

# PATHFINDER SOCIETY®

YEAR OF THE  
STOLEN STORM



## TYRANNY OF WINDS, PART 3: CAUGHT IN THE ECLIPSE

By Jason Evans



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## TABLE OF CONTENTS

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CAUGHT IN THE ECLIPSE . . . . .	3
PLAYER HANDOUTS . . . . .	19
APPENDIX: STAT BLOCKS . . . . .	20
MAP . . . . .	22
CHRONICLE SHEET . . . . .	24

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## GM RESOURCES

*Caught in the Eclipse* 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*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Ultimate Combat (UC)*, and *Pathfinder RPG Ultimate Equipment (UE)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

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

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## HOW TO PLAY

*Pathfinder Society Scenario #8-12: Tyranny of Winds, Part 3: Caught in the Eclipse* is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety).



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# TYRANNY OF WINDS, PART 3: CAUGHT IN THE ECLIPSE

By Jason Evans



Untold ages ago, four pairs of powerful demigods—one set tyrannical, one set benevolent—ruled over the four elemental planes. Kelizandri, the evil elemental lord of water, conspired with the villainous lords of air, earth, and fire, to trap the four good elemental lords within arcane gems. One by one, they imprisoned their benevolent counterparts within these artifacts. Ever since, the *Garnet Brand*, *Gaspig Pearl*, *Moaning Diamond*, and *Untouchable Opal* have remained hidden throughout the multiverse, and the residents of the elemental planes now accept the remaining elemental lords' dominion as part of their existence. Even now, untold millennia later, relatively few know of the existence of the imprisoned demigods.

Despite his captivity, Ranginori, the benevolent Duke of Thunder, was able to make his presence known long enough for the Pathfinder Society to intervene. Though the lord of air remains trapped within the *Untouchable Opal*, the Society managed to retrieve the gem from its hiding place on a comet, and now have it safely locked away in the Grand Lodge in Absalom. The rescue did not go unnoticed, however, and a group of elementals and cultists from the Inner Planes known as the Concordance of Elements swiftly moved against the Pathfinder Society. Believing the Inner Planes must be kept in delicate balance, lest the entire cosmos be thrown into chaos, the Concordance opposed the Society's efforts to free Ranginori.

During the events of *Pathfinder Society Scenario #8-08: Tyranny of Winds, Part 1: The Sandstorm Prophecy*, Jamila al-Shafah, a janni Concordance operative and former partner of the late Venture-Captain Targos Min-Katheer, moved to disrupt the Pathfinders' operations in Osirion. She stole several valuable items from the Osirion lodge and fled into the desert, luring the Pathfinder Society adventurers into the waiting arms of two warring elemental tribes. Her plan backfired, however, when the tribes mistook her dire warnings for aspects of an ancient prophecy. As a result, the adventurers were greeted as potential prophets, and not hostile invaders. They were put through a series of sacred tests to determine the validity of their prophetic status, ultimately earning a meeting with a tribal elder. These

## WHERE ON GOLARION?

This scenario takes place entirely on the Plane of Air, in the smuggler's hideout of Port Eclipse. For more information on the Plane of Air, see *Pathfinder Campaign Setting: Planes of Power*, available in bookstores and games stores everywhere and online at [paizo.com](http://paizo.com).

Pathfinders learned of Jamila and her attempt to rally the tribes against them. This is where the Society first discovered the Concordance as well as Jamila's destination: the djinni city of Armun Kelisk, on the Plane of Air.

In *Pathfinder Society Scenario #8-10: Tyranny of Winds, Part 2: Secrets of the Endless Sky*, Society agents traveled to the great djinni city. Under Venture-Captain Norden Balentiir's advisement, the dispatched agents met with Jairo, a djinni in good standing with the Pathfinder Society. Jairo set the adventurers on their quest through the libraries of Armun Kelisk hunting for information on the Concordance, Jamila, and the *Untouchable Opal*. While uncovering these facts, the Pathfinders clashed with Concordance agents sent to eliminate them. During the final confrontation, Chalissier, a sylph agent of Hshurha, arrived and condemned both the Pathfinders and the Concordance as enemies of his goddess. Only when Hshurha's fanatical followers were defeated did the Concordance agents realize that the Duchess had grown too bold. Enemies turned to allies as the Concordance agreed that there might be a misunderstanding between the two groups. The Pathfinders were introduced to Ashasar, the Liaison to the Seat of Balance within the Concordance of Elements. He provided the Pathfinders with an overview of the Concordance's role, and explained their concerns about the Pathfinders' gaining possession of the *Untouchable Opal*. He has asked the Pathfinders to remain in Armun Kelisk while he consulted with his superiors on how to proceed.

## SUMMARY

The PCs are tasked with finding Jamila al-Shafah, the Concordance agent who recently betrayed the Society.

Once he realized the Duchess was moving against the Concordance, Ashasar sent Jamila to retrieve the *Horn of the Hurricane*, a powerful weapon to use against air-aligned creatures. Ashasar has been unable to reach Jamila via magical communication since; his most recent missives to recall her remain unanswered. He tasks the PCs with traveling to Port Eclipse, which is a smuggler's cove not under the djinn's jurisdiction. There, they must rescue Jamila, if at all possible, and recover the horn before it can fall into Hshurha's hands. Ashasar arranges transportation for the PCs aboard an airship that takes them to the harbor built inside a giant floating island.

After dealing with the port's self-appointed guardians, the PCs navigate the strange airship harbor and investigate Jamila's whereabouts. They soon learn that Hshurha's agents arrived first and tore up the settlement looking for Jamila. Fortunately, the Concordance agent is currently being kept prisoner in a facility owned by an efreeti ice smuggler called the Coldfire King. The PCs must break Jamila free of her icy prison and escort her to the horn's secret hiding place. In a final climactic battle, the PCs retrieve the horn amid an airship junkyard as Hshurha's minions arrive in search of Jamila. Once the horn is retrieved, the PCs can turn its effects on the Duchess's agents to devastating ends. Whether the powerful weapon remains with the Concordance or returns to the Grand Lodge is left up to the PCs to decide.

## GETTING STARTED

PCs playing the *Tyranny of Wind* trilogy of scenarios start this adventure in the djinni city of Armun Kelisk on the Plane of Air, following their last mission. PCs playing this scenario out of order, are instead dispatched to the Plane of Air to meet with Ashasar, at the command of Venture-Captain Norden Balentiir of Sothis. Either way, the PCs receive a missive from Venture-Captain Norden Balentiir prior to their meeting with Ashasar. Distribute **Player Handout #1** and give the players a chance to read it. Distribute **Player Handout #2** to members of the Grand Lodge faction, as Ambrus Valsin has additional instructions for his most trusted agents. Then, read or paraphrase the following to get the adventure underway.

Ashasar, Liaison to the Seat of Balance of the Concordance of Elements, keeps a modest office atop the Four Winds, one



of Armun Kelisk's less conspicuous structures. He sits atop an expansive turquoise pillow, intently listening to a barely visible mass of cloud dancing near his ear. Before speaking, he stands and delicately removes a lantern from a nearby bookcase. Ashasar lights the lantern with a snap of his fingers. He gives a knowing smile as he walks a slow perimeter around the open rooftop. Seemingly satisfied, the janni takes a seat with a contented sigh.

"One can never be too careful when dealing with the Duchess Hshurha. With the winds themselves at her beck and call, who knows what kind of agents she has hiding about? It appears our organizations are not as at odds with one another as we once thought. While the Concordance was initially resistant to breaking open the Untouchable Opal and freeing the Duke of Thunder, the Duchess has grown too bold and forced our hand. We must work together to free Ranginori from his prison before Hshurha throws the Inner Planes into utter chaos. As a token of our mutual new goodwill, I ask for your help in a sensitive mission that could prove pivotal in our fight to maintain balance."

"When the Concordance considered the Pathfinders Society to be a threat, I sent one of our agents to retrieve a powerful weapon we have hidden here on the Plane of Air. I believe you are familiar with her, no? Jamila's task was to retrieve the Horn of the Hurricane, which allows its wielder to call forth tremendous elemental force. These energies are particularly devastating against creatures native to this plane. Since the accord between our organizations was cemented, I have been unable to reach Jamila, and I fear that she may be incapacitated. Worse yet, it's possible she's been killed and the horn is now in Hshurha's hands. Since we cannot be sure, we must take every precaution to protect the horn and rescue Jamila, if she lives. I have already arranged for your transportation to her last known destination and ask that you leave at once."

Below are Ashasar's answers to some likely questions from the PCs. In addition to these answers, feel free to have Ashasar fill the PCs in on any information summarizing the previous two scenarios in the *Tyranny of Winds* series, especially for any PCs who haven't completed the previous scenarios in the series.

**Where was Jamila headed?** "Jamila left on a vessel bound for Port Eclipse, an airship harbor of ill repute. It is one of the few pieces of solid ground in the Endless Sky that is not controlled by the djinn. The port hides within a massive hollow rock, and its buildings cling to the inner wall. While Port Eclipse provides discretion from the djinn, it does so at a cost. Keep your wits and blades about you in there."

**How are we getting there?** “I’ve booked you passage on an airship. Captain Nix is a reliable woman I have worked with before, and most importantly, she’s not a native of this plane. The gnome has been to Port Eclipse many times and I do not suspect she has any loyalty to Hshurha.”

**Why can’t we just teleport there?** “Port Eclipse is notorious for housing various magical snares against teleportation. It’s another facet of its appeal as a smuggler’s haven. The currents of this plane are too dangerous to just drop non-natives into open space nearby and it would attract precisely the attention we are trying to avoid. Smuggling you in by airship is safer and more discreet.”

**What else can you tell us about the Horn of the Hurricane?** “The horn allows whoever wields it to create a blast of elemental energy. Despite its electrical nature, this energy is particularly effective against creatures of air. Still, the horn must be used sparingly, as repeated use in a day is said to put great strain on the item.”

**Where is the Horn of the Hurricane hidden?** “Unfortunately, I do not know. Jamila discovered the horn somehow reached Port Eclipse and she alone knows its current location. This is part of the Concordance’s design to keep our resources safely hidden. If Jamila is no longer part of the equation, you must find her safe house in Port Eclipse for more information on the horn’s location.”

