

PATHFINDER® SOCIETY

YEAR OF
SHATTERED SANCTUARIES

Scenario #3-17 Levels 5-8

DREAMS OF A
DUSTBOUND ISLE

By Matt Duval



DREAMS OF A DUSTBOUND ISLE

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: Pathfinder Core Rulebook, Pathfinder Bestiary, Pathfinder Gamemastery Guide, and Lost Omens Grand Bazaar

Maps: Pathfinder Flip-Mat: Bigger Island

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 <http://www.organizedplayfoundation.org/paizo/guides/>.

- METAPLOT (SHATTERED SANCTUARIES)**
- FACTION (RADIANT OATH)**
- FACTION (VERDANT WHEEL)**

SUMMARY

The night hag Aslynn has trapped the psychic leader of the Onyx Alliance, Sarnia Blakros, in a dream prison while she advances her own schemes. Sarnia disrupts the Pathfinders' sleep in the Grand Lodge with mysterious calls for help in the form of frightening dreams that take place on an island in a sea of dust. Unsure of the source of their shared unquiet sleep, the Society dispatches agents into the realm from their dreams to find out what's happening and put a stop to it.



PLAY TIME: 4–5 HOURS



LEVELS: 5–8



PLAYERS: 3–6



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ADVENTURE BACKGROUND

A few decades ago, Sarnia Blakros took over the Onyx Alliance, a ruthless mercantile group based on the Shadow Plane. Her family had offered her up to the organization in accordance with an ancient pact known as the Penumbral Accords. Over time, she learned to channel her rage and pain about her fate into psychic manifestations—abilities that allowed her to reclaim control of her destiny. She quickly consolidated power within the Onyx Alliance and searched for new allegiances on the Material Plane, vowing revenge against the Blakros family.

The Pathfinder Society—close allies with the Blakros Museum—learned of Sarnia's past and the Blakros family's foul deeds. In their investigations, the Society also learned that Sarnia's sister Dhrami Blakros and her husband Nigel Aldain, the museum's curator, had secretly been working with the Onyx Alliance to thwart the Blakros family by stealing treasures from the museum. Though the Society remained wary of Sarnia and the Onyx Alliance due to the organization's history of cruelty—including the Penumbral Accords and their participation in Shadow Absalom's soul markets—they saw that the Blakros family had committed its own share of misdeeds. Many agents, frustrated by the Blakros Museum's history and the family's actions, supported a tentative truce with Dhrami, Nigel, and the Onyx Alliance. For her part, Sarnia views cooperation with the Society as a means to an end—ideally, the end of the Blakros family.

But one of Sarnia's most powerful enemies has other plans.

When Sarnia took charge, she ended the Onyx Alliance's dealings in mortal souls, and the night hag Aslynn lost a valuable business partner. In subsequent years, Aslynn also faced off against the Pathfinder Society, which thwarted her efforts on multiple occasions, including her attempt to seize control of the Hao Jin Tapestry demiplane and its treasures. The truce between the Pathfinder Society and Onyx Alliance enraged her. She set out to deceive the two groups by framing the Onyx Alliance for a series of attacks and thefts against the Society.

WHERE ON GOLARIAN?

This adventure begins in Absalom, the City at the Center of the World. From there, the PCs enter a dreamlike demiplane that exists partially on the Dimension of Dreams, partially on the Shadow Plane, and partially in the mind of a night hag. For more information on planes and demiplanes, see *Pathfinder Gamemastery Guide* pages 136–145.



To trigger the conflict, Aslynn arranged an attack on a Pathfinder Society ship, the *Sixwing Drake*, as it returned from Iobaria laden with relics. She also leaked false information to the Onyx Alliance that suggested the Pathfinder Society was in fact still working closely with the Blakros family, tricking Sarnia into believing the *Sixwing Drake* carried proof of the Society's deception—but it carried only the false relics and documents Aslynn had planted on board. As described in *Pathfinder Society Intro: Year of Shattered Sanctuaries*, Sarnia sent her second son Marcien Blakros to intercept the shipment in Absalom's harbor. He and his forces whisked the cargo to a nearby hideout and rigged the ship to explode. But instead of finding proof of the Society's deception, Marcien found maps and detailed information about several Pathfinder Society lodges, along with multiple false relics and cursed objects. When he returned to Shadow Absalom to report on these confusing findings, he discovered his mother Sarnia was gone. Realizing the deception but not knowing

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who was responsible, he later attempted to infiltrate the Grand Lodge (during *Pathfinder Society Scenario #3-06: Struck by Shadows*) in search of notes about the lodges detailed in the documents. He desperately hoped to learn what the sites had in common and discover the Alliance's hidden enemy.

As for Sarnia Blakros, she remains trapped in a psychic prison which exists partially in a corrupted shard of the Dimension of Dreams, partially in Aslynn's mind, and partially on an island in the dust-filled seas of the Shadow Plane. Due to the nature of dreams and the Shadow Plane, she has no idea how long she has been trapped, but she eventually learned to send psychic projections to others in the form of dreams. Reasonably fearing her captor might detect messages sent out to the Shadow Plane, she begrudgingly sent dreams of the Dustbound Isle to the Grand Lodge. She knows the Society can't resist sticking its nose into dangerous places, and its agents might just be the only people who can help free her from her prison! The captain of the *Sixwing Drake* remains trapped on the Dustbound Isle as well; freeing the two will be no easy task.

GETTING STARTED

The adventure begins in a briefing room at the Grand Lodge in Absalom, where the PCs are among the many Pathfinders who have been experiencing strange dreams for several days. Randomly distribute **Handouts #1–6: Dreams of a Dustbound Isle** to the players (giving one handout to each player). These handouts describe the impressions they recall from their dreams, which have some shared elements.

The PCs meet with **Toldrar** (LN male hobgoblin tactician), **Urwal** (NG male lizardfolk astrologer), and **Valais Durant** (LG female aasimar ritualist) to discuss the situation.

Toldrar, the Grand Lodge's Head of Security, drinks deep from a steaming mug as Urwal, leader of the Verdant Wheel faction, excitedly lays out star charts on the meeting table. Valais Durant, leader of the Radiant Oath, briefly nods off before snapping back awake.

Toldrar lifts his mug in greeting. "Good morning, Pathfinders! I would ask if you're rested, but no need I think this week. Almost everyone in the Lodge has experienced the same dreams, and the intrusions are growing worse with time. Agents have experienced debilitating headaches and exhaustion, and their health and the Grand Lodge's security are at risk. I've asked you here as some of the Society's best agents still in ready condition. You've had strange dreams as well, I understand?"

DREAM POINTS

At various points indicated in the adventure, the PCs can earn Dream Points, usually by succeeding at checks to learn more about the Dustbound Isle or by overcoming obstacles. The PCs earn these points as a group, not individually, and they can't lose Dream Points. Once the PCs have gained 13 Dream Points, their insight allows them to impact the dream realm in new ways. Distribute **Handout #13: Lucid Dreaming**, which describes their new abilities. Additionally, immediately distribute the 13 Dream Points to the PCs as evenly as possible; these points can be used to power these new abilities. If the players earn additional Dream Points during the adventure, give those out to the PCs immediately, starting with any PCs who got fewer points in the initial distribution. The GM can use **Handout #7: Dream Points Reference** to track the Dream Points the PCs earn at each location.



TOLDRAR

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Toldrar asks the PCs to describe their dreams and identify any shared elements. They may mention constellations or stars, glowing yellow eyes, and feeling trapped or lost. Allow each PC to attempt a check to Recall Knowledge before proceeding with the briefing.

DESNA LORE OR OCCULTISM (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Desna Lore (or other appropriate Lore) check or a DC 22 Occultism check to Recall Knowledge knows more about the dreams and their meaning. A failure grants no knowledge, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

Critical Success Certain spells and mental powers can project dreams or nightmares into a sleeping creature's mind, even allowing meetings to take place and messages to be shared. These dreams seem like a confused or desperate version of that type of magic. The four-pointed star likely represents Desna, while the spear, winged serpent, and crown represent her servants: the avoral Nightspear, the lillend Sorrowbrand, and her herald the Night Monarch. The strange nature of the dreams suggests that Desna's influence, if it is present, has been somehow warped or corrupted.

Success The feelings of being trapped possibly indicate that someone is stuck inside a recurring or unending dream. The constellations suggest Desna's influence.

Critical Failure The glowing yellow eyes suggest that a fiend or undead creature of some sort is sending dreams to attack the Pathfinder Society, or perhaps to draw knowledge from sleeping Pathfinders.

Dream Points: If at least one PC succeeds at one of the above checks, the PCs gain 1 Dream Point. If at least one PC critically succeeds, the PCs gain 2 Dream Points.

Toldrar nods along as the PCs describe their dreams and share their knowledge, then gestures to Urwal and continues the briefing.

"Urwal discovered that these shared dreams are emerging from another world entirely, and may be some kind of mental magic. I acquired—at no small cost—a concoction to transport a person into this dream realm and tackle the problem at its root. I've used it myself to scout the area and determine the severity of the threat. I saw a sea of black dust surrounding a desolate isle with monoliths and ruins in a dim twilight. I retained my equipment and seemed physically present, and I believe the dream realm is at least partially real. When I finished my reconnoiter, I returned here with a thought. Unfortunately, after this one journey, I have been unable to go back. That's where you come in."

Urwal ponders, "This dream realm—if that's what it truly is!—is unknown to us, with strange stars and constellations I have never seen. I've dreamed of a new Wyrm constellation observing the isle with gleaming eyes. I believe it represents a trapped individual, perhaps even a prisoner. There is much we don't understand and much to learn."

Valais sits up. "What we need to learn is how to stop these vile intrusions into our minds and prevent it from happening again. And if there is an innocent prisoner trapped in this nightmare, we have to help them."

Toldrar finishes his drink. "Whatever it truly is, it's a threat we need to stop. The potion only works once, Pathfinders, so you'll have one chance to complete your mission. You can wake yourselves and retreat if the situation is dire. We have put together some items that may prove useful. Acquire anything else you may need in the city, and ask around the Lodge for information or resources."

Toldrar produces a leather case stocked with clear glass vials containing a shimmering, multi-colored liquid. "I have the potions when you finish your preparations."

Toldrar, Urwal, and Valais answer any questions the PCs have about the mission.

Did you see anything dangerous? Toldrar nods. "Excellent question. Nothing approached. I did experience a growing anxiety that something was observing me, but it was all very quiet. A mental attack would not be surprising after these dreams."

What do the constellations mean? Urwal's tail twitches as he looks over the star charts. "Wondrous, aren't they? I have collected reports from the other dreamers, but I am eager for your firsthand accounts. The stars point toward Desna's influence, suggesting she is searching for something. Keep watch for any sign she might give."

How long will the potions last? Toldrar shakes his head. "I'm not sure. I was told a night's rest, so I suspect about eight hours."

