18), *cloak of winds*^{ARG} (DC 18),
remove curse^o
2nd—*barkskin*, *bull's strength*, *remove paralysis*^o, *resist energy* (2)
1st—*liberating command*^{uc}, *obscuring mist*, *produce flame*, *ray of sickening*^{um} (DC 16), *remove fear*^o, *windy escape*^{ARG}
0 (at will)—*create water*, *detect magic*, *light*, *stabilize*
D Domain spell; **Domain** Liberation

STATISTICS

Str 9, **Dex** 16, **Con** 12, **Int** 10, **Wis** 20, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 17

Feats Lightning Reflexes, Natural Spell, Toughness

Skills Fly +12, Handle Animal +9, Heal +9, Knowledge (geography) +9, Knowledge (nature) +6, Knowledge (planes) +1, Perception +9, Spellcraft +4, Survival +11

Languages Auran, Druidic, Ethranian

SQ air insight, liberation (6 rounds/day), nature bond (liberation domain), nature sense, resist storm, sky's embrace, skymaster, wild empathy +6

Combat Gear *lesser fire elemental metamagic rod*^{ARG}, *feather token* (fan), *scroll of dispel magic*, *wand of cure light wounds* (20 charges);

Other Gear +1 leather armor, +1 spear, cloak of resistance +1, headband of inspired wisdom +2, horn of fog, ring of protection +1, boots of freefalling, 59 gp

SPECIAL ABILITIES

Air Insight When Zephyr uses *summon nature's ally* to summon a creature with the air subtype, the spell lasts 2 rounds longer.

Liberation (Su) For 6 rounds per day, Zephyr can move normally regardless of effects that would impede him as if he were affected by *freedom of movement*. These rounds do not need to be consecutive.

sky's Embrace (Su) Zephyr does not take falling damage, and may use his Fly skill in place of Acrobatics when jumping.

skymaster (Su) Zephyr can use the *fly* spell on himself for up to 6 minutes per day. These minutes do not need to be consecutive.

Spells Zephyr can cast the following spells:
Cloak of Winds Zephyr shrouds a creature within 35 feet with a protective cloak of winds for 6 minutes. The target can move freely through winds of windstorm or lesser strength, and ranged attacks against the target take a –4 penalty. Tiny or smaller creatures struggle to attack the target.

Liberating Command As an immediate action, Zephyr can pick an ally within 35 feet.

That ally can spend an immediate action to make an Escape Artist check with a +12 competence bonus

to escape restraints, bindings, or grapples.

Ray of Sickening Zephyr can shoot a ray as a ranged touch attack at a target within 35 feet. If it hits, the target is sickened for 6 minutes (DC 16 Fortitude negates).

Windy Escape Zephyr can cast this spells as an immediate action in response to an attack to become insubstantial, gaining DR 10/magic and immunity to any poison and critical hit or sneak attack damage that are part of that attack. He cannot use this spell to protect against attacks of opportunity he provokes from spellcasting.

Gear Zephyr carries the following gear.

Boots of Freefalling While wearing these boots, Zephyr can suppress the effects of his constant *feather fall* as a free action at the beginning of his turn. They also help him orient himself, granting him a +4 bonus on Wisdom checks to navigate using subjective directional gravity.

