

PATHFINDER SOCIETY®

YEAR OF THE
STOLEN STORM



TREACHEROUS WAVES

By Eleanor Ferron



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TABLE OF CONTENTS

TITLE	2
PLAYER HANDOUTS	23
APPENDIX	24
MAPS	26
CHRONICLE SHEET	28

GM RESOURCES

Treachurous Waves makes use of the following Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder Ultimate Intrigue* (UI), *Pathfinder Ultimate Equipment* (UE), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 4* (B4), and the *Pathfinder Monster Codex* (MC). In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at paizo.com/prd. All relevant rules from the Bestiary volumes and the stat blocks from the *Monster Codex* and are reprinted at the end of the scenario for the GM's convenience.

HOW TO PLAY

Pathfinder Society Scenario #8-19: Treacherous Waves is a Pathfinder Society Scenario designed for 3rd- through 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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TREACHEROUS WAVES

By Eleanor Ferron



For centuries, dozens of petty sahuagin tribes on the Plane of Water have feuded within a 100-mile-wide forest of pink jellyfish, known to locals as the Lambent Bloom. Over each generation, the bloodthirsty, piscine sahuagin have mutated to adapt to their home, sporting pink stripes as camouflage and growing a thick skin that is immune to jellyfish stings. Recently, a cunning sahuagin called Baron Zemdar rose to power after discovering a massive, abandoned settlement on the inside of a shell and claiming it as his own. Within the shell, he found the *Throne of Deep Currents*, a mother-of-pearl throne with a crystal decanter of roiling tides set into its peak. After some experimentation, Zemdar discovered the throne could control the ocean for hundreds of miles in any direction.

After using his newfound power to conquer and unite the disparate tribes of the Lambent Bloom, Baron Zemdar turned his hungry gaze to a new target: Vialesk, a wealthy independent port. Knowing full well that his army had little chance of capturing the city, Zemdar instead began planning a daring raid. Using the *Throne of Deep Currents*, the sahuagin planned to guide jellyfish of the Lambent Bloom directly into Vialesk, and then seize as many of the city's treasures as he could during the ensuing chaos.

Zemdar's plan had one serious flaw: the jellyfish of the Lambent Bloom could not attack the air-filled portions of Vialesk. To that end, he dispatched a spy named Tsomo Qorra to infiltrate the city. Tsomo identified Vialesk's central forge, the Glass Pit, as a potential weak point, making plans to seal off the gigantic furnace and then flood it to cause a pressure explosion. He hired an unwitting mechanic, Yuka Kannamen, to help him import the alchemical materials necessary for his goal. Tsomo also stationed sahuagin accomplices throughout and near the city, which is how he learned of a potential snag: the Pathfinder Society agent Zahra, who had heard rumors that some of the lost elemental lord Lysianassa's power might remain at the shell settlement, and planned an expedition to the remote location.

Tsomo infiltrated Zahra's expedition, setting up a cunning trap. By carving codes into the fins of the caravan's whale sharks, Tsomo coordinated with his sahuagin scouts

WHERE ON THE PLANES?

Treacherous Waves takes place in Vialesk, the Plane of Water's largest independent city and a prominent trade hub. For more information about Vialesk and the Plane of Water, see *Pathfinder Campaign Setting: Planes of Power*, available at bookstores and hobby shops everywhere and online at paizo.com.

and Baron Zemdar himself. At a critical juncture, Zemdar changed the tides and engulfed the expedition in a toxic algae bloom. The bloom forced the caravan to retreat back to Vialesk, with algae clinging to the survivors and poisoning the waters around them as they fled. As a result, several coral reefs near Vialesk are starting to die.

Zahra was left fuming at the disaster, convinced by circumstantial evidence that her failure had been the result of malicious sabotage. However, some of the expedition members blame Zahra herself for the catastrophe, believing the brush with the toxic algae to be an error in Zahra's navigation. Worse yet, Tsomo and Zemdar have stepped up the time line on their invasion plans, hoping to raid Vialesk before the Pathfinders have a chance to regroup.

SUMMARY

The PCs receive a request from Zahra to investigate a disaster that befell one of her expeditions. The PCs interview Zahra's suspects, piecing together clues that foul play was involved. The trail of evidence leads the PCs to the home and warehouse of the malenti spy Tsomo Qorra. As the PCs return from the warehouse, they encounter Tsomo's sahuagin agents and find documents outlining his plans to destroy Vialesk's massive forge, the Glass Pit. In order to stop the forge from exploding, the PCs must repair the damage the sahuagin has done. Whether the PCs undo Tsomo's work or not, he attempts to flee the city, forcing the PCs to chase him down. After a fraught pursuit through the marketplace, the PCs corner Tsomo in a docking bay, forcing him to fight.

GETTING STARTED

The Pathfinder agent Zahra urgently summons the PCs to the Plane of Water to request their aid investigating a mishap that befell her expedition. She arranges transportation for the PCs to the Plane of water and hires a giant turtle-drawn carriage to take the PCs to the city of Vialesk. A bubble of magically replenishing air encases the carriage, allowing the PCs to survive the journey through the boundless sea. Read or paraphrase the following to begin the scenario.

A broad coral structure dozens of stories tall emerges from the boundless sea. A steady stream of submersibles dock and depart, while dockworkers unload goods and carry them to carefully protected glass tunnels. Water mephits swim and flit about, surveying the new arrivals. The turtle-drawn carriage swims up to one of the tunnels. As the carriage's bubble of air meets the tunnel's mouth, fresh air flows into the carriage, carrying with it the smell of fish. Within the glass passage, an elf with teal hair, webbed fingers, and gills stares out at the sea. As the turtles come to a stop, she raises her pale blue hands in an unfamiliar greeting. A golden *wayfinder* is secured tightly to her wrist, and a pair of long coral daggers is strapped to her back. "So, she actually did it," the elf comments, tilting her head and giving a small smirk. "I had heard Zahra was threatening to summon agents to investigate what happened, but I thought it might merely be bluster to save face. Still, whatever cause has brought you here, you are welcome in our city. I am Lileone Blacktide, and I wish you luck, but I warn you that there is no culprit for you to find beyond Zahra herself."

Lileone (LG female aquatic elf ranger 5) offers bitingly to take the PCs to Zahra's residence (see page 5), though she

graciously accepts any return pleasantries or introductions. If the PCs ask further about what happened and what Zahra wishes to them investigate, Lileone continues.

"A week ago, Zahra set out on an expedition towards a sea of jellyfish known as the Lambent Bloom. She believed she had made an incredible discovery: the remnants of one of the lost elemental lord Lysianassa's servants, which might still hold a fragment of Lysianassa's power. I was skeptical of her claims, but I joined her. If there was any chance she was correct, I thought it was worth investigating. I should have thought better of it. Not two days into our journey, Zahra steered our caravan too close to a patch of the Carmine Scourge, a poisonous red algae that drifts through the plane on the tides. They say it blooms in places where the elemental lord Kelizandri has passed, and it certainly shares his hunger. It sprung upon our caravan as if drawn by a magnet, sending everything into chaos and killing most of our precious whale sharks. Several members of our expedition are still violently ill, and I only survived myself because I was scouting when the incident occurred. Worse yet, though we managed to escape, the algae clung to us as we fled back to Vialesk. It broke off and settled among the coral reefs, and now the reefs have begun to die.

"Zahra has managed to convince herself some great conspiracy is to blame, rather than her poor navigation decisions and her inability to listen to anyone else. I have no doubt she truly believes she's innocent; she has always been stubborn and arrogant, and it has always led her into trouble. The Society may have overlooked her errors in the past due to her superb mind and her talent for damage control, but this time, I will not allow them to slide. I warned her that the waters ahead didn't seem right to me, but she couldn't be troubled to listen. She has no excuse for the damage she has done and I will see to it that she is held accountable for her negligence. I look forward to your attempts to prove me wrong."

If the PCs ask Lileone any questions that are not covered in the briefing above, she asks them to direct their questions to Zahra. Despite the fact that she is clearly biased, Lileone wishes to see true justice done and places the safety of Vialesk's citizens above all else. Throughout the adventure, the PCs can call upon her as an ally if they convince her that they need her aid. The PCs can attempt a DC 16 Diplomacy check when initially meeting her (DC 19 in Subtier 6–7), with lawful PCs gaining a +2 circumstance bonus; if a PC succeeds, Lileone gives them three *potions of water breathing* to aid them in exploring Vialesk.

The PCs can also secure her assistance later in the adventure; to this end, Lileone stays relatively nearby so that the PCs can find her when necessary. If they ask for her aid in questioning suspects, she reveals that she can cast *Speak with animals* and helps the PCs interrogate



Honoke's whale sharks and Tsomo's pets. The PCs can also convince Lileone to gather allies to protect Yuka Kannamen later in the adventure (see Yuka's Workshop on page 9). Finally, after finding Yuka's logbook in his workshop, the PCs can ask Lileone for help deciphering its significance (see Yuka's Workshop on page 9). Assume that the PCs can find Lileone with 10 minutes of searching for her.

The PCs might accuse Lileone of being the expedition's traitor during the adventure. While Zahra is open to compelling arguments, the Vialesk guards automatically dismiss any such claims. Lileone herself is quick to forgive the PCs for their misguided diligence, but in this event she is unable to convince her allies to help protect Yuka.

ZAHRA

Zahra (NG female undine bard 7/fighter 1) meets the PCs at her residence in the air-district of Vialesk. It is obvious that the recent events have upset her greatly, as she has difficulty keeping her thoughts organized and keeping signs of anger off her face. She informs the PCs that she wishes them to investigate the failure of her last expedition. All the on-site evidence has been lost to the tides and the algae, but she firmly believes the disaster was due to foul play. Zahra is trying to track down the expedition members who have left the city and is searching for any external forces that could have attacked the caravan. She gives the PCs a list of the survivors that remain in Vialesk, and she asks them to investigate the people on that list (see **Player Handout: Zahra's List** on page 23). She highly recommends the PCs be subtle, in case there was a saboteur among the previous adventurers.

Zahra can give the PCs a summary of events similar to the one Lileone gave if they ask, although Zahra insists that the incident with the toxic algae was no careless accident; rather, she tells the PCs that the nearest growth of that type of algae should have been miles away from their route. Although she does not believe that she is directly responsible for the damage to the reefs, she still wishes to do whatever she can to stop it. She explains, "Many of the expedition suppliers and survivors are associated with larger organizations, and such resources could be pooled

together to save the reef. I will warn you not to employ any expedition traitors in this task."

She can also provide details on the following subjects.

What were you hoping to find on your expedition? "I discovered several promising texts hinting of a fragment of Lysianassa's power. You know Lysianassa? She is one of the lost elemental lords. It was said that she ruled this plane, until Kelizandri imprisoned her. I located several sources claiming that she gifted her breath to a servant, a giant nautilus called Riam the Unyielding, who was sent to govern the seas in her absence. But Riam was lost, blast it all, due to Kelizandri's witless brine dragons—when they mortally wounded Riam, it dove into the Lambent Bloom and it could not be retrieved. I organized the expedition to pursue rumors of its giant shell, which was claimed to be a holy site until a few centuries back. I was unable to verify anything without traveling in person, as the shell proved resistant to divination and teleportation spells."

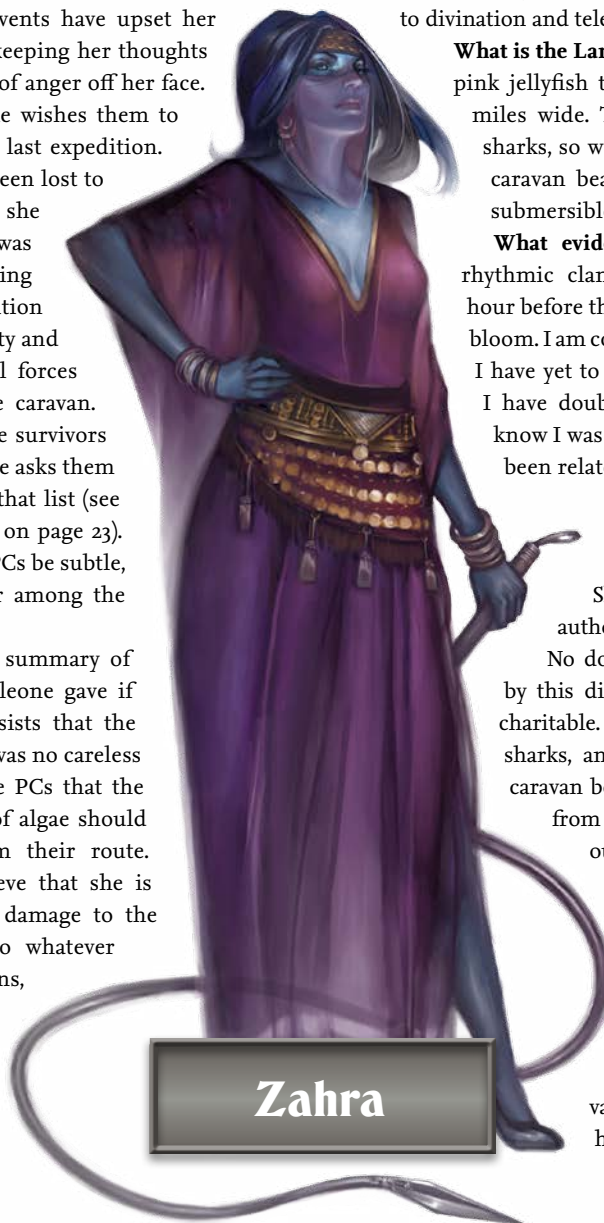
What is the Lambent Bloom? "A school of giant pink jellyfish that stretches nearly a hundred miles wide. The jellyfish stings don't affect sharks, so we employed whale sharks as our caravan beasts, and engaged a number of submersibles to protect ourselves."

