

The Cosmic Captive Player Handouts

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Instructions

The following contains handouts which are meant for the player's eyes. This information has been edited to make it easier for the players to understand what is going on during some encounters while still withholding key bits of information. When in doubt, refer to the module or to the GM thread.

Opening Cache – These are the items that every Pathfinder gets before the mission even begins. There are multiple copies of air crystals on the sheet so that you can cut them out and have the players hand them back to you when you use them.

Initial Info – These correspond to the initial knowledge checks. Cut off the bottom of the ones the players don't have and then given them to the players to read so that you can save your precious voice.

Thunderous Aid – There's no way that the players are going to remember this, and reading it aloud for them to transcribe takes precious time. This will just make handling the Thunderous Aid event much easier. Included is stat blocks for all the elementals that they can summon.

Solve the Puzzle Orb – This contains all the rules for the encounter without mentioning any DCs. This should give enough for the PCs to effectively plan what they want to do in a short amount of time while still leaving some mystery in the encounter. The information about the circles is presented in such a way that you could fold the paper in half if the players only get the first two circles.

Opening Cache

AIR CRYSTAL POUCH

Weight —; **Price** 50 gp;

These unpleasant-tasting, alchemically grown crystals release breathable air when chewed. A pouch of air crystals provides 1 minute of breathable air. Placing air crystals in your mouth takes a standard action; chewing them each round is a free action. Any attempt to speak while chewing air crystals negates any remaining duration.

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POTION OF ENDURE ELEMENTS

Aura faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

The potion lasts for 24 hours.

SNAPLEAF

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

This crystalline carving looks like a hand-sized tree leaf. It is usually worn around the neck on a strap so it is within easy reach, but can be affixed to a belt or clothing just like a badge. Activating a *snapleaf* is an immediate action and gives the bearer the benefits of *feather fall* and *invisibility*. The duration of the two effects work independently; ending one early does not affect the other. The item cannot be activated to provide just one of these two effects; they are always activated simultaneously.

In addition, the Pathfinder Society is making accessible castings of *planar adaptation* for 1 prestige point.

The benefit gained is below:

Planetary adaptation grants the targets immunity to the harmful environmental effects of a particular world on the Material Plane, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that world (choose one if more than one type is equally prevalent). For the purpose of this adventure, planetary adaptation grants no energy resistance but does protect the recipient from environmental temperature extremes, the vacuum of space, and damage dealt by radioactivity. This casting is at caster level 13 and lasts for 13 hours.

Lower Tier Items for the Opening Cache

Subtier 1-2

WAND OF CURE LIGHT WOUNDS (10 charges)

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 150 gp; **Weight** —

Touched creature heals 1d8+1 hit points. If the touched creature is undead, they instead take that much damage, with a Will DC 11 save for half.

Subtier 3-4

WAND OF CURE MODERATE WOUNDS (5 charges)

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

Touched creature heals 2d8+3 hit points. If the touched creature is undead, they instead take that much damage, with a Will DC 13 save for half.

Initial Info – Diplomacy (Gather Information)

DC 12+: Absalom is all abuzz with numerous and colorful tales about the sudden appearance of a new light in the night sky. Fortunetellers and doomsayers crowd the streets, shouting stories and warnings of what this portends.

DC 17+: Messengers have been arriving in the Grand Lodge from around the Inner Sea with tales of strange gateways appearing around the world. Scholars have attended closed-door meetings with Master of Spells Sorrina Westyr to discuss this phenomenon as well as a sudden upheaval in the Elemental Planes.

DC 22+: An ambassador from the elves of Kyonin met with members of the Decemvirate. Shortly afterward, the Society's leaders commissioned scribes to copy a number of elven scrolls concerning the solar system and interplanetary travel.

DC 27+: The Society has gathered a number of rare Numerian relics related to survival in airless environments. Additionally, the Society recently recovered fragments from a broken *aiudara* (also known as an elf gate) and shipped them to the Cairnlands north of Absalom.

Initial Info – Knowledge (Arcana or History)

DC 10+: The Spire of Nex is a mile-high column of smooth grey stone a few hours north of Absalom. The Archmage Nex constructed the Spire during his unsuccessful siege of Absalom in 166 AR.

DC 20+: The Spire has no obvious entrances on any surface, but is said to have contained Nex's armies. The building seems to bend both space and magic around itself.

Initial Info – Knowledge (Geography) or Profession (Astronomer)

DC 10+: A new comet appeared several months ago. It does not match any known comets, and its trajectory seems highly irregular.

DC 15+: The comet recently traveled past Akiton, and it should travel past Golarion within the next 24 hours. Initial observations showed it was rotating slowly, but it has now stopped spinning altogether.

DC 20+: The comet is venting a tremendous amount of air, rather than the ice crystals and water vapor normally associated with such objects. A shallow atmosphere has formed around the celestial body.

DC 25+: The comet is actually an asteroid known as Aucturn's Tear, a piece of the Diaspora asteroid belt. Aucturn's Tear passes through the solar system every 56 years, but according to records and eyewitnesses, it has never shone so brightly before.

Thunderous Aid

Thunderous Aid: Ranginori has sensed his saviors are near and attempts to grant them his power and wisdom. During combat, a PC adjacent to the puzzle orb can attempt an Average Diplomacy check, Average Spellcraft check, or Easy Use Magic Device check to direct the Duke of Thunder's wrath. If successful, a PC can cast one of the following spells as a spell-like ability, using her character level as her caster level and either her own Charisma or 20 to determine the spell's save DC. She can use any of the spells listed in her own subtier or in a lower subtier. This ability can only be used once per combat, and any summoned elemental disappears at the end of the combat.

