

# PATHFINDER SOCIETY®

## YEAR OF THE STOLEN STORM



## TYRANNY OF WINDS, PART 1: THE SANDSTORM PROPHECY

By Charlie Brooks



**Author** • Charlie Brooks  
**Development Lead** • Linda Zayas-Palmer  
**Contributing Artists** • Giorgio Baroni, Sebastian Horoszko, and Jim Pavalec  
**Cartographer** • Sean Macdonald

**Editor-in-Chief** • F. Wesley Schneider  
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## GM RESOURCES

*The Sandstorm Prophecy* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2 (B2)*, and *Pathfinder RPG Ultimate Magic (UM)*. 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.

## HOW TO PLAY

*Pathfinder Society Scenario #8-08: Tyranny of Winds, Part I: The Sandstorm Prophecy* 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).



Paizo Inc.

7120 185th Ave NE, Ste 120  
 Redmond, WA 98052-0577

[paizo.com](http://paizo.com)

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# TYRANNY OF WINDS, PART 1: THE SANDSTORM PROPHECY

By Charlie Brooks



The pharaohs of Osirion drew upon many sources of labor to construct some of their greatest cities and monuments, including the service of elemental beings. Water elementals stayed the floodwaters of the Asp, Crook, and Sphinx rivers; fire elementals served as counselors and guardians to the most powerful members of society; and both air and earth elementals helped build great structures that have stood the test of ages. Some of these elementals served willingly, negotiating contracts of service. Many others found themselves forced into servitude by powerful magic. However, the spells that bound them did not last forever. When the imprisoned elementals broke free, many retreated to the deserts of northern Garund, along the Scorpion Coast. They organized themselves into a complex structure of clans with numerous alliances and rivalries. Although those responsible for their bindings have been dead for millennia, some of these former captives remain in the desert. These ancient elementals share the wisdom of their long existences with their followers, including tales of the indignities that they suffered. As a result, the elementals of Scorpion Coast usually treat humanoids that enter their territories with impatience and suspicion at best, if not outright hostility.

A few weeks ago, the genie Jamila al-Shafah stole several valuable historical artifacts from the Pathfinder Society's lodge in Osirion. As she fled, she passed through the elementals' lands, prophesying that a group of Pathfinder agents would prove a threat to their clans. She spoke to the elders of the two most powerful elemental clans, the Goanron Triumvirate and their rival, the Ainsi tribe. Jamila expected that her words would sow hostility against any pursuing Pathfinders, which would serve as a perfect smokescreen for her escape into the desert. What Jamila did not realize is that her description of the Pathfinders fit neatly into an old desert prophecy, which spoke of messengers of change heralding the ascendancy of one elemental tribe as the undisputed rulers of the sands. Jamila's plan backfired, as both emissaries resolved to set aside their typical opposition toward humanoids to seek out the Pathfinders on friendly terms. Both Ini-Kherit of the Goanron Triumvirate and

## WHERE ON GOLARION?

*The Sandstorm Prophecy* takes place in the Underdunes of Osirion, a region to the southeast of Sothis. Tribes of elementals are the region's primary inhabitants. As these elementals move, they create the huge, sandy trenches that give the region its name. For more information about this region, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*, available at bookstores and game stores everywhere and online at [paizo.com](http://paizo.com).



Aridiea of the Ainsi dispatched emissaries in search of these potential prophets. After all, even if these Pathfinders were not the prophesied heralds of change, an alliance with the Pathfinder Society could provide a considerable advantage in the tribes' next conflict and strike fear into the hearts of their enemies.

## SUMMARY

Venture-Captain Norden Balentiir assigns the PCs to pursue a janni thief named Jamila al-Shafah, who has stolen a pair of relics from the Pathfinder Society. The pursuit leads the PCs into a desert trench, where they must choose between traveling the sandslide-prone ground or the windswept ledges. If they travel the trench floor, they meet Elsharon, an earth elemental of the Goanron Triumvirate. If they brave

the heights instead, they meet Iyasset, an air elemental of the Ainsi. The emissary approaches peacefully, believing that the PCs may be prophets. The tribe's leader can aid in finding Jamila, but the PCs must first prove their worth by passing a series of trials at the Sandflow Source, a holy site which both the Goanron and the Ainsi lay claim to.

The trials that await at this site serve to educate the PCs about the elementals and test their willingness to aid the tribes. Entering the site requires the PCs to pass through a river of sand. From there, they encounter territorial sandmen opposed to both elemental factions.

Deeper in the labyrinth, the PCs get a brief taste of what it feels like to travel on the Elemental Plane of Air as they enter a chamber of subjective gravity. Finally, they encounter the oread sorcerer Qiarah, a visitor attempting to transform herself into an earth elemental. Elsharon asks the PCs to convince her to abandon the Sandflow Source peacefully, while Iyasset wants her dead.

After completing the trials of the Sandflow Source, the PCs meet the emissary representing whichever tribe the PCs did not previously encounter. This elemental offers the PCs aid in hopes of gaining prestige for the tribe. The PCs must choose a side, making an enemy of the opposing tribe. After defeating the enemy emissary, the PCs learn of Jamila's whereabouts as well as her connection to a group known as the Concordance of Elements.

## GETTING STARTED

Read or paraphrase the following in order to get the adventure underway.

Several well-armed guards patrol the perimeter of the Sandswept Hall of Sothis, watching passerby with suspicion. As they scan the crowd, the lodge's front gates swing open, and Venture Captain Norden Balentiir steps out into the street, waving calmly to the guards. "It's all right. They are Pathfinders." Balentiir steps back inside the gates. "Please, follow me. We have much to discuss." Instead of leading the way into the lodge itself, he walks around the back of the building to a lush garden. Sycamore, tamarisk, and fig trees provide shade to cushioned benches, and trellises covered in grapes and flowering plants provide privacy.

"Last night, a thief broke into our vault and fled with a pair of valuable items. While we were unable to stop her from escaping, a guard caught a glimpse of her as she fled. Our thief is a janni

named Jamila al-Shafah. She has served as an ally to the Society in the past, but now we have to assume she might have been planning this theft for some time. She's made her way southeast toward the Underdunes. We're still figuring out if she had help, but in the meantime, I need you to find where she escaped to."

Norden pauses and glances toward the sky before continuing. "In a way, this could be a blessing in disguise. The Underdunes have many hidden bits of lore. If you find something interesting along the way, be sure to take note of it for later. But don't tarry too long—Jamila already has a lead of almost half a day."

Norden guides the PCs to a secluded area of the garden. He answers questions as long as they are relevant to the mission at hand.

**Who is the thief?** "We first met Jamila as a silk merchant from Qadira. She was a companion of the late Venture-Captain Targos Min-Katheer, and she helped lay him to rest. We considered her to be an ally of the Society. Now we have to wonder whether her aid was just part of a larger ruse."

**What does she look like?**

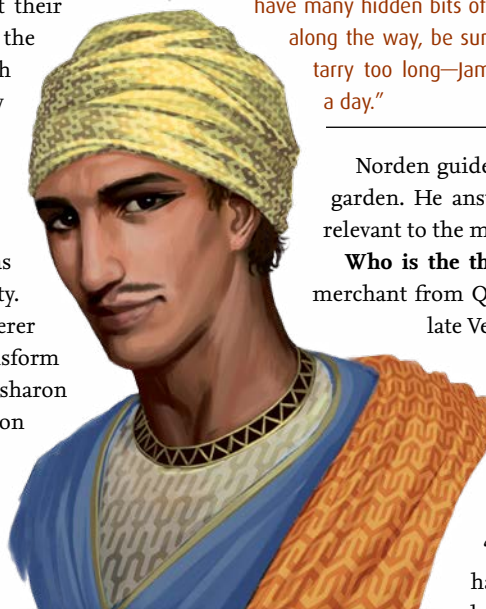
"Jamila has pale skin, long red hair, gold-colored eyes, and angular brown tattoos. She typically travels with a bird with green and orange feathers whose talons crackle with electricity."

**How did she manage to rob the Sandswept Hall?** "We're still trying to piece together the details. She struck

our vault on the second floor. She was able to retrieve items without fighting any of the guards, which means she knew where to go and how to bypass our defenses."

**What items did she take?** "We've identified two missing relics. *The Sandstorm Codex* is an ancient tome written in Osiriani, Aquan, Auran, Ignan, and Terran. It's an elaborate text, and we haven't yet fully deciphered it. The other is an abacus that supposedly belonged to the Pharaoh of Numbers."

**Where did she go?** "As far as we can tell according to what little we've managed to gather, she made her way into the Underdunes. We can guess at her likely direction, but the task of tracking her down falls to you. We know that she used to work as a desert merchant, and the local merchants create trails through the desert that connect water sources and remote outposts and thread their way between the most dangerous threats. Her appearance and that of her pet bird are quite distinctive, so you might try taking the most prominent of these paths and asking anyone you meet along the way."



Norden Balentiir



**How should we prepare?** “Prepare yourselves for sandslides, scorching heat, and other dangerous terrain. Bear in mind that several elemental tribes call the Underdunes home, and none of them have a fondness for humanoids. Bring rope and survival gear, but also an eye for history. Rumor has it that the binding rituals of Ancient Osirion caused the elemental planes to bleed over into the desert at spots. If you can find proof of that theory, or learn something new about the elemental tribes, that discovery would give this proverbial cloud its silver lining.”

Before the PCs depart, Balentiir hands them a map of the paths that desert merchants travel most frequently. The most prominent path into the Underdunes ends at the coastal city of El-Shelad. About 10 miles outside of Sothis, the single path begins branching into several options, which arc out into the desert before periodically rejoining into a single route. If the PCs ask about the branching paths, the venture-captain explains that the paths provide options for merchants to take to avoid sandstorms and elemental migrations. He suggests that the PCs check with a desert merchant, either within Sothis or along the trail, to learn which paths are currently the safest.

If the PCs seek out a desert-traveling merchant in Sothis, they find Kihur, a spice merchant who often makes the journey between Sothis and El-Shelad. Kihur is warm and welcoming. He offers the PCs free samples of his spiced tea and answers their questions about the desert to the best of his ability. He knows about general desert dangers, such as heat, sandstorms, and elemental tribes. He also knows which of the paths to El-Shelad merchants are using at this time of year. Although he does not insist that the PCs buy any of his wares, he strongly implies that they should, making comments such as, “There is nothing better to cool you down in a trip across the desert than a soothing cup of hot tea. I’ll give you a discount for being such polite customers.”

## ON JAMILA’S TRAIL

The Underdunes comprise long, canyonlike trenches with walls that rise to 100 feet high in spots. As the PCs explore the area in pursuit of Jamila, they may attempt several skill checks to learn more information about the area.

### Knowledge (local or planes)

Based on the result of a Knowledge (local or planes) check, the PCs might know more about the area Jamila fled through. They learn all of the information with a DC less than or equal to the result of their check.

**10+:** Rival tribes of elementals lay claim to both the Underdunes and the surrounding area. Ancient Osirian pharaohs once bound many of these elementals into service.

**15+:** One of the primary reasons that desert travelers must frequently change their paths is to avoid the desert’s two most prominent elemental clans: the Goanron Triumvirate,

comprised of air, earth, and fire elementals, and the Ainsi, a splinter faction of air elementals.

**20+:** The lost city of Tumen serves as the focal point of the conflict between the Goanron and the Ainsi. The Goanron strive to keep the city buried under the desert sands, while the Ainsi believe that uncovering it can advance the desert to its true glory.

### Knowledge (engineering or nature) or Survival

Based on the result of a Knowledge (engineering or nature) or Survival check, the PCs might notice that the dunes they are traveling through are seem to have certain patterns to them. They learn all of the information with a DC less than or equal to the result of their check.