What evidence is there of sabotage? "A rhythmic clanging in the distance, half an hour before the caravan encountered the algae bloom. I am confident this was a signal, though I have yet to ascertain who was signaling. As I have double checked my navigation and know I was not at fault, the noise must have been related to the disaster."

What do you know about

Lileone? "That woman! She calls me the arrogant one!

She has always challenged my authority over the smallest of details. No doubt she feels herself vindicated by this disaster. No, but I must be more charitable. Lileone has a deep love for sharks, and she was enamored with our caravan beasts. Most of the creatures died from the poison, and she's lashing out at me in grief. I have neither the time nor the disposition to deal with her, but she does have strong connections with the Vialesk guards, and she is knowledgeable about the Plane of Water's flora and fauna. She could prove valuable to you if you appeal to her sentiments."



Zahra

SCALING THE INVESTIGATION

Both Subtiers: To accommodate groups of four PCs, reduce all skill check DCs by 2.

INVESTIGATION

This adventure takes place on a 24-hour timetable.

At the end of this time, Tsomo completes his plan to destroy the Glass Pit. Keep careful track of how much time the PCs spend in their investigation. Moving between any two locations in Vialesk takes 1 hour unless the PCs have means to expedite their travel. Zahra provides the PCs with directions to Honoke's home, Razethka's pool, Tsomo's offices, and Yuka's workshop, as detailed below. The PCs may also wish to investigate around Vialesk or the poisoned reef. Details of all of these lines of inquiry are presented below.

Careful investigation reveals a trail of clues that point toward Tsomo Qorra and hint to some sort of larger scheme afoot in Vialesk. As the PCs progress their search, two more locations become available: Tsomo's residence and Tsomo's warehouse. While Zahra does not know where either of these places is located, other NPCs can steer the PCs in the right direction, as described below. Honoke and Razethka know where Tsomo lives, and Lileone, Razethka, or Yuka can help the PCs find the warehouse if given the proper clues. Alternatively, the PCs can find Tsomo's home with a successful DC 20 Diplomacy check to gather information (DC 24 in Subtier 6–7), which takes the typical 1d4 hours. They can find the warehouse with a gather information check at the same DC as long as they have recovered the logbook from Yuka's workshop (see page 9).

This adventure takes place within the massive air pockets that surround much of Vialesk. The PCs do not have to concern themselves with swimming or breathing underwater unless otherwise noted.

Honoke the Giant

Honoke is an elderly ocean giant (*Pathfinder RPG Bestiary* 4 127), a widower who had taken comfort by raising whale sharks in his later years. When the PCs encounter him, he is swimming in a submerged enclosure, dragging his remaining animals through the water. The sharks are too weak to swim fast enough to pass water through their gills, and would suffocate without his constant effort. Honoke

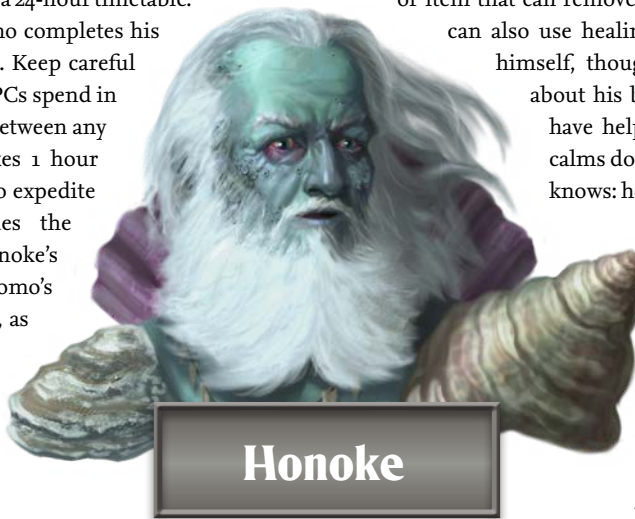
himself is in terrible health, as he was outside of the submersibles when the toxin hit and barely made it back alive. The despondent giant can barely bring himself to acknowledge the PCs, much less answer any questions.

The PCs can stabilize the living whale sharks if one of them succeeds at a DC 20 Heal, Knowledge (nature), or Craft (alchemy) check (DC 24 in Subtier 6–7), or by using any spell or item that can remove the effects of poison. The PCs can also use healing spells or items on Honoke himself, though he is far more concerned about his beloved animals. Once the PCs have helped the whale sharks, Honoke calms down enough to tell them what he knows: he corroborates Zahra's assertion that there was rhythmic clanging shortly before the disaster, and he felt the tide change direction towards the caravan soon after the sound. He has no explanation for either of these events.

Anyone who interacts with the sharks can attempt a DC 15 Perception or Handle Animal check (DC 19 in Subtier 6–7) to notice a pattern of notches down one of the whale shark's fins. A PC who succeeds at a DC 14 Linguistics check (DC 18 in Subtier 6–7) recognizes the marks are some kind of code. Honoke does not notice the marks unless the PCs point them out. He does not know what the marks mean, but he is certain that the marks are fresh. The PCs can use the spell *speak with animals* to question the shark; if none of them are capable of casting this spell, they can ask Lileone for assistance. The whale shark tells them another shark carved the notches in its fins and asked it to find other sharks — in truth, the "sharks" it refers to are Tsomo and the sahuagin scouts, whom the whale shark identifies as kin due to the sahuagins' strong racial affinity towards sharks.

If the PCs ask Honoke where they can find Tsomo and give a reason why they should know where he lives, such as suspecting that Tsomo is responsible for the poisoning, Honoke gives the PCs directions to Tsomo's residence.

Honoke is one of the NPCs who can aid the poisoned reefs. Convincing him to do so requires a successful DC 22 Diplomacy check (DC 26 in Subtier 6–7). If the PCs have successfully aided his whale sharks, they gain a +6 circumstance bonus on this check. If the PCs fail their initial attempt at persuasion, they can show Honoke an injured animal from one of the reefs to make a second attempt; the PCs can either obtain the animal themselves (see Vialesk and Beyond on page 9) or ask Lileone to bring such an animal to them (which takes her 2 hours). If the PCs



Honoke

convince Honoke to assist the reefs, he emphasizes that he will not be able to make much of a difference without help, and asks the PCs to find others to aid him.

Razethka's Pool

Razethka the Scarred is a brine dragon. Her abode is a massive marble pool surrounded by stained glass windows that shed dazzling green light throughout the water. She demands the PCs wait half an hour in her atrium before receiving them, claiming she is moving to a more suitable audience chamber for their meeting. When they are finally allowed inside, the sizable brine dragon greets them. The dragon's scars are covered with patches of brilliant sea anemones. Razethka is surprisingly gracious to the PCs despite her unnecessary delay, offering to completely fund the Pathfinder Society's next expedition to the Lambent Bloom. If the PCs question the motive for her generosity, she tells them she is personally offended by the expedition's failure after she attached her name and resources to it. The PCs can attempt a DC 20 Sense Motive (DC 24 in Subtier 6–7) to notice she is hiding something; if they call her out on it, Razethka admits she has heard a magic item which can change the tides is rumored to be within the lost shell settlement, and that she is interested in it.

Razethka is touchy about her scars, but open on most other subjects. She honestly denies any allegations of tampering, citing a pointless loss of capital if the PCs appear skeptical. She did not go on the expedition, and thus has little information on the specifics, but she offers her theories if asked about any of the details.

- If the PCs mention the rhythmic clanging noise Zahra and Honoke heard before the disaster, Razethka agrees that it could have been a signal. She mentions Vialesk's Sonaphor—a series of tuba-like horns that are used to hear sounds for miles around—and how sound is instrumental to long-distance communication underwater. She adds that the Sonaphor has been constantly clogged with seaweed for the past month.

- If the PCs ask Razethka about her opinions on the sabotage, Razethka informs them about several tribes of sahuagin that live in the Lambent Bloom, and opines the caravan disaster was due to outside aggression instead of internal treachery. The PCs can attempt a Knowledge (nature) check for more information on sahuagin, learning the information with a DC less than or equal to the results of their check.

10+: Sahuagin are a prosperous and warlike aquatic race, launching constant raids on coastal races and underwater cities. They once had mighty empire on the Plane of Water, but bitter in fighting caused it to crumble.

15+: Sahuagin have a strong affinity for sharks, allowing them to telepathically communicate with the creatures.

20+: Sahuagin are prone to beneficial mutations, such as

four-armed sahuagin or spined sahuagin. Vialesk is known to have a tribe of prehistoric sahuagin among the ranks of its army.

25+: Rumors speak of rare sahuagin mutants known as malenti, who are identical in appearance to aquatic elves but share their kinfolk's bloodthirsty nature.

- If the PCs mention the alchemical residue in Tsomo's office or confide that they believe something bigger is going on, Razethka mentions that Yuka has been importing large quantities of cement and ironflame powder for unknown reasons, and suggests the PCs question him about this. If Yuka is dead, Razethka huffs and takes it upon herself to hunt down financial records and the warehouse to which Yuka was sending shipments (see Tsomo's Warehouse on page 14). This task takes her 1 hour.

- If the PCs mention being unable to find Tsomo, she asks them what they have tried so far in their investigation. Unless they have already been to his residence, she mocks their skills as investigators and offers them advice in a condescending manner before giving them directions to his home. If they have been to his home, she instead muses that his disappearance is "most intriguing."

- If the PCs have failed a skill check to glean information from a clue they have found or have failed a Knowledge check to learn about a subject, they can ask Razethka to educate them; however, the dragon drags out her explanations with considerable self-aggrandizing, taking 10 minutes for every answer the PCs receive in this manner. The GM can use this education flexibly to fill in gaps in the PCs' investigation.

- If the PCs ask Razethka to help with the poisoned reef, she seems disinterested and complains that pointless philanthropy is demeaning. The PCs can flatter her into accepting with a successful DC 22 Diplomacy or Perform (oratory) check (DC 26 in Subtier 6–7), bribe her with a non-consumable magic item, or attempt a DC 20 Bluff check (DC 24 in Subtier 6–7) to promise her the first pick of any treasures found on the next expedition. Even if she agrees to help clean the reef, she makes it clear that she is unwilling to perform all of the dirty work, and insists that the PCs find someone else to assist her. If the PCs have repeatedly badgered Razethka about her scars, she refuses to help the reef for any reason.

Tsomo's Offices

Zahra's directions lead the PCs to Tsomo's offices. A brief exploration of the building reveals four murajaus (*Pathfinder Campaign Setting: Planes of Power*), who are happy to answer questions, as well as a harried assistant. A murajau named Chailai shows maps of the plotted route and where the algae bloom should have been if the maps were correct. PCs who succeed at a DC 18 Profession (sailor) or Knowledge (planes) check (DC 21 in Subtier 6–7) confirm that the route should not have gone near dangerous algae if Zahra properly

followed it. Chailai also explains the murajaus' interest in the shell settlement, citing murajau legends that the shell was once a funeral site for the last followers of Lysianassa. She and her fellow murajaus have a strong interest in taking a pilgrimage there.

One of the murajaus is holding a tank with a small bamboo shark in it. The shark belongs to Tsomo; the murajau claims she spotted it swimming in Vialesk's marketplace and brought it back for him. PCs who succeed at a DC 14 Perception check (DC 18 in Subtier 6–7) notice the shark has notches in its fins much like the notches found on Honoke's whale sharks (see Honoke the Giant on page 6). If asked, Chailai tells the PCs that all of Tsomo's sharks have similar marks, in order to prove Tsomo's ownership. PCs can cast *Speak with Animals* to interrogate the shark, or ask Lileone to do so in their stead; the shark confirms Tsomo carved the marks, and sometimes sends it out of the city to find other sharks. The "sharks" it refers to are sahuagin scouts, which the shark considers its kin.

