

PATHFINDER SOCIETY®

YEAR OF THE
STOLEN STORM



RAID ON CLOUDBORNE KEEP

By Sean McGowan



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GM RESOURCES

Raid on the Cloudborne Keep makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, and the *Pathfinder RPG GameMastery Guide*. The scenario assumes the GM has access to all these books. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the *Pathfinder RPG Bestiary* volumes are reprinted at the back of the adventure for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #8-24: Raid on the Cloudborne Keep is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). 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.



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RAID ON THE CLOUDBORNE KEEP

By Sean McGowan



Hshurha, elemental lord and Duchess of All Winds, is known for her mercurial temperament. One of the countless creatures to fall prey to her malicious whimsy was the belker named Grasping Storm. Grasping Storm served Hshurha loyally, dedicating itself wholeheartedly to the supremacy of air over all elements, and of elemental life over all other kinds. In return, Grasping Storm earned unique powers, a lofty position as her lieutenant, and stewardship over a cloud castle, Purest Air, that it had seized in her name from a mortal wizard. Grasping Storm longed for nothing more than to serve its goddess and smother non-elemental life across the planes.

Unfortunately, even a job well done is hazardous in the service of Hshurha's whimsical malice. Some time ago, Hshurha grew paranoid of traitors within her ranks and tasked Grasping Storm with rooting out these imagined threats. The belker sifted through her legions for the slightest hints of disloyalty. It presented her with a list of individuals whose transgressions ranged from genuine double-dealings to simply not meeting Grasping Storm's zealous standards. Extremely disquieted by this report, Hshurha decided that perhaps Grasping Storm understood treachery so well because it was, itself, untrustworthy. She cast Grasping Storm from her inner circle. She permitted it to continue holding Purest Air, but even that became a punishment, as she forbade it from overseeing other elementals in its fortress. Perhaps, she mused, being forced to keep the company of physical creatures would teach it a lesson about deceiving the Lord of Air. Grasping Storm became a pariah among its own kind, and to this day, it doesn't understand how it lost its lofty position.

Now, Grasping Storm has a second chance to prove itself. Recent events have Hshurha overlooking old grudges in response to a greater threat. Pesky mortals—specifically, the Pathfinder Society and Concordance of Elements—have made plans to crack open the *Untouchable Opal*, the artifact within which she imprisoned her rival Lord of Air, Ranginori. She is mobilizing her forces against these new foes, and even a disgraced lieutenant might find favor again by assisting in the effort. Grasping Storm petitioned

WHERE ON THE PLANES?

Raid on the Cloudborne Keep takes place on the Plane of Air, beginning in Port Eclipse. The port is a massive airship harbor hidden inside a hollow rock island, highly secretive and popular with smugglers. For more information about the Elemental Plane and the port, see *Pathfinder Campaign Setting: Planes of Power*, available in bookstores and hobby shops everywhere and online at paizo.com.

Hshurha for the opportunity to redeem itself, and she granted its request, even permitting it to employ elemental beings again. Grasping Storm has contracted elemental mercenaries to assemble at Purest Air, where it intends to supplement and reorganize its forces. The belker is unaware that its plans have leaked to the very enemies it is mobilizing against, and even now the Pathfinder Society looks to make a preemptive strike against Hshurha's minion before it becomes a genuine threat.

SUMMARY

The PCs attend a joint briefing with the Pathfinder Society and the Concordance of Elements, who task them with eliminating Grasping Storm. A local Concordance liaison assists the PCs in procuring passage aboard an airship headed to Purest Air. Depending upon how well their negotiations go, the PCs may or may not have to battle the original intended passengers, a band of elemental mercenaries. The scenario presents several options to get aboard the airship, and the players may have their own creative solutions. After evading or fighting the elemental mercenaries, the rest of the PCs' journey to the belker's cloud fortress is short and uneventful.

Once the PCs arrive at Purest Air, they face Grasping Storm's gatekeepers. They might be able to gain entry to the tower through deceit; otherwise, they must storm the stronghold's defenses. Once inside, they face a small gauntlet of creatures that Grasping Storm arranged to serve as a test of the mercenaries' prowess, but which serve equally well

as obstacles to invaders. Finally, after a journey down into the tower's heart, the PCs enter Grasping Storm's audience chamber, situated within the core of a cyclonic wind funnel. Grasping Storm waits here with a pair of sylph servants.

GETTING STARTED

The scenario begins in Port Eclipse, a city on the Plane of Air. The PCs have received a summons to a meeting with Venture-Captain Norden Balentiir in one of the Concordance of Elements' meeting halls. Read or paraphrase the following to begin the adventure.

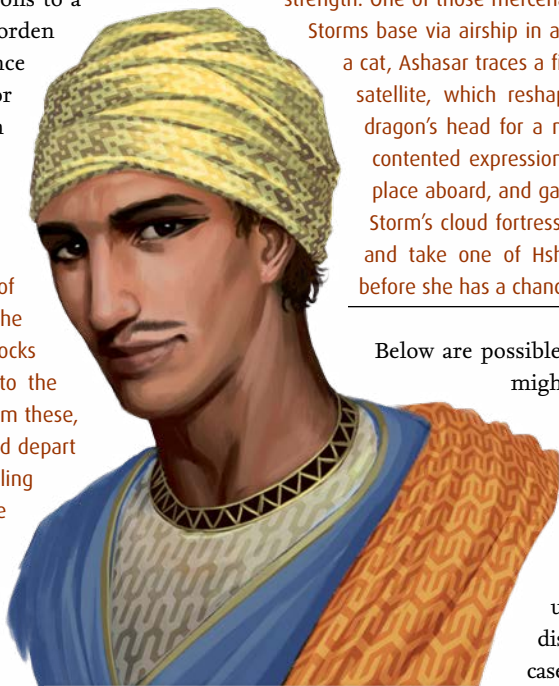
The rowdy town of Port Eclipse stretches out in all directions and soars overhead, its buildings clinging to the inside of a hollow sphere of rock. Gaps in the sphere open to boundless blue skies. Docks protrude from the gaps, extending into the endless expanse of the Plane of Air. From these, airships of all shapes and sizes dock and depart in a regular stream. Many of the bustling port's inhabitants soar freely through the open air.

The circular front door to a dome-shaped building swings open. Venture Captain Norden Balentiir stands in the doorway. "Thank you all for journeying here," he says, "Come inside, and watch your step." As the venture-captain backs into the room, he points to its oddly sloping floor. The dome-shaped building's interior is roughly spherical, with chairs bolted to all of its walls and a cylindrical dais floating in its center.

A tall and handsome sulis man with pale blue eyes that glow with electric radiance hovers in the air by the dais. A wispy dust cloud slowly circles the suli's head, making whooshing noises as it moves. Balentiir speaks, "I hope those of you unfamiliar with planar transit don't find the process unsettling. I, myself, try not to eat for a few hours before crossing a planar boundary." He smiles cordially. "If any of you haven't met him before now, permit me to present our friend, ally," his voice takes on a wry tone, "and host, as this building belongs to his organization. Ashasar, Liaison to the Seat of Balance of the Concordance of Elements." The suli inclines his head with a welcoming smile. Balentiir goes on, "In case you aren't familiar with recent events, let me catch you up. After some initial misunderstandings between our groups," Ashasar looks aside at Balentiir and shrugs, "We have come to terms and are working toward the same goal: releasing the captive elemental lord, Ranginori, from his imprisoning artifact—the *Untouchable Opal*. This goal has attracted the attention of the

other Lord of Air, Hshurha, who does not want to see her rival freed. Accordingly, she has begun mobilizing her forces against both our organizations."

"Which has only furthered our cooperation." Ashasar finishes, and then takes over. "So, we are trying to limit her available resources. One of our agents informs me Grasping Storm, a belker lieutenant of hers, is hiring mercenary groups to increase its strength. One of those mercenary groups is traveling to Grasping Storms base via airship in a few days." As if he were petting a cat, Ashasar traces a finger along the shape of his cloud satellite, which reshapes itself into an airship with a dragon's head for a mast. Its draconic face takes on a contented expression. "We would have you take their place aboard, and gain entrance to Purest Air, Grasping Storm's cloud fortress. Infiltrate it, find Grasping Storm, and take one of Hshurha's lieutenants off the board before she has a chance to send it at us."



Norden Balentiir

Below are possible answers to questions the PCs might ask.

What is the Concordance of Elements? Ashasar replies, "We are a council representing all of the Elemental Planes. It is our duty to promote balance and understanding, to arbitrate disputes, and to investigate cases of elemental phenomena and disturbances."

Who is the Seat of Balance? Ashasar says, "The Seat of Balance is a member of the Concordance's governing body, the Cycle of Five. She represents elemental harmony, while

the other four Seats represent the interests of air, earth, fire, and water."

What is going on with that cloud? Ashasar smiles at the cloud. "It is one of my elemental companions. It's a playful and capricious creature."

Are we supposed to battle Grasping Storm's entire stronghold? Venture-Captain Balentiir replies, "That shouldn't be necessary. Doubtless it has some guards, but I trust you have the skills to avoid rousing an entire fortress." Ashasar nods and adds, "Subtlety is your ally here. They're expecting mercenaries; perhaps you can pass yourselves off as such?"

Are we hijacking this airship? Ashasar pauses and frowns slightly. "That is, well, it is *a* solution. Not the best possible one, probably. Developing a working relationship with this airship's captain might be advantageous in the future for both our groups, but isn't necessary, if you haven't other options. You'll be working with our agent Zephyr

to get aboard. He'll have some ideas. Though I suppose you could always just sneak on and stow away." Balentiir interjects, "Yes, your agents do excel at breaking into places they don't belong." Ashasar sighs, "You are never going to stop bringing that up, are you?"

Can we use a different ship? Ashasar speaks, "Grasping Storm has dragon allies patrolling the skies near Purest Air. They expect the *Williwaw*, so they shouldn't be suspicious of its arrival. Hiring another ship significantly heightens the risk."

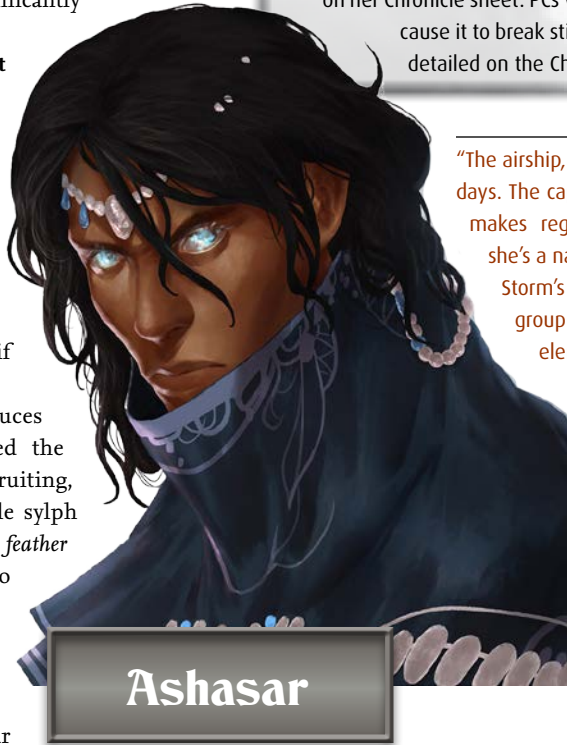
Can we fly or teleport to Purest Air? Ashasar shakes his head. "Unfortunately, we don't exactly know where Purest Air is. It's on a moving cloud, so teleporting there is a guessing game. This airship makes regular supply runs there, so its captain must know where to find the fort at certain times." Balentiir adds, "Teleporting back is feasible, though, if you have the means."

After the briefing, Ashasar introduces the Concordance agent who provided the intelligence on Grasping Storm's recruiting, **Zephyr of the Forgotten Sun** (CN male sylph druid 6). Balentiir hands the party a *feather token* (bird) with instructions to use it to send a message to Ashasar when they have finished their mission. Ashasar assures the PCs that once he receives the message, he will arrange to have them taken back to Port Eclipse. Ashasar provides each PC with the Uneasy Alliance boon from *Pathfinder Society Scenario #8–10: Tyranny of Winds, Part 2: Secrets of the Endless Sky* with a *potion of fly* and thanks them for their part in creating the alliance between the Concordance and the Pathfinder Society. Finally, the venture-captain and Ashasar excuse themselves to let the PCs and Zephyr plan.

Zephyr isn't a Plane of Air native, but rather the sole survivor of a destroyed Material Plane world that fell to a fiery cataclysm. He avoids talking about his past, preferring to live in the present. He is a fervent believer in elemental harmony, with a penchant for blaming nearly every ill on elemental imbalances. This tendency has made him a staunch partisan in favor of allying with the Pathfinder Society to free Ranginori, as he believes that freeing the imprisoned elemental lords of all four elements is the only way to truly restore balance to the multiverse. Mostly, he relays what he knows and lets the PCs discuss it. He offers advice if the PCs ask. He may also share sudden bursts of insight, especially if the PCs are having difficulty planning.

HORN OF THE HURRICANE

If any PC has the Stored Hurricane boon from *Pathfinder Society Scenario #8–12: Tyranny of Winds, Part 3: Caught in the Eclipse*, Norden Balentiir presents the party with the *horn of the hurricane* from that scenario's Chronicle sheet, advising them to make good use of it. A PC can use the horn during the adventure without checking the box on her Chronicle sheet. PCs who overuse the horn and cause it to break still lose 1 Prestige Point, as detailed on the Chronicle sheet.



"The airship, the *Williwaw*, departs in two days. The captain, a djinni named Beysal, makes regular runs to Purest Air, so she's a natural choice to ferry Grasping Storm's mercenaries. They're a local group called Efwurwa's Fury—all elemental beings. Apparently Grasping Storm specifically requested elemental mercenaries, and has refused to hire anyone who isn't at least as tied to air as a sylph. The Furies won't be the only ones responding to the call, but they're the first, so getting to Grasping Storm before it has the opportunity to shore up Purest Air's defenses is critical."

Use the following sample questions to provide information to the PCs.

What do you know about the captain? "She does some legitimate shipping alongside some smuggling. Belkers notoriously hate djinni, though. She's likely not friendly with Grasping Storm, and might be open to smuggling you. I can arrange a meeting if you'd like."

What would a meeting with Captain Beysal involve? "She rarely takes passengers and charges mightily when she does. If Efwurwa's Fury already hired her, she might charge you less since she'd be getting paid twice. Still, she's notoriously greedy. Apparently she's stingy even as an employer—there's a high turnover rate among her sailors. That's one of the reasons it'll be a few days before she departs. She has to hire several new crew members."

Will we have to fight Efwurwa's Fury? "Not if Beysal takes you instead of them. If she makes your groups fight for the berth, well, then it is what it is. You should know now that I can't participate in a fight; my Concordance work requires

keeping a low profile around town, and a shipyard brawl is a bit too public. I'm just here to provide information. And spells, if you need."

Where are the members of Efwurwa's Fury now? "They won't board until shortly before departure. Elementals are hard to pin down in Port Eclipse, so if you want to eliminate them, you'll need to wait until they're aboard."

What can we expect at Purest Air? "I'm not certain. I'd wager that everyone who resides there can fly, so you might make sure you can too, unless you trust your skill at setting the direction of gravity. I know that Grasping Storm controls a cabal of sylph druids, like myself. Unlike myself, these are local servants of Hshurha. I find that's not uncommon. Those born here with an inclination toward serving the air tend to fall into the orbit of the most powerful elemental being around. They might not even be evil, but there are so few visible alternatives. That's one of several reasons I argued for freeing Ranginori even before the idea became popular."

PCs might know some additional information about Efwurwa's Fury or Grasping Storm, or be able to find additional information by asking around town. If they actively consult with Zephyr when making a Knowledge check, his body of knowledge grants a +2 bonus.

Faction Notes: Silver Crusade PCs might wish to speak with Zephyr further about the servants who suffer under Grasping Storm's command, such as the sylph druids. Each Silver Crusade PC who talks to Zephyr about them may attempt a DC 16 Sense Motive check (DC 20 in Subtier 8–9) to gain insight into ways to speak to the sylphs in order to open their hearts and minds to another path. If any Silver Crusade PC succeeds, make a note of this success for the PCs' eventual interaction with the sylphs in area D.

Diplomacy, Knowledge (local) or Knowledge (planes)

PCs familiar with Port Eclipse may have heard of Efwurwa's Fury. Based on the result of a Diplomacy check made to gather information, or the result of a Knowledge (local) or Knowledge (planes) check, the PCs learn all of the following information whose DC is equal to or less than the result of their check.

15+: Efwurwa's Fury is a Port Eclipse-based gang of elemental toughs. They've seen some enforcer and guard work, but haven't made much of a name for themselves yet.

20+: Presently, their roster includes a handful of air elementals, plus the eponymous Efwurwa.

25+: Efwurwa is an invisible stalker who is well versed in fighting in tandem with her team.

Knowledge (planes)

Hshurha is a demigoddess, and her lieutenants inherit some of her infamy. Based on the result of a Knowledge (planes)

check, the PCs learn all the information whose DC is equal to or less than the result of their check.

15+: Grasping Storm spent many centuries as one Hshurha's favored lieutenants, carrying out abominable acts for her. It controls Purest Air, a cloud tower built by a material plane wizard. Hshurha desired the tower, so Grasping Storm claimed it for her. Hshurha granted Grasping Storm stewardship of the captured tower, which it renamed in its own style.

20+: Grasping Storm is notoriously racist, even for a belker. It passionately hates fleshy creatures, and even deems air-based beings "lesser" creations unless they have some raw elemental nature. Many of the services it performed for Hshurha involved massacring whole populations of these inferior beings. Some time ago, Grasping Storm fell out of its mistress's favor. She permits it to continue holding Purest Air, but most of the duties she requires of it these days are demeaning or highly dangerous. Curiously, given Grasping Storm's fanatical prejudices, no elementals currently reside at Purest Air, and all its servants are material beings who receive much abuse from it.

25+: Hshurha forbids Grasping Storm the luxury of elemental servants, part of her punishment for a perceived betrayal. Having permission to hire elementals might mean it is coming back into her favor.

ADVENTURING ON THE PLANE OF AIR

The Plane of Air has a number of traits that differentiate adventures there from those taking place on Golarion. The following variant rules apply on the plane (paraphrased from pages 184–189 of the *Pathfinder RPG GameMastery Guide*). Characters who have a Chronicle sheet from *Pathfinder Society Scenario #7–99: Through Maelstrom Rift*, #8–10: *Tyranny of Winds, Part 2—Secrets of the Endless Sky*, or #8–12: *Tyranny of Winds Part 3—Caught in the Eclipse* automatically know all of these features. Characters without this familiarity may attempt a DC 20 Knowledge (planes) check to learn the following. Regardless, enough time passes between the briefing and the *Williwaw's* departure that PCs learn about subjective directional gravity before they begin the process of boarding the *Williwaw*.

Air-Dominant: The Plane of Air consists mostly of open space, with occasional solid masses floating in it. Creatures with the earth subtype feel uncomfortable here, but this discomfort conveys no mechanical penalties.

Enhanced Magic: Spells and effects with the air descriptor or that use, manipulate, or create air (including those of the Air domain and the elemental [air] bloodline) function as if their caster level were 2 higher than normal.

Impeded Magic: Spells and effects with the earth descriptor or that use, manipulate, or create earth (including those of the Earth domain and the elemental [earth] bloodline) are impeded, requiring the caster to make a

concentration check (DC = 20 + the level of the spell) or the spell fails and the prepared spell or spell slot is lost.

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

Once per round as a free action, an individual can attempt a DC 16 Wisdom check to pick a new direction for gravity. If she succeeds, she begins falling in that direction, moving 150 feet in a straight line on the first round and 300 feet on each following round. If she fails, she can attempt the Wisdom check again on the next round. The DC decreases to 12 on successive checks until she succeeds in changing gravity's direction. 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 150 feet in her original direction for 1 round, and then stops.

Because an individual in free fall cannot stop quickly, performing actions during the fall is difficult. However, the PCs may ready actions and perform them during the free fall, such as readying an action to grab an object or to attack an opponent 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.

BOOKING FLIGHT

After the meeting, the PCs can purchase any desired equipment. Zephyr arranges a meeting with Captain Beysal, or otherwise facilitates their plans. How the PCs proceed is up to them. The PCs can use a variety of strategies to board the *Williwaw*, which Zephyr suggests, if needed. The outlines for three broad strategies appear below, though the PCs may come up with their own plans. In general, a plan should require each PC to succeed at one or two skill checks. Keep skill check DCs around 15 for unusual skills brought into play (or DC 19 in Subtier 8–9), and DCs around 20 for

more common skills (DC 24 in Subtier 8–9). Regardless of the plan they choose, Zephyr meets up with them the day before and asks if they wish for him to prepare any spells to assist. He prepares any requested druid spells from the *Pathfinder RPG Core Rulebook* or the *Pathfinder RPG Advanced Player's Guide*, given a day's notice. Zephyr can prepare up to five 1st-level spells, four 2nd-level spells, and three 3rd-level spells daily.

The PCs may choose to involve Captain Beysal in their plans. They can bribe her to abandon Efwurwa's Fury and take the PCs in their place, allowing for a nonviolent solution. She is willing to accept a smaller bribe to sneak the PCs aboard and let them deal with the mercenaries on their own. The PCs can sneak aboard independently, saving them the bribe, but this means that Beysal is likely to fight on the mercenaries' side once the PCs show themselves. Lastly, it's possible your players eschew finesse and attack the *Williwaw* after the elementals board but before the ship departs.

Bribing the Captain: If the PCs contact **Captain Beysal** (N female djinni), she meets them at a dockside tavern. She isn't the stereotypical brash djinni; rather, she is quiet, shrewd, and calculating. She points out Grasping Storm's xenophobia. As a djinni, developing what working relationship she has with the belker has represented a substantial investment of both time and money. Betraying both this alliance and Efwurwa's Fury is contrary to her interests. Still, Efwurwa has already paid her, and her djinni pride chafes at Grasping Storm's condescension,

so she is willing to consider accepting a hefty bribe. Her starting attitude toward the PCs is indifferent. The PCs can improve her attitude to friendly with a DC 17 Diplomacy check, or to helpful if they succeed at this skill check by 5 or more. In Subtier 8–9, Beysal is in a sour mood because of additional tariffs that Port Eclipse has recently levied, making her initial attitude unfriendly. The PCs can improve her attitude to indifferent with a successful DC 22 Diplomacy check, or to friendly with a successful DC 27 Diplomacy check.

As long as Beysal's attitude is at least indifferent, the PCs can request that she accept payment in exchange for letting them board. This request counts as lengthy or complicated aid, requiring a DC 17 Diplomacy check if she is indifferent,



Captain Beysal

a DC 12 Diplomacy check if she is friendly, or a DC 7 Diplomacy check if she is helpful. If this Diplomacy check succeeds, she charges a fee based on her attitude and what the PCs request.

If the PCs ask her to leave early and abandon Efwurwa's Fury, she charges a fee of 2,000 gp per PC if she is indifferent, 1,000 gp per PC if she is friendly, or 500 gp per PC if she is helpful.

If the PCs instead request that she allow them to stow away, she charges 500 gp per PC if she is indifferent, 250 gp per PC if she is friendly, or 125 gp per PC if she is helpful. In this case, Efwurwa's Fury will also be aboard the ship, but the captain is willing to turn a blind eye if the PCs ambush their competition mid-journey. This allows the PCs to use the methods listed in the Stowaways section below, with some benefits as detailed in that section. If the PCs meet with Beysal and don't broker a deal (by failing the Diplomacy check or refusing to pay), she becomes suspicious and the crew watches for stowaways, increasing the DCs of all checks to board the ship by 2.

Stowaways: The PCs can board the *Williwaw* by stealth or guile. Each PC must succeed at one of several possible skill checks, and not everyone needs to use the same method, allowing characters to play to their strengths. If the PCs bribed captain Beysal to stow away, her crew actively avoids searching for the PCs and provides some distractions, granting the PCs a +5 circumstance bonus on all skill checks in this section.

Anyone failing a skill check is caught and ejected. Heightened security causes any subsequent checks to incur a -2 penalty. If the PCs bribed Captain Beysal, they take no penalties on subsequent checks. Characters failing a check can sneak aboard again by the same or a different method, but failing twice results in Efwurwa's Fury deciding to kill the stowaway. Proceed to the combat described in encounter A if this occurs, giving all NPCs a +2 circumstance bonus on their initiative checks.

One method that the PCs may use to stow away is sneaking aboard. Doing so requires a PC to succeed at a DC 20 Stealth check (DC 24 in Subtier 8-9). Another method they might try is smuggling themselves; Zephyr suggests shipping exotic incenses to Grasping Storm as 'tribute,' using false-bottomed crates to slip the PCs aboard. This method requires the PC to select quality products with a DC 15 Appraise or Profession (merchant) check (DC 19 in Subtier 8-9), and then succeed at a DC 10 Stealth check to avoid making too much noise within the crate (DC 14 in Subtier 8-9). Another possibility is for PCs to seek employment as *Williwaw* crew, requiring the PC to succeed at a DC 15 Profession (sailor) check (DC 19 in Subtier 8-9) to demonstrate, or a DC 20 Bluff check (DC 24 in Subtier 8-9) to feign experience. If the PCs have bribed Beysal, she rigs the tests in their favor. The +5 circumstance bonus that

Beysal grants on skill checks doubles to a +10 bonus for checks to demonstrate sailing skill.

Animal companions, familiars, and mounts present minor difficulties. Anyone who succeeds at a Stealth check can automatically hide a companion creature of size Medium or smaller with her. Larger creatures can't hide, but Zephyr can prepare *reduce animal* spells if necessary. Any ruse involving a PC legitimately boarding (such as posing as crew) lets them bring a single animal apiece on board.