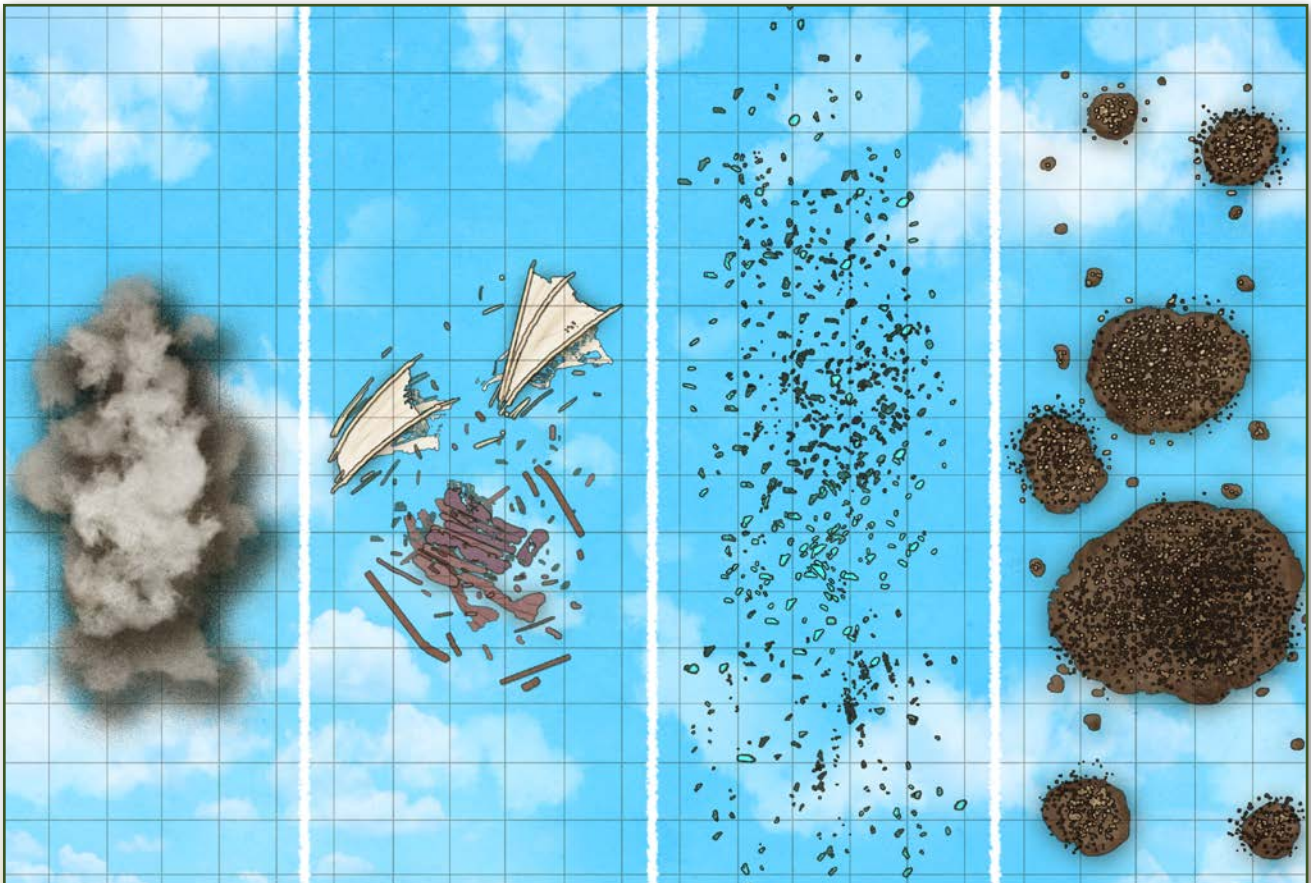
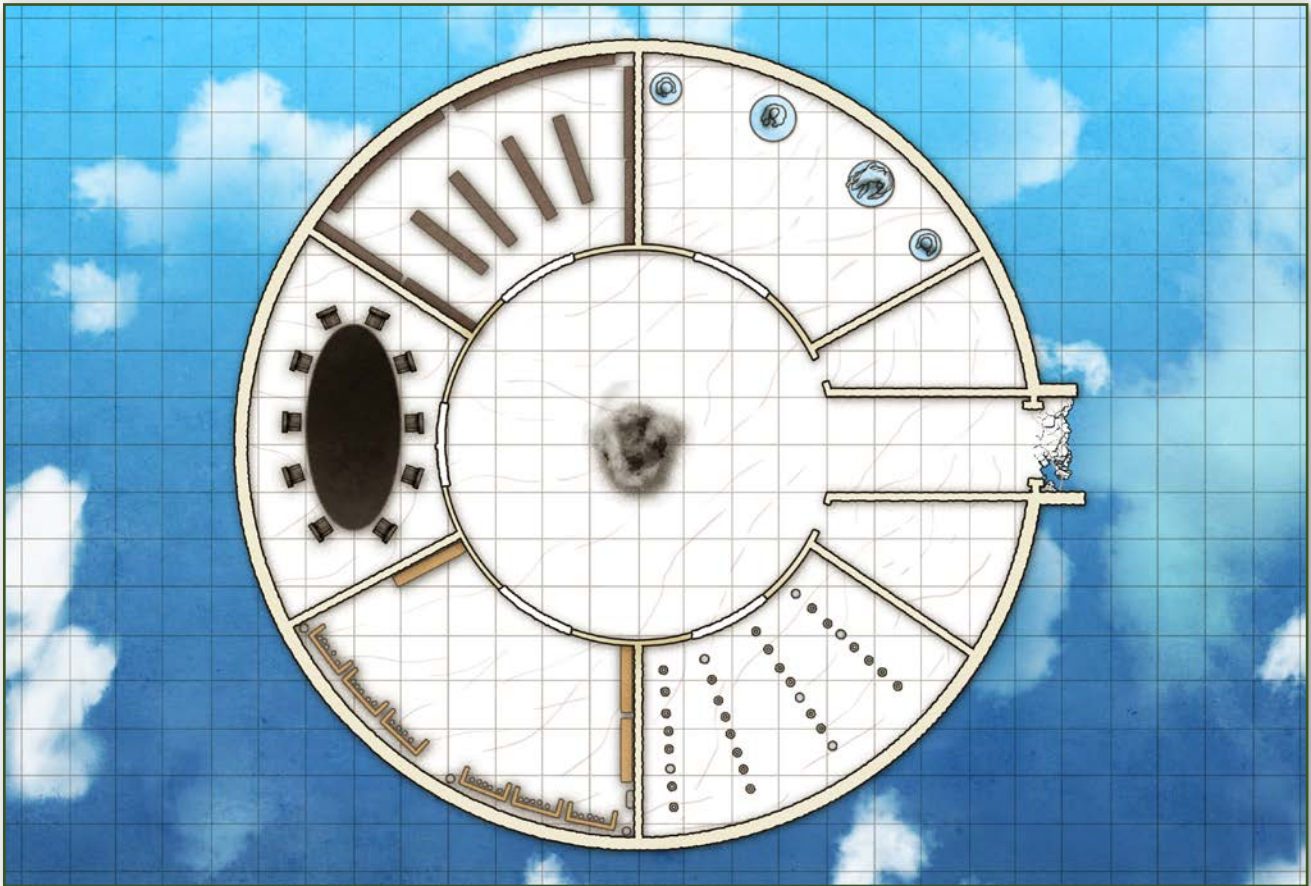
Lesser Fire Elemental Metamagic Rod Zephyr can cast up to three spells per day that deal fire damage instead of the spell's normal damage type, or half fire damage and half the spell's normal damage type.

The only portion of his past that Zephyr of the Forgotten Sun is willing to share is that everything he once knew was consumed in flames. Zephyr hails from Ethrania, a planet far from



Golarion that was lost in a great cataclysm. He was traveling through the Plane of Air on business for the Concordance when disaster struck. When his attempts to return home failed, he sought answers in divination magic, which taught him pieces of the horrifying truth behind the planet's destruction. Only the occasional phrase or curse in Ethranian stand as a testament to the lost world, which Zephyr endeavors every day to put behind him. Zephyr values living in the present moment, and dedicates himself to an obsessive degree to the cause of elemental balance. In his view, an elemental imbalance was responsible for the all-consuming inferno that destroyed his home. This tragedy is not the only event that Zephyr blames on elemental imbalance—in fact, his penchant for blaming so many ills on this one central cause leads some members of the Concordance to dismiss his insights. No one in the Concordance knows how many of his instincts in this matter will, in time, be proven correct. He vacillates between pensive and flighty, at times appearing to be both at once. Regardless of how distracted he may seem, he is always aware of the world around him.





Pathfinder Society Scenario #7-99: Through Maelstrom Rift

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ ☐ Prestige Points

Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ ☐ Prestige Points

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Pathfinder Society Scenario #7-99: Through Maelstrom Rift

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Air Affinity: Your connection to elemental air has grown stronger over the course of your recent adventures. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the Elemental Planes.

Elemental Awakening: The Society has cast its gaze upon the Elemental Planes, and as you and your colleagues explore these wondrous realms, you develop a nuanced command of elemental forces and the ability to withstand a fraction of the local hazards. Whenever any of your characters earns a Chronicle sheet that grants the Air Affinity, Earth Affinity, Fire Affinity, or Water Affinity boon, you can include a copy of that sheet with this character's records and check a box below corresponding to that boon's element; Chronicle sheets applied to a different character do not grant you any benefit or rewards beyond serving as a record for this boon. So long as you have checked at least one box associated with an element, you gain an ongoing benefit and can cross the entire element's entry off the Chronicle sheet in order to cast a spell-like ability, treating your caster level as 3 times the number of checked boxes.

☐ ☐ ☐ ☐ **Air:** You gain electricity resistance equal to the number of boxes checked. You also gain a bonus on Charisma-based skill checks made to influence creatures with the air subtype equal to the number of boxes checked. You can cross this entry off your Chronicle sheet to cast *feather fall* as a spell-like ability. If you have two or more boxes checked, you can instead cast *fly*. If you have all four boxes checked, you can cast *mass fly* (*Pathfinder RPG Advanced Player's Guide* 223).

☐ ☐ ☐ ☐ **Earth:** You gain acid resistance equal to the number of boxes checked. You also gain a bonus on Charisma-based skill checks made to influence creatures with the earth subtype equal to the number of boxes checked. You can cross this entry off your Chronicle sheet to cast *stone shield* (*Pathfinder RPG Advanced Race Guide* 149) as a spell-like ability. If you have two or more boxes checked, you can instead cast *stone shape*. If you have all four boxes checked, you can instead cast either *stone to flesh* or *stoneskin*.

☐ ☐ ☐ ☐ **Fire:** You gain fire resistance equal to the number of boxes checked. You also gain a bonus on Charisma-based skill checks made to influence creatures with the fire subtype equal to the number of boxes checked. You can cross this entry off your Chronicle sheet to cast *burning hands* (DC 16) as a spell-like ability. If you have two or more boxes checked, you can instead cast *fireball* (DC 18). If you have all four boxes checked, you can instead cast either *fire shield* or *fire snake* (*Pathfinder RPG Advanced Player's Guide* 222, DC 20).

☐ ☐ ☐ ☐ **Water:** You gain cold resistance equal to the number of boxes checked. You also gain a bonus on Charisma-based skill checks made to influence creatures with the water subtype equal to the number of boxes checked. You can cross this entry off your Chronicle sheet to cast *touch of the sea* (*Pathfinder RPG Advanced Player's Guide* 250) as a spell-like ability. If you have two or more boxes checked, you can instead cast *quench* (DC 18) or *water breathing*. If you have all four boxes checked, you can instead cast either *cone of cold* (DC 20) or *solid fog*.

Subtier

liquid chaos (functions as a liquid blade [*Pathfinder RPG Ultimate Equipment* 108] but creates a +1 anarchic short sword with the fragile quality; 400 gp, limit 5)
stormlure (5,400 gp; *Pathfinder RPG Ultimate Equipment* 260)
vambraces of the genie (18,900 gp; *Pathfinder RPG Ultimate Equipment* 275)

SUBTIER ☐ Slow ☐ Normal

5-7

1,455

2,910

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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—

—

SUBTIER ☐ Slow ☐ Normal

—

—

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #