

ESTATE OF EARTHEN BONDS

AN ADVENTURE FOR CHARACTERS OF 5TH TO 7TH LEVEL



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AN ADVENTURE FOR CHARACTERS OF 5TH TO 7TH LEVEL

ESTATE OF EARTHEN BONDS IS A PATHFINDER Second Edition adventure for three to six characters of 5th to 7th level, optimized for a party of four 6th-level characters. Wealthy merchant Don Sebastián Solano's desert hacienda holds a dangerous secret - it was built atop ancient seals binding a portal to the Elemental Plane of Earth. As these seals weaken and elemental forces emerge, the characters must assist in a ritual to reinforce the bindings before the estate is destroyed. Time is critical as players make strategic choices to balance speed against safety at each seal. This adventure takes place in a remote desert region of Cartosia, but can be adapted to any arid environment across various campaign settings.

BACKGROUND

Don Sebastián Solano, a wealthy merchant and retired adventurer, purchased the magnificent desert hacienda just six months ago as his retirement estate. The property's elegant architecture, verdant inner courtyard, and panoramic desert views promised the peaceful sanctuary he sought after decades of commerce across the realm.

The hacienda itself dates back nearly two centuries, built by the Orizaga family who mysteriously abandoned it almost fifty years ago. Local rumors spoke of bad luck and strange occurrences, but Solano dismissed these as superstition—until his workers began experiencing odd phenomena while renovating the property. Tools would inexplicably move overnight, small tremors shook the foundation despite no regional seismic activity, and stone ornaments occasionally seemed to shift position when no one was looking.

The mystery deepened when workers uncovered ancient stone tablets while digging a new irrigation channel. The tablets, etched with elemental sigils and diagrams matching architectural features of the hacienda, revealed the truth: the estate was built directly atop an ancient binding site where desert nomads once sealed a portal to the Plane of Earth. The Orizaga family had known this secret and maintained the seals through subtle architectural elements disguised as decorative features—knowledge lost when they departed.

As the disruptions intensified, Solano sought out Arturo Khebret, a renowned elemental shaman from distant desert tribes. Arturo confirmed Solano's fears: the four seals integrated into the hacienda's structure—appearing as a fountain, a medallion, a threshold, and a cornerstone—were failing after decades of neglect. Without intervention, the portal would fully open, unleashing destructive elemental forces that would tear the estate apart and threaten lands beyond.

Arturo can perform the ritual to reinforce the seals, but the process will draw the attention of elemental entities that have already begun pushing through the weakened barriers. The ritual must be completed quickly as each destabilized

seal accelerates the deterioration of the others. Recognizing the danger, Solano and Arturo require adventurers to protect Arturo during the ritual and contend with the elemental threats that emerge—a task requiring both strength and strategic decision-making as time becomes their most precious resource.

GETTING THE QUEST

Word has spread through mercenary circles about a wealthy merchant seeking experienced adventurers for an urgent mission at his desert estate. Alternatively, the party might have connections to antiquities scholars who received disturbing reports about elemental disturbances in the region, or perhaps a member of the party is a friend or contact of Don Sebastián.

When the party arrives at the hacienda, they are greeted by Don Sebastián himself, a dignified man with graying temples and the confident bearing of someone accustomed to command. His normally composed demeanor is visibly strained by recent events. He walks them to the courtyard. There, they observe the shaman Arturo, a wiry figure adorned with elemental symbols and agate jewelry, meditatively studying the ornate fountain in its center.

Don Sebastián quickly briefs the party on the situation, explaining how workers discovered ancient stone tablets revealing the hacienda was built atop a sealed portal to the Plane of Earth. He leads them to a room where the tablets are displayed alongside maps marking four seal locations throughout the property:

The Courtyard Fountain. The primary seal, designed as an ornate cross-shaped fountain whose flowing water normally suppresses the elemental energies below. Decorative stonework around its base contains hidden binding sigils.

The Dining Hall Table. A circular mosaic medallion embedded in the center of the large wooden dining table, appearing to be merely decorative inlay but actually forming a complex earth-binding symbol when viewed from the proper angle.

The Master Bedroom Threshold. The stone threshold at the entrance to the master bedroom contains carved symbols disguised as ornamental patterns.

