

# PATHFINDER SOCIETY®

## YEAR OF THE STOLEN STORM



## TYRANNY OF WINDS, PART 2: SECRETS OF THE ENDLESS SKY

By Crystal Malarsky



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## HOW TO PLAY

*Pathfinder Society Scenario #8-10: Tyranny of Winds, Part 2: Secrets of the Endless Sky* is a Pathfinder Society Scenario designed for 1st-through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety).



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## GM RESOURCES

*Secrets of the Endless Sky* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Advanced Race Guide* (ARG), and *Pathfinder RPG Ultimate Combat* (UC). This adventure assumes 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](http://paizo.com/prd), and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [paizo.com/prd](http://paizo.com/prd).

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# TYRANNY OF WINDS, PART 2: SECRETS OF THE ENDLESS SKY

By Crystal Malarsky



**L**ong ago, Kelizandri, the evil elemental lord of water, conspired with the villainous lords of air, earth, and fire to trap the four good elemental lords within arcane gems. They imprisoned Ranginori, the good elemental lord of air, in a gem that came to be called the *Untouchable Opal*. Thought lost for eons, the artifact recently found its way into the hands of the Pathfinder Society. With the prisoner of the stone identified, the Society now seeks to free the demigod to win his favor and gain easier access to the Plane of Air.

News of this discovery reached a cabal known as the Concordance of Elements, which strives to maintain harmony among the elemental planes. They fear any incongruity in the balance of power could cause catastrophic disaster, and they see the Society's goals as a threat to the planes' delicate balance. In an effort to prevent the Society from doing harm, Concordance agent Jamila al-Shafah attempted to sabotage the Society by pitting elemental clans from the Osirian deserts against them. Her plan backfired when the clans saw the Pathfinder agents as prophets rather than enemies. Through its dealings with two of the largest elemental clans, the Ainsī Tribe and the Goanron Triumvirate, the Society learned about Jamila's treachery and allegiance to the Concordance. More importantly, they also discovered where she retreated: Armun Kelisk, the great djinni city on the Plane of Air.

After Jamila reported her failure, her superior Ashasar sent her on a mission to retrieve a powerful magic item to use against the Society. Meanwhile, Ashasar placed Concordance members in Armun Kelisk on high alert for any Society agents entering the city. He ordered them to use whatever means necessary to waylay the Pathfinders.

In the midst of the struggle between the Concordance and the Society, a greater threat looms silently in the background. The imprisonment of Ranginori left the Plane of Air solely under the authority of the wicked elemental lord of air, Hshurha. The cruel and capricious Duchess of All Winds has her own spies skulking throughout the clouds, ready to vanquish potential nuisances with vicious glee. Among her loyal servants is the sylph Chalissier, who

## WHERE ON GOLARION?

This scenario begins in the Osirian capital city of Sothis. From there, the adventure moves to the city of Armun Kelisk on the Plane of Air, where the bulk of the scenario takes place. For more information on Armun Kelisk and the Plane of Air, see *Pathfinder Campaign Setting: Planes of Power*, available in bookstores and games stores everywhere and online at [paizo.com](http://paizo.com).



patrols Armun Kelisk from astride his pegasus companion. Ever since whispers of a coup involving Ranginori's release reached his ears, Chalissier has been vigilantly searching for any conspirators hidden within the city.

## ADVENTURE SUMMARY

The PCs begin this scenario in Sothis, meeting with Venture-Captain Norden Balentiir to discuss developments regarding Jamila. Balentiir arranges for the PCs to travel to Armun Kelisk in pursuit of the Concordance agent. He urges them to research the *Untouchable Opal* while they are in the city. Jairo, a djinni contact of the Society, waits to greet the Pathfinders in Armun Kelisk's Lower City district. He invites the PCs to accompany him to an upcoming festival, the Grand Symposium Gala, where they can speak directly to guest scholars. The PCs' investigation catches the attention of Concordance agents, who ambush the PCs

after the event. After handling the ambush, the PCs follow a lead to a remote temple dedicated to the empyreal lord Pulura, where they continue researching the Concordance and the *Untouchable Opal*. They learn of a tome located in the Azure Hall that promises to reveal a wealth of knowledge, but before they depart, more Concordance agents confront them. After repelling the attackers, the PCs must obtain access to the Azure Hall and locate the tome before the Concordance and Hshurha's spies catch up to them.

## GETTING STARTED

The adventure begins in the office of Venture-Captain Norden Balentiir in Osirion. Read or paraphrase the following to begin the adventure.

Venture-Captain Norden Balentiir sits bent over a weathered scroll. He looks up from the parchment and smiles wearily. "Thank you for coming. As you may know, an agent from the Concordance of Elements attempted to sabotage us by leading the Society into a trap in the deserts to the east."

If any of the PCs has the Chronicle sheet for #8–o8: *Tyranny of Winds, Part 1: The Sandstorm Prophecy*, Balentiir thanks those PCs for resolving the situation in the desert, and asks those PCs to fill their allies in on the details of their adventures.

"The agent was Jamila al-Shafah, a janni who was once on good terms with the Pathfinder Society. I would appreciate your tracking her down and discovering her cabal's goals. My colleagues and I believe she went to Armun Kelisk, a metropolis on the Plane of Air, to convene with other members of her organization. I'll need all of you to travel to the Plane of Air to pick up the trail. While you are in Armun Kelisk, I have another important task for you."

Balentiir taps a finger to the image of a gem drawn on the scroll before him. "This is a sketch of the *Untouchable Opal*. It imprisons the good-aligned lord of air, Ranginori, and is now in our possession. If we can find a way to release Ranginori, he may grant us his blessing, making the outer reaches of the Plane of Air more hospitable for us. Armun Kelisk's numerous libraries are an invaluable place to start our investigation into the Opal.

"A friend of the Society by the name of Jairo the Enlightener has arranged your travel to Armun Kelisk, and he will meet with you once you arrive. He is a scholarly djinni with many contacts that should prove useful. I advise exercising discretion though—we do not know who may be allied with the Concordance. Do you have any questions?"

Below are some potential questions the PCs may have for Venture-Captain Balentiir.

**Can you tell us more about the Concordance and this agent we're after?** "Unfortunately, we do not have much information. Jamila al-Shafah was a wealthy merchant in Qadira and the partner of late Venture-Captain Targos Min-Katheer. We believe the Concordance sent her to spy on the Society. The Concordance's motivations and overall goals are still a mystery."

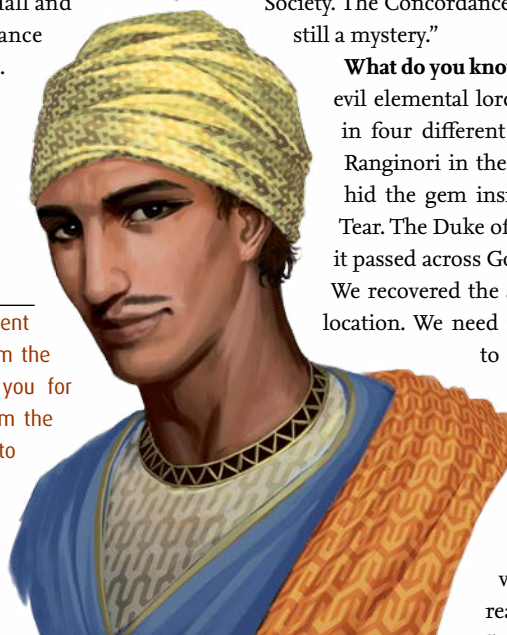
**What do you know about the *Untouchable Opal*?** "The evil elemental lords trapped their good counterparts in four different gems long ago. They imprisoned Ranginori in the *Untouchable Opal*, and their agents hid the gem inside the comet known as Aucturn's Tear. The Duke of Thunder illuminated his prison as it passed across Golarion's sky, drawing our attention. We recovered the artifact and have stored it in a safe location. We need you to learn more and find a way to release the demigod from that miserable prison."

**Can we trust Jairo?** "The Society crossed paths with Jairo years ago and earned his respect and friendship. He offered to assist us should any of our agents visit Armun Kelisk. We have no reason to believe he works for the Concordance."

**What can Jairo offer us?** "He has secured your transportation to the Plane of Air. I will speak more on that shortly. He will also be your host while in Armun Kelisk, and he's already arranged for you to meet with local scholars and dignitaries. If you encounter any need for political support during your mission, ask Jairo. He may have some connections."

**What can we expect from the inhabitants of Armun Kelisk?** "Armun Kelisk is primarily filled with djinn, but it has a sizeable population of sylphs, gnomes, elementals, and mephits. Sultan Zafer XXXVIII rules from the Sussurran Palace, but the ruthless elemental lord Hshurha commands the entirety of the Plane of Air. Known as the Duchess of All Winds, she rarely interferes with the people of Armun Kelisk. Blessedly, Sultan Zafer himself is far more pleasant a ruler, if a bit epicurean. The city is a metropolis bustling with traders and travelers, so you shouldn't incur any hostility."

**Is there anything we should know about the environmental effects on the Plane of Air?** "Most of the Plane of Air is difficult for non-natives to traverse because gravity itself is subjective throughout most of the plane. However, to encourage foreign trade and tourism, the djinn of Armun Kelisk have arcanelly simulated gravity in Armun Kelisk that resembles Golarion's."



Norden Balentiir



## Knowledge (Planes)

Based on the result of a Knowledge (planes) check, the PCs might know about Armun Kelisk. They know all of the information whose DC is less than or equal to the result of their check. Sylph PCs receive a +4 circumstance bonus on this skill check.

**15+:** Armun Kelisk is the largest settlement on the Plane of Air. It is divided into seven different islands: the Lower City, the Cyan Keep, the Silversky Markets, the Luminous Court, the Cirussean Ward, the Godsward, and the High Palaces.

**20+:** In addition to simulating gravity, the djinn of Armun Kelisk have also created an artificial day and night cycle for the comfort of their frequent non-native guests.

**25+:** A network of portals connects the city's seven islands. These portals are heavily guarded, and anyone wishing to access the High Palaces district must possess a special crystal key granted by the sultan himself.

Once the PCs have asked the venture-captain all of their questions, he informs them that Jairo has sent a rather ostentatious means of transport, which is currently in the lodge's gardens. He also tells the PCs that while they have time to make last-minute purchases, it would be best not to make their transport wait longer than necessary. When the PCs venture out to the gardens, they find a gilded carriage and four pegasi waiting for them. The pegasi cannot speak, but they understand Common, and they do their best to communicate if the PCs speak with them. They know that Jairo hired their services to convey the PCs to Armun Kelisk by calling in a favor that another genie owed him, the details of which they are not at liberty to share. They believe that Jairo is trustworthy and dependable, and they have never heard of the Concordance.

The carriage is large enough to accommodate the PCs and all of their animal companions, familiars, and other such allies. Once everyone has entered the carriage, the pegasi take to the skies. Shortly after the carriage leaves the ground, the world melts away into an unfamiliar sky.

## ARRIVAL AT THE LOWER CITY

An endless sea of sky glows in hues of stunning gold, vibrant rose, and smoky indigo. Distant orbs of light twinkle like stars, and floating islands crafted from crystal, silver, and ice gleam in the twilight. Djinn soar past winged gondolas and flying horses, easily

navigating a labyrinth of majestic buildings and the many bridges that connect them. The air is heavy with the scent of incense and spices, and the echo of music and laughter drifts upon the wind.

The carriage glides past opulent structures crafted from marble and clouds, where curious young sylphs and mephits sit perched on windowsills, waving to passing travelers. The pegasi neigh and slow as a cluster of docks come into view. The port is crowded with throngs of airships and the merchants strolling among them.

As the carriages comes to a halt on an empty platform, a djinni dressed in resplendent clothing approaches with a smile. He offers a low bow and clasps his hands together. "Welcome! I am Jairo, and it is such a pleasure to be your host while you stay in my beautiful city. Allow me to escort you to your lodgings where you can rest." The djinn pauses and looks around warily. When he speaks again, his voice lowers to a whisper. "And also where we can speak in a more private setting."