If the PCs ask the murajaus to help the poisoned reef, they agree, citing their regret that the expedition caused so much trouble, and

promise to enlist their friends and family in the effort as well. Chailai requests that the PCs ask other members of the expedition also to help, since she recognizes that the problem is beyond their ability to solve alone.

The harried assistant appears to be a blue-skinned aquatic elf in dark blue robes with braided green hair that reaches down to the small of his back. He is juggling piles of maps and charts when the PCs arrive and does not introduce himself unless the PCs specifically ask for his name, in which case he gives them the name Sorin. If the PCs address him, he gives them a despondent look before explaining that Mr. Qorra is very busy and not accepting new clients at the moment. If the PCs say they're investigating the expedition, he sullenly accuses Zahra of aiming to use Mr. Qorra as a scapegoat and hurting business and muses that if this keeps up he may be out of a job.

In truth, Sorin is actually Tsomo Qorra, and he isn't an elf at all. He is actually a malenti, a type of sahuagin that looks like an aquatic elf. He is putting the finishing touches on his plan to destroy the Glass Pit, and has become paranoid that Zahra might find him out before he has finished his work. His statistics appear on page 20. He is using his vigilante social identity, in which he appears as an unassuming assistant. Tsomo regularly uses this identity

to spy upon rivals without drawing attention, using makeup and clothing to cover his distinctive pink stripes. Note that his vigilante abilities give him a significant bonus on Disguise checks to avoid revealing that he is Tsomo Qorra, so it is very unlikely that the PCs will be able to detect his true identity at this stage.

Tsomo's Residence

The PCs cannot travel to Tsomo's residence until they learn its location from Honoke or Razethka, or find it through other lines of investigation, at the GM's discretion. The malenti's domicile connects to Vialesk's air-filled half, but is completely submerged. PCs without a means to breathe water can explore by frequently exiting to catch their breath, but taking 10 and taking 20 while searching takes twice as much time when using this method. The room is filled with corals and schools of colorful fish, but is otherwise sparsely furnished: a chest of clothes is wedged into the south wall, a carved stone desk sits on the floor, and a large saltwater tank extends from the east wall.



Murajau

Searching the desk reveals a number of beaded strings, which anyone who speaks Aquan can identify as financial records. PCs who succeed at a DC 15 Linguistics or Intelligence check ascertain that Tsomo has ordered many alchemical supplies from Yuka, using a pseudonym. The PCs can also attempt a DC 16 Perception check (DC 19 in Subtier 6–7) to reveal a hidden compartment in the desk. If a PC's result exceeds the Perception DC by 5 or more, she also notices the compartment is trapped with a crude mechanism. The trap can be disarmed with a successful DC 15 Disable Device check (DC 19 in Subtier 6–7); if the PCs trigger this trap, it does no damage to them, but it ignites a fire that incinerates everything inside the compartment despite being underwater. If the PCs successfully disarm the trap, they find several waterproof maps marked with the Pathfinder expedition's route and the original location of the algae bloom. They also find a tide chart and a set of calculations for how long it would take the tide to move the algae bloom, as well as a sinister mention of "Having them handle the liability that Yuka presents to the operation, by whatever means necessary" with no mention of whom "them" may refer to.

The saltwater tank is filled with a variety of marine life, most notably a small host of bamboo and bonnethead sharks. Each of these sharks has a series of notches on its fins. The PCs can attempt a DC 20 Linguistics check to crack the code: if successful, they determine that each shark is marked with a different command, such as "Wait," "Ready," "Meet Here," "Inform Zemdar," and others along a similar vein. The PCs can also open the tank to allow the sharks to leave; PCs who can breathe underwater can follow the sharks through Vialesk's water-filled streets and out of the city, where they encounter a group of hostile sahuagin (see area B on page 12).

Tsomo's Warehouse

The PCs do not initially know the location of Tsomo's warehouse, which he rented under a false name, but they can discover it in the course of their investigation. This structure is detailed further in area C (see page 14).

Vialesk and Beyond

Vialesk and its surrounding waters are well patrolled, giving the PCs an opportunity to explore in relative safety. The largest attraction is Arrekin's Bazaar, Vialesk's massive marketplace and the lifeblood of the city. PCs who visit are met by a young locathah who offers each of them a bathysphere jellyfish in a jar for the substantial discount of 20 gp. If a PC allows a bathysphere jellyfish to attach to her head, the jellyfish provides a continually replenishing pocket of air that lasts for 8 hours, allowing her to breathe and speak normally underwater. The full statistics for these creatures appear in *Pathfinder Campaign Setting: Planes*

of Power. PCs can also take the time to purchase items in the marketplace.

If the PCs have a submersible, they can also investigate the poisoned reef, which lies 30 miles out from Vialesk. The journey to the reef takes 2 hours round-trip. A simple glance informs the PCs that the damage will require a substantial amount of effort from multiple groups of people to fix. If the PCs explore further, they can spend a half hour to attempt a DC 18 Survival check (DC 22 in Subtier 6–7) or a DC 15 Perception check (DC 19 in Subtier 6–7). A PC who succeeds at the Survival check can find a sickened animal they can present to Honoke to convince him to aid the reef (see Honoke the Giant on page 6); with a successful Perception check, a character notices several huge pink jellyfish caught on the poisoned coral. A successful DC 16 Knowledge (local) check (DC 20 in Subtier 6–7) is required to identify them as jellyfish from the Lambent Bloom. If the PCs fail these Perception or Survival checks, they may retry them as many times as they wish, taking a half hour per attempt.

The PCs may also wish to investigate the city with a Diplomacy check to gather information. The PCs learn all of the information below whose DC is less than or equal to the result of their check. This process takes 1d4 hours and represents canvassing Vialesk in general instead of focusing on the members of the expedition.

10+: Vialesk's Sonaphor a cluster of horns that is used to send and receive messages from other cities, has been clogged with seaweed for the past month.

15+: Rhythmic clanging noises have been heard outside the city waters for several weeks. Most citizens assume it to be someone attempting to contact Vialesk via the broken Sonaphor, but the source of the communications is unknown.

20+: Several merchants around the Glass Pit, Vialesk's massive forge, have lodged complaints about water seeping into their shops.

25+: The local ferryboat captains have reported increased sightings of pink-striped sahuagin in the waters near the city. Speculation is split on whether they are planning to prey on merchant caravans or seeking to join Vialesk's well-paying military.

Yuka's Workshop

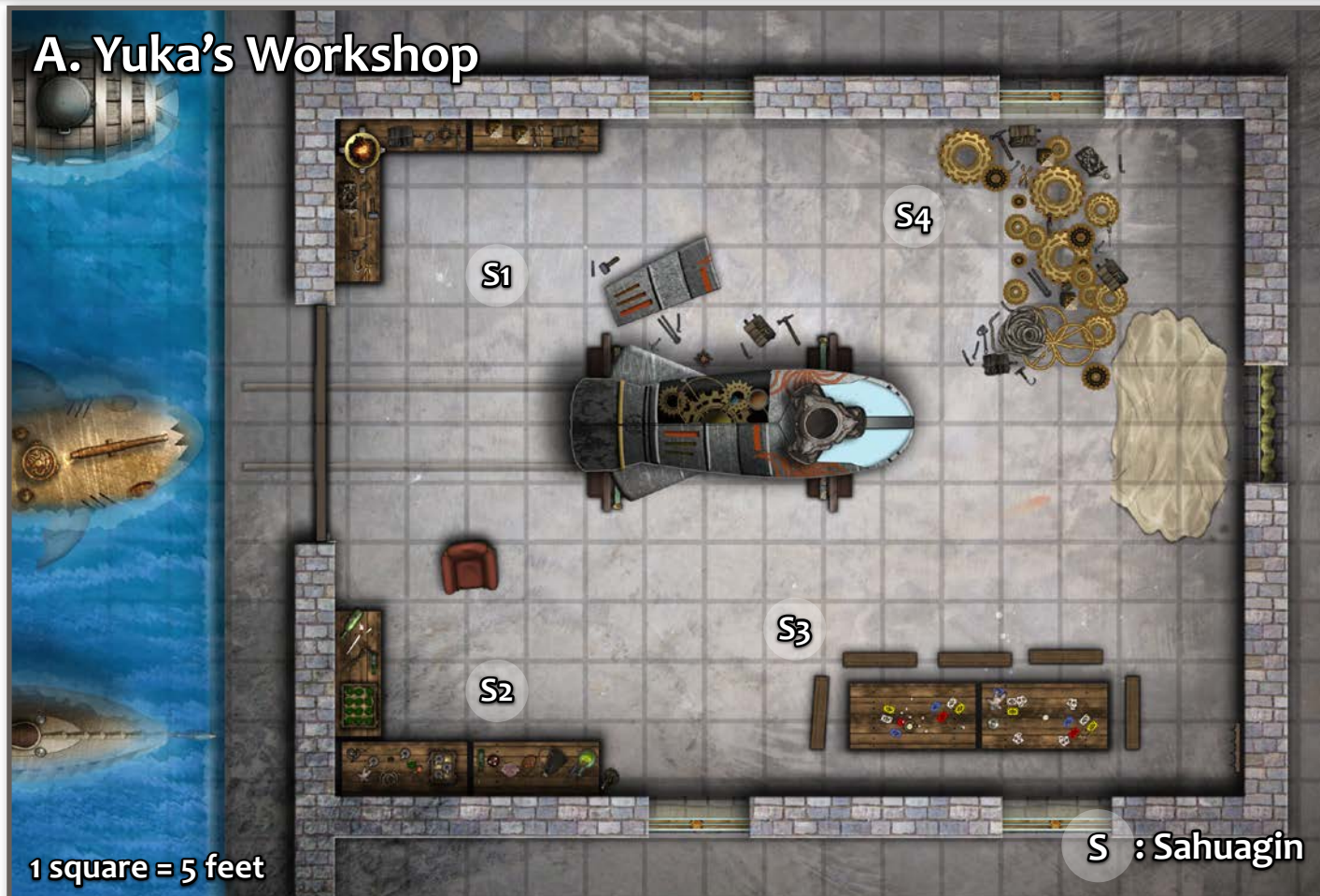
Yuka spends much of his time tinkering in this space, which is detailed below.

A. YUKA'S WORKSHOP

Depending upon when the PCs arrive at Yuka's workshop, two very different sights may greet them: either the inventor himself, or his corpse.

Throughout their investigation, the PCs may discover that Yuka's life is in danger. If the PCs speak to Lileone and succeed at a DC 17 Diplomacy check (DC 21 in Subtier 6–7)

A. Yuka's Workshop



they can convince her to ask her military allies to watch the selkie. If the PCs tell Lileone about Yuka's alchemical shipments and argue it as grounds for suspicion, they gain a +2 circumstance bonus on this Diplomacy check; showing Lileone Tsomo's records (see Tsomo's Residence on page 8) also grants a +2 circumstance bonus. The PCs can gain additional +2 circumstance bonuses by mentioning the sahuagin lurking outside Yuka's workshop when they leave the building for the first time (see page 11) or the threatening message in Tsomo's secret drawer (see Tsomo's residence on Page 8). These bonuses all stack. Alternatively, the PCs can convince the selkie to seek out protection himself, although doing so is more difficult, requiring a successful DC 21 Diplomacy check (DC 25 in Subtier 6–7). They receive a +4 circumstance bonus on this check if they provide credible evidence of the threat.

As long as fewer than 12 hours have passed since beginning their investigation, the PCs find Yuka alive and well. **Yuka** (CN male selkie^{B4} expert 3) is a handsome dark-skinned man. He wears goggles, gloves, and a thick eelskin jacket lined with many pockets. The selkie is happy to welcome the PCs into his lab, but is far more interested in being charming than being helpful. Yuka was taking a nap in a submersible when the algae bloom hit and did not witness anything of use.

Yuka is happy to show the PCs his submersibles. A PC who succeeds at a DC 16 Knowledge (engineering) check (DC 20 in Subtier 6–7) can confirm they are in good working order and there is nothing suspicious about them. Yuka is willing to rent a submersible to the PCs for 50 gold (100 gold in Subtier 6–7), though a PC who succeeds at a DC 18 Diplomacy or Intimidate check (DC 21 in Subtier 6–7) convinces him to waive the fee entirely. Yuka also has a *bottle of air* lying on his workbench, though he refuses to lend it to the PCs unless they win against him at *Dragon Scales*—a fast-paced game based around snatching tiles from a center pile and playing them in certain combinations. PCs can attempt a DC 18 Sleight of Hand check (DC 22 in Subtier 6–7), a DC 15 Dexterity check (DC 17 in Subtier 6–7), or a DC 16 Intelligence check (DC 18 in Subtier 6–7) to beat the selkie at his own game.