**15+:** While the canyons appear naturally made, the manner in which the rocks have been worn runs counter to the region’s wind patterns. Some recent sandslides seem to have occurred in areas that should be stable enough to avoid such disasters.

**20+:** The wear on the rocks in the area and the formation of sand dunes is arranged in a pattern—one that can likely only be viewed in full from high in the air.

**25+:** The altered areas make a pattern of five circles nested within each other, like an archery target. These circles surround four triangles, each of which points toward the center of the target.

## INTO THE UNDERDUNES

Most travelers and merchants prefer to travel between Sothis and El-Shelad by sea, but a small minority of them take the land route instead. The PCs run into dozens of travelers and merchants. Any of these individuals can point the PCs toward the right path if they did not already speak with Kihur in Sothis. Unbeknownst to the PCs, Jamila spent most of her time away from the safest paths; as a result, almost none of the travelers have seen her. However, one of the merchants, Shirana, spotted Jamila 6 hours ago, and she is willing to tell the PCs the location. She also offers to sell the PCs some of her wares. She primarily carries unusually durable glass ornaments and jewelry, but she also maintains a small stock of desert survival supplies to sell to unprepared travelers.

As the PCs travel through the desert, they are exposed to its scorching heat. Unless the PCs take significant precautions, such as casting *endure elements* or traveling only during the night, they risk heatstroke. Instead of having the PCs roll every hour to determine the effects of heat, have each PC attempt a DC 15 Fortitude save (DC 19 in Subtier 4–5) to represent the beginning of their journey. Any modifiers that would normally impact the effects of heat apply (*Pathfinder RPG Core Rulebook* 444). PCs in Subtier 1–2 who fail the saving throw take 1d4 points of nonlethal damage and are fatigued. In Subtier 4–5, PCs who fail the saving throw instead take 3d4 points of nonlethal damage and are fatigued.

## THE ELEMENTAL EMISSARY

A few hours into their journey, the PCs come across a particularly deep canyon that requires them to make a fateful choice. Read or paraphrase the following.

The road diverges into two paths. A steep downward trail leads to a trench that provides shade from the desert heat. The other path leads upward toward a series of ledges that eventually lead to the top of the canyon. This higher path provides less protection from the sun, but its high vantage point could allow a better view of the surrounding area.

The PCs' map indicates that merchants sometimes take both paths, and that they eventually merge into a single path. If the PCs succeed at a DC 15 Survival check, they notice a few additional features of the paths. The loose rubble and sand along the edges of the lower path suggests the risk of a landslide, while strong, swirling winds on the upper path could make travel along the narrowest ledges dangerous. Parties who travel along the canyon floor meet the earth elemental Elsharon, while those who travel the upper path meet the air elemental Iyasset.

Although the two paths follow the same general direction, they diverge enough that those traveling one have difficulty seeing or hearing those on the other. If, despite this, the PCs choose to split the party in order to take both paths, choose one of the elemental emissaries to encounter the PCs. That elemental helps the group reconnect prior to bringing them to the Sandflow Source.

### Meeting Elsharon

If the PCs travel across the bottom of the canyon, the following occurs when they approach the halfway point of their journey.

The ground starts to shake. The earth shifts and squirms, as though the sand has become a living thing.

**Hazard:** Loose sand and gravel along the edge of PCs' path gives way into a landslide. A PC who succeeds at a DC 15 Survival check or a DC 18 Perception check (DC 19 Survival or DC 22 Perception in Subtier 4–5) notices the danger in time to jump out of the way. All other PCs must attempt

a DC 13 Reflex save (DC 17 in Subtier 4–5) to leap to safer ground. If the PCs succeeded at the Survival check to know about this potential hazard, they are assumed to be walking carefully, and they gain a +4 bonus on the Reflex save. PCs who fail the saving throw take 1d6 points of damage and are buried in sand up to their waists (in Subtier 4–5, the sand is filled with sharp gravel that deals 3d6 points of damage, and it buries PCs up to their necks). Mounted PCs who fail the save are knocked off their mounts before being buried. Assume that shorter PCs, such as halflings and gnomes, are buried to the same depth on their bodies as their taller counterparts.

A PC who succeeds at a DC 18 Strength check (DC 22 in Subtier 4–5) escapes the sand on her own in 1 round.

Otherwise, a PC can free herself with 1 minute of careful wriggling, or 5 minutes in Subtier 4–5. A freed PC can dig a buried PC free in the same amount of time it takes for a PC to wriggle free.

While the trapped PCs are working to free themselves, a group of visitors arrives.

A hand emerges from the shifting ground, followed shortly by a humanoid shape made entirely of packed stone and dirt. One by one, a dozen similar creatures emerge.

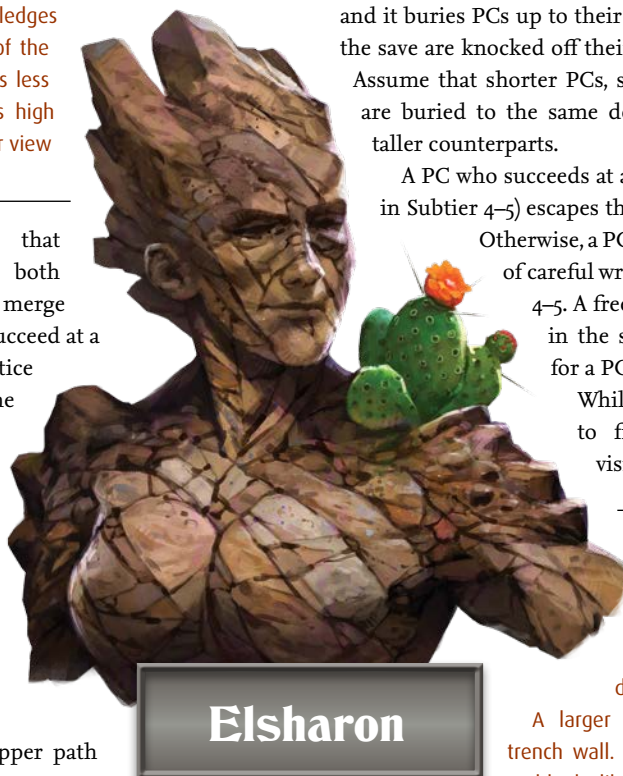
A larger elemental steps out from the trench wall. This one towers over the others and looks like a heavysset woman with hollow eyes. The elemental steps forward, but raises

no hand to suggest hostility.

"Interlopers," says the elemental in a deep voice. "Fools, I would expect, were it not for your timing." She pauses, as if coming to a decision. "Could you be the prophets we seek?"

**Creatures:** Elsharon, an advanced medium earth elemental (or an advanced large earth elemental in Subtier 4–5), leads a squad of a dozen small earth elementals in her search for the prophets. Her squad's arrival destabilized the ground, and she did not consider the possibility that this could pose a hazard to humanoids. Thankfully, she has arrived to talk, not fight. Ini-Kherit of the Goanron Triumvirate sent Elsharon as an emissary, and Elsharon strongly suspects that the PCs are the prophets whose presence signals prosperity for her tribe. Elsharon's statistics appear on page 17.

Elsharon speaks slowly and deliberately, taking time to pause between each thought. She prefers to speak in Terran, but doesn't assume that the PCs know that language unless there are oreads in the group. Her attitude toward the PCs begins at friendly.



Elsharon

If any PCs were buried in the sandslide, Elsharon asks them to come the rest of the way out of the sand to talk. She is mystified by the idea that the PCs cannot move through sand freely and assumes that trapped PCs must be subordinate to PCs who succeeded at their Reflex saves or who escaped in 1 round. As a result, she talks to PCs who are not trapped first, going as far as to remind trapped PCs that it is only right for her to talk to the group's leaders rather than its hirelings. It is possible that every PC in the party fails the Reflex save to avoid being buried and no PC escapes on the first round; in this case, Elsharon assumes that the PCs are mocking her, and her attitude worsens from friendly to indifferent.

Once the PCs begin to talk with Elsharon, proceed to the "Are You the Prophets?" section found on page 7.

### Meeting Iyasset

If the PCs choose the upper path, the following occurs after they reach the top of the trench.

*The winds pick up without warning, pushing in every direction and at some points blustering hard enough to make the narrow ledge a deadly peril.*

**Hazard:** Powerful gusts of wind threaten to hurl the PCs over the edge of the cliff. A PC who succeeds at a DC 15 Survival check or a DC 18 Perception check (DC 19 Survival or DC 22 Perception in Subtier 4–5) notices the danger in time to drop prone before falling over the edge. All other PCs must attempt a DC 15 Reflex save (DC 19 in Subtier 4–5) to drop prone in time. If the PCs succeeded at the Survival check to know about this potential hazard, they are assumed to be walking carefully, and they gain a +4 bonus on the Reflex save. PCs who fail the saving throw are thrown off the cliff. They land on an outcropping 10 feet below, taking 1d6 points of damage. In Subtier 4–5, falling PCs instead land on an outcropping 30 feet below, taking 3d6 points of damage. Mounted PCs who fail the save are knocked off their mounts before being thrown off the cliff.

A PC can scale the cliff's jagged walls back to the upper path by succeeding at a DC 15 Climb check. In Subtier 4–5, the DC increases to 20, and many PCs are likely to need two

successful skill checks to scale the cliff. The walls contain plenty of possible attachment points for ropes, pitons, and other climbing gear. PCs who fall while climbing are never at risk of tumbling farther down the cliff than the outcropping from the initial gust.

While the PCs work to regain their footing, a group of visitors arrives.



The whipping winds die down and quickly coalesce into numerous small gaseous shapes. They appear as birds, flying humanoids, and amorphous clouds, totaling a dozen in all.

A larger elemental descends until it almost touches the ground. The creature has a humanlike head and torso, but its lower body forms a bilious cloud from which wispy tendrils emerge in all directions. "Well, well—land creatures," it says in a masculine voice. "Foolish or brave—or perhaps knowing we seek you. Yes, yes. You are the prophets, are you not?"

**Creatures:** Iyasset is an advanced medium air elemental (or an advanced large air elemental in Subtier

4–5) who leads a band

of a dozen small air elementals, though none of the elementals make a hostile move toward the PCs. Aridea of the Ainsi tribe has sent him to find the Pathfinders Jamila foretold. Iyasset is certain that the PCs are the prophets. Iyasset's statistics appear on page 18.

The air elemental speaks in a fast, clipped manner, and wisps of fog sometimes break away from him when he is excited. His attitude toward the PCs begins at friendly. He assumes that any sylph PCs are in charge of the group unless corrected. He ignores any non-sylph PCs below the cliff's edge, assuming that if they were interested in talking, they would fly up to talk. If all of the PCs fell off the cliff's edge, he assumes that the PCs are attempting to avoid him; reduce his attitude from friendly to indifferent.

Once the PCs begin conversing with Iyasset, proceed to the "Are You the Prophets?" section below.

### Are You the Prophets?

Given the number of elementals surrounding them, the PCs would be wise to play along with the assumption of the emissary they encounter. If they deny the title of



## SCALING ENCOUNTER A1

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

**Subtier 1-2:** The elemental emissary provides aid to one PC per round provided they can get within 5 feet of the edge of the pool. Once they come that close, the elemental considers the task complete and assists them the rest of the way.

**Subtier 4-5:** Those who approach within 10 feet of the pool do not run the risk of being dazzled.

prophets, Elsharon insists that they don't yet know the truth about themselves, while Iyasset contends they are being too modest.