Jairo asks the PCs to leave the carriage behind and shows them to an immense flying carpet. He helps them aboard and guides the carpet through the district, pointing out areas of interest as they go. They arrive at a courtyard encircled by a silver villa.

The djinni takes them inside the luxurious residence and into a parlor where a spread of food and beverages await. Read or paraphrase the following to introduce Jairo's manor.

Swathes of jewel-colored silks billow from the ceiling of the parlor with matching plush pillows scattered across the floor. Jairo settles atop a large amethyst cushion and gestures to an array of refreshments laid out on shining trays. The aroma of mint wafts up from a steaming silver teapot, while candied fruit and sugared confections sparkle atop tiered plates. "Please sit and help yourself to whatever you like. Savories, sweets—there is a bit of everything to please, I imagine." The djinni pours tea into polished cups and distributes them among his guests.

"Ah, but there is business to discuss, is there not? Norden told me you wish to learn more about a rival faction and also an artifact. I do not know about either, I'm afraid, but I have arranged for you to join me at the Grand Symposium Gala tomorrow in the Cirussean Ward. It is an event that local aristocrats are hosting to celebrate a newly renovated wing of the Azure Hall, our finest



**Jairo the  
Enlightener**

library here in Armun Kelisk. There will be numerous scholars and dignitaries present who may be able to aid you in your quest.”

**Development:** Jairo accommodates the PCs’ requests to the best of his ability, offering them an impressive selection of food and drink. Jairo treats any PC with the Djinni’s Admiration boon from #6–11: *The Slave Master’s Mirror* as a personal friend. When the PCs have eaten their fill, Jairo shows them to their rooms. He explains that the Gala is a formal affair and asks if they require proper garments. He offers to lend each of them a noble’s outfit from his considerable collection, along with matching jewelry. He privately pulls aside any PCs with the Djinni’s Admiration boon and insists upon giving them a noble’s outfit as a gift, offering to purchase one from any tailor in the city.

## THE GRAND SYMPOSIUM GALA

After the PCs rest, Jairo provides the PCs with flying carpets (specifically, one 10-foot-by-10-foot *carpet of flying* per two PCs or Small or Medium companion creatures, and one carpet each for Large companions). He informs them that they may use these transports to travel at their leisure after the party for the duration of their stay in Armun Kelisk. Once everyone boards their carpets, Jairo guides them through the Lower City and the Luminous Court to the multilevel park that hosts the Grand Symposium Gala. Read or paraphrase the following to set the scene for the festivities.

Gossamer pavilions populate a chain of verdant floating islands. Finely dressed djinn hover among cascades of pale blossoms showering down from pearlescent trees. Sylphs stroll along the slender bridges connecting the many platforms. The steady hum of chatter fills the crisp air as Jairo docks his carpet by the outskirts of the park. “Leave the carpets here; you don’t want to accidentally crash into the crowd and make a scene.” The djinni regards the throng of nobles and scholars with an appraising gaze. “I have some associates I must meet with, so please excuse me. Enjoy the party and feel free to mingle. I’m sure there are plenty of people here who can offer you some useful leads for your research.”

Before Jairo leaves, he points out the eight guests listed under the Notable Guests section below, telling PCs the name and occupation of each one. He also tells the PCs that Mithradatha, Wan Feng, and Zhalla bint Rathmozen are not scholars; instead, they are influential individuals. He muses that galas such as this one have a way of bringing together people who would rather not see each other, and cautions that if the PCs wish to curry favor with one of them, they had best not attempt to ally with another.

Whenever the PCs speak to a guest, they may attempt a Diplomacy check to gather a piece of relevant information, as long as the NPC’s attitude toward them is at least indifferent. The PCs can gain up to five pieces of information from the

different scholars at the event. The information the PCs can gather appears in the Five Clues section on page 8. Instead of using Diplomacy, the PCs can gain information from each NPC with another skill check specific to that NPC. The DCs of skill checks if an NPC is indifferent toward the PCs appear in the Notable Guests section below. If the NPC is friendly toward the PCs, lower the DCs by 5. If the NPC is helpful toward the PCs, lower the DCs by 10 instead.

PCs with the Djinni’s Admiration boon from #6–11 receive a +2 circumstance bonus on all checks to make a favorable impression upon NPCs during the gala, as Jairo speaks highly of them during the event. The PCs may use aid another to assist each other, but each PC can participate in only one skill check to gain information from a particular NPC. The NPCs are busy, and they are unwilling to waste too much time talking to any one person.

Some NPC’s attitudes shift automatically based upon who the PCs are or how they approach the conversation. The PCs may also actively attempt to shift the NPC’s attitudes. The information needed to determine the DCs of the Diplomacy checks to change each NPC’s attitudes appears below.

**Faction Notes:** Sovereign Court PCs may use the festivities as an opportunity to ally with one of three influential people of the city. If the PCs improve the attitude of one of Mithradatha, Wan Feng, and Zhalla bint Rathmozen to friendly, they may convince that NPC to join the Sovereign Court’s cause with a successful DC 15 Diplomacy check (DC 19 in Subtier 4–5). If they improve the attitude of the NPC to helpful, they can convince the NPC to join the Sovereign Court without an additional skill check. Once they form an alliance with one of these NPCs, they cannot form an alliance with the others due to the hostilities between them.

## Notable Guests

Jairo points out the following influential academics and dignitaries to the PCs. The PCs can speak with these guests to learn the information mentioned in the Five Clues section on page 8. The attitude of each of the following NPCs starts at indifferent unless otherwise noted.

**Almoshtari, invisible stalker historian:** Almoshtari is a bombastic individual determined to prove herself as a revered historian. Unlike most others of her kind, she doesn’t like to go ignored and conducts her conversations with boisterous zeal. She drapes herself in colorful beaded fabric and streaming ribbons. The Common phrase “invisible stalker” offends her, as she chafes at the implication of being an untrustworthy individual who compulsively follows others. One thing she does have in common with many of her kind is her mistrust of spellcasters. Her attitude to any PC that reveals himself as an arcane spellcaster begins at unfriendly. Almoshtari enjoys discussing history, and the PCs may use Knowledge (history) checks in place of Diplomacy to impress her.

*Improving Attitude:* Including circumstance modifiers, Almoshtari's effective Charisma modifier for the purpose of changing her attitude with Diplomacy checks is +0 (or +4 in Subtier 4–5).

*Clue DCs:* If Almoshtari is indifferent toward the PCs, she provides information if the PCs succeed at a DC 20 Diplomacy or DC 15 Knowledge (history) check (DC 24 Diplomacy or DC 19 Knowledge [history] in Subtier 4–5).

*Clues:* Almoshtari knows **Clue #1** and **Clue #4**.

**Fairuza Bereket, female djinni librarian:** Fairuza is a librarian at the Azure Hall who, unbeknownst to Jairo or any of the other prominent attendees of the gala, covertly works for the Concordance of Elements. She is a gentle woman with a mild temperament, though she is obsessed with keeping everything neat and orderly. Messiness of any kind triggers her anxiety, so she keeps her appearance and environment spotless whenever possible. When stressed, she develops a tic of tapping her fingers together, and she is prone to retreating from anything too chaotic or filthy. If the PCs question her about the Concordance or Jamila, she plays aloof and tries to divert the subject. If they ask about the *Untouchable Opal*, she tells them **Clue #5** so that the Concordance has a tactical place to ambush them without drawing too much attention. If the PCs press her for more information, a waiter who also secretly works for the Concordance spills a tray of drinks nearby. Some of the drink splashes on Fairuza, causing her significant distress, and she excuses herself from any further inquiry.

*Improving Attitude:* Fairuza is intensely suspicious of the PCs. She is polite to them and does not voice her suspicions, but the PCs cannot improve her attitude during the gala. PCs who succeed at a DC 19 Sense Motive check (DC 23 in Subtier 4–5) notice that she is paying close attention to them.

*Clues:* Fairuza knows **Clue #5**.

**Ghassan El-Amin, male djinni archivist:** Ghassan is a reclusive archivist with misanthropic tendencies. He works in the archives of the Azure Hall where he delights in being left alone to conduct his work. The Gala is a professional obligation that he finds overwhelming and tedious. He attempts to avoid conversation and keep to himself in the company of his raven companion. If the PCs approach him in a group of more than two, his attitude starts unfriendly. Ghassan adores his pet raven, so PCs may attempt Handle Animal check in place of Diplomacy to win over the djinni.

*Improving Attitude:* Including circumstance modifiers, Ghassan's effective Charisma modifier for the purpose of changing his attitude with Diplomacy checks is –3 (or +1 in Subtier 4–5).

*Clue DCs:* If Ghassan is indifferent toward the PCs, he provides a clue if the PCs succeed at a DC 17 Diplomacy or DC 12 Handle Animal check (DC 21 Diplomacy or DC 16 Handle Animal in Subtier 4–5).

*Clues:* Ghassan knows **Clue #3** and **Clue #4**.

**Lineji Niarndu, female gnome museum curator:** Lineji is a middle-aged gnome with frizzy, orange hair and bulging, mismatched eyes. She works as a museum curator and is quite clandestine when sharing information about her occupation. She views strangers with suspicion until they prove themselves worthy of her divulging “trade secrets.” Her natural apprehension of newcomers causes her attitude to start at unfriendly. Lineji brought a kite to the event, but it's gotten stuck in a tree. If the PCs retrieve the kite, her opinion of them improves.

*Improving Attitude:* Including circumstance modifiers, Lineji's effective Charisma modifier for the purpose of changing her attitude with Diplomacy checks is +0 (or +4 in Subtier 4–5). Alternatively, the PCs can improve her attitude to friendly if they succeed at a DC 15 Climb check to retrieve her kite from the tree (DC 20 in Subtier 4–5).

*Clue DCs:* If Lineji is indifferent toward the PCs, she provides information if the PCs succeed at a DC 20 Diplomacy check or a DC 15 Knowledge (planes) check to prove that they are not ignorant tourists (DC 24 Diplomacy or DC 19 Knowledge [planes] in Subtier 4–5).

*Clues:* Lineji knows **Clue #2** and **Clue #5**.

**Mithradatha, male djinni vizier disgraced diplomat:** Mithradatha is a diplomat recovering from a damaged reputation. Zhalla's father tricked him into contractual servitude, something that not only deeply wounded his pride but also his standing among his fellow genies. He is ambitious and disingenuous by nature, but also incredibly bitter and vengeful after these recent turn of events. The Sovereign Court could benefit from bringing him into the fold because of his ability to grant wishes. He staunchly rejects allying with Zhalla or Wan Feng—the former because she is the daughter of his most hated enemy, and the latter because he believes the dragon is too sanctimonious. His attitude starts at friendly to any suli and undine PCs and unfriendly to ifrit and elf PCs. Mithradatha is not a scholar and does not have any of the five clues to give to the PCs.

*Improving Attitude:* Including circumstance modifiers, Mithradatha's effective Charisma modifier for the purpose of changing his attitude with Diplomacy checks is +2 (or +6 in Subtier 4–5).

**Vivek Vallathol, air veela archaeologist:** Vivek is an adventurer at heart who revels in socializing. The androgynous veela feels at home at the Gala and occupies himself with dancing and cavorting with as many guests as possible. He works as an archaeologist and is happy to discuss his latest exploits with anyone willing to listen. Affable and attractive, Vivek is the life of the party. He playfully challenges the PCs to test their dance skills against his before he will speak to them about business. His attitude begins at friendly toward new people that he meets. PCs may use a Perform (dance) check in place of Diplomacy to impress Vivek.



*Improving Attitude:* Including circumstance modifiers, Vivek's effective Charisma modifier for the purpose of changing his attitude with Diplomacy checks is +3 (or +7 in Subtier 4–5).