If the PCs have Tsomo's records (see Tsomo's Residence on page 8) or Razethka has tipped them off about Yuka's shipments (see Razethka's Pool on page 7), Yuka admits he has been importing large amounts of cement and ironflame powder for a client. Ironflame powder is an alchemical substance that burns briefly underwater or in a vacuum, as described in the ironflame grenade sidebar on page 19. PCs can attempt a DC 14 Bluff check, Diplomacy check, or Intimidate check (DC 18 in Subtier 6–7) to convince Yuka

to show them his logbooks. Tsomo used an alias when he ordered the materials, but Yuka can track down the warehouse that the shipments were sent to with a bit of effort and 10 minutes of work (see Tsomo's Warehouse on page 14).

The PCs might also ask Yuka to help with the poisoned reef. If they do, Yuka offhandedly offers to build filters to help clean the algae out of the waters. PCs who succeed at a DC 14 Sense Motive check (DC 18 in Subtier 6–7) realize the selkie is not entirely reliable and is unlikely to remember to follow through. Once the PCs leave, Yuka promptly forgets about his offer unless the PCs remind him twice more during the adventure, make a forceful request for assistance with a successful DC 16 Intimidate check (DC 20 in Subtier 6–7), or devise some other strategy to help him remember.

As the PCs leave Yuka's workshop, with a successful DC 20 Perception check (DC 24 in Subtier 6–7), they have a chance to notice a sahuagin watching the building. A PC who succeeds at a DC 15 Sense Motive check realizes he is staking out the place. If the PCs force the creature into combat, use the statistics for a single sahuagin, as presented below. The sahuagin does not admit its full intentions, but if the PCs question him, he comments that Yuka should “watch who he deals with.”

Twelve hours after the PCs begin their investigation, Tsomo sends a group of sahuagin to eliminate Yuka (see Creatures below). If the PCs took sufficient precautions to protect the selkie, he does not perish. Otherwise, the sahuagin kill him. The first time the PCs arrive after his death, they find sahuagin ransacking his workshop. The PCs can find Tsomo's logbooks among the ruins. The PCs can find Tsomo's warehouse by asking Lileone or Razethka to assist them. Either of these NPCs takes 2 hours to find the warehouse, during which time the PCs can proceed with other aspects of their investigation. Alternatively, the PCs can track down the warehouse with a successful DC 20 Diplomacy check to gather information (DC 24 in Subtier 6–7), which takes the typical 1d4 hours.

Creatures: If the PCs arrive after Yuka's demise, they find a group of pink-striped sahuagin ransacking the workshop. These sahuagin are scouts from the Lambent Bloom, who have been aiding Tsomo in his preparations around the city. They are here under Tsomo's orders to destroy any evidence of Yuka's alchemical shipments and their connection to the malenti. Although the selkie's logbooks are their primary target, the sahuagin are bored with covert operations and spoiling for a fight. They gladly drop what they are doing to engage with the PCs. Each of the sahuagin in this encounter previously drank a *potion of air breathing* (*Pathfinder RPG Monster Codex* 189). It is possible that the PCs are present at Yuka's Workshop at the time of the attack. In this case, Yuka hides inside his submersible, and the sahuagin descend upon the PCs, all the while taunting the selkie for his cowardice.

SCALING ENCOUNTER A

Make the following changes to accommodate a group of four PCs.

Subtier 3–4: Remove one sahuagin. One of the remaining sahuagin is sickened, a byproduct of his discomfort with being out of the water.

Subtier 6–7: Remove one sahuagin seastalker. All remaining seastalkers have already used their blood frenzy ability.

Subtier 3–4 (CR 6)

SAHUAGIN (4)

CR 2

hp 15 each (*Pathfinder RPG Bestiary* 239; see page 24)

TACTICS

During Combat The sahuagin move to flank or corner individual PCs.

Morale The sahuagin fight to the death.

Subtier 6–7 (CR 9)

SAHUAGIN SEASTALKERS (4)

CR 5

Sahuagin ranger 3 (*Pathfinder RPG Bestiary* 239)

LE Medium monstrous humanoid (aquatic)

Init +5; **Senses** blindsense 30 ft., darkvision 60 ft.;

Perception +11

DEFENSE

AC 22, touch 13, flat-footed 19 (+4 armor, +3 Dex, +5 natural)

hp 50 each (5d10+18)

Fort +6, **Ref** +9, **Will** +5

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee +1 spear +11 (1d8+7/×3), bite +4 (1d4+2) or

bite +9 (1d4+4), 2 claws +9 (1d4+4)

Ranged spear +9 (1d8+4/×3)

Special Attacks blood frenzy, combat style (thrown), favored enemy (native outsiders +2)

TACTICS

Before Combat The seastalkers apply their *oils of magic weapon* to their masterwork spears. This bonus is included in their statistics.

During Combat Two seastalkers move into melee, while the others spread out and throw spears at spellcasting targets.

Morale A seastalker drinks a *potion of cure light wounds* if reduced below 10 hit points. The seastalkers fight to the death.

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +9; **CMD** 22

Feats Point-Blank Shot, Precise Shot, Quick Draw, Weapon Focus (spear)

SCALING ENCOUNTER B

Make the following changes to accommodate a group of four PCs.

Subtier 3-4: Remove one sahuagin scout.

Subtier 6-7: Remove one sahuagin scout and one sahuagin seastalker.

Skills Handle Animal +8, Intimidate +4, Perception +11, Ride +11, Stealth +13, Survival +11, Swim +20

Languages Aquan; speak with sharks

SQ track +1, favored terrain (Plane of Water +2), wild empathy +3

Combat Gear *oil of magic weapon*, *potion of cure light wounds*;

Other Gear +1 studded leather, +1 spear, spears (10)

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty

to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

Treasure: If the PCs save Yuka’s life, he gratefully hands them several items from his workshop: a pair of *eyes of the eagle*, an unused *bottle of messages* (*Pathfinder RPG Ultimate Equipment* 284), and a vial of bottled lighting (*Ultimate Equipment* 106). In Subtier 6-7, they receive five vials of bottled lightning. Otherwise, the PCs can find these items among the ruins of his workshop after slaying the sahuagin.

Rewards: If the PCs do not save Yuka’s life or defeat the sahuagin in his workshop, reduce each PC’s gold earned by the following amount.

Subtier 3-4: Reduce each PC’s gold earned by 259 gp.

Out of Subtier: Reduce each PC’s gold earned by 520 gp.

Subtier 6-7: Reduce each PC’s gold earned by 782 gp.

B. OPEN WATER

If the PCs follow the shark’s trail into the waters outside of the city (see Tsomo’s residence on page 8), they reach a healthy coral reef. Note that this encounter is entirely underwater, and the PCs cannot reach this location without some way to breathe. The water outside the city is calm.

Creatures: A group of sahuagin lurks in the coral. They have been communicating with Zemdar by ringing hollow metal bars to send sound signals. This group of creatures is the same group that is discovered in Tsomo’s Warehouse (area C); if the PCs have already fought the sahuagin at the warehouse, they do not fight them here; instead, the sharks stop at the reef and wait for the sahuagin to show up. The sahuagin did not bring gold with them on this expedition. Since they were not planning to enter the city, only one of the sahuagin scouts carries a *potion of air breathing* (*Pathfinder RPG Monster Codex* 189).

Subtier 3-4 (CR 6)

SAHUAGIN SCOUTS (2)

CR 3

hp 34 each (*Pathfinder RPG Monster Codex* 190; see page 25)

Combat Gear +1 elf bane bolts (3), +2 human bane bolts (3), *potion of cure moderate wounds*

Only one of the scouts carries a *potion of air breathing* and a feather token (anchor).

TACTICS

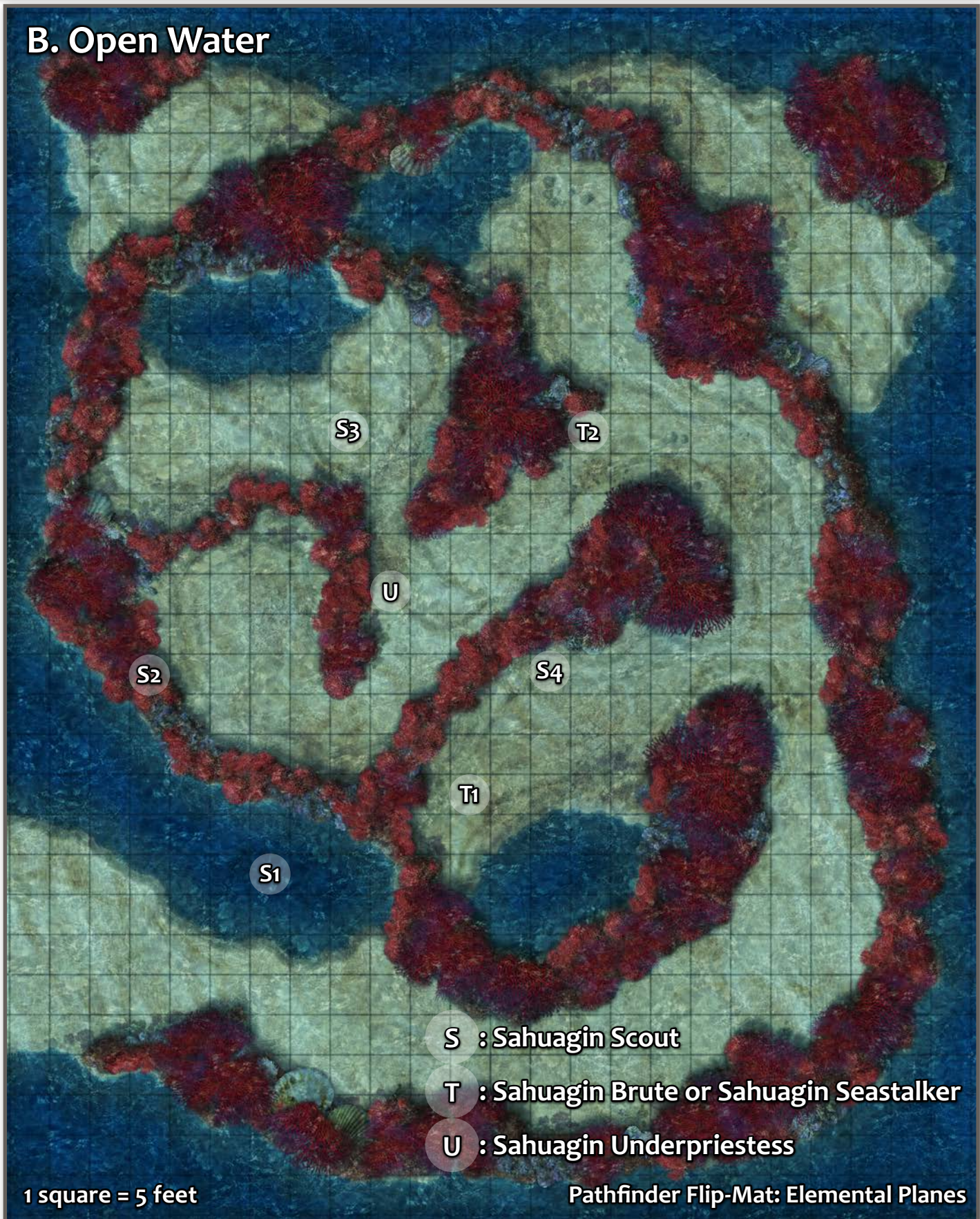
During Combat The sahuagin move to attack flanked or paralyzed targets.

Morale The scouts begin a fighting retreat if reduced below 7 hit points.



Sahuagin Scouts

B. Open Water



1 square = 5 feet

S : Sahuagin Scout

T : Sahuagin Brute or Sahuagin Seastalker

U : Sahuagin Underpriestess

Pathfinder Flip-Mat: Elemental Planes

SCALING ENCOUNTER C

Make the following changes to accommodate a group of four PCs.

Subtier 3–4: Remove one sahuagin scout.

Subtier 6–7: Remove one sahuagin scout and one sahuagin seastalker.

SAHUAGIN BRUTE CR 3

hp 36 (*Pathfinder RPG Monster Codex* 191; see page 24)

TACTICS

During Combat The brute uses its barbarian rage and flies into a blood frenzy when hit.

Morale The frenzied sahuagin fights to the death.

Subtier 6–7 (CR 9)

SAHUAGIN SCOUTS (4) CR 3

hp 34 each (*Pathfinder RPG Monster Codex* 190; see page 25)

Combat Gear +1 elf bane bolts (3), +2 human bane bolts (3),
potion of cure light wounds.

Only one of the scouts carries a *potion of air breathing* and a feather token (anchor).

TACTICS

Use the tactics for sahuagin scouts from Subtier 3–4.

SAHUAGIN SEASTALKERS (2) CR 5

hp 50 each (see page 11)

TACTICS

During Combat The sahuagin throw their spears at spellcasters.

Morale The seastalkers begin a fighting retreat if reduced below 10 hit points.

SAHUAGIN UNDERPRIESTESS CR 5

hp 57 (*Pathfinder Monster Codex* 193; see page 25)

TACTICS

During Combat The underpriestess casts *bless* and *blood in the water*, then begins casting *hold person*. She uses her wand of cure moderate wounds on allies with low hit points.

Morale The underpriestess heals herself and retreats if reduced below 13 hit points.

Development: The defeated sahuagin have maps marking various places around Vialesk's Glass Pit (see *Courage Under Pressure* on page 16), and the hollow bars that they used to make their rhythmic clanging signals.

Rewards: If the PCs fail to defeat the sahuagin, reduce each PC's gold earned as follows. Do not perform this reduction if the PCs encounter the group in area C.

Subtier 3–4: Reduce each PC's gold earned by 525 gp.

Out of Subtier: Reduce each PC's gold earned by 865 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,205 gp.

C. TSOMO'S WAREHOUSE

Tsomo chose a warehouse near the Glass Pit in order to keep his alchemical materials dry until needed. Tsomo's warehouse is the largest building on the lower side of the map. The second floor balcony is 10 feet above the floor, and the warehouse ceiling is 30 feet high.

To gain access to the warehouse, PCs must either succeed at a DC 16 Disable Device or Strength check (DC 20 in Subtier 6–7) to open its locked doors while also avoiding the city guard with a successful DC 19 Stealth or Bluff check (DC 23 in Subtier 6–7), or show Lileone the maps from Tsomo's secret compartment (see *Tsomo's Residence* on page 8) that prove he is the expedition traitor; Lileone informs the guards and allows the PCs to accompany them as she opens the warehouse door. If the PCs fail the checks to break in unnoticed, Lileone gets them out of trouble with the city guards, but they can no longer ask her to help protect Yuka (see area A on page 4). They may attempt to break in once more before the guard places a full protective contingent on the warehouse, but the DCs of the Stealth and Bluff checks increase by 4. The warehouse is filled with crates of cement and ironflame powder. A group of sahuagin guards the warehouse interior. As soon as the PCs enter, they angrily insist that the warehouse is private property. If the PCs do not immediately leave, the sahuagin attack.

The warehouse is filled with ironflame powder. Using fire in any square that contains a crate sets off a chain reaction that ignites the whole warehouse, dealing 2d6 fire damage each round to anyone inside.

Creatures: The sahuagin are removing boxes of alchemical supplies to perform more acts of sabotage. This group of creatures is the same group that the PCs might discover outside the city (area B); if the PCs have already fought the sahuagin in the ocean, they do not fight them here.

Subtier 3–4 (CR 6)

SAHUAGIN SCOUTS (2) CR 3

hp 34 each (*Pathfinder RPG Monster Codex* 190; see page 25)

Combat Gear +1 elf bane bolts (3), +2 human bane bolts (3),
potion of cure moderate wounds

Only one of the scouts carries a *potion of air breathing* and a feather token (anchor).

TACTICS

Use the tactics for sahuagin scouts on page 12.

SAHUAGIN BRUTE CR 3

hp 36 (*Pathfinder RPG Monster Codex* 191; see page 24)

TACTICS

During Combat The brute uses its barbarian rage and flies into a blood frenzy when hit.

Morale The frenzied sahuagin fights to the death.

C. Tsomo's Warehouse



1 square = 5 feet

Gamemastery Flip-Mat: Warehouse

S : Sahuagin Scout

T : Sahuagin Brute or Sahuagin Seastalker

U : Sahuagin Underpriestess

SCALING COURAGE UNDER PRESSURE

To accommodate a group of four PCs, reduce the number of marked spots to 6.

SCALING HUNTING THE SHARK

To accommodate a group of four PCs, decrease all DCs by 2 and reduce Tsomo's movement to two cards per phase.

Subtier 6–7 (CR 9)

SAHUAGIN SCOUTS (4) CR 3

hp 34 each (*Pathfinder RPG Monster Codex* 190; see page 25)

Combat Gear +1 elf bane bolts (3), +2 human bane bolts (3),
potion of cure light wounds

Only one of the scouts carries a *potion of air breathing* and a feather token (anchor).

TACTICS

Use the tactics for the sahuagin scout on page 12.

SAHUAGIN SEASTALKERS (2) CR 5

hp 50 each (see page 11)

TACTICS

Use the tactics for the sahuagin seastalkers on page 11.

SAHUAGIN UNDERPRIESTESS CR 5

hp 57 each (*Pathfinder RPG Monster Codex* 193; see page 25)

TACTICS

Use the tactics for the sahuagin underpriestess on page 14.

Development: The defeated sahuagin have maps marking various places around Vialesk's Glass Pit (see *Courage Under Pressure* below), and the hollow bars that they used to make their rhythmic clanging signals.

Rewards: If the PCs fail to defeat the sahuagin, reduce each PC's gold earned as follows. Do not perform this reduction if the PCs encounter the group in area B.

Subtier 3–4: Reduce each PC's gold earned by 525 gp.

Out of Subtier: Reduce each PC's gold earned by 865 gp.

Subtier 6–7: Reduce each PC's gold earned by 1,205 gp.

COURAGE UNDER PRESSURE

Eight spots are marked on the map carried by the sahuagin, representing areas around the Glass Pit that Tsomo has sabotaged. The vandalism is designed to seal off the Glass Pit from the air and flood it with water, causing a titanic pressure explosion. To prevent this, the PCs must remove the damage the malenti has done. Each hour, they can

attempt a DC 18 Knowledge (engineering), Perception, or Swim check (DC 22 in Subtier 6–7) to find and repair one of the eight flaws. The PCs can attempt more than one check at a time if they divide in to groups, and they can use aid another to assist each other on checks. If the PCs show Lileone the map and ask her to tell the Vialesk guard, they can secure the guards' assistance, reducing the time between rolls by 15 minutes. PCs can also attempt a DC 18 Diplomacy or Intimidate check (DC 22 in Subtier 6–7) to convince the residents of the Glass Pit to assist, which also reduces the time between rolls by 15 minutes.

Tsomo's plan hits the point of no return 24 hours after the investigation begins. If the PCs run out of time before they repair all eight marked spots, they cannot prevent the Glass Pit from exploding and blanketing several blocks of Vialesk in boiling steam. One hour before the explosion, some high-pressure steam starts to escape, sending a whining whistle throughout the nearby area and inspiring locals to flee. If the PCs do not stop the explosion, creatures within two blocks of the Glass Pit each take 5d6 points of fire damage (DC 15 Reflex half). In Subtier 6–7, the explosion deals 8d8 points of fire damage (DC 18 Reflex half).

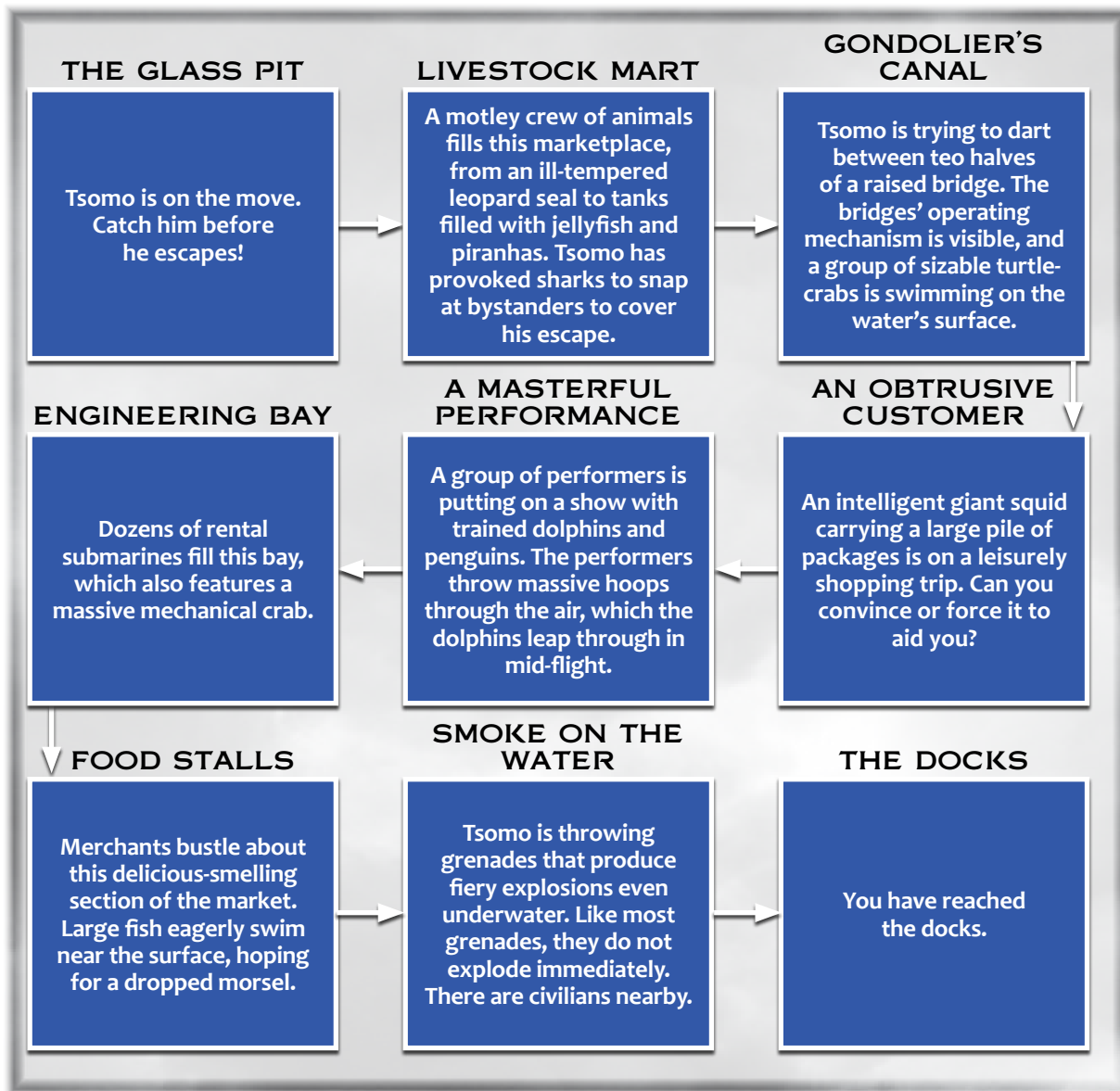
Tsomo is near the PCs when he chooses to make his escape, resulting in the chase scene below.

HUNTING THE SHARK

Whether the PCs foil his plans or not, Tsomo immediately attempts to flee the city. If the PCs prevented the steam explosion at the Glass Pit and are aware of Tsomo's guilt, they spot him jumping into one of Vialesk's waterways to swim towards the docks. If the PCs failed to save the Glass Pit or are unaware of the perpetrator's identity, Lileone intercepts Tsomo and calls the PCs for help, only for the sea elf ranger to be mortally wounded while the malenti escapes. Though the PCs have a precious moment they can use to save her, doing so allows Tsomo to slip that much further beyond their reach.

The malenti's flight leads him into Vialesk's marketplace, where he dives in and out of the water and throws ironflame grenades behind him to distract the city guard. In order to prevent Tsomo from making a clean getaway, the PCs must quickly run after him and use the bazaar's resources to slow his retreat. This scene functions in many ways like a chase (*Pathfinder RPG GameMastery Guide* 232), taking place over several cards that represent notable areas and resources within them, as represented in the chart on page 17. It differs from a traditional chase in three key ways. First, the distance between cards is abstract, and Tsomo's position on the cards represents how close he is to escaping the PCs and not his actual position in the marketplace. Second, the PCs move as a group rather than as individuals. Finally, the actions on the cards represent opportunities for the PCs to create obstacles to slow down the malenti spy rather than obstacles

TREACHEROUS WAVES



that they must overcome to move through the market. These modified chase rules are presented below.

Begin by placing the PCs on the Glass Pit card. Tsomo begins with an automatic three-card head start, starting on the Obtrusive Customer space. If the PCs fail to stop the steam explosion, the panic and chaos increases his head start by one card. If Lileone is mortally wounded and the PCs stop to save her, the malenti's head start increases by one additional card. If the PCs finished their investigation and saved the Glass Pit with more than 6 hours remaining, reduce Tsomo's lead by one card. The chase ends if the PCs are in the same card as Tsomo at the end of Tsomo's movement phase, or if Tsomo reaches the docks.

The PCs always move first, automatically advancing one card toward the docks. After they advance one card,

they can attempt to delay Tsomo. During each phase of the chase, each PC can attempt a full round of actions to create obstacles. No matter where Tsomo is in relation to his pursuers, the available actions for the PCs are always assumed to be the ones written on the card the PCs currently occupy. The PCs can either attempt one of the suggested hindrances on the card, or they can use the aid another action to assist another PC. They can also come up with their own methods to slow Tsomo, which should require checks of similar difficulty to the ones presented on the card.

The chase takes the PCs through crowded, watery areas, which might provide some additional difficulties. A PC who cannot breathe underwater takes a -2 penalty on checks during the chase. Furthermore, casting spells while weaving

through the crowds is difficult, requiring a successful concentration check (DC = 10 + spell level).

If the PCs do not hamper his movement, Tsomo moves three cards per round. This faster speed represents his amphibious nature and his familiarity with Vialesk's underwater tunnel systems. Every successful check the PCs make for a given card slows Tsomo down, causing him to move one card less during his movement phase, to a minimum of not moving at all. Tsomo also throws a grenade behind him every round. These grenades do not hamper the PCs, but they prevent the Vialesk guard from following him as they race to protect civilian life.

Slowing Tsomo

Each card offers the PCs opportunities to slow Tsomo. Consider allowing the players to cause delays in other ways using creative solutions with similar skill check DCs. In Subtier 6–7, increase all DCs, ACs, and CMDs that the PCs face by 4, with the exception of ability checks DCs, which remain the same.

The Glass Pit: This is the starting point for the chase. The PCs move from this card to the next card automatically in the first phase.

Livestock Mart: The PCs spot Tsomo diving into the bazaar's animal tanks, commanding nearby sharks to help cover his escape. PCs can use a successful DC 16 Handle Animal or wild empathy check to command an ill-tempered leopard seal to bite the malenti's leg, perform a combat maneuver against CMD 18 to grab a cluster of jellyfish and fling them into Tsomo's eyes, or make a ranged attack against AC 16 that deals at least 10 points of damage to shatter a glass tank of piranhas and spill the hazardous fish into Tsomo's path (multiple attackers can contribute to the necessary hit points). PCs can make an attack roll against AC 14 to protect bystanders from the sharks, but this action does not slow Tsomo's movement.

Gondolier's Canal: Tsomo attempts to dart between two halves of a movable bridge that has been raised to allow gondolas to pass through. The PCs can force him to change his path with a DC 18 Swim check to physically block his exit, a DC 16 Knowledge (engineering) check to close the bridge and seal off his escape route, or a DC 18 Acrobatics check using a trio of passing tojanidas as platforms to move ahead and cut the off malenti. Any of these actions cause Tsomo to swim in a different direction, slowing his escape to the docks.

An Obtrusive Customer: Both the malenti and the PCs find their path impeded by an awakened giant squid, who is covered in bright parcels and leisurely perusing the market stalls. The PCs can ask the squid to grab Tsomo with a DC 19 Diplomacy check, force the squid to squirt ink at the malenti with a DC 18 Knowledge (nature) check, or make an attack roll against AC 20 to poke the squid in the eye and make it drop its packages on top of Tsomo.

A Masterful Performance: The chase crosses paths with a group of marketplace performers, who are putting on a show with trained dolphins and penguins. PCs who succeed at a DC 20 Handle Animal or wild empathy check can command the dolphins to grab at the malenti, those who succeed at a DC 16 Ride check can grab hold of a dolphin and speed forward to block Tsomo's path, and those who succeed at a combat maneuver against CMD 22 can collar Tsomo with one of the hoops from the performance. PCs can attempt a DC 13 Dexterity check to save the penguins from being trampled, but this action does not slow Tsomo's movement.

Engineering Bay: Tsomo dodges into a large, water-filled chamber that contains submersibles available for rental. PCs can attempt a DC 18 Knowledge (engineering) check to harry Tsomo with an *apparatus of the crab*, succeed at a DC 20 Disable Device check or a DC 13 Strength check to sink the submersibles to block Tsomo's exit, or cast any electricity spell of 1st level or higher on the machinery to force Tsomo out of the water. The submersibles are too large to quickly leave the bay, so Tsomo cannot use them to flee the PCs.

Food Stalls: The PCs tail Tsomo into the savory sights and smells of the bazaar's dining area. A PC can identify painfully hot seasonings with a DC 18 Appraise check and dump the spices into the water to aggravate Tsomo's vision, succeed at a DC 14 Dexterity check to snatch food and fling it into the water to provoke a feeding frenzy, or attempt a DC 16 Bluff check to convince an angry merchant that Tsomo shoplifted something as he fled, causing the merchant to join the pursuit.

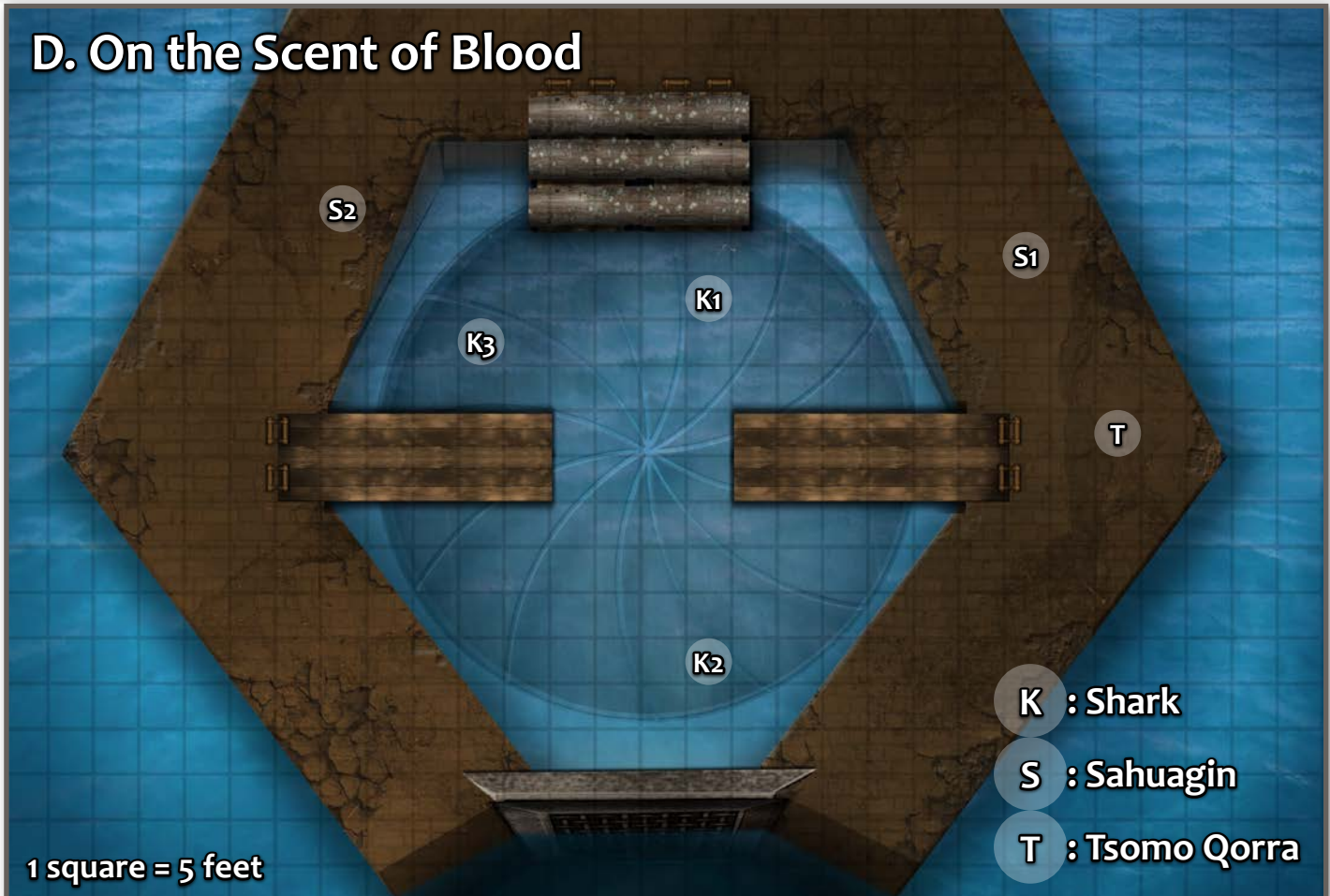
Smoke on the Water: With his pursuers closing in, Tsomo begins throwing his remaining grenades at the PCs as he sprints for the docks. PCs can attempt a combat maneuver against CMD 18 can to knock one of his bombs back at him and force him to dodge or a DC 20 Acrobatics check to snatch a bomb out of mid-air and throw it at the malenti; alternatively, or the PCs can fire back with their own ranged attacks against AC 20. PCs can help civilians get clear of the flames with a DC 13 Constitution check or by casting any cold spell of 1st level or higher, but this action does not slow Tsomo's movement.

The Docks: The chase concludes at the end of the phase if Tsomo reaches this point. Count how far the PCs are from this card at the end of the chase to determine how many opponents the PCs face in the final encounter (see area D below).

D. ON THE SCENT OF BLOOD (CR 7 OR CR 10)

Cornered in a docking bay by the Vialesk military and the PCs, Tsomo has no choice left but to cut his way through his Pathfinder pursuers to freedom. If given time to prepare, Tsomo has rendezvoused with several sahuagin allies;

D. On the Scent of Blood



otherwise, he only has a few sharks that were swimming in the docks to assist him. The water here is 20 feet deep and calm. The gate at the bottom of the dock is partially raised, with a 5-foot gap that allows the sharks to pass freely underneath it. The portal underneath the water in the middle of the dock can be opened to allow ships to rise into the center. Passengers can then disembark onto the wooden platforms. The rollers on the upper end of the dock facilitate taking ships ashore when necessary.

The difficulty of the final encounter depends on how far ahead Tsomo is from the PCs when the chase ends.

Same card: The PCs catch Tsomo and his allies off guard. Remove two sahuagin from the final encounter (or two sahuagin lieutenants in Subtier 6–7).

One or two cards ahead: Tsomo has a moment to prepare and rally his allies before the PCs arrive. Run the final encounter as written.

Three or four cards ahead: Tsomo has time to further prepare the docks for the PC's arrival. The shark surge hazard (see page 22) becomes more dangerous, as described in the Hazard section.

Five or more cards ahead: Tsomo escapes the city and returns to the Lambent Bloom, and the PCs lose his trail. Skip the final encounter.

IRONFLAME GRENADE

An ironflame grenade is an alchemical explosive designed to work in extreme conditions.

IRONFLAME GRENADE

PRICE
250 gp

WEIGHT 1 lb.

This hollow tin ball holds several metallic powders, crystals of compressed air, and explosives. When ignited, it creates an alchemical fire that can burn underwater or even in a vacuum. Lighting the fuse is a move action, and throwing it functions as throwing a splash weapon. The grenade explodes 1d3 rounds after it is thrown, dealing 1d6 points of bludgeoning damage and 2d6 points of fire damage to all creatures in a 10-foot-radius burst (Reflex DC 15 half). The area within the blast radius burns for an additional 1d4 rounds, dealing 2d6 fire damage to creatures and objects that ends their turn in the flames (Reflex DC 15 half). An effect that would deal at least 5 points of cold damage extinguishes the flames in one square; covering the flames or dousing them with water has no effect. Crafting an ironflame grenade requires a successful DC 25 Craft (alchemy) check.

SCALING ENCOUNTER D

Make the following adjustments to accommodate a group of only four PCs, no matter how the chase ended.

Subtier 3–4: Remove one jigsaw shark and one sahuagin from the encounter. Remove Tsomo's Splash Weapon Mastery feat, replacing it with Skill Focus (Craft [Alchemy]).

Subtier 6–7: Remove one hammerhead shark and one sahuagin lieutenant from the encounter. Remove Tsomo's Splash Weapon Mastery feat, replacing it with Skill Focus (Craft [Alchemy]).

Creatures: The PCs face Tsomo Qorra along with several of his sahuagin and shark allies. Tsomo has a feat from *Pathfinder Player Companion: Adventurer's Armory* (AA), which is reproduced in full in his statistics. Other than Tsomo, none of the sahuagin in this encounter carries loose gold pieces.

Subtier 3–4 (CR 7)

JIGSAW SHARKS (3)

CR 1

Pathfinder Adventure Path #57: Tempest Rising 85

N Medium animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed swim 60 ft.

Melee bite +3 (1d6+3)

Space 5 ft.,

Reach 5 ft.

TACTICS

During Combat

The sharks are drawn to blood in the water.



Tsomo Qorra

They prefer to attack injured PCs. However, they are trained not to attack unconscious PCs as long as conscious PCs remain.

Morale The sharks fight to the death as long as Tsomo is conscious; otherwise, they flee if they are reduced to 3 hit points or fewer.

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +1; **CMB** +3; **CMD** 15

Feats Improved Initiative

Skills Perception +6, Swim +10

SAHUAGIN (2)

CR 2

hp 15 each (*Pathfinder RPG Bestiary* 239; see page 24)

TACTICS

During Combat The sahuagin fire crossbow bolts at the PCs from a distance and then close to melee with their tridents.

Morale The bloodthirsty sahuagin fight to the death.

TSOMO QORRA

CR 4

Male malenti vigilante 3 (*Pathfinder RPG Monster Codex* 188, *Pathfinder RPG Ultimate Intrigue* 9)

LE Medium monstrous humanoid (aquatic)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +8

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +2 natural)

hp 41 (5 HD; 3d8+2d10+13)

Fort +3, **Ref** +10, **Will** +6

Defensive Abilities unshakable (+3)

OFFENSE

Speed 30 ft., swim 60 ft.

Melee +1 *ranseur* +10 (2d4+7/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 *ranseur*)

Special Attacks blood frenzy

Spell-Like Abilities (CL 2nd; concentration +5)

3/day—*command* (aquatic subtype only, DC 14)

TACTICS

During Combat On his first turn, Tsomo throws the grenade he is holding at the PCs. He uses his grenades to split PCs apart and force them into the water, where he attacks with his *ranseur*.

Morale The PCs have cornered Tsomo, and he refuses allow the PCs to capture him alive. If reduced to 20 hit points or fewer, he drinks his potion of *cure moderate wounds*.

STATISTICS

Str 18, **Dex** 19, **Con** 14, **Int** 16, **Wis** 11, **Cha** 17

Base Atk +5; **CMB** +9; **CMD** 24

Feats Deceitful^B, Diehard, Dodge, Mobility, Skill Focus (Bluff)^B, Splash Weapon Mastery^{AA}

Skills Bluff +16 (+20 while in social identity), Craft (alchemy) +11, Disguise +13 (+33 to appear as part of polite society while in social identity), Handle Animal +5, Knowledge (geography) +8, Perception +8, Ride +8, Stealth +11, Survival +5, Swim +19

Languages Aquan, Common, Elven; speak with sharks

SQ dual identity, social grace, social talents (case the joint, social grace), vigilante specialization (avenger), vigilante talent (unkillable)

Combat Gear *potion of cure moderate wounds*, *wand of air breathing*^{MC} (3 charges); **Other Gear** *+1 chain shirt*, *+1 ranseur*, ironflame grenades (4), 43 gp

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a malenti that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A malenti can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

Splash Weapon Mastery When throwing a splash weapon, Tsomo acts as if he has the Far Shot feat. When Tsomo hits with a splash weapon, select one additional square adjacent to the splash area; creatures in this area also take splash damage. When Tsomo misses with a splash weapon, he may adjust the miss direction on the grid by +1 or -1. This feat appears in *Pathfinder Player Companion: Adventurer's Armory*.

Subtier 6–7 (CR 10)

HAMMERHEAD SHARKS (3)

CR 3

Pathfinder Adventure Path #57: Tempest Rising 84

N Large animal (aquatic)

Init +7; **Senses** blindsense 30 ft., keen scent; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 30 each (4d8+12)

Fort +9, **Ref** +7, **Will** +4

OFFENSE

Speed swim 60 ft.

Melee bite +7 (1d8+7)

Space 10 ft., **Reach** 5 ft.

TACTICS

During Combat The sharks are drawn to blood in the water. They prefer to attack injured PCs, and to focus their attacks on that PC. However, they are trained not to attack unconscious PCs as long as conscious PCs remain.

Morale The sharks fight to the death as long as Tsomo is conscious; otherwise, they flee if they are reduced to 5 hit points or fewer.

STATISTICS

Str 21, **Dex** 16, **Con** 17, **Int** 1, **Wis** 16, **Cha** 6

Base Atk +3; **CMB** +9; **CMD** 22

Feats Great Fortitude, Improved Initiative

Skills Perception +10, Swim +13

SAHUAGIN LIEUTENANTS (2)

CR 5

hp 50 each (*Pathfinder RPG Monster Codex* 194; see page 24)

TACTICS

During Combat The lieutenants fire crossbow bolts at the PCs from a distance and then close to melee with their tridents. They drink their potions of cure moderate wounds if dropped below 20 hit points.

Morale The bloodthirsty sahuagin fight to the death.

TSOMO QORRA

CR 7

Malenti vigilante 6 (*Pathfinder RPG Monster Codex* 188, *Pathfinder RPG Ultimate Intrigue* 9)

LE Medium monstrous humanoid (aquatic)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.;

Perception +12

DEFENSE

AC 23, touch 16, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +2 natural)

hp 63 (8 HD; 6d8+2d10+22)

Fort +4, **Ref** +12, **Will** +9

Defensive Abilities unshakable (+6)

OFFENSE

Speed 30 ft., swim 60 ft.

Melee *+1 ranseur* +13/+8 (2d4+7/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with *+1 ranseur*)

Special Attacks blood frenzy, startling appearance

Spell-Like Abilities (CL 2nd; concentration +5)

3/day—*command* (aquatic subtype only) (DC 14)

TACTICS

Before Combat If Tsomo arrived at the docks before the PCs, he drinks his *potion of barkskin*. The bonus from this spell is not included in his statistics.

During Combat On his first turn, Tsomo throws the grenade he is holding at the PCs. Whenever possible, he uses his grenades to split PCs apart and force them into the water, where he attacks with his ranseur. He uses Power Attack to activate shield of blades and uses Vital Strike and attacks of opportunity when able.

Morale The PCs have cornered Tsomo, and he refuses to allow the PCs to capture him alive. If reduced to 30 hit points or fewer, he drinks his *potion of cure moderate wounds*.

STATISTICS

Str 18, **Dex** 19, **Con** 14, **Int** 16, **Wis** 12, **Cha** 17

Base Atk +8; **CMB** +12; **CMD** 28

Feats Combat Reflexes, Deceitful^B, Diehard, Dodge, Mobility, Power Attack, Skill Focus (Bluff)^B, Splash Weapon Mastery^{AA}, Vital Strike

Skills Bluff +19 (+23 while in social identity), Craft (alchemy) +14, Disguise +16 (+36 to appear as part of polite society while in social identity), Handle Animal +8, Knowledge (geography) +11, Perception +12, Ride +8, Stealth +14, Survival +9, Swim +22

Languages Aquan, Common, Elven; speak with sharks

SQ dual identity, social grace, social talents (case the joint, many guises, social grace), vigilante specialization (avenger), vigilante talents (shield of blades, unkillable, vital punishment)

Combat Gear *potion of barkskin, potion of cure moderate wounds, wand of air breathing^{MC}* (3 charges); **Other Gear** +1 chain shirt, +1 ranseur, ring of protection +1, ironflame grenades (4), 43 gp

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a malenti that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A malenti can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

Splash Weapon Mastery When throwing a splash weapon, Tsomo acts as if he has the Far Shot feat. When Tsomo hits with a splash weapon, select one additional square adjacent to the splash area; creatures in this area also take splash damage. When Tsomo misses with a splash weapon, he may adjust the miss direction on the grid by +1 or -1. This feat appears in *Pathfinder Player Companion: Adventurer’s Armory*.

Hazard: On initiative count 10 on the second round of combat, a torrent of water rushes out of the portal in the center of the map, causing the sharks to surge over the docks. The docks are covered in 4 feet of water for 1 round, enough for the sharks to freely attack the PCs. In the following round, the sharks return to the water to avoid being stuck on the docks. If Tsomo was 3 or 4 squares ahead of the PCs at the end of the chase, he was able to make this hazard more dangerous: the water strikes with greater force, pushing the PCs away from the center of the docks and possibly off the docks entirely. Treat this as a bull rush attempt against each PC with an effective combat maneuver bonus of +8 (+12 in Subtier 6–7).

Development: With Tsomo gone, the PCs have ended the threat of Baron Zemdar’s raid on Vialesk.

Rewards: If the PCs fail to defeat Tsomo, reduce each PC’s gold earned as follows.

Subtier 3–4: Reduce each PC’s gold earned by 479 gp.

Out of Subtier: Reduce each PC’s gold earned by 884 gp.

Subtier 6–7: Reduce each PC’s gold earned by 1,289 gp.

CONCLUSION

If the PCs fail to save the Glass Pit and Tsomo escapes, Zemdar drives the Lambent Bloom into Vialesk and sacks a portion of the city, making himself fantastically wealthy in the process. If Tsomo does not escape, he does not signal Zemdar and the sahuagin do not raid Vialesk, although the area around the Glass Pit is still devastated. If the PCs save the Glass Pit but Tsomo escapes, the malenti does not signal Zemdar and bides his time.

Assuming the PCs save the Glass Pit, Lileone thanks them for all they have done and swallows her pride to apologize to Zahra. Zahra is pleased with the PCs, though she curses up a storm if Tsomo escapes. The undine informs them she has made financial arrangements with Razethka and invites the PCs to join the next expedition to the shell settlement. Razethka covers any monetary damages the PCs caused during the chase and heartily thanks them for the entertainment.

Zahra and Lileone put aside their difference and swim out to aid the poisoned reef, but their efforts alone are not enough. During the adventure, the PCs can convince any of Chailai, Honoke, Razethka, and Yuka, to marshal their forces to aid the poisoned reef. If at least two of them follow through on their commitment, they put in enough effort to salvage it. Otherwise, the coral eventually dies under the algae’s toxic influence.

PRIMARY SUCCESS CONDITION

If the PCs prevent Baron Zemdar from attacking Vialesk, either by saving the Glass Pit, defeating Tsomo, or both, they succeed at their mission and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

If the PCs defeat Tsomo, save the Glass Pit, and convince enough people to aid the poisoned reef that it does not die to the toxic algae, they earn 1 additional Prestige Point.

PLAYER HANDOUT: ZAHRA'S LIST

Members of the Expedition

Honoke: Caravan master, provided the expedition's whale sharks. I do not think him responsible. His sharks were his livelihood, and he lost most of them to the toxin. Investigate his whale sharks instead, something may have been done to them to steer them off course.

Tsomo Qorra and the Murajau current-chasers: Tsomo's murajau guides were responsible for mapping our route, and must be double-checked. Some of them had an unhealthy interest in the shell settlement and under the circumstances this is suspicious. It is also possible Tsomo failed to keep his maps up to date. As the Plane of Water is always shifting due to the tides, current-chasers are meant to keep track of these changes, but I have known things to slip past them.

Razethka the Scarred: A brine dragon who lives apart from the Brackish Empire, though I have heard claims that she is in exile. She worked together with Yuka to provide our supplies to his submersible caravan, so she would have had the same opportunities for sabotage that Yuka did. I have yet to think of what Razethka's motive could be if she were responsible, but she is a dragon and I am certain she could find one with great ease.

Yuka Kannamen: A selkie engineer and alchemist from Mapailek who provided and maintained a number of submersibles to protect our expedition from the jellyfish stings. He may be a genius in his field, but he is rather self-centered and inconsiderate of others. He is one of two with the greatest opportunity to sabotage us, as the Carmine Scourge, like other algae, can be deliberately attracted and spread with iron. Yuka would have had ample opportunity to lace his submersibles with that material, though I cannot argue that he would have the ambition for it.

APPENDIX: STAT BLOCKS

The following stat blocks appear in this adventure.

Sahuagin

This scaly humanoid has a long, fish-like tail. Its arms and legs end in webbed claws, and its piscine head features a toothy maw.

SAHUAGIN CR 2

Pathfinder RPG Bestiary 239

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 15 (2d10+4)

Fort +4, **Ref** +4, **Will** +4

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee trident +4 (1d8+3), bite -1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2)

Ranged heavy crossbow +3 (1d10/19-20)

Special Attacks blood frenzy

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 15

Feats Great Fortitude

Skills Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

Gear *potion of air breathing*^{MC}, trident, dagger, heavy crossbow with 20 bolts, 36 gp

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

SAHUAGIN BRUTE CR 3

Pathfinder RPG Monster Codex 191

Sahuagin barbarian 1

NE Medium monstrous humanoid (aquatic)

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 36 (3 HD; 2d10+1d12+13)

Fort +7, **Ref** +6, **Will** +5

Weaknesses light blindness

OFFENSE

Speed 40 ft., swim 60 ft.

Melee mwk harpoon +8 (1d8+6/×3), bite +2 (1d4+2)

Ranged mwk harpoon +6 (1d8+4/×3)

Special Attacks blood frenzy, rage (8 rounds/day)

STATISTICS

Str 19, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 19

Feats Exotic Weapon Proficiency (harpoon), Greater Blood Frenzy^{MC}

Skills Climb +8, Handle Animal +6, Intimidate +6, Perception +7, Ride +6, Stealth +6, Survival +6, Swim +16

Languages Aquan, Common; speak with sharks

SQ fast movement

Combat Gear *potion of cure light wounds*; **Other Gear** *potion of air breathing*^{MC}, *mwk harpoon*^{ME}, *cloak of resistance* +1, silk rope (50 ft.), 280 gp

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

SAHUAGIN LIEUTENANT CR 5

Pathfinder RPG Monster Codex 194

Sahuagin fighter 3

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 13, flat-footed 17 (+2 armor, +3 Dex, +5 natural)

hp 50 (5d10+23)

Fort +6, **Ref** +7, **Will** +6 (+1 vs. fear)

Defensive Abilities bravery +1

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee +1 *trident* +11 (1d8+7), bite +4 (1d4+2) or 2 claws +9 (1d4+4), bite +9 (1d4+4)

Ranged mwk underwater heavy crossbow +9 (1d10/19-20)

Special Attacks blood frenzy

STATISTICS

Str 19, **Dex** 16, **Con** 17, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 22

Feats Greater Blood Frenzy^{MC}, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)

Skills Climb +10, Handle Animal +4, Intimidate +11, Perception +10, Ride +7, Stealth +7, Survival +6, Swim +16

TREACHEROUS WAVES

Languages Aquan, Common; speak with sharks
SQ armor training 1

Combat Gear *potion of cure moderate wounds*; **Other Gear** *potion of air breathing*^{MC}, leather armor, +1 trident, dagger, mwk underwater heavy crossbow^{UE} with 20 bolts, 421 gp

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

SAHUAGIN SCOUT

CR 3

Pathfinder RPG Monster Codex 190

Sahuagin rogue 2

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 34 (4 HD; 2d10+2d8+14)

Fort +3, **Ref** +9, **Will** +4

Defensive Abilities evasion

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee mwk trident +8 (1d8+6), bite +2 (1d4+2) or 2 claws +7 (1d4+4), bite +7 (1d4+4)

Ranged mwk underwater heavy crossbow +7 (1d10/19–20)

Special Attacks blood frenzy, sneak attack +1d6

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 17, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 20

Feats Combat Expertise, Rapid Reload (heavy crossbow)

Skills Acrobatics +10, Climb +11, Disable Device +12, Escape Artist +10, Knowledge (geography) +7, Perception +8, Ride +7, Sense Motive +8, Stealth +10, Survival +7, Swim +12

Languages Aquan, Common, Elven; speak with sharks

SQ rogue talents (bleeding attack +1), trapfinding +1

Combat Gear +1 elf bane bolts (3), +1 human bane bolts (3), +1 merfolk bane bolts (3), *potion of cure moderate wounds*;

Other Gear *potion of air breathing*^{MC}, mwk trident, mwk underwater heavy crossbow^{UE} with 20 bolts, *feather token* (anchor), dagger, thieves' tools, 53 gp

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

SAHUAGIN UNDERPRIESTESS

CR 5

Pathfinder RPG Monster Codex 193

Sahuagin cleric 4

LE Medium monstrous humanoid (aquatic)

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 10, flat-footed 19 (+4 armor, +5 natural)

hp 57 (6 HD; 2d10+4d8+28)

Fort +7, **Ref** +4, **Will** +11; +2 vs. good

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee mwk trident +10 (1d8+6), bite +4 (1d4+2)

Ranged mwk underwater heavy crossbow +6 (1d10/19–20)

Special Attacks blood frenzy, channel negative energy 3/day (DC 12, 2d6), destructive smite (+2, 7/day)

Spell-Like Abilities (CL 4th; concentration +8) 7/day—icicle (1d6+2 cold)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*blood in the water*^{MC}, *darkness*, *hold person* (DC 16), *shatter*^D (DC 16)

1st—*bless*, *cure light wounds*, *magic weapon*, *protection from good*, *true strike*^D

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *resistance*

D domain spell; **Domains** Destruction, Water

STATISTICS

Str 18, **Dex** 10, **Con** 17, **Int** 14, **Wis** 18, **Cha** 11

Base Atk +5; **CMB** +9; **CMD** 19

Feats Brew Potion, Combat Casting, Toughness

Skills Handle Animal +3, Knowledge (religion) +11, Perception +13, Ride +4, Sense Motive +13, Spellcraft +11, Swim +16

Languages Aklo, Aquan, Common; speak with sharks

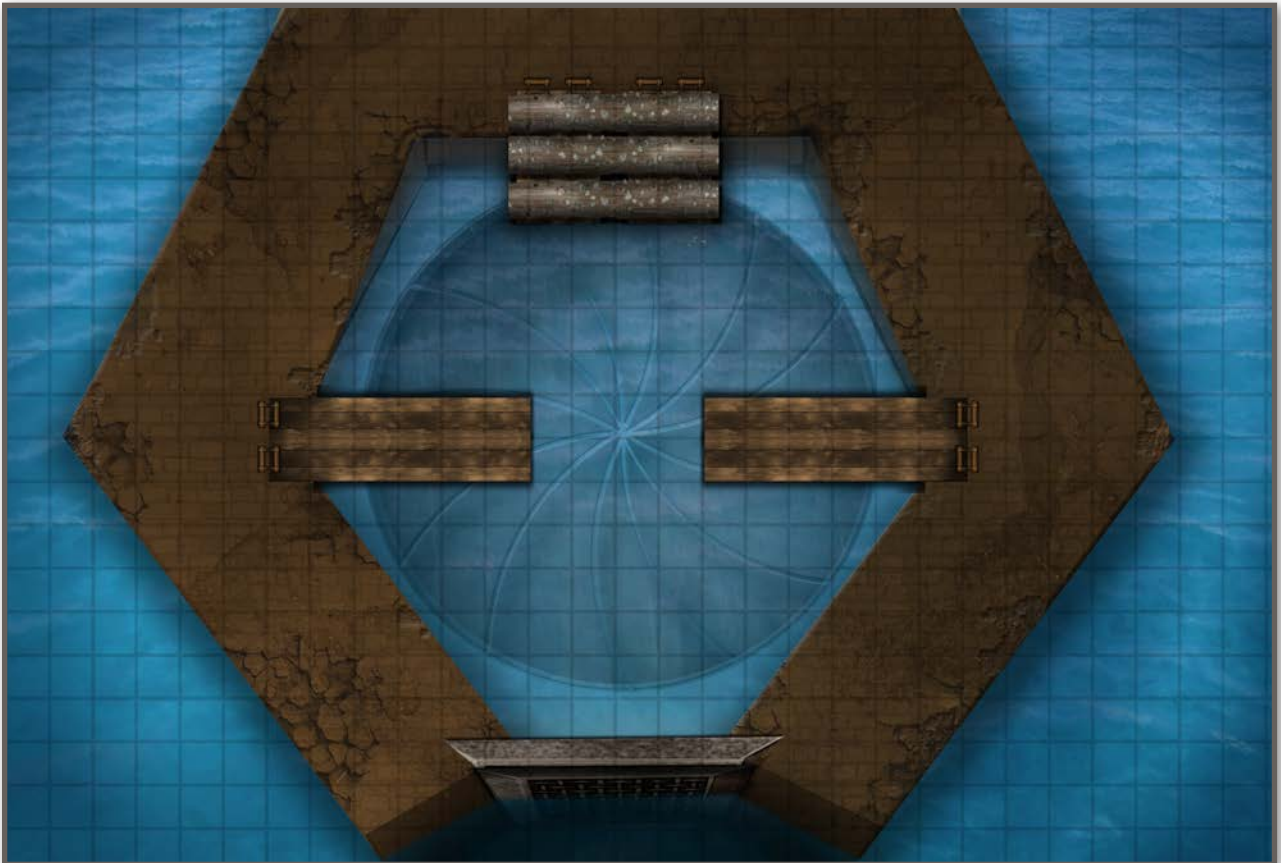
Combat Gear *potion of air breathing*^{MC}, *potion of lesser restoration*, *wand of cure moderate wounds* (11 charges);

Other Gear +1 studded leather, dagger, mwk trident, mwk underwater heavy crossbow^{UE} with 10 bolts, gold unholy symbol (worth 100 gp), 317 gp

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”



TREACHEROUS WAVES

Pathfinder Society Scenario #8-19: Traucherous Waves

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive Silver Crusade Sovereign Court Liberty's Edge
 Scarab Sages The Exchange Grand Lodge
 A B C D

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

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Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Pathfinder Society Scenario #8-19: Tracherous Waves

Character Chronicle #

Core Campaign

	A.K.A.	-	
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Savior of the Reef: You marshaled a sizable group to combat the toxic algae blooms in a major coral reef outside of Vialesk, saving the reef from destruction. As a token of her gratitude, Zahra gave you a tonic to protect you against poisons that you face in your journeys. After rolling a saving throw against poison but before the results are revealed, you may cross this boon off your Chronicle sheet to gain a +5 alchemical bonus on the saving throw, as if you had consumed an antitoxin.

Water Affinity: Your connection to elemental water has grown stronger over the course of your recent adventures. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the Elemental Planes.

IRONFLAME GRENADE

PRICE
250 gp

WEIGHT 1 lb.

This hollow tin ball holds several metallic powders, crystals of compressed air, and explosives. When ignited, it creates an alchemical fire that can burn underwater or even in a vacuum. Lighting the fuse is a move action, and throwing it functions as throwing a splash weapon. The grenade explodes 1d3 rounds after it is thrown, dealing 1d6 points of bludgeoning

damage and 2d6 points of fire damage to creatures in a 10-foot-radius burst (Reflex DC 15 half). The area within the blast radius burns for an additional 1d4 rounds, dealing 2d6 fire damage to each creature and object that ends its turn in the flames (Reflex DC 15 half). An effect that would deal at least 5 points of cold damage extinguishes the flames in one square; covering the flames or dousing them with water has no effect. Crafting an ironflame grenade requires a successful DC 25 Craft (alchemy) check.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	632	1,263
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,135	2,270
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,638	3,276
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD
Starting XP
<small>GM's Initials</small>
XP Gained (GM ONLY)
Final XP Total

EXPERIENCE	
Initial Prestige	Initial Fame
<small>GM's Initials</small>	
Prestige Gained (GM ONLY)	
Prestige Spent	
Current Prestige	Final Fame

FAME
Starting GP
<small>GM's Initials</small>
GP Gained (GM ONLY)
<small>GM's Initials</small>
Day Job (GM ONLY)
Gold Spent
Total

All Subtiers	Subtier 6-7
<ul style="list-style-type: none"> +1 elf bane ammunition (166 gp; limit 6) +1 human bane ammunition (166 gp; limit 6) bottle of messages (300 gp; <i>Pathfinder RPG Ultimate Equipment</i> 284) bottled lightning (40 gp; <i>Ultimate Equipment</i> 106) cloak of resistance +1 (1,000 gp) eyes of the eagle (2,500 gp) ironflame grenade (250 gp; limit 4) potion of air breathing (750 gp; <i>Pathfinder RPG Monster Codex</i> 189) potion of cure moderate wounds (300 gp) wand of air breathing (3 charges; 675 gp, limit 1; <i>Monster Codex</i> 189) 	<ul style="list-style-type: none"> +1 elf bane ammunition (166 gp; limit 10) +1 human bane ammunition (166 gp; limit 10) ironflame grenade (250 gp; limit 4) potion of lesser restoration (300 gp) ring of protection +1 (2,000 gp) wand of cure moderate wounds (11 charges; 990 gp, limit 1)

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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