

SECOND EDITION

PATHFINDER SOCIETY



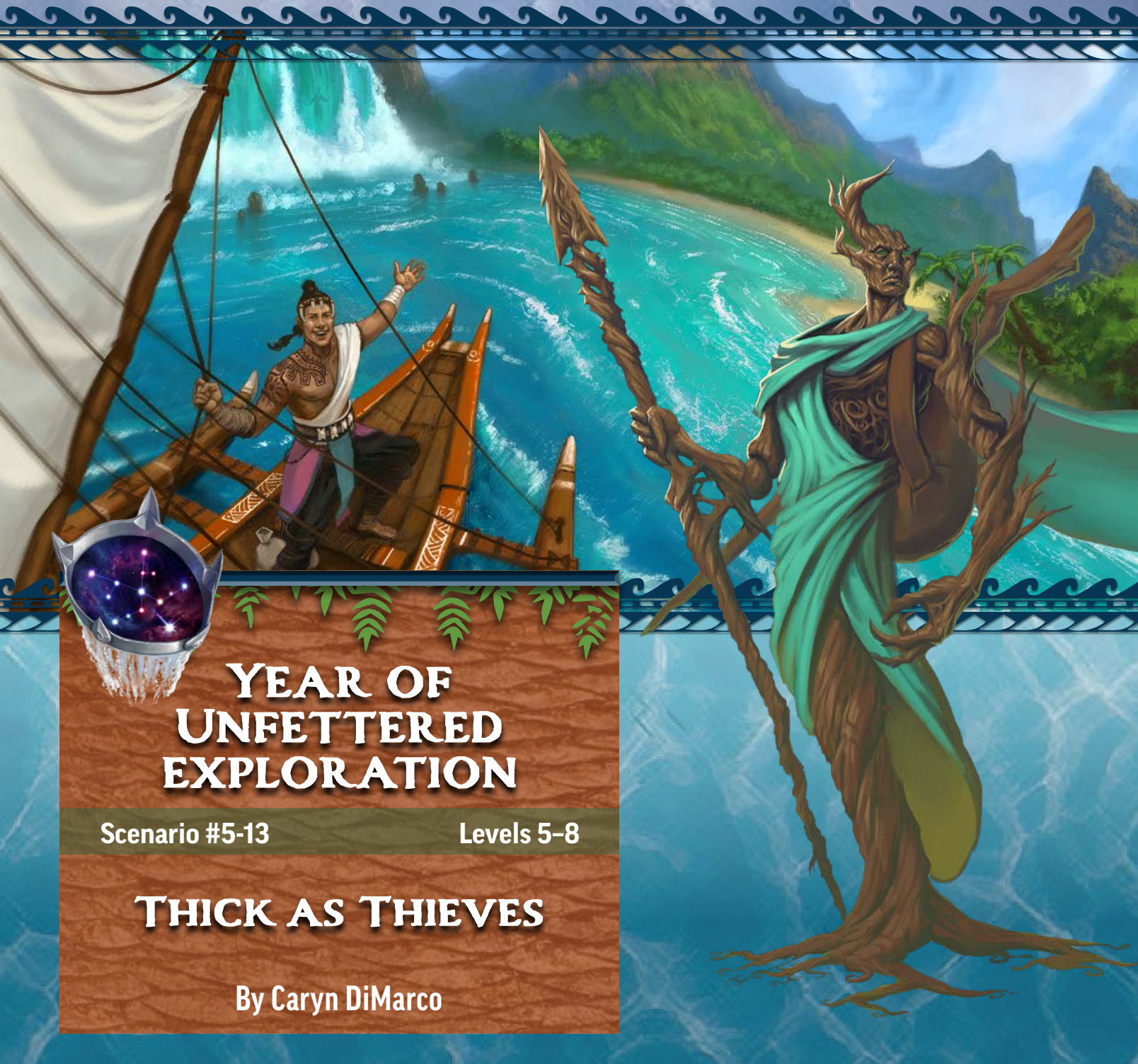
YEAR OF UNFETTERED EXPLORATION

Scenario #5-13

Levels 5-8

THICK AS THIEVES

By Caryn DiMarco





AUTHOR

Caryn DiMarco

DEVELOPMENT LEAD

Shay Snow

EDITING LEAD

Solomon St. John

EDITORS

Patrick Hurley and Solomon St. John

COVER ARTIST

Bruno Cesar and Justin Usher

INTERIOR ARTISTS

Giorgio Baroni, Bruno Cesar,
Sandra Duchiewicz, Kurt Jakobi, Lucas Melo
and Riccardo Rullo

CARTOGRAPHERS

Jason Engle and Sean Macdonald

ART DIRECTION

Emily Crowell and Sonja Morris

GRAPHIC DESIGN

Emily Crowell

ORGANIZED PLAY COORDINATOR

Alex Speidel

CREATIVE DIRECTOR

James Jacobs

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



Paizo Inc.
15902 Woodinville-Redmond Rd NE,
Suite B, Woodinville, WA 98072-4572

paizo.com

THICK AS THIEVES

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and *Pathfinder Rage of Elements* (RoE), *Pathfinder Lost Omens: The Grand Bazaar* (LOGB), *Pathfinder Treasure Vault* (TV), *Pathfinder: Guns & Gears* (G&G)

Maps: *Pathfinder Flip-Mat: Planes of Metal and Wood*, *Pathfinder Flip-Mat: Twisted Caverns*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.

SUMMARY

A simple delivery mission turns out to have higher stakes than anyone could have imagined when circumstances conspire to throw the Maze of the Open Road into elemental upheaval. The recent reemergence of the Planes of Wood and Metal has disrupted the Inner Sphere. The maze's portals to the other four planes are a house of cards waiting to fall, and they're finally disturbed by the rogues Gedun and Yeyacha, who have been hiding in the maze between their ever more ambitious heists.

The PCs, caught in the wrong place at the wrong time, must explore and fight their way through five elemental planes to re-anchor the Maze of the Open Road to its intended locations. But the displacement of the maze isn't their biggest worry. Gedun and Yeyacha reveal they're hiding from a powerful jann shuyookh who caught them stealing from his vault and is seeking revenge. It's up to the PCs to either defuse the situation or help Gedun and Yeyacha prevail over their newfound enemy.

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ADVENTURE BACKGROUND

The Pathfinder Society has long relied on the Maze of the Open Road to facilitate fast travel between different lodges across Golarion and even, occasionally, between the Universe and other planes. However, the maze has been less reliable of late. The recent reemergence of the Plane of Metal and the Plane of Wood in 4723 AR caused the elemental planes to shift. Since the Maze of the Open Road has long contained portals to the Planes of Earth, Air, Fire, and Water, the Pathfinder Society has seen the unexpected effects of this shift firsthand.

During *Pathfinder Society Intro: Year of Unfettered Exploration*, newly minted Venture-Captain Taiwalei ventured into the maze for a spot of exploration, escorted by a few agents. There, they found elemental disturbances throughout the maze. They believed these strange occurrences were caused by the proximity of the elemental portals in the maze—somehow, with the changes in the larger Inner Sphere, the planes seemed to be overlapping with one another.

During this exploration, the agents also made contact and formed a tentative friendship with two planar travelers: Gedun and Yeyacha. The pair introduced themselves as renegades who primarily stole from the wealthy to help the less fortunate. After finding their way to the maze via the Plane of Wood, the two intercepted some wisps that had escaped from the Pathfinder Society. The agents were able to convince the two to return custody of the wisps; after, Gedun and Yeyacha expressed their desire to find a hiding place in Golarion until some of the heat on them died down.

Since then, unbeknown to the Pathfinders, Gedun and Yeyacha have made use of the Maze of the Open Road whenever they needed a quick getaway after a job. Their most recent heist took them to the stronghold of a powerful and wealthy jann shuyookh on the Plane of Air, but Gedun and Yeyacha failed to find the item they were after and, after stealing something else, inadvertently alerted the genie, Shurrizih, to their presence. They have been hiding in the maze with the mysterious item they stole for a few days, hoping to avoid the genie's vengeance.

WHERE ON GOLARION?

This scenario begins at the Open Road Lodge, which is located in the fey demiplane and accessible via the Door of the Seasons, a gate in the northern Mwangi Expanse, as well as through the Maze of the Open Road. This adventure takes the PCs through the elemental planes of Wood, Metal, Fire, Water, and Earth. For more information on the Open Road Lodge and Pathfinder Society's various lodges around the world, see pages 60–111 of *Pathfinder Lost Omens Pathfinder Society Guide*. More information on the elemental planes can be found in *Pathfinder Gamemastery Guide* pages 136–140 and throughout *Pathfinder Rage of Elements*.



GETTING STARTED

The adventure begins with the PCs arriving at the Open Road Lodge after receiving a brief note from **Gregaro Voth** (NG male dromaar druid) with a summons. The lodge is busy; one group of Pathfinders has gathered near the door to double-check their supplies before leaving on a mission and another is currently receiving a mission brief from Gregaro. After he finishes giving his directions, he turns to the PCs and motions for them to come forward.

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Read or paraphrase the following to begin the adventure.

Gregaro Voth looks harried but still manages a smile. “Ah, yes, thank you for answering my summons so quickly. As you can see, it’s a busy time and I have an important mission I need help with.”

He withdraws a sealed envelope from his pocket. “I need this delivered to Ambrus Valsin at the Grand Lodge as soon as possible. I realize this sounds like a trivial job for agents of your caliber but given the time-sensitive information in this letter and the instability of the Maze of the Open Road, I thought it best to send an experienced group. It should be a brief journey: take a right as you enter the maze, walk to the second intersection, and make a left. The portal you need will be on the left hand side of the corridor. Travel safely.”

Gregaro, hurried as he is, answers the PCs’ questions briefly. If they ask more than two questions, a busy Mwangi woman comes up to Gregaro to deliver an urgent message in hushed tones. After this, he asks impatiently if the PCs are ready to leave yet.

What happened in the Maze of the Open Road? “Earlier this year, one of our agents found that the portals connecting the maze to the elemental planes no longer lead to their intended destination after the reemergence of the Planes of Metal and Wood. Since then, we’ve seen elemental disturbances throughout the maze.”

What kind of elemental disturbances have been seen? “Some sort of overlap between the elemental planes, from what I’ve heard. I haven’t gotten a look at it myself.”

How do we get to the Maze of the Open Road? “Simply walk out into the back garden. The entry portal is a round arch made of weathered stone. You can’t miss it.”

What is the letter about? “The letter contains privileged information we have recently learned about Verilorn and Shumunue, the elemental lords of the Plane of Wood.”

ARCANA OR PATHFINDER SOCIETY LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Pathfinder Society Lore check (DC 20 for levels 7–8) or a DC 20 Arcana check (DC 22 for levels 7–8) to Recall Knowledge learns more about the Maze of the Open Road.

Critical Success Each portal is anchored by a magical keystone that keeps the maze tethered to a specific location. On occasion, the Pathfinder Society has asked

arcane spellcasters to conduct keystone maintenance on portals that have begun to malfunction, as well as Success.

Success The Maze of the Open Road contains portals that magically transport travelers to multiple locations across Golarion and beyond. The maze was originally anchored to the four elemental planes that were accessible when it was created (earth, air, fire, and water).

Critical Failure Time moves strangely within the maze as a side-effect of the unusual travel mechanism, and some travelers who believe they were only gone for hours come out the other side days or even weeks later.

Pathfinder Society Lore or Society (Recall Knowledge)

A PC who succeeds at a DC 18 Pathfinder Society Lore or a DC 20 Society check to Recall Knowledge (DC 20 and 22, respectively, for levels 7–8) learns more about the recent events in the Maze of the Open Road. Any PCs who took part in *Pathfinder Society Intro: Year of Unfettered Exploration* receive a +1 circumstance bonus to this check, and if they should roll a critical failure, they get a failure instead.

Critical Success In addition to the information under Success: the recent emergence of the Planes of Metal and Wood may have destabilized the maze, misaligning the portals from their intended destinations.

Success Newly promoted Venture-Captain Taiwalei found that elemental energies were spilling through the portals that lead to the elemental planes and mixing with each other in strange ways.

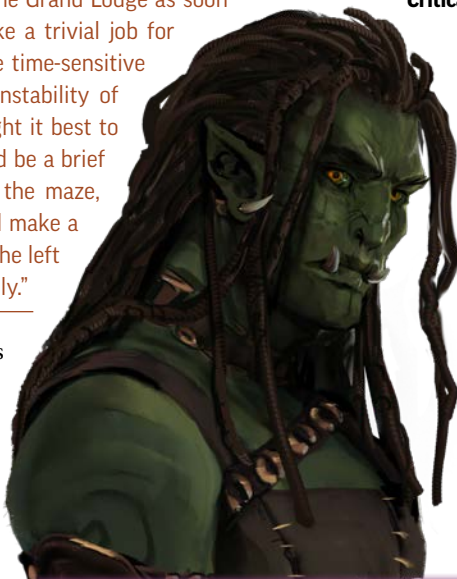
Critical Failure Elemental energies naturally repel each other and can create strange “null” areas where elemental effects fail, and materials primarily constructed from any of the elements become weakened.

Nature or Arcana (Recall Knowledge)

A PC who succeeds at a DC 20 Nature or Arcana check (DC 22 for levels 7–8) or a DC 18 to Recall Knowledge using a related Lore skill (DC 20 for levels 7–8) learns more about the recent upheaval in the elemental planes.

Critical Success In addition to the information under Success: each elemental plane has its own rules, but are also part of a larger cycle, strengthening and countering one another.

Success The lost Planes of Metal and Wood recently reemerged for the first time in recorded history after multiple elemental lords were freed from their unjust imprisonment.



GREGARO VOTH

THICK AS THIEVES

Critical Failure Territory fights between the recently freed elemental lords have set planar denizens against each other in elementally charged battles that threaten any travelers to the planes.

HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

THE MAZE OF THE OPEN ROAD

The PCs step through an archway in the garden and find themselves transported into a massive hedge maze. The perfectly manicured path is 10 feet wide and is surrounded on either side by a wall of dense trees that range from 15–20 feet in height. A light, warm breeze plays through the maze, which is silent compared to the



GEDUN

bustle of the Open Road Lodge. There's no way to gain a clear vantage point of the maze by climbing the trees; an invisible plane of force covers the entire maze like a lid, preventing climbers and flyers within the maze from rising above the top of the walls. Similarly, the walls are impenetrable and can't be dug under or passed through by magic.