*Clue DCs:* If Vivek is indifferent toward the PCs, he provides information if the PCs succeed at a DC 23 Diplomacy or DC 17 Perform (dance) check (DC 27 Diplomacy or DC 22 Perform [dance] in Subtier 4–5). Note that his attitude starts at friendly unless the PCs directly offend him.

*Clues:* Vivek knows **Clue #1** and **Clue #3**.

**Wan Feng, male imperial sky dragon ambassador:** Wan Feng is a foreign draconic ambassador who takes the shape of a white-haired Tian man. He is very serious-minded and lawful to the core. Flippant behavior and crude mannerisms vex him. Wan Feng loves to travel and learn about different cultures, and discussions about such subjects help win him over. He is a valuable ally for the Sovereign Court, which could benefit from his draconic ties. Wan Feng dislikes both Mithradatha and Zhalla, seeing them as scheming and dishonorable individuals. He spurns any thought of allying with them. In the past, the Ainsri Tribe nursed him back to health following an injury he sustained in his journeys. Check each PCs' Chronicle sheets for #8–08: *Tyranny of Winds, Part 1: The Sandstorm Prophecy*. If the PCs allied with the Ainsri tribe, represented by a majority of the PCs with the Chronicle sheet earning the Air Affinity boon, his attitude begins at friendly. If the PCs allied with the Goanron Triumvirate, represented by a majority of the PCs with the Chronicle sheet earning the Earth Affinity boon, his attitude begins at unfriendly because of the rivalry between the Ainsri and the Goanron. If there is a tie, or if no PC earned a Chronicle sheet from that adventure, his attitude begins at indifferent. Wan Feng is not a scholar and does not have any of the five clues to give to the PCs.

*Improving Attitude:* Including circumstance modifiers, Wan Feng's effective Charisma modifier for the purpose of changing his attitude with Diplomacy checks is +3 (or +7 in Subtier 4–5).

**Zhalla bint Rathmozen, female sylph aristocrat:** Zhalla is a local dilettante who helped organize the Gala. Despite being a sylph instead of a genie, she wields considerable political weight in Armun Kelisk due to her elven father's notoriety as a potent wizard. She is a vain and cunning young lady who enjoys her life of luxury. The Sovereign Court seeks to win her favor to use both her and her father's influence for their benefit. However, Zhalla refuses to ally with either Mithradatha or Wan Feng. Her father previously tricked Mithradatha into slavery. Ever since, Zhalla has viewed him as little more than a servant. She views Wan Feng as far too serious and self-righteous. Her attitude starts out friendly to sylph PCs but unfriendly to oreads, and she is indifferent to members of other races. Zhalla is not a scholar and does not have any of the five clues to give to the PCs.

*Improving Attitude:* Including circumstance modifiers,

Zhalla's effective Charisma modifier for the purpose of changing her attitude with Diplomacy checks is +1 (or +5 in Subtier 4–5).

## Five Clues

The following clues are available for the PCs to discover.

**Clue #1: The Concordance of Elements has agents everywhere.** "I've heard about the Concordance, but I don't know much. It is supposedly a covert operation based on the elemental planes, though their agents travel to other planes as well. They claim to be protectors of the planes, but I can't say what their true motives are. They very well might be the elemental lords' spies in disguise, hiding behind an innocuous façade."

**Clue #2: Jamila was talking to a dark-haired sulhi man near the Cloisters of the Hidden Breeze.** "Jamila? The name doesn't sound familiar, but I recently saw a janni matching that description speaking with a dark-haired sulhi man in the Godsward district. They were near the Cloisters of the Hidden Breeze, a temple of Pulura."

**Clue #3: Information about the Untouchable Opal is closely guarded.** "The *Untouchable Opal* is the prison of Ranginori, the Duke of Thunder and the benevolent counterpart of Hshurha, the Duchess of All Winds. Millennia ago, the evil lord of water, Kelizandri, conspired with the other nefarious lords to trap their good counterparts into four gems. The artifacts were scattered across the multiverse and no one knows where they are now. There are, however, many academic arguments about how to unlock them should they be found. But such discussions are treasonous to Hshurha, so any documentation about the subject would surely be carefully guarded and discreetly marked. Look for documents marked with a storm cloud inside an intricate wreath of lightning bolts, that is one of Ranginori's sacred sigils."

**Clue #4: There is an intelligent book containing information about the elemental lords.** "Curious about the imprisoned elemental lords? I would take care who you ask such dangerous questions. Fortunately for you, I mean you no ill will, and I do happen to have information for you. Ranginori, the lord of air, is trapped in the *Untouchable Opal*. Lysianassa, the lord of water, is trapped in the *Garnet Brand*. Atreia the lord of fire, is trapped in the *Gaspig Pearl*. Finally, Sairazul, the lord of earth, is trapped in the *Moaning Diamond*. According to legend, there's an intelligent book detailing how to free them from the gems. Hshurha doesn't want that knowledge out there so she's had her agents tracking it down for centuries, to no avail. Personally, I'm unsure if it actually exists. It may just be a rumor. It's such an obscure myth that even the book's name is now lost to time."

**Clue #5: The Cloisters of the Hidden Breeze is a good place to research.** "Have you heard of the Cloisters of the Hidden Breeze? Many prefer to study at the Azure Hall, but with most of it closed to the public until the grand re-opening,



## A. Disrupted Balance

1 square = 5 feet

Pathfinder Map Pack: Ambush Sites

you might want to look into other options. The Cloisters are dedicated to Pulura and while it isn't the most prestigious of the temples in the Godsward, it boasts an impressive collection of historical documents about the planes."

**Development:** At this point, the PCs should have enough information to lead them to their next location—the Cloisters of the Hidden Breeze. If the PCs failed to obtain clues regarding the Cloisters, the GM should have Jairo offer **Clue #5** to get them on the right track. When the PCs are ready to leave, Jairo tells them he has business to attend to with his colleagues but encourages them to come and go as they please.

The PCs' investigation has alerted the Concordance of their presence, and several of the Concordance's agents are ready to take action against them.

### A DISRUPTED BALANCE (CR 3 OR CR 6)

The PCs' inquiry into the Concordance and the *Untouchable Opal* alerts the Concordance of their activity. The Concordance sends an electrified steam lizard to ambush the PCs after they depart the Gala (or two lizards and a fire wysp, in Subtier 4–5). It confronts the PCs to convince them to abandon their mission before resorting to violence. It speaks to the PCs first in Auran and then in Ignan. If unable to communicate with the PCs, it attacks.

The lizard (or lizards and wysp, in Subtier 4–5) is a servant of the Concordance possessing limited information about its masters. It doesn't know the Concordance's reasons for wanting to stop the PCs. Its specific orders are to prevent the PCs from continuing their research in Armun Kelisk at all costs.

#### Subtier 1–2 (CR 3)

##### ELECTRIFIED STEAM LIZARD

CR 3

Variant elementally infused shocker lizard (*Pathfinder Campaign*

*Setting: Planes of Power* 56, *Pathfinder RPG Bestiary* 248)

N Small outsider (air, fire, native)

**Init** +7; **Senses** darkvision 60 ft., electricity sense, low-light vision; Perception +7

### SCALING ENCOUNTER A

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1–2:** Remove the additional fire damage on the steam lizard's bite. The lizard that confronts the PCs is not fully matured; while it is the same size as an adult steam lizard, the DC of its shock and steam burst abilities are 2 lower.

**Subtier 4–5:** Remove the wysp from the encounter.

#### DEFENSE

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

**hp** 22 (3d10+6)

**Fort** +5, **Ref** +6, **Will** +1

**Immune** electricity, fire

#### OFFENSE

**Speed** 40 ft., climb 20 ft., fly 30 ft., swim 20 ft.

**Melee** bite +6 (1d4+2 plus 1d6 fire)

**Special Attacks** shock, steam burst

#### STATISTICS

**Str** 14, **Dex** 17, **Con** 15, **Int** 6, **Wis** 11, **Cha** 6

**Base Atk** +3; **CMB** +4; **CMD** 17 (21 vs. trip)

**Feats** Improved Initiative, Skill Focus (Stealth)

**Skills** Climb +7, Perception +7, Stealth +18, Swim +10;

**Racial Modifiers** +2 Perception, +4 Stealth

**Languages** Auran, Ignan

#### TACTICS

**During Combat** The lizard flies through the air, attacking the PCs with its shock or steam burst abilities. If a PC closes to melee with the lizard, it switches to its bite attack.

**Morale** If the lizard is reduced to 5 hit points or fewer, it attempts to flee to report back to the Concordance.

#### SPECIAL ABILITIES

**Electricity Sense (Ex)** Electrified steam lizards automatically detect any electrical discharges within 100 feet.

**Shock (Su)** Electrified steam lizards can deliver an electrical shock

to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents (Reflex DC 13 half). This save DC is Constitution-based. Additionally, if two or more lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take 2d8 points of lethal electricity damage for each lizard contributing to the shock, to a maximum of 12d8. A Reflex save (DC = 10 + the number of lizards contributing) halves the damage.

**Steam Burst (Su)** Electrified steam lizards can let forth a burst of superheated steam. This ability functions as the shock ability in all ways, except that it deals nonlethal fire damage. If a group of steam lizards works together to create a lethal blast, the steam persists in the area for a number of rounds equal to the number of participating lizards. The steam does not deal ongoing damage, but it obscures sight as per *obscuring mist*. The limitation of once every 1d4 rounds applies to both the cooperative shock ability and the steam burst; the lizards may use one of these two abilities once every 1d4 rounds.

## Subtier 4-5 (CR 6)

### ELECTRIFIED STEAM LIZARDS (2)

CR 3

hp 22 each (see page 9)

#### TACTICS

**During Combat** A lizard uses its steam burst attack on the PCs, activating its lethal version whenever it can. If the PCs prove resistant to fire, it uses shock instead.

**Morale** A lizard fights until it is reduced to 5 hit points or fewer, it attempts to flee to report back to the Concordance.

## Electrified Steam Lizard

### FIRE WYSP

CR 2

hp 19 (*Pathfinder RPG Bestiary* 5 283, see page 24)

#### TACTICS

**During Combat** The wisp uses its powers to boost and aid the lizards. It attacks the PCs with its tendrils.

**Morale** The wisp fights until the lizards flee. If a lizard drops below 1 hit point, it activates its living battery ability.

**Rewards:** When the PCs defeat the lizard (or lizards and wisp, in Subtier 4-5), they find that the lizard is wearing a fire-resistant pouch containing a copper *keylight lantern* (see sidebar on page 11). In Subtier 4-5, a *fire elemental gem* is socketed in the lantern, and an *air elemental gem* rests at the bottom of the pouch.

**Treasure:** If the PCs do not defeat the creatures in this area, reduce each PC's gold earned by the following amount.

*Subtier 1-2:* Reduce each PC's gold earned by 166 gp.

*Out of Subtier:* Reduce each PC's gold earned by 353 gp.

*Subtier 4-5:* Reduce each PC's gold earned by 541 gp.

## CLOISTERS OF THE HIDDEN BREEZE

Information gleaned at the Gala leads the PCs to the Cloisters of the Hidden Breeze—a small monastery in the Godsward dedicated to Pulura, the empyreal lord of constellations and homesickness. The Cloisters are open to visiting pilgrims and curious travelers alike. The founding missionaries of this humble temple built it as a refuge for the lonely, the homesick, and the lost.

Though not as popular as other local churches, such as Gozreh's House of Infinite Strata, the Cloisters offer the perfect amount of isolated quietude for the Concordance to meet in private and hide their most prized possessions. The Concordance regularly provides the church with generous donations in exchange for access to the grounds. This alliance has existed for over 100 years, and the Concordance was even granted its own private sanctum hidden in one of the libraries. Few of the current missionaries at the Cloisters know much about the Concordance of Elements beyond that they are patrons of the temple and frequent visitors.

The Concordance keeps an index called the *Codex of Fundamental Dominion* in their inner sanctum. It lists numerous documents and tomes important to the elemental deities, with a record of their location. Included in this index is the name and location of an intelligent book, *The Primordial Key of Ilyralene*, containing a theory of how to release Ranginori from the *Untouchable Opal*.