The emissaries each desperately want to be the first to find the prophets, and do what they can to convince the PCs to follow them. They do not, however, resort to violence unless the PCs strike first—after all, the prophets are no good to them dead. They know the PCs have a connection to Jamila and attempt to exploit that connection. Read or paraphrase the following when the elementals have a chance to bring up Jamila or when the PCs do so themselves.

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*"You seek the janni who fled through these dunes," says the elemental. "Jamila al-Shafah. She passed through not long ago, though only the leader of my tribe knows where she was bound. She rightly fears the power of the prophets, while we respect it. My leader can tell you where this Jamila has gone, provided that you are the ones we seek. Will you prove yourselves to us?"*

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If the PCs accept the emissary's offer, it dismisses the other elementals, then offers a chance to answer questions from the PCs before proceeding further.

**Why do you think we're prophets?** "The art of prophecy has faded away over the years, but what is known is still known. A new clash of the khamsin storms draws near, and the Goanron and Ainsī watch for a sign of blessing. We have not known what exactly to expect, but the time is right and you are here."

**How do we prove ourselves?** "Sacred ground lies near here, known as the Sandflow Source. Those who pass through must show a mastery of the elements and an appreciation of our people. If you meet the challenges within, you will prove yourselves to all who may not see your true value. Only then may I bring you to our leader."

Provided that the PCs have no objections, the emissary suggests that they travel to the Sandflow Source immediately.

The PCs can attempt to improve the emissary's attitude with Diplomacy once during this scenario, and additional actions that the PCs take during the trials ahead can modify the emissary's attitude in both positive and negative ways.

The emissary does not attack even if this attitude becomes hostile, but at this point the emissary ceases providing any aid beyond guiding the PCs through the Sandflow Source.

## A. THE SANDFLOW SOURCE

Once the PCs agree to the test, the emissary leads them through a dizzying maze of trenches, dunes, and escarpments, eventually bringing them to the holy site known as the Sandflow Source. The area gets its name from the fact that the ground itself flows like a river here, constantly shifting, roiling, and eventually descending into a waterfall-like shower of sand. Here the pharaohs of old summoned and bound mass numbers of air and earth elementals. The frequent callings left an elemental imprint on this site, and in spots it has taken on features of both the Elemental Planes.

As the PCs travel to the Sandflow Source, have each PC attempt a Fortitude save to resist the effects of heat. Use the same simplified model that appears in the Into the Underdunes section (see page 5).

With the exception of the tunnel and underground chamber **A5**, the Sandflow Source lies in an open-air labyrinth that serves as a holy site to both the Ainsī and the Goanron. The sun above provides natural light throughout the open areas. The walls have a smooth, almost glossy polish and rise 20 to 30 feet high throughout the complex. A dusting of windswept sand covers the hard stone floor, albeit not enough to restrict movement.

### A1. Through the Sandflow (CR 2 or CR 5)

After several miles of travel, the emissary pauses at the top of a plateau and gazes meaningfully toward the trench below. A roaring, bubbling noise from below sounds like water rapids, but is in actuality a constantly shifting stream of sand. The river, approximately 15 feet wide, tosses and heaves with waves of fine yellow-brown sand. The rapid flow ends at a ledge, where it crashes downward just like a waterfall.

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*"From the Sandflow Source many of us came, and to the Source we periodically return," says the elemental. "If you pass through this holy site, you too will be welcomed into our tribe, and you too shall earn the secrets you seek. To complete the first trial, you must get inside and make your way to solid ground."*

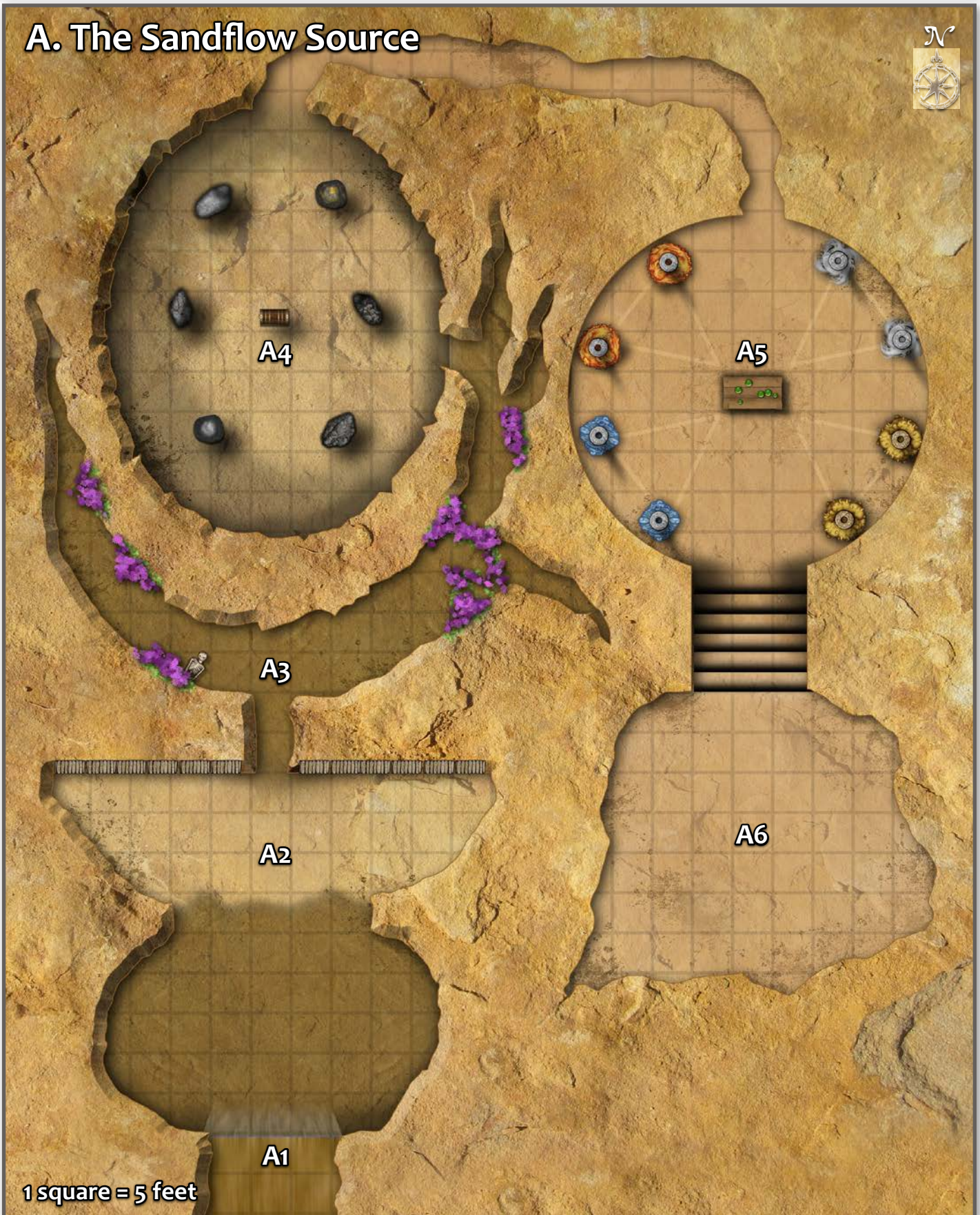
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The emissary points out a path that leads the PCs to the bank of the sand river, and then earth glides or flies to the edge of area **A2** to await the PCs' arrival. It answers any last-minute questions but provides no direct aid in bypassing this area.

PCs who succeed at a DC 15 Knowledge (planes) check recognize the flowing sand as a rare feature found on the Plane of Earth.



# A. The Sandflow Source



1 square = 5 feet



**Hazard:** The current of the sand river is only moderately strong, but the fact that it is sand instead of water makes swimming a challenge. Anyone who enters the river must succeed at a DC 15 Swim check or get caught up in the current and rushed over the edge of the sandfall.

The sandfall leads to a 10-foot drop, but the constantly flowing and well-aerated sand at the bottom ensures that those who go over the edge take only take 1d6 points of nonlethal damage. Those who jump in willingly can attempt a DC 15 Acrobatics or Swim check to negate this damage.

Once in the pool at the bottom, the challenge becomes a matter of keeping one's head above the sand. The sand flows downward, eventually melding with the earth dozens of feet below. A PC must succeed at a DC 5 Swim check to stay above the sand without moving, while a successful DC 10 Swim check is required for a PC to move at up to half her normal speed in any direction. PCs who fail this check by 5 or more sink into the sand at a rate of 5 feet per round. Any characters that sink beneath the sand run the risk of drowning (*Core Rulebook* 445). A rope, pole, or other aid either anchored or held by somebody on solid ground reduces the DC of any Swim check in the pool by 5.

Pitted and scarred by the constantly roiling sand, the walls of this area can be scaled with a DC 10 Climb check. Ten feet above the pool, the walls become smoother and more naturally eroded, increasing the Climb DC to 20.

In Subtier 4–5, the sandflow runs faster and more violently. Any who fall into the waters get swept away unless they succeed at a DC 20 Swim check. The sand pool at the bottom also has a stronger pull, requiring a successful DC 10 Swim check to tread the sand and a successful DC 15 Swim check to move. The sand tosses about violently, showering creatures within 10 feet of the pool and giving them the dazzled condition (no save).

**Development:** The emissary waits on the edge of the sandpool and congratulates them when they complete this first trial. Regardless of the emissary the PCs travel with, it treats the opportunity to travel through the area as a rare honor for humanoids.

## A2. Hall of History

The natural slope of the trench combines with several artificial elements. The curved southern wall bears a slight polish and is reddish in color. An opening to the north gives way to a sandy-floored corridor. A wide frieze carved with numerous hieroglyphics flanks each side of the northern exit.

Both the Ainsi and the Goanron lay claim to this area as a place where they can tell the history of the elemental tribes.

The corridor leads to area A3, but the elemental emissary suggests that the PCs familiarize themselves with this location before continuing, as it provides a place for them

to rest and a chance to learn more about the history that has led to them being chosen as prophets.

A script that alternates between different elemental tongues accompanies the hieroglyphics. PCs can decipher this writing with a successful DC 15 Knowledge (history or planes) or Linguistics check. In Subtier 4–5, the wall is more significantly worn down, making deciphering anything written on it more difficult (increasing the DC of this check to 20). The wall tells of Ini-Kherit, the leader of the Goanron tribe, and his attempts to reshape the physical structure of the desert in conjunction with the khamsin storms, thus slowly bringing Osirion back to its original sacred shape. However, conflicting messages within the writing suggest that Ini-Kherit acts selfishly and seeks to keep the lost city of Tumen concealed because he fears some hidden power within.

PCs who succeed at a DC 15 Craft (stonemasonry) or Perception check (DC 20 in Subtier 4–5) notice that the wall shows an inconsistent level of wear, suggesting that somebody has altered the hieroglyphics multiple times. In fact, both the Goanron and the Ainsi regularly revise the writing to better suit their version of history. If the PCs cannot translate the hieroglyphics, their guide provides a biased version of the history. Elsharon treats Ini-Kherit as a wise leader, while Iyasset paints him as a fearful fool.

If the PCs successfully decipher the hieroglyphics themselves, they impress the emissary, improving the emissary's attitude by one step. Conversely, damaging the hieroglyphics in any way or disputing the biased history that the elemental presents makes it one step less friendly.

Before the PCs continue, the elemental emissary explains the challenges that the PCs face beyond. This information includes the following.

**Uninvited Guests:** The sandmen in area A3 moved in some time ago and remain hostile to Goanron and Ainsi alike. Elsharon refers to them as pitiful creatures that have not accepted the worth of stone. Iyasset simply refers to them as degenerate earth-things, making little distinction between them and normal earth elementals. The emissary provides a general description of the creatures and their sand form ability, allowing a PC who succeeds at a DC 18 Knowledge (planes) check to identify them. Both Elsharon and Iyasset want the sandmen eliminated so they no longer sully the holy site with their presence. If the emissary has an attitude of at least indifferent, it warns that PCs who lack a bludgeoning weapon that their blades will do little good against the creature. If the emissary is friendly or helpful and the PCs lack bludgeoning weapons, it offers to leave the Sandflow Source to seek out weapons, returning 1d10 minutes later with lengths of wood that can serve as clubs, providing one such weapon to each PC.

**Aerial Travel:** Just as they passed through the sandflow to enter this site, the PCs must also travel through an area



that mimics the Plane of Air. Elsharon describes this as a dangerous challenge where they must exert an amazing force of will to move forward, while Iyasset treats it as an honor that creatures of the ground have an opportunity to experience what creatures of air experience on their native plane.

**The Wayward Traveler:** Elsharon and Iyasset both know of the presence of Qiarah, an oread sorcerer who came to the Sandflow Source weeks ago and sequestered herself within. Iyasset refers to her as a nuisance, and orders her removed—preferably violently, to teach a lesson to other intruders. Elsharon, on the other hand, is more sympathetic toward the sorcerer, who has maintained contact with the Goanron and shown a deep respect for their history and traditions. The earth elemental refers to her as a wayward daughter and hopes that the PCs can convince her to leave the site peacefully. Both elementals refer to Qiarah's attempts to transform herself into an elemental, with Iyasset viewing it as an abomination that somebody would want to bond themselves to dirt and stone and Elsharon seeing it as tragic that the oread doesn't realize she is already a child of earth.

**Faction Notes:** Members of the Scarab Sages faction who successfully decipher the hieroglyphics find notes regarding the elemental binding process that the ancient pharaohs used. The references suggest that something special about the Sandflow Source lent power to the bindings. PCs can also glean this information from a discussion about the hieroglyphics from the elemental emissary, but only after succeeding at a DC 15 Sense Motive check to fill in the blanks around the biased retelling of history. In Subtier 4–5, the elemental is less forthcoming, increasing the DC of the Sense Motive check to 19.

### A3. The Sand Orchid Sanctuary (CR 3 or CR 6)

The stone floor gives way to a track of soft sand that runs from east to west and curves northward in both directions. Thin green vines and bright violet flowers protrude from the sand in various spots. The flowers give off a strong fragrance that leaves the air thick with their pleasant perfume. A skeletal human form, partially obscured by sand, lies to the west, while the roar of violently swirling winds echoes just past a sheer drop to the north.

The flowers are rare desert orchids that have hallucinogenic properties. Any PC who comes in contact with a flower must succeed at a DC 11 Fortitude save (DC 15 in Subtier 4–5) or become confused for 1d6 rounds.

**Creatures:** This area gained the attention of a group of sandmen who initially chose to settle here as a way of spiting the other elementals, whom they consider weak for their long service to the pharaohs of Ancient Osirion. However, their tendency to revert to sand form and burrow through this area has allowed the roots of the orchids to pass through

## SCALING ENCOUNTER A3

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

**Subtier 1–2:** The sandman who emerges has overindulged in its contact with the orchid roots and is sickened for the duration of the combat.

**Subtier 4–5:** Having overindulged on the orchid roots, the sandmen are confused for the first round of combat and sickened thereafter.

them and draw nutrients from them. This has exposed them to hallucinogenic effects to which their elemental bodies would normally be immune. Each sandman in this area has at one point received a vivid vision from the orchids and has grown addicted to daily contact with the flowers' roots. They are thus not only openly hostile toward anybody allied with the Goanron or Ainsi, but are extremely paranoid that others might try to steal their flowers.

The elemental accompanying the PCs stays on the fringes of this area, observing the PCs' skills. If the emissary's attitude toward the PCs is at least friendly, it moves any unconscious or dying characters back to area A2 as they fall so they can recover. If the emissary's attitude is helpful, it takes a standard action to rouse any PC put to sleep by a sandman's slam attack and attempts to administer first aid to dying characters.

While the slam attack of the sandmen inflicts sleep normally, constant contact with the orchids has altered their sleep aura, which now causes hallucinations rather than drowsiness. A PC who falls victim to the aura hallucinates that they are in chains in a hall filled with elementals, with an Osirian wizard performing a binding ritual next to each elemental. At the same time, four large spectral figures—two air elementals and two earth elementals—look on. The spectral elementals raise their arms and the chains around the PC shatter. In Subtier 4–5, the hallucinations are jumbled, which makes them more difficult to decipher.

### Subtier 1–2 (CR 3)

#### SANDMAN

**CR 3**

hp 30 (*Pathfinder RPG Bestiary 2* 236, see page 23)

#### TACTICS

**Before Combat** The sandman burrows underneath the PCs and tries to emerge in a manner that catches as many PCs as possible within its aura.

**During Combat** The sandman changes targets after scoring a hit on a PC. It constantly babbles in Terran about pharaohs, bindings, and its precious flowers. It does not pursue those who leave area A3 unless they have taken some of the orchids with them.

**Morale** If reduced below 10 hit points, the sandman assumes sand form and retreats toward the largest bunch of orchids. It then returns to its normal form and defends the flowers to the death if the PCs approach further.

## SPECIAL ABILITIES

**Sleep Aura (Su)** Instead of falling asleep, victims who fail their save against the sandman's aura become confused for 1 round. A creature that successfully saves against this aura is immune to it for 24 hours, while a creature that fails its save must attempt another save the following round or remain confused.

## Subtier 4–5 (CR 6)

### SANDMEN (3) CR 3

hp 30 each (*Pathfinder RPG Bestiary* 2 236, see page 23)

## TACTICS

**Before Combat** The sandmen burrow so that each of them is adjacent to a PC.

**During Combat** The sandmen each attack a different foe if possible. They constantly babble in Terran about pharaohs, bindings, and their precious flowers. They do not pursue those who leave area **A3** unless they have taken some of the orchids with them.

**Morale** The sandmen fight until two of their number have been slain, at which point the remaining sandman retreats to the largest bunch of orchids and defends them to the death.

## SPECIAL ABILITIES

**Sleep Aura (Su)** The sandmen each have a modified sleep aura as described in Subtier 1–2.

**Treasure:** The skeleton by the northwestern

bend was an explorer who braved the Sandflow Source and succumbed to its dangers. It has a still-usable backpack with 2 *potions of cure moderate wounds* and a 50-foot length of silk rope. It also wears a masterwork chain shirt. In Subtier 4–5, replace the *potions of cure moderate wounds* with a *wand of cure moderate wounds* with 10 charges remaining and a *potion of barkskin*, and replace the masterwork chain shirt with a +1 *chain shirt*.

**Development:** If the PCs leave a sandman alive, this act of mercy causes the emissary's attitude to become one step less friendly, and the elemental attempts to deliver the killing blow. If the PCs actively defend the sandman, this shift increases to two steps.

**Faction Notes:** Any members of the Scarab Sages faction can attempt a DC 15 Knowledge (arcana or planes) check to realize that the orchids may have use in certain binding rituals, especially if used to bind earth elementals. In Subtier 4–5, the DC increases to 19, as the flower's hallucinations are less straightforward. A PC who successfully deciphered the hieroglyphics in area **A2** gains a +2 circumstance bonus on this skill check. A cutting of the orchids, combined with other items learned within the Sandflow Source, is of potential use to the faction. A PC who succeeds at a DC 10 Knowledge (nature) check (DC 14 in Subtier 4–5) can take a sample of the flower without making contact with it in a manner that triggers the confusion effect.

**Rewards:** If the PCs do not defeat the sandman encounter, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 71 gp.

*Out of Subtier:* Reduce each PC's gold earned by 138 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 205 gp.

## A4. The Weightless Maelstrom (CR 3 or CR 6)

The roar of swirling winds becomes overwhelming at the entrance to this depression. The ground drops away at the entrance, leaving a sheer 30-foot drop. Debris floats through the air, moving in a never-ending dance conducted by extremely localized winds. Chunks of rock, several of human size or larger, hang in midair, openly defying any laws of gravity. A large, sealed treasure chest floats near the center of the debris. Halfway up the northern wall of the depression lies an opening that leads to a tunnel beyond.

Just as the entrance to the Sandflow Source took on elements of the Plane of Earth, so does this chamber take on elements of the Plane of Air. Specifically, this chamber draws upon the plane's subjective gravity. Fortunately for the PCs, this chamber isn't quite as dangerous as the actual Plane of Air, where a failure to assert one's resolve may lead to a messy death. Instead, the constantly swirling winds and subjective gravity push creatures and objects away from the walls and floor. However, these same forces juggle several large chunks of debris, which are constantly



Sandman



in motion and may bludgeon travelers who fail to navigate this area carefully.

The elemental emissaries each react to this area differently. Elsharon shows visible discomfort as she approaches this area, stating that, "Obtaining that chest proves your mastery of this area, but you must also find your way to the blessed ground on the other side in order to pass." She demonstrates the subjective gravity of the area by leaping forward and landing on one of the human-sized rocks before vaulting toward the tunnel entrance and awaiting the PCs. Iyasset, on the other hand, makes a high-pitched roaring sound that almost matches the noise of the wind and states, "You must retrieve the chest in order to proceed beyond, but enjoy yourself upon this voyage. In this chamber, we are all of air!" He then flies into the maelstrom. He arcs toward the chest, gesturing at the PCs meaningfully before continuing through the area. He ends his journey at the mouth of the tunnel but does not enter it, instead remaining floating in the air and enjoying the wind until each PC has made it to the other side.

**Hazard:** In order to retrieve the chest, the PCs need to navigate through the chamber's unusual gravity.

The chest begins suspended 25 feet in the air in the center of the chamber. On initiative count 0, it moves 5 feet in a randomly determined direction. Roll 1d6 to determine this movement and direct it in the following manner: down on a 1, up on a 2, north on a 3, east on a 4, west on a 5, and south on a 6. If the movement would place it adjacent to the walls or floor, or have it move higher than 50 feet above the depression's bottom, the winds instead push it in the opposite direction.

Each round, a PC can attempt a DC 12 Will save to "fall" in a chosen direction, effectively changing the direction of gravity for that individual. This movement is controlled as though the PC were under a *feather fall* effect, so a character can "fall" up to 60 feet in a round. A PC who succeeds at a second DC 12 Will save or Fly check during this movement can change direction or hover in place. In Subtier 4–5, the DC of the Will saves and Fly checks increases to 16.

Instead of traveling by manipulating subjective gravity, the PCs can leap between the large stones suspended in the room. These stones wobble and waver but do not move from their squares. Once on one rock, a creature can attempt a DC 15 Acrobatics check to leap to another stone within 15 feet. In Subtier 4–5, the rocks' wobbling is more severe, increasing the DC to 19. Connecting any two points via rope grants the PCs a +10 circumstance bonus on this check.

A PC who fails a Will save or skill check to move falls in a random direction, determined in the same manner as the movement of the chest. A character can move no higher than 50 feet above the ground before the subjective gravity ends and normal gravity resumes. The constantly swirling debris of the room makes uncontrolled movement

## SCALING ENCOUNTER A4

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

**Subtier 1–2:** Failed saves or skill checks result in 1 point of nonlethal damage unless the PC fails by 5 or more, in which case the debris that strikes them deals 1d4 points of damage.

**Subtier 4–5:** Failed saves or skill checks result in 1d4 points of damage to the PC, or 2d4 points of damage if they fail the check by 5 or more.

dangerous; each time a PC fails a saving throw or skill check to move, she takes 1 point of damage. If she fails this check by 5 or more, a large chunk of rock strikes the PC, dealing 1d6 points of damage. In Subtier 4–5, this damage increases to 1d6 on a failed check, and to 2d6 on a check failed by 5 or more.

Creatures capable of magical flight move as they wish within this chamber. The same applies to creatures that fly using wings, but the winds of the area count as strong winds, imposing a –2 penalty on Fly checks.

Any characters who end their movement adjacent to the chest can grab it automatically as a standard action. Those who attempt to grab it in the midst of movement must attempt a CMB check against an effective CMD of 12 (CMD 16 in Subtier 4–5).

If the emissary has an attitude of friendly, the elemental shouts suggestions to help the PCs navigate the area. If the PCs allied with Elsharon, treat this as an aid another action that automatically succeeds, granting a +2 bonus on any Will save, Acrobatics check, or Fly check. If they allied with Iyasset instead, the elemental grants them a +4 bonus on these saving throws and skill checks.

If the emissary has been made helpful, the elemental re-enters the chamber to assist PCs who lose consciousness due to damage from debris, moving them back to the southern entrance so they can receive healing. If Elsharon accompanies the PCs, she complains loudly about the chamber but still helps. Elsharon can grab one PC per round and move him up to 30 feet. Iyasset can grab two PCs per round and move them a combined total of 100 feet. Because of their familiarity with this area, both elementals automatically succeed at their skill checks in order to move in a chosen direction.

**Treasure:** The chest is locked with a simple lock, which the PCs can open with a successful DC 20 Disable Device check or a DC 20 Strength check. In Subtier 4–5, the lock is of average quality, increasing the Disable Device DC to 25. Inside lies a *feather token* (fan), a *potion of levitate*, and six clear quartz crystals worth 50 gp each. In Subtier 4–5, the treasure also includes a set of *bracers of armor* +2. The elemental

## SCALING ENCOUNTER A5

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

**Subtier 1-2:** Qiarah's experiments have partially petrified her body, and this effect intensifies whenever she taps into her sorcerous powers. Whenever she casts a spell, she must succeed at a DC 12 Fortitude save or become slowed for 1 round, as the *slow* spell.

**Subtier 4-5:** Remove one of Qiarah's mephit allies.

emissary allows the PCs to keep this treasure as their reward for their mastery of the elements so far.

**Rewards:** If the PCs do not recover the treasure chest, reduce each PC's gold earned as follows.

*Subtier 1-2:* Reduce each PC's gold earned by 91 gp.

*Out of Subtier:* Reduce each PC's gold earned by 258 gp.

*Subtier 4-5:* Reduce each PC's gold earned by 425 gp.

### A5. Chamber of the Elemental Lords (CR 3 or CR 6)

The tunnel follows a downward slope to a large chamber that stands out as particularly artificial among the otherwise roughly crafted trenches and caverns of the rest of the Sandflow Source. The circular chamber is approximately 45 feet in diameter, with a clay-colored floor, rocky walls, and a ceiling that rises to at least 40 feet in height.

Eight statues ring the chamber, each sheathed in an element that clings to the figurines like an aura—constantly burning fire, a swirling cloud of fog, slate-colored stone, or a pocket of water held in place by an invisible force. Triangles etched into the floor connect matching pairs of statues. At the center of the room stands a large wooden desk with several jars on top. Some jars contain nothing more than a bit of dirt or rock, while others are grislier, containing blood or, in one case, a disembodied eye.

A PC who succeeds at a DC 20 Knowledge (planes or religion) check identifies the statues as effigies of the elemental lords. However, a PC who succeeds at a DC 15 Perception check (DC 20 in Subtier 4-5) notes that the statues are not truly matched pairs—subtle differences between each similarly-sheathed elemental lord become more evident the longer one looks. This discrepancy arises as there were once eight elemental lords, not four, but this knowledge has been lost to many, and not even Elsharon or Iyasset know the truth.

**Creatures:** This chamber has been home to an oread named Qiarah and guardians who serve her well—either trained dogs or earth mephits, depending on the subtier. A native of Osirion whose human ancestors trace their lineage back to nobles who oversaw the building of the lost city of Tumen, Qiarah has researched the region extensively and

become deeply ashamed of her ancestors' part in enslaving the elementals. She has spent weeks conducting self-mutilating experiments designed to transform her into a true elemental. Thus far, her left hand and forearm have become living stone and she has replaced one eye with an emerald that allows her see just as clearly.

Elsharon earth glides around the edges of this room, staying out of sight of Qiarah. Iyasset floats to the top of the chamber and watches imperiously. Even in Iyasset's presence, Qiarah does not immediately fight unless attacked first.

Qiarah begins with an initial attitude of unfriendly. A PC who succeeds at a Diplomacy check improves her attitude to indifferent. The DC of this Diplomacy check is 19 if the PCs sided with Elsharon, or 23 if the PCs sided with Iyasset. In Subtier 4-5, the DC is 22 or 26; the increased DC reflects both her higher Charisma score and her agitated state of mind. The PCs gain a +2 circumstance bonus on the Diplomacy check if there are any oreads in the party, and oread PCs increase this bonus to +4 on their own checks. Any number of PCs may use aid another to assist on the skill check, as long as they contribute to the conversation in some way and do not threaten Qiarah or make negative comments about her unusual appearance.

If the PCs improve her attitude to indifferent, she explains her ancestry and the source of her guilt. If the PCs make Qiarah friendly, they can convince her to abandon her experiments and seek another path to inner peace; otherwise, she dismisses any attempts to dissuade her. Qiarah becomes defensive and agitated if the PC are dismissive of her beliefs; in this case, her guardians move closer to the PCs, but they do not attack unless she commands it. If the PCs threaten her, attempt to remove her by force, or damage the jars on the table, she and her guardians attack.

### Subtier 1-2 (CR 3)

#### DOGS (3) CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 87, see page 22)

#### TACTICS

**During Combat** The dogs are combat trained and remain within 10 feet of Qiarah at all times. They specifically target those who threaten their mistress in melee.

**Morale** The dogs fight to the death unless Qiarah commands otherwise. If Qiarah perishes, they flee to the southern exit.

#### QIARAH CR 2

Female variant oread sorcerer 3 (*Pathfinder RPG Bestiary* 2 205)  
CG Medium outsider (native)

**Init** +5; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 natural)



hp 22 (3d6+9)

Fort +4, Ref +3, Will +4; +2 vs. bleed, paralysis, poison, sleep effects, and stunning

Resist acid 10

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#### OFFENSE

Speed 20 ft.

Melee spear +2 (1d8+1/×3) or  
slam +2 (1d8+1)

**Bloodline Spell-Like Abilities** (CL 3rd, concentration +5)  
5/day—acid ray (1d6+1)

**Spell-Like Abilities** (CL 3rd; concentration +4)  
1/day—*magic stone*

**Sorcerer Spells Known** (CL 3rd; concentration +5)  
1st (6/day)—*alarm*, *corrosive touch*<sup>UM</sup>, *mage armor*, *true strike*  
0 (at will)—*acid splash*, *daze* (DC 12), *detect magic*,  
*prestidigitation*, *read magic*

**Bloodline** shaitan<sup>UM</sup>

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#### TACTICS

**Before Combat** Qiarah wards the hallway leading into area A5 with *alarm*. She casts *mage armor* as soon as she knows of approaching intruders. The bonus from this spell is included in her statistics.

**During Combat** If the PCs attack her or turn her hostile, she attempts to blind them with *glitterdust* or strikes with *corrosive touch*.

**Morale** If the PCs are allied with Iyasset and show no signs of willingness to betray the elemental, Qiarah fights to the death. If the PCs are allied with Elsharon, she surrenders if reduced to 5 hit points or fewer.

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#### STATISTICS

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

Base Atk +1; CMB +2; CMD 14

**Feats** Dodge, Eschew Materials, Improved Initiative

**Skills** Acrobatics +1 (-3 when jumping), Handle Animal +3, Knowledge (arcana) +5, Knowledge (planes) +7, Spellcraft +7

**Languages** Common, Ignan, Terran

**SQ** earth affinity, elemental transformation

**Combat Gear** *scroll of invisibility*, *wand of glitterdust* (4 charges), *wand of magic missile* (8 charges); **Other Gear** spear, *cloak of resistance +1*, bedroll, trail rations (10), waterskin, research notes, 12 gp

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#### SPECIAL ABILITIES

**Earth Affinity (Ex)** Qiarah's shaitan bloodline allows her to treat her Charisma score as 2 higher for the purposes of her sorcerer spells and class abilities.

**Elemental Transformation (Ex)** Qiarah's transformation rituals have begun to change her body to be more like that of an earth elemental, granting her a slam attack, a +1 natural armor bonus to AC, and a +2 bonus on saving throws against bleed, paralysis, poison, sleep effects, and stunning. She takes a -2 penalty on attack and damage rolls against creatures that are airborne or waterborne.

## Subtier 4–5 (CR 6)

### SALT MEPHITS (2)

CR 3

hp 19 each (*Pathfinder RPG Bestiary 202*, see page 23)

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#### TACTICS

**During Combat** One mephit begins combat by attempting to use its summon ability while the other attacks PCs with its dehydrate ability. On the second round, the second mephit attempts to summon while the first one uses its dehydrate ability. The mephits try to block attackers from engaging Qiarah in melee while attacking the PCs with their *glitterdust* spell-like ability and breath weapons. They use their claws only as a last resort.

**Morale** The mephits fight to the death unless Qiarah surrenders. If she surrenders, they follow suit.



Qiarah

## QIARAH

**CR 4**

Female variant oread sorcerer 5 (*Pathfinder RPG Bestiary 2* 205)  
CG Medium outsider (native)

**Init** +5; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 natural)

**hp** 35 (5d6+15)

**Fort** +4, **Ref** +3, **Will** +5; +2 vs. bleed, paralysis, poison, sleep effects, and stunning

**Resist** acid 10

### OFFENSE

**Speed** 20 ft.; climb 20 ft.

**Melee** mwk spear +4 (1d8+1/×3) or slam +3 (1d8+1)

**Bloodline Spell-Like Abilities** (CL 5th, concentration +8)  
6/day—acid ray (1d6+2)

**Spell-Like Abilities** (CL 5th; concentration +7)  
1/day—*magic stone*

**Sorcerer Spells Known** (CL 5th; concentration +8)

2nd (5/day)—*glitterdust* (DC 15), *spectral hand*, *spider climb*

1st (7/day)—*alarm*, *corrosive touch*<sup>UM</sup>, *grease*, *mage armor*, *true strike*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *mending*, *prestidigitation*, *read magic*

**Bloodline** shaitan<sup>UM</sup>

### TACTICS

**Before Combat** Qiarah wards the hallway leading into area **A5** with *alarm*. She casts *mage armor* each day and *spider climb* as soon as she knows of approaching intruders. The benefits from these spells are included in her statistics.

**During Combat** If the PCs attack her or turn her hostile, she climbs up to the ceiling. She uses *glitterdust* to blind PCs and *spectral hand* to deliver her *corrosive touch* spell.

**Morale** If the PCs are allied with Iyasset and show no signs of willingness to betray the elemental, Qiarah fights to the death. If the PCs are allied with Elsharon, she surrenders if reduced to 5 hit points or fewer.

### STATISTICS

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

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Combat Casting, Dodge, Eschew Materials, Improved Initiative

**Skills** Acrobatics +1 (–3 when jumping), Climb +9, Handle Animal +4, Knowledge (arcana) +7, Knowledge (planes) +9, Spellcraft +9

**Languages** Common, Ignan, Terran

**SQ** earth affinity, elemental transformation

**Combat Gear** *scroll of invisibility*, *wand of glitterdust* (4 charges), *wand of magic missile* (CL 5th, 8 charges); **Other Gear** mwk spear, *cloak of resistance* +1, bedroll, trail rations (10), waterskin, research notes, 12 gp

### SPECIAL ABILITIES

**Earth Affinity (Ex)** Qiarah's shaitan bloodline allows her to treat her Charisma score as 2 higher for the purposes of her sorcerer spells and class abilities.

**Elemental Transformation (Ex)** Qiarah's transformation rituals have begun to change her body to be more like that of an earth elemental, granting her a slam attack and a +2 bonus on saving throws against bleed, paralysis, poison, sleep effects, and stunning. She takes a –2 penalty on attack and damage rolls against creatures that are airborne or waterborne.

**Treasure:** In addition to Qiarah's gear, one of the mephits in Subtier 4–5 has an *immovable rod*. Qiara guards her research notes carefully, but if the PCs defeat her in combat, they can take them. Her notes include shorthand and arcane references that make them difficult to decipher, but a PC who succeeds at a DC 15 Linguistics or DC 18 Knowledge (arcana) check understands that she was attempting to transform herself into an earth elemental. In Subtier 4–5, her notes are more cryptic, increasing the DCs to 19 and 22, respectively. If a PC succeeds at this skill check, the PCs earn the Elemental Transformation boon on their Chronicle sheets.

**Development:** Although each emissary has a preferred method of dealing with Qiarah, the path the PCs take is up to them. As long as they remove Qiarah from the Sandflow Source, they pass the trial. If the PCs handle the situation in their emissary's preferred manner, the elemental's attitude becomes one step friendlier. If they deal with Qiarah in the opposite manner, the elemental's attitude becomes one step less friendly.

If the PCs convince Qiarah to leave peacefully, she leaves behind both her wands and proceeds through the exit to the south, seeking isolation as she considers her identity and a new path. The PCs earn the Oread's Favor boon on their Chronicle sheets.

**Faction Notes:** The statues of the elemental lords played a key role in the binding magic of the Osirian wizards. Members of the Scarab Sages faction may wish to take a sample of one of the elemental sheaths, which replenishes itself immediately after the sample is taken. The PCs do not need to attempt a skill check to take a sample, as long as they provide an appropriate container—for example, a lantern for fire, a waterskin for water, a glass vial or other bottle for air, and a bag for earth. However, taking a sample in view of the emissary causes the elemental's attitude to become one step less friendly.

**Rewards:** If the PCs do not defeat Qiarah or convince her to leave, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 138 gp.

*Out of Subtier:* Reduce each PC's gold earned by 379 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 620 gp.

**A6. Challenge of the Elemental Emissary (CR 4 or CR 7)**

Once the PCs deal with Qiarah, they have completed the final challenge of the Sandflow Source. Their elemental guide, regardless of attitude, declares that they have proven themselves and offers to bring them to the tribe leader.

Unfortunately, there is one unexpected test remaining. Either drawn by the curiosity of seeing Qiarah leave the site or noting signs of intrusion into the Sandflow Source, the elemental emissary the PCs have not yet encountered waits by the exit.

A steep staircase leads to open air again, where the walls of the trench quickly diminish in height, giving a clear view of the desert beyond the Sandflow Source.

If the PCs have allied with Elsharon, read or paraphrase the following.

---

Without warning, several desert twisters wind their way toward the area. They stop at the mouth of the trench, and then dissipate to reveal a group of roughly humanoid-shaped masses of cloudy air. One of the elementals, a creature with a humanlike upper body and a number of cloud-like tendrils emerging from its lower half, moves closer than the others and speaks.

“The Goanron have found their ‘prophets’ yes, yes,” says the elemental. “Creatures of earth are so easily deceived. But the Ainsi, we know how to make a deal, we do. We can offer anything the Goanron have and more. All the Goanron want to do is keep the past buried forever, and kill whoever disagrees with their inflexible ways. Do you really believe that they are willing to look past the longstanding enmity between your people and elementals and forge new alliances? They will take what they want from you and then suffocate you beneath the sands.”

---

If the PCs allied with Iyasset instead, read or paraphrase the following.

---

A burst of fire at the edge of the trench flares up into several roughly humanoid shapes, all of which begin advancing toward the site’s entrance. A faint rumble of earth joins the elementals, and then a massive, stout woman made of stone appears.

“The Ainsi continue to cause us trouble,” she says in a slow grumble. “And now, you ally with these flesh-things. Do you really believe them to be the prophets?”

Slowly, her rocky face shifts into a half-smile. “Prophet or not, the Goanron Triumvirate would have a use for you. Join us, and we will give you rewards that make the offerings of the Ainsi pale in comparison. The Ainsi are flighty and careless. The only certainty with the Ainsi is their tendency toward violence and treachery. Whatever they’ve promised you, they would just as soon throw you off a cliff and steal from your corpse.”

---

The newcomer realizes that the PCs are not prophets, but also believes its tribe would gain prestige if it wins

**SCALING ENCOUNTER A6**

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

**Subtier 1-2:** Remove one Small elemental from this encounter.

**Subtier 4-5:** Remove one Medium elemental from this encounter.

their favor. Both emissaries claim their leader knows of Jamila’s whereabouts. They fiercely argue with each other while attempting to convince the PCs that their tribe is superior. Both emissaries learned from their tribe’s leaders that the Pathfinder Society cares about history, and they both believe that their tribe’s approach toward history is superior. If the PCs did not attempt the Knowledge (local or planes) check on page 5, prompt them to attempt it now, as the information about the two elemental tribes is relevant in this encounter.

The two elemental tribes are bitter rivals with a long history of warfare. Representatives from both sides believe that members of the other tribe are fundamentally untrustworthy and violent, and both emissaries believe the accusations that they put forth against their rivals. Neither tribe intends malice toward the PCs, however, and each vociferously denies the accusations against them. Ultimately, the PCs can side with either tribe. The one the PCs scorn, however, does not give up without a fight.

**Creatures:** If the PCs side with the emissary that has guided them through the adventure, the newcomer attacks. If the PCs side against their guide, that elemental flies into a rage, bellows out a call for help, and attacks. One round later, several elementals answer that call—fire elementals to help Elsharon, or air elementals to help Iyasset. The emissary the PCs choose as an ally fights by their side. The CR of the encounter reflects is adjusted to reflect this ally’s assistance.

**ELSHARON CR 4**

Female advanced medium earth elemental (*Pathfinder RPG Bestiary* 122)  
 N Medium outsider (earth, elemental, extraplanar)  
**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;  
 Perception +9

**DEFENSE**

**AC** 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)  
**hp** 47 (5d10+15)  
**Fort** +7, **Ref** +2, **Will** +6  
**Immune** elemental traits

**OFFENSE**

**Speed** 20 ft., burrow 20 ft.; earth glide  
**Melee** slam +11 (1d8+7)  
**Special Attacks** earth mastery





## TACTICS

**During Combat** If Elsharon opposes the PCs, she begins combat by using her Intimidate skill to attempt to demoralize the toughest-looking PC. She trusts her strength against the PCs and doesn't use Power Attack unless a foe seems unfazed by one of her hits. If she reduces a PC below 0 hit points, she then takes a round to attack the closest air elemental before turning her attention back to the adventurers. She attacks oreads last if she can help it. If Elsharon is on the PC's side, she attempts to clear out the smaller air elementals first before turning her attention to Iyasset.

**Morale** Elsharon fights to the death against the Ainsin representatives. If the PCs surrender, she mocks them for siding with Iyasset, but allows them to leave with their lives.

## STATISTICS

**Str** 20, **Dex** 8, **Con** 17, **Int** 8, **Wis** 15, **Cha** 15

**Base Atk** +5; **CMB** +10 (+12 bull rush); **CMD** 19 (21 vs. bull rush)

**Feats** Cleave, Improved Bull Rush<sup>®</sup>, Lightning Reflexes, Power Attack

**Skills** Appraise +3, Climb +10, Diplomacy +7, Intimidate +7,

Knowledge (dungeoneering, planes) +4, Linguistics +0,

Perception +9, Sense Motive +7, Stealth +3

**Languages** Common, Terran

## SPECIAL ABILITIES

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

## IYASSET

CR 4

Male advanced medium air elemental (*Pathfinder RPG Bestiary* 120)

N Medium outsider (air, elemental, extraplanar)

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

## DEFENSE

**AC** 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

**hp** 42 (5d10+10)

**Fort** +6, **Ref** +9, **Will** +5

**Defensive Abilities** air mastery; **Immune** elemental traits

## OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** slam +11 (1d6+3)

**Special Attacks** whirlwind (10–30 ft., 1d6+2 damage, DC 14)

## TACTICS

**During Combat** Iyasset leads off combat by creating a whirlwind to target any Small opponents. If he is facing the PCs, he attacks oreads before other enemies. If he reduces a PC to 0 hit points or fewer, he takes a round to attempt to demoralize one of the remaining PCs with his Intimidate skill. If Iyasset is on the PCs' side, he targets the fire elementals first. He mocks Elsharon, using his flight and movement speed to stay out of the earth elemental's reach.

**Morale** Iyasset fights to the death against the Goanron representatives. If the PCs surrender, he mocks them for siding with Elsharon, but allows them to leave with their lives.

## STATISTICS

**Str** 14, **Dex** 21, **Con** 14, **Int** 8, **Wis** 15, **Cha** 15

**Base Atk** +4; **CMB** +7; **CMD** 23

**Feats** Dodge, Flyby Attack, Improved Initiative<sup>®</sup>, Iron Will, Weapon Finesse<sup>®</sup>

**Skills** Acrobatics +11, Diplomacy +7, Escape Artist +9, Fly +17,

Intimidate +7, Knowledge (planes) +3, Linguistics +0,

Perception +9, Sense Motive +7, Stealth +10

**Languages** Auran, Common

## SPECIAL ABILITIES

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

## SMALL AIR ELEMENTALS (2)

CR 1

**hp** 13 each (*Pathfinder RPG Bestiary* 120, see page 22)

## TACTICS

**During Combat** At least one air elemental concentrates on Elsharon, trying to keep the earth elemental from providing aid to the PCs. If Iyasset is reduced below 10 hit points, any remaining air elementals switch targets to focus on individuals who are dealing their leader the most damage.

**Morale** The air elementals fight to the death, accepting the PCs' surrender only if Iyasset does.

## SMALL FIRE ELEMENTALS (2)

CR 1

**hp** 11 each (*Pathfinder RPG Bestiary* 124, see page 22)

## TACTICS

**During Combat** At least one fire elemental concentrates on Iyasset, trying to keep the air elemental from providing aid to the PCs. Once an elemental has set an opponent on fire using its burn ability, it changes targets.

**Morale** The fire elementals fight to the death, accepting the PCs' surrender only if Elsharon does.

## Subtier 4–5 (CR 7)

## ELSHARON

CR 7

Female advanced large earth elemental (*Pathfinder RPG Bestiary* 122)

N Large outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

**DEFENSE**

**AC** 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

**hp** 81 (9d10+27)

**Fort** +9, **Ref** +4, **Will** +8

**DR** 5/—; **Immune** elemental traits

**OFFENSE**

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** 2 slams +15 (2d6+7)

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

**Special Attacks** earth mastery

**TACTICS**

**During Combat** If Elsharon opposes the PCs, she trusts her strength against them and doesn't use Power Attack unless a foe seems unfazed by one of her hits. Depending upon the combat situation, she may use bull rush maneuvers to grant her allies attacks of opportunity rather than using her slam attacks. If she reduces a PC below 0 hit points, she takes a round to attack the closest air elemental before turning her attention back to the remaining PCs. She attacks oreads last if she can help it. If Elsharon is the PC's side, she attempts to clear out the smaller air elementals first before turning her attention to Iyasset.

**Morale** Elsharon fights to the death against the Ainsī representatives. If the PCs surrender, she mocks them for siding with Iyasset, but allows them to leave with their lives.

**STATISTICS**

**Str** 24, **Dex** 8, **Con** 17, **Int** 11, **Wis** 15, **Cha** 15

**Base Atk** +9; **CMB** +17 (+21 bull rush, +19 overrun); **CMD** 26 (28 vs. bull rush or overrun)

**Feats** Cleave, Greater Bull Rush, Improved Bull Rush<sup>®</sup>, Improved Overrun, Lightning Reflexes, Power Attack

**Skills** Appraise +8, Climb +15, Diplomacy +9, Intimidate +10, Knowledge (dungeoneering) +5, Knowledge (planes) +8, Linguistics +1, Perception +13, Sense Motive +11, Stealth +5

**Languages** Common, Terran

**SPECIAL ABILITIES**

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

**IYASSET**

**CR 6**

Male advanced large air elemental (*Pathfinder RPG Bestiary* 120)

N Large outsider (air, elemental, extraplanar)

**Init** +11; **Senses** darkvision 60 ft.; Perception +14

**DEFENSE**

**AC** 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

**hp** 82 (9d10+27)

**Fort** +9, **Ref** +13, **Will** +7

**Defensive Abilities** air mastery; **DR** 5/—;

**Immune** elemental traits

**OFFENSE**

**Speed** fly 100 ft. (perfect)

**Melee** 2 slams +15 (1d8+4)

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

**Special Attacks** whirlwind (10–40 ft., 1d8+4 damage, DC 18)

**TACTICS**

**During Combat** Iyasset leads off combat by creating a whirlwind to sweep up his foes, starting with the smallest targets. If he is facing the PCs, he attacks oreads before other enemies. If he reduces a PC to 0 hit points, he takes a round to attempt to demoralize the remaining PCs with his Intimidate skill. If Iyasset is on the PCs' side, he targets the fire elementals first. He mocks Elsharon, using his flight and movement speed to stay out of the earth elemental's reach.

**Morale** Iyasset fights to the death against the Goanron representatives. If the PCs surrender, he mocks them for siding with Elsharon, but allows them to leave with their lives.

**STATISTICS**

**Str** 18, **Dex** 25, **Con** 16, **Int** 10, **Wis** 15, **Cha** 15

**Base Atk** +9; **CMB** +14; **CMD** 32

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative<sup>®</sup>, Iron Will, Mobility, Weapon Finesse<sup>®</sup>

**Skills** Acrobatics +15, Diplomacy +11, Escape Artist +15, Fly +21, Intimidate +11, Knowledge (planes) +7, Linguistics +1, Perception +14, Sense Motive +7, Stealth +11

**Languages** Auran, Common

**SPECIAL ABILITIES**

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

**MEDIUM AIR ELEMENTALS (4)**

**CR 3**

**hp** 30 each (*Pathfinder RPG Bestiary* 120, see page 22)

**TACTICS**

The elementals use the tactics that their smaller counterparts use in Subtier 1–2.

**MEDIUM FIRE ELEMENTALS (4)**

**CR 3**

**hp** 30 each (*Pathfinder RPG Bestiary* 124, see page 22)

**TACTICS**

The elementals use the tactics that their smaller counterparts use in Subtier 1–2.





**Development:** The PCs' actions during this encounter influence the opinion of the elemental emissary whose side they chose. If the PCs side with their guide, the guide's attitude does not change at the beginning of the encounter; after all, the guide does not expect the PCs' betrayal. If they side against their guide, the guide's attitude immediately becomes hostile, and the other emissary's attitude becomes indifferent.

The PCs' actions during combat may also influence their ally's attitude. If they take actions that show respect for their allied emissary, such as providing their ally with healing, coordinating tactics with their ally, or thanking their ally for the assistance in combat, the emissary's attitude increases by one step. If they flagrantly disrespect their emissary ally during the combat, such as suggesting that the emissary handle the fight while they sit back and watch or insulting the emissary's abilities, the emissary's attitude instead decreases by one step.

Finally, if the PCs flee, but any member of their allied team survives the fight to the death, these survivors track down the PCs after the fight. Their attitude becomes unfriendly, as the PCs proved themselves unreliable at a crucial moment.

**Rewards:** If the PCs do not defeat the emissary from the opposing tribe or they reduce their chosen emissary's attitude to unfriendly or worse, reduce each PC's gold earned by the following amount. This reduction reflects the treasure that the PCs do not receive in the conclusion.

*Subtier 1–2:* Reduce each PC's gold earned by 208 gp.

*Out of Subtier:* Reduce each PC's gold earned by 416 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 625 gp.

## CONCLUSION

As long as at least one of the elementals from the side that the PCs chose in area **A6** survives, the survivors escort the PCs to their leader: either **Ini-Kherit** (LN advanced elder earth elemental) of the Goanron Triumvirate or **Aridiea** (CN advanced elder air elemental) of the Ainsi. After a short wait, the leader holds a private audience with the PCs, wherein the elemental reveals that Jamila did indeed pass through the region and spoke with the tribe. Despite what their emissaries believed, neither leader knows Jamila's current location. They both know that she is no longer on the Material Plane and has likely traveled to one of the elemental planes. The elemental leader alerts them that Jamila has allies—a group known as the Concordance of Elements, which no doubt had a hand in the janni's thefts. The Goanron and Ainsi know little about the Concordance, save that it is an extraplanar organization with deep elemental ties, and that Jamila's thefts are only one part of an increase in recent activity from the group.

The leader recognizes that the PCs are not prophets, but also realizes that parting on good terms with those

who others mistake as the prophets can increase the tribe's prestige. As such, the elemental provides helpful information on Jamila's path through the desert, and also offers a reward as long as the emissary the PCs ultimately sided with did not end with an attitude of unfriendly or worse. If the PCs side with the Goanron, they earn a *ring of sustenance*. In Subtier 4–5, the Goanron also offer the PCs a choice between a *dusty rose prism ioun stone* and a *stone of alliance* (*Pathfinder RPG Ultimate Equipment* 321). Whichever of these items the PCs chose as a group, each PC gains access to her preferred item on her Chronicle sheet. If they side with the Ainsi, they receive a *ring of feather falling*. In Subtier 4–5, the Goanron also offer the PCs a choice between a pair of *sandals of the lightest step* (*Ultimate Equipment* 232) and a *wind fan*. Each PC gains access to her preferred item on her Chronicle sheet.

If the PCs allied with Qiarah, they earn the Oread's Favor boon. If they defeated her in combat and deciphered her research notes, they earn the Elemental Transformation boon. As long as the PCs resolve the encounter with Qiarah, whether they do so violently or peacefully, they earn the Genie Heritage boon. They gain the Air Affinity boon if they sided with the Ainsi, or the Earth Affinity boon if they sided with the Goanron Triumvirate.

When the PCs return to the Sandswept Halls, Venture-Captain Balentiir is eager to hear their report. If they earned an audience with an elemental tribe's leader, he enthusiastically thanks them for their hard work and congratulates them on their discoveries. He is not bothered that they did not catch Jamila, as he believes that the information that the PCs gathered about her extraplanar connections and the positive contact they established with one of the rulers of the Underdunes are far more valuable.

If the PCs did not earn an audience with either tribal leader, they may attempt to track Jamila into the desert. No matter which means they use, the trail is weak, and it eventually vanishes entirely—Jamila used *plane shift* to travel to the Plane of Air. When they return to the Sandswept Halls, the venture-captain's reaction is mixed. He is pleased about any information that the PCs found in the Sandflow Source, but disappointed that they lost track of Jamila and botched an opportunity to improve relations with the elemental tribes. He asks the PCs to share what they did discover and resolves to send a more experienced team to pick up the trail.

## PRIMARY SUCCESS CONDITIONS

The PCs are unable to retrieve the items stolen by Jamila, but their primary mission is considered a success if they discover the path Jamila took through the desert. This, combined with the knowledge that Jamila belongs to the mysterious Concordance of Elements, earns the PCs 1 Prestige Point.

## SECONDARY SUCCESS CONDITIONS

The Sandflow Source represents a site of extreme interest to both historians and planar scholars throughout the Inner Sea region. In light of this, the PCs fulfill their secondary objectives if they succeed in two of the following four tasks: retrieve a sample of the sand river in area **A1**, take a rubbing of the hieroglyphics in area **A2**, retrieve one of the orchid blossoms in area **A3**, or correctly identify the differences in the paired elemental lords statues in area **A5**. Doing so earns the PCs 1 additional Prestige Point.

## FACTION NOTES

Each PC belonging to the Scarab Sages faction earns the Binding Scholar boon on her Chronicle sheet if she completes two of the following tasks: identify the notes on binding rituals found in the hieroglyphics in area **A2**, take a proper cutting of the orchids located in area **A3**, or obtain a sample of one of the elemental sheaths in area **A5**.



## APPENDIX: STAT BLOCKS

The following stat blocks are used in this scenario.

### AIR ELEMENTALS

*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**

*Pathfinder RPG Bestiary 120*

N Small outsider (air, elemental, extraplanar)

**Init** +7; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

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

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +6, **Will** +0

**Defensive Abilities** air mastery; **Immune** elemental traits

#### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** slam +6 (1d4+1)

**Special Attacks** whirlwind (DC 12)

#### STATISTICS

**Str** 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +2; **CMD** 15

**Feats** Flyby Attack, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** 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.

#### MEDIUM AIR ELEMENTAL **CR 3**

*Pathfinder RPG Bestiary 120*

N Medium outsider (air, elemental, extraplanar)

**Init** +9; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +9, **Will** +1

**Defensive Abilities** air mastery; **Immune** elemental traits

#### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** slam +9 (1d6+3)

**Special Attacks** whirlwind (DC 14)

#### STATISTICS

**Str** 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +6; **CMD** 22

**Feats** Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

#### SPECIAL ABILITIES

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

### DOG

*This dog has a rough coat and a hungry look in its dark brown eyes.*

#### DOG **CR 1/3**

*Pathfinder RPG Bestiary 87*

N Small animal

**Init** +1; **Senses** low-light vision, scent; Perception +8

#### DEFENSE

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

**hp** 6 (1d8+2)

**Fort** +4, **Ref** +3, **Will** +1

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +2 (1d4+1)

#### STATISTICS

**Str** 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +0; **CMB** +0; **CMD** 11 (15 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +1 (+9 when jumping), Perception +8, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

### FIRE ELEMENTALS

*This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.*

#### SMALL FIRE ELEMENTAL **CR 1**

*Pathfinder RPG Bestiary 124*

N Small outsider (elemental, extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

**hp** 11 (2d10)

**Fort** +3, **Ref** +4, **Will** +0

**Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

#### OFFENSE

**Speed** 50 ft.

**Melee** slam +4 (1d4 plus burn)

**Special Attacks** burn (1d4, DC 11)

#### STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

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

**Feats** Dodge, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

#### MEDIUM FIRE ELEMENTAL **CR 3**

*Pathfinder RPG Bestiary 124*

N Medium outsider (elemental, extraplanar, fire)

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

#### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)  
**hp** 30 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +1

**Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

---

**OFFENSE**

**Speed** 50 ft.

**Melee** slam +7 (1d6+1 plus burn)

**Special Attacks** burn (1d6, DC 14)

---

**STATISTICS**

**Str** 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Dodge, Improved Initiative<sup>B</sup>, Mobility, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

## MEPHIT, SALT

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

---

**SALT MEPHIT**

**CR 3**

*Pathfinder RPG Bestiary 202*

N Small outsider (earth)

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

---

**DEFENSE**

**AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

**hp** 19 (3d10+3); fast healing 2 in arid environments

**Fort** +2, **Ref** +5, **Will** +3

**DR** 5/magic

---

**OFFENSE**

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

**Melee** 2 claws +5 (1d3+1)

**Special Attacks** breath weapon (15-foot cone, 1d4 slashing damage and sickened, Reflex DC 13 for half)

**Spell-Like Abilities** (CL 6th)

1/day—summon (level 2, 1 salt mephit 25%), *glitterdust*

---

**STATISTICS**

**Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

**Base Atk** +3; **CMB** +3; **CMD** 15

**Feats** Dodge, Improved Initiative

**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12

**Languages** Common, Terran

---

**SPECIAL ABILITIES**

**Breath Weapon (Su)** A salt mephit can unleash its breath weapon every 4 rounds as a standard action, dealing 1d4 points of slashing damage and sickening its targets for 3 rounds. Creatures who succeed at a DC 13 Reflex save take half damage and are not sickened. The save DC is Constitution-based and includes a +1 racial bonus.

**Dehydrate (Su)** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC

14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.

## SANDMAN

*A whirling cloud of fine desert sand piles up upon itself, forming into the shape of a humanoid figure.*

---

**SANDMAN**

**CR 3**

*Pathfinder RPG Bestiary 2 236*

NE Medium outsider (earth, elemental, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

**Aura** sleep (20 ft., DC 14)

---

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +5, **Will** +3

**Defensive Abilities** amorphous; **DR** 10/bludgeoning; **Immune** elemental traits

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**OFFENSE**

**Speed** 30 ft., burrow 30 ft.

**Melee** slam +6 (1d6+3 plus sleep)

---

**STATISTICS**

**Str** 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +4; **CMB** +6; **CMD** 17

**Feats** Improved Initiative, Iron Will

**Skills** Acrobatics +8, Climb +9, Knowledge (planes) +7, Perception +7, Sense Motive +7, Stealth +8 (+12 in sand);

**Racial Modifiers** +4 Stealth in sand

**Languages** Terran

**SQ** compression, sand form

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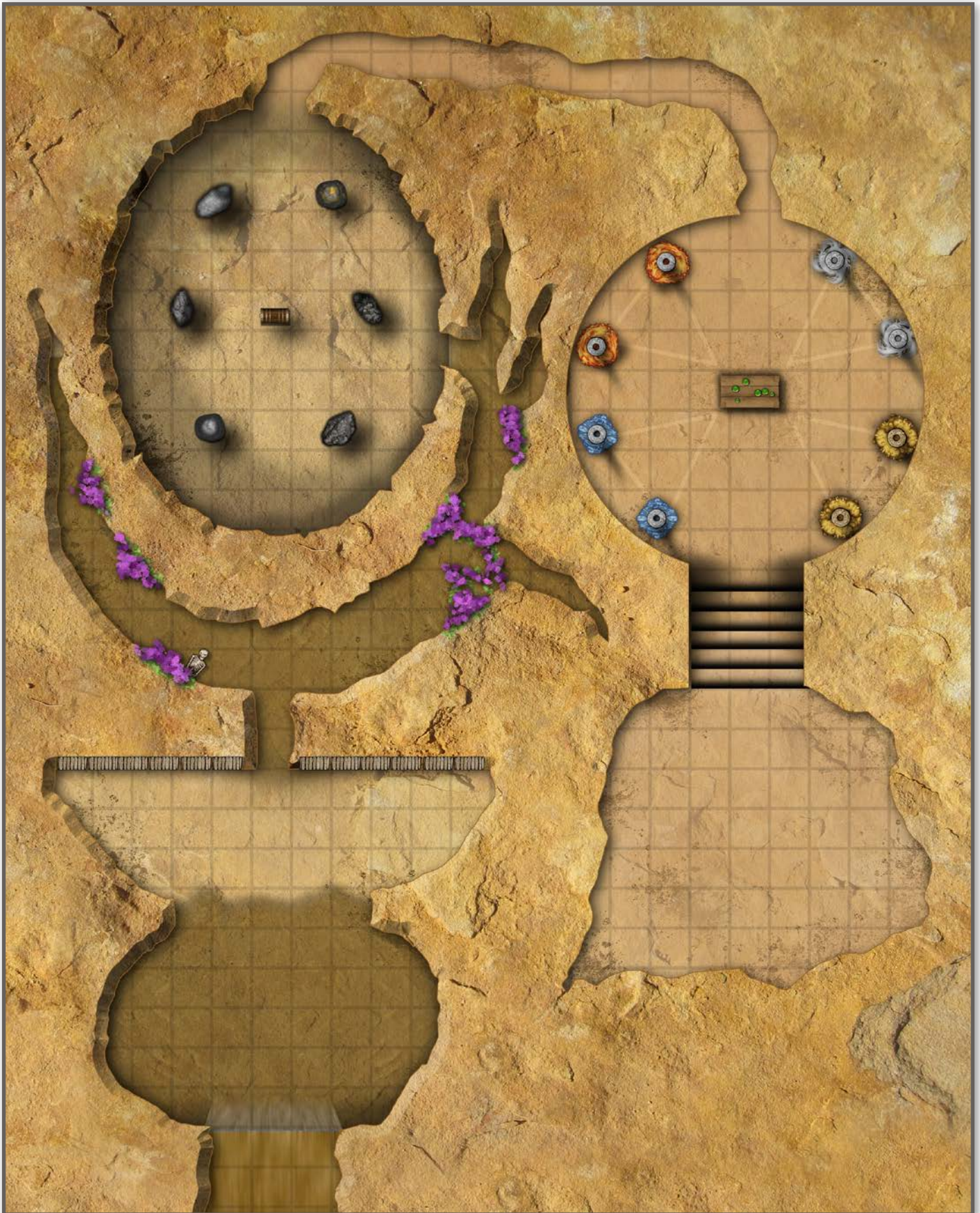
**SPECIAL ABILITIES**

**Sand Form (Su)** As a standard action, a sandman can cause its humanoid form to collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small earth elemental made out of sand. Specifically, this grants it the earth glide movement ability, which allows it to move freely through sand or stone without leaving any signs of its presence. The sandman retains its compression and sleep aura abilities when in sand form, but loses its sleep attack and its damage reduction, as its sandy body in this form is much more compact and easier to scatter with solid weapon blows.

**Sleep (Su)** A creature struck by a sandman's slam attack must succeed at a DC 14 Will save or immediately fall asleep, as if affected by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability.

**Sleep Aura (Su)** A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed at a DC 14 Will save or fall asleep, as if affected by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours.







**Pathfinder Society Scenario #8-08:  
Tyranny of Winds, Part 1:  
The Sandstorm Prophecy**

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**Event** \_\_\_\_\_ **Date** \_\_\_\_\_

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**GM #** \_\_\_\_\_ **GM Character #** \_\_\_\_\_

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**GM Name** \_\_\_\_\_ **GM Prestige Earned** \_\_\_\_\_

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

Character # \_\_\_\_\_  **Prestige Points**

---

**Character Name**

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

Character # \_\_\_\_\_  **Prestige Points**

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**Character Name**

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

Character # \_\_\_\_\_  **Prestige Points**

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**Character Name**

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 Scarab Sages     Silver Crusade     Sovereign Court

Character # \_\_\_\_\_  **Prestige Points**

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**Character Name**

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

Character # \_\_\_\_\_  **Prestige Points**

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**Character Name**

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

Character # \_\_\_\_\_  **Prestige Points**

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**Character Name**

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

Character # \_\_\_\_\_  **Prestige Points**

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**Character Name**

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

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# Pathfinder Society Scenario #8-08: Tyranny of Winds, Part 1: The Sandstorm Prophecy

Character Chronicle #

Core Campaign

	A.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.

**Strength of the Scorpion Coast (Scarab Sages):** Your studies at the Sandflow Source have taught you how to draw upon the powers of air and earth to strengthen yourself. You may check a box that precedes this boon to add a bonus equal to twice the number of Air Affinity boons you have earned with this PC on a combat maneuver check. Alternatively, you may check a box to add a bonus equal to twice the number of Earth Affinity boons you have earned with this PC to your CMD until the beginning of your next turn as an immediate action.

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

**Elemental Transformation:** After defeating the oread researcher Qiarah, you took her research notes and deciphered the complex rituals she was using to transform her body. You may check a box next to this boon before attempting a saving throw against bleed, paralysis, poison, sleep effects, or stunning to gain a +2 bonus on the save.

**Genie Heritage:** Your ifrit, oread, sylph, and undead characters have a stronger connection to their genie forbears. Characters only gain access to these options if they do not trade out the air, earth, fire, or water affinity racial traits. If you use the benefits of this boon on a different character than the one who receives this Chronicle sheet, include a copy of this Chronicle sheet with that character's records.

**Ifrit:** Ifrit bloodragers<sup>ACG</sup> with the elemental (fire) bloodline and ifrit sorcerers with the efreeti<sup>UM</sup> bloodline treat their Charisma score as 2 points higher for all sorcerer and bloodrager spells and class abilities.

**Oread:** Oread bloodragers<sup>ACG</sup> with the elemental (earth) bloodline and oread sorcerers with the deep earth<sup>APG</sup> or shaitan<sup>UM</sup> bloodlines treat their Charisma score as 2 points higher for all sorcerer and bloodrager spells and class abilities.

**Sylph:** Sylph bloodragers<sup>ACG</sup> with the elemental (air) bloodline and sylph sorcerers with the djinni<sup>UM</sup> or stormborn<sup>APG</sup> bloodlines treat their Charisma score as 2 points higher for all sorcerer and bloodrager spells and class abilities.

**Undine:** Undine bloodragers<sup>ACG</sup> with the elemental (water) bloodline and undine sorcerers with the aquatic<sup>APG</sup> or marid<sup>UM</sup> bloodlines treat their Charisma score as 2 points higher for all sorcerer and bloodrager spells and class abilities.

**Oread's Favor:** You have earned the respect of the oread researcher Qiarah. This boon may be used in conjunction with other boons to grant one or more of your characters access to oread-related options.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	254	508
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	596	1,192
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	938	1,875
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

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

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

Starting GP	GM's Initials
GP Gained (GM ONLY)	
Day Job (GM ONLY)	GM's Initials
Gold Spent	
Total	

All Subtiers	Subtier 4-5
<p><i>cloak of resistance +1</i> (1,000 gp)</p> <p><i>feather token</i> (fan; 200 gp)</p> <p><i>potion of cure moderate wounds</i> (300 gp)</p> <p><i>potion of levitate</i> (300 gp)</p> <p><i>ring of feather falling</i> (2,200 gp)</p> <p><i>ring of sustenance</i> (2,500 gp)</p> <p><i>scroll of invisibility</i> (150 gp)</p> <p><i>wand of glitterdust</i> (4 charges; 360 gp, limit 1)</p> <p><i>wand of magic missile</i> (8 charges; 120 gp, limit 1)</p>	<p><i>bracers of armor +2</i> (4,000 gp)</p> <p><i>dusty rose prism ioun stone</i> (5,000 gp)</p> <p><i>immovable rod</i> (5,000 gp)</p> <p><i>potion of barkskin</i> (300 gp)</p> <p><i>sandals of the lightest step</i> (5,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 232)</p> <p><i>stone of alliance</i> (5,000 gp; <i>Ultimate Equipment</i> 321)</p> <p><i>wand of cure moderate wounds</i> (10 charges; 900 gp, limit 1)</p> <p><i>wand of magic missile</i> (CL 5th; 8 charges; 600 gp, limit 1)</p> <p><i>wind fan</i> (5,500 gp)</p>

**For GM Only**

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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