A prisoner? What if they're evil? What if it's a trap? Valais considers. "It's possible something dangerous is trapped there, or has set a trap for us, but we believe that someone at the isle is in genuine distress. Whoever they are, judge them by their actions, not their friendliness or appearance."

FACTION MISSIONS

Before the PCs leave, Valais and Urwal ask to speak with them outside the meeting room.

Urwal speaks with urgency. "Powerful and unknown forces are at work here! While you embark on a vital journey for everyone's safety, remember to keep your eyes open to new wonders and possibilities. This strange environment could

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have some greater import than we've guessed, something worth preserving. I ask you to study and understand before taking decisive action."

Valais lets out a frustrated breath. "The expedition's priority needs to be the Grand Lodge's safety and helping anyone in danger or imprisoned in this dream. If you can prevent this from happening again, that's more vital than academic pursuits. I agree you shouldn't be haphazardly destructive, but if there is a way to stop these attacks without hurting innocents, you should act."

Urwal nods in understanding if not agreement. "Unless you can find a way to preserve the isle while also preventing future attacks, you'll have to make a choice. We both trust you to make the right one."

Valais agrees. "We trust your judgment."

Urwal wants the PCs to learn more about the dream realm and preserve it so the Verdant Wheel faction can study it. Valais prioritizes protecting innocents and stopping future dream intrusions, even at the cost of damaging the dream realm. Helping any trapped souls on the isle and studying the constellations and environment further both goals, but preserving the isle and stopping future attacks are conflicting goals unless the PCs find a way to purify the monoliths on the Dustbound Isle (see Dreamstone Monoliths on page 9).

PREPARATIONS

The PCs can get some additional information before they set out, and purchase needed supplies in Absalom.

Dream Points: Use the best result among the PCs on the following two checks to determine how many Dream Points the PCs earn. If at least one PC succeeds at a check, they earn 1 Dream Point; if at least one PC critically succeeds, they instead earn 2 Dream Points. In total, the PCs can earn anywhere from 0 to 4 Dream Points for these checks.

DIPLOMACY (GATHER INFORMATION) OR LIBRARY LORE

The PCs visit a library within the Grand Lodge. A PC who succeeds at a Standard Diplomacy check to Gather Information or Easy Library Lore check learns more about the current situation. A failure grants no knowledge, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

Critical Success As success, and the PC meets with Master of Spells **Sorrina Westyr** (N female oread human priest), who shares an interesting discovery. A tobacco-scented chronicle submitted by Old Pak from Ramparassad describes the Shadow Plane, a murky mirror to the Material

EXPLORATION DCs

As they explore and investigate the Dustbound Isle, the adventure calls for the PCs to attempt Easy, Standard, or Hard checks. Use the DCs in the table below for these checks. For level 5–6 groups with 14 or more Challenge Points and level 7–8 groups with 28 or more Challenge Points, increase the listed DCs by 1.

LEVELS	EASY	STANDARD	HARD
5–6	18	20	22
7–8	21	23	25

These DCs can also be used to adjudicate creative solutions not presented in the text. Use the Standard DC if a PC's approach seems reasonable, the Easy DC if it is especially clever, or the Hard DC if it is farfetched. A particularly well-used spell or class ability can result in an automatic success, at the GM's discretion.

This adventure contains puzzles as the PCs investigate the Dustbound Isle. While some players enjoy these challenges, other groups might struggle. The GM can use Sarnia's whispers or other signs to guide the PCs if they're stuck to avoid frustration and keep things moving.

Plane in perpetual dim half-light, which sounds similar to the strange twilit isle in the Pathfinders' shared dreams. Sorrina suggests the PCs bring strong light-producing magic with them, as light effects may be impeded.

Success The PC finds Chief Archivist **Zarta Dralneen** (LN female human archivist) discussing Osirion grave wards with an assistant. **Rain in Cloudy Day** (NG male fungus leshy initiate) impatiently rocks on a desktop, and waves at the PCs. "Are you off on an adventure? I've been so bored. I'll grab my gear and help!" Zarta neatly plucks Rain from the air mid-hop. "Now, now. What would I do without your aid? And this must be Toldrar's dream team. Toldrar indicated that something observed him during his scouting mission? Possibly a sentient demiplane then. Be cautious for its response to your presence. It could release adversaries or shift its terrain suddenly. Oh, Rain has some potions for you. Please return what you don't use. Ambrus Valsin never tires of auditing my ledgers."

Critical Failure The only person the PC finds is Venture-Captain **Ambrus Valsin** (LN male human chamberlain), who is quite grumpy due to several missed nights of sleep. He tells them he suspects an archivist opened something they shouldn't have down in the vaults, and wishes them luck.

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ARCANA, OCCULTISM, OR RELIGION (RECALL KNOWLEDGE)

The PCs speak with Curator Adjutant **Seshuun** (LG female azarketi historian) of the Blakros Museum, who is visiting the Grand Lodge at Toldrar's request. "The Society has helped the museum; I'm happy to return the favor. Toldrar wasn't forthcoming about why he asked me here. Is this about the *Sixwing Drake*? I hope you found the missing crew. Or another matter?"

A PC who succeeds at a Standard Arcana, Occultism, or Religion check to Recall Knowledge is able to accurately convey their shared dreams to Seshuun. A failure grants no knowledge, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

Critical Success As success, and Seshuun recalls that the ebony pyramid in some Pathfinders' dreams sounds similar to an object called the *Wightir Conjunction*, which connected the Blakros Museum to the Shadow Plane.

Success After hearing about the dreams, Seshuun shares that the former curator inadvisably used the museum's connection to the Shadow Plane and opened a doorway to a demiplane laboratory anchored by three beacons. The details are a bit complicated, but Seshuun believes that similar "beacons" or other objects may act as anchors to strengthen the dream demiplane.

Critical Failure The PC speaks with Seshuun, but she seems distracted. "The Dark Tapestry's alien entities twisted reality and tormented the mind of the Blakros Museum's original builder. Perhaps relics from that event in your vaults might have drawn their attention."

Rewards: Toldrar provides the PCs with a small oil-cloth bundle holding one *dust of appearance* (and a *candle of revealing* for levels 7–8). If the PCs spoke with Zarta and Rain, Rain gives them two *moderate healing potions* (four potions for levels 7–8).

TO THE DUSTBOUND ISLE

Once the PCs have had time to prepare and purchase equipment, Toldrar takes the PCs to a secured room and provides them with the dream potions. The syrupy liquid tastes like a susurration, with each swallow setting the PCs adrift. They awaken at the Dustbound Isle. Read or paraphrase the following.

The candles that illuminate the Grand Lodge meeting room flicker and then wink out, leaving the room in silent darkness. Motes of glimmering light briefly flash over the door before it crumbles to dust, revealing a path of onyx stones across an endless sea of black dust. The winding path leads to a beach at the base of a rocky cliff. Alien constellations swirl in the

heavens, bathing the strange realm in dim light. A single flash of lightning fills the cloudless sky, accompanied by a CRACK of thunder that sounds oddly like popping knuckles.

A. DUSTBOUND ISLE

The Dustbound Isle is simultaneously a demiplane within the Plane of Shadow, a stolen fragment of the Dimension of Dreams, and a shard of Aslynn's fiendish mind. Using potent occult magic, the night hag can psychically merge the demiplane with other creatures' souls to imprison, torment, and interrogate them. Over the years, she has terrorized many victims at the Dustbound Isle. Most of her victims never escape, and all that remains of them are haunting echoes and gibbering conglomerations of tortured souls. Aslynn's two current prisoners are Sarnia Blakros and Captain Zendrani of the *Sixwing Drake*.

Use the map on page 8 for these encounters. The PCs first arrive in area A1.

Dustbound Isle Features: Unless otherwise noted, areas of the Dustbound Isle are in perpetual dim light.

The Dustbound Isle has the Evil, Finite, Metamorphic, and Shadow traits (*Gamemastery Guide* 136–138), which causes several effects. The radius of all light from light sources and the areas of light spells are halved. Darkness, evil, and shadow magic are enhanced; anyone Casting a Spell with the darkness, evil, or shadow trait gains a +1 circumstance bonus to their spell DC or spell attack roll with that spell. Good and light magic are impeded; anyone who Casts a Spell or Activates an Item with the good or light trait must succeed at a DC 6 flat check or lose the spell or activation.

As a finite metamorphic demiplane, the Dustbound Isle contains a limited amount of space, and the demiplane's nature is subject to Aslynn's control. The PCs—and other creatures—can't travel more than 30 feet away from the surface or from the borders of the map (page 8), though a desolate sea of dust is visible in every direction. Any attempts to walk, fly, teleport, or otherwise travel away from the Dustbound Isle itself may seem at first to work normally, but as if the PCs were traveling on a treadmill, they make no progress. Any attempts to dig into the Isle or otherwise modify the terrain momentarily seem to work, but ultimately have no effect; there's more black dust beneath every surface. The demiplane instantaneously shifts to fill holes or otherwise "repair" any damage that would be done to it, even filling in footprints and erasing chalk marks.

Thankfully, Aslynn's attention is usually elsewhere, and she is unaware of what occurs within the dream realm unless events transpire that draw her gaze. She only exerts control over the demiplane later in the adventure when she attempts to fight back against the PCs' efforts to free Sarnia (see **Event 2: Sarnia's Plan** on page 16).

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Waking Up: At any point during the adventure, unless otherwise noted, a conscious PC can leave the dream realm as a two-action activity. They awaken back in the Grand Lodge—retaining any damage or conditions they took in the dream realm—precisely 13 minutes after they fell asleep, regardless of how much time seemed to pass on the Dustbound Isle. This is exactly how long it takes for any PC to wake up, even if they complete the mission, so you should not describe what happens to a PC who chooses to leave the dream realm early until all of the PCs have woken up. Once a PC leaves the Dustbound Isle, they can't return. The souls of any PCs who die in the dream realm are automatically drawn out by the magic that allowed them to enter in the first place, rather than joining the crowd of lost spirits and becoming future fodder for Aslynn's schemes. This allows them to be restored to life normally after the conclusion of the mission.

DREAMSTONE MONOLITHS

To succeed in their primary objective by learning the truth about the Dustbound Isle and discovering Aslynn's plot, the PCs must free Sarnia's mind from the Black Pyramid in area **A5**. To do so, they must destroy or purify each of the four "dreamstone monoliths" that fortify the pyramid, one each in areas **A1**, **A2**, **A4**, and **A6**.

The monoliths are corrupted Desnan relics that Aslynn stole from the Dimension of Dreams. They function as anchors for the shard of the same dimension that Aslynn merged with her own mind—the Black Pyramid is the “physical” representation of that shard. Sarnia's mind is trapped within the shard, like a nightmare within another nightmare, but she has learned how to send out psychic projections, messages, and clues to guide her potential liberators.