Gregaro's directions make navigating the labyrinth easy. However, the PCs soon find they're not the only people in the maze.

"No! Stop!" A shout breaks the silence of the maze and an elderly woman in flowing robes dashes across the next intersection. "Don't touch that!" she calls to someone out of sight.

Her warning comes too late. A strange pair of elementals—a human talos and a kizidhar—are crouched near one of the shimmering patches of air that signifies a portal. The talos has grabbed hold of an elegantly cut stone that's mounted at the portal's base and is pulling it out of the notch that houses it.

The kizidhar shoves a small item into the space that's been uncovered. Before they can replace the stone, the ground shakes, leaves trembling against each other. The shimmer in the air starts to spread outward from the removed keystone, capturing first the talos and their friend and then the elderly woman. As it passes over the path, manicured grass melts into tree roots. At first it looks as though the trunks of the hedge maze are thickening; but then it seems there is no maze at all, just an unending forest of trees whose tops brush a sky filled with clouds of petals and the glow of emergent life.

THE PLANE OF WOOD

The shimmer of energy transports the PCs to the Plane of Wood. The path beneath their feet is about ten feet wide and appears to be dirt at first glance, but closer examination reveals it to instead be finely ground bark layered over a "land" of living wood. Instead of hedges, they're surrounded by a forest of acacia trees. Though the trees' trunks are far apart, their large canopies shade the path entirely. A breeze not unlike the one gusting through the Maze of the Open Road flows through the air, smelling like the breath of the forest.

Rasuna (NG female human elemental), the elderly woman from the maze, is there too. A few strands of long hair have fallen out of her neat bun, and her robes look rather windswept. The wayfinder she wears on her belt marks her as another Pathfinder agent. The PCs are also joined by the mischievous pair they saw fiddling with one of the keystones. **Gedun** (CN genderfluid human talos scout) and **Yeyacha** (N bigender kizidhar collector) have also been pulled to the Plane of Wood. After quickly taking stock of the situation, the two turn to the PCs.

THICK AS THIEVES

PCs who played *Pathfinder Society Intro: Year of Unfettered Exploration* recognize them; read or paraphrase the following if you have any at your table.

"Oh, we've seen you before," says the humanoid whose face is shot through with metallic veins. "Remember them, my sweet shoot?" The kizidhar gives a resigned sigh at the nickname but nods a hello.

Gedun and Yeyacha then introduce themselves to the other PCs.

"I don't believe we've met, though I can tell you're all Pathfinders," the talos says. Their voice has a rasping, metallic quality to it. "I'm Gedun, and my friend here is called Yeyacha. Lucky we've run into you, really, since we've ended up in a bit of a tight spot. This maze of yours does some strange things, doesn't it?"

Yeyacha speaks up, their voice clipped. "We don't want to get in the way of Pathfinder business. We only needed a place to hide something."

"Ah, that," Gedun says. "We... liberated a magical doohickey from a jann shuyookh. Angry guy, really, and we didn't figure he'd miss it. I mean, it was hardly even guarded."

"Then alarms went off," Yeyacha adds.

"Yes, which is how we found ourselves in the maze with it," Gedun says. "We thought we'd just find a little nook to store it in, but we didn't plan to hitch a ride to the Plane of Wood at the same time. We've gotten into our fair share of trouble here... and an elemental creature like the jann shuyookh could find us too easily. I don't suppose you'd be able to help us out of this mess? Maybe talk him out of taking our actions too seriously or meet his revenge with an assault of your own?"

If the PCs have questions, Gedun is happy to answer. Yeyacha lets them do most of the talking, only butting in when they feel Gedun is skipping details or taking too long.

Why were you in the maze? "It's a quick way out of the Plane of Air, if you're on the run."

What is the item you took? "We don't know, really, but it must be valuable if there were alarms, don't you think? I'm sure someone will pay a good price for it."

Why did you take it? "You know how the world is—some jann shuyookhs live in luxury in their elemental castles while others barely have four walls and a roof to call their own. He wasn't even using this; it was just sitting in a vault. Imagine how many people could benefit from a few more gold in their pockets!"

Can I look at the item? "It looks like it got left behind. Oh well, at least it's hidden while we figure the rest of this out."

What is a jann shuyookh? "Oh, they're genies, just not tied to any specific elemental plane. Really powerful ones, the sort that can grant wishes."

Who was the jann shuyookh you took this from? "An angry gent by the name of Shurrizih.

Well, he was angry after we took it, at least.

He was roaring so loudly I thought he was going to knock his cloud castle right off its foundations!"

What do you want our help with? "Shurrizih is after us, and I don't like our chances of surviving an

actual encounter with him, much less convincing him to... donate his worldly possessions to charity. You, being Pathfinders, might have more sway... or at least more strength. Of course, if you know of anyone who's fallen on hard times, we'd be happy to give them a hand once we've gotten the proceeds from the sale."

Why don't you just give it back? "We wouldn't be able to sell it then, would be? Besides, I don't want to run into him again. He seemed dangerous, and I doubt he'd be open

to our argument that his wealth would help more people if he shared it rather than buying up magical items to put on display."

If the PCs urge Gedun and Yeyacha to return the stolen item, the two become less friendly and are careful to keep their distance. If they agree to help, either negotiating with the jann shuyookh or joining the fight against him, the pair drift closer during the conversation.

Development: Gedun and Yeyacha are thankful the Pathfinders took time to hear them out; they're happy to help those who will help them (and try to bribe those who won't). Gedun reaches into their backpack and retrieves a *brazier of harmony*^{ROE} and gifts it to the PCs. For levels 7–8, they instead procure a *messenger's ring*.

EVENT 1: TAKING NOTE MODERATE

After Gedun and Yeyacha finish answering the PCs' questions, Rasuna steps forward, reminding them of her presence.

"That's quite a story," she says, a worried look crossing her face. "Jann shuyookhs are dangerous enemies. I can't imagine you'll want to face one without a strategy. And you certainly don't want to do it here, where the elements will work in his



RASUNA

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favor. I believe we should focus on returning to Golarion, especially since the two of you don't seem to be Pathfinders." She nods at Gedun and Yeyacha.

"I may be able to help, but the gust of wind that swept us all here has separated me from my notes." Rasuna gestures up at the nearby trees, which have gained some new leaves of paper. "I don't have the right magic to help me retrieve them. Oh dear, are those wood wisps?" A swarm of tiny creatures with faces that look as though they've been carved from coconuts have descended on the trees. "I'm sure they want to help, but I'm afraid their thorns will tear more of my papers than they'll be able to recover."

Hazard: The wood wisps have good intentions but won't be able to safely recover Rasuna's notes without some guidance or hands-on assistance. Yeyacha is fluent

RETUNING THE KEYSTONES

The PCs must fix the Maze of the Open Road by retuning six of its keystones that were knocked loose by the realignment of the elemental planes and the disruption caused by Gedun and Yeyacha. When the PCs free each keystone from its elemental snare, a small amount of raw elemental energy comes along with it. The PCs can use the energy to aid their efforts to repair the keystone (if necessary) or convert it into items that will help them either negotiate with or fight Shurrizih.



in Muan and willing to help the PCs communicate with the wisps, or the PCs can take a more direct approach to the problem.

The percentage of Rasuna's notes the PCs recover depends on their success disabling the hazard. Use **Handout #1: Rasuna's Notes Tracker** on page 37 to record the number of pages damaged by the wisp swarm hazard.

Levels 5–6

HELPFUL WISP SWARM

HAZARD 7

Page 22, art on page 35

Levels 7–8

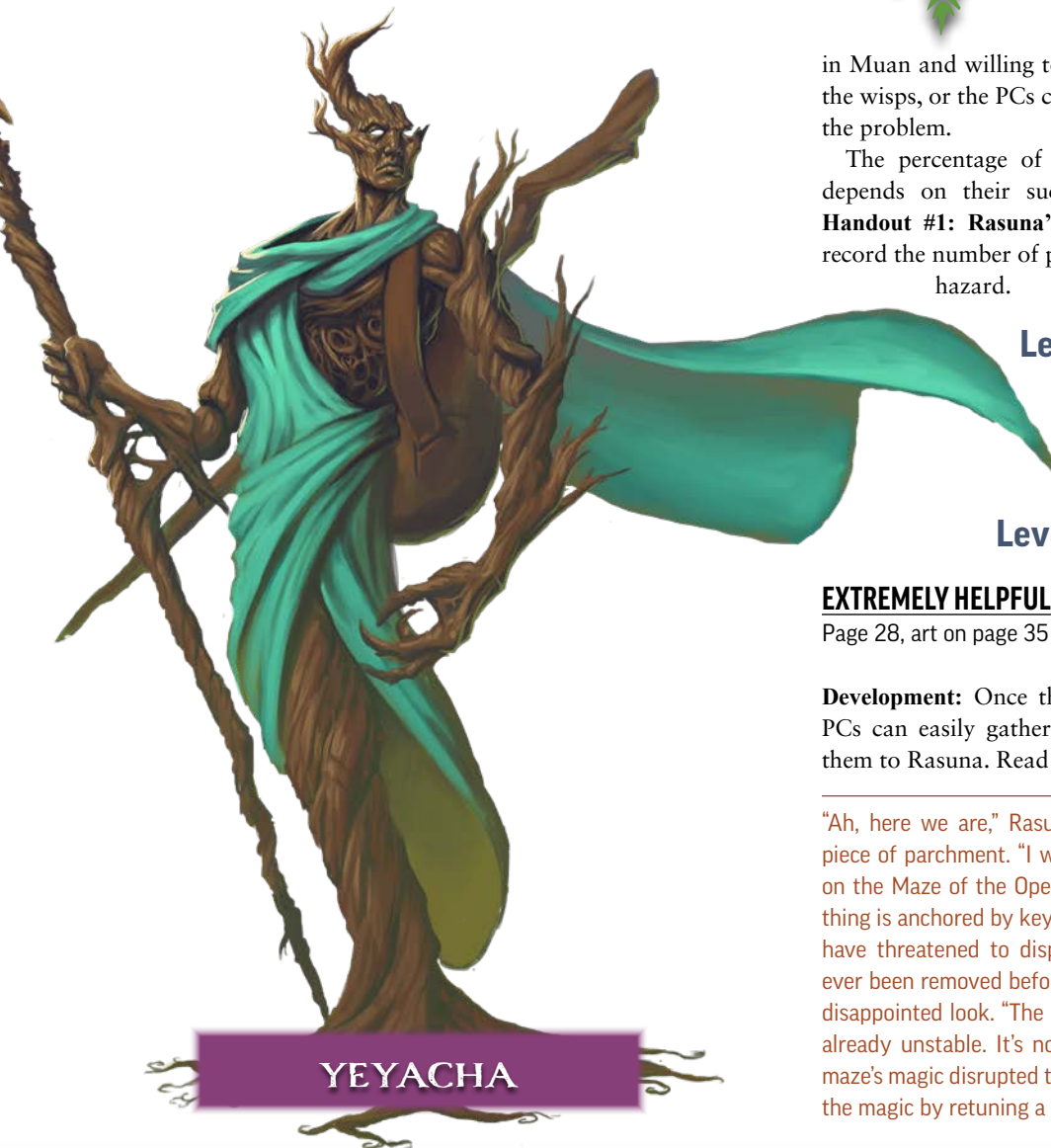
EXTREMELY HELPFUL WISP SWARM

HAZARD 9

Page 28, art on page 35

Development: Once the hazard has been disabled, the PCs can easily gather the remaining pages and return them to Rasuna. Read or paraphrase the following.

"Ah, here we are," Rasuna says, smoothing out a wrinkled piece of parchment. "I was lucky enough to attend a lecture on the Maze of the Open Road some years back. The whole thing is anchored by keystones, and in the past, malfunctions have threatened to displace portals. I don't think one has ever been removed before." She shoots Gedun and Yeyacha a disappointed look. "The portals to the elemental planes were already unstable. It's no surprise a new disturbance to the maze's magic disrupted them more. I think you'll have to reset the magic by retuning a few keystones."



YEYACHA

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"If I'm correct on the ways the elements have been interacting within the maze, you can look for elemental intrusions to find the mistuned keystones. I think I've seen the signs of one already." She pages through her notes, then shakes her head. "I apologize for being so disorganized. Is there anything more I might be able to tell you?"

Here are Rasuna's answers to potential inquiries.

Why were you in the maze? "I'm an elementalist working out of the Grand Lodge, and Venture-Captain Ambrus Valsin gave me permission to study the disturbances we've been seeing lately. I didn't expect to end up in this situation!"

What do you mean by elemental intrusions? "The elemental planes aren't meant to mix, and when they do, they interact in unexpected ways. I believe the maze has pulled us too close to the Plane of Metal—if you look that way, you'll see some of the trees have been sheared apart."

How can we retune the keystones? "It's hard to say without seeing exactly what's happened, but the most important thing is to make sure each one is anchored in its berth."

Do you know anything about jann shuyookhs? "A bit, though it's been some time since I researched them. They're said to be the first genies, very proud and very powerful. Stealing from one is a risky move. If you want him to let you these two go without a fight, I assume you'll need to return the item and make a case with apologies and flattery."



WOOD WISP

PCs who disabled the hazards quickly gain additional information from Rasuna.

- Fewer than 40 pages destroyed: Rasuna finds a sketch of the elemental countering cycle she believes may help the PCs find and reverse the planar irregularities. Give players **Handout #2: Countering Cycle of the Elements** on page 37.
- Fewer than 20 pages destroyed: Rasuna recovers a *scroll of elemental absorption*. For levels 7–8, she also recovers a *scroll of air walk*.

THE FIRST KEYSTONE

Following Rasuna's directions, the PCs easily find the elemental intrusion just a few minutes down the path they're on. The tree trunks are oddly flat along one side; looking closer, the PCs see entire planks of wood have been sheared from them. Loose timber lays on the ground next to the path.

The damage gets worse as the PCs travel along the path with Rasuna, Gedun, and Yeyacha. The ground is littered with freshly cut planks by the time the PCs spot the keystone embedded in a tangle of roots. The stone itself is a shaped piece of marble engraved with magical runes.

"How curious," Rasuna says, moving forward to look at the displaced keystone. "I can sense some form of elemental power here. You'll likely release it if you're able to retune the keystone. You might be able to shape it into something powerful. Perhaps something that will help your friends with their trouble." She nods toward Gedun and Yeyacha. "I imagine the jann shuyookh you stole some would be mollified by a one-of-a-kind elemental gift straight from this plane. Or, I suppose, you could wish for something to help you overcome him in battle. Whatever it is, make sure you're all of the same mind or the power will simply be lost."

Rasuna steps back after saying this to let the PCs examine the keystone. It's been forcibly removed from its housing by the tangle; its berth is hidden behind them. As they look, she offers advice: she expects they'll need to find the berth that originally housed the keystone, free it of the roots without damaging it, and replace it without setting off unexpected reactions from the elemental energies surrounding it. If the PCs try to free the keystone in any way that might damage the roots, Rasuna urges them to be careful, so they don't harm the plant life in the area.

Skill Checks: Each PC can try one of the following skill checks to retune the keystone. PCs can only try one check each, as their efforts must be simultaneous.

- A PC who succeeds at a DC 20 Diplomacy check (DC 23 for levels 7–8) can call over a few wood wisps to help the party's efforts.

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- A PC who succeeds at a DC 20 Thievery check (DC 23 for levels 7–8) can work the stone free from the tangle without harming it.
- A PC who succeeds at a DC 18 related Lore check or a DC 20 Nature or Arcana check (DC 21 Lore and DC 23 Nature or Arcana for levels 7–8) to Recall Knowledge can determine how to best channel the elemental energies in the area.
- A PC who succeeds at a DC 22 (DC 25 for levels 7–8) Perception check to Seek can find the berth the keystone belongs in.

Elemental Boon: As the PCs re-anchor the keystone in its rightful spot, the branches that were once surrounding it start to crumble. If fewer than half the PCs succeed at their retuning check, the wood particles swirl around the keystone's berth and help it settle back into place. If at least half the PCs succeed at their retuning check, the raw energy responds to their desire, so long as it's unanimous.

- PCs who request a diplomatic boon receive a carved statuette of one of Nodollin's gondolas.
- PCs who request a combat boon receive a green *broadleaf shield*^{ROE} (the current season is summer). For levels 7–8, PCs also receive a *brightbloom posy*^{TV}.

THE PLANE OF METAL

An invisible blade carves through the tangle of roots that once held the keystone, cutting a circular portal in front of the PCs. The same shimmer that marks every portal in the Maze of the Open Road gathers in front of it, but the portal itself doesn't lead to a familiar

landscape. It looks upon an expanse of copper and iron. In the distance the ground seems to curve upward, as if to enclose the entire area. This is the Plane of Metal.

If the PCs look behind them, they no longer see the Plane of Wood as they did before. The hedges from the Maze of the Open Road seem to be superimposed over the grove of trees, and the path beneath their feet flickers between forest floor and manicured grass. Anyone who tries to interact with the environment is unable to; the hedges and trees both slide from under a person's touch, as though neither is substantial enough to be held.

"It seems you're on your way," Rasuna says, "And my old bones aren't up for any more of that! Now that you've freed the maze from the Plane of Wood, I should be able to wait here for you in safety."

If the PCs don't suggest Gedun and Yeyacha do the same, the pair volunteers to keep a watch over Rasuna "just in case any other weird things happen." Gedun and Yeyacha promise to leave the newly retuned keystone alone—though they sound skeptical that their actions could have caused any of this.

As the PCs step through the portal, they notice a sharp metallic tang in the air. To the west, a series of tall spires flash as bolts of electricity leap between them. To the east, numerous metallic spheres float magnetically suspended a few feet above the ground. The area between the two is roughly 10 feet wide and, as the PCs look further down the path, they can see the glow shimmer from superheated metal in the distance. Above the red-hot ground, lightning arcs up into the sky at random intervals, its reflection strobing off the glossy topography.

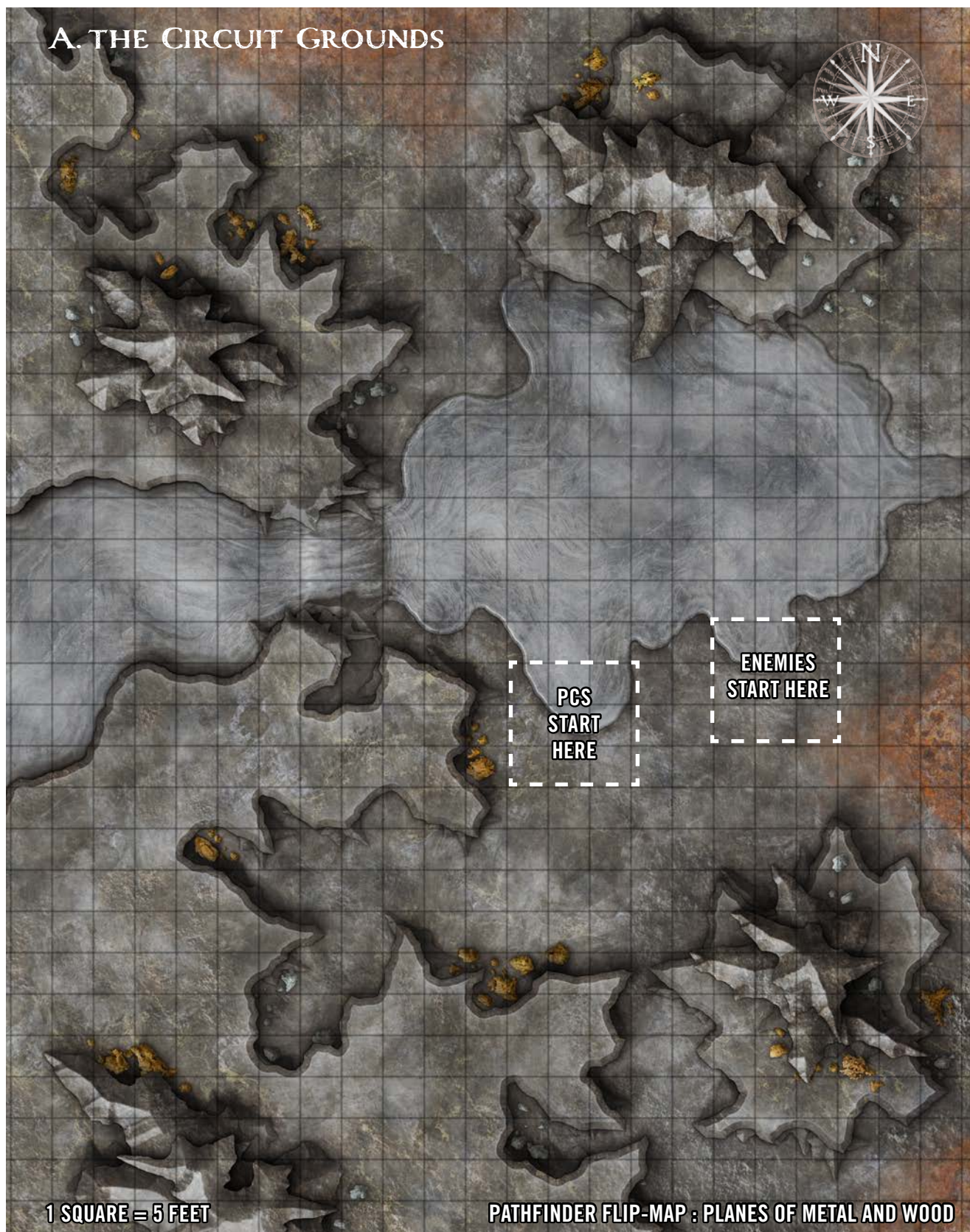
A. THE CIRCUIT GROUNDS **LOW**

After a few minutes of travel, the PCs see a river of lightning flowing across the path, toward the conductive spires. The ground in the area is covered with growths of superconductors. Thankfully, the flow is thin enough in places that a careful individual can step over it. However, as the PCs cross the current, some of the electricity jumps up to spark harmlessly against metal belongings like armor and weaponry. Use the map on page 10 for this encounter.

Creatures: When the PCs disrupt the flow of energy, they disturb the various metal elementals resting in its flow and trying to feed. These creatures are already stressed by the changes to their environment, and fight to the death.



THICK AS THIEVES



THICK AS THIEVES

Levels 5–6

QUICKIRON OOZES (2)

Page 23, art on page 35

CREATURE 4

Levels 7–8

SKYMETAL SERPENT

Page 29

CREATURE 7

RUST BEETLE

Page 29

CREATURE 5



FARAH AL-SALEEL

Development: After defeating the creatures, PCs who examine the bodies with a successful DC 20 Arcana or Nature check (DC 23 for levels 7–8) find signs of them having melted a bit (traces of dripping metal, slightly malformed features) likely due to the unnatural heat from ahead.

THE SECOND KEYSTONE

A ten-minute walk from area A takes the PCs to the boundaries of the red-hot plain. The acrid scent of melted metal is overwhelming, and the path softens underfoot and clings to the PCs' feet like a tacky mud. The heat glow is brightest beneath a cluster of floating spheres. From up close, it's clear one of the "spheres" is actually a keystone. Superheated metal flowed over it, forming a silver-white zinc shell that allowed the magnetic forces suspending the spheres to capture it as well. Though the heat in the area is almost overwhelming, the PCs know the process of re-tuning the keystone is quick enough that they should be able to complete it without danger.

Skill Checks: Each PC can try one of the following skill checks to retune the keystone. PCs can only try one check each, as their efforts must be simultaneous.

- A PC who succeeds at a DC 20 Athletics check (DC 23 for levels 7–8) can pull the keystone out of the magnetic field so it can be returned to its place.
- A PC who succeeds at a DC 20 Survival or Crafting check (DC 23 for levels 7–8) can manipulate the magnetic field to guide the keystone toward its berth.
- A PC who succeeds at a DC 18 related Lore check or a DC 20 Nature or Arcana check (DC 21 Lore or DC 23 Nature or Arcana for levels 7–8) to Recall

Knowledge can determine how to best channel the elemental energies in the area.

- A PC who succeeds at a DC 22 Perception check (DC 25 for levels 7–8) to Seek can find the berth the keystone belongs in.

Elemental Boon: The thin layer of zinc encasing the keystone starts to disintegrate into a cloud of metallic flakes. If fewer than half the PCs succeed at their retuning check, the metal particles swirl around the keystone's berth and help it settle back into place. If at least half the PCs succeed at their retuning check, the raw energy responds to their desire, so long as their focus is unanimous.

THICK AS THIEVES

- PCs who request a diplomatic boon receive a miniature plasma ball with a replica copper spire inside.
- PCs who request a combat boon receive a *lesser conduit shot*^{TV}. Levels 7–8 also receive an *energizing runestone*^{LOGB}.

THE PLANE OF FIRE

A blast of heat shoots up from the ground, liquefying the metal underfoot. The shimmering fluid flows upward in the magnetic field, forming an archway that frames a furious terrain. Directly through the portal, a blackened, scorched plain is still smoking. A range of volcanic mountains form the backdrop, one violently ejecting a cloud of ash and rivers of lava. Behind the PCs, the view has taken the same split appearance it did from the portal into the Plane of Metal. The Maze of the Open Road has superimposed itself over the Plane of Metal, looking slightly less translucent than it did previously.

As the PCs step into the Plane of Fire, they're hit with a wave of heat. A haze of sulfurous smoke bears down on them. Before they have a chance to look around, **Farah Al-Saleel** (LE female ifrit warrior) approaches.

A heavily armored woman, skin as red as fire and horns as black as soot, steps around the portal, her armored boots crunching on the charred ground. "Pathfinders, is it?" she asks. "I guess there's worse visitors to have when your home is in trouble."

If any of the PCs played *Pathfinder Society Scenario #4-14: Shattering Golden Chains*, Farah turns to them and says the following:

"Of all the places to meet again. You seemed capable last time our paths crossed. Want to show me what you've learned since then?"

Farah falls in step alongside the PCs, subtly herding them forward. Their path, though less obvious than in the previous two planes, is a thin strip of land that's not actively smoking; the embers underfoot here have burned out entirely.

"I'm Farah," the ifrit woman says. "Ran into a few of your group awhile back and was impressed enough with them. But that was back in your world. This is my home—Inferno's Bliss." She gestures ahead to a city skyline that's barely visible through the haze. "Right now, not much bliss to have, though. The whole place is choked up with an awful, humid smoke. You bunch seem capable. And your little club is always chasing trouble, so maybe that's why you're here? Even if it's not, I'll make it worth your while to help."

Though she's brusque, Farah is happy to share more information if she can. Here are the answers to some questions PCs might ask.

What's causing the smoke? "Seems to be some malfunction in the Incandescent Terrace. Usually, it's a beautiful garden of flames. Right now, there's more smoke than fire."

How can we fix it? "All the controls are hidden within a display in the center. Might be worth going there."

Have you seen any hints of an elemental intrusion? "Might be what's going on over at the Terrace. Come on, let's take a look."

Can you help us find the keystone? "Never heard of that, but I'll tell you what. You help me, I'll help you. Deal?"

EVENT 2: THE INCANDESCENT TERRACE

The Incandescent Terrace is tucked up against the outer wall of Inferno's Bliss. Unfortunately, as Farah says, the area is wreathed in a thick haze. The smoke has a heavy quality, as though there's steam mixed in with it.

The path into the Incandescent Terrace passes underneath an archway of flame that's jetting out of two artfully arranged sconces. "I'm not usually much for art, but the Terrace is a wonder," Farah says. "That arch? That's nothing. There're entire bonfire sculptures here. Gardens of delicate flames. And the spark fountains! Can't go wrong with those. But right now, none of it's working right." She gestures to an elaborate array of sconces that are emitting more smoke than fire. "That's supposed to be a bust of Ymeri. See what I mean?"

Suddenly, the low, flickering flames providing ground cover around the bust flare. The surge jumps to the next patch of ground then continues to spread, adding to the thick smoke.

As the flames start to jump the path behind the PCs, Farah puts herself between them and the danger.

"Looks like we're not getting out until we fix this!" She shouts, over the roar of the burn. "We'll have to make a run for it!"

Preparing the Chase: This skill challenge gives PCs a variety of ways to outrun the flames and advance through the terrace. While suggested activities are provided, players should feel free to roleplay and narrate their actions. Each round's description also contains suggestions to help the GM describe the consequences of the party's successes and failures.

Chase Points: The PCs begin with 0 Chase Points and have the chance to earn (and lose) points each round.

Each round, the PCs face a fresh challenge unique to one area of the Incandescent Terrace. They may try the

THICK AS THIEVES

suggested checks to overcome it or suggest alternative checks, at the GM's discretion. Consider granting up to a +2 circumstance bonus for particularly clever suggestions or excellent roleplaying.

PCs can attempt other skills or methods to overcome an obstacle beyond those listed in its entry. Creative solutions should be encouraged so long as they address the challenge posed by the obstacle. To set an alternate skill's DC, use the given skill DCs and any other modifiers that might apply using **Table 10-6: DC Adjustments** on page 504 of the *Core Rulebook*. When an alternate method applies automatically, such as through using a spell or class ability, the PCs can gain up to 2 Chase Points. For a complete explanation of the Chase subsystem, refer to pages 156–159 of the *Gamemastery Guide*.

Each PC can attempt one check per round, with the results determining how many Chase Points they gain or lose for the group. A PC who chooses not to act automatically fails (gaining 0 Chase Points).

Critical Success The PCs gain 2 Chase Points

Success The PCs gain 1 Chase Point

Critical Failure The PCs lose 1 Chase Point

THE PEOPLE'S PROMENADE **OBSTACLE 5 (7)**

Chase Points 4; Overcome DC 20 (DC 23) Acrobatics or Athletics to jump and weave over the gouts; DC 18 (DC 21) Crafting or relevant Lore to instruct Farah in repositioning some of the dislodged sconces; DC 22 (DC 25) Perception to look for the safest path

This walkway was once lined by fiery busts of important figures. When the landscaping flames flared, they moved some of the sconces shaping these busts, and gouts of flame now interrupt the walkway.

THE GLOWING GALLERY **OBSTACLE 5 (7)**

Chase Points 4; Overcome DC 20 (DC 23) Acrobatics to Squeeze between display tables; DC 18 (DC 21) Diplomacy or Intimidation checks to ask the pair of azers who run the gallery for the best route; DC 18 (DC 21) Architecture or Mercantile lore to intuit the layout of the building and displays; DC 22 (DC 25) Perception to look for the clearest route

The gift shop at the end of the Promenade has fewer fiery landscaping features, but enough obstacles that navigating it slows anyone down!

THE WHIRLING POOL **OBSTACLE 5 (7)**

Chase Points 4; Overcome DC 20 (DC 23) Performance checks to capture the projections with a slower melody that will allow them time to pass; DC 18 (DC 21) Arcana or Religion checks to understand the magic that drives these projections and temporarily confuse them; DC 18 (DC 21) Society checks to recognize the songs and move with the beat

SCALING THE CHASE

For each PC in the party beyond four, increase the number of Chase Points needed to overcome each obstacle by 1.



A stone bridge leads over a lake of magma and classical music plays. Fiery projections hover above the pathways, whirling around each other in an exquisitely choreographed dance that seems to respond to every change in beat and tempo.

THE FLAME FLOWERS **OBSTACLE 5 (7)**

Chase Points 4; Overcome DC 20 (DC 23) Athletics checks to jump over the flame flowers as they grow; DC 18 (DC 21) Nature or relevant Lore checks to identify plants that grow lower to the ground and are therefore easy to step over; DC 22 (DC 25) Survival checks to intuit the rate of growth and avoid threatening blooms

A combination of custom-made sconces and magical influences shape tongues of flame into flower petals, leaves, and other delicate shapes in this imitation garden. Over one minute, each flame flower cycles from bud to fully grown plant to bud again. Unlike other parts of the terrace, this area has little landscaping, so there are no ambient flames. However, it's also lacking paths; visitors are meant to walk through the fields of flowers.

Development: After the flame flowers, Farah leads PCs through a small cave behind a lavafall that's spilling over a basalt cliff. If the group earned at least 3 Chase Points per PC, they make it before the lavafall spatters explosively. If the group earned fewer than 3 Chase Points per PC, a small trickle of water percolates through the lavafall right as the group runs by. All PCs take 5d6 fire damage with a DC 20 basic Reflex save (DC 23 for levels 7–8). No matter the timing, PCs notice the unexpected blast is punctuated by a few drops of water that sizzle on the hot ground.

THE THIRD KEYSTONE

A few more drops of water rain on the PCs from the brink of the lavafall. Around the back of the cliff, the PCs find a set of stairs carved into the cliff; Farah suggests they look for a way up if none of the PCs think to do so.

At the top, before the river of lava roars over the falls, it splits around a few small islands. A marble keystone is dangling precariously over the edge of the largest islands. It seems the lava flow has started to melt the rock the keystone is typically anchored in, causing it to come loose.

THICK AS THIEVES

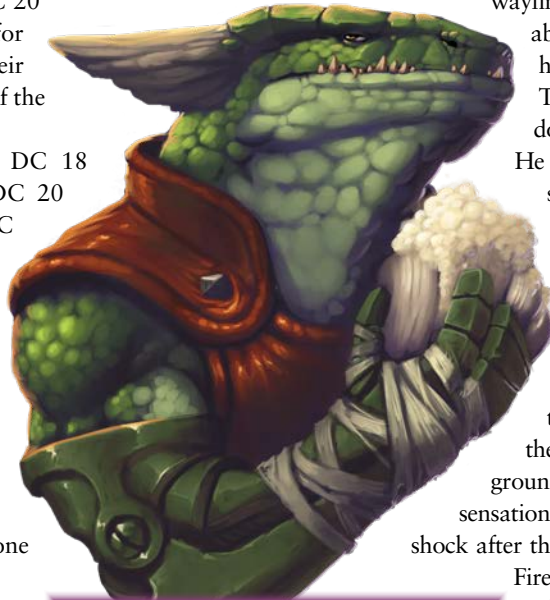
Skill Checks: Each PC can try one of the following skill checks to retune the keystone. PCs can only try one check each, as their efforts must be simultaneous.

- A PC who succeeds at a DC 20 Crafting check (DC 23 for levels 7–8) can find rocks in the surrounding environment to shore up the monolith in which the keystone is set.
- A PC who succeeds at a DC 20 Medicine check (DC 23 for levels 7–8) can protect their companions from the heat of the lava while they work.
- A PC who succeeds at a DC 18 related Lore check or a DC 20 Nature or Arcana check (DC 21 Lore or DC 23 Nature or Arcana for levels 7–8) to Recall Knowledge can determine how to best channel the elemental energies in the area.
- A PC who succeeds at a DC 22 Perception check (DC 25 for levels 7–8) to Seek can find the berth the keystone belongs in.

Elemental Boon: The lava river around the island churns, throwing embers into the air. If fewer than half the PCs succeed at their retuning check, the embers swirl around the keystone's berth and help it settle back into place. If at least half the PCs succeed at their retuning check, the raw energy responds to their desire, so long as it is unanimous.

- PCs who request a diplomatic boon receive a bell jar made of volcanic glass that sits on a basalt base. Inside, a tiny sunfire flower blazes.
- PCs who request a combat boon receive two moderate alchemist's fires. Levels 7–8 also receive a *meteor shot*^{G&G}.

Rewards: The moment the keystone is retuned, the decorative flames that were ravaging the Incandescent Terrace settle down to their expected height. A hot wind sweeps through and clears the heavy smoke. Farah, impressed by the change, thanks the PCs for their work and tells them the Pathfinders have proven themselves a worthy ally. As thanks for helping her, she unholsters an *obsidian edge*^{ROE} and passes it over, saying she hopes it will help the Pathfinders with the rest of their mission. For levels 7–8, she also reaches into her pack and pulls out a cape that functions as an *ash gown*^{ROE}.



IDRIX

THE PLANE OF WATER

The river of lava that once glowed white-hot around the PCs hisses and steams as a wave of water overtakes it. The steam rises into the air, twisting around the PCs until it forms an archway that opens into a realm that's entirely underwater. A shocked kobold looks through the porthole, catching sight of the PCs' Pathfinder accouterments. He wears a matching wayfinder on his belt, and he's floating above a wooden chest that's half his size and bubbling energetically. The kobold waves to the PCs and does his best to gesture to the chest. He mimes sticking his face into the stream of bubbles, and then taking it out and breathing deeply even though he's underwater.

Behind the PCs, the Maze of the Open Road has started to separate itself from the Plane of Fire. It looks even more solid than it did after their sojourn to the Plane of Metal, but touching the ground or hedges still gives a slippery sensation of unreality. The cool water is a shock after the unrelenting heat of the Plane of Fire, and the PCs feel instantly lighter as the buoyancy of the endless ocean sweeps them off their feet (or other appendages). The kobold introduces himself as Idrix and explains how to

use the *shell of easy breathing* in the chest. After PCs spend a few moments submerged in the bubbles, they gain the ability to breathe underwater for the next hour. Idrix asks the PCs if they have any idea why he's here, or what's going on in the maze.

If asked, he happily tells the PCs he was transporting the shell to the Cathedral of Aroden when the Maze of the Open Road dissolved underneath his feat, about 20 minutes ago. Thankfully, he was able to hold his breath while he activated the shell. He explains each person can use the shell once per day, but moving it deactivates it—which is why he left it in place while searching for a way out.

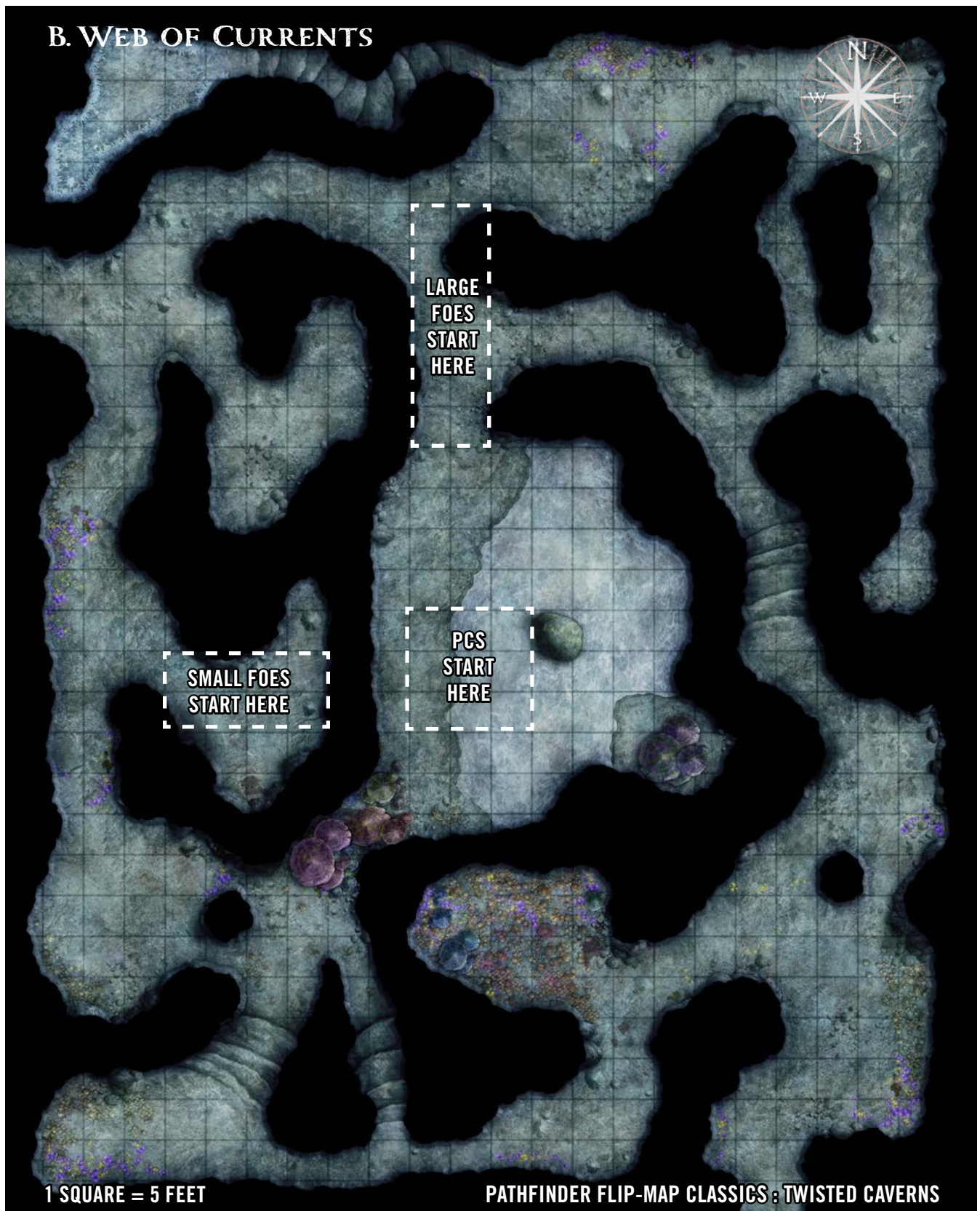
After Idrix's questions have been answered, he asks a PC to carry his crossbow so he can pick up the chest. Consider giving the crossbow to a PC who mainly deals fire damage or ranged bludgeoning or slashing damage.

B. WEB OF CURRENTS MEDIUM

The water isn't acting like a normal ocean. Though the PCs are so far underwater they can't see the hint of a surface, the sea around them is violent enough to form sea foam and bubbles. However, it's not crashing against

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B. WEB OF CURRENTS



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rocks or other obstacles—it doesn't seem to be crashing against anything at all. The PCs uncover the answer as they try to move through the turbulence. It seems as though some of the ocean's currents have solidified and are disrupting the natural movement of water. They feel smooth to the touch, and though the water seems to be circulating within them, neither it nor anything else passes through the currents' bounds. After identifying this phenomenon, the PCs notice each solidified current is accompanied by a fin of rock emerging from the ocean floor underneath.

Use the map on page 15 for this encounter. The black areas represent solidified currents. Creatures can see through these areas perfectly but can't traverse them. During combat, Idrix curls into a ball and hides behind the chest. The large stone next to the PC's starting position represents his hiding place. The mushrooms represent small coral reefs. This encounter uses the rules for underwater combat, as laid out in the sidebar.

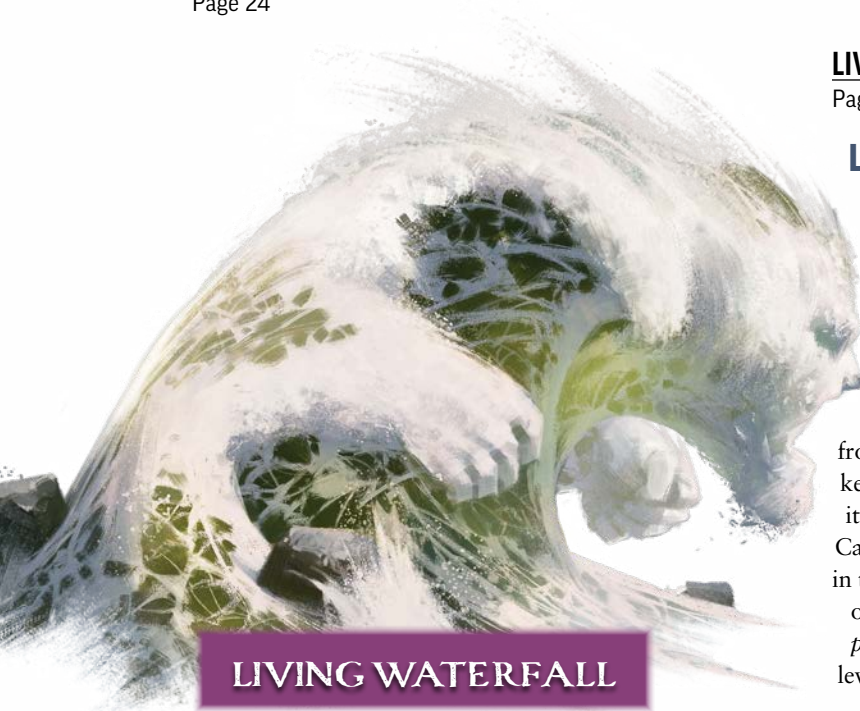
Creatures: A group of water elementals, already distressed by the disruption to their habitat, follows the vibrations of the conversation over. Though this group starts on the other side of the currents, they quickly swim close to root out what may be the source of their unusual day. All creatures attempt to flee once reduced to a quarter of their HP.

Levels 5–6

BRINE SHARKS (2)

CREATURE 3

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LIVING WATERFALL

UNDERWATER COMBAT

The following rules apply to underwater combat: Creatures are flat-footed unless they have a swim Speed.

- Creatures gain resistance 5 to acid and fire.
- Creatures take a –2 circumstance penalty to slashing or bludgeoning melee attacks that pass through water.
- Ranged attacks that deal bludgeoning or slashing damage automatically miss if the attacker or target is underwater, and piercing ranged attacks made by an underwater creature or against an underwater target have their range increments halved.
- Creatures can't cast fire spells or use actions with the fire trait underwater.
- At the GM's discretion, some ground-based actions might not work underwater or while floating.
- Creatures without a swim Speed must use the Swim action to move underwater. For the purposes of this combat, use the trained DC (15). PCs who fail to Swim are too close to the ocean floor to sink, so get moved by the currents. Roll 1d4 to determine the direction and push the PC 5 feet accordingly.

LIVING WATERFALL

CREATURE 5

Page 24, art on page 36

Levels 7–8

LIVING WATERFALLS (2)

CREATURE 5

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QUATOID

CREATURE 7

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Reward: Once combat is over, Idrix comes out from behind the chest, thanking the PCs profusely for keeping him and the shell safe. He has another few items he was taking to Andoran, but he thinks Venture-Captain Brackett will understand that they were needed in the field. Idrix provides two *lesser healing potions* and one packet of lesser implosion dust (four *lesser healing potions* and two packets of lesser implosion dust for levels 7–8).

THICK AS THIEVES

THE FOURTH KEYSTONE

The whitewater gets worse to the north of the PCs, and the fins of rock grow more numerous along the ocean floor. After twenty minutes of swimming through rough waters, the PCs spot the keystone lodged among some rocks on the ocean floor. However, it and its berth have been encrusted with barnacles, and it can't be easily replaced.

Skill Checks: Each PC can try one of the following skill checks to retune the keystone. PCs can only try one check each, as their efforts must be simultaneous.

- A PC who succeeds at a DC 20 Athletics check (DC 23 for levels 7–8) manages to tread water in place above the keystone's berth despite the fierce currents.
- A PC who succeeds at an AC 22 Strike (AC 25 for levels 7–8, factoring in the underwater penalty for bludgeoning or slashing weapons) and deals at least 13 damage can chip some of the barnacles off the berth.
- A PC who succeeds at a DC 18 related Lore check or a DC 20 Nature or Arcana check (DC 21 Lore or DC 23 Nature or Arcana for levels 7–8) to Recall Knowledge can determine how to best channel the elemental energies in the area.
- A PC who succeeds at a DC 22 Perception check (DC 25 for levels 7–8) to Seek can find the berth the keystone belongs in.

Elemental Boon: The barnacles start to break free of the keystone and its berth, releasing small clouds of bubbles. If fewer than half the PCs succeed at their retuning check, the bubbles swirl around the keystone's berth and help it settle back into place. If at least half the PCs succeed at their retuning check, the raw energy responds to their desire, so long as it is unanimous.

- PCs who request a diplomatic boon receive a set of six vials holding rare salts from different regions of the Boundless Sea.
- PCs who request a combat boon receive one *lesser octopus potion*^{ROE}. For levels 7–8, PCs also receive a *brine dragon scale*^{ROE}.

THE PLANE OF EARTH

The water around the PCs starts to mass into a giant whirlpool that sucks them down to the bottom of the Boundless Sea. It seems to drain through a gaping pitch-black hole. However, no water makes it through the portal. Beyond it is nothing but damp, dark stone tunnels. Behind the PCs and Idrix, the water is still visible but seems to be retreating. The stillness of the Maze of the Open Road looks strange against the rippling currents of the Boundless Sea, but the sight is more solid than it's been before. Idrix, relieved to find himself on dry land again, sits down in relief and tells the PCs he'd like to wait here instead of hauling the

crate through wherever else they have to go... especially since he lost his cart.

The chill of the caves is especially noticeable to the soaking-wet PCs as they pass through the portal. The tunnel they step into is roughly 10 feet wide and between 10 and 15 feet tall. The rock is uneven at points under their feet. Ahead, a few pebbles fall from the ceiling as a tree root finds its way through a fissure. If the PCs attempt to travel in the other direction, they make it a few minutes before running into a dead end.

EVENT 3: ECHOES OF THE EARTH TRIVIAL

The PCs travel for fifteen minutes, their journey punctuated by the occasional tree root worming its way through the ceiling or cave wall, before the tunnel finally opens in front of them. The room it leads into is 40 feet in diameter, and though the ceiling stays the same height, it's covered with long, needle-like stalactites. PCs who succeed at a DC 20 Nature or Arcana check (DC 23 for levels 7–8) identify the material as *consonite*, a mineral native to the Plane of Earth that resonates with the sound of the plane's grinding movement. The PCs notice their words reverberate off the crystals, giving each statement they make a musical, layered quality.

A magnificent sheet of flowstone covers the right wall of the room and some of the floor. At the base of the wall, it flows over an irregular lump about the size of a keystone.

Hazard: The calcite deposited by the seeping water has already engulfed the stone entirely. The calcite has Hardness 7 and an HP of 8 (BT 4). However, any attempts to chip it off also affect the keystone. The secret to removing it lies in the *consonite*, which amplifies sound waves such that they crack the calcite. PCs notice this interaction as soon as they talk within 10 feet of the keystone.

The PCs must use the reverberatory properties of the *consonite* crystal to counteract the *Calcite Seep* (or *Calcite Flow* for levels 7–8), then dam the flow of water that's constantly depositing more of the mineral atop the keystone. However, stopping the flow requires them to reach toward the ceiling, within the range of the *Consonite Needles* (or *Consonite Clusters* for levels 7–8).

Levels 5–6

CONSONITE NEEDLES

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HAZARD 5

CALCITE SEEP

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HAZARD 5

THICK AS THIEVES

Levels 7–8

CONSONITE CLUSTERS

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HAZARD 7

CALCITE FLOW

Page 32

HAZARD 7

The Fifth Keystone

A large tremor shakes the cavern after the PCs succeed in disabling the hazards, cracking the calcite further to reveal the cave wall (and the keystone's berth) underneath. However, the quake also causes the keystone to roll a few feet from its proper place.

Skill Checks: Each PC can try one of the following skill checks in order to retune the keystone. PCs can only try one check each, as all of their efforts must occur simultaneously.

- A PC who succeeds at a DC 20 Athletics check (DC 23 for levels 7–8) can help lift the heavy keystone to its berth, which has become a part of the cave wall.
- A PC who succeeds at a DC 20 Acrobatics check (DC 23 for levels 7–8) can move deftly between the remaining consonite crystals.
- A PC who succeeds at a DC 18 related Lore check or a DC 20 Nature or Arcana check (DC 21 Lore or DC 23 Nature or Arcana for levels 7–8) to Recall Knowledge can determine how to best channel the elemental energies in the area.
- A PC who succeeds at a DC 22 Perception check (DC 25 for levels 7–8) to Seek can find the berth the keystone belongs in.

Elemental Boon: As the keystone scrapes against its berth, the grinding of stone on stone creates a cloud of dust. If fewer than half the PCs succeed at their retuning check, the dust swirls around the keystone's berth and help it settle back into place. If at least half the PCs succeed at their retuning check, the raw energy responds to their desire, so long as it is unanimous.

- PCs who request a diplomatic boon receive a wind chime made of consonite needles.
- PCs who request a combat boon receive a *tourmaline sphere aeon stone*. Levels 7–8 also receive a *limestone shield*^{ROE}.

RETURN TO THE MAZE

Tree roots break through the ceiling of the cave as the keystone slams into its berth. The cracks they form start to spread and consonite needles and larger pieces of rock rain down as the room collapses. None of the debris hits the PCs—it falls the ground harmlessly beside them, then starts to melt into the earth. The sun shines down on the Maze of the Open Road. The PCs are less than 100 feet from their initial location, and they can see Gedun, Yeyacha, Rasuna, and Idrix have all returned with them. The Maze itself bears a few signs of the upheaval—just to the right, a five-foot stretch of hedge has been replaced by an extremely realistic sculpture of a hedge etched into stone. A section of the path underneath Idrix's feet seems to be sand instead of the usual grass, and the hedge next to him is a wall of sea kelp.

Gedun and Yeyacha make their way forward, looking relieved. "All right! You made it out," Gedun says. "Your friend Rasuna was explaining a bit more about how this works. I guess we really shouldn't have touched that keystone. We're sorry for causing you so much trouble. On the bright side, maybe our brief disappearance into... wherever the maze went was enough to throw Shurrizih off our scent. What do you think?"



SHURRIZIH

THICK AS THIEVES



As if cued by their words, a giant gust of wind rips through the hedge maze, tearing leaves from the branches and uprooting entire sections of the hedge wall. A being with rock-dark skin and a tangled mane of roots appears. It can only be the jann shuyookh Gedun and Yeyacha have described.

"Thieves!" The jann shuyookh thunders, pointing to Gedun and Yeyacha. "And you, harboring these criminals. My revenge was first meant for them, but if you are in league, then you too shall suffer!"

The PCs can choose at this point whether they wish to talk Shurrizih down, or simply engage him in combat. If PCs want to engage in a diplomatic approach, proceed to **Event 4: Elements of Kindness** (page 19); if they wish to fight, proceed to **C. Plane of Air Intrusion** (page 20).

EVENT 4: ELEMENTS OF KINDNESS

After making his threats, Shurrizih gives the PCs time to respond. He is hostile toward Gedun and Yeyacha and any of their perceived allies. PCs must improve his mood to indifferent before attempting to convince him to call off his

revenge—otherwise he continues to bluster and threaten them. Simply returning the stolen item is not enough to defuse the situation; he has come to destroy the beings who embarrassed him by breaking through his security. The PCs only have time for two rounds of discussion—if they do not succeed in this time, the conflict escalates.

Attempting Diplomacy: Shurrizih's anger is so strong that it will take twice the effort to improve his attitude by 2 steps. PCs who attempt a DC 22 Diplomacy check (DC 25 for levels 7–8) can achieve the following results.

Critical Success Shurrizih's attitude toward the PCs improves by one step

Success Shurrizih's attitude toward the PCs improves by one half a step

Critical Failure Shurrizih's attitude toward the PCs decreases by one step

The PCs may have a few bonuses on their side. Any diplomacy-themed elemental boons they've gathered can be offered up as a gift to placate Shurrizih and grant a +1 circumstance bonus to one roll. Additionally, PCs who

THICK AS THIEVES

have previously met with Gedun and Yeyacha can appeal to them for help. Both NPCs can chime in once during the discussion, giving a +1 circumstance bonus to one check. Both benefits can be chosen after the PC knows the result of their roll.

Convincing the Thieves: The PCs also have to convince Gedun and Yeyacha to return the item they stole. They can attempt a DC 22 (DC 25 for levels 7–8) Diplomacy, Deception, or Intimidation check to convince them to hand it over or a Thievery check to take the item.

A Peaceful Solution: If the PCs succeed in converting Shurrizih to an indifferent attitude and convincing Gedun and Yeyacha to return what they stole, Shurrizih immediately demands the “invaluable treasure” that was taken from him. As soon as he has it in hand, he warns the pair against stealing from him again, claims he’s tightened his security with a “new trick that will keep scamps like you out,” and then disappears, leaving a slight breeze behind. Proceed to The Sixth Keystone section.



LIVING THUNDERCLAP

Escalating the Conflict: If angered further while in a hostile state, Shurrizih attacks. One potential trigger here is a critical failure against a hostile Shurrizih. Likewise, if the PCs attempt to Lie to or Demoralize him, he responds aggressively. After the second attempt, he rolls initiative and the scenario advances to **C. Plane of Air Intrusion** (below).

Any actions the PCs take that could be interpreted as hostile, such as drawing a weapon or casting a hostile spell, cause Shurrizih to attack immediately.

C. PLANE OF AIR INTRUSION SEVERE

“You have no respect for your betters!” the jann shuyookh roars. His words seem to transform into a massive gust of wind that rips through the Maze of the Open Road, sending dirt and hedges flying. “I will string your skeletons from my walls as a warning to any who dare follow in your footsteps.”

The wind grows more intense as a sliver of the Plane of Air pierces the barrier between worlds, seeming to eat through the ground in front of it. Shurrizih floats atop the newly opened abyss, a nasty smile on his face.

Creatures: For parties who fight Shurrizih’s minions alongside him, the air elementals arrive in the same gust that disintegrates part of the maze. These creatures hover over the fragments of maze that become suspended in the Plane of Air intrusion. Shurrizih fights until he dips below a quarter of his total Hit Points, at which point he attempts to flee. The air elementals he commands fight to the death.

Levels 5–6

SHURRIZIH	CREATURE 7
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LIVING THUNDERCLAP	CREATURE 4
Page 26, art on page 36	

Levels 7–8

ENRAGED SHURRIZIH	CREATURE 9
Page 33, art on page 36	

BELKER	CREATURE 6
Page 33	

THE SIXTH KEYSTONE

After Shurrizih leaves, flees, or is killed, the Plane of Air retreats from the Maze of the Open Road, and the

THICK AS THIEVES

destroyed parts of the maze re-form. However, directly across from the PCs, a miniature tornado is preventing one last keystone from reaching its berth.

Skill checks: Each PC can try one of the following skill checks to retune the keystone. PCs can only try one check each, as their efforts must be simultaneous.

- A PC who succeeds at a DC 20 Thievery or Athletics check (DC 23 for levels 7–8) can snatch the keystone from the blustering winds.
- A PC who succeeds at a DC 20 Diplomacy check (DC 23 for levels 7–8) can instruct the NPCs on the best way to assist the party.
- A PC who succeeds at a DC 18 related Lore check or a DC 20 Nature or Arcana check (DC 21 Lore or DC 23 Nature or Arcana for levels 7–8) to Recall Knowledge can determine how to best channel the elemental energies in the area.
- A PC who succeeds at a DC 22 Perception check (DC 25 for levels 7–8) to Seek can find the berth the keystone belongs in.

Elemental Boon: The miniaturized tornado starts to lose its steam as PCs attempt to retune the keystone. Rasuna rushes over to watch, exclaiming excitedly that she thinks she could capture some elemental energy, if any is released during this last attempt. If fewer than half the PCs succeed at their retuning check, one last gust swirls around the keystone's berth and helps it settle back into place. If at least half the PCs succeed at their retuning check, the raw energy flows into a waiting vial that Rasuna caps triumphantly.

CONCLUSION

With the last keystone settled into place, the remaining elemental intrusions disappear from the maze. Idrix claps excitedly, thanking the PCs and assuring them Venture-Captain Brackett will treasure the story of adventure more than he will the *shell of easy breathing*. Rasuna likewise thanks the PCs, promising to tell Ambrus Valsin about their deeds and share credit for the elemental energy she was able to capture. If the PCs ask her to deliver the letter to Ambrus for them, she immediately agrees.

Gedun and Yeyacha watch the other two Pathfinders leave then turn to face the PCs. Gedun wears a sheepish smile on their face.

"Well, that was a bit more adventure than we planned for," they say. "Who knew trying to help people could tangle the

elemental planes like that? It's a good thing you Pathfinders were around to fix it."

"In their own maze," Yeyacha points out.

"That it is!" Gedun says. "And so, we'll just be out of your hair now. I suppose we've caused enough fuss for the time being. I'm sure your leaders will be thrilled to hear of your heroics, and no need to mention us!"

The pair start to back toward one of the nearby portals. The PCs have the chance to stop them and insist Gedun and Yeyacha come back to the lodge with them for a full briefing, or they can let them go.

Whether or not the PCs insist Gedun and Yeyacha accompany them, they're able to deliver the letter to the Grand Lodge (if Rasuna did not take it for them) and then return to the Open Road Lodge. The building is still a bustle of activity, but Gregaro has time to give the PCs a nod and thank them for solving the issues that have been plaguing the Maze of the Open Road. If the PCs bring Gedun and Yeyacha to speak to him, he sternly warns them that the Pathfinders are a worldwide organization with a reputation to uphold, not a smokescreen for illicit activity—no matter how well-intentioned. If the PCs let Gedun and Yeyacha go, he simply sighs and says he'll make a note to watch out for the two in the future.

REPORTING NOTES

If the PCs attempted to diplomatically resolve the problem with Shurrizih, check box **A** on the reporting sheet. If the PCs ended up fighting him (whether they attempted diplomacy first or not), check box **B**. If the PCs chose to let Gedun and Yeyacha go rather than reporting them to the Venture-Captains, check box **C**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they retune all 6 keystones, help the lost Pathfinders get out of the maze, and either talk Shurrizih down or defeat him in combat. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective by accomplishing at least two of the following: Retrieving Rasuna's notes before more than 20 pages were destroyed; earning at least 3 Chase Points per PC in the Incandescent Terrace; and/or collecting an elemental boon from at least 3 keystones.

THICK AS THIEVES

APPENDIX I: LEVEL 5–6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 38. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT 1 (LEVELS 5–6)

HELPFUL WISP SWARM

HAZARD 7

UNIQUE COMPLEX ELEMENTAL ENVIRONMENTAL

Stealth +12 (trained) to notice the creatures hovering in the trees
Description Hovering amid the branches of an acacia tree, a swarm of wood wisps attempt to gather the papers that have been caught in its leaves and thorns.

Disable Diplomacy DC 21 Diplomacy (trained) to Make a Request, Athletics DC 21 (trained) to climb the tree and help gather papers manually, or Performance DC 23 (trained) to demonstrate how the wisps can help without destroying the papers.

AC 22; **Fort** +17, **Ref** +9

Hardness 5; **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Willing Wisps ➤ **Trigger** A creature comes within 10 feet of the tree or directly addresses the wood wisps; **Effect** The wood wisp swarm animatedly tries to help the group gather the papers, destroying 2d4 pages, and then rolls initiative.

Routine (3 actions) The wisp swarm loses one action for each successful check to disable it. The wisps swarm to work on each of their actions, making a headbutt Strike against any creature within 10 feet of the tree and destroying 2d4 pages of notes.

Speed fly 20 feet

Melee ♦ headbutt +18, **Damage** 2d6 bludgeoning

SCALING EVENT 1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Increase all DCs by 1

12–13 Challenge Points: Add 1 action to the hazard's routine

14–15 Challenge Points: Increase all DCs by 2

16–18 Challenge Points: Add 2 actions to the hazard's routine

THICK AS THIEVES

ENCOUNTER A1 (LEVELS 5-6)

QUICKIRON OOZE (2)

CREATURE 4

UNCOMMON N LARGE ELEMENTAL METAL

Variant quickiron plasm (*Rage of Elements* 154)

Perception +8; darkvision, magic scent

Skills Athletics +12, Stealth +10

Str +6, **Dex** +2, **Con** +5, **Int** -4, **Wis** +0, **Cha** -2

Magic Scent The quickiron ooze can sense magical auras from up to 1 mile away as an imprecise sense.

AC 20; **Fort** +13, **Reflex** +8, **Will** +10

HP 65; **Immunities** critical hits, bleed, paralyzed, poison, precision, sleep; **Resistances** electricity 5

Biomagical Feedback The quickiron ooze's conductive properties are dangerous to those in physical contact with it. When a creature grabbed by a quickiron ooze Casts a Spell, that creature takes 5 force damage per level of the spell.

Consume Magic ➤ **Trigger** The quickiron ooze succeeds at a saving throw against a spell; **Effect** The quickiron ooze consumes energy from the spell, regaining 5 Hit Points per level of the spell.

Speed 15 feet

Melee ➤ pseudopod +12 (reach 10 feet) **Damage** 2d6+6 bludgeoning plus Grab

Constrict ➤ 2d6 bludgeoning, DC 22

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one folded hound to the encounter.

12-13 Challenge Points: Add one quickiron ooze to the encounter.

14-15 Challenge Points: Add one folded hound and one quickiron ooze to the encounter.

16-18 Challenge Points: Add two quickiron oozes to the encounter.

FOLDED HOUND (0)

CREATURE 3

UNCOMMON N MEDIUM ELEMENTAL METAL

Variant kinzaruk (*Pathfinder Rage of Elements* 154)

Perception +9; darkvision

Languages Common, Talican

Skills Acrobatics +11, Stealth +9, Survival +7

Str +3, **Dex** +4, **Con** +1, **Int** -4, **Wis** +0, **Cha** +0

AC 19; **Fort** +8, **Reflex** +11, **Will** +7

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

Speed fly 10 feet (can't ascend more than 5 feet off the ground)

Melee ➤ razor's edge +11 (finesse) **Damage** 1d10+3 slashing

Fold Form ➤ (concentrate, polymorph, primal) The folded hound swiftly unfolds and refolds its body into a new shape chosen from the options of animal form. This grants it the movement Speeds and Strikes of the chosen form, but none of the other benefits. Its attack bonus is unchanged, and its damage bonus is +3. The folded hound can return to its natural form by taking this action again, and automatically returns if it falls unconscious.

THICK AS THIEVES

ENCOUNTER B1 (LEVELS 5-6)

BRINE SHARKS (2)

CREATURE 3

N **MEDIUM** **AQUATIC** **ELEMENTAL** **WATER**

Pathfinder Bestiary 152

Perception +8; darkvision

Skills Athletics +10, Stealth +11, Survival +8

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

AC 19; **Fort** +9, **Reflex** +11, **Will** +6

HP 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Speed 15 feet, swim 50 feet

Melee ♦ jaws +11 **Damage** 1d12+7 piercing plus Grab

Deep Plunge ♦ The brine shark dives straight down into the water, moving up to twice its swim Speed in a straight vertical line. It can use this ability while grabbing a creature

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one brine shark to the encounter.

12-13 Challenge Points: Add one living waterfall to the encounter.

14-15 Challenge Points: Add one brine shark and one living waterfall to the encounter.

16-18 Challenge Points: Add two living waterfalls to the encounter.

LIVING WATERFALL

CREATURE 5

N **LARGE** **AQUATIC** **ELEMENTAL** **WATER**

Pathfinder Bestiary 152

Perception +10; darkvision

Languages Aquan

Skills Athletics +13, Stealth +12

Str +4, **Dex** +3, **Con** +3, **Int** -2, **Wis** +1, **Cha** +0

Water-Bound When not touching water, the living waterfall is slowed 1 and can't use reactions.

AC 20; **Fort** +14, **Reflex** +12, **Will** +10

HP 90; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Vortex (aura, water) 30 feet. Water in the area that is in the same body of water as the living waterfall is difficult terrain for Swimming creatures that don't have the water trait.

Speed 20 feet, swim 60 feet

Melee ♦ wave +15 (reach 10 feet) **Damage** 2d8+7 bludgeoning plus Push or Pull 5 feet

Drench ♦ (abjuration, primal, water) The elemental puts out all fires in a 5-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+14 counteract modifier).

THICK AS THIEVES

EVENT 3 (LEVELS 5-6)

CONSONITE NEEDLES

HAZARD 5

UNIQUE ENVIRONMENTAL SIMPLE

Stealth DC 23 (trained)

Description Consonite forms needle-like stalactites that can easily break free if touched, setting off a chain reaction that threatens to pierce anyone who stands in the area.

Disable DC 20 Acrobatics or Thievery (trained) to Squeeze or reach carefully through the gaps between the needles.

AC 19; **Fort** +9, **Ref** +15

Hardness 2; **HP** 8 (BT 4); **Immunities** critical hits, object immunities, precision damage

Needle Fall ⤵ (traits) **Trigger** A creature touches any consonite needle; **Effect** The needle snaps, and the vibrations resonate with some of the surrounding needles. The falling minerals deal 2d8+7 damage to creatures within a 5-foot burst surrounding the triggering individual (DC 22 basic Reflex save). The needle fall doesn't involve every consonite growth within these squares, so can be triggered again from the same location.

CALCITE SEEP

HAZARD 5

UNIQUE ENVIRONMENTAL SIMPLE

Stealth DC 18

Description A seep of mineral-rich water coats any unattended objects in a layer of calcite.

Disable DC 20 Performance (trained) to shatter the calcite using the resonant powers of the consonite crystals plus DC 20 Athletics, Nature, or Survival (trained) to dam the flow of water.

Hardness 5; **HP** 16 (BT 8); **Immunities** critical hits, object immunities, precision damage

Mineral Glaze ⤵ (traits) **Trigger** An unattended inanimate object enters the path of the calcite flow; **Effect** The object gains a thin shell of calcite. Breaking the shell using physical damage will harm the object underneath.

THICK AS THIEVES

ENCOUNTER C1 (LEVELS 5-6)

SHURRIZIH

CREATURE 7

UNIQUE	CN	MEDIUM	AIR	EARTH	ELEMENTAL	FIRE	GENIE
METAL	WATER	WOOD					

Variant jann shuyookh (*Pathfinder Rage of Elements* 227)

Perception +15; darkvision

Languages Aquan, Auran, Common, Ignan, Muan, Talican, Terran; truespeech

Skills Arcana +15, Athletics +16, Deception +14, Diplomacy +16

Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +5, **Cha** +4

Items +1 striking composite longbow (20 arrows), +1 striking scimitar

AC 24; **Fort** +16, **Reflex** +14, **Will** +15

HP 115; **Resistances** elemental resistance 10

Commanding Presence (aura, emotion, fear, mental) 20 feet. A creature that enters the aura must succeed at a DC 17 Will save or be frightened 2 (frightened 3 on a critical failure), and is then temporarily immune for 1 minute. A genie (with the exception of another jann) takes a -4 circumstance penalty to their save.

Elemental Resistance The jann shuyookh's elemental resistance applies to cold, electricity, and fire damage, as well as all damage from elemental sources (including environmental damage from the elemental planes and damage from anything with the air, earth, fire, metal, water, or wood trait).

Speed 25 feet, fly 20 feet

Melee ♦ *scimitar* +17 (forceful, magical, sweep), **Damage** 2d8+8 slashing and All Made One

Melee ♦ fist +16 (agile, magical, nonlethal), **Damage** 1d6+8 bludgeoning and All Made One

Ranged ♦ *composite longbow* +15 (deadly d10, magical, propulsive, volley 30 feet), **Damage** 2d8+3 piercing and All Made One

Arcane Innate Spells DC 25; **7th plane shift** (at will; to Astral Plane, Elemental Planes, or the Universe only); **4th invisibility** (×2), **read omens**; **Cantrips (4th)** *detect magic*, *know direction*; **Constant (5th)** *tongues*

All Made One ♦ The jann shuyookh calls upon all the elements that make up their being and chooses one. They gain an additional arcane spell they can cast at will and empower their Strikes with the element, dealing an extra 1d6 damage of the listed type. These benefits last until the shuyookh uses this ability again. Air *lightning bolt*, 1d6 electricity; earth *one with stone*, 1d6 bludgeoning; fire *fireball*, 1d6 fire; metal *noxious metals*, 1d6 electricity; water *wall of water*, 1d6 bludgeoning; wood *wall of thorns*, 1d6 piercing.

Change Shape ♦ (arcane, concentrate, polymorph) The genie transforms into a Small or Medium elemental or animal. This doesn't affect the genie's statistics, but it could change the damage type of their Strikes

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one living waterfall to the encounter.

12-13 Challenge Points: Add one living waterfall and one living thunderclap to the encounter.

14-15 Challenge Points: Replace Shurrizih with Enraged Shurrizih and add one living thunderclap to the encounter.

16-18 Challenge Points: Replace Shurrizih with Enraged Shurrizih and replace the living thunderclap with two living waterfalls.

LIVING THUNDERCLAP

CREATURE 4

N	MEDIUM	AIR	ELEMENTAL
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Pathfinder Bestiary 2 106

Perception +9; darkvision

Languages Auran

Skills Acrobatics +12, Stealth +12

Str +3, **Dex** +4, **Con** +4, **Int** -3, **Wis** +1, **Cha** +0

AC 22; **Fort** +10, **Reflex** +12, **Will** +9

HP 50; **Immunities** bleed, paralyzed, poison, sleep, sonic

Speed fly 50 feet, swiftness

Melee ♦ gust +14 (agile, finesse) **Damage** 2d6+6 bludgeoning plus Push 5 feet

Ranged ♦ lightning bolt +14 (electricity, range increment 50 feet) **Damage** 2d12 electricity

Swiftness The living thunderclap doesn't trigger reactions when it moves.

Thunderbolt ♦♦ (electricity, evocation, primal, sonic) The living thunderclap emits a bolt of lightning that crashes with deafening thunder. The living thunderclap makes a lightning bolt Strike that deals 1d12 electricity damage. If it hits, the target and any creatures within a 15-foot emanation around the target take 2d6 sonic damage and must attempt a DC 18 basic Fortitude save. Any creature that fails its save is also deafened for 1d4 rounds.

THICK AS THIEVES

LIVING WATERFALL (O)

CREATURE 5

N	LARGE	AQUATIC	ELEMENTAL	WATER
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Pathfinder Bestiary 152

Perception +10; darkvision

Languages Aquan

Skills Athletics +13, Stealth +12

Str +4, **Dex** +3, **Con** +3, **Int** -2, **Wis** +1, **Cha** +0

Water-Bound When not touching water, the living waterfall is slowed 1 and can't use reactions.

AC 20; **Fort** +14, **Reflex** +12, **Will** +10

HP 90; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Vortex (aura, water) 30 feet. Water in the area that is in the same body of water as the living waterfall is difficult terrain for Swimming creatures that don't have the water trait.

Speed 20 feet, swim 60 feet

Melee ♦ wave +15 (reach 10 feet) **Damage** 2d8+7 bludgeoning plus Push or Pull 5 feet

Drench ♦ (abjuration, primal, water) The elemental puts out all fires in a 5-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+14 counteract modifier).

ENRAGED SHURRIZIH (O)

CREATURE 9

UNIQUE	CN	MEDIUM	AIR	EARTH	ELEMENTAL	FIRE	GENIE
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METAL	WATER	WOOD
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Variant jann shuyookh (*Pathfinder Rage of Elements* 227)

Perception +18; darkvision

Languages Aquan, Auran, Common, Ignan, Muan, Talican, Terran; *truespeech*

Skills Arcana +18, Athletics +19, Deception +17, Diplomacy +19

Str +6, **Dex** +4, **Con** +4, **Int** +3, **Wis** +5, **Cha** +4

Items +1 *striking composite longbow* (20 arrows), +1 *striking scimitar*

AC 27; **Fort** +19, **Reflex** +17, **Will** +18

HP 155; **Resistances** elemental resistance 10

Commanding Presence (aura, emotion, fear, mental) 20 feet. A creature that enters the aura must succeed at a DC 19 Will save or be frightened 2 (frightened 3 on a critical failure), and is then temporarily immune for 1 minute. A genie (with the exception of another jann) takes a -4 circumstance penalty to their save.

Elemental Resistance The jann shuyookh's elemental resistance applies to cold, electricity, and fire damage, as well as all damage from elemental sources (including environmental damage from the elemental planes and damage from anything with the air, earth, fire, metal, water, or wood trait).

Speed 25 feet, fly 20 feet

Melee ♦ *scimitar* +20 (forceful, magical, sweep) **Damage** 2d6+12 slashing and All Made One

Melee ♦ fist +19 (agile, magical, nonlethal) **Damage** 1d8+9 bludgeoning and All Made One

Ranged ♦ *composite longbow* +18 (deadly d10, magical, propulsive, volley 30 feet) **Damage** 2d8+9 piercing and All Made One

Arcane Innate Spells DC 26; **7th plane shift** (at will; to Astral Plane, Elemental Planes, or the Universe only); **4th invisibility** (×2), *read omens*; **Cantrips (4th)** *detect magic*, *know direction*; **Constant (5th)** *tongues*

All Made One ♦ The jann shuyookh calls upon all the elements that make up their being and chooses one. They gain an additional arcane spell they can cast at will and empower their Strikes with the element, dealing an extra 1d6 damage of the listed type. These benefits last until the shuyookh uses this ability again. Air *lightning bolt*, 1d6 electricity; earth *one with stone*, 1d6 bludgeoning; fire *fireball*, 1d6 fire; metal *noxious metals*, 1d6 electricity; water *wall of water*, 1d6 bludgeoning; wood *wall of thorns*, 1d6 piercing.

Change Shape ♦ (arcane, concentrate, polymorph) The genie transforms into a Small or Medium elemental or animal. This doesn't affect the genie's statistics, but it could change the damage type of their Strikes

APPENDIX 2: LEVEL 7–8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 38. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT 1 (LEVELS 7–8)

EXTREMELY HELPFUL WISP SWARM

HAZARD 9

UNIQUE

COMPLEX

ELEMENTAL

ENVIRONMENTAL

Stealth +14 (trained) to notice the creatures hovering in the trees

Description Hovering amidst the branches of an acacia tree, a swarm of wood wisps attempt to gather the papers that have been caught in its leaves and thorns.

Disable Diplomacy DC 23 Diplomacy (trained) to Make a Request, Athletics DC 23 (trained) to climb the tree and help gather papers manually, or Performance DC 25 (trained) to demonstrate how the wisps can help without destroying the papers.

AC 25; **Fort** +23, **Ref** +15

Hardness 5; **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Willing Wisps ➤ **Trigger** A creature comes within 10 feet of the tree or directly addresses the wood wisps; **Effect** The wood wisp swarm animatedly try to help the group gather the papers, destroying 2d4 pages, and then rolls initiative.

Routine (3 actions) The wisp swarm loses one action for each successful check to disable it. The wisps swarm to work on each of their actions, making a headbutt Strike against any creature within 10 feet of the tree and destroying 2d4 pages of notes.

Speed fly 20 feet

Melee ♦ headbutt +20, **Damage** 2d8 bludgeoning

SCALING EVENT I

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Increase all DCs by 1.

23–27 Challenge Points: Add 1 action to the hazard's routine.

28–32 Challenge Points: Increase all DCs by 2.

33+ Challenge Points: Add 2 actions to the hazard's routine.



THICK AS THIEVES

ENCOUNTER A1 (LEVELS 7-8)

SKYMETAL SERPENT

CREATURE 7

UNCOMMON N LARGE ELEMENTAL METAL

Variant skymetal striker (*Pathfinder Rage of Elements* 156)

Perception +15; darkvision

Languages Talican

Skills Acrobatics +17, Stealth +17

Str +2, **Dex** +6, **Con** +4, **Int** +2, **Wis** +2, **Cha** +2

AC 26; **Fort** +15, **Reflex** +17, **Will** +13

HP 100; **Immunities** bleed, paralyzed, poison, sleep;

Resistances electricity 5

Speed 25 feet

Melee ♦ inubrix fangs +17 (finesse, reach 10 feet), **Damage** 2d10+6 slashing plus phase blade

Melee ♦ orichalcum fangs +17 (finesse, reach 10 feet), **Damage** 2d12+6 slashing plus temporal stutter

Phase Blade A skymetal serpent's inubrix fangs Strike ignores damage resistance from metal armor's armor specialization effects and the circumstance bonus to AC from metal shields, and it doesn't trigger the Shield Block reaction from a metal shield.

Temporal Stutter A creature not already affected by temporal stutter that takes damage from a skymetal serpent's orichalcum fangs Strike must attempt a DC 25 Fortitude save.

Critical Success The target is quickened 2 until the end of its next turn.

Success The target is quickened 1 until the end of its next turn.

Failure The target is slowed 1 until the end of its next turn.

Critical Failure The target is slowed 2 until the end of its next turn.

Two-Headed Assault ♦♦ The skymetal serpent makes one inubrix fangs Strike and one orichalcum fangs Strike, each against a different creature. Its multiple attack penalty increases only after all the attacks are made.

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one quickiron ooze to the encounter.

23-27 Challenge Points: Add two quickiron oozes to the encounter.

28-32 Challenge Points: Add one skymetal serpent to the encounter.

33+ Challenge Points: Add one skymetal serpent and one rust beetle to the encounter.

RUST BEETLE

CREATURE 5

UNCOMMON N LARGE ELEMENTAL METAL

Variant rust scarab (*Pathfinder Rage of Elements* 155)

Perception +9; dark vision, rust vision

Languages Talican

Skills Athletics +13, Plane of Metal Lore +11

Str +6, **Dex** +2, **Con** +5, **Int** +2, **Wis** +2, **Cha** +2)

Heavy As long as it is immobile, the elemental can't be forcibly moved or knocked prone. If it takes a move action, it loses this immunity until the start of its next turn.

Rust Vision A rust beetle ignores the concealed condition from rust clouds.

AC 21; **Fort** +14, **Reflex** +9, **Will** +11

HP 65; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5, physical 5 (except adamantite)

Crumbling Carapace When a rust beetle is reduced to fewer than half its maximum Hit Points or is damaged by a critical hit, its outer shell breaks into a veil of rusty metal flakes. This causes it to lose its resistance to physical damage and its heavy ability, but it gains a rust cloud aura (as metal wisp) and a 35-foot land Speed.

Speed 25 feet

Melee ♦ claw +15, **Damage** 2d8+6 slashing plus tetanus

Tetanus (disease) **Saving Throw** DC 19 Fortitude; **Onset** 1 week; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed with spasms (1 day); **Stage 4** death

Trample ♦♦♦ Medium or smaller, claw, DC 23

THICK AS THIEVES

QUICKIRON OOZE (0)

CREATURE 4

UNCOMMON N LARGE ELEMENTAL METAL

Variant quickiron plasm (*Rage of Elements* 154)

Perception +8; darkvision, magic scent

Skills Athletics +12, Stealth +10

Str +6, **Dex** +2, **Con** +5, **Int** -4, **Wis** +0, **Cha** -2

Magic Scent The quickiron ooze can sense magical auras from up to 1 mile away as an imprecise sense.

AC 20; **Fort** +13, **Reflex** +8, **Will** +10

HP 65; **Immunities** critical hits, bleed, paralyzed, poison, precision, sleep; **Resistances** electricity 5

Biomagical Feedback The quickiron ooze's conductive properties are dangerous to those in physical contact with it. When a creature grabbed by a quickiron plasm Casts a Spell, that creature takes 5 force damage per level of the spell.

Consume Magic ➤ **Trigger** The quickiron ooze succeeds at a saving throw against a spell; **Effect** The quickiron ooze consumes energy from the spell, regaining 5 Hit Points per level of the spell.

Speed 15 feet

Melee ♦ pseudopod +12 (reach 10 feet) **Damage** 2d6+6 bludgeoning plus Grab

Constrict ♦ 2d6 bludgeoning, DC 22

THICK AS THIEVES

ENCOUNTER B1 (LEVELS 7-8)

QUATOID

CREATURE 7

LN SMALL AQUATIC ELEMENTAL WATER

Pathfinder Bestiary 153

Perception +18; darkvision

Languages Aquan, Common

Skills Athletics +15, Diplomacy +12, Elemental Lore +17, Occultism +17, Society +17, Stealth +13

Str +4, **Dex** +2, **Con** +0, **Int** +4, **Wis** +3, **Cha** +1

AC 25; **Fort** +13, **Ref** +15, **Will** +18

HP 120; **Immunities** bleed, paralyzed, poison, sleep;

Resistances bludgeoning 5, fire 5

Calming Bioluminescence (aura, emotion, mental, visual) 30 feet. The aura sheds dim light. Creatures in the emanation gain a +2 circumstance bonus to saving throws against emotion effects. The quatoid can activate or deactivate its calming bioluminescence as a single action, which has the concentrate trait.

Speed 25 feet, swim 25 feet

Melee ♦ tentacle +16 (reach 10 feet) **Damage** 2d12+6 bludgeoning plus Grab

Primal Innate Spells DC 27, attack +17; **2nd** hydraulic push (at will)

Constrict ♦ 1d12+6 bludgeoning, DC 25

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one living waterfall to the encounter.

23-27 Challenge Points: Add one quatoid to the encounter.

28-32 Challenge Points: Add one quatoid and one living waterfall to the encounter.

33+ Challenge Points: Add two quatoids to the encounter.

LIVING WATERFALL (2)

CREATURE 5

N LARGE AQUATIC ELEMENTAL WATER

Pathfinder Bestiary 152

Perception +10; darkvision

Languages Aquan

Skills Athletics +13, Stealth +12

Str +4, **Dex** +3, **Con** +3, **Int** -2, **Wis** +1, **Cha** +0

Water-Bound When not touching water, the living waterfall is slowed 1 and can't use reactions.

AC 20; **Fort** +14, **Reflex** +12, **Will** +10

HP 90; **Immunities** bleed, paralyzed, poison, sleep;

Resistances fire 5

Vortex (aura, water) 30 feet. Water in the area that is in the same body of water as the living waterfall is difficult terrain for Swimming creatures that don't have the water trait.

Speed 20 feet, swim 60 feet

Melee ♦ wave +15 (reach 10 feet) **Damage** 2d8+7 bludgeoning plus Push or Pull 5 feet

Drench ♦ (abjuration, primal, water) The elemental puts out all fires in a 5-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+14 counteract modifier).

THICK AS THIEVES

EVENT 3 (LEVELS 7-8)

CONSONITE CLUSTERS

HAZARD 7

UNIQUE ENVIRONMENTAL SIMPLE

Stealth DC 27 (trained)

Description Consonite forms clusters of needle-like stalactites that can easily break free, setting off a chain reaction that threatens to pierce anyone who stands in the area.

Disable DC 23 Acrobatics (trained) to Squeeze through the caps between the needles.

AC 22; **Fort** +12, **Ref** +18

Hardness 2; **HP** 8 (BT 4); **Immunities** critical hits, object immunities, precision damage

Needle Fall ⤵ (traits) **Trigger** A creature touches any consonite cluster; **Effect** The needles snap, and the vibrations resonate with some of the surrounding clusters. The falling minerals deal 2d10+9 damage to creatures within a 5-foot burst surrounding the triggering individual (DC 22 Reflex save). The needle fall does not involve every consonite growth within these squares, so can be triggered again from the same location.

CALCITE FLOW

HAZARD 7

UNIQUE ENVIRONMENTAL SIMPLE

Stealth DC 21

Description A seep of mineral-rich water coats any unattended objects in a layer of calcite.

Disable DC 23 Performance (trained) to shatter the calcite using the resonant powers of the consonite crystals plus DC 23 Athletics, Nature, or Survival (trained) to dam the flow of water.

Hardness 5; **HP** 16 (BT 8); **Immunities** critical hits, object immunities, precision damage

Mineral Glaze ⤵ (traits) **Trigger** An unattended inanimate object enters the path of the calcite flow; **Effect** The object gains a thin shell of calcite. Breaking the shell using physical damage will harm the object underneath.

THICK AS THIEVES

ENCOUNTER C1 (LEVELS 7-8)

ENRAGED SHURRIZIH

CREATURE 9

UNIQUE	CN	MEDIUM	AIR	EARTH	ELEMENTAL	FIRE	GENIE
METAL	WATER	WOOD					

Variant jann shuyookh (*Pathfinder Rage of Elements* 227)

Perception +18; darkvision

Languages Aquan, Auran, Common, Ignan, Muan, Talican, Terran; *truespeech*

Skills Arcana +18, Athletics +19, Deception +17, Diplomacy +19

Str +6, **Dex** +4, **Con** +4, **Int** +3, **Wis** +5, **Cha** +4

Items +1 striking composite longbow (20 arrows), +1 striking scimitar

AC 27; **Fort** +19, **Reflex** +17, **Will** +18

HP 155; **Resistances** elemental resistance 10

Commanding Presence (aura, emotion, fear, mental) 20 feet. A creature that enters the aura must succeed at a DC 19 Will save or be frightened 2 (frightened 3 on a critical failure), and is then temporarily immune for 1 minute. A genie (with the exception of another jann) takes a -4 circumstance penalty to their save.

Elemental Resistance The jann shuyookh's elemental resistance applies to cold, electricity, and fire damage, as well as all damage from elemental sources (including environmental damage from the elemental planes and damage from anything with the air, earth, fire, metal, water, or wood trait).

Speed 25 feet, fly 20 feet

Melee ♦ *scimitar* +20 (forceful, magical, sweep) **Damage** 2d6+12 slashing and All Made One

Melee [one-action] fist +19 (agile, magical, nonlethal) **Damage** 1d8+9 bludgeoning and All Made One

Ranged ♦ *composite longbow* +18 (deadly d10, magical, propulsive, volley 30 feet) **Damage** 2d8+9 piercing and All Made One

Arcane Innate Spells DC 26; **7th** *plane shift* (at will; to Astral Plane, Elemental Planes, or the Universe only); **4th** *invisibility* (×2), *read omens*; **Cantrips (4th)** *detect magic*, *know direction*; **Constant (5th)** *tongues*

All Made One ♦ The jann shuyookh calls upon all the elements that make up their being and chooses one. They gain an additional arcane spell they can cast at will and empower their Strikes with the element, dealing an extra 1d6 damage of the listed type. These benefits last until the shuyookh uses this ability again. Air *lightning bolt*, 1d6 electricity; earth *one with stone*, 1d6 bludgeoning; fire *fireball*, 1d6 fire; metal *noxious metals*, 1d6 electricity; water *wall of water*, 1d6 bludgeoning; wood *wall of thorns*, 1d6 piercing.

Change Shape ♦ (arcane, concentrate, polymorph) The genie transforms into a Small or Medium elemental or animal. This doesn't affect the genie's statistics, but it could change the damage type of their Strikes

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one belker to the encounter.

23-27 Challenge Points: Add two belkers to the encounter.

28-32 Challenge Points: Add three belkers to the encounter.

33+ Challenge Points: Add four belkers to the encounter.



BELKER

CREATURE 6

CN	LARGE	AIR	ELEMENTAL
----	-------	-----	-----------

Pathfinder Bestiary 2 106

Perception +14; darkvision, smoke vision

Languages Auran

Skills Acrobatics +15, Stealth +15 (+17 in smoke)

Str +2, **Dex** +5, **Con** +3, **Int** -2, **Wis** +4, **Cha** +0

Smoke Vision The belker ignores the concealed condition from smoke.

AC 25; **Fort** +13, **Reflex** +17, **Will** +12

HP 78; **Immunities** bleed, paralyzed, poison, precision, sleep

Smoke Form The belker can occupy the same space as other creatures.

Speed 25 feet, fly 40 feet

Melee ♦ *claw* +17 (agile, finesse) **Damage** 2d10+5 slashing

Melee ♦ *wing* +17 (agile, finesse, range 10 feet) **Damage** 2d8+5 bludgeoning

Noxious Fumes ♦♦ **Requirements** The belker occupies the same space as a Medium or smaller creature; **Effect** The belker attempts to flow into the creature's lungs; the creature must attempt a DC 23 Fortitude save. On a failure, the creature partially inhales the belker and is immobilized by the pain of the smoke rasping in its throat and lungs. The creature can attempt to exhale the belker by spending an action coughing and succeeding at a DC 23 Fortitude save. Most of the belker remains outside the creature, so the belker can still act normally. If the belker moves out of the creature's space or uses Noxious Fumes again, the creature automatically exhales it.

Smoke Slash ♦ **Requirements** The belker is partially inhaled by a creature; **Effect** The belker automatically deals its claw damage to the inhaling creature by forming a claw to slash and scrape the creature from within.

THICK AS THIEVES

APPENDIX 3: GAME AIDS



GREGARO VOTH



GEDUN

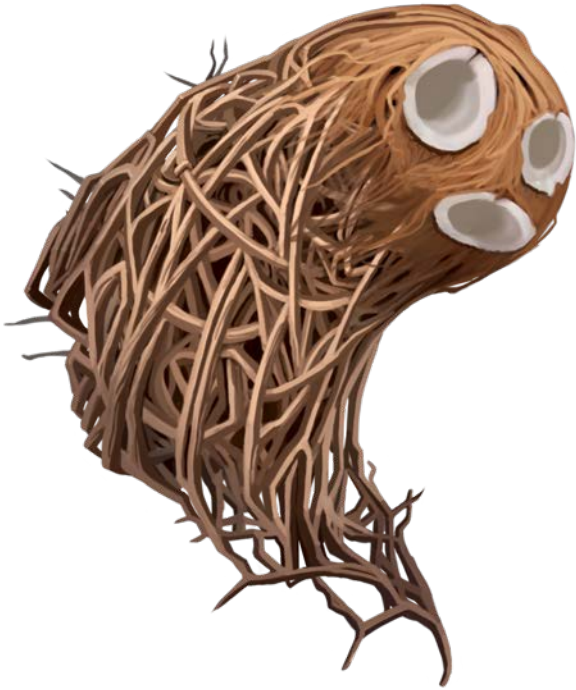
RASUNA



YEYACHA



THICK AS THIEVES



WOOD WISP



QUICKIRON PLASM

FARAH AL-SALEEL



IDRIX



THICK AS THIEVES

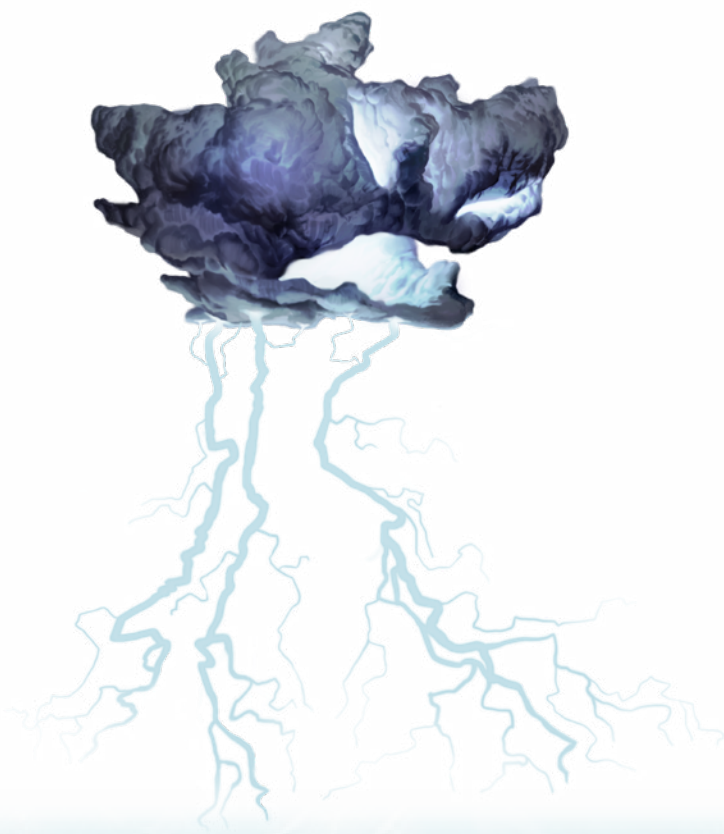


LIVING WATERFALL



SHURRIZIH

LIVING THUNDERCLAP



PATHFINDER SOCIETY SCENARIO

THICK AS THIEVES

HANDOUT #1: RASUNA'S NOTES TRACKER

PAGES DESTROYED	ON TRIGGER	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5
-----------------	------------	---------	---------	---------	---------	---------

HANDOUT #2: COUNTERING CYCLE OF THE ELEMENTS



THICK AS THIEVES

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

Treasure Bundles

- ☐ **Event 1**, page 6: 1 Treasure Bundle for recovering Rasuna's notes
- ☐ **Area A**, page 9: 1 Treasure Bundle for defeating the metal elementals
- ☐ **Area B**, page 14: 1 Treasure Bundle for defeating the water elementals
- ☐ **Return to the Maze**, page 18: 1 Treasure Bundle for either talking Shurrizih down or defeating him in combat
- ☐ ☐ ☐ ☐ ☐ **Retuning the Keystones**: 1 Treasure Bundle for retuning each keystone, up to six Treasure Bundles

CP Total	Level Range
8-14	5-6
16-18 (5+ players)	5-6
16-18 (4 players)	7-8
19+	7-8

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

5th-level PCs = 2 points each

6th-level PCs = 3 points each

7th-level PCs = 4 points each

8th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 5-6 encounters appear in Appendix 1, and level 7-8 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

THICK AS THIEVES



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
			Replay Used <input type="checkbox"/>	

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
			Replay Used <input type="checkbox"/>	

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
			Replay Used <input type="checkbox"/>	

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
			Replay Used <input type="checkbox"/>	

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
			Replay Used <input type="checkbox"/>	

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
			Replay Used <input type="checkbox"/>	

THICK AS THIEVES

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Pathfinder Society Scenario #5-13: Thick as Thieves

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

During this adventure, you traversed five elemental planes after the Maze of the Open Road was displaced thanks to the actions of two thieves. You talked down some wood wisps, fought metal and water elementals, helped an old Pathfinder Society ally fix a disturbance in a fiery cultural center, and learned about the special properties of consonite, all in the name of retuning the keystones that anchor the maze. After bringing the maze back to its desired location, you ☐ talked down or ☐ fought an angry jann shuyookh who was determined to get his revenge on Gedun and Yeyacha, who stole a precious magical item from him.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

This adventure grants the following unique boon: **Farah's Blade**.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

brazier of harmony (level 5, 150 gp; *Rage of Elements* 122)
messenger's ring (level 9, 700 gp)
broadleaf shield (level 6, 225 gp; *Rage of Elements* 200)
brightbloom posy (level 8, 450 gp; *Treasure Vault* 125)
conduit shot, lesser (level 6, 50 gp; *Treasure Vault* 80)
meteor shot (level 7, 70 gp; *Gun & Gears* 171)
obsidian edge (level 6, 250 gp; *Rage of Elements* 123)
ash gown (level 7, 350 gp; *Rage of Elements* 122)
octopus potion, lesser (level 6, 50 gp; *Rage of Elements* 178)
brine dragon scale (level 8, 100 gp; *Rage of Elements* 176)
limestone shield (level 7, 350 gp; *Rage of Elements* 99)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: SKLH

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club