When the PCs arrive at the cloisters, read or paraphrase the following.

Midnight-blue stone walls with numerous shallow alcoves carved into them encircle the temple. Within these recesses, glass lanterns flicker with firelight, like stars on



the night sky. Four towers stand aloft, topped by azure domes decorated with gold painted constellations and twinkling crystals. A gilded gate stands ajar, opening into a courtyard full of herbs and flowers.

The missionaries of the Cloisters are mostly comprised of azatas. They readily welcome the PCs, allowing them to peruse their library. Their conditions are that the PCs agree to keep quiet and not take anything from the grounds. The monks do not have any useful information about the *Untouchable Opal*, but they have seen Jamila and know of the Concordance. They are willing to tell the PCs that Jamila has visited recently and that the Concordance concerns itself with elemental balance, but they do not know any further information about the organization's less public goals; they pride themselves upon respecting their guests' privacy.

The Cloisters contains a variety of libraries. The PCs must succeed at a DC 14 Diplomacy or Knowledge (religion) check (DC 19 in Subtier 4–5) to locate the correct chamber for their research. This chamber is furnished with floor-to-ceiling bookshelves and several desks. A PC who succeeds at a DC 18 Perception check (DC 23 in Subtier 4–5) discovers a secret door on the western wall. The door opens into a 10-foot-diameter antechamber with another door and an empty copper hook on the wall next to it. The door is locked, but the PCs can open it with a successful DC 20 Disable Device check (DC 25 in Subtier 4–5) or break it down (hardness 5; 20 hp; break DC 25). Alternatively, if the PCs hang the *keylight lantern* on the hook, the door unlocks automatically. The wall above the locked door is carved with the words "Concordance members only past this point" written in Auran. The door opens to a staircase leading down.

## B. THE FUNDAMENTAL CHAMBER

A winding downward staircase empties into the center of a chamber with four circular alcoves. Each of these alcoves glows with a different colored translucent barrier: red, green, blue, and white. With the exception of the alcove behind the white barrier, a variety of items are on display beyond the barriers. Among these curiosities are books, scrolls, figurines, urns, and tapestries. The alcove behind the white barrier, however, is mostly blocked by rubble, as if it had been ransacked in the past. Four gemstones sparkle atop a stone altar along one of the chamber's walls.

The book the PCs seek is located behind the white barrier. To unlock it and the other alcoves, the PCs must solve the riddle of the Fundamental Chamber.

Each of the four barriers and each of the four gems is tied to one of the four elements: air, earth, fire, and water. The elemental connection of each gem is readily apparent—the garnet contains a small flame; the opal contains a miniature cyclone; the pearl is filled with sloshing water; and the

## KEYLIGHT LANTERN

These stylized lanterns are popular among Concordance agents, both for their abilities and their allegorical symbolism. The lantern represents unity of the elements: the metal and glass exterior of the lantern represents earth; the oil represents water; the flame represents fire; and the smoke off the flame represents air.

KEYLIGHT LANTERN		PRICE 2,000 GP
SLOT none	CL 10th	WEIGHT 1 lb.
AURA moderate evocation		

A *keylight lantern* is wreathed with elemental runes. When lit, it gives off light as per a typical lantern, but the shifting flame gives its user a +2 competence bonus on Perception checks to find secret doors. In addition, once per day, the lantern's bearer can fling the oil as a splash weapon that functions as a flask of acid, except that its damage type is random among acid, cold, electricity, and fire. Each *keylight lantern* has an indentation where an *elemental gem* could fit. If an elemental gem is slotted in the lantern, the damage type is fixed based on the gem's element—acid for an earth gem, cold for a water gem, electricity for an air gem, and fire for a fire gem. The lantern's bearer may choose to expend the *elemental gem* to infuse the oil with its energy. If she does so, the next time she throws the oil, it functions as per *fireball*, centered on the square (10d6 damage, Reflex DC 14 half) instead of as an acid flask. The damage type of the *fireball* matches the damage type associated with the *elemental gem*.

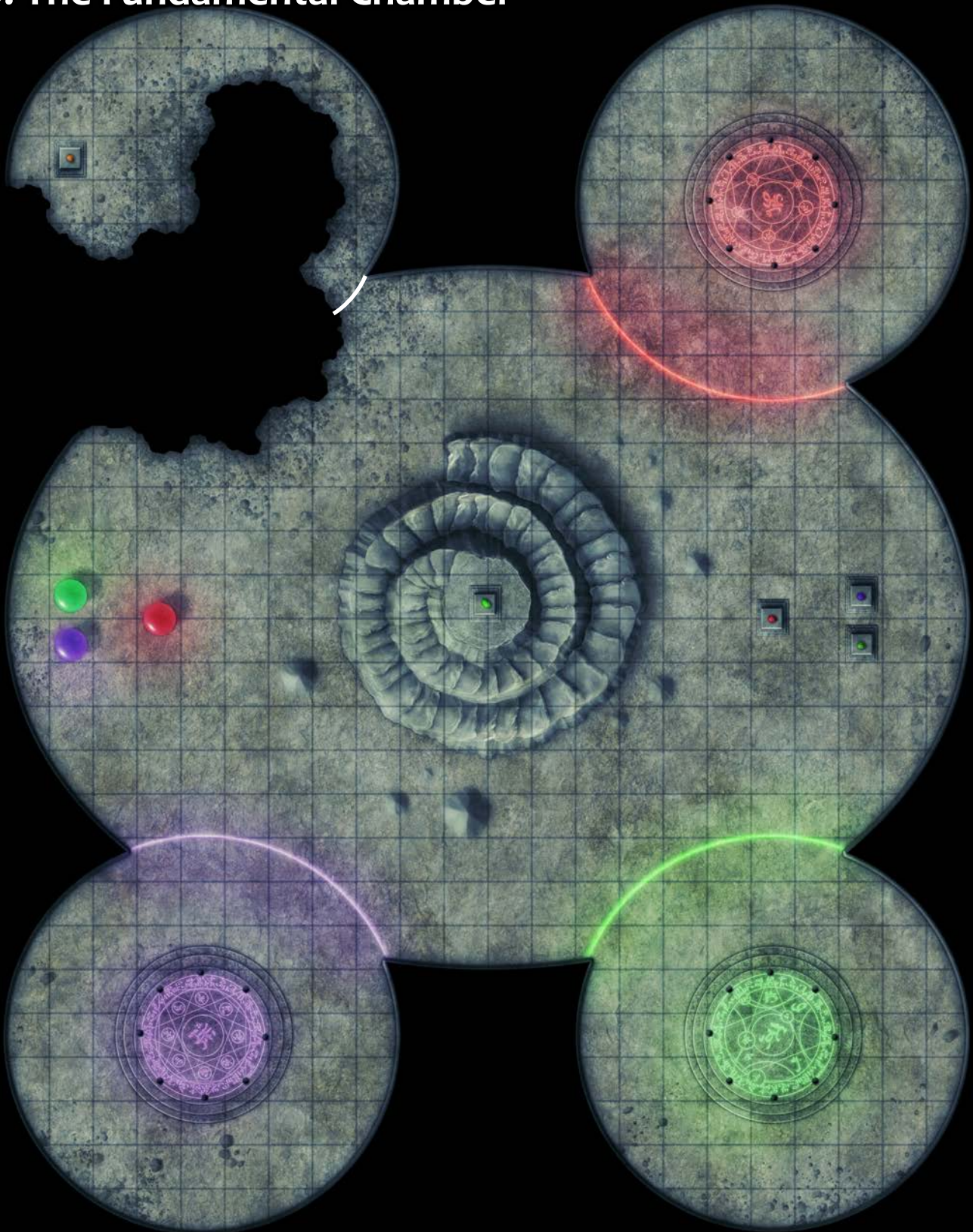
CONSTRUCTION REQUIREMENTS	COST 1,000 GP
---------------------------	---------------

Craft Wondrous Item, *acid splash*, *ray of frost*, *fireball*, *guidance*, *shocking grasp*

diamond has several visible gray rocks inside of it. Each of the gems is round, and each of the barriers has a round slot below it next to a phrase in an elemental language that provides a clue about how to disable it. If the PCs remove a gem from the Fundamental Chamber, the gem instantly teleports back to the altar.

If the PCs touch a barrier without disabling it, an elemental blast trap hits them (see below), dealing damage of the elemental type associated with the barrier. To safely lower the barrier, a PC must place the correct gem in the slot below the barrier. If a PC of the genie race that corresponds to the element of the correct gem touches the barrier, the barrier lowers as well. Alternatively, the PCs can attempt to disable the barrier with Disable Device, but the DC is particularly challenging. No matter how the PCs lower the barrier, it remains lowered for 1 hour. The specific rules

## B. The Fundamental Chamber



1 square = 5 feet

Pathfinder Flip-Mat: Arcane Dungeon



for each of the barriers appear below. Because there are no cardinal directions in the Plane of Air, location descriptions are based upon where each barrier appears on the map.

**Top Left:** The white barrier represents air. The words “wet the sky” are written below the barrier in Auran. Disabling this barrier requires placing the pearl from the center of the room in the slot below the barrier. The pearl represents the *Gasping Pearl*, which holds the imprisoned elemental lord of water, Lysianassa. Alternatively, any undine PC who touches the barrier disables it. The trap on this barrier deals electricity damage.

**Top Right:** The red barrier represents fire. The words “fan the flame” are written below the barrier in Ignan. Disabling this barrier requires placing the opal from the center of the room in the slot below the barrier. The opal represents the *Untouchable Opal*, which holds the imprisoned elemental lord of air, Ranginori. Alternatively, any sylph PC who touches the barrier disables it. The trap on this barrier does fire damage.

**Bottom Left:** The green barrier represents earth. The words “spark the earth” are written below the barrier in Terran. Disabling this barrier requires placing the garnet from the center of the room in the slot below the barrier. The garnet represents the *Garnet Brand*, which holds the imprisoned elemental lord of fire, Atreia. Alternatively, any ifrit PC who touches the barrier disables it. The trap on this barrier does acid damage.

**Bottom Right:** The blue barrier represents water. The words “fill in the sea” are written below the barrier in Aquan. Disabling this barrier requires placing the diamond from the center of the room in the slot below the barrier. The diamond represents the *Moaning Diamond*, which holds the imprisoned elemental lord of earth, Sairazul. Alternatively, any oread PC who touches the barrier disables it.

**Traps:** Each of the barriers is warded with an elemental blast trap.

### Subtier 1-2 (CR 2)

#### ELEMENTAL BLAST CR 2

Type magic; Perception DC 26; Disable Device DC 26

##### EFFECTS

**Trigger** touching the barrier without the right key; **Reset** 2 rounds

**Effect** spell effect (*burning hands*, 2d4 acid, cold, electricity, or fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-foot cone)

### Subtier 4-5 (CR 5)

#### ELEMENTAL BLAST CR 5

Type magic; Perception DC 28; Disable Device DC 28

##### EFFECTS

**Trigger** touching the barrier without the right key; **Reset** 2 rounds

## SCALING ENCOUNTER B

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1-2:** One of the agents is a pacifist. She spends all of her actions healing or stabilizing her allies; she even heals PCs in danger of dying.

**Subtier 4-5:** One of the agents is a pacifist. She spends all of her actions healing or stabilizing her allies; she even heals PCs in danger of dying.

**Effect** spell effect (*fireball*, 6d6 acid, cold, electricity, or fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

The *Codex of Fundamental Dominion* is located in the air alcove, buried with other books under the rubble. PCs must succeed at a DC 14 Knowledge (planes) or Perception check (DC 19 in Subtier 4-5) to notice a sigil of Ranginori on the tome. The *Codex of Fundamental Dominion* is written entirely in Auran. A PC who succeeds at a DC 16 Knowledge (planes) or Perception check (DC 21 in Subtier 4-5) locates a page in the book referencing another tome called the *Primordial Key of Ilyralene* that details theories on how to free Ranginori from the *Untouchable Opal*. It lists the book's last known whereabouts as the Cobalt Gallery of the Azure Hall. If the PCs fail either of the two skill checks, they can continue to search for the information they seek, but only after they handle a group that has come to speak with them (see creatures below).