Subtier 1–2: cure light wounds, shocking grasp, summon nature's ally II (air elemental only)

Subtier 3–4: cat's grace, cure moderate wounds

Subtier 5–6: cure serious wounds, lightning bolt, summon nature's ally IV (air elemental only)

Subtier 7–8: call lightning storm, cure critical wounds, summon nature's ally V (air elemental only)

Subtier 10–11: summon nature's ally VI (air elemental only)

Between combats, Ranginori can impart his insights to one PC attempting a skill check to help free him.

The group must decide which PC gains this bonus before she attempts a skill check, reducing the check's DC by one step (e.g. from Average to Easy).

Call Lightning Storm (evocation[electricity], 1 round, VS, long, one lightning bolt/lvl, SRyes) – standard to call down 5ft wide 30 ft high bolt of lightning that deals 5d6 electricity. (5d10 if storm).

Cat's Grace (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 DEX enhancement

Cure Critical Wounds (conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing (max +20)

Cure Light Wounds (conjuration (healing), VS) – creature touched heals 1d8+lvl (max +5)

Cure Moderate Wounds (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

Cure Serious Wounds (conjuration (healing), VS) – creature touched heals 3d8+lvl (max +15)

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

Shocking Grasp (evocation[electricity], VS, creature touched, SRyes) – 1d6/lvl (max 5d6) electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

Summon Nature's Ally II (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon a small air elemental

Summon Nature's Ally IV (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon a medium air elemental, or 1d4+1 small air elementals

Summon Nature's Ally V (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon a large air elemental, or 1d3 medium air elementals or 1d4+1 small air elementals

Summon Nature's Ally VI (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon a huge air elemental, or 1d3 large air elementals or 1d4+1 medium air elementals

SMALL AIR ELEMENTAL CR 1

N Small outsider (air, elemental, extraplanar)

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

DEFENSE

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

hp 13 (2d10+2)

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

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

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +6 (1d4+1)

Special Attacks whirlwind (DC 12)

STATISTICS

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

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

Feats Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11

MEDIUM AIR ELEMENTAL CR 3

N Medium outsider (air, elemental, extraplanar)

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

DEFENSE

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

hp 30 (4d10+8)

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

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

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks whirlwind (DC 14)

STATISTICS

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

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

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

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

LARGE AIR ELEMENTAL CR 5

N Large outsider (air, elemental, extraplanar)

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

DEFENSE

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

hp 68 (8d10+24)

Fort +9, **Ref** +13, **Will** +2

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

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+4)

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

Special Attacks whirlwind (DC 18)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8, **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

HUGE AIR ELEMENTAL CR 7

N Huge outsider (air, elemental, extraplanar)

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

DEFENSE

AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +16, **Will** +5

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

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +17 (2d6+6)

Space 15 ft.; **Reach** 15 ft.

Special Attacks whirlwind (DC 21)

STATISTICS

Str 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 38

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Weapon Finesse^B

Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

SPECIAL ABILITIES

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

Elemental Traits

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Solve the Puzzle Orb

In between combats, each character can attempt a check to Solve the Puzzle Orb or to Break the Warding Circles surrounding the Puzzle Orb.

Solve the Puzzle Orb

To attempt to solve the Puzzle Orb, you can make one of the following checks:

- **Average:** Appraise, Disable Device, Intelligence, Knowledge (religion), Wisdom, Use Magic Device
- **Hard:** Knowledge (any), Linguistics, Perception

You get a +1 bonus on these checks for each of the following languages you read and understand: Abyssal, Aquan, Auran, Ignan, Terran

If you make a success on an Average skill, future checks using that skill use the Hard DC.

If you beat the DC by 5 or more, it counts as two successes.

After everyone has had a chance to make a check, tally up the number of successes you have.

- If you have at least 1 success, then the GM will report 1 success back.
- If you have at least a number of successes equal to half the PCs, then the GM will report 2 successes back.
- If you have at least a number of successes equal to the number of PCs, then the GM will report 3 successes back.

Break the Warding Circle

To attempt to break the Warding Circles protecting the Puzzle Orb, you can do one of the following actions:

- Take a full round of actions to damage one of the circles.
- Make an Average Disable Device check to deal half the circle's max hit points to it in damage. If the check beats the DC by 5, then the check deals the circle's max hit points to it in damage.

Each circle has an unknown hardness and hit points. They take half damage from energy attacks (except sonic).

PCs can identify what the circles do with a Knowledge (arcana or planes) check, with varying results depending on how high the result is. This does not take up your opportunity to perform one of the above actions in between combats.

A circle is completely destroyed when dropped to 0 hit points.

In addition to whatever action you take against the Circles or the Puzzle Orb, you get 2 additional rounds that you can use to heal yourself or others.

Circles' Effects

Warding Circle

Each Warding Circle increases the hardness of the other circles and heals them up after each combat. This does not heal a destroyed circle, and this effect does not apply to any Warding Circle.

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Distortion Circle

This Circle increases the difficulty of checks made to solve the Puzzle Orb by one step.

Earth Circle

This Circle gives the guardian creatures a bonus to attack and damage.

Fear Circle

This Circle causes anyone attempting to make a check to become shaken and believe that they are suffocating.

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