**Who may have trapped her?** “As a Concordance operative, Jamila would do her best to avoid notice or create enemies. Hshurha has agents everywhere, so unless Jamila has befallen some random bad luck, you can bet the Duchess is behind it.”

## Diplomacy (Gather Information) or Knowledge (Planes)

Based on the result of a Knowledge (Planes) check, the PCs might know some information on Port Eclipse. A PC can instead use Diplomacy to gather information from the citizens of Armun Kelisk, but unless she speaks Auran, she takes a –5 penalty on the check. Each PC notes all of the information with a DC less than or equal to the result of her check.

**15+:** Port Eclipse is a seedy port town on the Plane of Air. It’s built on the inside of a floating landmass, and is physically concealed from outside forces. The resident djinni of the Plane of Air lay no claim to the settlement, and Port Eclipse acts as an anarchist’s haven among the otherwise lawful realm of the air genies.

**20+:** Like most of the Plane of Air, Auran is the preferred language of Port Eclipse. Being a hidden smuggler haven, Port Eclipse lacks the amenities of other settlements; as a result, few of Port Eclipse’s citizens speak Common. Translation services are available there, but come at a steep price. A means of speaking and understanding Auran is essential in navigating the port town.

**25+:** The mayor of Port Eclipse, a semiretired airship captain named Vendria, is wary of rivals to her leadership of Port Eclipse. The recent set-up of a new smuggling operation, led by a being calling himself the Coldfire King, has the mayor on edge.

## THE TRIP TO PORT ECLIPSE

Ashasar secured passage for the party with Nix, a devil-may-care gnome with a hodgepodge airship. Nix is sympathetic to the Concordance’s cause and Ashasar has paid her handsomely enough to not ask questions. She’s done her fair share of smuggling runs and knows how to get to Port Eclipse without attracting unwanted attention. Nix’s ship may look like a fixer-upper, but it’s faster than most vessels plying the air currents. Her ship is a piecemeal construction of scrap metal, crystal shards, and patchwork sails. While the journey occurs without major delays, there are several potential incidents that might happen along the way to provide some flavor to the party’s extraplanar voyage.

- A massive thunderstorm, hundreds of miles across, looms ahead. Nix easily avoids it by flying just a few miles above the swirling maelstrom.
- A swarm of crazed air mephits swoops in and give chase. The gnome’s ship is fast enough to outrun them, but Nix has to deploy some of her mechanical gadgets (a few nets and smoke bombs) to dissuade the mephits’ interest.
- The ship gets caught in a pocket of dead air. Nix wastes no time firing up a spring-wound fan on the back of her ship to escape the hazard. The PCs might experience 1 or 2 rounds of suffocation, but suffer no adverse effects.
- A large djinn cargo ship bears down on the tiny vessel. The djinni captain profusely apologizes for the approach, having incorrectly assumed Nix’s ship to be wreckage.

## Subjective Directional Gravity

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

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

## AWARENESS LEVEL

The more the PCs interact with the inhabitants of Port Eclipse, the more likely they are to draw the attention of Hshurha's agents. Whenever a PC fails at a Bluff, Diplomacy, Disguise, Intimidate, or Stealth check, the party's Awareness Level increases by 1. In addition, depending on how they occur, certain encounters can increase the Awareness Level. PCs in Port Eclipse take a penalty on all Bluff, Diplomacy, Disguise, Intimidate, Sense Motive, and Stealth checks equal to the current Awareness Level. GMs should increase the Awareness Level by 1 if the PCs perform other actions that make their presence or goals in Port Eclipse obvious. For the final fight of the adventure, the Awareness Level determines the arrival time of Hshurha's agents.

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

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

## A. BULLIES OF THE ENDLESS SKY (CR 6 OR CR 9)

At the start of the second day of the 3-day trip to Port Eclipse, a cloud grows on the horizon. Nix colorfully curses in Gnome, as the cloud of flickering blue energy drifts further into view. It splits into several vaguely humanoid forms that constantly shift and warp, except for their impassive faces. These small figures land on the deck of the airship, buzzing unsettlingly.

**Creatures:** The airways approaching Port Eclipse are home to a small group of comozant wyrds, nominally in service to Hshurha. These elemental creatures enjoy tormenting passing airships, often demanding protection payment, or generally roughing up non-elemental passengers. Seasoned captains and ship hands alike know that these wyrds are belligerent and denigrating to creatures not native to the Plane of Air—exemplified by Nix's repeated dealings with them.

The wyrds land aboard Nix's ship and immediately demand (in Auran) that the crew submit themselves to their illuminating flames. Nix translates this demand, also indicating her further displeasure at the wyrds' arrival. She suggests the PCs submit, as it could be trouble otherwise. Nix willingly walks straight up to one of the wyrds and allows it to envelop her with its illuminating flame ability. After a minute of speechless conversation, Nix motions for the PCs to present themselves to the wyrds. When a creature willingly approaches a comozant wyrd, the wyrd

shrouds the creature's body in pale fire and establishes an empathic link.

As servants of the Duchess of All Winds, the wyrds lazily probe for thoughts of disobedience to their mistress. These interrogations aren't the wyrds' true goal; the elementals seek to continually prove their dominance over non-natives by imposing feelings of guilt and shame over not being a creature born of the Endless Sky. PCs engaging with a wyrd in empathic communion get repeated sensations of forced shame, accompanied by the wyrd's gloating and even an occasional zap from a lightning lash to taunt the foreigners.

Since the wyrds communicate empathically, they respond negatively to any forms of subterfuge, regardless of what the target is actually hiding. As long as the PCs don't attempt to deceive the wyrds, they're just repeatedly ridiculed and shamed before the wyrds get bored and fly off. PCs attempting to Bluff a comozant wyrd must succeed at a check opposed by the comozant wyrd's Sense Motive (including the +4 bonus when empathically communicating). Should a PC fail her check, the comozant wyrd grows agitated and its flickering intensifies as it further probes its targets. A second failed check from any PC triggers the comozant wyrds' ire and the elementals immediately attack. During the fight, Nix shouts at the party, encouraging them, but not daring to draw the ire of the elementals. She won't participate in the combat and the wyrds do not attack her.

### Subtier 3–4 (CR 6)

#### COMOZANT WYRDS (2) CR 4

hp 27 each (*Pathfinder RPG Bestiary 4* 40, see page 20)

#### TACTICS

**During Combat** A wyrd attacks with its lightning lash, preferring to target non-outsiders. It cycles through attacking PCs that are affected by its illuminating flames and will apply the effect again only when there are no available targets left.

**Morale** A wyrd fights until reduced to 10 hit points, at which point it flees.

### Subtier 6–7 (CR 9)

#### ADVANCED COMOZANT WYRDS (4) CR 5

Advanced comozant wyrd (*Pathfinder RPG Bestiary 4* 288, 40)

N Small outsider (air, elemental, extraplanar, incorporeal)

**Init** +9; **Senses** darkvision 60 ft.; Perception +15

#### DEFENSE

**AC** 22, touch 22, flat-footed 17 (+6 deflection, +5 Dex, +1 size)

**hp** 37 each (5d10+10)

**Fort** +3, **Ref** +11, **Will** +9

**Defensive Abilities** incorporeal, plasma form; **Immune** cold, electricity, elemental traits

#### OFFENSE

**Speed** 20 ft., fly 30 ft. (good)

## A. Airship



1 square = 5 feet

Pathfinder Map Pack: Armada

### SCALING ENCOUNTER A

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

**Subtier 3-4:** Both wyrds have been harassing passersby for an extended period and have the sickened condition as a result.

**Subtier 6-7:** Use four standard comozant wyrds, as detailed in Subtier 3-4.

**Ranged lightning lash** +10 (2d8 electricity damage)

**Special Attacks lightning lash**

**Spell-Like Abilities** (CL 7th; concentration +13)

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

#### TACTICS

Use the tactics for the comozant wyrds in Subtier 3-4.

#### STATISTICS

**Str** —, **Dex** 17, **Con** 10, **Int** 8, **Wis** 17, **Cha** 18

**Base Atk** +5; **CMB** +7; **CMD** 21 (can't be tripped)

**Feats** Alertness, Improved Initiative, Lightning Reflexes

**Skills** Acrobatics +10, Diplomacy +11, Fly +19, Knowledge (nature) +6, Knowledge (planes) +9, Perception +15, Sense Motive +15

**Languages** Auran

**SQ** illuminating flames

#### SPECIAL ABILITIES

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

**Lightning Lash (Su)** As a standard action that doesn't provoke attacks of opportunity, a comozant wyrd can shock any creature or object within 30 feet to which it has line of effect, dealing 2d8 electricity damage. The wyrd can choose for this damage to be nonlethal. If the target is also affected by the wyrd's illuminating flames, it is stunned for 1 round (Fortitude DC 18 negates) and the flames are dispelled. The save DC is Charisma-based.

**Plasma Form (Ex)** Although incorporeal, a comozant wyrd can't hide inside solid objects. It must start its turn attached to the outside of something that's solid and of Small size or larger, or else it takes 5 points of damage. Anyone attacking the wyrd

must either take a -4 penalty on the attack roll or resolve the attack against whatever the wyrd is attached to as well.

**Treasure:** Nix is equally impressed if the PCs avoid a fight against the wyrds, or if the PCs manage to kill or drive off the bullying elementals. She rewards the PCs with a *scroll of dimension door* and a *wand of glide*<sup>APC</sup> (4 charges remaining) as thanks for avoiding or ending a conflict. In Subtier 6–7, she also presents the PCs with a *potion of good hope*.