The Kitchen Cornerstone. A load-bearing cornerstone in the kitchen with faint carvings that appear to be mason's marks but form a critical binding element. The stone is partially visible behind a preparation counter.

Arturo joins them to explain the ritual requirements. Though the seals are currently stable enough, beginning the ritual will disturb the elemental energies and likely prompt a response from entities seeking to break through. Once started, the ritual must be completed before the destabilized seals fail completely.

"We must reinforce all four seals," Arturo explains, "beginning with the three minor seals before addressing the main fountain seal. Each location requires specific mystical procedures that will take time to complete. Elemental entities will almost certainly emerge to disrupt our work. We face a serious time constraint—any delays or failures could prove catastrophic."

As the shaman finishes speaking, a subtle vibration runs through the floor, causing a decorative ceramic to slide off a nearby shelf and shatter. "The disturbances grow more frequent," Don Sebastián says quietly. "We must act soon, but I've given Arturo permission to grant you a brief period to survey the hacienda and prepare yourselves. Once the ritual begins, there will be no turning back."

Don Sebastián adds that he is prepared to compensate the party handsomely for their assistance. He offers 100 gold pieces for each adventurer upon successful completion of the ritual, plus their choice of items from his personal collection of minor magic items. "My life's work is in this hacienda," he explains. "Its safety—and that of the surrounding lands—is worth far more than gold."

Adjusting the Treasure. If the party is 5th level, the pay is 75 gp per character. If the party is 7th level, the pay is 150 gp per character.

THE RITUAL

Before the ritual begins, Arturo takes the party to examine one of the seals—perhaps the dining hall medallion. Kneeling beside it, he traces the intricate patterns with his finger as he explains:

"Each seal can be stabilized in one of two ways," Arturo explains. "The methodical approach allows me to carefully harmonize the elemental energies, gradually weaving them back into their proper pattern. This is safer but requires more time to complete."

He then stands, his expression growing more serious. "Alternatively, we can perform a rapid binding—forcing the energies into alignment through sheer will rather than careful manipulation. This approach is faster but creates greater resistance from the elemental forces, making them more aggressive in their response."

Arturo further explains that the party can choose to address each seal through different methods:

"At each seal, you may assist me directly in the magical weaving—combining your talents to redirect the energies while I perform the binding. This requires precise coordination but avoids direct confrontation with the elemental entities."

He gestures toward his ceremonial dagger. "Or you may choose to focus on combat, holding back the elemental manifestations while I work undisturbed on a rapid binding. This is more straightforward but draws out the full fury of the entities. You must let me know what you think you can handle."

Arturo uses [Mountain Guardian](#) statistics (*Pathfinder NPC Core*).

TRACKING TIME

As the ritual begins, the elemental disruption increases dramatically. The ritual must be completed within 1 hour or it is disrupted. To represent this rising tension and limited timeframe:

- The ritual begins with 6 points on the clock (represented by a d6)
- Each significant action (failing to stabilize or successfully stabilizing a seal, using Treat Wounds, extensively deliberating options, etc.) typically takes about 10 minutes and reduces the clock by 1
- If a "rapid binding" approach succeeds at a seal, no point is deducted from the clock
- When the clock reaches zero, the seals fail completely
- The ritual requires addressing all four seals before time runs out

THE HACIENDA

Don Sebastián Solano's hacienda is an elegant estate set in an arid desert landscape, showcasing traditional architecture adapted to withstand the harsh climate. The property is arranged around a central courtyard featuring a distinctive cross-shaped fountain. The single-story western wing houses guest accommodations, while the eastern sections contain the common areas including the lounge, dining hall, and kitchen. The northeast corner features a second story that holds the master bedroom suite and a balcony overlooking the courtyard. A small pool terrace extends from the eastern wing, providing respite from the desert heat. The hacienda originally belonged to the Orizaga family, who built the estate nearly two centuries ago with knowledge of the elemental seals beneath it. They incorporated the four binding seals as seemingly decorative elements: the courtyard fountain, the dining table mosaic, the master bedroom threshold, and a cornerstone in the kitchen. As the elemental disruptions intensify, the areas surrounding these seals become increasingly unstable. Unless otherwise stated, the hacienda's features are described as follows:

Ceilings, Walls, and Floors. The hacienda is constructed primarily of adobe brick with wooden support beams. Exterior walls are two feet thick, providing excellent insulation against the desert heat. Ceilings throughout most of the structure are 10 feet high, with the main courtyard featuring open air above. Floors are primarily terracotta tile, with decorative rugs scattered throughout.

Doors. Interior doors are made of solid wood with wrought iron hardware. They have AC 20, Hardness 8, and 30 Hit Points (Break Threshold 15). Most are typically left unlocked during the day but can be secured if necessary.

Windows. The hacienda's windows are designed to allow airflow while limiting direct sunlight. Many feature decorative grillwork, and provide ample illumination during daylight hours and can be opened or closed as needed.

Light. During the day, the hacienda is well-lit by natural light through windows and the open courtyard. At night, wall-

mounted lanterns and standing candleholders provide warm, ambient illumination throughout the occupied areas.

Elemental Manifestations. As the ritual progresses and the elemental seals become unstable, various manifestations occur throughout the hacienda. These include tremors that shake decorative items, dust and small stones that occasionally swirl into tiny vortexes, and the strange behavior of stone objects, which might briefly animate or shift position. The intensity of these phenomena increases as each seal is addressed, particularly in the vicinity of untreated seals.

1. THE KITCHEN CORNERSTONE

Arturo gestures toward a load-bearing cornerstone partially visible behind a preparation counter, its surface etched with what appear to be simple mason's marks. As you watch, fine particles of dust rise from the stone and swirl in unnatural patterns.

When the party and Arturo approach the kitchen cornerstone, the elemental instability becomes immediately apparent. Small cooking implements made of stone or clay occasionally vibrate or slide slightly across surfaces. Arturo explains that this cornerstone was deliberately positioned to cap a natural "leak" in the earth's crust—a weak point where elemental energy naturally seeps through.

"This cornerstone seal requires precise physical manipulation," Arturo explains, running his fingers along the barely visible carvings. "The binding pattern must be physically traced with exacting movements to realign the elemental energies. Hands skilled in delicate work would be most valuable here."

Methodical Binding. Arturo sets up a small brazier beside the cornerstone and burns aromatic herbs that release a pale yellow smoke. He explains that the cornerstone's binding requires tracing the nearly invisible patterns with exact movements while maintaining perfect focus. For this methodical binding approach, two successive successful skill checks are required:

- First, a successful DC 18 Crafting, Scribing Lore, or Thievery check to carefully trace the initial binding pattern with a special crystal stylus Arturo provides
- Then, a successful DC 21 Arcana, Nature, or Thievery check to manipulate tiny stone fragments into alignment with the newly activated pattern

Characters proficient in thieves' tools, calligrapher's supplies, jeweler's tools, or similar delicate crafts have advantage on these checks. Each check represents approximately five minutes of careful, focused work. Failing either check means the pattern becomes unstable, requiring the process to be restarted and costing another point from the ritual clock.

Adjusting the Challenge. If the party is 5th level, reduce the DCs by 2. If the party is 7th level, increase the DCs by 1.

Rapid Binding: Moderate Encounter. If the party chooses the rapid binding approach, Arturo works quickly to forcibly realign the seal. This process agitates the elemental energies trapped beneath, causing immediate manifestations. The kitchen floor begins to tremble as Arturo starts his work, and cracks appear in the terracotta tiles. From these cracks emerges a [living landslide](#) (*Pathfinder Monster Core*), two [sod hounds](#) (*Pathfinder Monster Core*), and two [living boulders](#) (*Pathfinder Bestiary 2*). The elementals attack immediately, targeting Arturo first unless intercepted by the party. Arturo requires four rounds of uninterrupted work to complete the rapid binding. If he's forced to break concentration due to damage or interruption, the binding fails and a ritual clock point is lost. If the party successfully defends Arturo for four rounds, the rapid binding succeeds without costing a point from the ritual clock. The cornerstone glows briefly with golden light, and the cracks in the floor seal themselves as the creatures crumble into harmless piles of dirt and stone.

Adjusting the Encounter. If there are three PCs, there are no sod hounds, making this a low encounter. If there are five or six PCs, add two or three more sod hounds, respectively. If the party is 5th level, the creatures have [weak adjustments](#). If the party is 7th level, the creatures have [elite adjustments](#).

2. THE DINING HALL TABLE

Arturo leads you into the elegant dining hall, where a massive wooden table dominates the space. Your attention is drawn to a circular mosaic medallion embedded in its center. As you approach, the colored stones seem to subtly shift, creating an optical illusion of movement.



MAIN LEVEL



MASTER BEDROOM



When Arturo and the party gather around the dining table, the embedded medallion begins to shimmer faintly. The shaman explains that this seal occupies a crucial geometric point in relation to the other bindings—positioned directly above a minor confluence of elemental ley lines that feed into the main portal.

"This medallion forms one point of a triangulation matrix with the other minor seals," Arturo explains. "The Orizaga builders positioned it here because this location naturally resonates with arcane frequencies that help contain elemental energies. The pattern contains mathematical sequences that must be properly interpreted and channeled. Minds versed in arcane lore or historical patterns would serve us well here."

Methodical Binding. Arturo retrieves a small pouch of colored sand from his belt and begins carefully sprinkling it around the medallion's edge, creating a secondary pattern that enhances the original design. He explains that this binding requires understanding the symbolic language encoded in the mosaic and channeling mental energy into the pattern. For this methodical binding approach, two successive checks are required:

- First, a DC 18 (trained) Academia Lore or Art Lore check or Lore for the area, or a DC 20 Arcana, Nature, or Society check to correctly interpret the symbolic pattern and its elemental meaning
- Then, a DC 21 Arcana or Nature check or DC 19 (trained) Earth Elemental Lore check to mentally project the correct energetic counter-pattern that will reinforce the seal

Each check represents approximately five minutes of intense mental concentration. Failing either check causes a psychic backlash as the pattern rejects the incorrect interpretation, requiring the process to be restarted and costing another point from the ritual clock.

Adjusting the Challenge. If the party is 5th level, reduce the DCs by 2. If the party is 7th level, increase the DCs by 1.

Rapid Binding: Moderate Encounter. If the party chooses the rapid binding approach, Arturo works quickly to force mental energy directly into the medallion. The mosaic begins to glow with an intense amber light, and the very air above the table seems to ripple and distort. A tear in reality opens above the table, and elemental forces pour through. Two [sand sentries](#) (*Pathfinder Bestiary 2*) emerge, and immediately move to attack Arturo and disrupt his work. Arturo requires four rounds of uninterrupted concentration to complete the rapid binding. If he's forced to break concentration due to damage or other disruption, the binding fails and a ritual clock point is lost. During the battle, the dining room itself becomes unstable—chairs slide across the floor of their own accord, and decorative items launch themselves as projectiles at random intervals. If the party successfully defends Arturo for four rounds, the rapid binding succeeds without costing a point from the ritual

clock. The medallion pulsates with golden light that spreads throughout the table in concentric rings. The elemental creatures are drawn back into the closing tear, which seals with a thunderous clap that causes all loose objects in the room to briefly float before settling gently back into place.

Adjusting the Encounter. If there are three PCs, replace one sand sentry with a [sod hound](#) (*Pathfinder Monster Core*). If there are five or six PCs, add either one [earthen destrier](#) (*Pathfinder Bestiary 2*) or another **sand sentry**, respectively. If the party is 5th level, the creatures have [weak adjustments](#). If the party is 7th level, the creatures have [elite adjustments](#).

3. MASTER BEDROOM THRESHOLD

The stone threshold at the entrance to the master bedroom appears unremarkable at first glance, but as Arturo kneels beside it, you notice subtle carvings along its edges that seem to pulse with a barely perceptible rhythm. The air above it shimmers slightly, like heat rising from sun-baked stone.

Arturo explains that this threshold sits directly atop a natural geomantic power node—a point where terrestrial energy naturally flows and concentrates. The ancient desert nomads recognized these nodes as sites of power, and the Orizaga family incorporated this knowledge into their architectural design.

"The earliest builders understood that earth energy flows in currents, much like water," Arturo says, running his hand just above the stone. "This threshold harnesses a natural upwelling of that energy. To restore its binding requires considerable physical strength—the stone elements have shifted out of alignment and must be properly repositioned. Those with great bodily power would be most helpful here."

Methodical Binding. Arturo produces a small vial of shimmering oil which he applies to the threshold's edges. The liquid seeps into the stone, causing the hidden patterns to glow faintly. He explains that the binding requires physically realigning parts of the threshold that have shifted over decades of subtle elemental pressure. Arturo warns, "Be careful about touching the threshold and the wall for long—it will provide a channel for raw magic to escape and give you a nasty magical thrashing. Although... if you could tough it out, it might actually make this easier to release the magic faster like that." For this methodical binding approach, two successive checks are required:

- First, a successful DC 19 Athletics check to grip and shift the heavy stone threshold back to its original position, or a DC 17 (trained) Architecture Lore, Labor Lore, or Mining Lore check to lever it into position
- Then, a successful DC 22 Athletics check to hold it in place while Arturo reactivates the binding patterns

Each check represents approximately three minutes of strenuous physical effort. Failing either check means the

stone slips back out of alignment, requiring the process to be restarted and costing another point from the ritual clock.

Cross the Currents! If a character fails their skill check but wishes to succeed at any cost, they can choose to ignore Arturo's warning and willingly hold the threshold in place by wedging their body against the wall. This will test their body to their ultimate limits to keep the threshold in place. This automatically succeeds at the current check but deals 25 force damage to the character as the elemental energies surge through their body. This damage cannot be reduced or prevented by any means, representing the toll of directly channeling the earth's energy.

Adjusting the Challenge. If the party is 5th level, reduce the DCs by 2. If the party is 7th level, increase the DCs by 1.

Rapid Binding: Moderate Encounter. If the party chooses the rapid binding approach, Arturo quickly etches emergency binding symbols around the threshold. The stone begins to rumble ominously, and cracks spider out across the floor. The bedroom trembles as the natural geomantic node beneath becomes destabilized. From the cracks emerges a [sand sentry](#) (*Pathfinder Bestiary 2*) and two [earthen destriers](#) (*Pathfinder Bestiary 2*). The creatures immediately attack. Arturo requires four rounds of uninterrupted concentration to complete the rapid binding. If he's forced to break concentration due to damage or interruption, the binding fails and a ritual clock point is lost. During the confrontation, the floor continues to crack and shift, creating difficult terrain throughout the bedroom. If the party successfully defends Arturo for four rounds, the rapid binding succeeds without costing a point from the ritual clock. The threshold stone glows with a deep amber light that spreads along the floor in geometric patterns. The elemental creatures are suddenly pulled toward the threshold as if by a powerful magnet, before being absorbed into the stone which then resolidifies with a resonant hum.

Adjusting the Encounter. If there are three PCs, there is only one earthen destrier. If there are five or six PCs, add one or two more earthen destriers, respectively. If the party is 5th level, the creatures have [weak adjustments](#). If the party is 7th level, the creatures have [elite adjustments](#).

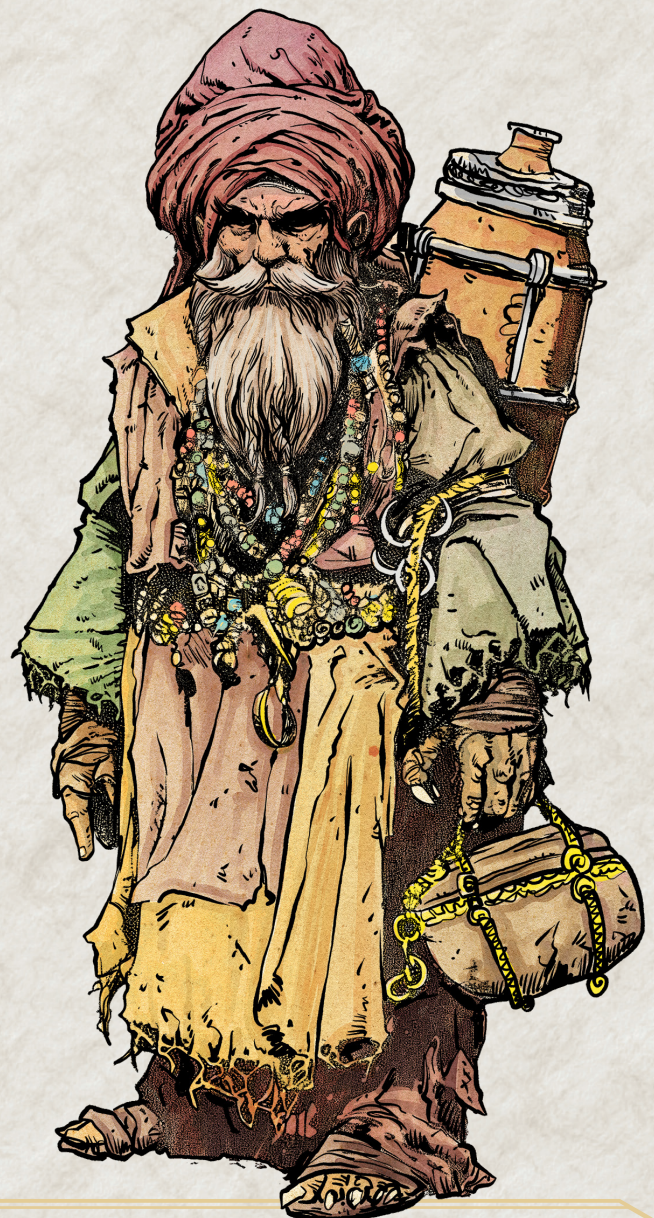
4. THE COURTYARD FOUNTAIN

The cross-shaped fountain in the courtyard's center now pulses with visible energy, its water occasionally swirling against gravity in spiraling patterns before settling back. Small tremors shake the courtyard stonework, and the air feels charged with tension.

With the three minor seals reinforced, Arturo leads the party to the courtyard fountain—the primary seal positioned directly above the center of the elemental portal. Water flows from four spouts representing the cardinal directions, joining in a central basin decorated with intricate elemental symbols.

"This is the linchpin," Arturo explains gravely. "The Orizaga family built the fountain here because water naturally counters earth energy. The fountain's cross shape creates a four-way binding that disperses the portal's power across all the minor seals." He pauses, studying the increasingly erratic water flow. "Reinforcing this seal will require a coordinated effort—many hands working together in harmony as the elements themselves resist our attempts."

Methodical Binding. To successfully stabilize the fountain seal via a skill challenge, the party must accumulate five Seal Points from successful efforts before accruing 4 Rift Points from failure. Potential skill checks and their DCs are listed below. The GM is encouraged to consider any suggestions from the players, assigning an appropriate DC at their discretion. If an action should help automatically, such as casting planar tether, it should generally award only 1 Seal Point unless it is exceptionally apt. Likewise, certain especially inappropriate actions such as summoning a creature with the earth trait can automatically accrue 1 Rift Point. Unless noted otherwise, use the following outcomes for these skill checks.



Critical Success The PCs gain 2 Seal Points as they rapidly disperse elemental power.

Success The PCs gain 1 Seal Point.

Failure The PCs accrue 1 Rift Point as elemental energies become more erratic.

Critical Failure The PCs accrue 2 Rift Points.

Thievery (Trained) DC 21: Carefully manipulating the flow of water to match specific patterns.

Fortitude DC 22: Withstanding the painful energy discharges while holding key components in place.

Arcana (Trained) DC 22: Deciphering and reciting the binding formulas etched around the fountain rim.

Perception (Trained) DC 21: Sensing the ebb and flow of elemental energies to time crucial actions.

Diplomacy (Trained) DC 25: Projecting calming energy that temporarily subdues the chaotic elemental forces.

Intimidation (Trained) DC 25: Cow the elemental forces into obeying you.

Performance (Expert) DC 21: Drum out a soothing beat disperses elemental energy from the area.

Religion or Society (Expert) DC 22: Recognizing ancient binding patterns from similar rituals and applying that knowledge.

Earth Elemental Lore (Trained) DC 19: Drawing upon traditional elemental rituals that help align spiritual energies

Nature (Trained) DC 20: Applying knowledge of natural elemental relationships to guide the water's flow.

Adjusting the Challenge. If there are three PCs, only 4 Seal Points are required to win. If there are five or more PCs, another Seal Point is required for each PC beyond four. If the party is 5th level, reduce the DCs by 2. If the party is 7th level, increase the DCs by 1.

Arturo works alongside the party, providing guidance but requiring their active participation to complete the ritual. As each success is achieved, portions of the fountain begin to glow with golden light. With each failure, tremors increase in intensity and elemental manifestations begin to appear—small earth elementals that immediately dissipate, momentary gravity fluctuations, or sudden geysers of sand erupting from the ground.

Success. If the party accumulates five successes, the fountain seal is completely restored. Golden light spreads in geometric patterns throughout the courtyard, flowing along the ground toward the three minor seal locations before rising in brilliant pillars of light. The entire hacienda briefly glows with amber energy as the complete binding reasserts itself. The tremors cease, and a sense of stability settles over the estate. Arturo explains that the seals will now hold for at least another century before requiring maintenance again.

Failure: Moderate or Severe Encounter. If the party accumulates three Rift Points, the seal destabilizes completely. The fountain's water turns to sand, and the courtyard stones crack open as a massive portal begins to form. From this widening rift emerges the portal's guardian:

a [granite glyptodont with weak adjustments](#) (*Bestiary* 2) accompanied by six or fewer [living boulders](#) (*Bestiary* 2)—one fewer arrives for each Seal Point accumulated. The group immediately attacks the party and Arturo. The shaman shifts to emergency measures, attempting a rapid binding that requires seven rounds of uninterrupted concentration—all while elemental forces attempt to stop him. Elementals focus on whoever took hostile action against them last, or Arturo if they have not been the target of hostile actions or whoever targeted them last is out of sight or unable to act. If the party can protect Arturo for this duration, the binding succeeds, though with less stability than the skill challenge would have provided. If Arturo is interrupted or incapacitated, the entire hacienda begins to collapse as the portal fully opens, forcing the party to flee or be buried alive.

Adjusting the Encounter. If there are five or six PCs, add one or two [living landslides](#) (*Pathfinder Monster Core*), respectively. If there are three PCs, the number of living boulders is equal to three minus one per two Seal Points collected before combat began. If the party is 5th level, replace the granite glyptodont with a [sand sentry](#) (*Pathfinder Bestiary* 2) that lacks adjustments and the other elementals have [weak adjustments](#). If the party is 7th level, the granite glyptodont has no adjustments and the other elementals have [elite adjustments](#).

Rapid Binding: Severe Encounter. If the party chooses to skip the skill challenge entirely and opt for a rapid binding approach from the start, Arturo reluctantly agrees but warns of severe consequences. He immediately begins channeling energy into the fountain, which triggers an immediate elemental response. The encounter unfolds as described in the failure condition above, except that there are no living boulders but instead there are two [living landslides](#) (*Pathfinder Monster Core*), requiring seven rounds of protection rather than four as with the minor seals.

Adjusting the Encounter. Use the adjustments above, except if there are three PCs, remove one [living landslide](#).

AFTERMATH

The resolution of this adventure depends on the party's success in reinforcing the elemental seals. If they successfully stabilize all four seals methodically, the hacienda is saved and the portal securely bound for another century. The strange phenomena cease entirely, and Don Sebastián gratefully rewards the party as promised. You should choose a couple items useful to each player character to put in his collection for them to choose from, each of their level or a level lower. Arturo informs them that their involvement with the ritual has created a mystical connection—they will receive prophetic dreams should the seals ever begin to weaken again, regardless of their location.

If the party completes the ritual but relies heavily on rapid bindings or struggles through the challenges, the seals hold but with reduced stability. Arturo warns that they may only last a few decades rather than a century, and occasional

minor elemental manifestations continue throughout the hacienda. Don Sebastián still provides the promised reward, though with a request that the party consider returning in the future to help maintain the bindings.

Should the party fail entirely, the elemental portal opens fully, and the hacienda collapses into a newly formed sinkhole. While the party might escape with their lives, the surrounding region begins experiencing earthquakes as elemental entities emerge from the uncapped portal. Don Sebastián loses everything, and what began as a single mission becomes a greater threat that may require intervention from more powerful forces.

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