However the PCs board, the *Williwaw* departs on schedule. If the PCs left Efwurwa's Fury behind, they run into no further troubles on their journey. If the elementals are on board, the PCs need to eliminate them en route. In this case, the combat occurs on the PCs' schedule, allowing them to emerge from hiding and isolate the mercenaries for an easier fight. To simulate this preparation, let your players arrange where the Efwurwa and the air elementals are positioned and give the PCs a surprise round.

A. BOARDING THE WILLIWAW (CR VARIES)

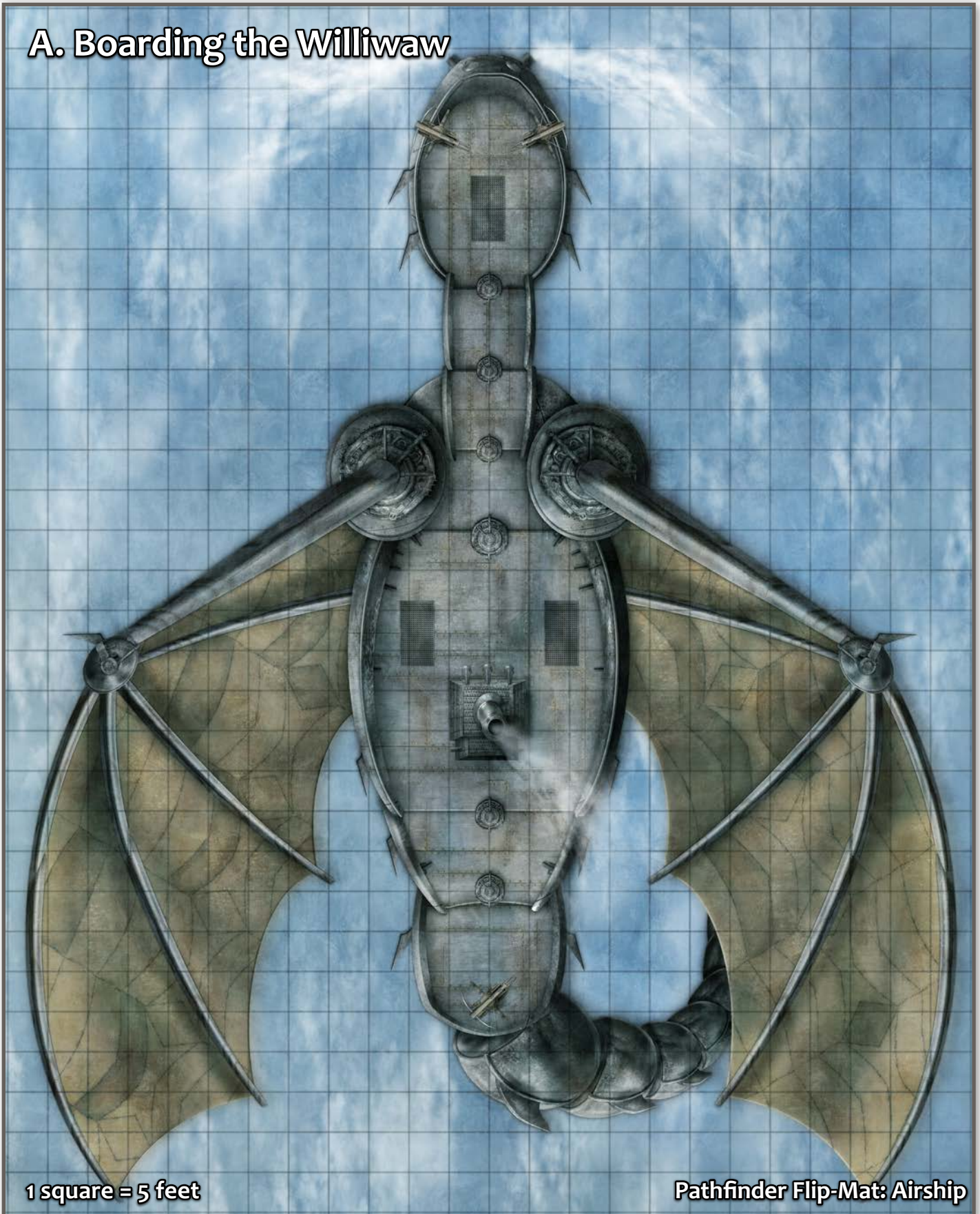
The perpetual noonday illumination of the Plane of Air shows off the *Williwaw* in all its glory. The airship resembles a flying dragon, stretching over a hundred feet from bow to stern. A segmented tail-like rudder dangling a score of feet below the sky docks adds further vertical length. Its sails are two graceful wings stretching out from either side of the hull, crafted of azure and white cloth, displaying a satin sheen as they ripple in the breeze. Some scars on the hull show that the *Williwaw* has seen its share of fighting, though likely only briefly—its reputation is that of a speedy cargo ship, not of a ship designed for battle.

The *Williwaw* is never completely unattended during its time in dock, meaning the PCs can't sneak aboard unobserved without skill checks. Efwurwa's Fury doesn't arrive until late morning on the second day, so the PCs can use that time to sneak or otherwise get aboard.

If the PCs prefer to fight the mercenaries in port, they have several hours to attack between the time that the elementals board and the *Williwaw*'s departure. While attacking might seem brazen, it doesn't attract much attention and has no repercussions; shipboard fights aren't that unusual in Port Eclipse. Efwurwa's Fury does not try to stop the PCs from boarding, as they have no reason to suspect that the PCs are hostile to them.

If the PCs stow away and stage an ambush later, it doesn't matter when they attack. The elementals never sleep, and don't even go below deck, simply floating among the sails, enjoying the air flowing through their bodies. The shipmates react similarly to a mid-voyage fight as a dockside one, hiding out of harm's way. The combat briefly interrupts the *Williwaw*'s flight, but doesn't significantly impact the overall voyage time.

A. Boarding the Williwaw



1 square = 5 feet

Pathfinder Flip-Mat: Airship

SCALING ENCOUNTER A

If you are running this scenario with only four PCs, make the following adjustments to this encounter.

Subtier 5-6: Reduce the number of air elementals by two.

Subtier 8-9: Reduce the number of air elementals by three.

Creatures: Efwurwa's band consists of Efwurwa and several air elementals. After boarding, they spend their time out of the crew's way, watching for trouble. Beysal calls out orders at the bow, Efwurwa beside her. The crew consists of 16 human, sylph, and gnome aeronauts. They are noncombatants, hiding below decks or in the rigging if a fight breaks out.



Air Elemental

Subtier 5-6 (CR varies)

AIR ELEMENTALS (3)

CR 3

Medium air elementals (*Pathfinder RPG Bestiary* 120, see page 27)

hp 30 each

TACTICS

During Combat If any PC is Small or smaller, one elemental forms a whirlwind and goes after him, attempting to snatch him up and dump him over the airship's side. The elementals target flying PCs first, trusting in Efwurwa to help them flank their enemies.

Morale The elementals fight to the death.

CAPTAIN BEYSAL

CR 5

CN female djinni (*Pathfinder RPG Bestiary* 139, see page 27)

hp 52

TACTICS

During Combat Beysal fights only if the PCs didn't bribe her. If she fights, she casts *invisibility* as soon as combat breaks out, then moves into position to try and flank with a Fury. She favors caution, alternating attacking with casting *invisibility* to make herself harder to target.

Morale Beysal won't abandon ship, but she surrenders when reduced to 15 or fewer hit points, or after the PCs defeat Efwurwa's Fury.

EFWURWA

CR 7

NE female invisible stalker (*Pathfinder RPG Bestiary* 181, see page 27)

AC 21, touch 14, flat-footed 17 (+1 armor, +4 Dex, +6 natural)

hp 80

Gear bracers of armor +1

TACTICS

During Combat If any PC indicates that he can see invisible creatures, Efwurwa barks an order in Auran for all the Furies to gang up on that person. If not, she flanks with the nearest ally.

Morale Efwurwa fights as long as there is an elemental left alive. If all her minions have fallen, she flees. In either case, she plays no further role in the scenario.

SPECIAL ABILITIES

Natural Invisibility (Ex) Efwurwa's invisibility extends to her gear.

Subtier 8-9 (CR 12)

AIR ELEMENTALS (5)

CR 6

Advanced Large air elementals (*Pathfinder RPG Bestiary* 294, 120)

N Large outsider (air, elemental, extraplanar)

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

DEFENSE

AC 25, touch 19, flat-footed 15 (+9 Dex, +1 dodge, +6 natural, -1 size)

hp 84 each (8d10+40)

Fort +11, **Ref** +15, **Will** +4

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

RAID ON THE CLOUDBORNE KEEP

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +16 (1d8+6)

Space 10 ft.; Reach 10 ft.

Special Attacks whirlwind (DC 20)

TACTICS

During Combat Two elementals form whirlwinds and attempt to snatch PCs up and throw them over the airship's side. The other three attack, prioritizing flying targets. They flank with each other and Efwurwa to make use of their teamwork feats.

Morale The elementals fight to the death.

STATISTICS

Str 22, **Dex** 29, **Con** 20, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +8, **CMB** +15; **CMD** 35

Feats Dodge, Flyby Attack, Improved Initiative^B, Outflank^{APG}, Precise Strike^{APG}, Weapon Finesse^B

Skills Acrobatics +20, Escape Artist +20, Fly +26, Knowledge (planes) +11, Perception +13, Stealth +16

CAPTAIN BEYSAL

CR 5

CN female djinni (*Pathfinder RPG Bestiary* 139, see page 27)

hp 52

TACTICS

During Combat Beysal fights only if the PCs didn't bribe her. If she fights, she casts *invisibility* as soon as combat breaks out, then moves into position to try and flank with a Fury. She favors caution, alternating attacking with casting *invisibility* to make herself harder to target.

Morale Beysal won't abandon ship, but she surrenders when reduced to 15 or fewer hit points, or after the PCs defeat Efwurwa's Fury.

EFWURWA

CR 9

Female invisible stalker fighter 1/rogue 1 (*Pathfinder RPG Bestiary* 181)

NE Medium outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 23, touch 16, flat-footed 17 (+1 armor, +6 Dex, +6 natural)

hp 112 (9 HD; 1d8+8d10+64)

Fort +14, **Ref** +15, **Will** +4

Defensive Abilities natural invisibility; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee +1 menacing greatsword +15/+10 (2d6+10/19-20) or 2 slams +10 (2d6+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat If any PC indicates that he can see invisible creatures, Efwurwa barks an order in Auran for all the Furies to gang up on that one person. Otherwise, she positions herself to flank multiple PCs, if possible, maximizing the benefits of her teamwork feats and menacing sword.

Morale Efwurwa fights as long as there is an elemental left alive. If all her minions have fallen, she flees. In either case, she plays no further role in the scenario.

STATISTICS

Str 22, **Dex** 23, **Con** 24, **Int** 16, **Wis** 15, **Cha** 9

Base Atk +8; **CMB** +14; **CMD** 30

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Outflank^{APG}, Precise Strike^{APG}, Weapon Focus (slam)

Skills Acrobatics +18, Bluff +11, Escape Artist +16, Fly +26, Knowledge (planes) +15, Perception +14, Sense Motive +14, Stealth +18 (+38 while moving or +40 while still vs. foes who can't see invisible), Survival +14

Languages Auran, Common, Gnome

SQ improved tracking, trapfinding +1

Gear +1 menacing^{APG} greatsword, bracers of armor +1

SPECIAL ABILITIES

Natural Invisibility (Ex) Efwurwa's invisibility extends to her gear.

Development: If the PCs didn't make prior arrangements with Beysal, and she survives the fight, she reluctantly agrees to transport them to Pures Air for free, just to keep herself and her ship intact. If Beysal died, the PCs can commandeer the ship by succeeding at a DC 12 Intimidate check against any remaining shipmate. Unlike the short duration of Intimidate checks made to alter NPC attitudes, the crew remains intimidated for the entire trip.

If the PCs somehow trick their way onto the ship alongside Efwurwa's Fury, but don't eliminate them en route, then Beysal quietly suggests that they do so, lest they face overwhelming force when they arrive. If the PCs still do not strike an ambush, the mercenaries fight the PCs right after the PCs defeat Grasping Storm's guards in encounter **B**—Efwurwa wants to size up the situation and all of its combatants before battle, and she would prefer to make the combatants in encounter **B** do the dirty work. Do not have encounters **A** and **B** attack the PCs simultaneously, regardless of circumstances.

Treasure: A small chest that Efwurwa carried aboard contains tribute for Grasping Storm: a selection of exotic incenses and aromatic wood shavings worth 500 gp. Additionally, the chest contains a block of *incense of meditation*.

Faction Notes: If Silver Crusade PCs talk to Captain Beysal about Grasping Storm's servants at any point before or during the journey on the *Williwaw*, each Silver Crusade PC can attempt a DC 16 Sense Motive check to gain insight into Grasping Storm's cruel leadership style. If any Silver Crusade PC succeeds, make a note of this success for the PCs' eventual interaction with the sylphs in area **D**.

Rewards: If the PCs fail to defeat Efwurwa's Fury or convince Captain Beysal to leave the mercenaries behind, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 517 gp.

Out of Subtier: Reduce each PC's gold earned by 865 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,213 gp.

ACROSS THE ENDLESS SKY

The journey to Purest Air takes 4 days. The crew spends most of the time conducting routine ship maintenance, adjusting the rigging and rudder to navigate the air streams. As long as the PCs did not kill her earlier, Captain Beysal spends some time conversing with her passengers. She is full of stories about the fantastic sights she has seen while traveling the Endless Sky. She also has some important information regarding their destination. If Beysal is dead, a shipmate relays the following instead.

“When we reach the tower, we’ll be docking at the roof. That’s the only entrance—solid clouds, hard as stone, seal off any others. Even if there were more, I’ll not risk the *Williwaw* by approaching off course. That tower has siege weapons! Once we dock, you’re on your own. My crew and I aren’t even allowed to set foot off the ship; one of Grasping Storm’s charming ways of establishing dominance over flesh-and-blood beings. You might be able to talk your way past the guards, but that’s not my concern. If a fight breaks out, we won’t be assisting, though.”

If the PCs ask, Beysal also provides a brief description of the rooftop guards. On the fourth day, a lookout points out a distant flying cloud dragon, and identifies it as one of Grasping Storm’s perimeter scouts. Since the *Williwaw* is expected, the dragon issues no challenge and flies off, but the sighting means Purest Air is just a few hours away.

A short time later, the *Williwaw* changes course, heading directly for the only cloud in sight. As it approaches, the tower atop the cloud becomes visible.

B. THE TOWER OF PUREST AIR (CR 8 OR CR 11)

A cloud on the horizon grows larger, its details resolving to the naked eye as the *Williwaw* draws closer. It resembles a pearly gray anvil a thousand feet across. Despite the surrounding blue skies, lightning flickers within. The top of the cloud is perfectly flat. A lustrous tower soars hundreds of feet above the cloud’s surface. Thick layers of wispy vapor curl around the tower like shifting, smoky ivy. The cylindrical tower gradually becomes rectangular at the peak.

Two sorts of magically solid clouds surround the tower: halting haze and cloudwall. The locations of these two types of cloud features are marked on the map.

Halting haze is a diaphanous mist. It appears as a pearly cloud with a tangible substance, identical to a *solid fog* spell with *permanency* cast upon it. Cloudwall is a solid cloud that is statistically identical to a *wall of force*, except that creatures that are made of air or are using the *gaseous form* spell can pass through as though it were difficult terrain. Light and air both penetrate cloudwall, keeping the tower interior bright and ventilated, but the cloud itself blocks all sight. Cloudwall supplements the tower’s structure in places, including the

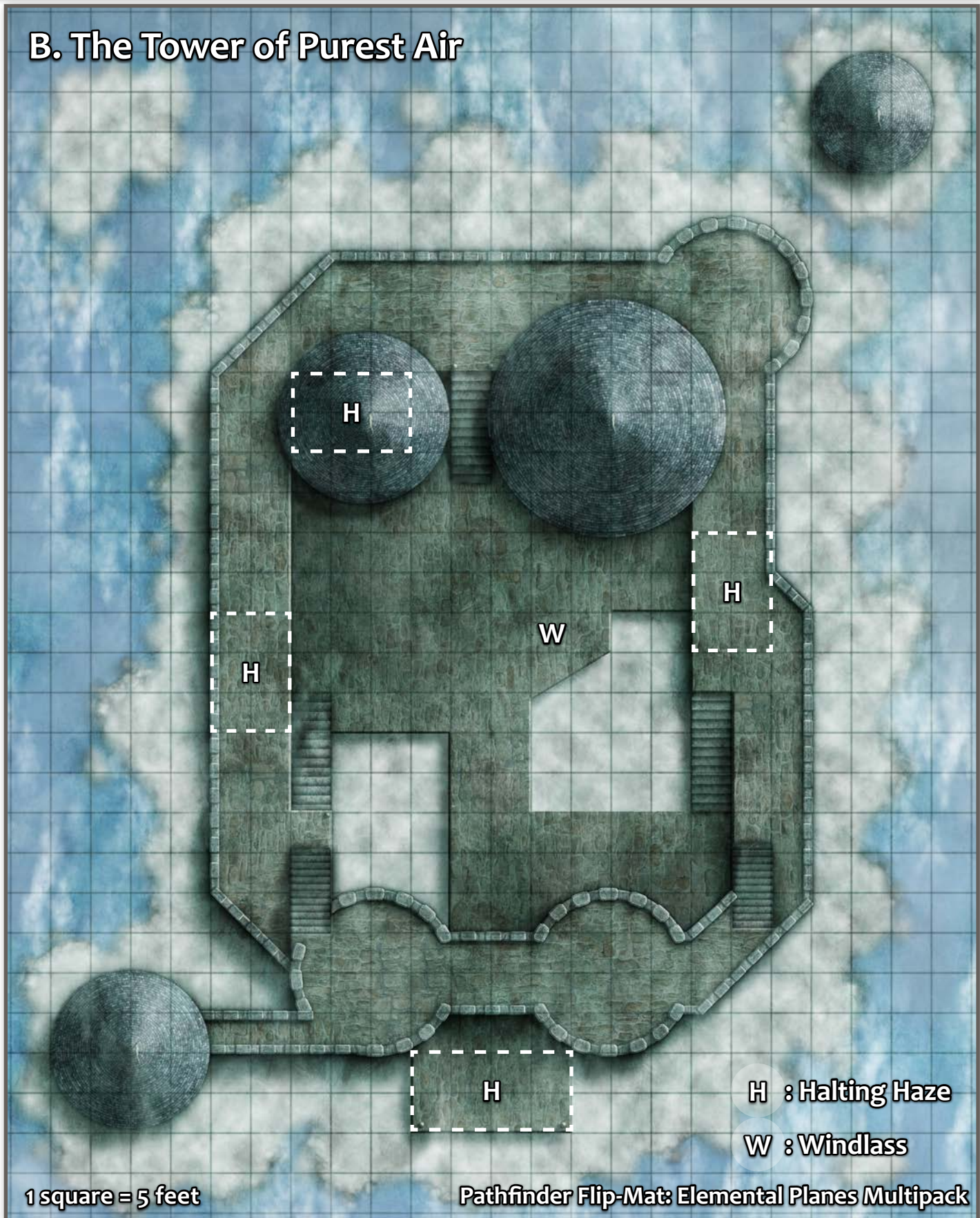
two open areas in the middle of the map. These areas are flat and safe to walk on. Additionally, a shifting cauld of cloudwall moves around the tower’s exterior, occluding windows, doors, and other entrances along the perimeter. Each staircase rises 10 feet, and the south battlements standing 20 feet above the courtyard. The dock connects to the courtyard through a short passage underneath the battlements. The four minarets are each an additional 30 feet high, but their interiors are inaccessible from the roof. Several halting haze patches drift above the roof at the marked locations. They rise from the tower’s roof to a height of 30 feet.

When the PCs arrive, the tower’s guards wave the *Williwaw* into the sky dock at the bottom of the map. They know that Grasping Storm planned to hire elementals, so the PCs’ appearance is likely to rouse suspicion unless they take precautions to disguise their nature (see *Creatures* below).

Creatures: The leader of the tower guards is a demon serving multiple masters. Bozhithar is a servant of Pazuzu, bestowed upon Hshurha as part of an ancient compact between the Duchess of All Winds and the King of the Wind Demons—two beings that occasionally have overlapping interests. Hshurha assumed correctly that Bozhithar was a spy, and she quickly foisted him off on her out-of-favor lieutenant. Grasping Storm despises this unwelcome servitor, but, due to the demon’s power, it is forced to treat him as a near equal. For his part, Bozhithar finds the post boring but serviceable. Exile from Hshurha’s court gives him little to report back to Pazuzu, but Grasping Storm allows him to murder the occasional sylph or mephit, so things could be worse. Bozhithar has four assistant gatekeepers. These creatures spend most of their time on the rooftop and rarely interact with Grasping Storm. While this post shields them from the belker’s abuse, it subjects them to Bozhithar’s sadism instead. They hide from the demon’s attention inside the halting haze unless combat breaks out and do not assist the demon’s attempts to size up the PCs.

Bozhithar approaches the airship and studies the PCs, asking if these are really Grasping Storm’s newest servants, and demanding that they demonstrate their command over air. The PCs must succeed at a DC 18 Bluff check (DC 23 in Subtier 8–9) to convince him. However, Bozhithar becomes increasingly suspicious if the PCs are not all sylphs or air creatures. A PC who is not a sylph or air creature can attempt a DC 15 Disguise check to pass for a sylph (DC 19 in Subtier 8–9). Each PC who does not pass for a sylph or air creature causes the party to take a –2 penalty on this Bluff check. Oread, undine, and ifrit PCs instead take a –4 penalty. If one or more PCs openly carry a holy symbol of a good-aligned deity, the PCs take an additional –2 penalty because of Bozhithar’s inherent dislike of such symbols. Captain Beysal also affects this Bluff check. If she lives and is favorably disposed to the PCs, she grants them a +2 bonus on the Bluff check; if she is dead, the PCs take a –4 penalty instead.

B. The Tower of Purest Air



SCALING ENCOUNTER B

If you are running this scenario with only four PCs, make the following adjustments to this encounter.

Subtier 5-6: Reduce the DC of the Bluff check to bypass Bozhithar by 2. Only two mephits are on rooftop duty with Bozhithar.

Subtier 8-9: Reduce the DC of the Bluff check to bypass Bozhithar by 2. Only two drakes are on rooftop duty with Bozhithar.



Bozhithar

The PCs can bolster their credibility by demonstrating their affinity with air, as Bozhithar demands. If any PC uses a spell or spell-like ability with the air descriptor, the PCs gain a bonus on the Bluff check equal to the spell's level. If more than one PC demonstrates his abilities, use the bonus from the PCs' most impressive display. At the GM's discretion, other air-based effects may also provide bonuses, to a maximum of half of a PC's character level (rounded down). In lieu of demonstrating his connection to air in another way, a PC may grant a bonus equal to the number of Air Affinity boons he possesses across all of his Chronicle sheets.

If the PCs succeed at this Bluff check to pass as mercenaries, Bozhithar is willing to speak with them. He does not directly volunteer information, but he answers any questions they have about the layout of the tower and Grasping Storm's history from the adventure background, if anyone thinks to inquire. He has specific orders to not mention the creature in area C4, but he might mention the cloud golems Grasping Storm has created. He regards the belker's failed attempts to circumvent Hshurha's decree as an amusing anecdote. The hala demon carries a *golembane scarab* in case the golems cause him trouble in the future.

If the PCs fail at the Bluff check, or do not attempt to pretend to be Grasping Storm's mercenaries, Bozhithar and his assistants attack, and Bozhithar contacts Grasping Storm (see Development).

One of Bozhithar's assistants carries a *horn of fog*. In Subtier 8-9, another one of Bozhithar's assistants carries a *wind fan*.

Subtier 5-6 (CR 8)

AIR MEPHITS (4)

CR 3

hp 19 each (*Pathfinder RPG Bestiary* 202, see page 28)

Gear *horn of fog* (one mephit only)

TACTICS

During Combat The mephits cast *blur* and then open with their breath weapons. They fly around the battlefield, using their speed and mobility to attempt hit-and-run attacks. The wind conditions above the tower activate their fast healing.

Morale The mephits fear death more than even Bozhithar and Grasping Storm. They flee into the sky if reduced to 5 hit points or fewer.

BOZHITHAR

CR 5

Male variant hala demon (*Pathfinder Adventure Path #49: The Brinewall Legacy* 84)

CE Medium outsider (air, chaotic, demon, evil, extraplanar)

Init +4; Senses darkvision 60 ft.; Perception +11

Aura stormwind aura

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 51 (6d10+18)

Fort +7, **Ref** +8, **Will** +3

Defensive Abilities vengeful wind; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 16

Weaknesses enemy of dragons and eagles

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee bite +11 (1d6+4), 2 claws +11 (1d4+4)

Special Attacks hailstorm

Spell-Like Abilities (CL 5th; concentration +8)

At will—*alter winds*^{APG} (DC 14)

3/day—*gust of wind* (DC 15), *river of wind*^{APG} (DC 17)

1/day—*control winds* (DC 18)

TACTICS

During Combat Bozhithar tries to keep enemies at bay by using *river of wind* or *gust of wind* and sending hailstorms at them to soften them up. After a few rounds, he closes on the least-armored opponent to finish them in melee.

Morale Bozhithar is unwilling to face Pazuzu's eventual wrath for failing in his duties. He fights to the death.

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 16, **Wis** 15, **Cha** 17

Base Atk +6; **CMB** +10; **CMD** 24

Feats Flyby Attack, Hover, Weapon Finesse, Wingover

Skills Acrobatics +13, Escape Artist +13, Fly +21, Intimidate +13, Knowledge (engineering) +9, Knowledge (planes) +12, Perception +11, Sense Motive +11, Stealth +13

Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 100 ft.

Gear *golembane scarab*, *manacles of cooperation*^{APG}

SPECIAL ABILITIES

Enemy of Dragons and Eagles (Ex) Halas are hated enemies of dragons and eagles. Those creatures gain a +2 bonus on attack and damage rolls against hala demons.

Hailstorm (Su) A hala can call down hailstones from surrounding clouds once every 1d4 rounds as a standard action. These hailstones deal 1d6 points of bludgeoning damage and 1d6 points of cold damage to all creatures within a 20-foot radius that have no overhead cover. A DC 16 Reflex save halves this damage. The save DC is Constitution-based. To use this ability, the hala must be outside and there must be clouds in the sky.

Stormwind Aura (Su) Halas surround themselves with a buffeting shroud of supernatural, windstorm-force winds. These winds shield a hala from any other wind effects and form a shell of breathable air around it, allowing the hala to breathe underwater. Ranged weapons and gases directed toward a hala are affected as per *wind wall*.

Vengeful Wind (Su) Anytime a hala takes damage from a critical hit, a powerful blast of wind explodes forth in the

direction of the attacker. This blast takes the form of a 60-foot-long gale, treated as a *gust of wind* spell, directed from the hala toward the opponent that scored the critical hit against it (if that creature is more than 60 feet away, the wind is aimed in its direction but doesn't come close enough to affect it). This wind is also charged with electricity. Any creature in or that enters the area of effect must make a DC 16 Reflex save or take 3d6 points of electricity damage. The save DC is Constitution-based.

Subtier 8–9 (CR 11)

MIST DRAKES (4)

CR 6

Advanced mist drakes (*Pathfinder RPG Bestiary 4* 288, 79)

NE Large dragon (air)

Init +4; **Senses** darkvision 60 ft., fogvision, low-light vision, scent; Perception +12

DEFENSE

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, –1 size)

hp 69 each (6d12+30)

Fort +10, **Ref** +9, **Will** +8

Immune paralysis, sleep

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee bite +11 (2d6+6), tail slap +6 (1d8+3)

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

Special Attacks fogburst

TACTICS

During Combat The drakes attempt to disorient the PCs with fogbursts and then hide within the created clouds, making hit-and-run attacks from concealment.

Morale The drakes fear death more than even Bozhithar and Grasping Storm. They flee into the sky if reduced to 15 hit points or fewer.

STATISTICS

Str 23, **Dex** 19, **Con** 20, **Int** 13, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +13; **CMD** 28

Feats Dodge, Flyby Attack, Hover

Skills Fly +11, Intimidate +11, Knowledge (planes) +10, Perception +12, Sense Motive +12, Stealth +9 (+17 in fog or mist), Survival +12; **Racial Modifiers** +8 Stealth in fog or mist

Languages Auran, Draconic

SQ misty camouflage, speed surge

Gear *horn of fog* (one drake only), *wind fan* (one drake only)

SPECIAL ABILITIES

Fogburst (Su) As a standard action, a mist drake can expel a ball of solid mist that explodes into a cloud of fog upon impact. This attack has a range of 60 feet and deals 3d6 points of bludgeoning damage to all creatures in a 20-foot radius (Reflex DC 18 half). A flying creature that fails its Reflex save is pushed 1d4×5 feet from the center of the fogburst's area of effect (taking 1d6 points of damage per 10 feet if

it strikes a solid object), while creatures on the ground are knocked prone on a failed save. The area of effect of the fogburst is filled with mist (as per *obscuring mist*) for 1d4 rounds after impact. Once a mist drake has used its fogburst attack, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Fogvision (Ex) A mist drake can see normally through any form of natural or magical mist, fog, or precipitation.

Misty Camouflage (Ex) A mist drake can use Stealth to hide whenever it is in or adjacent to an area of mist, even while being observed.

Speed Surge (Ex) Three times per day as a swift action, a mist drake can draw on its draconic heritage for a boost of strength and speed that enables it to take an additional move action in that round.

BOZHITHAR CR 8

Male variant hala demon (*Pathfinder Adventure Path #49: The Brinewall Legacy* 84)

CE Medium outsider (air, chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +14

Aura stormwind aura

DEFENSE

AC 22, touch 16, flat-footed 16 (+6 Dex, +6 natural)

hp 95 (10d10+40)

Fort +12, **Ref** +14, **Will** +6

Defensive Abilities vengeful wind; **DR** 10/good or cold iron;

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10;

SR 19

Weaknesses enemy of dragons and eagles

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee bite +16 (1d6+5), 2 claws +16 (1d4+5)

Special Attacks hailstorm

Spell-Like Abilities (CL 8th; concentration +12)

At will—*alter winds*^{APG} (DC 15)

3/day—*gust of wind* (DC 16), *river of wind*^{APG} (DC 18)

1/day—*control winds* (DC 19)

TACTICS

During Combat Bozhithar tries to keep enemies at bay with *river of wind* or *gust of wind* and sending hailstorms at them to soften them up. After a few rounds, he closes on the least-armored opponent to finish them in melee.

Morale Bozhithar is unwilling to face Pazuzu's eventual wrath for failing in his duties. He fights to the death.

STATISTICS

Str 20, **Dex** 23, **Con** 18, **Int** 16, **Wis** 15, **Cha** 19

Base Atk +10; **CMB** +16; **CMD** 32

Feats Flyby Attack, Hover, Weapon Finesse, Weapon Focus (bite), Weapon Focus (claw), Wingover

Skills Acrobatics +19, Escape Artist +19, Fly +27, Intimidate +17, Knowledge (engineering) +13, Knowledge (planes) +16, Perception +15, Sense Motive +15, Stealth +19

Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 100 ft.

Combat Gear *potion of cure serious wounds*; **Other Gear** *cloak of resistance +1*, *golembane scarab*, *manacles of cooperation*^{APG}

SPECIAL ABILITIES

Enemy of Dragons and Eagles (Ex) Halas are hated enemies of dragons and eagles. Those creatures gain a +2 bonus on attack and damage rolls against hala demons.

Hailstorm (Su) A hala can call down hailstones from surrounding clouds once every 1d4 rounds as a standard action. These hailstones deal 1d6 points of bludgeoning damage and 1d6 points of cold damage to all creatures within a 30-foot radius that have no overhead cover. A DC 18 Reflex save halves this damage. The save DC is Constitution-based. To use this ability, the hala must be outside and there must be clouds in the sky.

Stormwind Aura (Su) Halas surround themselves with a buffeting shroud of supernatural, windstorm-force winds. These winds shield a hala from any other wind effects and form a shell of breathable air around it, allowing the hala to breathe underwater. Ranged weapons and gases directed toward a hala are affected as per *wind wall*.

Vengeful Wind (Su) Anytime a hala takes damage from a critical hit, a powerful blast of wind explodes forth in the direction of the attacker. This blast takes the form of a 60-foot-long gale, treated as a *gust of wind* spell, directed from the hala toward the opponent that scored the critical hit against it (if that creature is more than 60 feet away, the wind is aimed in its direction but doesn't come close enough to affect it). This wind is also charged with electricity. Any creature in or that enters the area of effect must make a DC 18 Reflex save or take 4d6 points of electricity damage. The save DC is Constitution-based.

Development: If combat begins, Bozhithar telepathically alerts Grasping Storm. If the PCs enter Purest Air peacefully, the demon sends word ahead that the expected mercenaries have arrived. This warning has no effect on encounters in area C, but it alters enemy preparations in area D (see page 20).

The PCs can open the way into the tower by turning a windlass upon the wall (marked W on the map) with a DC 15 Strength check. Turning the windlass causes the adjacent cloudwall floor to sink over the course of 5 rounds, forming a staircase down into area C. Either Bozhithar or a member of Beysal's crew points out the windlass mechanism to the PCs, depending upon whether or not the PCs successfully pretended to be mercenaries.

The *Williwaw*'s crew prepares for departure, but if Beysal lives, she is entertained enough by the PCs actions that she considers remaining at the dock and seeing how things turn out. The PCs can make a parting Diplomacy check based on her attitude toward them. If the PCs talked to her

C. Purest Air Interior



1 square = 5 feet

in Port Eclipse, her attitude remains unchanged from that point. Otherwise, her attitude is unfriendly if they forced her to surrender in combat, and indifferent (or unfriendly, in Subtier 8–9) if they stowed away on the ship. The PCs may also attempt to improve her attitude with Diplomacy before making the request. Asking the captain to stay falls under the “make a request” use of Diplomacy, and counts as a dangerous request. Success means that she sets her reservations aside and offers to stay and provide transport back to Port Eclipse if they win. Succeeding at this check by 5 or more inspires Beysal to refund any money the PCs paid her. If the PCs are worried for Beysal’s safety or otherwise don’t want her to stay, but would like to convince her to work with the Society in the future, they may attempt a Diplomacy check at the same DC. If they succeed, Beysal agrees to meet up with Venture-Captain Balentiir in Port Eclipse.

Faction Notes: If the PCs speak with Bozhithar on the topic of how Grasping Storm mistreats his servants, especially the sylphs, Silver Crusade PCs may attempt a DC 16 Sense Motive check (DC 20 in Subtier 8–9) to discern that the demon respects Grasping Storm’s cruelty and finds it familiar to his experiences among other demons. If any Silver Crusade PC succeeds, make a note of this success for the PCs’ eventual interaction with the sylphs in area D.

Rewards: If the PCs do not defeat or trick Bozhithar, reduce each PC’s gold earned by the following amount.

Subtier 5–6: Reduce each PC’s gold earned by 541 gp.

Out of Subtier: Reduce each PC’s gold earned by 801 gp.

Subtier 8–9: Reduce each PC’s gold earned by 1,062 gp.

C. PUREST AIR INTERIOR

The cloudy stairs descend twenty feet, leading onto a north-facing hallway. Numerous oak doors open off the stone corridor, which are rather mundane compared to a billowing cloud surface occupying twenty feet of one of the walls. One end of the hall terminates in a fifteen-foot-square shaft, blocked by an iron portcullis.

If Bozhithar lives, then as soon as the last PC enters this room, the stairs dissolve behind them and reform into solid cloudwall in a single round. Bozhithar telepathically informs them that Grasping Storm wishes to know what sort of warriors it is purchasing, and has arranged a test before they can earn an audience. If the PCs have slain Bozhithar, the staircase remains.

The rooftop guards quarter on this level. All ceilings here are 20 feet high, and none of the doors are locked. The

SCALING THE MISTS THAT DEVOUR

If you are running this scenario with only four PCs, make the following adjustments to this encounter.

Subtier 5-6: The hungry fog is weaker than normal due to starvation. It has the fatigued condition. Additionally, reduce the Reflex save DC to avoid the enveloping mists to 18 and the damage that its touch attack deals to 5d6 points.

Subtier 8-9: The nue is weaker than normal because of starvation. It has the fatigued condition, and its energy drain inflicts only 1 negative level.

actual encounters on this level most likely take place inside area C1, but brief descriptions of the other rooms follow.

C1: This central hall connects all of the rooms on this level. The portcullis blocks off the way to an open pit, which serves as an elevator shaft; when the PCs arrive, the elevator is on the lower level (area D). The portcullis lifts automatically when the elevator reaches the top, but if they are so inclined, the PCs can force it open with a DC 30 Disable Device check or a DC 24 Strength check (DC 34 Disable Device or DC 26 Strength check in Subtier 8-9). The portcullis has 10 hardness and 60 hit points.

C2: Grasping Storm created this large room by knocking down walls to merge three rooms together. Its only furnishings are two nests constructed out of stone and carefully arranged cloud matter. A section of stone outer wall is missing, and cloudwall repairs the gap. This chamber is the den of the air mephits (or the mist drakes, in Subtier 8-9). The room's inhabitants know a command word to cause the wall to dematerialize and solidify.

C3: Bozhithar's room is bare except for manacles on the walls and a glyph drawn in dried blood upon the floor. The exsanguinated corpse of a sylph dangles from one set of manacles, still wearing a fine pair of boots (see Treasure on page 19). A PC who examines the glyph and succeeds at a DC 15 Knowledge (planes) or (religion) check identifies it as Pazuzu's demonic rune. Because Bozhithar doesn't sleep, he does not require a bed, but occasionally he meditates here, attempting communion with his true lord. The rune radiates faint conjuration magic; anyone standing on it with closed eyes gets a momentary sensation of floating or falling beside a cliff with no top or bottom in sight. A PC who sees this vision and succeeds at a DC 25 Knowledge (planes) check identifies this vision as High M'Vania, Pazuzu's Abyssal realm. Emptying a vial of holy water upon the glyph washes it away, disrupting the tenuous link Bozhithar forged with his home.

C4: This room is a prison cell. When the PCs enter area C, the magical wards on the prison cell silently drop, leaving only a cloud between the prisoner and freedom. The

prisoner waits for the PCs to come near before striking (see The Mists that Devour below)

C5: A pile of scavenged beds and pillows lie here in a hodgepodge. This is where the tower's resident mephits (or mist drakes, in Subtier 8-9) relax when not on duty.

The Mists that Devour (CR 7 or CR 10)

Run this encounter when the PCs come near the entrance to area C4.

