**Thuvia**

5 city-states: Merab, Pashow, Duwwor, Lamasara, Aspenthar

Rotate auction of Sun Orchid Elixir each year

Significant Div presence in nation causes only 7 vials of elixir to be made each year as Sun Orchids grow in their territory.

**Pashow** is the smallest city-state (4320 people), primarily worships Nethys, magically inclined.

Last two shipments have gone missing.

People blame **Emir Guldis** for the loss of hundreds of thousands of gold as a result.

**First combat**

The Astral Plane has the following traits:

* **Subjective Directional Gravity:** It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.
* **Timeless**: Age, hunger, thirst, afflictions (such as diseases, curses, and poisons), and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
* **Mildly Neutral-Aligned**
* **Enhanced Magic**: All spells and spell-like abilities used within the Astral Plane **may** be employed as if they were improved by the [Quicken Spell](http://paizo.com/pathfinderRPG/prd/coreRulebook/feats.html#quicken-spell) or [Quicken Spell-Like Ability](http://paizo.com/pathfinderRPG/prd/bestiary/monsterFeats.html#quicken-spell-like-ability) feats. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the [Quicken Spell](http://paizo.com/pathfinderRPG/prd/coreRulebook/feats.html#quicken-spell) feat, only one quickened spell or spell-like ability can be cast per round.

If players use Detect Magic, Arcane Sight, True Seeing, or similar magical senses, DC 20 Knowledge (planes) can assess that the planar thinning makes Plane Shift go to that exact location.

Shamblers all have Blink for 7 rounds after engaging the PCs: <http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/blink.html#blink>

**Leadership**

Axe Fixers: *Garl and Shrade*, Eskaravarn, Visbaron Adelum.

Kernaug Group: Maralyn Corwins, *Raphiel Vasheen*, Sophron "Sophie" Delgavar, Veronik Locnave.

Scroll-Seekers: *Janira*, Athrax, Ko Deschamp, Tarys.

**Second Combat**

**Special Preparations** (Ex) Thanks to Saabira’s access

to dossiers on the PCs, their abilities, and their

accomplishments, Kaarim gains and casts one of the

following spells from a scroll (CL 15th) before the PCs arrive:

death ward, protection from energy (affects both Kaarim

and Saabira), or spell immunity.

• Saabira wears a locked gauntlet and has applied an oil to

her weapon that increases its effective hardness to 22 and

increases its hit point total to 60.

• Three enchanted iron bullets orbit Saabira and deflect other

bullets, granting her a +10 bonus to AC against the first three

firearm attacks attempted against her during this encounter.

• Saabira has consumed a variety of alchemical remedies that

grant her a +5 alchemical bonus against effects that would

blind, confuse, daze, nauseate, poison, sicken, or stagger her.

**Saabira Power Attack:** +19/+14/+9 (1d10+25/17-20)

**Wishcraft effects on death:**

**Kaarim**: Kaarim immediately receives the benefits of haste and

heal (CL 15th). Kaarim counts his melee weapon as having

the shocking burst weapon special ability, and can count any

spell he casts as having the Empower Spell metamagic feat

applied to it. In addition, every time Kaarim gains a negative

level at the start of his turn, he can channel negative energy

as a free action.

**Saabira**: Saabira immediately receives the benefits of haste

and heal (CL 15th). Her bardiche gains the unholy weapon

special ability. In addition, she can now cast dimension door

as an at-will spell-like ability (CL = Saabira’s character level).

Saabira also counts as possessing the Dimensional AgilityUC,

Dimensional AssaultUC, and Dimensional DervishUC feats.

**Loaralis**

**Fickle Winds** (CL 9) in effect - all arrows/bolts miss, Small and smaller creatures cannot pass barrier, other normal ranged weapons have 30% miss chance, no hostile gases, lasts 9 minutes (i.e. all combat)

**Compel Alacrity** is implanted - at start of turn, if within an enemy's reach, can move 15' as a free action without provoking, doesn't count towards movement for round.

**Other buffs:** Haste (CL 7), invisibility (CL 7), and mage armor (CL 7)

**Deadly Stroke:** As a standard action, make a single attack with the weapon for which you have [Greater Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#greater-weapon-focus) against a [stunned](http://paizo.com/pathfinderRPG/prd/glossary.html#stunned) or [flat-footed](http://paizo.com/pathfinderRPG/prd/glossary.html#flat-footed) opponent. If you hit, you deal double the normal damage and the target takes 1 point of [Constitution](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#constitution) [bleed](http://paizo.com/pathfinderRPG/prd/glossary.html#bleed) (see [Conditions](http://paizo.com/pathfinderRPG/prd/glossary.html#appendix-2-conditions)). The additional damage and [bleed](http://paizo.com/pathfinderRPG/prd/glossary.html#bleed) is not multiplied on a critical hit.

**Deadly Stroke values:** Bite +30 (4d8+24)

**Frightful Presence:** DC 24 Will save or Shaken for 5d6 rounds, free action

**Hover:** If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

**Bold Stare:** 2d6 additional damage vs stare target 1/round on damaging them

**Intimidating Glance:** Intimidate as swift action vs target of stare

**Buried:** Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls [unconscious](http://paizo.com/pathfinderRPG/prd/coreRulebook/glossary.html#unconscious), he must make a DC 15 [Constitution](http://paizo.com/pathfinderRPG/prd/coreRulebook/gettingStarted.html#constitution) check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

From <<http://paizo.com/pathfinderRPG/prd/coreRulebook/environment.html>>