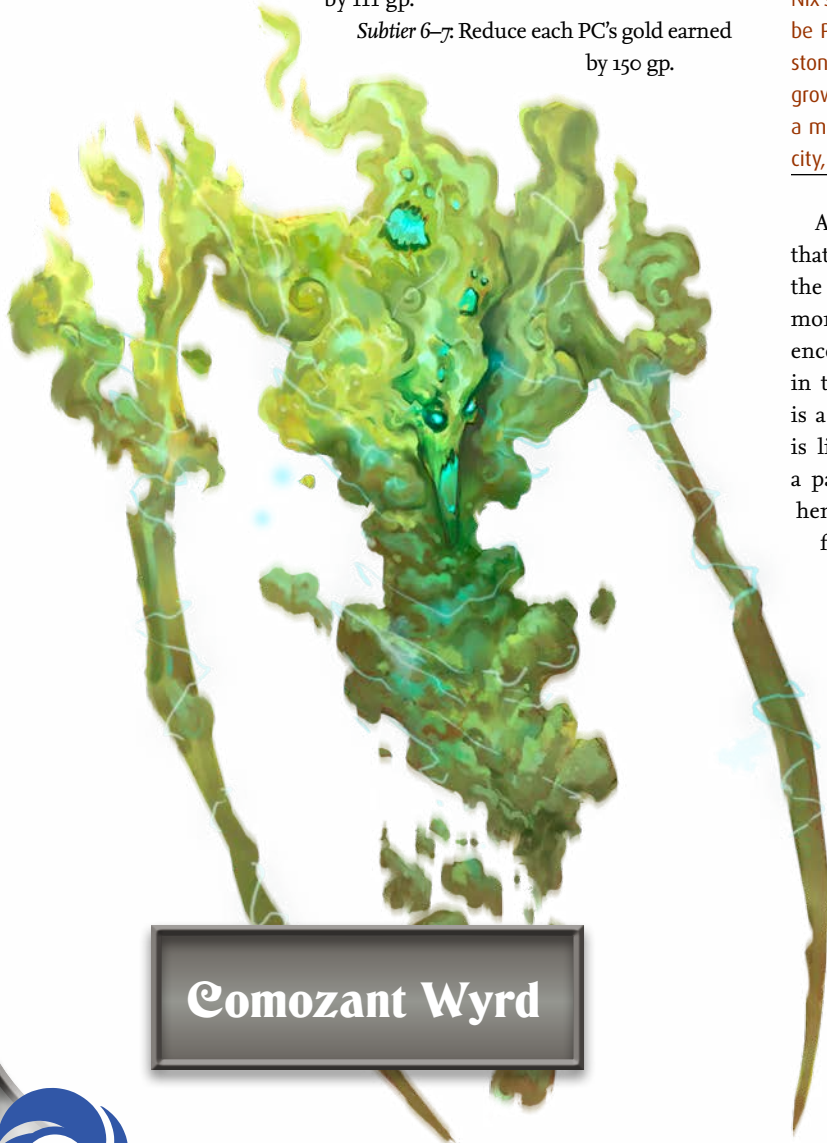
**Development:** Increase the Awareness Level by 2 if a fight does break out and at least one of the wyrds escapes. The survivor gets word of the altercation to the Duchess, further encouraging her minions' investigation of Port Eclipse. Regardless of the occurrence of combat, Nix is eager to get underway and speeds her way to Port Eclipse.

**Rewards:** If the PCs fight the comozant wyrds and fail to defeat them, reduce each PC's gold earned as follows.

**Subtier 3–4:** Reduce each PC's gold earned by 88 gp.

*Out of Subtier:* Reduce each PC's gold earned by 111 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 150 gp.



**Comozant Wyrd**

## INSIDE PORT ECLIPSE

After two days' travel to Port Eclipse, the airship arrives at a gigantic island adrift in the elemental currents. The windswept voyage across the Plane of Air ends at a large island adrift in the endless void. Djinn and other planar inhabitants have colonized most objects of this size, so this barren rock has little to distinguish it other than its many craters and caverns. Nix pilots her airship around the island several times before steering her ship into one of the larger caverns. The entrance to Port Eclipse is a closely guarded secret, but Nix has been to the settlement often enough to earn the mayor's trust and learn the best way in. The journey inside takes about a half-hour, partly due to some looping and doubling back that Nix performs in order to confound the PCs' sense of direction—the captain understands the value in keeping the exact location of Port Eclipse hidden.

When Nix pulls her ship into the inner harbor, read or paraphrase the following passage.

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*Nix's airship coasts into a world turned inside-out. What must be Port Eclipse clings to the inside wall of a great, hollowed-out stone sphere, its buildings dotting the outer edges like unnatural growths. The cavern housing the settlement is nearly a quarter of a mile in diameter. Airships jut out at all angles of the spherical city, connected to a latticework of docks resembling a spider web.*

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Ashasar paid Nix handsomely for a return trip, stipulating that Nix would return to Port Eclipse after a week to retrieve the PCs. In the meantime, the gnome is eager to resume her more legitimate shipping contracts. Before casting off, Nix encourages the party to keep a low profile during their time in the settlement. She reminds the PCs that Port Eclipse is a rough town, and anyone who can't defend themselves is likely to end up beaten, enslaved, robbed, or dead. As a parting goodbye, Nix points at a squat building half a hemisphere away, indicating it as a good a starting point for their investigation.

### The Aching Anchor

The building Nix points out is an inn known as the Aching Anchor. It sticks out like a sore thumb—a squat, wooden building among the surrounding wild and exotic structures. Boasting square walls and an innkeeper who speaks Common, the Aching Anchor is a refuge within Port Eclipse for creatures hailing from the Material Plane.

**Description:** In defiance of the Port Eclipse's natural accommodation of flying creatures, the Aching Anchor has a door on the ground floor and no aerial access. The interior of the Anchor is purposefully mundane, with a few notable exceptions. Each chair and bar stool has an attached leather seat belt for the planar neophytes who lose concentration,



in order to prevent them from drifting away. All liquids are served in flagons with a thumb switch lid, ensuring no liquid escapes. The food is simple and manageable, served as kebabs instead of on plates or in bowls. Hunks of bread, cheese, and meat, all on thin crystal skewers, are easier to manage in this setting. A small water elemental known as Tidy patrols the common room, perpetually cleaning up spills and snatching floating crumbs out of the air.

The inn's proprietor, **Thunder Skyforge** (N male venerable dwarf expert 4/fighter 2), a bald dwarf in his later years, operates the Aching Anchor. Thunder was born on the Astral Plane, in the hold of a slaver's ship, and spent too much time in the Endless Expanse to ever feel comfortable back on the Material Plane. His Auran is flawless, but his Dwarven is broken at best, something he's become quite self-conscious about. When he's lost in thought, the tip of Thunder's long beard slowly rises, wandering up into his field of vision and snapping him back to reality.

As long as the party isn't made up entirely of plane-touched races (such as oreads, sylphs, or tieflings), Thunder's starting attitude is friendly. If the group is composed entirely of such outsiders, then his starting attitude is indifferent.

**Cost:** A single bed room at the Aching Anchor costs 3 gp per night.

## Finding a Translator

Unless the party has someone who speaks Auran, they'll need a translator to communicate with most inhabitants of Port Eclipse. The Aching Anchor, being an obvious first stop, also houses several locals known to offer translation services. If the PCs forgo visiting the inn, consider sprinkling the NPCs featured in this section elsewhere in Port Eclipse for the party to encounter.

Thunder Skyforge is too old to leave his inn and serve as a translator, but he happens to know every semi-permanent resident of Port Eclipse that might serve as a translator. Three such people spring to the dwarf's mind. If Thunder's attitude is indifferent, he offers the services of only Simmer, and a requires a finder's fee of 150 gp. If friendly, Thunder offers Falren in addition to Simmer, and requests only a 100 gp fee for arranging a meeting. If made helpful, Thunder presents all three candidates without the need for a finder's fee, while heavily suggesting the PCs take the service of Ceru.

Listed below are the various translators the PCs can contract during their stay in Port Eclipse.

**Ceru (awakened avian):** Ceru is one of Port Eclipse's most beloved inhabitants. An awakened blue jay, Ceru whistles and sings whenever perched. She also enjoys eager discussion with newcomers. Ceru is useless in a fight but has a kind of local diplomatic immunity. Locals of Port Eclipse greet the bird politely on sight. Ceru grants a +2 circumstance bonus on any Bluff, Diplomacy, or Intimidate checks made by the PCs while he accompanies them around Port Eclipse.

**Cost:** Ceru's service are won not with baubles, but with performances. A successful DC 20 Perform check impresses the aspiring bard to assist in translating needs.

**Falren (maimed sylph mercenary):** Currently on leave while recovering from a gruesome fight that cost her an arm, Falren awaits a meeting with Port Eclipse's mayor, Vendria, about getting it replaced. Thunder is worried about Falren's mental health and thinks some translating work would be a good excuse to get her out and about. If a fight breaks out, Falren can't effectively contribute, but makes her way to any unconscious party members to stabilize them with a *potion of cure light wounds* (she has two such potions).

**Cost:** 250 gp.

**Simmer (capricious steam mephit):** A mephit who prefers the luxuries of civilization to the elemental wilds, Simmer spends his days relaxing in a pot of boiling water in the Aching Anchor's kitchen. Sometimes a sous-chef, but frequently a nuisance, Simmer is the first translator Thunder offers. Thunder is very eager to offer the mephit's aid to get him out of sight for a while. Simmer is skittish and flees at the first sight of confrontation. After any social encounter Simmer takes a part in, there's a 25% chance that the mephit returns to the Aching Anchor and abandons its translation duties.

**Cost:** 50 gp.

## PICKING UP THE TRAIL

In order to track down Jamila's whereabouts, the PCs need to learn several clues by interacting with the inhabitants of Port Eclipse. These clues establish a timeline for the past few days, clues that should lead the party to Jamila's current captors. This trail of hints is designed to lead the adventurers to an encounter at the Coldfire King's warehouse, where Jamila is imprisoned.

**Timeline of Events:** Hshurha's agents arrived in Port Eclipse almost a week ago and started stirring up trouble at local businesses, asking for Jamila by name. Soon, word spread through town that a bounty was out for Jamila, but that she must be taken alive. Several panicked hours later, after many innocent janni-run businesses were ransacked, word came that Jamila's bounty had been claimed. Hshurha's agents gathered outside a storage facility belonging to a local crime boss known as the Coldfire King. The Duchess's agents departed shortly after, and no one is quite sure whether they had Jamila in custody or not.

**Gathering Clues:** The PCs learn one of the clues listed in the Key Clues section each time they successfully make a DC 16 Bluff, Diplomacy, Intimidate, or Perform check (DC 20 in Subtier 6–7). Any of the Port Eclipse inhabitants detailed in the Sample Citizens section can be used to deliver this information through a roleplaying encounter. Each of these NPCs includes different rules options for interaction and can be selected randomly, or to suit the specific skills of

the party. This serves as an excellent opportunity for parties interested in roleplaying to experience some of the oddities and wonders of Port Eclipse. For groups constrained on time, these inhabitants can simply be referenced as the source of the information.

For every failed check while gathering clues (not including checks made to assist other PCs), increase the Awareness Level by 1. If the Awareness Level reaches 5, the PCs investigation gains the attention of Bitterbite, the Coldfire King's lieutenant in Port Eclipse. Bitterbite dispatches an ice mephit to invite the PCs to the Sleet Saloon, hoping to ambush the people he's heard asking around about Jamila. After this invitation is delivered, the PCs cannot gain further information, nor should they continue making checks, as the people of Port Eclipse become fearful of getting in the way of the Coldfire King's interest in the PCs.

## Key Clues

Each time the PCs succeed at a skill check to gather clues in Port Eclipse, they learn a new piece of information. Listed below are the five pieces of information they can learn. Present these clues to the PCs in the listed order.

**Clue #1: Hshurha's agents arrived 5 days ago, looking for a janni.** "The whole port saw them blow into town. They came riding in like a little storm—air and lightning elementals, whirling around and making as much noise as possible. Must have been at least a dozen of them. They were flying all over the place, shouting about some janni woman who the Duchess wanted."

**Clue #2: They've been shaking down businesses and watering holes.** "After that grand entrance they pulled, the Duchess's minions started roughing people up looking for information. They probably hit-up every bar in town before they started shaking down businesses. Whoever they were looking for must be real important to risk causing this much trouble."

**Clue #3: They put out a bounty for Jamila to be taken alive.** "The Duchess's thugs were in town for two days before they put out a 50,000 gp bounty on the janni they were after. Made a big stink of bringing them the janni-woman alive, too. Bad time to be a janni living in the city, if you ask me. This town likes to keep its secrets, but with a price like that, people were dragging any janni they could get their hands on. Bounty was barely out a few hours before word got around that someone claimed it."

**Clue #4: Some of Hshurha's agents left Port Eclipse.** "Saw some of those crackling elemental bullies fly out of here in an awful hurry. I'd wager that their bounty got called in, though I didn't see them taking any prisoners."

**Clue #5: The Coldfire King claimed the bounty.** "I heard the Coldfire King, an efreeti overlord, claimed the bounty not too long after it went up. Can't say I'm surprised. Everyone knows half the ice his operation moves in and out

of Port Eclipse has people stuck inside. That tavern his thugs operate, the Sleet Saloon, is probably the closest thing Port Eclipse has to a prison."

## Sample Citizens

Presented below are five sample citizens the PCs might encounter while gathering information around Port Eclipse.

**Briel Everscribe (female elf cartographer):** Though she was born on the Material Plane, Briel has lived on the Plane of Air long enough to consider herself a native. Descended from a family of cartographers, she set off to map the planes. Unfortunately, she started with the Plane of Air and quickly learned the scope of her life's work. Briel set up a temporary shop in Port Eclipse until she finishes her work. She sells air current charts and djinn shipping route maps. Her good rapport with the airship captains keeps her abreast of any nearby changes. Briel's been in Port Eclipse so long that she's forgotten how to speak all but the most basic Common. She hasn't forgotten her native tongue, and any PC who communicates with her in Elven reduces the DC of Diplomacy checks by 4.

**Cookie (male sylph card dealer):** This lithe and clever sylph man is one of the many who handle the cards at Port Eclipse's finest gambling den, the Sweet Tooth. He can be found working one of the card tables, lounging on the decadent cushions, or waving to passersby on the Sweet Tooth's considerably large rooftop deck. Cookie refuses to give-up any information unless the PCs play one of his table games. The wager is 10 gp and the PC must succeed at a Bluff or Profession (gambler) check to win, or may attempt a Sleight of Hand check instead to cheat. If the PCs lose the first round, Cookie offers a "double or nothing" option for an additional 50 gp, and reveals two clues if the PCs succeed.

**Klarh (female sylph dockworker):** Klarh is a wiry old sylph with a slight hunch to her back. Her exposed skin, including a bald head, is covered in faded, swirling blue tattoos. Klarh makes a living loading and unloading the many airships passing through Port Eclipse. Locally referred to as "chuckers," Klarh and the other dockworkers are all former airship sailors. Klarh claims she spent weeks adrift in the great expanse after her ship was smashed in a storm that appeared out of thin air. As she tells it, the storm took her crew over 2 months to break free from. She's quick to mention how much she misses the companions she lost to that storm. Anyone who interrupts Klarh's story or questions its validity is met with a cantankerous glare and takes a -4 penalty on skill checks to gain information from the sylph.

**Maren (female undine potions vendor):** Maren hails from the Plane of Water, and has come to the Plane of Air to hunt down rare ingredients and knowledge for her potion crafting. Armun Kelisk's laws forbid the sale of some of the more exotic items she seeks, so she wound up in Port Eclipse. Her coloration is a similar tint to the many sylphs

around the settlement, but her webbed feet and green hair give away her aquatic heritage. Maren knows very little about recent events in Port Eclipse, but can provide a single clue if provided a magical potion from the Material Plane, or allowed to skim through an alchemist's formula book.

**Ramzi, male djinn fence:** As a djinn wanted by his own kin, Ramzi found Port Eclipse to be a perfect hiding place. Charged with a vast list of crimes, Ramzi cowers in the relative safety of the airship harbor. He deals in stolen djinn goods, specifically crystal dining wares, sold at a steep discount. His network of contacts "on the outside" let him trade in information as well as merchandise. Ramzi's always on the lookout for djinn bounty hunters, and dresses in layers of billowy fabrics to muddle his silhouette. Even in the comfort of his glittering shop, he keeps his hood up and his voice just above a whisper. Ramzi maintains his asylum status in Port Eclipse with a healthy spread of bribes, so he's especially hesitant to give up any information without proper compensation. Unless he's given a bribe of at least 20 gp, the DCs on any attempts to gain information from Ramzi increase by 4.

## Jamila's Fate

By the time the PCs finish their information gathering in Port Eclipse, they should figure out that Jamila's bounty was claimed by a local crime boss known as the Coldfire King. Any follow-up on the Coldfire King reveals him to be an efreeti with interests across the multiverse. He specializes in shipping ice throughout the Plane of Air, and his clientele range from nobles seeking ice for their exotic cocktails to fellow efreeti maintaining cold torture chambers on the Plane of Fire. The Coldfire King dwells within a floating iceberg near the borders of the Plane of Water, but several underlings manage his operations in Port Eclipse. His operative in Port Eclipse is a particularly cantankerous ice troll named Bitterbite.

The Sleet Saloon is a rarely visited tavern that houses the Coldfire King's operatives in Port Eclipse, along with their suspect ice trade. As the only base of operations maintained by the Coldfire King in Port Eclipse, the saloon should be the obvious next point of investigation for the PCs. The ice troll, Bitterbite, ostensibly manages the saloon's operation of storing and moving ice. Armed with an enchanted pickaxe for breaking up ice blocks, and a cadre of ice mephits to keep the warehouse cool, Bitterbite keeps the ice and frozen prisoners flowing. The ice troll caught wind of Jamila's bounty and managed to be the first to find her. Jamila's been entombed in a block of ice, stashed in the warehouse for safekeeping. Rather than deal directly with the Duchess's minions, Bitterbite sent word to the Coldfire King so he could handle the extortion personally. Bitterbite is expecting Hshurha's minions to arrive and retrieve their prize, but isn't sure of their exact arrival time.

## B. THE COLDFIRE KING'S WAREHOUSE (CR 6 OR CR 9)

The Sleet Saloon is a rundown steel building, resting along the outer fringes of a jutting stone stalagmite. A series of wooden docks extends along the sides of the Sleet Saloon, acting as scaffolding to access the building's sides. The building is bafflingly tall, with a 30-foot-high ceiling.

A primary entrance rests on a polished portion of the adjoining stalagmite, while side entrances are accessible from the north and south scaffolding. The main entrance is a heavy steel door with a single viewing porthole, that is kept shut during most hours of the day—an oddity for a building that openly declares itself as a bar. A DC 25 Disable Device check, or a DC 20 Strength, forces open the locked door. The side doors are also made of steel, requiring a DC 20 Disable Device check, or a DC 15 Strength check to force open.

Great blocks of ice are stacked in the various side rooms of the building, with several larger blocks hanging from the expanded ceiling of the main room. The ice blocks vary from Medium to Huge in size, and are mostly strapped in place with metal chains. Jamila is frozen in a Huge block of ice nestled in the center of the saloon. She's visible within, despite the thickness of the ice. Four metal chains hold the ice block in place. Jamila's prison rests just above a hole in the saloon's floor that leads down into the open air beneath the building.

**Hazard:** The temperature inside the Sleet Saloon is kept below 0° F, so visits from clients are kept short. The PCs may suffer ill effects from prolonged exposure to the cold (*Pathfinder RPG Core Rulebook* 442).

**Creatures:** Two ice mephits assist Bitterbite in keeping the Sleet Saloon's ice operation running. One lazily glides around the main area of the saloon, while the other attends the main entrance, responding through the porthole to knocks or forced entry attempts. PCs posing as interested ice customers have an easy time convincing the mephit of their lies, requiring only a DC 10 Bluff check as the mephit isn't too bright. Attempting to impersonate Hshurha's agents is likely to rouse suspicion, unless the party has a sylph among them, but a DC 15 Bluff check is enough to convince the mephit of the lie.

Bitterbite is agitated by the ongoing wait and immediately approaches any group the mephits admit. If the PCs don't speak Auran, Bitterbite uses a mephit to translate for him. Though Bitterbite has no concrete description of Hshurha's agents, he doesn't give up Jamila if he's not entirely positive of the PC's allegiances. A further DC 22 (24 in Subtier 6–7) Bluff check is required to convince Bitterbite that the PCs are agents of the Duchess and that payment has already been delivered to the Coldfire King. If the troll remains unconvinced, he demands the PCs leave, before attacking.

In Subtier 6–7, a duo of ice trolls labor in the building. They meander around the southeastern corner of the

# B. Coldfire King's Warehouse



1 square = 5 feet

Pathfinder Flip-Mat: Waterfront Tavern

- B : Bitterbite
- I : Ice Mephit
- T : Ice Troll

saloon, sorting ice blocks, and don't participate in negotiations. If combat does break out, they move in to assist Bitterbite.

**Subtier 3–4 (CR 6)**

**BITTERBITE** **CR 4**

Male Ice troll (*Pathfinder RPG Bestiary 2* 271, see page 21)

**hp** 45

**Melee** +1 heavy pick +8 (1d8+7/×4)

**Languages** Auran

**Gear** +1 heavy pick

**TACTICS**

**During Combat** Bitterbite barks out orders to his mephit underlings and moves in to attack, using his heavy pick for two rounds before instinctively switching to his claws. He prioritizes less armored foes, having a particular enmity for obvious spellcasters.

**Morale** Knowing what the Coldfire King will do if he fails, Bitterbite fights to the death.

**ICE MEPHITS (2)** **CR 3**

**hp** 19 each (*Pathfinder RPG Bestiary 202*, see page 21)

**TACTICS**

**During Combat** A mephit uses its *chill metal* spell-like ability on any PC with metal weapons. It tries to stay out of reach, using its breath weapon when available.

**Morale** As long as Bitterbite is still alive, a mephit continues to attack. Once the troll is incapacitated or killed, it flees.

**Subtier 6–7 (CR 9)**

**BITTERBITE** **CR 7**

Male ice troll fighter 3 (*Pathfinder RPG Bestiary 2* 271)

CE Large humanoid (cold, giant)

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

**DEFENSE**

**AC** 23, touch 13, flat-footed 19 (+6 armor, +4 Dex, +4 natural, –1 size)

**hp** 100 (9 HD; 6d8+3d10+57); regeneration 5 (acid or fire)

**Fort** +13, **Ref** +10, **Will** +4 (+1 vs. fear)

**Immune** cold

**Weaknesses** vulnerable to fire

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 frost heavy pick +13/+8 (1d8+10×4 plus 1d6 cold) or bite +7 (1d6+3), 2 claws +7 (1d4+3)

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

**Special Attacks** rend (2 claws, 1d6+9)

**TACTICS**

Use the tactics for the Bitterbite as listed in Subtier 3–4.

**STATISTICS**

**Str** 23, **Dex** 20, **Con** 20, **Int** 7, **Wis** 12, **Cha** 7

**SCALING ENCOUNTER B**

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

**Subtier 3–4:** Remove one of the mephits from the encounter.

**Subtier 6–7:** Remove one mephit and one ice troll from the encounter.

**Base Atk** +7; **CMB** +14; **CMD** 29

**Feats** Cleave, Intimidating Prowess, Lightning Reflexes, Power Attack, Rending Fury<sup>UC</sup>, Skill Focus (Perception), Toughness

**Skills** Intimidate +12, Perception +10, Survival +5

**Languages** Auran

**SQ** armor training 1

**Other Gear** mwk breastplate, +1 frost heavy pick

**ICE MEPHITS (2)** **CR 3**

**hp** 19 each (*Pathfinder RPG Bestiary 202*, see page 21)

**TACTICS**

Use the tactics for the mephits as listed in Subtier 3–4.

**ICE TROLLS (2)** **CR 4**

**hp** 45 each (*Pathfinder RPG Bestiary 2* 271, see page 21)

**Languages** Auran

**TACTICS**

**During Combat** An ice troll follows Bitterbite's lead, attacking the same target as its boss to bring it down quickly.

**Morale** An ice troll fights to the death.

**Development:** Jamila's body must be hacked free from the ice before she can be revived. The immense block requires almost 3 feet of ice be carved out to make a suitable passage to reach Jamila (hardness 0, 80 hp). Once Jamila's freed from the ice and brought back to a location with a normal temperatures, she quickly regains consciousness.

**Treasure:** There are two bottles of liquid ice<sup>UE</sup> and two potions of cure moderate wounds on the otherwise empty shelf of the bar. In Subtier 6–7, the ice trolls have 1,220 gp worth of sapphires between them, and the potions of cure moderate wounds on the shelf are replaced by two potions of cure serious wounds.

A PC who succeeds at a DC 20 Perception check (DC 24 in Subtier 6–7) notices a glinting necklace captured in the corner of one of the ice blocks. This block can be hacked apart (hardness 0, 30 hp) to reveal a necklace of fireballs (type I). In Subtier 6–7 this item is a necklace of fireballs (type III).

**Rewards:** If the PCs don't defeat Bitterbite and his allies, reduce each PC's gold earned as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 387 gp.

*Out of Subtier:* Reduce each PC's gold earned by 907 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 1,438 gp.

## RETRIEVING THE HORN

The unfreezing process leaves Jamila al-Shafah exhausted and reaching the limit of her elemental endurance. Jamila's wary of the PCs as she doesn't know about the recent accord between the Concordance and the Pathfinder Society. Luckily, she's too weak to risk fighting the PCs. Jamila refrains from revealing the location of the *Horn of the Hurricane* until she's convinced that the PCs are on her side. To validate the PCs' claims, Jamila suggests going to one of her safe houses in Port Eclipse, where she has a *scroll of sending* that allows her to communicate with Ashasar.

**Transporting Jamila:** The retrieved janni has enough uses of *invisibility* to get to her safe house without incident. She values the secrecy of her refuge, and curtly asks the PCs to keep a low profile in their journey to the safe house. As long as at least one PC succeeds at a DC 15 Disguise or DC 20 Stealth check (DC 19 and 24 in Subtier 6–7) on the trip to the safe house, there are no repercussions. Each PC can attempt only one of these checks. If the PCs fail to succeed at one of these checks, the Awareness Level increases by 1. If the PCs choose not to make any effort at being inconspicuous, the Awareness Level increases by 2.

### The Safe House

Jamila leads the PCs toward a squat structure that looks like the entrance to a cave, nestled along the interior stone of Port Eclipse. Unlike most buildings that jut out into the inner space of Port Eclipse, this building is burrowed into the cavern wall. A trio of thri-ae seers (*Pathfinder RPG Bestiary* 3 266) calling themselves the Vanished Triad manage the comings and goings of visitors to the nameless inn. Jamila's arrival is met with a quick nod from a seer, who hands the janni a key to one of the backmost rooms.

The party is able to safely rest and plan their next moves in the luxurious chamber reserved for Jamila. In the meantime, the janni produces a *scroll of sending* from a hidden alcove to confer with Ashasar in a separate room. As a former ally of the Society, Jamila wants to believe the Concordance and Society have come to terms. Once Ashasar replies with that confirmation, Jamila returns to the PCs to assist in planning the retrieval of the *Horn of the Hurricane*.

**Location of the Horn:** Jamila informs the PCs that the *Horn of the Hurricane* is hidden in one of the many airship repair yards on the fringe of Port Eclipse. Concordance agents tracked the *Horn of the Hurricane* for some time prior to its arrival in Port Eclipse, having pinpointed it as being used as the centerpiece of a djinni noble's airship mast. A freak storm wrecked the vessel, and the remnants ended up in an airship junk yard in Port Eclipse. Just before the Coldfire King's agents nabbed Jamila, she'd come to an agreement with the proprietor of the airship junkyard to trawl the wreckage of the ship for the horn.

What Jamila knows about the junkyard is that it's run by an awakened clockwork and its sizable force of clockwork assistants. Jamila assures the PCs that the automatons won't be a problem, granting them unrestricted access to the horn. She indicates that the four word passphrase needed for the clockworks to allow access to the junkyard is the word "balance" spoken in Aquan, Auran, Ignan, and then Terran. The tricky part, as Jamila puts it, is that they must find the horn by sifting through the debris.

While Jamila directs the PCs to the junkyard, she's extremely weakened due to her extended imprisonment in ice and her need to return to the Material Plane. Knowing she's of no use in combat, she informs the PCs of her intent to use her *plane shift* to return to the Material Plane. She plans on returning the following day, hoping the PCs retrieve the *Horn of the Hurricane* in the meantime.

### The Clockwork Junkyard

The shipyard looks more like a junkyard at first glance. Pieces of airships are lashed to assorted metal pylons that float in the air at regular intervals. Smaller scraps are secured with cargo netting, or tethered like garbage kites, onto these pylons. Flying clockwork creatures resembling crabs with various construction appendages, maneuver around the area. Several humanoid clockworks mill about, picking up and maneuvering pieces too large for their smaller kin to handle.

**Arrival:** Upon the PCs entrance, one of the smaller clockworks dislodges itself from a pile of junk and greets them. Once one of the PCs delivers the passphrase, the clockwork servant levitates upward and quickly ushers the party toward a cluster of the large pylons. Summoning several of its mechanical allies, the lead servant and its kin begin digging through the pieces of airship parts.

### The Duchess's Forces Arrive

While the PCs were resting in Jamila's safe house, one of Hshurha's lieutenant arrives in Port Eclipse. If the PCs took part in the previous scenario, #8–10: *Tyranny of Winds, Part 2: Secrets of the Endless Sky*, then they're already acquainted with this particular agent of the Duchess of All Winds. Chalissier, the sylph arcanist who accosted the PCs in the previous scenario, is now reborn as an air elemental. Due to her status as a demigod, Hshurha revived her deceased agent, stripping him of his 'weak flesh' and giving Chalissier one last chance to prove himself.

The reborn Chalissier arrives in Port Eclipse at the head of a throng of air and lightning elementals. Upon arrival, he discovered what has transpired at the Coldfire King's warehouse and sent his agents across Port Eclipse in search of Jamila. The length of Chalissier's search for Jamila and the PCs is determined by the total Awareness Level, the impact of which is further described in the following encounter.

### C. JUNKYARD RUSH (CR 7 OR CR 10)

The final encounter of the adventure involves the PCs retrieving the *Horn of the Hurricane* from the clockwork junkyard. Much of how this encounter plays out is based on the Awareness Level—the higher the Awareness Level is, the faster Chalissier and his elemental allies reach the junkyard.

Debris is strewn all about the junkyard, with multiple airship wrecks floating alongside netted bundles of random detritus. The map presented in the adventure represents the exact area in the junkyard where the *Horn of the Hurricane* is located, but similar terrain exists for several hundred feet out in every direction from this specific area.

The *Horn of the Hurricane*'s location is marked on the map, but requires a DC 16 Perception check (DC 20 in Subtier 6–7) for the PCs to spot. A PC within 20 feet of the horn can actively search for it as a standard action.