Initially, the PCs don't know who is trapped here, or how. They can learn more about the isle's nature, and its prisoners, by investigating the monoliths and other features of the isle, including a trail of clues Sarnia left for them. Sarnia manifested objects from her (and Aslynn's) memories, evoking the ritual tools used to imprison her—a bell and a lantern. The mysterious captain's log from the wreck of the *Sixwing Drake* is also a powerful tool that can guide the PCs.

The bell (found in area **A5**) aids in weakening the monoliths; safely reaching the monolith in area **A2** requires the lantern found in that area; and reaching the monolith in area **A4** requires Captain Zendrani's logbook from area **A7**. More details on these tools and the monoliths themselves appear in their corresponding locations.

Examining the Monoliths: PCs who spend 1 minute studying a monolith can attempt a Standard Arcana, Occultism, or Religion check or an Easy Desna Lore or

MONOLITH EVENTS

As the PCs deactivate the monoliths (whether by destroying them, purifying them, or suppressing them), Aslynn and Sarnia respond to their presence on the isle. With each monolith deactivated, the stones of the Black Pyramid shift like a puzzle cube, giving a visual indication that the PCs' actions are slowly “unlocking” something. **Event 1: Something Itches** (page 15) occurs when the PCs deactivate the first monolith. **Event 2: Sarnia's Plan** (page 16) occurs when the PCs deactivate the fourth (and final) monolith.

other related Lore check. On a success, they recognize the monoliths as corrupted Desnan artifacts, defiled holy relics with cultural and religious significance. The PC discerns that breaking them would free the minds trapped inside the dream realm, but a very dangerous and difficult ritual could channel the corruption away and preserve the monolith while also freeing the prisoners.

Traveler's Poem: As the PCs investigate the monoliths, they discover parts of a poem calling out to Desna—traces of Captain Zendrani's mind reaching out to her deity. PCs who succeed at a Standard Occultism or Religion check or an Easy Desna Lore or other related Lore check recognize the poem as an invocation that draws Desna's attention. They can attempt this check each time they find a new piece of the poem (in other words, each time they find one of **Handouts #8–11: Comforting Poem**). A PC who succeeds at this check understands that learning and reciting the full poem can help when purifying the monoliths. Once they've learned all four pieces, the PCs are instinctively aware that they know the complete poem. A PC who learns the full poem and recites it while attempting a check to purify a monolith (see below) increases the check's degree of success by one step.

Destroying the Monoliths: The monoliths each have Hardness 20 and 56 Hit Points. A PC can topple a monolith, destroying it, by succeeding at three Hard Athletics checks; each check is a two-action activity. If a PC rings the *dustbound bell* (from area **A5**) within 20 feet of a monolith, the monolith permanently loses its hardness.

Purifying the Monoliths: A PC who is adjacent to a monolith can spend 1 minute performing a rite to purify it. They must attempt a Hard Arcana, Occultism, or Religion check to perform the rite. Unless they have the *dustbound scroll* (from area **A7**), they take a -2 circumstance penalty to their check. The check has the following results. If the PC fails, other PCs can attempt the check as well.

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Critical Success As success, and the PCs gain 1 Dream Point.

Success Purifying starlight shines down on the monolith.

Luminescent blue butterflies flit around it as the stone fades away, returning to Desna and freeing the trapped minds. The black pyramid rumbles in the distance as its defenses weaken.

Failure All light vanishes as cold white ember eyes appear in the sky, searching. Flesh turns to black dust as life and spirit fade. The PC takes 4d8+18 mental damage (DC 22 basic Fortitude or Will saving throw, target's choice). For levels 7-8, the DC is 25 and the effect deals 4d10+22 mental damage. The PC cannot attempt further checks to purify this monolith.

Critical Failure As failure, and the PC is drained 1. The PC cannot attempt further checks to purify any of the monoliths.

Suppressing the Monoliths: A PC wanting to preserve the monoliths but unwilling to risk the ritual can accept the prisoners' nightmares in their own mind, becoming drained 1 to render the monolith inert until they leave this dream realm; a PC can only accept nightmares if they do not already have the drained condition.

A1. BEACH

The black dust on the beach twists in ephemeral patterns. Stone steps climb the looming cliff to a monolith bathed in starlight. Dozens of voices cry out for help from inside the ancient stone. Their pain echoes around the isle as it would within a cavernous chamber, reflecting off three other points. Across a small strait sits the smashed hull of a blue-sailed ship. A black pyramid rises in the distance. Glowing yellow eyes peer out momentarily, and then sink into the shifting stones. The nearby monolith cracks as a bell rings in the distance, but the cracks fade as black dust fills them.

Several objects are visible in the distance: The wreck of the *Sixwing Drake* in A7, the market ruins in A2, a field of statues in A3, a floating inverted pyramid in A5, and monoliths in A2, A4, and A6.

Monolith: Faded travel poems cover the ancient stone, one still legible. Distribute **Handout #8: Comforting Poem (Part 1)** to the PCs.

Dream Points: Shadowtongue runes form in the sand, though they convey no meaning, forming tormented faces when anyone attempts to read them. Investigating PCs who succeed at a Hard Arcana, Occultism, or Society check or Standard related Shadow Plane Lore check notice one rune that draws in the light and stands out from the others. They discern that the rune binds whatever it marks to the Shadow Plane. On a critical success, the PC identifies it as a mark the Onyx Alliance has used to brand its prisoners. PCs who speak or understand Shadowtongue gain a +2 circumstance bonus to this check. The PCs gain 1 Dream Point if any PC succeeds at this check, or 2 Dream Points for a critical success.

PCs who succeed at a Hard Occultism or Religion check or Standard related Lore check identify curses gouged into the dreamstone monolith by wicked claws. PCs who speak or understand Abyssal gain a +2 circumstance bonus to this check, as they glimpse Abyssal sigils among the claw marks. The PCs gain 1 Dream Point if any PC succeeds at this check, or 2 Dream Points for a critical success.

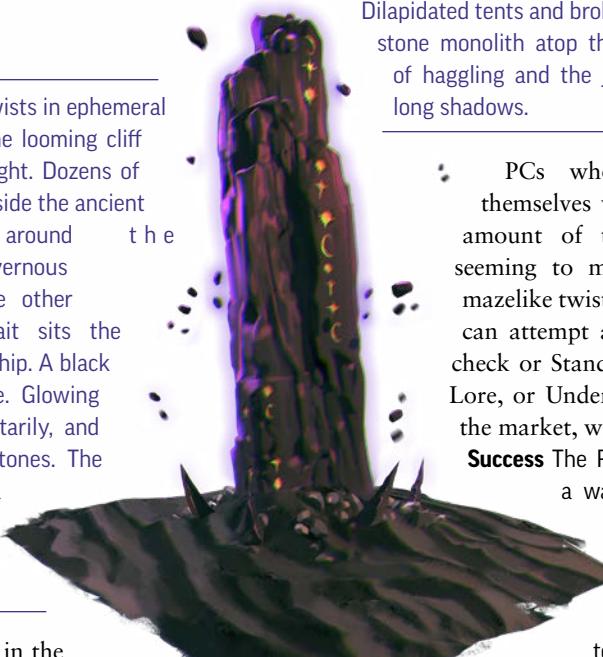
A2. MARKET

Dilapidated tents and broken-down wagons circle a cracked stone monolith atop the promontory. The faint chatter of haggling and the jingle of coins whisper from the long shadows.

PCs who Search the market find themselves wandering for an indiscernible amount of time, the tents and wagons seeming to move to form dead ends and mazelike twists and turns. Each Searching PC can attempt a Hard Perception or Survival check or Standard Mercantile Lore, Scouting Lore, or Underworld Lore check to navigate the market, with the following results.

Success The PC spots glowing yellow eyes on a wall painted with a green dragon that points down the row. They notice a black-cloaked elven poppet with similar eyes discarded on a table pointing toward a faded, diaphanous tent. Inside, two glowing yellow candles light a single stand. After a few moments a simple lantern with an unlit yellow candle appears on the stand. The PCs find additional rewards (see page 11).

Failure The PC eventually finds the lantern but becomes fatigued from wandering. They do not locate the additional treasures.



DREAMSTONE MONOLITH

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DREAMS OF A DUSTBOUND ISLE

Dustbound Lantern: If a PC succeeds at the previous check, the group acquires the *dustbound lantern*. This object exists only in the dream realm. If the PCs light it, they can use its light to guide the way to the monolith in this area. It functions as a normal lantern, and the radius of its light is unaffected by the Dustbound Isle's planar traits.

Dream Points: The PCs gain 2 Dream Points for acquiring the *dustbound lantern*.

Monolith: While the monolith is visible from a distance, darkness obscures the path to the monolith as the PCs approach, growing thicker the closer they go. Eventually, even creatures with darkvision can barely see, treating targets seen through the darkness as concealed. PCs who attempt to travel through the darkness without a proper light feel it sapping their strength. If they persist instead of turning back, they must succeed at a Hard Fortitude save or become drained 1 as the darkness greedily takes its toll. Regardless of their saving throw result, they reemerge from the darkness exactly where they entered.

The most likely way to pierce the darkness and reach the monolith is by using light from the *dustbound lantern* (see above), which causes the cloying shadows to recede completely and reveals the path to the

monolith. Alternatively, the PCs could try using their own spells with the light descriptor to counteract the magical darkness (4th level, counteract DC 20). For levels 7–8, the darkness is harder to push back (5th level, counteract DC 23). If the light effect does not specifically list counteracting darkness in its effects, the PC must target the darkness directly; this close interaction causes the PC to become drained 1 unless they succeed at a Hard Fortitude save. A successful check to counteract suppresses the darkness long enough for the PCs to safely reach the monolith.

When the PCs arrive at last, they notice that the crown constellation shines bright above the ancient stone, illuminating dead butterflies carpeted around it. Unlit candles flank a hollow in the stone holding a broken placard bearing legible writing. Distribute **Handout #9: Comforting Poem (Part 2)**.

Rewards: If at least one PC succeeds at the check to navigate the market, the PCs find a *lesser potion of fire resistance* hidden behind a panel marked with a blue butterfly (two potions for levels 7–8).

A3. FACELESS STATUES MODERATE

Pale, faceless statues, half-buried in black dust, litter the field at the island's center. An occasional hand or head peeks out from below, pressed downward beneath another statue lifting itself to the air.

Hazard: This haunted field manifests Sarnia's old fear of being another faceless lost Blakros daughter, and her determination to prevent that fate. The statues move when unobserved, struggling to stay above the dust. The haunt's area is indicated on the map on page 8.

LEVELS 5–6

WAKING NIGHTMARE

Page 20

HAZARD 7

LEVELS 7–8

WAKING TERROR

Page 24

HAZARD 9



DUSTBOUND LANTERN

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

Dream Points: Investigating PCs who study the statues for 1 minute and succeed at a Standard Occultism or Religion check or Easy related Lore check recognize the shifting statues as a psychic manifestation influencing a morphic planar domain, suggesting someone is exerting some small measure of control over a demiplane controlled by another more powerful being. On a critical success, the PC understands that these psychic manifestations might also come in the form of objects or messages. The group gains 1 Dream Point if at least one PC succeeds at this check, or 2 Dream Points if at least one PC critically succeeds.

Rewards: One statue holds a +1 dagger (or a *lady's knife* [Lost Omens Grand Bazaar 110] for levels 7–8). Another clutches an obsidian pendant set with an amethyst worth 22 gp (44 gp instead for levels 7–8).

A4. OVERLOOK

The constellations above the isle's highest point shift as the viewer changes position. Shadows obscure the faint star patterns carved into the stone steps. As the PCs walk up the steps, the hilltop grows in height to tower over the landscape from the viewer's perspective. Try as they may, the PCs can't ascend to the monolith in this area without help.

Monolith: The hill grows as the PCs ascend, making ascent to the monolith impossible by normal means. To reach the top, the PCs need to trace out the Stair of Stars constellation in the faded star patterns in the steps, but the isle obscures the star carvings in the stone. If the PCs have the *dustbound scroll* (from area A7), the carvings illuminate, showing the path clearly. In this case, ascent becomes a trivial matter of following the indicated path.

When they reach the monolith, the PCs discover that a four-pointed starknife constellation shines on countless words carved in the monolith, highlighting a specific section of a poem. Distribute **Handout #10: Comforting Poem (Part 3)**.

Dream Points: PCs investigating the monolith who succeed at a Hard Occultism or Religion check or a Standard Nature or related Lore check identify the monolith as a petrified tree trunk from the Enchanted Forest in the Dreamlands, also known as the Dimension of Dreams. The group gains 1 Dream Point if at least one PC succeeds at this check.



DUSTBOUND BELL

A5. BLACK PYRAMID

An inverted ebon pyramid adorned with bloodred gems floats ten feet above the ground. The blocks of the black edifice slowly shift about, stones grinding in a low growl. Shadow-obscured markings scurry beneath the eye, avoiding comprehension. Darkness flows from its tip into the earth, sending out ripples of black dust.

The PCs can't harm the pyramid, which contains Sarnia's trapped mind. They must deactivate the four dreamstone monoliths on the Dustbound Isle (by destroying, purifying, or suppressing them) to open the pyramid and release her (triggering **Event 2**).

Dream Points: PCs investigating the pyramid who succeed at a Hard Arcana check or Standard Pathfinder Society Lore or Shadow Plane Lore check realize the pyramid is identical to the *Wightir Conjunction*, an object that once connected the Blakros Museum to the Shadow Plane for the Onyx Alliance. If a PC succeeds at this check, the group earns 1 Dream Point.

PCs who Search the area find an Onyx Alliance signet ring in the dust. When examined, it momentarily transforms into a Blakros signet ring, then into a small bell bearing both crests. The bell lets out a startling, clear sound. PCs who succeed at a Standard Society check or Easy Pathfinder Society Lore check identify both crests. If a PC succeeds at this check, the group earns 1 Dream Point. They also earn 1 Dream Point for discovering the *dustbound bell*.

Dustbound Bell: This object exists only in the dream realm. If a PC spends an action to ring the bell while within 20 feet of a monolith, the monolith permanently loses its hardness. They must be holding the bell in one hand. It has no effect if the PCs can't access the monolith (for example, if it is inaccessible due to impenetrable shadows or infinitely ascending stairways).

A6. BROKEN CLIFF

A dilapidated rope bridge leads to a broken natural pillar separated from the rest of the island. A solid, onyx monolith stands atop it.

As the PCs approach, the pillar and bridge extend away with growing vertigo as the wind picks up. The bridge is a test of courage. Caution (walking

DREAMS OF A DUSTBOUND ISLE

carefully, flying across, checking for traps, taking steps to secure the bridge before crossing, or similar actions) sows a seed of fear. A cautious PC must attempt a Hard Will saving throw when they cross, with the following results. A PC who simply Strides across the bridge automatically succeeds.

Critical Success As success, and the PC understands that fear is the real danger when crossing the bridge.

Success The PC reaches the other side safely.

Failure The PC's cautious attitude makes the bridge less safe (ropes snapping, winds picking up, waves of dust crashing), increasing the DC by 1 for any PCs' future attempts to cross the bridge. The PC makes it halfway across the bridge (or the remaining distance if they were already halfway across).

Critical Failure As failure, but the DC increases by 2. If the PC was already on the bridge, the isle spins their fears into a foregone conclusion, targeting the PC with a phantasmal killer spell (using the Hard DC). If they survive, they reach the other side.

PCs crossing back after reaching the monolith do not need to attempt further saving throws.

Dream Points: If a PC simply Strides across the bridge or a PC critically succeeds at the check to cross the bridge, the group earns 1 Dream Point.

Monolith: This monolith is pitch black and has an aura of illusion magic. Tiny invisible stars form a winged serpent constellation within, and an invisible poem hides on the surface. If a PC is able to see or reveal invisible things (such as by casting *see invisibility* or using *dust of appearance*), they discover the words. Distribute **Handout #11: Comforting Poem (Part 4)**.

Rewards: Near the monolith, a worn traveler's satchel stitched with a butterfly holds an *invisibility potion* and an identical empty vial.

A7. SHADY SHIPWRECK

The shattered hull of a blue-sailed vessel rests on the beach, the wood creaking and splintering under its own weight. The name *Sixwing Drake* is emblazoned on the prow in faded paint.

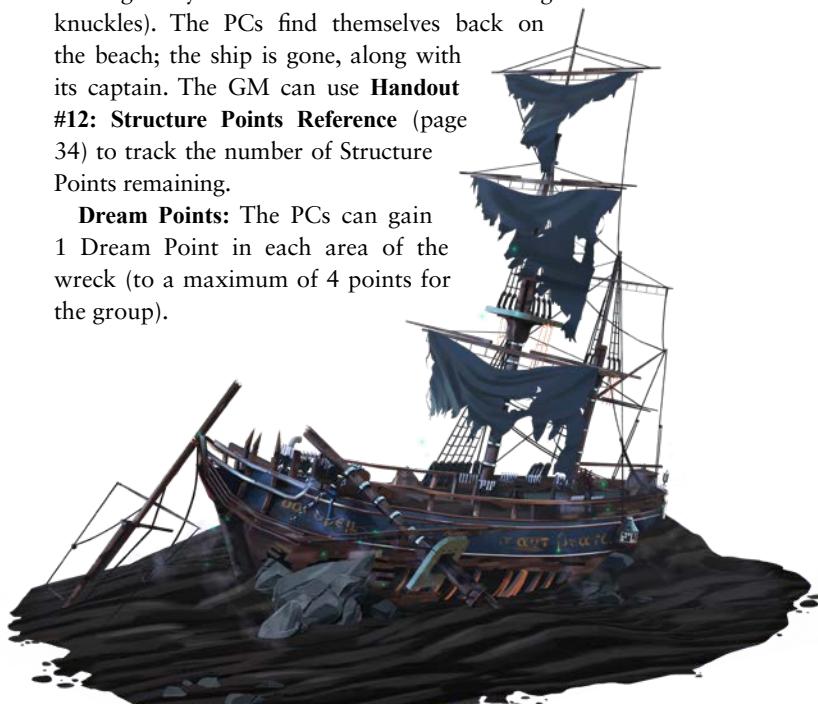
PCs who succeed at an Easy Pathfinder Society Lore check or who played *Pathfinder Society Intro: Year of Shattered Sanctuaries* recognize the *Sixwing Drake* as a Pathfinder vessel that exploded at Absalom's docks and whose crew remains missing (presumed dead).

Aslynn imprisoned Captain **Zarah Zendrani** (CG female human sea captain) within the Dustbound Isle after her minions dealt with the *Drake*'s crew, then spent

several months interrogating the captain for information about the Pathfinder Society's many expeditions, tales, and treasures. Even when Aslynn had learned everything she could from Captain Zendrani, the nightmares continued, as the night hag delights in tormenting Desna's followers. As a result, what remains of Zarah's spirit still haunts the Dustbound Isle, taking the form of the haunted wreck of the *Sixwing Drake*. Sarnia has sensed Captain Zendrani's presence and used a portion of her psychic power to help the captain cling to reality; a severe disturbance, or the removal of Sarnia's power, might cause the captain to fall completely into Aslynn's endless nightmares.

Investigate the Wreck: As soon as any PC approaches the wreck, all PCs enter an eerie dreamlike trance during which they witness strange events onboard. Their trance takes them to each of the following areas of the ship in turn. In each area, each PC can attempt a single check to interact with the ship and ghostly crew to learn its story and, hopefully, to help set Captain Zendrani free from her nightmare. Even if the PCs fail these checks, they proceed to the next area, but the wreck loses structural integrity if they fail checks. The wreck begins with a number of Structure Points equal to twice the number of PCs. If it loses all of these Structure Points, the sequence ends abruptly as lightning flashes across the sky (accompanied once again by thunder that sounds like cracking knuckles). The PCs find themselves back on the beach; the ship is gone, along with its captain. The GM can use **Handout #12: Structure Points Reference** (page 34) to track the number of Structure Points remaining.

Dream Points: The PCs can gain 1 Dream Point in each area of the wreck (to a maximum of 4 points for the group).



SHADY SHIPWRECK

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

DECK

Cracks rend the broken deck, and claw marks mar the rails and masts. The occasional shout of alarm echoes faintly, and the scent of blood and burning fur fill the air. Creaking stairs lead to the hold.

Skill Checks Perception (Standard DC)

Critical Success As success, and the PCs gain 1 Dream Point (maximum 1 for the group).

Success The PCs also see ghostly Pathfinder crew members locked in battle. A hulking bugbear in leather armor drops from somewhere above and snatches a Pathfinder before swinging away on a gleaming chain. The PCs spot a blue butterfly fluttering into the hold.

Failure As success, and the wreck loses 1 Structure Point.

Critical Failure The wreck loses 1 Structure Point.

HOLD

Wreckage and fallen crates obscure the hold, and the PCs wander seemingly for hours, unable to lend aid to the crew members battling for their lives.

Skill Checks Athletics, Perception, Occultism, or Survival (Standard DC)

Critical Success As success, and the PCs gain 1 Dream Point (maximum 1 for the group).

Success The PCs glimpse crew members scrambling for weapons. Unseen creatures drag them into darkness. The PCs spot a faded butterfly darting into a nearby room.

Failure As success, and the wreck loses 1 Structure Point.

Critical Failure The wreck loses 1 Structure Point.

CREW QUARTERS

Mangled bunks decorate the room and dashed-about cards and dice litter the floor around a crushed table. The ship's crew stands silent around the chamber, terrible wounds marring many, *wayfinders* and Open Road tattoos visible on most. Their eyes flash like cold, white embers. The crew crumbles to black dust, whispering accusations at the captain, "Thought you brought us luck, Captain," "How'd you miss that storm?" "They came for you and we paid the price," "Their ship... it can't be real..." and other claims that wear down the captain's soul.