Creatures: Grasping Storm's oddest acquisition waits in its prison cell. The belker took an interest in it because of its vaporous form, but the beast proved impossible to tame. Even though Grasping Storm keeps it confined and feeds it the occasional servant, it has proven to be a troublesome and expensive pet. Grasping Storm decided that the best use for the creature is to have it test the prowess of his hired mercenaries. Wards in the cloudwall seal it inside, but Grasping Storm has rigged these wards to fall when the cloud stairwell activates. When the PCs pass by its cell, the prisoner slides through the cloudwall (using 2 squares of movement) and attacks.

Subtier 5-6 (CR 7)

ADVANCED HUNGRY FOG	CR 7
N Huge ooze (<i>Pathfinder RPG Bestiary</i> 3 290, 152)	
Init -1; Senses Perception -3	
Aura bewitching brume (10 ft., DC 10)	
DEFENSE	
AC 9, touch 7, flat-footed 9 (-1 Dex, +2 natural, -2 size)	
hp 73 (7d8+42)	
Fort +8, Ref +1, Will -1	
Defensive Abilities gaseous, negative energy affinity; DR 10/magic; Immune acid, electricity, sonic, ooze traits; Resist cold 10	
Weaknesses vulnerability to wind	
OFFENSE	
Speed fly 15 ft. (perfect)	
Melee touch +5 (6d6 negative energy)	
Space 15 ft.; Reach 15 ft.	
Special Attacks enveloping mists (3d6 negative energy and staggered, DC 21)	
TACTICS	
During Combat The fog floats over and engulfs the PCs. If damaged for more than half its hit points, it flies upwards and attacks using its reach.	
Morale Starving and mindless, the hungry fog fights until killed.	
STATISTICS	
Str —, Dex 8, Con 22, Int —, Wis 5, Cha 5	
Base Atk +5; CMB +7; CMD 16 (can't be tripped)	
Skills Fly +3	
SPECIAL ABILITIES	
Bewitching Brume (Su) Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must	

succeed on a DC 10 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

Enveloping Mists (Ex) A hungry fog can engulf foes who fail a Reflex save, as per the engulf universal monster rule. A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

Gaseous (Ex) A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Vulnerable to Wind (Ex) A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

Subtier 8–9 (CR 10)

NUE **CR 10**

hp 126 (*Pathfinder RPG Bestiary 3* 204, see page 28)

TACTICS

During Combat The nue floats out of melee range in cloud form, and then unleashes waves of fatigue and shout on the PCs. It then solidifies, reorienting its gravity to stay on the ceiling while attacking using its reach.

Morale The nue is hungry and furious at being held prisoner. It fights until killed.

Development: After the PCs defeat the creature, a loud whoosh comes from the elevator shaft. Over the course of the next 5 rounds, the cloud elevator rises to the top. The elevator is an ornate, latticed cage of sculpted metal and cloudwall powered by magic. When it arrives, the portcullis rises and the cage opens. The elevator's occupant emerges, beginning the Clouds that Walk encounter (see below).

Treasure: The PCs find a few valuables if they examine the rooms. The nests in **C2** are adorned with a number of sapphires and pearls worth a total of 600 gp. The boots on the feet of the unfortunate sylph in area **C3** are *boots of levitation* (or *winged boots* in Subtier 8–9).

Rewards: If the PCs don't defeat the creature on this level, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 516 gp.

Out of Subtier: Reduce each PC's gold earned by 808 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,100 gp.

The Clouds That Walk (CR 7 or CR 10)

The elevator shaft is the main transit route in the tower. Most of Purest Air's denizens use it to fly between levels, but

SCALING THE CLOUDS THAT WALK

If you are running this scenario with only four PCs, make the following adjustments to this encounter.

Both Subtiers: Remove one cloud golem from the encounter.

OPTIONAL ENCOUNTER

The Clouds that Walk is an optional encounter. If less than 90 minutes remain to finish the scenario, the lift cage arrives empty and the PCs can ride down to encounter Grasping Storm without further 'testing.' Instead, the PCs encounter the golems in area **D** near Grasping Storm's throne, but they are not activated; effectively, they serve as statues to only bolster the belker's reputation.

Grasping Storm maintains the lift for non-flying guests or servants, such as the next group being sent to test the PCs. The elevator is currently set to travel directly between this floor and area **C4**, bypassing a number of levels. In the last round before the elevator arrives, the PCs can glimpse its occupants by peering down the elevator shaft.

Creatures: Grasping Storm continuously struggles against the limits of Hshurha's punishment. While it wouldn't dare anger her by recruiting elementals without permission (such that which it only recently acquired), it seeks to bend the rules by creating elemental life. It became convinced that shaping raw cloudwall into living creatures might impress Hshurha and restore her favor. Unfortunately, all it has created are mindless automatons called cloud golems.

Subtier 5–6 (CR 7)

CLOUD GOLEMS (3) **CR 4**

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 17, touch 15, flat-footed 12 (+5 Dex, +2 natural)

hp 47 each (5d10+20); gather clouds

Fort +1, **Ref** +6, **Will** +3

Immune construct traits, electricity, magic

OFFENSE

Speed 30 ft., fly 20 ft. (average)

Melee 2 slams +8 (1d6+3 plus 1d6 electricity)

TACTICS

During Combat The golems lumber forward and attack the closest PC.

Morale The golems fight until destroyed.

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +5; **CMB** +8; **CMD** 23

Skills Fly +5

SPECIAL ABILITIES

Gather Clouds (Su) A cloud golem has fast healing 2 when it is in within 100 feet of clouds, mist, or fog.

Immunity to Magic (Ex) A cloud golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a cloud golem, as noted below.

- A *control winds* spell destabilizes a cloud golem's body and dazes it for 1 round.
- A magical effect that deals electricity damage affects the cloud golem as per *haste* for 1d6 rounds and ends any *slow* effect on it.
- A *gust of wind* or *wind wall* spell affects the cloud golem as per *slow* for 1d6 rounds and breaks any *haste* effect on it.
- An *alter winds* spell deals 2d6 points of damage to a cloud golem.

Subtier 8–9 (CR 9)

GREATER CLOUD GOLEMS (3)

CR 7

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, –1 size)

hp 85 each (10d10+30); gather clouds

Fort +3, **Ref** +9, **Will** +6

Immune construct traits, electricity, magic

OFFENSE

Speed 30 ft., fly 20 ft. (average)

Melee 2 slams +16 (2d6+5 plus 1d6 electricity)

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

TACTICS

During Combat The golems lumber forward and attack the closest PC.

Morale The golems fight until destroyed.

STATISTICS

Str 20, **Dex** 22, **Con** —, **Int** —, **Wis** 16, **Cha** 1

Base Atk +10; **CMB** +16; **CMD** 32

Skills Fly +4

SPECIAL ABILITIES

Gather Clouds (Su) A cloud golem has fast healing 2 when it is in within 100 feet of clouds, mist, or fog.

Immunity to Magic (Ex) A cloud golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a cloud golem, as noted below.

- A *control winds* spell destabilizes a cloud golem's body and dazes it for 1 round.
- A magical effect that deals electricity damage affects the

cloud golem as per *haste* for 1d6 rounds and ends any *slow* effect on it.

- A *gust of wind* or *wind wall* spell affects the cloud golem as per *slow* for 1d6 rounds and breaks any *haste* effect on it.
- An *alter winds* spell deals 2d6 points of damage to a cloud golem.

Development: After defeating the golems, the PCs can explore the level or enter the lift. Once all the PCs are inside and the gate is closed, it automatically descends for 5 rounds, ending in area D.

D. HALL OF THE HURRICANE (CR 9 OR CR 12)

With the sound of rushing wind, the elevator descends rapidly. After falling hundreds of feet and passing several other floors, the elevator finally settles upon a solid surface, and its gates fly open.

A narrow landing protrudes into a cavernous cylinder, apparently the entire bare interior shell of the tower. Its massive span is only exceeded by its depth, as it plummets two hundred feet into a raging storm. A roaring sheath of wind and churning clouds like a tornado's funnel conceals the tower walls.

Throughout the length of the tower, stone balconies protrude from the vortex into the central shaft. Floating in the general center of the hall is a dark mass of clouds shaped into a throne. At the tower's base, a tremendous ultramarine sigil glows brilliantly, spinning in time with the storm around it. Periodically, lightning bolts erupt from it, dancing up and down the height of the throne room like deranged courtiers.

When Grasping Storm claimed Pures Air, it gutted the tower's 10 lowest levels to create a suitably grandiose audience chamber. The stone balconies around the walls are what remain of these levels, left intact because, distasteful as the notion was, Grasping Storm knew it might have to accommodate the occasional physical being. While the PCs likely are able to fly, those who lack the ability can move around the chamber using these ledges. The ledges form a rough staircase, each level 20 feet below the next. The room's total height is 300 feet—100 feet above the bottom of the elevator shaft and grasping storm's throne, and 200 feet below it.

The storm glyph on the floor below conjures the wind funnel lashing the room's perimeter, a gift from Hshurha when she was more favorably disposed toward Grasping Storm. The penned storm creates continuous moderate wind effects in the hall, with significantly stronger effects within 5 feet of the walls (see Hazard below).

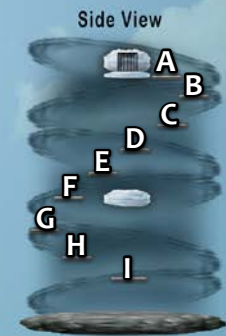
The hall is deep enough for PCs to maneuver using subjective directional gravity (see page 7). A PC who aims for a ledge catches it with a DC 15 Reflex save, but otherwise continues into a wall and suffers the windstorm's effects.

Creatures: Grasping Storm waits on its throne. Two sylphs named Siveya and Tekaal accompany it, both devotees of

D. Hall of the Hurricane



1 square = 5 feet



Hshurha. Their preparations depend upon whether Bozhithar believed the PCs were Efwurwa's Fury. If he did, the belker and his minions aren't expecting a fight, and the sylphs have not cast any of their spells. Otherwise, the sylphs have cast the spells listed in their statistics. Whatever the circumstances, upon seeing the PCs, Grasping Storm realizes what is happening and rages that material beings dared set foot into Purest Air unbidden, ordering its sylphs to "show these things the proper role of all flesh. Make them rot!"

Subtier 5-6 (CR 9)

IVEYA AND TEKAAL (2)

CR 4

Female and male sylph druid (sky druid) 5 (*Pathfinder RPG Advanced Race Guide* 158, *Pathfinder RPG Bestiary* 2 258)
N Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +2 natural, +1 shield)

hp 41 (5d8+15)

Fort +5, **Ref** +3, **Will** +9; +4 vs. air or electricity descriptor spells or effects that control or modify the weather

Resist electricity 5

OFFENSE

Speed 30 ft.

Grasping Storm



SCALING ENCOUNTER D

If you are running this scenario with only four PCs, make the following adjustments to this encounter.

Subtier 5–6: The sylphs have the sickened condition due to abuse. Their Wisdom scores are also 2 lower, decreasing their Perception bonus, Will save bonus, and saving throw DCs by 1, as well as removing their prepared *summon nature's ally III* and decreasing the CMB of their wind blast ability by 1. Grasping Storm has 6 points in his pool to activate his storm call ability rather than 10. The lightning bolts hazard does not heal Grasping Storm. All skill or ability check DCs to escape the storm or deactivate the storm glyph are 2 points lower.

Subtier 8–9: The sylphs have the sickened condition due to abuse. Their Wisdom scores are also 2 lower, decreasing their Perception bonus, Will save bonus, and saving throw DCs by 1, as well as removing their prepared *summon nature's ally III* and decreasing the CMB of their wind blast ability by 1. Grasping Storm cannot use its storm's call ability to issue forth two air blasts in the same round. The lightning bolts hazard does not heal Grasping Storm. All skill or ability check DCs to escape the storm or deactivate the storm glyph are 2 points lower.

Melee +1 club +5 (2d6+2)

Ranged sling +5 (1d4+1)

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

1/day—*feather fall*

Druid Spells Prepared (CL 5th; concentration +10)

3rd—*call lightning* (DC 18), *gaseous form*^P, *summon nature's ally III*

2nd—*barkskin*, *chill metal* (DC 17), *owl's wisdom*, *wind wall*^P

1st—*cure light wounds*, *faerie fire*, *obscuring mist*, *shillelagh*, *whispering wind*^P

0 (at will)—*flare* (DC 15), *light*, *resistance*, *stabilize*

D domain spell; **Domain** Air (Wind^{APG} subdomain)

TACTICS

Before Combat If they are on alert, the two sylphs cast *barkskin*, *call lightning*, *owl's wisdom*, and *shillelagh*, and they activate their skymaster ability.

During Combat The sylphs cast *obscuring mist*, which their Cloud Gazer feat lets them see through. Each sylph casts *summon nature's ally III* to summon 1d3 small air elementals to harass the PCs (see page 27). The sylphs assist from behind cloud cover using *call lightning* (the bolts deal 3d10 points of damage in this room) or wind blasts to bull rush PCs into the hurricane. If they are out of other options or Grasping Storm commands it, they fly to attack using their clubs.

Morale The sylphs surrender if Grasping Storm dies, but otherwise fight until incapacitated.