**Set-Up:** The total Awareness Level of the adventure determines the final set-up for this encounter.

**Awareness Level 1–2:** Jamila and the PCs are forewarned of the location of the *Horn of the Hurricane* by one of the clockwork servants. The servant directs the party to the exact location of the horn, bypassing the need for the PCs to actively search for it. The party begins the encounter in the center of the board, with the location of the horn marked. Chalissier and his elemental allies arrive on the following round from the eastern edge of the map.

**Awareness Level 3–4:** The PCs receive information on the location of the horn in the nick of time. The party begins the encounter along the eastern edge of the map. They need to search for the exact location of the horn. Chalissier and his elemental allies enter the area from the north and south, 2 rounds after the PCs arrive.

**Awareness Level 5+:** Chalissier and his allies inherently recognize the magical energy emanating from the area. While Chalissier isn't aware of the horn's presence, he's still attracted to the location. Due to the PCs causing a commotion in Port Eclipse, Chalissier quickly learns of their investigation into Jamila and traces the janni's interest in the junkyard. As a result, the reborn elemental and his allies arrive at the junkyard before the PCs. They begin in the center of the map, while the PCs enter from the junkyard's eastern edge.

**Creatures:** Chalissier and his two lightning elemental minions arrive at the junkyard as detailed in the set-up description above. If at least one of the PCs took part in defeating Hshurha's lieutenant during the events of the previous adventure, Chalissier makes a point of reintroducing himself. The reborn air elemental is keen to inform that PCs that he serves a divine power, and that reincarnation is a simple matter for a being like Hshurha—he conveniently omits the fact that this is his 'last chance' to serve his goddess.

### Subtier 3–4 (CR 7)

#### CHALISSIER

CR 5

Male variant medium air elemental (*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** 47 (5d10+15)

**Fort** +7, **Ref** +9, **Will** +2

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

#### OFFENSE

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

**Melee** slam +10 (1d6+6)

**Special Attacks** arcane reservoir (4/7), arcanist exploits (energy shield, lightning lance [2d6+2; DC 14]), whirlwind (DC 16)

**Arcanist Spells Known** (CL 4th; concentration +7)

2nd—*sonic scream*<sup>ACG</sup> (DC 15)

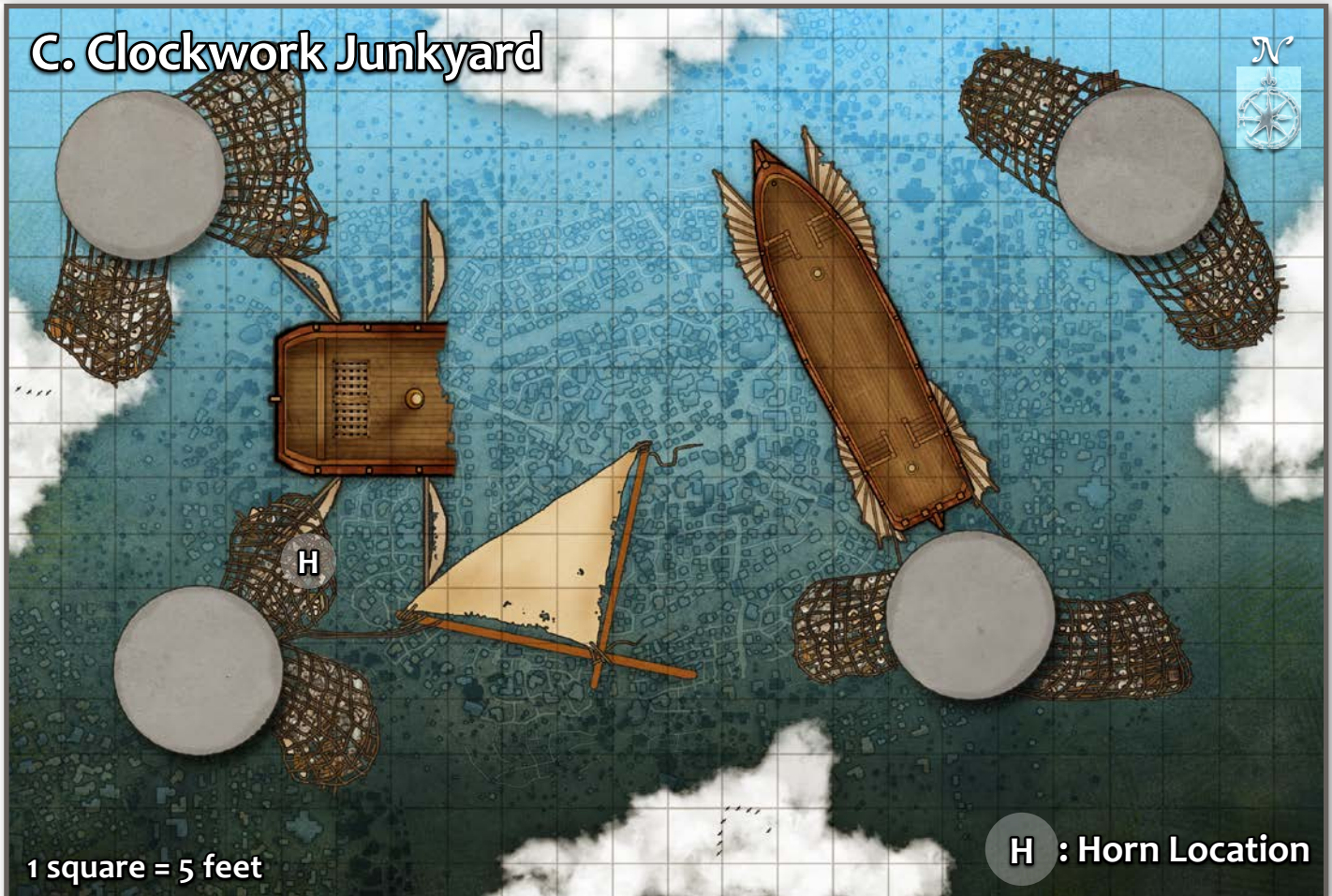
1st—*magic missile*, *shocking grasp*

At will—*daze* (DC 12), *resistance*, *touch of fatigue* (DC 13)



Chalissier Reborn

## C. Clockwork Junkyard



### SCALING JUNKYARD RUSH

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

**Subtier 3–4:** Chalissier’s stern warnings of failure have granted the lightning elementals the shaken condition.

**Subtier 6–7:** Reduce Chalissier’s and the lightning elementals’ DR 5/— to DR 2/—.

#### TACTICS

**Before Combat** Chalissier capitalizes on his knowledge of the PCs if he’s encountered them before. He uses his energy shield arcanist exploit to protect against an element he knows the PCs employ.

**During Combat** In combat, Chalissier remains mobile. He flies around the battlefield, unleashing his offensive spells, as well as using his lightning lance arcanist exploit. He makes use of Flyby Attack when all of his ranged attack options have been expended.

**Morale** Failure is as good as death, so Chalissier fights until he is destroyed.

#### STATISTICS

**Str** 18, **Dex** 21, **Con** 16, **Int** 16, **Wis** 9, **Cha** 15

**Base Atk** +5; **CMB** +9; **CMD** 25

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

**Skills** Acrobatics +11, Escape Artist +9, Fly +21, Knowledge (arcana, history) +8, Knowledge (planes) +11, Perception +7, Sense Motive +3, Spellcraft +8, Stealth +13, Use Magic Device +6

**Languages** Auran, Common, Elven, Gnome

#### SPECIAL ABILITIES

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

**Arcane Reservoir (Su)** Chalissier can use the arcane reservoir arcanist ability (*Pathfinder RPG Advanced Class Guide* 9) to augment his spell-like abilities. He counts as a 4th-level arcanist for the purposes of determining his number of uses per day.

**Arcanist Exploits (Su)** Chalissier can use the energy shield and lightning lance arcanist exploit (*Pathfinder RPG Advanced Class Guide* 11) as if he were a 4th-level arcanist.

**Spells** Chalissier casts spells as a 4th-level arcanist, except that he has a reduced number of spells prepared.

#### MEDIUM LIGHTNING ELEMENTALS (2)

**CR 3**

**hp** 26 each (*Pathfinder RPG Bestiary* 2 116, see page 20)



## TACTICS

**During Combat** The lightning elementals move into melee against foes armored in metal. When engaging foes with obvious reliance on weapons, the elementals attempt to Disarm using their spark leap ability.

**Morale** The lightning elementals are utterly dedicated to Hshurha, and fight to the death.

## Subtier 6–7 (CR 10)

### CHALISSIER

CR 8

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

N Large outsider (air, elemental, extraplanar)

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

## DEFENSE

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

**hp** 90 (9d10+36)

**Fort** +10, **Ref** +13, **Will** +4

**Defensive Abilities** air mastery; **DR** 5/— **Immune** elemental traits

## OFFENSE

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

**Melee** 2 slams +15 (1d8+6)

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

**Special Attacks** arcane reservoir (6/9), arcanist exploits (energy shield, lightning lance [4d6+2; DC 16]), whirlwind (DC 20)

**Arcanist Spells Known** (CL 7th; concentration +11)

3rd—*lightning bolt* (DC 17)

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

1st—*magic missile*, *obscuring mist*, *shocking grasp*

At will—*daze* (DC 12), *ray of frost*, *resistance*, *touch of fatigue* (DC 14)

## TACTICS

**Before Combat** Chalissier capitalizes on his knowledge of the PCs if he's encountered them before. He uses his energy shield arcanist exploit to protect against an element he knows the PCs employ. Prior to the onset of combat, he casts *invisibility*.

**During Combat** In combat, Chalissier remains mobile. He flies around the battlefield, unleashing his offensive spells, as well as using his lightning lance arcanist exploit. He makes use of Flyby Attack when all of his ranged attack options are expended. Against less armored foes, he makes full attacks with both his slams.

**Morale** Failure is as good as death, so Chalissier fights until he is destroyed.

## STATISTICS

**Str** 22, **Dex** 25, **Con** 18, **Int** 18, **Wis** 9, **Cha** 15

**Base Atk** +9; **CMB** +16; **CMD** 34

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

**Skills** Acrobatics +18, Escape Artist +19, Fly +25, Knowledge (arcana, history) +13, Knowledge (planes) +16, Perception +11, Sense Motive +3, Spellcraft +13, Stealth +15, Use Magic Device +10

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

## SPECIAL ABILITIES

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

**Arcane Reservoir (Su)** Chalissier can use the arcane reservoir arcanist ability (*Pathfinder RPG Advanced Class Guide* 9) to augment his spell-like abilities. He counts as a 7th-level arcanist for the purposes of determining his number of uses per day.