Skill Checks Perception or Society (Standard DC) or Gambling Lore (Easy DC)

Critical Success As success, and the PCs gain 1 Dream Point (maximum 1 for the group).

Success The PCs spot dice that have fallen into a winning set for a game called bounder, with the shooter on 1 and 20 and the house on triple 3s.

Failure As success, and the wreck loses 1 Structure Point.

Critical Failure The wreck loses 1 Structure Point.

CAPTAIN'S QUARTERS

A spectral Varisian woman in a tattered sea coat frantically rummages through the captain's desk, occasionally pausing to scratch the wood with a quill, writing without ink or paper. Her destroyed quarters slowly collapse around her, save for a bubble of stability that moves with her. She looks up, sun-weathered face distorted in despair. "The log. Where did I put the log? Can't fix anything if I can't remember anything."

Cold blue-white ember eyes observe the captain a moment before vanishing.



GHOSTLY CAPTAIN

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

The captain's spirit hid her memories away in the ship's log, but she can't find it. If prompted, she moves around the room, though she seems unaware of the presence of others. The cabin becomes pristine and intact near her, and ruined when she moves away. Cabinets circle the room, each etched with seemingly infinite triple-digit numbers. Their contents are destroyed until the captain approaches, so the PCs need to guide the captain to the right one.

Skill Checks Athletics or Society (Standard DC) or Sailing Lore (Easy DC)

Critical Success As success, and the PCs gain 1 Dream Point (maximum 1 for the group).

Success The PCs guide the captain to a cabinet bearing the number "333." She opens it and a strange scroll spills out.

Failure As success, and the wreck loses 1 Structure Point.

Critical Failure The wreck loses 1 Structure Point.

The ship manifestation peacefully dissipates if the Pathfinders help Captain Zendrani recover the *dustbound scroll*.

The ship fades away and the spectral captain smiles with gratitude, motes of starlight shining through her dark hair. "I knew Lady Luck and the Society wouldn't let me down. Captain Zarah Zendrani of the *Sixwing Drake* at your service. I must get the ship's log back home. Can you help?"



What happened to you? "A storm came up from nothing and we were attacked under cover of dark clouds. Horrible bugbears boarded the ship, swinging down from above. After that was darkness, pain, and gleaming white eyes. I felt everything that was me slipping away. I almost gave up, but someone else trapped here helped strengthen my resolve. I remember her glowing yellow eyes and reassuring voice, but not much else."

What about your crew? The captain frowns. "I know some died. I heard an old woman talking about markets. I shudder to think."

Can you help us here? The captain touches one of her butterfly tattoos. "I've felt other minds and souls trapped here, and I think they want to help. Look to the scroll, and my memories will guide you."

Are you alive? "I don't know. But I feel myself slipping away from this dreadful place at last. Thanks to you, I'm free."

Dustbound Scroll: This item is the captain's log, and the PCs find it whether they reach the end of the dream sequence (in which case the captain gives it to them), or the wreck vanishes (in which case they find it lying in the dust on the beach). The *dustbound scroll* can guide the way to the monolith in area A4, and also makes it easier to purify the monoliths (see Purifying the Monoliths on page 9). The PCs gain 1 Dream Point when they acquire the scroll.

Rewards: If the shipwreck remained intact long enough for the PCs to speak with the captain, they can claim a 40 gp bounty for information about the *Sixwing Drake*'s crew (80 gp for levels 7–8) upon returning to Absalom.

EVENT 1: SOMETHING ITCHES MODERATE

Aslynn's mind reacts to the intrusion, releasing the broken-down remnants of prior prisoners from the landscape.

An old woman's voice murmurs, "Something itches..."

Massive talons suddenly furrow the earth and a broken amalgam of flesh and teeth pulls itself from the dust, shrieking out despair from a thousand mouths.

Creatures: Gibbering mouthers (and greater shadows for levels 7–8) attack the PCs, striking at the nearest Pathfinders until destroyed. The gibbering mouthers appear immediately adjacent to as many PCs as possible, and the shadows (if any) appear in the air about 20 feet away, then move in to attack.

Dream Points: PCs who succeed at a Hard Occultism or Religion check or Standard related Lore check recognize the creatures as psychic remnants of dozens of

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

imprisoned minds stripped of memory. If at least one PC succeeds at this check, the group gains 1 Dream Point (or 2 Dream Points if any PC critically succeeds).

LEVELS 5–6

GIBBERING MOUTHERS (2)

Page 21

CREATURE 5

LEVELS 7–8

GIBBERING MOUTHERS (2)

Page 25

CREATURE 5

GREATER SHADOW

Page 26

CREATURE 7

EVENT 2: SARNIA'S PLAN SEVERE

The PCs free Sarnia from the pyramid once all four monoliths have been deactivated. The Dustbound Isle ripples, and the PCs find themselves standing near the pyramid in area A5.

The black pyramid's blocks finish reconfiguring, and the structure sinks into the dust. Golden eyes first manifest above it, then the rest of an alabaster-pale woman wearing fitted dress armor slowly fades into view, her visage rippling slightly like a watery reflection.

"I knew you Pathfinders couldn't help yourselves. I am Sarnia Blakros, leader of the Onyx Alliance. I expect you think that makes us enemies, given recent events, but a larger threat has played us against each other. Our foe convinced me that your ship, the *Sixwing Drake*, carried evidence of the Society's plots to undermine the Onyx Alliance. They then kidnapped me and trapped my mind here after I set events in motion to acquire the *Sixwing Drake*'s cargo. I'll correct that mistake and return the favor of your rescue with a warning: I've glimpsed this enemy's mind. They've orchestrated attacks against Pathfinder lodges around the Inner Sea, while shifting blame to the Onyx Alliance." She pauses. "Well, I expect you have questions after that, and I owe you at least a few answers."

Sarnia gestures for the PCs to speak. She openly answers the PCs' questions, including any questions about her history as described in the adventure background.

Are you really here? She smirks. "I get that a lot; I believe my body slumbers elsewhere. Now I can finally wake."

Why attack the Society? "Simple enough. Our true foe misled me into believing the Society plotted to betray our truce and side with the rest of the Blakros family. I'm sure you manage adversaries with similar decisive action. I

was completely fooled, and I'm sorry for what happened. When I realized that our foe dragged the *Drake*'s captain in here too, I tried to help her as best I could."

Why did you send nightmares that hurt people? "I shared my experience. I could have tempered it, but then you might not have acted. If you can't handle a little bloody nose, what business do you have adventuring?"

Why ask the Society for help? "My forces are in Shadow Absalom, and I dare not send my dreams through the Shadow Plane, which this island is a part of—I sense our foe is watching for that."



SARNIA BLAKROS

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

We already knew about the attacks. “Time passes strangely here.” She muses, “How long have I been trapped? Days? Weeks?”

Who is this foe? “I’m not sure—someone who hates us both, and wants what we have. I have seen into their mind and know fragments of their schemes, but much remains obscured.”

What schemes have you seen? Sarnia lists the following five sets of schemes, counting them off on the fingers of her left hand. “Another dark pyramid that is in many places and none, teeming with undead, who surge forth to roam the streets of a desert city. A den of lions plots to tear apart the leader of the pride, and points to treachery from hands that often tinker with magic and metal. An insolent stag wields great power that is not his own to sabotage a high-profile party.

A leader abducted, locked among dusty echoes of lost history beneath leering devils. A grand trial, where spirits of the dead stand in judgment, and self-righteous hands claim the spoils.” PCs who have played other scenarios in the Year of Shattered Sanctuaries may recognize that these glimpses refer to the arcs in Osirion, Taldor, Qadira, Cheliax, and Andoran, respectively.

What next? “I have a plan to learn more about our foe if you’re ready to help. Then I mean to leave this place.”

After answering the Pathfinders’ questions, Sarnia has a proposal.

“Before we part, I have sensed our enemy’s mind while bound here and can infiltrate it with your help. This may tax your minds and have unpredictable effects, but should work. Together we’ll learn what their next move will be.”

Sarnia lets the PCs deliberate. If they agree, she nods approvingly, “Perhaps a portent of future collaboration,” and draws on their minds as she begins. Each PC must succeed at a Hard Will save or become stupefied 1 until Sarnia’s psychic intrusion is complete or they leave the Dustbound Isle.

If the PCs refuse, Sarnia laughs. “I’ll manage without you. Your presence will at least distract my enemies. And don’t think about leaving before I’m done.” If the PCs refuse Sarnia’s offer of collaboration, she uses her psychic power to remove their ability to intentionally wake up (as described on page 9).

Sarnia drifts down and places her hand on the pyramid’s stone. “Let’s see what you’re hiding.” The dust vibrates with growing psychic force, while phantasms of stray thoughts manifest all about. The stars above turn into storm clouds, bathing the isle in eerie crimson as a mental presence starts to take shape.



Sarnia’s Psychic Intrusion: Sarnia attempts to pierce her captor’s mind by focusing her psychic powers. This process takes 7 rounds to complete; during this time, the PCs must fight off Aslynn’s mental defenses, which manifest as hazards and creatures. If all of the PCs fall in battle or leave the Dustbound Isle, Sarnia’s intrusion fails, along with the PCs’ mission.

Creatures: Aslynn manifests nightmares—evil steeds—to attack the intruders. Like the PCs, they can’t move beyond the confines of the Dustbound Isle. They use their Flaming Gallop to attack as many PCs as possible on the first round, then engage in melee combat, hoping their Smoke aura protects them

while they attack with jaws and hoof Strikes. They are manifestations of Aslynn’s will, and they fight to the death. Aslynn’s power causes more nightmares to reappear in a weakened form after they are destroyed; see the encounter appendices for details.

Hazards: Aslynn turns her attention to the intruders, manifesting falling stars to bombard the PCs each round.

LEVELS 5–6

NIGHTMARE

Page 22

CREATURE 6

VOID BOILS

Page 22, art on page 30

HAZARD 6

LEVELS 7–8

HORRID NIGHTMARE

Page 27

CREATURE 8

ANGRY VOID BOILS

Page 27, art on page 30

HAZARD 8

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

When Sarnia's intrusion completes after 7 rounds, any remaining nightmares and hazards dissipate. Read or paraphrase the following.

Sarnia holds a web of thoughts in her hands. "You've proven your worth. Now, let's see what spoils we've claimed." She tugs a strand. "I see a ship. And a storm. Vast treasures in the shadows. Puppets... so many puppets... they're us."

The web dissolves. Sarnia grimaces as a cackle erupts from the storm clouds. *CRACK*. Puppets on strings descend from the sky. *CRACK*. A fetchling puppet and broken *wayfinder* dance jerkily on the strings. *CRACK*. The fetchling strikes the *wayfinder*. But the cracking sound comes from something else—a massive, gaunt, midnight-black clawed hand descends from the clouds, knuckles cracking as it pulls the puppet strings. *CRACK*. The *wayfinder* shatters. Another cackle. The hand grasps the fetchling puppet and grinds it to dust.