Base Statistics If the PCs haven't raised an alarm, then the

sylphs haven't cast preparatory spells. Adjust their statistics as follows: **AC** 18, touch 13, flat-footed 15, **Will** +7, **Melee** club +4 (1d6+1); **Wis** 16. Their spell save DCs, concentration check bonus, and wind blast CMB all decrease by 2.

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 20, **Cha** 10

Base Atk +3; **CMB** +4 (+10 using wind blast); **CMD** 17

Feats Cloud Gazer^{ARG}, Dodge, Toughness

Skills Fly +9, Knowledge (nature) +10, Knowledge (planes) +5, Spellcraft +8, Survival +5

Languages Auran, Common, Druidic

SQ nature bond (Wind domain^{APG}), nature sense, resist storm, sky's embrace, skymaster, wild empathy +5, wind blast

Combat Gear *scroll of cure light wounds*; **Other Gear** +1 *darkwood wooden armor*^{APG}, light wooden shield, club, holly and mistletoe, spell component pouch

GRASPING STORM

CR 7

Unique belker (*Pathfinder RPG Bestiary* 2 45)

NE Large outsider (air, elemental, evil)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +11, **Will** +2

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

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +12 (1d6+2), 2 claws +12 (1d6+2), 2 wings +10 (1d6+1)

Ranged air blast +13 (4d6+7)

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

Special Attacks air blast, smoke claws

TACTICS

During Combat Grasping Storm stays at a distance, using its mobility and air blasts to keep opponents away. It pulls weak-looking foes to itself, then either savages them in melee or uses smoke form and claws to tear them apart from within. It pushes stronger foes into the hurricane, or orders a sylph to physically impede.

Morale Grasping Storm would rather die than submit to physical beings, and fights to the death.

STATISTICS

Str 14, **Dex** 21, **Con** 17, **Int** 12, **Wis** 11, **Cha** 10

Base Atk +8; **CMB** +11 (+13 air blast); **CMD** 26 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse

Skills Acrobatics +16, Escape Artist +13, Fly +22, Intimidate +8, Knowledge (planes) +12, Perception +11, Stealth +16; **Racial**

Modifiers +4 Stealth

Languages Auran, Common

SQ storm's call, smoke form

SPECIAL ABILITIES

Storm's Call (Sp) Before Grasping Storm fell out of Hshurha's favor, the elemental lord granted the belker a measure of

power over air. As a standard action, it can summon forth an air blast as a ranged attack with a range of 120 feet. It gains a daily pool of 10 points, which it can spend as a free action for any of the following effects. It must choose how many points it wants to spend before rolling its attack roll. Grasping Storm gains a +2 bonus on combat maneuvers that it makes as a part of using this ability.

- Grasping Storm can spend 1 or more points to enhance its air blast with the ability to push its target back. This functions as a bull rush combat maneuver, except that it can push the target back a maximum distance of 5 feet for every point that the belker spends.
- Grasping storm can spend 3 or more points to drag its target closer. If it succeeds at a combat maneuver check against a creature of size Large or smaller, that creature is pulled 15 feet closer to it, plus an additional 10 feet for every point that the belker spends.

Smoke Claws (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a DC 17 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 17 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su) A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a *gaseous form* spell, except that it retains its natural fly speed of 50 feet (perfect).

Subtier 8–9 (CR 12)

SIVEYA AND TEKAAL (2)

CR 6

Sylph druid (sky druid) 7 (*Pathfinder RPG Advanced Race Guide* 158, *Pathfinder RPG Bestiary 2* 258)

N Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 22, touch 13, flat-footed 19 (+4 armor, +2 Dex, +1 dodge, +3 natural, +2 shield)

hp 56 each (7d8+21)

Fort +7, **Ref** +5, **Will** +11; +4 vs. air or electricity descriptor spells or effects that control or modify the weather

Resist electricity 10

OFFENSE

Speed 30 ft.

Melee +1 club +7 (2d6+2)

Ranged sling +7 (1d4+1)

Special Attacks wild shape 1/day

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

1/day—*feather fall*

Druid Spells Prepared (CL 7th; concentration +12)

4th—*air walk*⁰, *dispel magic*

3rd—*call lightning* (DC 18), *gaseous form*⁰, *greater magic fang*, *summon nature's ally III*

2nd—*barkskin*, *chill metal* (DC 17), *owl's wisdom*, *summon swarm*, *wind wall*⁰

1st—*cure light wounds* (2), *faerie fire*, *obscuring mist*, *shillelagh*, *whispering wind*⁰, *windy escape*^{ARG}

0 (at will)—*flare* (DC 15), *light*, *resistance*, *stabilize*

D domain spell; **Domain** Air (Wind^{APG} subdomain)

TACTICS

Before Combat If they are on alert, the two sylphs cast *barkskin*, *call lightning*, *greater magic fang*, *owl's wisdom*, and *shillelagh*, and they activate their skymaster ability to fly.

During Combat The sylphs cast *obscuring mist*, which their Cloud Gazer feat lets them see through. Each sylph casts *summon nature's ally III* to summon 1d3 small air elementals to harass the PCs (see page 27). The sylphs assist from behind cloud cover using *call lightning* (the bolts deal 3d10 points of damage in this room) or wind blasts to bull rush PCs into the hurricane. They use *dispel magic* to attempt to dispel the PCs' magical methods of flight. If they are out of other options or Grasping Storm commands it, they use wild shape to transform into Medium air elementals and fly in to attack.

Morale The sylphs surrender if Grasping Storm dies, but otherwise fight until incapacitated.

Base Statistics If the PCs haven't raised an alarm, then the sylphs haven't cast preparatory spells. Adjust their statistics as follows: **AC** 19, touch 13, flat-footed 16, **Will** +9; **Melee** club +6 (1d6+1); **Wis** 16. Their spell save DCs, concentration check bonus, and wind blast CMB all decrease by 2.

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 20, **Cha** 10

Base Atk +5; **CMB** +6 (+12 using wind blast); **CMD** 19

Feats Cloud Gazer^{ARG}, Dodge, Natural Spell, Toughness

Skills Fly +12, Knowledge (nature) +12, Knowledge (planes) +7, Spellcraft +10, Survival +5

Languages Auran, Common, Druidic

SQ nature bond (Wind domain^{APG}), nature sense, resist storm, sky's embrace, skymaster, wild empathy +7, wind blast

Combat Gear *scroll of cure moderate wounds* (2); **Other Gear** +1 darkwood wooden armor^{APG}, +1 darkwood light wooden shield, club, *cloak of resistance* +1, holly and mistletoe, spell component pouch

GRASPING STORM

CR 9

Unique belker (*Pathfinder RPG Bestiary 2* 45)

NE Large outsider (air, elemental, evil)

Init +6; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 21, touch 15, flat-footed 15 (+6 Dex, +6 natural, -1 size)

hp 104 (11d10+44)

Fort +11, **Ref** +13, **Will** +7

DR 5/—; **Immune** elemental traits, electricity; **Resist** sonic 10

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +17 (1d6+4), 2 claws +17 (1d6+4), 2 wings +15 (1d6+2)

Ranged air blast +17 (6d6+10 plus deafened)

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

Special Attacks air blast, smoke claws

TACTICS

During Combat Grasping Storm stays at a distance, using its mobility and air blasts to keep opponents away. It opens by using two air blasts in the same round, and then uses its storm's call abilities as opportunities arise. It pulls spellcasters toward itself to harry them, then either attacks them in melee or uses smoke form and claws to tear them apart from within. It pushes stronger foes into the hurricane, or orders a sylph to physically impede them.

Morale Grasping Storm would rather die than submit to physical beings, so it fights to the death.

STATISTICS

Str 18, **Dex** 23, **Con** 19, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +11; **CMB** +16 (+18 air blast); **CMD** 32 (can't be tripped)

Feats Ability Focus (smoke claws), Combat Reflexes, Flyby Attack, Iron Will, Multiattack, Weapon Finesse

Skills Acrobatics +20, Escape Artist +17, Fly +26, Intimidate +10, Knowledge (planes) +15, Perception +16, Stealth +20; **Racial Modifiers** +4 Stealth

Languages Auran, Common

SQ storm's call, smoke form

SPECIAL ABILITIES

Storm's Call (Sp) Before Grasping Storm fell out of Hshurha's favor, the elemental lord granted the belker a measure of power over air. As a standard action, it can summon forth an air blast as a ranged attack with a range of 120 feet. Creatures that take damage from the air blast must succeed at a DC 19 Fortitude save or be permanently deafened (the save DC is Constitution-based). In addition, Grasping Storm gains a daily pool of 14 points, which it can spend as a free action for any of the following effects. For effects that enhance a blast, it must choose how many points it wants to spend before rolling its attack roll. Grasping Storm gains a +2 bonus on combat maneuvers that it makes as a part of using this ability.

- Grasping Storm can spend 1 or more points to enhance its air blast with the ability to push its target back. This functions as a bull rush combat maneuver, except that it

can push the target back a maximum distance of 10 feet for every point that the belker spends.

- Grasping Storm can spend 3 or more points to drag its target closer. If it succeeds at a combat maneuver check against a creature of size Large or smaller, that creature is pulled 30 feet closer to it, plus an additional 10 feet for every point that the belker spends.
- Grasping Storm can spend 4 points to issue forth two air blasts in the same round. If it does so, it takes a -2 penalty on both attack rolls. It must select two different targets within 30 feet of each other for its two attacks.

Smoke Claws (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a DC 22 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 22 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su) A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a *gaseous form* spell, except that it retains its natural fly speed of 50 feet (perfect).

Hazard: The storm glyph on the floor makes combat in this room more difficult. Anyone entering a square within 5 feet of a wall experiences winds over 100 miles per hour. This produces effects that are identical to being in a hurricane (*Pathfinder RPG Core Rulebook* 439). Creatures that are blown away roll around the tower walls in a counterclockwise direction. Escaping the hurricane requires a PC to succeed at a DC 20 Fly check as a part of movement or to brace himself against the wall and shove outward with a successful DC 10 Strength check as a standard action. PCs can also use subjective directional gravity to orient themselves so the opposite wall is 'down,' automatically falling out of the storm. Alternatively, they can reorient themselves to make a wall 'down' and stand upon it, but Medium or smaller creatures need to attempt Strength checks as normal for hurricane force winds to avoid being blown away.

A lightning bolt strikes a random creature each round (including the sylphs, but not Grasping Storm). Resolve this attack as a ranged touch attack with a +10 to hit (or +14 in Subtier 8-9). If the bolt hits, it inflicts 1d4 points of electricity damage (or 2d4 in Subtier 8-9). If a bolt deals

damage to anyone, it ricochets to Grasping Storm, healing it for an equivalent amount.

A PC who succeeds at a DC 15 Knowledge (arcana, nature, or religion) or Spellcraft check discerns that the storm glyph is the source of the weather effects. The effects count as a magical trap. Characters who can disable magical traps can deactivate the storm from a square adjacent to the rune with a successful DC 22 Disable Device check (DC 26 in Subtier 8–9). A character who fails this check by 5 or more is automatically hit with one of the lightning bolts. A PCs can also attempt a DC 22 Use Magic Device check to power down the effect (DC 26 in Subtier 8–9). Alternatively, if the PCs hit the glyph with a targeted *dispel magic*, they can deactivate the effect. The storm's effective caster level is 11 (or 14, in Subtier 8–9). Finally, the PCs can stop the storm by fracturing the floor upon which the glyph rests. The floor is made of stone and 2 inches thick (hardness 8, 30 hit points). In Subtier 8–9, the floor is twice as thick, giving it 60 hit points. Each physical attack damages the attacker as though he was struck by lightning. Breaking a floor square ends the hurricane.

The storm glyph is connected to Grasping Storm's essence, and the hurricane ends when it dies.

Development: Once Grasping Storm dies, any surviving sylphs surrender. They can fill the PCs in about any remaining information from the adventure background that the PCs are curious about. They also offer to escort the PCs out of the fortress. All remaining servants of Grasping Storm abandon their posts and steer clear of the belker's killers. Nobody is loyal enough to seek revenge, and even the most powerful see no reason to remain at Purest Air without Grasping Storm holding their reins.

Treasure: When the hurricane ends, a wall alcove at floor level becomes visible behind the clouds. Grasping Storm stores a few treasures here that it finds enjoyable, though not useful enough to carry with it. In this small hoard is a 'portrait' of Hshurha: a glass sphere etched so the interior seems filled with clouds and gleaming eyes (750 gp). The hoard also contains a set of 1-foot-tall humanoids sculpted out of cloudwall, which are Grasping Storm's initial models for the cloud golems. As a set, they are worth 300 gp. Additionally, the alcove holds a small chest filled with assorted coins worth 500 gp, as well as a *primal elemental gem* (air) that Grasping Storm had been forbidden from using for so long that he had almost forgotten its existence. This gem functions as a standard *elemental gem* except that it summons a Huge air elemental (CL 11th). Additionally, the belker keeps a *clamor box* (*Pathfinder RPG Advanced Player's Guide* 303) tucked away with his other treasures. All the sounds the box produces are actually recordings of some of Grasping Storm's favorite massacres of non-elemental beings it has committed. In Subtier 8–9, the alcove also contains an *eversmoking bottle* and a glass tube with three pinches of *dust of dryness*.

Faction Notes: If either sylph survives, Silver Crusade PCs can help them assess their life choices. The sylphs already realize that devotion to Hshurha has brought them only servitude and debasement. The PCs can paint a picture of a better life under a less malicious patron. Convincing the sylphs to change their faith requires a PC to propose an alternative deity and succeed at a DC 22 Knowledge (planes) check or Knowledge (religion) check or a DC 27 Diplomacy check (DC 26 Knowledge check or DC 31 Diplomacy check in Subtier 8–9). PCs can gain bonuses on this check based on their insights into the sylphs' situation, as well as their choice of arguments. For each Sense Motive check the PCs succeeded in the three previous Faction Notes sections, the PCs gain a +2 bonus on this skill check. The DC increases by 4 if one of the sylphs perished in the encounter. However, if the PCs tended to a sylph's wounds after combat, they gain an additional +2 bonus per healed sylph. The PCs also gain this bonus if they avoided injuring a sylph altogether. If the PCs mention freeing Ranginori and propose him as a possible patron, they gain a further +4 bonus on this skill check.

If the PCs succeed at this check, the sylphs sincerely thank the PCs for both their mercy and their insight, and begin the process of converting to the deity the PCs proposed.

Rewards: If the PCs do not defeat Grasping Storm, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 941 gp.

Out of Subtier: Reduce each PC's gold earned by 1,478 gp.

Subtier 8–9: Reduce each PC's gold earned by 2,016 gp.

CONCLUSION

With Grasping Storm defeated, the PCs can return to Port Eclipse. If Captain Beysal offered to return them to Port Eclipse, she takes them on board and eagerly asks them to share tales of their adventures. She has a few additional stops on her route to complete before returning to Port Eclipse, but is happy to have the PCs along for the ride. The PCs may also use the *feather token* from Ashasar to call for transportation. If they do, a gnome airship captain named Nix appears several days later in a fixer-upper airship to ferry the PCs back to the city. When the PCs arrive, Norden Balentiir and Ashasar meet up with them. Grasping Storm's downfall pleases them both; while the belker lord's defeat doesn't end Hshurha's menace, it does channel and limit the path of her retaliation, and sends a strong message to any other of her lieutenants planning strikes on her behalf. If the PCs managed to flee Purest Air without defeating Grasping Storm, they are disappointed. They immediately begin plans to send a stronger team to deal with the belker menace.

If the PCs defeated or subverted both Efwurwa's Fury and Bozhithar, each PC gains the Air Affinity boon on her Chronicle sheet. If the PCs defeated Grasping Storm, all PCs earn the Hurricane-Tempered boon.

Primary Success Conditions

Defeating Grasping Storm strikes a significant blow to Hshurha's plans. Additionally, with Purest Air now unoccupied, it becomes a potential base for Pathfinders or Concordance members. Defeating the belker earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs achieve this scenario's secondary success condition if they meet two of the following three conditions: Captain

Beysal survives the scenario; at least one of Siveya and Tekaal survives the scenario; and the PCs convince Captain Beysal to wait at Purest Air for their return (or to meet up with them back in Port Eclipse). Doing so earns each PC 1 additional Prestige Point.

Faction Notes

Silver Crusade: Silver Crusade PCs who identified the sylphs as souls who are in need of guidance and successfully helped redeem them gain access to the Clearing the Skies boon.

APPENDIX: STAT BLOCKS

The following statistics appear in this scenario.

ELEMENTAL, AIR

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

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^B, Weapon Finesse^B

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.

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^B, Weapon Finesse^B

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.

GENIE, DJINNI

This creature stands nearly twice as tall as a human, although its lower torso trails away into a vortex of mist and wind.

DJINNI CR 5

CG Large outsider (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, -1 size)

hp 52 (7d10+14)

Fort +4, **Ref** +9, **Will** +7

Immune acid

OFFENSE

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

Melee 2 slams +10 (1d8+4) or

mwk scimitar +11/+6 (1d8+4/18-20)

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

Special Attacks air mastery, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 17)

Spell-Like Abilities (CL 9th)

At will—*invisibility* (self only), *plane shift* (willing targets to Elemental Planes, Astral Plane, or Material Plane only)

1/day—*create food and water*, *create wine* (as per *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*

STATISTICS

Str 18, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 27

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Wind Stance

Skills Appraise +12, Craft (any one) +12, Fly +20, Knowledge (planes) +12, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +10

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

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

INVISIBLE STALKER

No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.

INVISIBLE STALKER CR 7

Pathfinder RPG Bestiary 181

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 80 (7d10+42)

Fort +11, **Ref** +11, **Will** +4

Defensive Abilities natural invisibility; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

STATISTICS

Str 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

SPECIAL ABILITIES

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

MEPHIT, AIR

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

AIR MEPHIT

CR 3

Pathfinder RPG Bestiary 202

N Small outsider (air)

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 gusty or windy areas)

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

DR 5/magic

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, 1d8 slashing damage, Reflex DC 13 half)

Spell-Like Abilities (CL 6th; concentration +8)

1/day—*gust of wind*, summon (level 2, 1 air mephit 25%)

1/hour—*blur*

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, Common

SPECIAL ABILITIES

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

NUE

Materializing out of a noxious black cloud, this beast has the head of a fanged monkey and the body of a tiger with a viper as a tail.

NUE

CR 9

Pathfinder RPG Bestiary 3 204

NE Large magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 24, touch 15, flat-footed 18 (+5 Dex, +1 dodge, +9 natural, -1 size)

hp 126 (12d10+60)

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

OFFENSE

Speed 30 ft.

Melee bite +17 (2d6+6 plus energy drain), bite +17 (1d4+6 plus poison), 2 claws +17 (1d6+6)

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

Special Attacks energy drain (2 levels, DC 16), pounce

Spell-Like Abilities (CL 12th; concentration +12)

3/day—*contagion* (DC 14), *hold person* (DC 13)

1/day—*nightmare* (DC 15), *shout* (DC 14), *waves of fatigue*

STATISTICS

Str 22, **Dex** 21, **Con** 20, **Int** 7, **Wis** 17, **Cha** 10

Base Atk +12; **CMB** +19; **CMD** 35 (39 vs. trip)

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility, Skill Focus (Stealth)

Skills Climb +13, Perception +10, Stealth +11

Languages Common

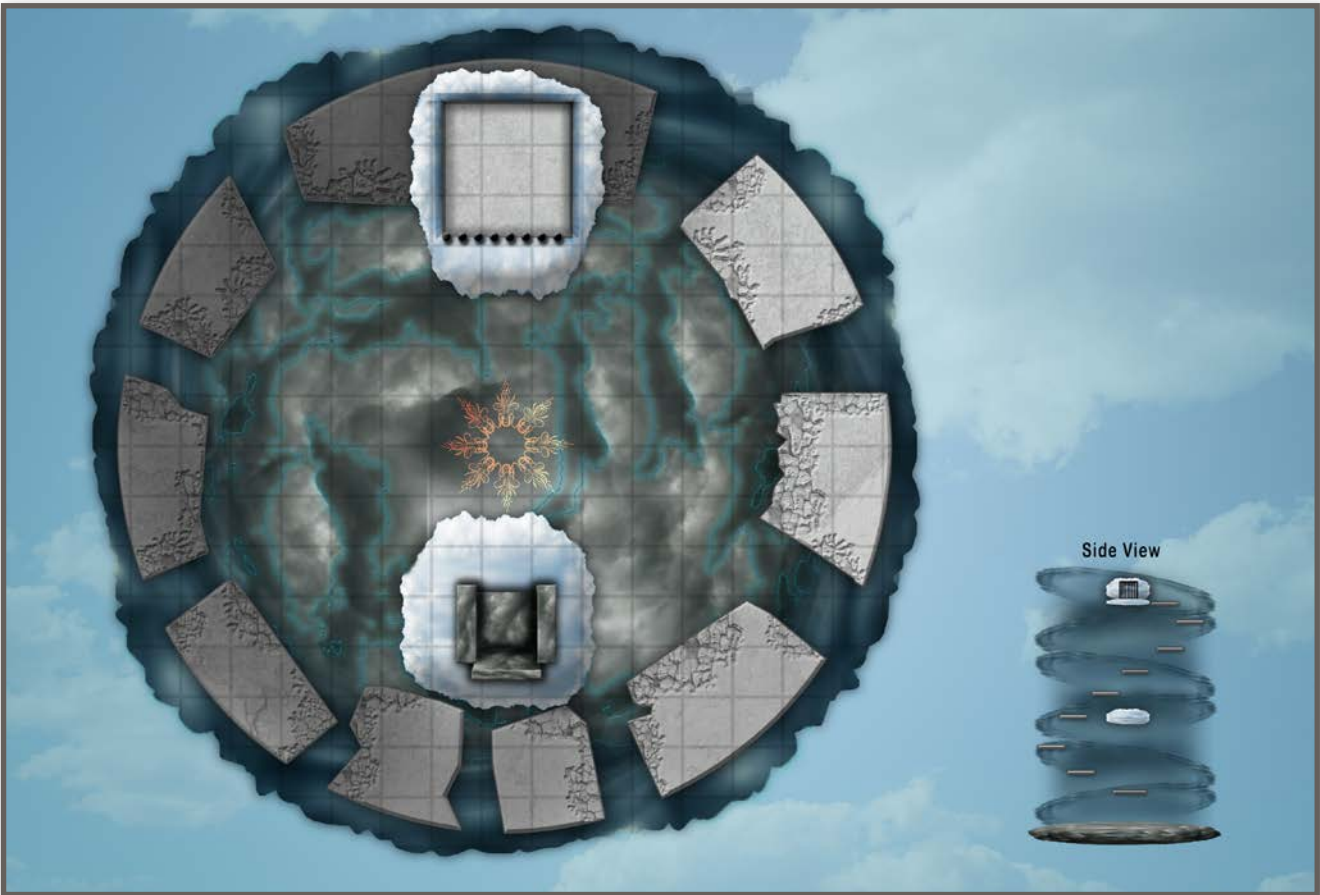
SQ cloud form

SPECIAL ABILITIES

Cloud Form (Su) A nue can change into the form of a 10-foot black cloud or back to its normal form as a standard action. A nue in cloud form is otherwise treated as if under the effects of *gaseous form*, except that it obscures vision like *fog cloud*.

Poison (Ex) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

RAID ON THE CLOUDBORNE KEEP



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #8-24: Raid on the Cloudborne Keep

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 _____

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 Scarab Sages Silver Crusade Sovereign Court

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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 #8-24: Raid on the Cloudborne Keep

Character Chronicle #

Core Campaign

A.K.A. _____ - _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ 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.

Clearing the Skies (Silver Crusade): You saved a pair of sylphs from servitude under Grasping Storm and convinced them to seek a new patron deity rather than continuing to follow the evil elemental lord Hshurha. The sylphs shared some of their insights with you to protect you and your allies from harm. You may check a box before this boon to cast *feather fall* as a spell-like ability with a caster level equal to your character level.

Hurricane-Tempered: Your battle with Grasping Storm has granted you knowledge about the flow of winds. You may cross this boon off your Chronicle sheet to treat wind effects as if they were one category weaker per Air Affinity boon you possess for one round per Air Affinity boon. This includes penalties on ranged attacks, whether the wind checks you or blows you away, and the penalty the wind imposes on Fly checks. Treat the effective starting wind strength of effects that make ranged attacks impossible but do not specify a strength, such as *wind wall*, as if they were windstorms.

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,258	2,515
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	1,977	3,953
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	8-9	2,696	5,391
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal

EXPERIENCE	Starting XP	GM's Initials
	XP Gained (GM ONLY)	
	Final XP Total	
	Initial Prestige	Initial Fame
	Prestige Gained (GM ONLY)	GM's Initials

FAME	Prestige Spent	
	Current Prestige	Final Fame
	Starting GP	GM's Initials
	GP Gained (GM ONLY)	GM's Initials
	Day Job (GM ONLY)	

GOLD	Gold Spent	
	Total	

All Subtiers	Subtier 8-9
+1 darkwood wooden armor (1,420 gp; <i>Pathfinder RPG Advanced Player's Guide</i> 180) boots of levitation (7,500 gp) bracers of armor +1 (1,000 gp) clamor box (2,000 gp; <i>Advanced Player's Guide</i> 303) golembane scarab (2,500 gp) horn of fog (2,000 gp) incense of meditation (4,900 gp) manacles of cooperation (2,000 gp; <i>Advanced Player's Guide</i> 307) primal elemental gem (air) (functions as an <i>elemental gem</i> , except it summons a Huge air elemental at CL 11th) (3,300 gp, limit 1)	+1 darkwood light wooden shield (1,203 gp) +1 menacing greatsword (8,350 gp; <i>Advanced Player's Guide</i> 288) cloak of resistance +1 (1,000 gp) dust of dryness (850 gp) ever-smoking bottle (5,400 gp) wind fan (5,500 gp) winged boots (16,000 gp)

For GM Only

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