**Arcanist Exploits (Su)** Chalissier can use the energy shield and lightning lance arcanist exploit (*Pathfinder RPG Advanced Class Guide* 11) as if he were a 7th-level arcanist.

**Spells** Chalissier casts spells as a 7th-level arcanist, except that he has a reduced number of spells prepared.

## LARGE LIGHTNING ELEMENTALS (2)

CR 5

**hp** 60 each (*Pathfinder RPG Bestiary* 2 116, see page 20)

## TACTICS

Use the tactics for the lightning elementals as listed in Subtier 3–4.

**Development:** It takes the clockworks of the junkyard almost 5 minutes to send clockwork servants to investigate the fight, at which point the conflict should already be concluded. Several clockworks assist the PCs in finding the *Horn of the Hurricane* if the item still remains hidden within the wreckage after the conclusion of the battle against Chalissier and his elementals.

**Rewards:** If the PCs fail to defeat the reborn Chalissier and his elementals, and retrieve the *Horn of the Hurricane*, reduce each PC's gold earned as follows.

*Subtier 3–4:* Reduce each PC's gold earned by 833 gp.

*Out of Subtier:* Reduce each PC's gold earned by 1,250 gp.

*Subtier 6–7:* Reduce each PC's gold earned by 1,666 gp.

## CONCLUSION

Once the PCs retrieve the *Horn of the Hurricane*, their mission is technically complete. Jamila returns to Port Eclipse on the following day, *plane shifting* back to her safe house. She accompanies the PCs back to Armun Kelisk once Nix arrives to return the PCs to the djinni city.

Upon their return, Ashasar throws a feast in the PCs' honor and in recognition of the first successful joint venture by the Concordance and the Pathfinder Society. At the conclusion of the festivities, he takes the PCs aside for a brief chat.

"Once again, you have my utmost thanks in retrieving the Horn of the Hurricane. This weapon will be invaluable in defending both our agents against the forces of the Duchess of All Winds. One matter remains: where will the horn be stored? The Concordance is best positioned to distribute the horn to those who need it most, but I've been informed that your Society has an impressive storage facility that keeps such relics safe. In the spirit of our growing relationship, I leave the choice with you."

## HORN OF THE HURRICANE

The *horn of the hurricane* is a powerful magic item that was crafted to turn the elemental force of air against itself.

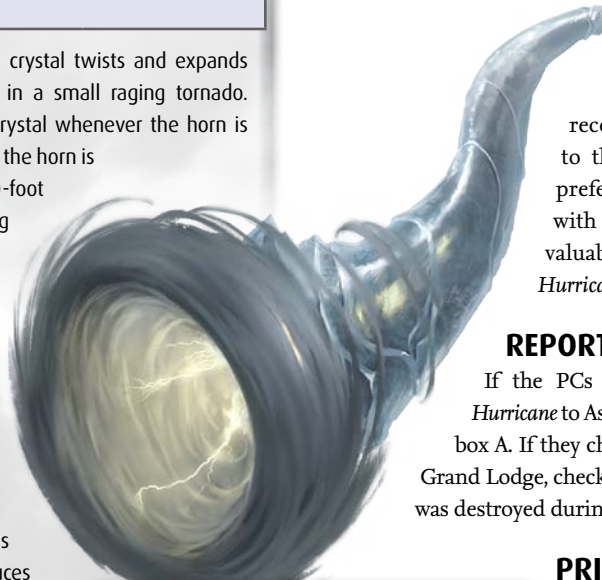
<b>HORN OF THE HURRICANE</b>		<b>PRICE</b> 20,000 GP
<b>SLOT</b> none	<b>CL</b> 7th	<b>WEIGHT</b> 2 lbs.
<b>AURA</b> moderate evocation		

This curved length of opaque crystal twists and expands from its mouthpiece, ending in a small raging tornado. Lightning dances within the crystal whenever the horn is sounded. As a standard action, the horn is able to be blown to create a 30-foot cone of elemental lightning that deals 3d6 points of electricity damage (5d6 in Subtier 6-7). The cone deals 6d6 points of electricity damage (10d6 in Subtier 6-7) against creatures that have the air subtype. This damage ignores any immunities or resistances to electricity that such creatures have. A DC 17 Reflex save reduces the damage by half. Creatures with the air subtype take a -4 penalty on their saves against this effect.

The horn can also simply be used in a mundane fashion to produce an echoing tone. However, if the *Horn of the Hurricane* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of electricity damage to the person who is sounding it.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 10,000 GP
----------------------------------	-----------------------

Craft Wondrous Item, lightning bolt, shout



Horn of the Hurricane

This choice is the final act of the PCs in this adventure, and ties in with the faction goals of Grand Lodge PCs. Regardless of their decision, Ashasar maintains his jovial attitude and offers the PCs several days of rest within the

Four Winds. Word of the PCs' actions spreads throughout the Plane of Air and each player earns the Foe of All Winds boon. Following this, the Society arranges for the PCs' return to Golarion, where they're further debriefed by Venture-Captain Norden Balentiir, in the city of Sothis.

**Faction Notes:** Members of the Grand Lodge PCs should decide the ultimate fate of the *Horn of the Hurricane*. As mentioned in the handout that Grand Lodge PCs received at the start of the adventure, whichever group receives the horn is ultimately up to the PCs and the Society has no preference—a strengthened alliance with the Concordance is just as valuable as storing the *Horn of the Hurricane* in the Grand Lodge.

### REPORTING NOTES

If the PCs decide to give the *Horn of the Hurricane* to Ashasar and the Concordance, check box A. If they choose to take the horn back to the Grand Lodge, check box B. If the *Horn of the Hurricane* was destroyed during this scenario, check box C.

### PRIMARY SUCCESS CONDITIONS

If the PCs recover the *Horn of the Hurricane* and present it to the Concordance or the Grand Lodge, they succeed at their primary mission and they earn 1 Prestige Point.

### SECONDARY SUCCESS CONDITIONS

If the PCs rescue Jamila and keep the total Awareness Level under 5, their actions preserve the Concordance's ability to operate out of Port Eclipse. If this occurs, they succeed at their secondary mission and earn 1 Prestige Point.

### FACTION NOTES

PCs belonging to the Grand Lodge faction earn a boon based on which faction they present the *Horn of the Hurricane* to for safekeeping. The Concordance grants the Partner to Elemental Balance boon, and the Grand Lodge grants the Stored Hurricane boon.

## PLAYER HANDOUT #1: MISSIVE FROM VENTURE-CAPTAIN BALENTIIR

*Pathfinders,*

*Former enemies are now allies. I have been in communication with Ashasar, a senior member of the Concordance, and our organizations have reached an understanding. The Concordance will be compensating the Society for their theft of our property, and is now looking forward to working with us. I've offered your services as representatives for the Pathfinder Society in this newfound truce. You and your fellow agents are our eyes and ears on the Plane of Air for now. Unlocking the secrets of the Untouchable Opal is our highest priority, so assist Ashasar and the Concordance, while keeping an eye out for ways to strengthen our position over there.*

*When we release Ranginori, we must be ready to combat Hshurha if we are to reap the benefits of an alliance with the Duke of Thunder.*

*— Venture-Captain Norden Balentiir*

## PLAYER HANDOUT #2: MISSIVE FROM AMBRUS VALSIN

*Loyal Agents of the Decemvirate,*

*The Ten recently concluded important deliberations regarding the Pathfinder Society's agreement to work with the Concordance of Elements. During the end of these negotiations, the Concordance asked for a group of agents to assist in retrieving a magical relic useful in battling the malign forces of the Plane of Air. The Decemvirate is divided on where this item should stay after its retrieval—be it with our new Concordance allies, or in the vaults of the Grand Lodge. This missive is sent to reinforce the Decemvirate's trust in your judgment on this matter, as you're to be the agents sent to retrieve the item. If this relic returns to the Grand Lodge, we'll have another powerful item at our disposal. If the item is presented to the Concordance, we'll cement our new alliance.*

*The choice is yours.*

*— Venture-Captain Ambrus Valsin*

## APPENDIX: STAT BLOCKS

The following stat blocks are used in this adventure.

### COMOZANT WYRD CR 4

*Pathfinder RPG Bestiary 4 40*

N Small outsider (air, elemental, extraplanar, incorporeal)

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

#### DEFENSE

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

**hp** 27 (5d10)

**Fort** +1, **Ref** +9, **Will** +7

**Defensive Abilities** incorporeal, plasma form; **Immune** cold, electricity, elemental traits

#### OFFENSE

**Speed** 20 ft., fly 30 ft. (good)

**Ranged** lightning lash +8 (2d8 electricity damage)

**Special Attacks** lightning lash

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

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

#### STATISTICS

**Str** —, **Dex** 17, **Con** 10, **Int** 8, **Wis** 17, **Cha** 18

**Base Atk** +5; **CMB** +7; **CMD** 21 (can't be tripped)

**Feats** Alertness, Improved Initiative, Lightning Reflexes

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

**Languages** Auran

**SQ** illuminating flames

#### SPECIAL ABILITIES

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

**Lightning Lash (Su)** As a standard action that doesn't provoke attacks of opportunity, a comozant wyrd can shock any creature or object within 30 feet to which it has line of effect, dealing 2d8 electricity damage. The wyrd can choose for this damage to be nonlethal. If the target is also affected by the wyrd's illuminating flames, it is stunned for 1 round (Fortitude DC 16 negates) and the flames are dispelled. The save DC is Charisma-based.

**Plasma Form (Ex)** Although incorporeal, a comozant wyrd can't hide inside solid objects. It must start its turn attached to the outside of something that's solid and of Small size or larger, or

else it takes 5 points of damage. Anyone attacking the wyrd must either take a –4 penalty on the attack roll or resolve the attack against whatever the wyrd is attached to as well.