Sarnia gasps. "My son, I sensed her in my son's mind. Marcien is afraid—panicked—and he's moved to secure our treasures. But she knows where. It's Aslynn the night hag! It's a trick to empty the Onyx Repository! Vast wealth and power is stored there. Please, help me warn Mar—"

A quiet cackle echoes as Sarnia's projection shatters. Palpable terror freezes limbs and thought. A crone's voice pierces the air. "What a regrettable development. Pathfinders stealing from Aslynn. Your predecessors were more willing to do business. To make bargains.

"Ah, well. We've dwelled too much on the past. It's time to look to the future. I, too, have changed. I can't wait for you to see the boundless nightmares I'm brewing for you after the Onyx Alliance's treasures are mine! Now, get out."

Aslynn's hands rip and tear at the landscape. The Dustbound Isle collapses into darkness and the PCs wake in the Grand Lodge. Sarnia and Captain Zendrani are nowhere to be seen.

Reward: On waking, the Pathfinders find Sarnia's *clandestine cloak* nearby. For levels 7–8, they instead find her *alluring scarf* (*Lost Omens Grand Bazaar* 84).

CONCLUSION

Back in the Grand Lodge, Toldrar, Valais, and Urwal help the Pathfinders to their feet as they wake. After the PCs give their report, Toldrar seems concerned. Aslynn is an old enemy of the Society. If she intends to make her move against the Onyx Alliance soon, and if she's truly about to acquire significant power, the Society needs to send agents to Shadow Absalom right away! The Year of Shattered Sanctuaries metaplot concludes in *Pathfinder Society Scenario #3-19: Mean Streets of Shadow Absalom*.



HAG'S HAND

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

Valais and Urwal inquire about the Pathfinders' other findings. Urwal eagerly questions the PCs about the isle's nature and the monoliths, and expresses his regrets if they destroyed the relics. Valais expresses her delight if the Pathfinders rescued Captain Zendrani. Both faction leaders are impressed if the Pathfinders purified all of the monoliths.

REPORTING NOTES

If the PCs rescued Captain Zendrani, check box A. If they purified all four monoliths, check box B.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they successfully completed Event 2 and learned about Aslynn's threat. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they rescued Captain Zendrani. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

This adventure is of particular interest to the Radiant Oath and Verdant Wheel factions.

Radiant Oath: If the PCs rescued Captain Zendrani and destroyed or purified all four monoliths, they earn 2 Reputation with the Radiant Oath faction.

Verdant Wheel: If the PCs purified or disabled all four monoliths without destroying them and earned at least 13 Dream Points, they earn 2 Reputation with the Verdant Wheel faction.

DREAMS OF A DUSTBOUND ISLE

APPENDIX 1: 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 the 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 6 of the *Pathfinder Bestiary*. If a creature is marked "(0)" don't include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A3 (LEVELS 5-6)

WAKING NIGHTMARE

HAZARD 7

UNIQUE **COMPLEX** **HAUNT**

Stealth +18 (expert)

Description Faceless statues struggle against each other to stay above the black dust.

Disable DC 24 Diplomacy (expert) to urge the statues to work together, DC 27 Intimidation (expert) to Coerce the statues away, or DC 30 Occultism (trained) to oppose the psychic influence. Each check to disable the haunt is a two-action activity; three total successes are required to disable the haunt.

Seize  **Trigger** A living creature spends 1 round in the area; **Effect** A whispered shout carries through the air: "I have a face! I have a name! My sisters may be forgotten, but I will reclaim what's mine!" Sinking statues desperately grasp at creatures in the area, struggling to stay above the surface. The haunt attempts an Athletics check (with a +18 modifier) to Grapple each creature in the area. On a success, a creature is Grabbed (Escape DC 28). The haunt then rolls initiative.

Routine (1 action) On the haunt's initiative, creatures in the area sink deeper into the dust as statues grasp at them. Creatures in the area take $2d10+9$ mental damage (DC 25 basic Will saving throw). On a critical failure, the creature is also confused for 1 round. Creatures Grabbed by the haunt take a -1 circumstance penalty to their saving throw.

Reset The haunt deactivates 1 minute after all creatures leave the area but resets immediately thereafter.

SCALING ENCOUNTER A3

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

10-11 Challenge Points: Disabling the haunt requires 4 successful checks.

12-13 Challenge Points: Disabling the haunt requires 4 successful checks. Increase the haunt's damage to $2d10+11$.

14-15 Challenge Points: Disabling the haunt requires 5 successful checks. Increase the haunt's damage to $2d10+11$ and the DC of all checks to disable it by 1.

16-18 Challenge Points (5+ players): Disabling the haunt requires 6 successful checks. Increase the haunt's damage to $2d10+11$ and the DC of all checks to disable it by 1.

DREAMS OF A DUSTBOUND ISLE

EVENT 1 (LEVELS 5-6)

GIBBERING MOUTHERS (2)

N MEDIUM ABERRATION

Pathfinder Bestiary 176

Perception +15; darkvision

Languages Aklo

Skills Acrobatics +12, Athletics +13

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

AC 21, All-Around Vision; **Fort** +15, **Ref** +12, **Will** +10

HP 120; **Weaknesses** bludgeoning 5

Gibbering (auditory, aura, emotion, enchantment, incapacitation, mental, occult) Each creature that begins its turn within 60 feet of a gibbering mouther must attempt a DC 19 Will save. On a failure, they are confused for 1 round. On a success, they are temporarily immune for 1 minute.

All-Around Vision

Reactive Gnaw **Trigger** An adjacent creature deals the gibbering mouther slashing damage; **Effect** The gibbering mouther's wound opens into another maw. It makes a jaws Strike against the triggering creature.

Speed 10 feet, swim 20 feet

Melee jaws +14 (finesse), **Damage** 2d8+5 piercing plus 1d4 persistent bleed damage and Grab

Ranged spittle +14 (range 30 feet), **Damage** 4d6 acid and burn eyes

Burn Eyes A creature that takes damage from a gibbering mouther's spittle must succeed at a DC 22 Fortitude save or be dazzled for 1 round (or blinded for 1 round on a critical failure).

Engulf DC 22, 3d8 piercing, Escape DC 22, Rupture 8

Ground Manipulation (occult, transmutation) The gibbering mouther causes stone and earth under its body to grow soft and muddy, remaining so for 1 minute after the mouther moves off the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

CREATURE 5

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: Apply the elite adjustment to one gibbering mouther.

12-13 Challenge Points: Add one gibbering mouther to the encounter.

14-15 Challenge Points: Add one gibbering mouther with the elite adjustment to the encounter.

16-18 Challenge Points (5+ players): Add two gibbering mouthers to the encounter.

DREAMS OF A DUSTBOUND ISLE

EVENT 2 (LEVELS 5-6)

RECURRING NIGHTMARES

When a nightmare is reduced to 0 Hit Points during this encounter, Aslynn's power recreates it in a weaker form. On the next round, the PCs witness the creature reforming, and on the round after, a smoldering nightmare appears in its place. Smoldering nightmares do not reform when destroyed.

NIGHTMARE

NE **LARGE** **BEAST** **FIEND**

Pathfinder Bestiary 244

Perception +14; darkvision

Languages Abyssal, Daemonic, Infernal

Skills Acrobatics +13, Athletics +16, Intimidation +14, Survival +12

Str +6, Dex +3, Con +3, Int +1, Wis +4, Cha +2

Smoke (aura) 15 feet. The nightmare continually exhales black smoke that creates concealment in an aura around it. Nightmares and their riders can see through this smoke. A creature that begins its turn in the area becomes sickened 2 (DC 23 Fortitude negates) and is then temporarily immune to sickness from the smoke for 1 minute. The nightmare, its rider, any creature currently holding its breath (or that does not need to breathe), and any creature immune to poison are immune to the aura's sickened effect but not the concealment.

AC 24; Fort +15, Ref +15, Will +12

HP 100; Resistances fire 10

Speed 40 feet, fly 90 feet

Melee ♦ jaws +16 (evil, magical), **Damage** 2d10+6 piercing plus 1d6 evil

Melee ♦ hoof +16 (agile, evil, fire, magical), **Damage** 1d8+6 bludgeoning plus 1d6 evil and 1d8 fire

Divine Innate Spells DC 24; 7th plane shift (self and rider only)

Flaming Gallop ♦ (fire) The nightmare Strides or Flies up to triple its Speed. Its hooves burst with intense flame, dealing 3d6 fire damage (DC 24 basic Reflex save) once to each creature other than the nightmare's rider that the nightmare moves adjacent to during its gallop.

CREATURE 6

SCALING EVENT 2

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

10-11 Challenge Points: Add one smoldering nightmare to the encounter.

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

14-15 Challenge Points: Add one nightmare and one smoldering nightmare to the encounter.

16-18 Challenge Points (5+ players): Add two nightmares to the encounter.

VOID BOILS

HAZARD 6

UNIQUE **COMPLEX** **ENVIRONMENTAL**

Stealth +15 (expert)

Description Tumor-like growths erupt from the isle as it responds to psychic attack, spewing black lightning and fire in every direction.

Disable DC 26 Occultism (trained) to reshape the substance of the dream, or Performance DC 30 (trained) or Religion DC 28 (trained) to invoke Desna's blessing through hymns or prayers. Each check to disable the hazard is a two-action activity; two total successes are required to disable the hazard.

Awaken ♦ **Trigger** Sarnia's psychic intrusion begins; **Effect** The hazard rolls initiative.

Routine (1 action) On the hazard's initiative, a boil erupts from the ground and bursts. This blast strikes as many enemies as possible in a 15-foot burst anywhere on the isle, dealing 4d8 force damage (DC 24 basic Reflex or Will save, target's choice) to enemies in the area. Aslynn avoids targeting the nightmares with the blast.

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

SMOLDERING NIGHTMARES (0)

CREATURE 4

UNCOMMON NE LARGE BEAST FIEND

Variant nightmare (*Pathfinder Bestiary* 244)

Perception +11; darkvision

Languages Abyssal, Daemonic, Infernal

Skills Acrobatics +10, Athletics +12, Intimidation +10, Survival +9

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

Smoke (aura) 15 feet. The nightmare continually exhales black smoke that creates concealment in an aura around it. Nightmares and their riders can see through this smoke. A creature that begins its turn in the area becomes sickened 1 (DC 20 Fortitude negates) and is then temporarily immune to sickness from the smoke for 1 minute. The nightmare, its rider, any creature currently holding its breath (or that does not need to breathe), and any creature immune to poison are immune to the aura's sickened effect but not the concealment.

AC 21; Fort +12, Ref +12, Will +9

HP 64; Resistances fire 5

Speed 40 feet, fly 90 feet

Melee ♦ jaws +13 (evil, magical), **Damage** 2d8+4 piercing plus 1d6 evil

Melee ♦ hoof +13 (agile, evil, fire, magical), **Damage** 1d6+4 bludgeoning plus 1d6 evil and 1d6 fire

Divine Innate Spells DC 21; **7th** plane shift (self and rider only)

Flaming Gallop ♦♦ (fire) The nightmare Strides or Flies up to triple its Speed. Its hooves burst with intense flame, dealing 2d6 fire damage (DC 21 basic Reflex save) once to each creature other than the nightmare's rider that the nightmare moves adjacent to during its gallop.

DREAMS OF A DUSTBOUND ISLE

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 the 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 6 of the *Pathfinder Bestiary*. If a creature is marked "(0)" don't include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A3 (LEVELS 7-8)

WAKING TERROR

HAZARD 9

UNIQUE	COMPLEX	HAUNT
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Stealth +21 (expert)

Description Faceless statues struggle against each other to stay above the black dust.

Disable DC 27 Diplomacy (expert) to urge the statues to work together, DC 30 Intimidation (expert) to Coerce the statues away, or DC 33 Occultism (trained) to oppose the psychic influence. Each check to disable the haunt is a two-action activity; three total successes are required to disable the haunt.

Seize  **Trigger** A living creature spends 1 round in the area; **Effect** A whispered shout carries through the air: "I have a face! I have a name! My sisters may be forgotten, but I will reclaim what's mine!" Sinking statues desperately grasp at creatures in the area, struggling to stay above the surface. The haunt attempts an Athletics check (with a +21 modifier) to Grapple each creature in the area. On a success, a creature is Grabbed [Escape DC 31]. The haunt then rolls initiative.

Routine (1 action) On the haunt's initiative, creatures in the area sink deeper into the dust as statues grasp at them. Creatures in the area take 2d10+13 mental damage (DC 28 basic Will saving throw). On a critical failure, the creature is also confused for 1 round. Creatures Grabbed by the haunt take a -1 circumstance penalty to their saving throw.

Reset The haunt deactivates 1 minute after all creatures leave the area but resets immediately thereafter.

SCALING ENCOUNTER A3

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

19-22 Challenge Points: Disabling the haunt requires 4 successful checks.

23-27 Challenge Points: Disabling the haunt requires 4 successful checks. Increase the haunt's damage to 2d10+15.

28-32 Challenge Points: Disabling the haunt requires 5 successful checks. Increase the haunt's damage to 2d10+15 and the DC of all checks to disable it by 1.

33+ Challenge Points: Disabling the haunt requires 6 successful checks. Increase the haunt's damage to 2d10+15 and the DC of all checks to disable it by 1.

DREAMS OF A DUSTBOUND ISLE

EVENT 1 (LEVELS 7-8)

GIBBERING MOUTHERS (2)

N MEDIUM ABERRATION

Pathfinder Bestiary 176

Perception +15; darkvision

Languages Aklo

Skills Acrobatics +12, Athletics +13

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

AC 21, All-Around Vision; **Fort** +15, **Ref** +12, **Will** +10

HP 120; **Weaknesses** bludgeoning 5

Gibbering (auditory, aura, emotion, enchantment, incapacitation, mental, occult) Each creature that begins its turn within 60 feet of a gibbering mouther must attempt a DC 19 Will save. On a failure, they are confused for 1 round. On a success, they are temporarily immune for 1 minute.

All-Around Vision

Reactive Gnaw **Trigger** An adjacent creature deals the gibbering mouther slashing damage; **Effect** The gibbering mouther's wound opens into another maw. It makes a jaws Strike against the triggering creature.

Speed 10 feet, swim 20 feet

Melee jaws +14 (finesse), **Damage** 2d8+5 piercing plus 1d4 persistent bleed damage and Grab

Ranged spittle +14 (range 30 feet), **Damage** 4d6 acid and burn eyes

Burn Eyes A creature that takes damage from a gibbering mouther's spittle must succeed at a DC 22 Fortitude save or be dazzled for 1 round (or blinded for 1 round on a critical failure).

Engulf DC 22, 3d8 piercing, Escape DC 22, Rupture 8

Ground Manipulation (occult, transmutation) The gibbering mouther causes stone and earth under its body to grow soft and muddy, remaining so for 1 minute after the mouther moves off the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

CREATURE 5

SCALING EVENT 1

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

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

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

28-32 Challenge Points: Add one gibbering mouther and one greater shadow to the encounter.

33+ Challenge Points: Add two gibbering mouthers and one greater shadow to the encounter.

DREAMS OF A DUSTBOUND ISLE

GREATER SHADOW

CE	MEDIUM	INCORPOREAL	UNDEAD
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Pathfinder Bestiary 289

Perception +14; darkvision

Languages Necril

Skills Acrobatics +16, Stealth +20

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

AC 24; **Fort** +11, **Ref** +18, **Will** +15

HP 75; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance against non-magical)

Light Vulnerability An object shedding magical light (such as from the *light* spell) is treated as magical when used to attack the shadow.

Speed fly 30 feet

Melee ♦ shadow hand +18 (finesse, magical), **Damage** 2d10+6 negative

Divine Innate Spells DC 25; **2nd** darkness (at will)

Shadow Spawn When a creature's shadow is pulled free by *Steal Shadow*, it becomes a shadow spawn under the command of the shadow that created it. This shadow spawn doesn't have *Steal Shadow*. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow, gaining *steal shadow* and *shadow spawn* as listed in the statistics below. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.

Slink in Shadows The shadow can Hide or end its Sneak in a creature's or object's shadow.

Steal Shadow (divine, necromancy) ♦ **Requirements** The shadow hit a living creature with a shadow hand Strike on its previous action; **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 2 (or enfeebled 3 on a critical hit). This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). Enfeebled from *Steal Shadow* decreases by 1 every hour.

CREATURE 7

SHADOW (0)

CE	MEDIUM	INCORPOREAL	UNDEAD
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Pathfinder Bestiary 289

Perception +10; darkvision

Languages Necril

Skills Acrobatics +10, Stealth +14

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

AC 20; **Fort** +8, **Ref** +14, **Will** +12

HP 40; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Light Vulnerability An object shedding magical light (such as from the *light* spell) is treated as magical when used to attack the shadow.

Speed fly 30 feet

Melee ♦ shadow hand +15 (finesse, magical), **Damage** 2d6+3 negative

Shadow Spawn When a creature's shadow is pulled free by *Steal Shadow*, it becomes a shadow spawn under the command of the shadow that created it. This shadow spawn doesn't have *Steal Shadow* and is perpetually and incurably clumsy 2. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow, gaining *steal shadow* and *shadow spawn* as listed in the statistics below. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.

Slink in Shadows The shadow can Hide or end its Sneak in a creature's or object's shadow.

Steal Shadow (divine, necromancy) ♦ **Requirements** The shadow hit a living creature with a shadow hand Strike on its previous action; **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 1 (or enfeebled 2 on a critical hit). This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). Enfeebled from *Steal Shadow* decreases by 1 every hour.

CREATURE 4

DREAMS OF A DUSTBOUND ISLE

EVENT 2 (LEVELS 7-8)

RECURRING NIGHTMARES

When a horrid nightmare is reduced to 0 Hit Points during this encounter, Aslynn's power recreates it in a weaker form. On the next round, the PCs witness the creature reforming, and on the round after, a nightmare appears in its place. Standard nightmares do not reform when destroyed.

HORRID NIGHTMARE

CREATURE 8

UNCOMMON NE LARGE BEAST FIEND

Variant nightmare (*Pathfinder Bestiary* 244)

Perception +16; darkvision

Languages Abyssal, Daemonic, Infernal

Skills Acrobatics +15, Athletics +18, Intimidation +17, Survival +16

Str +6, Dex +3, Con +3, Int +1, Wis +4, Cha +3

Smoke (aura) 15 feet. The nightmare continually exhales black smoke that creates concealment in an aura around it. Nightmares and their riders can see through this smoke. A creature that begins its turn in the area becomes sickened 2 (DC 25 Fortitude negates) and is then temporarily immune to sickness from the smoke for 1 minute. The nightmare, its rider, any creature currently holding its breath (or that does not need to breathe), and any creature immune to poison are immune to the aura's sickened effect but not the concealment.

AC 27; Fort +17, Ref +17, Will +14

HP 150; Resistances fire 10

Speed 40 feet, fly 90 feet

Melee ♦ jaws +19 (evil, magical), **Damage** 2d10+10 piercing plus 1d6 evil

Melee ♦ hoof +19 (agile, evil, fire, magical), **Damage** 1d8+10 bludgeoning plus 1d6 evil and 1d8 fire

Divine Innate Spells DC 26; 7th *plane shift* (self and rider only)

Flaming Gallop ♦ (fire) The nightmare Strides or Flies up to triple its Speed. Its hooves burst with intense flame, dealing 4d6 fire damage (DC 26 basic Reflex save) once to each creature other than the nightmare's rider that the nightmare moves adjacent to during its gallop.

SCALING EVENT 2

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

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

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

28-32 Challenge Points: Add one nightmare and one horrid nightmare to the encounter.

33+ Challenge Points: Add two horrid nightmares to the encounter.

ANGRY VOID BOILS

HAZARD 8

UNIQUE COMPLEX ENVIRONMENTAL

Stealth +18 (expert)

Description Tumor-like growths erupt from the isle as it responds to psychic attack, spewing black lightning and fire in every direction.

Disable DC 28 Occultism (trained) to reshape the substance of the dream, or Performance DC 32 (trained) or Religion DC 30 (trained) to invoke Desna's blessing through hymns or prayers. Each check to disable the hazard is a two-action activity; two total successes are required to disable the hazard.

Awaken ➔ **Trigger** Sarnia's psychic intrusion begins; **Effect** The hazard rolls initiative.

Routine (1 action) On the hazard's initiative, a boil erupts from the ground and bursts. The blast strikes as many enemies as possible in a 15-foot burst anywhere on the isle, dealing 5d8 force damage (DC 26 basic Reflex or Will save, target's choice) to enemies in the area. Aslynn avoids targeting the nightmares with the blast.

DREAMS OF A DUSTBOUND ISLE

NIGHTMARES (0)

CREATURE 6

NE **LARGE** **BEAST** **FIEND**

Pathfinder Bestiary 244

Perception +14; darkvision

Languages Abyssal, Daemonic, Infernal

Skills Acrobatics +13, Athletics +16, Intimidation +14, Survival +12

Str +6, **Dex** +3, **Con** +3, **Int** +1, **Wis** +4, **Cha** +2

Smoke (aura) 15 feet. The nightmare continually exhales black smoke that creates concealment in an aura around it. Nightmares and their riders can see through this smoke. A creature that begins its turn in the area becomes sickened 2 (DC 23 Fortitude negates) and is then temporarily immune to sickness from the smoke for 1 minute. The nightmare, its rider, any creature currently holding its breath (or that does not need to breathe), and any creature immune to poison are immune to the aura's sickened effect but not the concealment.

AC 24; **Fort** +15, **Ref** +15, **Will** +12

HP 100; **Resistances** fire 10

Speed 40 feet, fly 90 feet

Melee ♦ jaws +16 (evil, magical), **Damage** 2d10+6 piercing plus 1d6 evil

Melee ♦ hoof +16 (agile, evil, fire, magical), **Damage** 1d8+6 bludgeoning plus 1d6 evil and 1d8 fire

Divine Innate Spells DC 24; **7th** plane shift (self and rider only)

Flaming Gallop ♦♦ (fire) The nightmare Strides or Flies up to triple its Speed. Its hooves burst with intense flame, dealing 3d6 fire damage (DC 24 basic Reflex save) once to each creature other than the nightmare's rider that the nightmare moves adjacent to during its gallop.

DREAMS OF A DUSTBOUND ISLE

APPENDIX 3: GAME AIDS



TOLDRAR

DUSTBOUND SHIPWRECK



DREAMSTONE MONOLITH

DUSTBOUND BELL



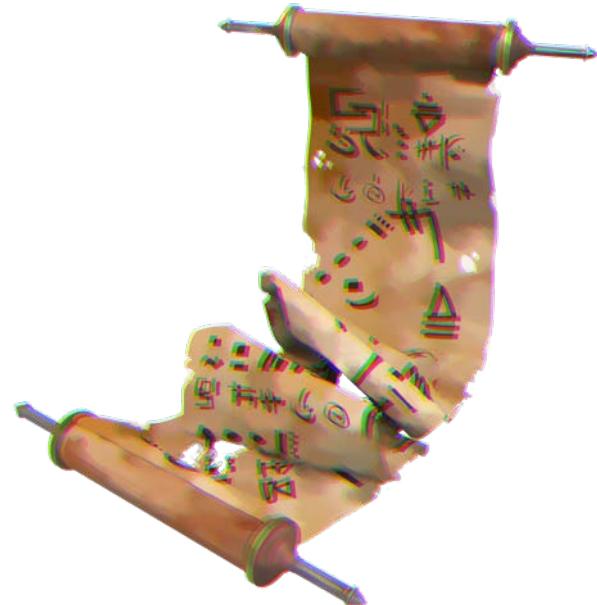
DREAMS OF A DUSTBOUND ISLE

APPENDIX 3: GAME AIDS



DUSTBOUND LANTERN

VOIDBOIL



DUSTBOUND SCROLL

GHOSTLY CAPTAIN



PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

APPENDIX 3: GAME AIDS



SARNIA BLAKROS



HAG'S HAND

DREAMS OF A DUSTBOUND ISLE

HANDOUT #1: DREAMS OF A DUSTBOUND ISLE

An endless, inescapable sea of choking black dust stretches in every direction. It presses down, down, down, choking and drowning, without end. Four stars light the sky above, but a clawed hand plucks them out. As the light disappears, glowing yellow eyes stare with loathing from the darkness. An ebon pyramid builds stone by stone, walling in the dreamer until only the eyes remain.

HANDOUT #2: DREAMS OF A DUSTBOUND ISLE

A shadow follows you through the Grand Lodge, hidden behind the eyes and in every word and gesture of others there. Reflections stare back with glowing yellow eyes, hands pounding against the glass, trying to escape. A crown of stars appears over the reflection's head.

HANDOUT #3: DREAMS OF A DUSTBOUND ISLE

Searching for escape, lost in an endless sea of black dust. Glimpses of yellow glowing eyes filled with a deep anger and loathing. Grasping hands from below, and a spear constellation in the night sky above before all goes dark.

HANDOUT #4: DREAMS OF A DUSTBOUND ISLE

Something watches the halls of the Grand Lodge, fleeting glimpses of glowing yellow eyes staring out from windows and mirrors. Everyone and everything crumbling to black dust at a touch and the edifice slowly collapsing, leaving only a dark night sky and a winged serpent constellation.

HANDOUT #5: DREAMS OF A DUSTBOUND ISLE

A rocky shoreline with a sea of black dust stretching on forever. A growing anger and frustration, tightening emotions from an outside source. A sudden noise and glowing yellow eyes before waking.

HANDOUT #6: DREAMS OF A DUSTBOUND ISLE

Choking black dust, stumbling in darkness. Glowing yellow eyes appear, staring with loathing. A wave of pain and anger and the world shrinks, smaller and smaller, closing in from all sides.

DREAMS OF A DUSTBOUND ISLE

HANDOUT #7: DREAM POINTS REFERENCE

The following list contains all possible locations where the PCs could earn Dream Points, and is provided to help the GMs track this resource. Since many of these points are accrued through critical successes, it's extremely unlikely that the PCs will earn all 30 of them. When the PCs earn 13 Dream Points, distribute **Handout #13: Lucid Dreaming**.

- Getting Started:** Recall Knowledge about their dreams (2 points for critical success).
- Preparations:** Gather Information or Library Lore to gain information in the library (2 points for critical success).
- Preparations:** Recall Knowledge to convey relevant details from the dream to Seshuun (2 points for critical success).
- A1. Beach:** Critically succeed at the check to purify the monolith.
- A1. Beach:** Discover the rune binding the island to the Shadow Plane (2 points for critical success).
- A1. Beach:** Identify curses gouged into the sand by claws (2 points for critical success).
- A2. Market:** Acquire the *dustbound lantern*.
- A2. Market:** Critically succeed at the check to purify the monolith.
- A3. Faceless Statues:** Understand the nature of the shifting statues (2 points for critical success).
- A4. Overlook:** Critically succeed at the check to purify the monolith.
- A4. Overlook:** Recognize that the monolith came from the Enchanted Forest in the Dreamlands.
- A5. Black Pyramid:** Identify the resemblance between the pyramid and the *Wightir Conjunction*.
- A5. Black Pyramid:** Identify the crests on the signet ring and acquire the *dustbound bell*.
- A6. Broken Cliff:** Fearlessly cross the bridge.
- A6. Broken Cliff:** Critically succeed at the check to purify the monolith.
- A7. Shipwreck:** Critically succeed at a check to overcome the challenges in an area of the shipwreck dream sequence (1 Dream Point per area).
- A7. Shipwreck:** Acquire the *dustbound scroll*.
- Event 1: Something Itches:** Identify the origin of the gibbering mouthers (2 points for critical success).

HANDOUT #8: COMFORTING POEM (PART 1)

Cynosure, lost to me except for dreams.
My only succor on cursed black shore, dreams.
Sorrow brands my spirit, a curse I share,
Wounding as wounded 'til nevermore dreams.

HANDOUT #9: COMFORTING POEM (PART 2)

Courtiers trail the king up the endless Stairs.
Please call me once more to dance in your dreams.

HANDOUT #10: COMFORTING POEM (PART 3)

Song of spheres, I remember thy music.
Free me from these nightmares and restore dreams.

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE

HANDOUT #11: COMFORTING POEM (PART 4)

Starlight speed the hunter along my trail.
Hidden and sundered and lost in four dreams.

HANDOUT #12: STRUCTURE POINTS REFERENCE

The PCs begin the shipwreck encounter in area **A7** with a number of Structure Points equal to twice the number of PCs. The GM can use the following handout to cross off Structure Points that the PCs lose.

/ (5+ PCs only) / (6 PCs only)

HANDOUT #13: LUCID DREAMING

You understand the isle's nature and have a sense of how to manipulate it. At any time, you can expend Dream Points to use any one of the following abilities. The Dream Point cost of each ability is equal to the number of actions it takes to activate. These abilities are not affected by the stupefied condition, as they are manifestations of the power of the dream.

Alter ♦ As a single action, create or remove difficult terrain in a 10-foot burst within 30 feet.

Destroy ♦♦ Manifest destructive energy in a 15-foot burst, dealing 3d8 force damage (DC 23 basic Fortitude or Reflex save, target's choice). For levels 7–8, increase the damage to 4d8 and the DC to 25.

Manifest ♦ As a single action, conjure a *moderate healing potion* in your free hand or the free hand of a willing ally within 30 feet. For levels 7–8, you can optionally summon a *potion of flying* instead. The potion you summon can only be consumed on the Dustbound Isle and ceases to exist when you die or wake up.

Restore ♦♦ One target within 30 feet regains 2d8+16 Hit Points (3d8+24 Hit Points for levels 7–8). The target also decreases the value of one of the following conditions by 1: clumsy, drained, enfeebled, or stupefied.

Ward ♦ Gain resistance 5 to all damage for 1 round (resistance 7 for levels 7–8).

DREAMS OF A DUSTBOUND ISLE

ORGANIZED PLAY

TREASURE TABLE

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

TREASURE BUNDLES

- Area A2, page 10: 1 Treasure Bundle for acquiring the *dustbound lantern*.
- Area A3, page 11: 1 Treasure Bundle for defeating the haunt and acquiring the dagger.
- Area A5, page 12: 1 Treasure Bundle for acquiring the *dustbound bell*.
- Area A6, page 12: 1 Treasure Bundle for acquiring the potions by the monolith.
- Area A7, page 13: 1 Treasure Bundle for acquiring the *dustbound scroll*, 1 Treasure Bundle for speaking with Captain Zendrani.
- Event 1, page 15: 1 Treasure Bundle for defeating the encounter.
- Event 2, page 16: 3 Treasure Bundles for defeating the encounter and earning Sarnia's rewards.

PATHFINDER SOCIETY SCENARIO

DREAMS OF A DUSTBOUND ISLE



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Reputation Earned: Scenario-based Infamy earned?

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

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

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

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

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

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

DREAMS OF A DUSTBOUND ISLE

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Scenario #3-17: Dreams of a Dustbound Isle

2

Character Name

Organized Play #

Character #

Adventure Summary

At the Grand Lodge, you were among those who experienced strange dreams of a demiplane realm where someone seemed to be pleading for your help. You visited a dream prison, the Dustbound Isle, where you learned that the night hag Aslynn had trapped the psychic leader of the Onyx Alliance, Sarnia Blakros, while she advances her own schemes. You also freed the Pathfinder Captain Zendrani of the *Sixwing Drake* from endless nightmares in Aslynn's realm.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (Second Edition) Achievement Points, a currency that can 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.

Rewards

Starting XP**XP Gained****Total XP****Starting GP****GP Gained****Total GP**

Reputation Gained

Items

alluring scarf^u (item 8, 415 gp, *Lost Omens Grand Bazaar* 84)
clandestine cloak^u (item 6, 230 gp, *Pathfinder Core Rulebook* 608)
invisibility potion^u (item 4, 20 gp, *Pathfinder Core Rulebook* 563, limit 3)
lady's knife^u (item 6, 200 gp, *Lost Omens Grand Bazaar* 110)

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the GP Gained Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: GZD5

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