**Creatures:** A city guard unit of undercover Concordance agents catches up with the PCs. If the PCs failed one or both of the skill checks, the agents have additional time to prepare and send word to the Concordance—this failure has no effect on the encounter, but it does impact the PCs' Secondary Success Conditions. If the PCs killed any of their opponents in the steam lizard encounter, the agents claim that the PCs are wanted for questioning in connection with the altercation. If the PCs did not, the Concordance agents claim the PCs are wanted for questioning in the robbery of Fairuza Bereket's possessions at the Grand Symposium Gala. The latter is a false accusation that they have coordinated with Fairuza; in either case, these undercover Concordance members seek to arrest and detain the PCs to prevent them from continuing their quest.

### Subtier 1-2 (CR 3)

#### CONCORDANCE AGENT (4) CR 1/2

Female sulfi bard (archaeologist) 1 (*Pathfinder RPG Advanced Race Guide* 202, *Pathfinder RPG Ultimate Combat* 32)

N Medium outsider (native)

**Init** +2; **Senses** low-light vision; Perception +3

## DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 10 (1d8+2)

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

**Resist** acid 5, cold 5, electricity 5, fire 5

## OFFENSE

**Speed** 30 ft.

**Melee** sap +2 (1d6+2 nonlethal) or

rapier +2 (1d6+2/18–20)

**Ranged** light crossbow +2 (1d8/19–20)

**Special Attacks** archaeologist's luck 5 rounds/day (+1), elemental assault

**Bard Spells Known** (CL 1st; concentration +2)

1st (2/day)—*cure light wounds*, *sleep* (DC 12)

0 (at will)—*daze* (DC 11), *detect magic*, *flare* (DC 11), *message*

## TACTICS

**Before Combat** A Concordance agent has previously activated her vial of elemental flux.

**During Combat** A Concordance agent attempts to subdue the PCs nonlethally. She considers dealing some lethal damage against particularly aggressive or tough PCs.

**Morale** An agent fights until two of her team are killed or all team members are below 3 hit points, at which point the agent surrenders and tells any remaining team members to stand down.

## STATISTICS

**Str** 14, **Dex** 14, **Con** 13, **Int** 13, **Wis** 8, **Cha** 12

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Extra Elemental Assault<sup>ARG</sup>

**Skills** Diplomacy +7, Knowledge (arcana, history, planes) +6, Perception +3, Sense Motive +5, Stealth +4; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

**Languages** Auran, Common, Terran

**SQ** bardic knowledge +1

**Combat Gear** *potion of cure light wounds*, *potion of fly*, elemental flux<sup>ARG</sup> (3); **Other Gear** chain shirt, light crossbow with 20 bolts, rapier, sap

## SPECIAL ABILITIES

**Elemental Assault (Su)** Once per day as a swift action, a Concordance agent can shroud her arms in acid, cold, electricity, or fire. This lasts for 3 rounds and can be dismissed as a free action. Unarmed strikes with her arms or hands (or attacks with weapons held in those hands) deal +1d6 points of damage of the appropriate energy type.

## Subtier 4–5 (CR 6)

### CONCORDANCE AGENTS (4)

CR 2

Female suli bard (archaeologist) 3 (*Pathfinder RPG Advanced Race Guide* 202, *Pathfinder RPG Ultimate Combat* 32)

N Medium outsider (native)

**Init** +2; **Senses** low-light vision; Perception +6

## DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 27 (3d8+9)

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

**Defensive Abilities** trap sense +1, uncanny dodge; **Resist** acid 5, cold 5, electricity 5, fire 5

## OFFENSE

**Speed** 30 ft.

**Melee** sap +4 (1d6+2) or

rapier +4 (1d6+2/18–20)

**Ranged** light crossbow +4 (1d8/19–20)

**Special Attacks** archaeologist's luck 5 rounds/day (+1), elemental assault

**Bard Spells Known** (CL 3rd; concentration +4)

1st (4/day)—*blurred movement*<sup>ACG</sup>, *cure light wounds*, *grease*, *sleep* (DC 12)

0 (at will)—*daze* (DC 11), *detect magic*, *flare* (DC 11), *light*, *message*, *resistance*

## TACTICS

**Before Combat** A Concordance agent casts *blurred movement* before engaging in combat. She has previously activated her vial of elemental flux.

**During Combat** A Concordance agent attempts to subdue the PCs nonlethally. She considers dealing some lethal damage against particularly aggressive or tough PCs.

**Morale** An agent fights until two of her team are killed or all team members are below 3 hit points, at which point the agent surrenders and tells any remaining team members to stand down.

## STATISTICS

**Str** 14, **Dex** 14, **Con** 13, **Int** 13, **Wis** 8, **Cha** 12

**Base Atk** +2; **CMB** +4; **CMD** 16

**Feats** Extra Elemental Assault<sup>ARG</sup>, Toughness

**Skills** Diplomacy +9, Knowledge (arcana, history, planes) +8, Perception +6, Sense Motive +7, Stealth +6; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

**Languages** Auran, Common, Terran

**SQ** bardic knowledge +1, clever explorer +1

**Combat Gear** *potion of cure light wounds*, *potion of fly*, elemental flux<sup>ARG</sup> (3); **Other Gear** chain shirt, light crossbow with 20 bolts, rapier, sap

## SPECIAL ABILITIES

**Elemental Assault (Su)** Once per day as a swift action, a Concordance agent can shroud her arms in acid, cold, electricity, or fire. This lasts for 5 rounds and can be dismissed as a free action. Unarmed strikes with her arms or hands (or attacks with weapons held in those hands) deal +1d6 points of damage of the appropriate energy type.

**Development:** It is possible that the PCs may choose to submit to arrest. If they do, there are several clues that all is not as it seems. A PC who is suspicious of the guards and succeeds at a DC 20 Perception or Sense Motive check (DC



24 in Subtier 4–5) notices a flaw in their disguises, even if the PCs do not speak with the guards. If the PCs speak with the guards, they may attempt a DC 15 Sense Motive check (DC 19 in Subtier 4–5) to notice something suspicious in the guard’s testimony—either a strong desire to pursue the PCs in particular that does not stem from the attack or the fact that they do not believe Fairuza’s testimony about a theft. If the PCs point out this issue, the false guards attack.

If the PCs allow themselves to be arrested or the Concordance agents defeat the PCs, they imprison the PCs for the next 24 hours until Jairo is able to pull some strings to get them out. In Subtier 1–2, this process costs each PC 100 gp, as well as 1 Prestige Point if the guards defeated the PCs in combat. In Subtier 4–5, it costs them each 400 gp, as well as 2 Prestige Points if the guards defeated the PCs in combat. The PCs may receive a full reimbursement for this cost depending upon their interactions with members of the Concordance later in the adventure (see page 21).

If the PCs apprehend one or more of the undercover Concordance agents and successfully interrogate them, they learn that the Concordance feels the Pathfinder Society’s quest to release Ranginori will ultimately lead to the planes being imbalanced and cause them to unravel. They plead with the PCs to stop their research immediately.

If the PCs failed to find the *Codex*, the PCs find the book after the battle and eventually locate the correct page. This delay has no impact during the scenario, but it affects the PC’s Secondary Success Conditions.

Once the PCs have finished their business in the Cloisters of the Hidden Breeze, they can depart for the Azure Hall.

**Rewards:** Along with the *Codex* is a smashed chest containing a +1 *chain shirt*. In Subtier 4–5, the chain shirt is a +1 *cloudburst chain shirt* (*Pathfinder RPG Advanced Race Guide* 160), and the chest also contains an *elixir of forceful exhalation* (*Advanced Race Guide* 160).

**Treasure:** If the PCs do not defeat the creatures in this area, reduce each PC’s gold earned as follows.

*Subtier 1–2:* Reduce each PC’s gold earned by 180 gp.

*Out of Subtier:* Reduce each PC’s gold earned by 432 gp.

*Subtier 4–5:* Reduce each PC’s gold earned by 685 gp.

## C. THE AZURE HALL

An immense building crafted from blue marble rests atop a crystalline dais with a central staircase connecting it to a stone courtyard below. Delicately carved scrollwork adorns the exterior walls, which are inlaid with rows of sapphire. A silver crest hangs above an open pair of imposing doors, which offer a glimpse into the lobby beyond. The rush of water resounds from the imposing waterfall encircling the perimeter of the Azure Hall. Strings of bubbles float in the air around the Hall, faint light glowing from within the glossy orbs.

## OPTIONAL ENCOUNTER

If fewer than 90 minutes remain in which to finish the scenario, Jairo sends a letter to the Azure Hall in support of the PCs. The PCs gain the paperwork to access the Cobalt Gallery without a skill check, and they do not run the risk of combat with the library guards in area C1.

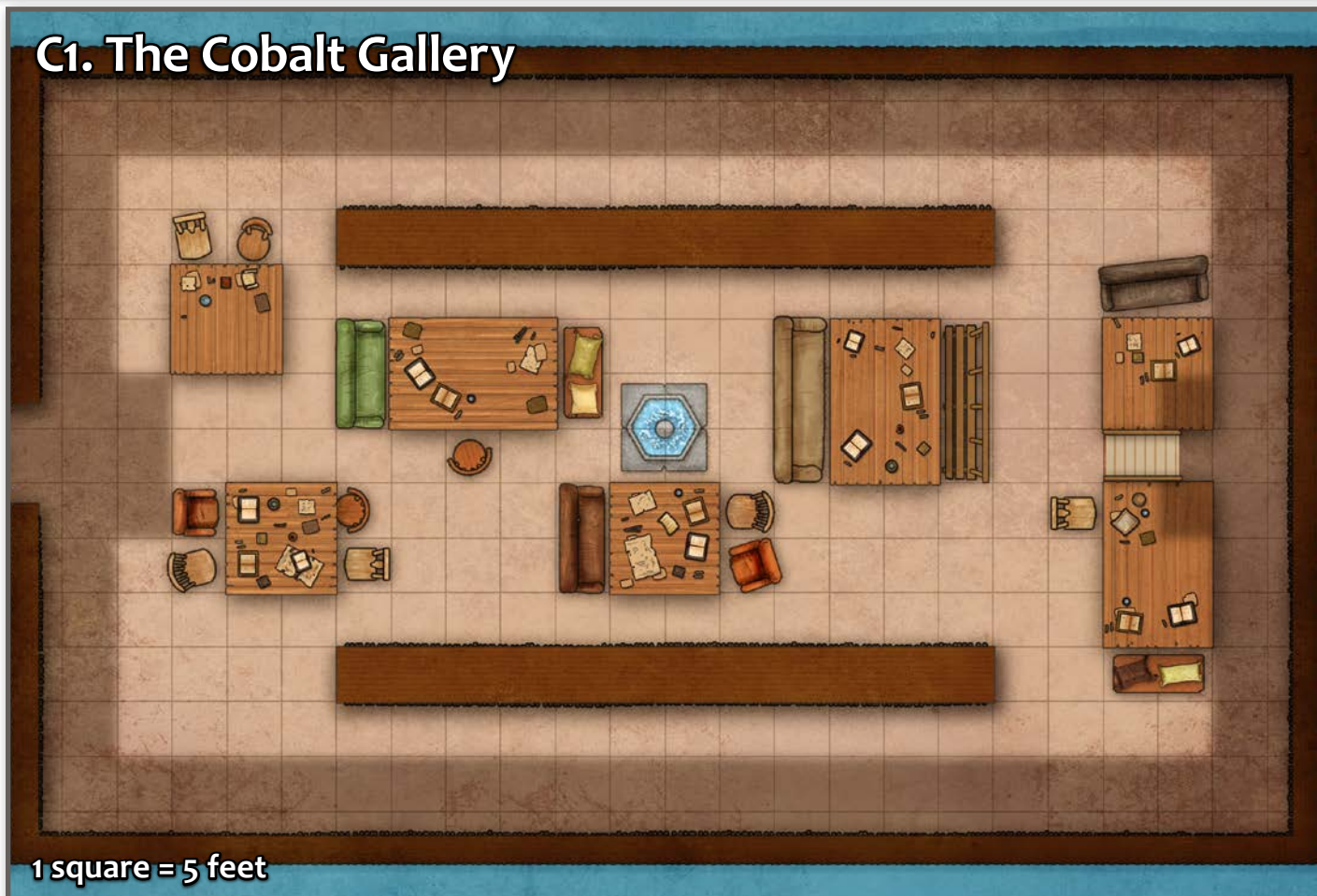
The lobby and central galleries of the Azure Hall are open to guests. However, the Cobalt Gallery is located in the east wing, which is currently closed due to the recent renovation and will not be open to the public until after the grand reopening the following week. This presents PCs with the challenge of gaining the proper paperwork to continue their research. Sovereign Court PCs can contact whichever dignitary they chose to invite to the faction’s fold. Regardless of the dignitary, the PCs must succeed in a DC 14 Diplomacy check (DC 18 in Subtier 4–5) to convince him or her to grant them access to the east wing. If none of the PCs are members of the Sovereign Court, they may speak to a desk clerk at the Azure Hall, but the DC of the Diplomacy check increases to 18 (DC 22 in Subtier 4–5). Without the correct paperwork, the PCs may attempt to use stealth or violence to enter the library (see below).

### C1. The Cobalt Gallery (CR 3 or CR 6)

Mahogany bookshelves encircle the walls of the chamber with two rows of freestanding shelves spanning its length. Desks and chairs of varying sizes offer seating accommodation for the library’s diverse patrons. Small tendrils of mist spiral up from the vapor fountain in the middle of the room—an elegant display of anchored cyclones. An open door on the western wall empties out into a hallway, and a ladder near the eastern wall leads up to the second floor balcony. The ceiling reaches sixty feet from the floor and is painted with a mural of imperious djinn soaring in the sky. The most striking details of the room, however, are the thick clouds suspended in the air between the balcony and the ceiling. Atop these stationary clouds rest additional bookshelves, chairs, desks, and podiums.

**Creatures:** Because the Cobalt Gallery is not yet open to the general public, its only current occupants are library guards, who are standing just outside the entrance. If the PCs present the appropriate paperwork proving that they have permission to enter, the guards allow them through. If they do not have the correct paperwork, they can attempt to sneak past the guards. Sneaking past the guards requires each PC to succeed at a DC 15 Stealth check (DC 19 in Subtier 4–5). Alternatively, the PCs can create a distraction to draw the guards away from the entrance with a single successful DC 18 Bluff check (DC 22 in Subtier 4–5). Allow for creative solutions using these DC as

## C1. The Cobalt Gallery



### SCALING ENCOUNTER C1

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1-2:** The guards strike for nonlethal damage while in melee.

**Subtier 4-5:** Remove one guard.

guidelines. If the guards notice the PCs attempting to sneak in, they order the PCs to return to the Azure Hall's lobby. If the PCs do not comply, the guards fight them within the Cobalt Gallery's first floor. In Subtier 1-2, the PCs encounter two guards. In Subtier 4-5, they encounter three guards accompanied by a pair of blink dogs.

### Subtier 1-2 (CR 3)

#### LIBRARY GUARD (2)

CR 1

Male gnome fighter 2

LN Small humanoid (gnome)

**Init** +1; **Senses** low-light vision; Perception +5

#### DEFENSE

**AC** 19, touch 13, flat-footed 17 (+6 armor, +1 Dex, +1 dodge, +1 size)

**hp** 29 (2d10+11)

**Fort** +6, **Ref** +1, **Will** +1 (+1 vs. fear); +2 vs. illusions

**Defensive Abilities** defensive training

#### OFFENSE

**Speed** 20 ft. (15 ft. in armor)

**Melee** mwk short sword +6 (1d4+1/19-20)

**Ranged** heavy crossbow +4 (1d8/19-20)

**Special Attacks** hatred

#### TACTICS

**During Combat** The library guards attempt to subdue the PCs with their tanglefoot bags, and then use their crossbows to keep a safe distance. The library guards target sneaky looking characters first to make sure they don't disappear and steal books.

**Morale** The guards are cautious. If the PCs knock one of them unconscious, the other surrenders or flees.

#### STATISTICS

**Str** 13, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Dodge, Toughness, Weapon Focus (short sword)

**Skills** Acrobatics -4 (-12 to jump), Climb +0, Intimidate +4, Perception +5; **Racial Modifiers** +2 Perception

**Languages** Common, Gnome, Sylvan

**SQ** gnome magic



**Combat Gear** tanglefoot bags (2); **Other Gear** chainmail, heavy crossbow with 20 bolts, mwk short sword

### Subtier 4–5 (CR 6)

#### LIBRARY GUARDS (3)

CR 1

**hp** 29 each (see page 16)

#### TACTICS

**During Combat** Use the tactics from Subtier 1–2.

**Morale** If the PCs knock two of the guards unconscious, the other surrenders or flees.

#### BLINK DOGS (2)

CR 2

**hp** 22 each (*Pathfinder RPG Bestiary 2* 47, see page 23)

#### TACTICS

**During Combat** The blink dogs use their *dimension door* ability to set up flanks and support the guards.

**Morale** The blink dogs are loyal to the library but they may stand down if the final guard does. However, if the PCs kill any of the guards, they fight to the death.

The most frequent visitors to the first floor of the Cobalt Gallery are Small and Medium sized creatures, such as the many gnomes and sylphs who live in Armun Kelisk, but the library provides accommodation for larger creatures as well. The *Primordial Key of Ilyralene* is hidden in a secret compartment within one of the floating bookshelves on a cloud 40 feet above the second floor balcony. The PCs discover it if they succeed at a DC 18 Perception check (DC 23 in Subtier 4–5).

Every page has the same riddle written on it in Auran (distribute **Player Handout #1**). However, if the reader speaks in a different language while the book is open and within 10 feet of the tome, the words shift to match the language of the spoken words. The answer to the riddle is “wind.”

The PCs have three tries to guess the answer. If they respond correctly, the book awakens in a sudden flash of light. Read or paraphrase the following. Ilyralene’s speech is under the effect of *tongues*.

The animated image of a young girl wearing a jeweled turban appears on the page in scintillating ink. Melodic laughter echoes from the book as she offers a deep bow. “Hello, gentle reader,” the illustration says in a lilting voice. “How may I assist you?”

Below are some of the potential questions the PCs may have for Ilyralene.

## THE PRIMORDIAL KEY OF ILYRALENE

The Primordial Key of Ilyralene is a tome detailing information about the elemental lords, along with theories on how to free the good-aligned elemental lords from their prisons. Ilyralene, the Lady of the Clouds, was a cherished servant of Ranginori. Though she appears as a humanoid child, she is as timeless as the skies themselves. Shortly after the Duke of Thunder and the other good-aligned elemental lords were imprisoned, she placed her consciousness inside the book to preserve her knowledge of the planes and the lords. It first appears as a simple, leather-bound book branded with the sigils of the elemental lords on its spine. However, after the PCs answer Ilyralene’s riddle, the book transforms to a jewel-encrusted platinum tome with the title etched in Auran on its cover.



Ilyralene

**Who are you?** “I am Ilyralene, Lady of the Clouds and loyal servant of the Duke of Thunder. This book is my home and where I keep all my knowledge.”

**What do you know about the Concordance of Elements?** “The Concordance is a society of individuals dedicated to preserving neutrality and balance among the elemental planes. There are five leaders known as the Five Seats: the Seat of Earth, the Seat of Air, the

Seat of Fire, and the Seat of Water. The fifth leader is the Seat of Balance, who is responsible for moderating discussions and overseeing the decisions of the others.”

**How can we free Ranginori?** “I have collected many theories, but the one I feel is most credible involves the creation of a hammer crafted from the purest elements of fire, water, and earth. Metal from the core of Aryzul’s kingdom must be forged in fire hotter than Ymeri’s hatred and then quenched in water colder than Kelizandri’s heart. When such a weapon is applied to the Untouchable Opal, the gem should break and release my lord. Ostensibly, a similar treatment using equally powerful components might also suffice. For further reading about this subject, please refer to page 109.”

**Development:** If the PCs fail their Perception check to locate the *Primordial Key of Ilyralene*, skip to area C2. After the encounter with Chalissier, Fairuza reveals the book to the PCs and allows them to interact with it. If the PCs fail to guess the riddle’s answer within three guesses, the book goes blank. In this case, Fairuza answers the riddle for them after they complete the encounter in area C2, allowing the PCs to converse with Ilyralene.

## C2. Windswept Showdown



**1 square = 5 feet**

## C2. Windswept Showdown (CR 4 or CR 7)

After the PCs speak with Ilyralene, or if they fail to find the *Primordial Key* and answer its riddle, Fairuza Bereket enters the Cobalt Gallery and confronts the PCs. She demands to know why they wish to release Ranginori and explains the potential danger such an action could cause: “By nature, the balance among the elements depends upon the balance of power among the elemental planes. For tens of thousands of years, one elemental lord has reigned supreme over each plane. To release a second in the Plane of Air would disrupt that balance. It would bring about chaos, with the promise of war and suffering.” The PCs can attempt to convince Fairuza of their benevolent intentions, but before she and the PCs have the chance to speak more, agents of Hshurha show up.

**Creatures:** The group of Hshurha's agents consists of a sylph named Chalissier, an air elemental, an air mephit, and Chalissier's pegasus ally Zaphral. Chalissier believes that the PCs and the Concordance are conspiring to release Ranginori. Seeing them as threats and traitors to Hshurha, he admonishes them before attacking under the authority of the Duchess of All Winds. In Subtier 1–2, Fairuza provokes the pegasus and the air mephit into following her out the second floor entrance and engaging her in battle outside. Meanwhile, the PCs fight Chalissier and a small air

elemental inside. In Subtier 4-5, Fairuza provokes a large air elemental into fighting her outside while the PCs contend with Chalissier, a pegasus, and an air mephit. By the time the PCs finish their battle, Fairuza has dispatched her fight as well.

**Subtier 1-2 (CR 4)****CHALISSIER**

CR 3

Male sylph arcanist 4 (*Pathfinder RPG Advanced Race Guide* 156, *Pathfinder RPG Advanced Class Guide* 8)

NE Medium outsider (native)

**Init** +2; **Senses** darkvision 60 ft.; Perception +4

## DEFENSE

**AC** 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)

**hp** 28 (4d6+12)

**Fort +2, Ref +3, Will +4**

## Resist electricity 5

## OFFENSE

Speed 30 ft.

**Ranged** mwk light crossbow +5 (1d8/19-20)

**Special Attacks** arcane reservoir (2/7), arcanist exploits (dimensional slide, lightning lance [2d6+1, DC 13]), consume spells



**Spell-Like Abilities** (CL 4th; concentration +5)

1/day—*feather fall*
**Arcanist Spells Prepared** (CL 4th; concentration +8)

2nd—*sonic scream*<sup>ARG</sup> (DC 16)

1st—*magic missile*, *obscuring mist*, *windy escape*<sup>ARG</sup>

At will—*daze* (DC 14), *ghost sound* (DC 14), *light*, *ray of frost*, *resistance*, *touch of fatigue* (DC 14)

**TACTICS**

**Before Combat** Before coming down to confront the PCs, Chalissier uses a charge of his wand to cast *mage armor* and casts *shock shield* from his *spell lattice*. The bonuses from these spells have been included in his statistics.

**During Combat** Chalissier begins *obscuring mist*, using Cloud Gazer to find PCs. He views any fellow sylphs as traitors and targets them first. He attacks with *sonic scream* and *magic missile* and defends against one of their attacks with *windy escape*. If he runs out of spells, he uses lightning lance.

**Morale** Chalissier fights until reduced to 5 hit points or fewer and then tries to flee.

**STATISTICS**
**Str** 8, **Dex** 15, **Con** 12, **Int** 18,

**Wis** 10, **Cha** 12

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Cloud Gazer<sup>ARG</sup>, Toughness

**Skills** Knowledge (arcana, history, planes)

+11, Perception +4, Spellcraft +11, Use

Magic Device +8

**Languages** Auran, Common, Dwarven, Elven, Gnome, Halfling

**Combat Gear** *feather token* (whip), *potion of cure light wounds*, *spell lattice*<sup>ARG</sup> (1st level, *shock shield*<sup>UC</sup>), *wand of mage armor* (3 charges); **Other Gear** mwk light crossbow with 20 bolts, spellbook, spell component pouch, 27 gp

**SMALL AIR ELEMENTAL**
**CR 1**
**hp** 13 (*Pathfinder RPG Bestiary* 120, see page 23)

**TACTICS**

**During Combat** The air elemental uses its slam attacks.

**Morale** The air elemental fights to the death.

**Subtier 4-5 (CR 7)**
**AIR MEPHIT**
**CR 3**
**hp** 19 (*Pathfinder RPG Bestiary* 202, see page 23)

**Gear** *horn of fog*
**TACTICS**

**During Combat** The mephitis opens with its breath weapon, and then uses summon ability followed by casting *blur* and blowing the *horn of fog*.

**Morale** The mephitis fights to the death.

**SCALING ENCOUNTER C2**

Make the following adjustments to accommodate a group of four PCs. In each case, Fairuza baits one additional creature into following her outside.

**Subtier 1-2:** Remove the air elemental from the encounter.

**Subtier 4-5:** Remove the mephitis from the encounter.


**Fairuza Bereket**
**CHALISSIER**
**CR 5**

Male sylph arcanist 6 (*Pathfinder RPG Advanced Race Guide* 156, *Pathfinder RPG Advanced Class Guide* 8)

NE Medium outsider (native)

**Init** +2; **Senses** darkvision 60 ft.;

Perception +6

**DEFENSE**

**AC** 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)

**hp** 41 (6d6+18)

**Fort** +4, **Ref** +5, **Will** +6

**Resist** electricity 5

**OFFENSE**

**Speed** 30 ft.

**Ranged** mwk light crossbow +6 (1d8/19-20)

**Special Attacks** arcane reservoir (3/12), arcanist exploits (dimensional slide,

energy shield, lightning lance [3d6+1, DC 14]), consume spells

**Spell-Like Abilities** (CL 6th; concentration +7)

1/day—*feather fall*

**Arcanist Spells Prepared** (CL 6th; concentration +10)

3rd—*lightning bolt* (DC 17)

2nd—*invisibility*, *sonic scream*<sup>ARG</sup> (DC 16)

1st—*magic missile*, *obscuring mist*, *shocking grasp*, *windy escape*<sup>ARG</sup>

At will—*daze* (DC 14), *ghost sound* (DC 14), *light*, *open/close*, *ray of frost*, *resistance*, *touch of fatigue* (DC 14)

**TACTICS**

**Before Combat** Before coming down to confront the PCs, Chalissier uses his *spell lattice* to cast *shock shield*, uses a charge of his wand to cast *mage armor*, and drinks his *potion of fly*.

**During Combat** Chalissier opens with *obscuring mist* and uses his cloud gazer feat to target PCs. He views any fellow sylphs as traitors and targets them first. He attacks with *lightning bolt* and *sonic scream* and uses *windy escape* to protect against one of the PCs' attacks. If he runs out of spells, he attacks with his lightning lance.

**Morale** Chalissier fights until reduced to 6 hit points or below and then casts *invisibility* and tries to flee.

## STATISTICS

**Str** 8, **Dex** 15, **Con** 12, **Int** 18, **Wis** 10, **Cha** 12

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Cloud Gazer<sup>ARG</sup>, Extra Reservoir<sup>ACG</sup>, Toughness

**Skills** Knowledge (arcana, history, planes) +13, Perception +6, Spellcraft +13, Use Magic Device +10

**Languages** Auran, Common, Dwarven, Elven, Gnome, Halfling

**Combat Gear** feather token (whip), *potion of cure light wounds*, *potion of fly*, *spell lattice*<sup>ACG</sup> (1st level, *shock shield*<sup>UC</sup>), *wand of mage armor* (10 charges); **Other Gear** mwk light crossbow with 20 bolts, *cloak of resistance* +1, *ring of protection* +1, spell component pouch, spellbook, 27 gp

## ZAPHRAL CR 3

CN pegasus (*Pathfinder RPG Bestiary* 225, see page 23)

**hp** 34

**Languages** Auran  
(cannot speak)

**Gear** leather saddle with cloud motifs worth 100 gp

## TACTICS

**During Combat** The pegasus attacks in melee with its bite and hooves.

**Morale** The pegasus fights to the death, or until Chalissier is reduced to 6 hit points or less, at which point it attempts to help him escape.

**Treasure:** If the PCs do not defeat the creatures in this area, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 135 gp.

*Out of Subtier:* Reduce each PC's gold earned by 404 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 673 gp.

## CONCLUSION

After the battle, Fairuza returns with her superior officer, **Ashasar** (N male sulis druid 9). Ashasar is the sulis that the PCs may have heard about if they heard **Clue #2** during the gala. Fairuza introduces him as the Liaison of the Seat of Balance, the ambassador of one of the Concordance's five leaders. An air elemental in the shape of an airship hovers behind the Liaison, dancing around whimsically. Ashasar smiles at the elemental, telling it in Auran, "We must focus on the task at hand. Please, be still for the moment." Ashasar apologizes to the PCs for any previous hostilities and offers further explanations and answers about the Concordance.

"Protecting the balance among the elemental planes has been

the most sacred task of the Concordance of Elements since its founding. When we learned that the Pathfinder Society came into possession of the Untouchable Opal, your organization loomed as a threat to everything we have dedicated our lives to defending. Tampering with the Opal could create a devastating imbalance in the fabric of the planes. I believed that the Pathfinder Society sought to create this imbalance without consideration for the consequences or, at the very least, was poised to bring about calamity through ignorance. However, I have come to understand another perspective. There are some within the Concordance that have been making the case that the only way to achieve true balance would be to liberate all four of the imprisoned elemental lords. I acted rashly, without consulting the Seat of Balance for approval.

"I am truly sorry for the trouble I have caused you by sending my agents against the Society. I allowed fear to blind my judgment, and I take full responsibility for the harm I have caused, both directly and indirectly. I understand that, under these circumstances, your instinct may be to retaliate, and I would not hold it against you if you were to do so. However, we face a more immediate threat—the forces of Hshurha have labeled the Concordance and

the Pathfinder Society as conspirators and traitors. In light of both the nuances of the decision regarding the *Untouchable Opal* and our common threat, it would be in both of our best interests to share information and resources, so that we may come to the most informed decision and protect each other from what may otherwise be an insurmountable opposition."

If the PCs accept Ashasar's apology, he asks the PCs to remain in Armun Kelisk while he performs follow-up investigations and speaks to his superiors so the Society and the Concordance can move forward as allies rather than adversaries. He compensates the PCs for any costs they incurred from imprisonment after the encounter in area B, restoring any gold or Prestige Points that they spent. If the PCs were unable to locate the *Primordial Key of Ilyralene* earlier, Fairuza reveals its location and allows them to proceed with their research in peace. If the PCs attack Ashasar, he sighs, declares that he will play no part in further hostilities and that he hopes they will change their mind, and uses a scroll to cast *wind walk* on himself and Fairuza before fleeing.

The PCs are likely to ask Ashasar about Jamila's whereabouts. If they do, he informs them that she is away on business, and



Chalissier



tells them that he will send her a missive instructing her to return to Armun Kelisk and meet with the Society.

The PCs may remain as Jairo's guest during their stay and have full access to the Azure Hall. Jairo offers to sell the PCs with the Djinni's Admiration boon one of the flying carpets for a discounted rate; such PCs earn the Jairo's Generosity boon on this scenario's Chronicle sheet. If the PCs defeated Chalissier, they each earn the Air Affinity boon on their Chronicle sheets.

### PRIMARY SUCCESS CONDITION

If the PCs discover the Concordance's goals, either from questioning Concordance agents in area **B** or speaking to Ashasar, and they learn Ilyralene's theory on how to break the *Untouchable Opal* to free Ranginori, they succeed at their

mission and earn 1 Prestige Point.

### SECONDARY SUCCESS CONDITION

If the PCs do not attack Ashasar in the Conclusion and succeed with at least two of the following three objectives, they each earn 1 additional Prestige point: find three or more of the five clues during the Gala; find and interpret the *Codex of Fundamental Dominion* before the Concordance agents arrive; and find and interpret the *Primordial Key Of Ilyralene* before Chalissier attacks.

### FACTION NOTES

PCs belonging to the Sovereign Court faction earn a boon based on the dignitary they allied with at the Grand Symposium Gala. Mithradatha grants the Friend of Geniekind boon; Wan Feng grants the Dragon's Gift boon; and Zhalla bint Rathmozen grants the Kissed by the Wind boon.



Ashasar

## ILYRALENE'S RIDDLE

*Without wings, I soar  
Without throat, I roar  
I can be touched  
But never clutched  
I am free within the skies  
You cannot see me with your eyes  
What am I?*



## STAT BLOCKS

The following creature stat blocks are used and referenced in this scenario.

### BLINK DOG

*This sleek canine has a coarse, tawny coat, pointed ears, and pale eyes. A faint blue nimbus seems to dance upon its fur.*

BLINK DOG	CR 2
<i>Pathfinder RPG Bestiary</i> 2 47	
LG Medium magical beast	
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft., low-light vision, scent; Perception +7	
DEFENSE	
<b>AC</b> 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)	
<b>hp</b> 22 (3d10+6)	
<b>Fort</b> +5, <b>Ref</b> +5, <b>Will</b> +4	
OFFENSE	
<b>Speed</b> 40 ft.	
<b>Melee</b> bite +4 (1d6+1)	
<b>Spell-Like Abilities</b> (CL 7th; concentration +7)	
Constant— <i>blink</i>	
At will—quicken <i>dimension door</i> (self only)	
STATISTICS	
<b>Str</b> 12, <b>Dex</b> 15, <b>Con</b> 14, <b>Int</b> 10, <b>Wis</b> 13, <b>Cha</b> 11	
<b>Base Atk</b> +3; <b>CMB</b> +4; <b>CMD</b> 16 (20 vs. trip)	
<b>Feats</b> Combat Reflexes, Iron Will	
<b>Skills</b> Perception +7, Stealth +7, Survival +2 (+6 scent tracking)	
<b>Languages</b> Sylvan	

### ELEMENTAL, AIR

*This cloudlike creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.*

SMALL AIR ELEMENTAL	CR 1
<i>Pathfinder RPG Bestiary</i> 220	
N Small outsider (air, elemental, extraplanar)	
<b>Init</b> +7; <b>Senses</b> darkvision 60 ft.; Perception +4	
DEFENSE	
<b>AC</b> 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)	
<b>hp</b> 13 (2d10+2)	
<b>Fort</b> +4, <b>Ref</b> +6, <b>Will</b> +0	
<b>Defensive Abilities</b> air mastery; <b>Immune</b> elemental traits	
OFFENSE	
<b>Speed</b> fly 100 ft. (perfect)	
<b>Melee</b> slam +6 (1d4+1)	
<b>Special Attacks</b> whirlwind (DC 12)	
STATISTICS	
<b>Str</b> 12, <b>Dex</b> 17, <b>Con</b> 12, <b>Int</b> 4, <b>Wis</b> 11, <b>Cha</b> 11	
<b>Base Atk</b> +2; <b>CMB</b> +2; <b>CMD</b> 15	
<b>Feats</b> Flyby Attack, Improved Initiative <sup>B</sup> , Weapon Finesse <sup>B</sup>	
<b>Skills</b> Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11	

### SPECIAL ABILITIES

**Air Mastery (Ex)** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

### MEPHIT

*This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.*

AIR MEPHIT	CR 3
<i>Pathfinder RPG Bestiary</i> 202	
N Small outsider (air)	
<b>Init</b> +6; <b>Senses</b> darkvision 60 ft.; Perception +6	
DEFENSE	
<b>AC</b> 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)	
<b>hp</b> 19 (3d10+3); fast healing 2 (in gusty or windy areas)	
<b>Fort</b> +2, <b>Ref</b> +5, <b>Will</b> +3	
<b>DR</b> 5/magic	
OFFENSE	
<b>Speed</b> 30 ft., fly 60 ft. (perfect)	
<b>Melee</b> 2 claws +5 (1d3+1)	
<b>Special Attacks</b> breath weapon (15-foot cone, 1d8 slashing damage, Reflex DC 13 half)	
<b>Spell-Like Abilities</b> (CL 6th; concentration +8)	
1/day— <i>gust of wind</i> , summon (level 2, 1 air mephit 25%)	
1/hour— <i>blur</i>	
STATISTICS	
<b>Str</b> 13, <b>Dex</b> 15, <b>Con</b> 12, <b>Int</b> 6, <b>Wis</b> 11, <b>Cha</b> 14	
<b>Base Atk</b> +3; <b>CMB</b> +3; <b>CMD</b> 15	
<b>Feats</b> Dodge, Improved Initiative	
<b>Skills</b> Bluff +8, Fly +10, Perception +6, Stealth +12	
<b>Languages</b> Auran, Common	

### SPECIAL ABILITIES

**Breath Weapon (Su)** An air mephit can unleash a cone of sand and grit that deals 1d8 points of slashing damage every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

### PEGASUS

*This magnificent horse has great birdlike wings upon its back and moves with a quiet and proud grace.*

PEGASUS	CR 3
<i>Pathfinder RPG Bestiary</i> 225	
CG Large magical beast	
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft., <i>detect evil</i> , <i>detect good</i> , low-light vision, scent; Perception +11	
DEFENSE	
<b>AC</b> 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)	
<b>hp</b> 34 (4d10+12)	
<b>Fort</b> +7, <b>Ref</b> +6, <b>Will</b> +4	
OFFENSE	
<b>Speed</b> 60 ft., fly 120 ft. (average)	

**Melee** bite +7 (1d3+4), 2 hooves +2 (1d6+2)

**Space** 10 ft.; **Reach** 5 ft.

**Spell-Like Abilities** (CL 4th; concentration +5)

Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)

## STATISTICS

**Str** 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13

**Base Atk** +4; **CMB** +9; **CMD** 21 (25 vs. trip)

**Feats** Flyby Attack, Iron Will

**Skills** Fly +5, Perception +11, Sense Motive +7; **Racial Modifiers** +4 Perception

**Languages** Common (cannot speak)

## WYSP, FIRE

*This sphere of elemental matter emits a strange hum that resonates with elemental power.*

### FIRE WYSP

CR 2

*Pathfinder RPG Bestiary* 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

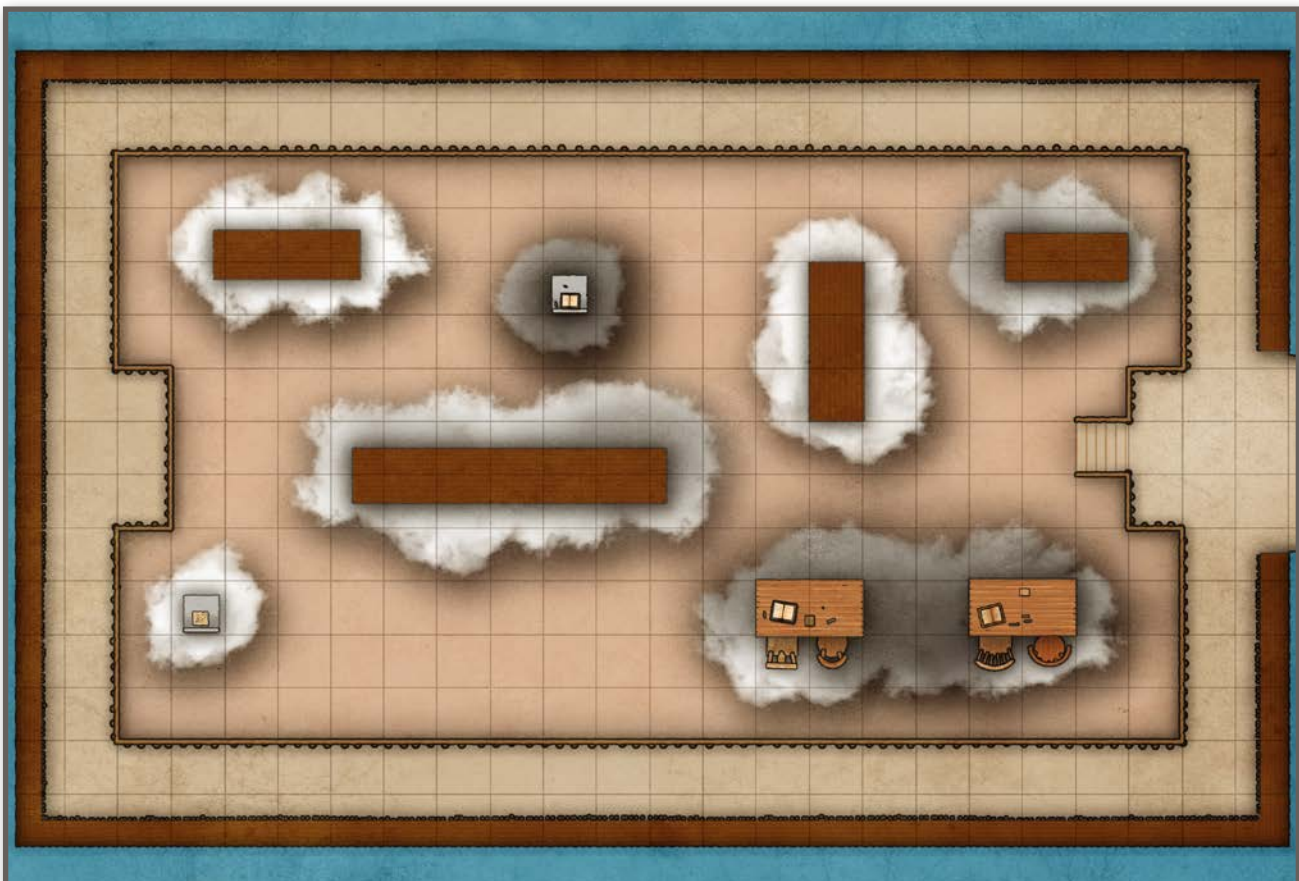
## SPECIAL ABILITIES

**Living Battery (Ex)** 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 true resurrection, miracle, or wish, 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.





# PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #8-10: Tyranny of Winds, Part 2: Secrets of the Endless Sky

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
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Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court

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Pathfinder Society Scenario #8-10: Tyranny of Winds, Part 2: Secrets of the Endless Sky © 2016, Paizo Inc.; Author: Crystal Malarsky.





# Pathfinder Society Scenario #8-10: Tyranny of Winds, Part 2: Secrets of the Endless Sky

Character Chronicle #

☐ Core CampaignA.K.A. \_\_\_\_\_  
Player Name 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.

**Dragon's Gift (Sovereign Court):** As an imperial sky dragon, Wan Feng is a wise and benevolent councilor and champion of the cause of good. He presents you with a token made of one of his scales. When you would take electricity damage, you may cross this boon off your Chronicle sheet to reduce the damage by an amount equal to your character level. If your alignment is good, you instead reduce the amount of damage by twice your character level.

**Friend of Geniekind (Sovereign Court):** The Sovereign Court has convinced Mithradatha to cast several *wish* spells on its behalf. One of these *wishes* helps protect members of the Sovereign Court. You may cross this boon off your Chronicle sheet before rolling a saving throw to roll twice and take the higher result.

☐ **Jairo's Generosity:** Jairo has not forgotten your friendly and respectful demeanor toward him when you first met. He provides you with a free noble's outfit. In addition, he offers you a discount if you wish to purchase one of his flying carpets. You may check the box that precedes this boon to purchase a *carpet of flying* at the following discounted price: 5 ft. by 5 ft. (18,000 gp), 5 ft. by 10 ft. (31,500 gp), or 10 ft. by 10 ft. (54,000 gp).

☐ **Kissed by the Wind (Sovereign Court):** Zhalla bint Rathmozen is a resourceful and clever ally to the Sovereign Court, capable of sending resources into even the most remote locations. You may check a box that precedes this boon to order one of the following items that you could otherwise legally purchase: a *bottle of air*, a *ring of feather fall*, or a scroll of *air walk, fly*, or any spell with the air or electricity descriptor (or a potion or oil of any such spell of 3rd level or lower). The item arrives via one of her air elemental allies 1 hour later. You must pay the full price for the item in gold pieces at the time that you receive it.

**Uneasy Alliance:** You have accepted Ashasar's offer of alliance with the Concordance. This boon may play a role in future adventures.

**KEYLIGHT LANTERN****PRICE**  
2,000 GP**SLOT** none**CL** 10th**WEIGHT** 1 lb.**AURA** moderate evocation

A *keylight lantern* is wreathed with elemental runes. When lit, it gives off light as per a typical lantern, but the shifting flame gives its user a +2 competence bonus on Perception checks to find secret doors. In addition, once per day, the lantern's bearer can fling the oil as a splash weapon that functions as a flask of acid, except that its damage type is random among acid, cold, electricity, and fire. Each *keylight lantern* has an indentation where an *elemental gem* could

fit. If an elemental gem is slotted in the lantern, the damage type is fixed based on the gem's element—acid for an earth gem, cold for a water gem, electricity for an air gem, and fire for a fire gem. The lantern's bearer may choose to expend the *elemental gem* to infuse the oil with its energy. If she does so, the next time she throws the oil, it functions as per *fireball*, centered on the square (10d6 damage, Reflex DC 14 half) instead of as an acid flask. The damage type of the *fireball* matches the damage type associated with the *elemental gem*.

**CONSTRUCTION REQUIREMENTS****COST** 1,000 GP

Craft Wondrous Item, *acid splash*, *ray of frost*, *fireball*, *guidance*, *shocking grasp*

**All Subtiers**

elemental flux (20 gp; *Pathfinder RPG Advanced Race Guide* 203)  
feather token (whip, 500 gp)  
keylight lantern (2,000 gp)  
spell lattice (1,000 gp, *Pathfinder RPG Advanced Class Guide* 235; contains *shock shield*, *Pathfinder RPG Ultimate Combat* 243)  
wand of mage armor (3 charges; 45 gp, limit 1)

**Subtier 4-5**

+1 cloudburst chain shirt (6,250 gp; *Pathfinder RPG Advanced Race Guide* 160)  
cloak of resistance +1 (1,000 gp)  
elemental gem (air, 2,250 gp)  
elemental gem (fire, 2,250 gp)  
elixir of forceful exhalation (900 gp; *Advanced Race Guide* 160)  
horn of fog (2,000 gp)  
potion of fly (750 gp)  
ring of protection +1 (2,000 gp)  
wand of mage armor (10 charges; 150 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	257	513

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	603	1,205

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	949	1,897

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	Starting XP
	GM's Initials
	XP Gained (GM ONLY)
	Final XP Total

FAME		
	Initial Prestige	Initial Fame
		GM's Initials
	Prestige Gained (GM ONLY)	
	Prestige Spent	
	Current Prestige	Final Fame

GOLD		
	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 #