### MEDIUM LIGHTNING ELEMENTAL CR 3

*Pathfinder RPG Bestiary 2 116*

N Medium outsider (air, elemental, extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

**hp** 26 (4d10+4)

**Fort** +5, **Ref** +8, **Will** +1

**Immune** electricity, elemental traits

#### OFFENSE

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

**Melee** slam +8 (1d6+3 plus 1d4 electricity)

**Special Attacks** metal mastery, spark leap

#### STATISTICS

**Str** 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +6; **CMD** 21

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

**Skills** Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (planes) +2, Perception +7

**Languages** Auran

#### SPECIAL ABILITIES

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

### LARGE LIGHTNING ELEMENTAL CR 5

*Pathfinder RPG Bestiary 2 116*

N Large outsider (air, elemental, extraplanar)

**Init** +10; **Senses** darkvision 60 ft.; Perception +11

#### DEFENSE

**AC** 18, touch 16, flat-footed 11 (+6 Dex, +1 dodge, +2 natural, –1 size)

**hp** 60 (8d10+16)

**Fort** +8, **Ref** +12, **Will** +2

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

#### OFFENSE

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

**Melee** 2 slams +13 (1d8+3 plus 1d6 electricity)

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

**Special Attacks** metal mastery, spark leap

#### STATISTICS

**Str** 16, **Dex** 23, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +12; **CMD** 29

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

**Skills** Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11

**Languages** Auran

---

**SPECIAL ABILITIES**

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

---

**ICE MEPHIT**

**CR 3**

*Pathfinder RPG Bestiary 202*

N Small outsider (cold)

**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

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

**DR** 5/magic; **Immune** cold

**Weaknesses** vulnerability to fire

---

**OFFENSE**

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

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

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

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

1/day—*chill metal* (DC 14), summon (level 2, 1 mephit of the same type 25%)

1/hour—*magic missile*

---

**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** Auran

---

**SPECIAL ABILITIES**

**Breath Weapon (Su)** A cone of ice that deals 1d4 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

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**ICE TROLL**

**CR 4**

*Pathfinder RPG Bestiary 2 271*

CE Large humanoid (cold, giant)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

---

**DEFENSE**

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

**hp** 45 (6d18+18); regeneration 5 (acid or fire)

**Fort** +8, **Ref** +8, **Will** +2

**Immune** cold

**Weaknesses** vulnerable to fire

---

**OFFENSE**

**Speed** 30 ft.

**Melee** battleaxe +7 (2d6+4), bite +2 (1d6+2), claw +2 (1d4+2) or bite +7 (1d6+4), 2 claws (1d4+4)

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

**Special Attacks** rend (2 claws, 1d6+6)

---

**STATISTICS**

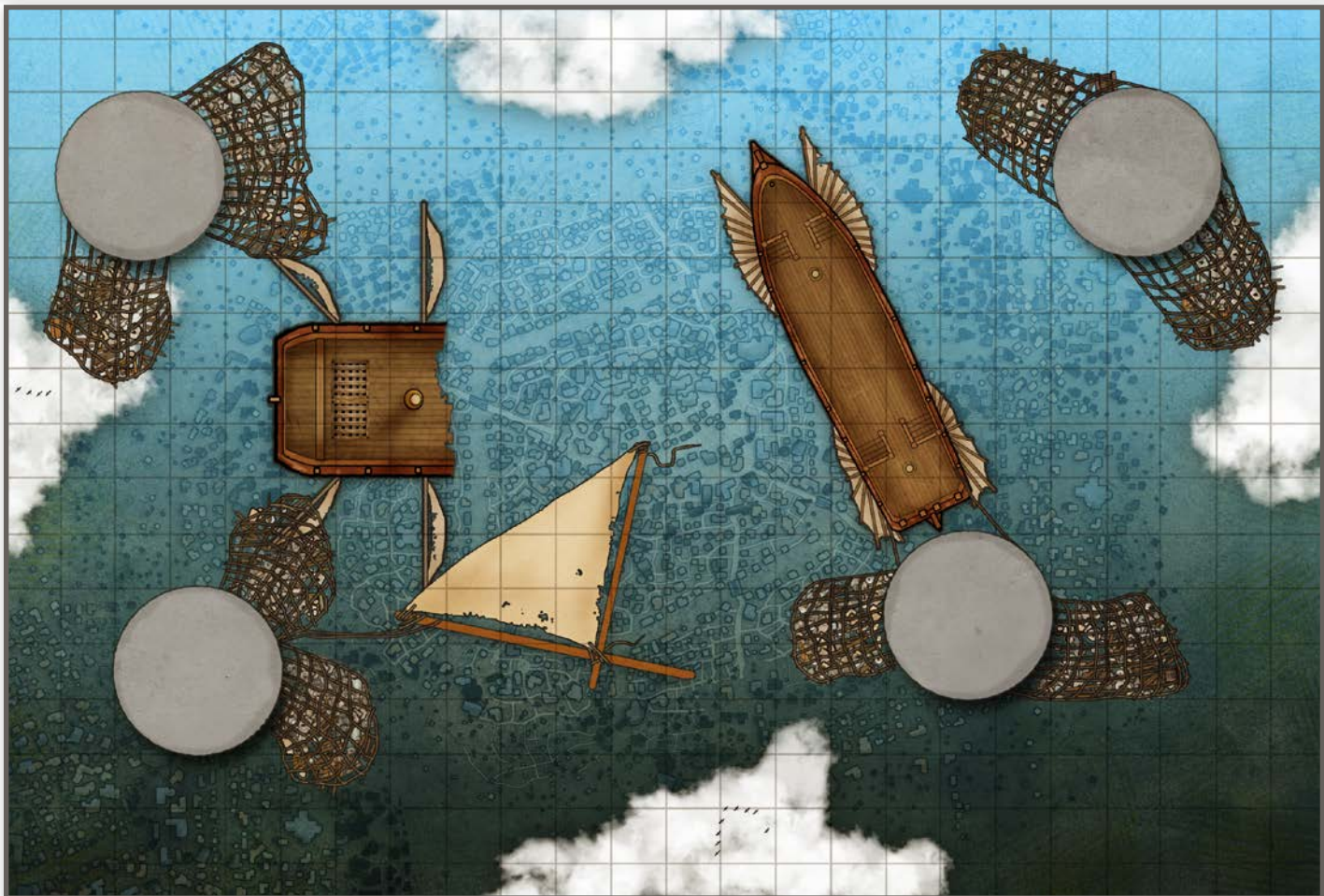
**Str** 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7

**Base Atk** +4; **CMB** +9; **CMD** 23

**Feats** Intimidating Prowess, Lightning Reflexes, Skill Focus (Perception)

**Skills** Intimidate +7, Perception +9, Survival +4

**Languages** Giant



# TYRANNY OF WINDS, PART 3: CAUGHT IN THE ECLIPSE

## Pathfinder Society Scenario #8-12: Tyranny of Winds, Part 3: Caught in the Eclipse

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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# Pathfinder Society Scenario #8-12: Tyranny of Winds, Part 3: Caught in the Eclipse

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.

**Foe of All Winds:** Striking into the depths of the Plane of Air, you've defeated the resurrected champion of Hshurha, the Duchess of All Winds. Word spreads of how you defied the will of a demigod, and as a result, you gain a +2 circumstance bonus on all Diplomacy and Intimidate checks made against natives of the Plane of Air.

In addition, your time on the Plane of Air has granted you some means of control over its natural powers. Once per adventure, you can check a box that precedes this boon to cast *gust of wind* as a spell-like ability (CL 6th). If you have two or more Air Affinity boons, you can instead cast *wind wall* (CL 8th). If you have three or more Air Affinity boons, you can instead choose to cast *wind walk* (CL 10th).

**Partner to Elemental Balance (Grand Lodge):** Dedicated to balance within the elemental planes, the Concordance of Elements was pleased you entrusted the *Horn of the Hurricane* to them. You can call upon allies within the Concordance for assistance before traveling the elemental planes. During any adventure taking place on an elemental plane, you may cross this boon off your Chronicle sheet to gain the following ability associated with your planar destination for the next 24 hours:

- You gain a 30-foot fly speed with good maneuverability (Plane of Air)
- You gain a 20-foot climb speed; you also gain the effects of the Nimble Moves feat (Plane of Earth).
- You gain fire resistance 10 (Plane of Fire).
- You can breathe underwater as per *water breathing*, and gain a 30-foot swim speed (Plane of Water).

HORN OF THE HURRICANE		PRICE 20,000 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate evocation		

This curved length of opaque crystal twists and expands from its mouthpiece, ending in a small raging tornado. Angry lightning dances within the crystal whenever the horn is sounded. The horn can be blown, as a standard action, to create a 30-foot cone of eviscerating elemental lightning that deals 5d6 points of electricity damage. This cone deals 10d6 points of electricity damage against creatures with the air subtype, and it ignores any immunities or resistances to electricity that such creatures may possess. A successful DC 17 Reflex save reduces the damage by half. Creatures with the air subtype take a -4 penalty on their saves against this effect.

If the *Horn of the Hurricane* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of electricity damage to the person sounding it.

CONSTRUCTION REQUIREMENTS	COST 10,000 gp
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Craft Wondrous Item, *lightning bolt*, *shout*

**Stored Hurricane (Grand Lodge):** The decision to keep the *Horn of the Hurricane* secured in the vaults of the Grand Lodge grants the Society access to the weapon when necessary. You may check the box that precedes this boon when purchasing the *Horn of the Hurricane* to reduce the item's cost by to 16,000 gp (this does not stack with other discounts). Alternatively, you may the box at the start of an adventure to gain access to the *Horn of the Hurricane* for the duration of that adventure. If you use this boon to borrow the *Horn of the Hurricane*, you lose 1 Prestige Point if the horn is destroyed during the course of the adventure.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	656	1,312

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,140	2,281

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,627	3,254

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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Starting XP	
	GM's Initials
XP Gained (GM ONLY)	
Final XP Total	

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

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

MAX GOLD

EXPERIENCE

FAME

GOLD

All Subtiers

Subtier 6-7

+1 heavy pick (2,316 gp)  
*Horn of the Hurricane* (20,000 gp)  
 liquid ice (40 gp; *Pathfinder RPG Ultimate Equipment* 108)  
 necklace of fireballs (type I) (1,650 gp)  
 potion of cure moderate wounds (300 gp)  
 scroll of dimension door (700 gp)  
 wand of glide<sup>APG</sup> (4 charges; 360 gp, limit 1)

+1 frost heavy pick (8,316 gp)  
 necklace of fireballs (type III) (4,350 gp)  
 potion of cure serious wounds (750 gp)  
 potion of good hope (750 gp)

**For GM Only**

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #