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YEAR OF THE
STOLEN STORM



TORRENT'S LAST WILL

By Cole Kronewitter



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GM RESOURCES

Torrent's Last Will makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG: Advanced Player's Guide (APG)*, *Pathfinder RPG: GameMastery Guide*, *Pathfinder RPG: Monster Codex*, and *Pathfinder RPG: Ultimate Equipment (UE)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes and the *Monster Codex* are reprinted at the back of the adventure for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #8-20: Torrent's Last Will is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). 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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TORRENT'S LAST WILL

By Cole Kronewitter



Untold ages ago, the evil elemental lord of water, Kelizandri, conspired with the villainous lords of air, earth, and fire to defeat his rival, Lysianassa, the good elemental lord of water. After a great battle, Kelizandri imprisoned Lysianassa inside a gem called the *Gaspig Pearl* and scattered her servitors throughout the multiverse. Foreseeing her downfall, Lysianassa used the last of her strength to breathe into an enchanted decanter. She then entrusted this artifact to her most powerful servant, a colossal nautilus named Riam the Unyielding. The decanter came to be called *The Breath of Lysianassa*, for wielding it granted dominion over the currents and tides of the Plane of Water. Riam fled with the artifact, hoping to govern the seas in Lysianassa's absence.

Kelizandri quickly discovered Lysianassa's plan, however, and dispatched nine brine dragon wyrms to pursue Riam. They eventually caught the nautilus near the Lambent Bloom, a forestlike school of giant pink jellyfish. A titanic battle followed, and Riam was mortally wounded. Hoping to save *The Breath of Lysianassa*, the nautilus dove deep into the jellyfish forest and was lost among the blooms. The wyrms long searched the forest, but the stings of the jellyfish and the magical wards on Riam's shell stymied their efforts, and they eventually abandoned the search. With no one left to wield *The Breath of Lysianassa*, the currents of the Plane of Water inevitably began to slow over time.

In the eons that followed, the scattered followers of Lysianassa found Riam's body, which was now merely an empty shell. They made pilgrimages to the shell to bury their honored dead and carved it into a beautiful temple in remembrance of their goddess. Eventually, however, the followers of Lysianassa dwindled and passed away. The location of the shell was lost to legend.

Since that time, many tribes of humanoids have found the shell and called it home, including merfolk, savage merrows, and wandering murajaus. Most recently, a tribe of sahuagin captured the shell. After conquering the temple, the sahuagin's leader, Baron Zemdard, discovered the *Throne of Deep Currents*—a massive nacre seat that channels the power of *The Breath of Lysianassa*. Zemdard brought the disparate

WHERE ON THE PLANES?

Torrent's Last Will begins in the planar metropolis of Vialesk and then immediately heads into the Plane of Water, where the Pathfinders explore a lost temple hidden within a jellyfish forest. For further information on 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.

tribes of the Lambent Bloom under his rule. His ambition unsated, the sahuagin next turned his hungry gaze to a new target: Vialesk, the underwater metropolis.

Fortunately for Vialesk, a Pathfinder agent named Zahra recently uncovered legends of Lysianassa's lost servant and organized an expedition to explore the Lambent Bloom, with funding from the brine dragon Razethka. When the expedition ran afoul of Zemdard's machinations, Zahra called in a team of Pathfinders for aid. Unbeknownst to Zahra or the Pathfinders, Razethka had orchestrated this entire chain of events by ensuring that Zahra would uncover the knowledge and have means to search for the shell. As a recently dethroned brine dragon, Razethka desperately wants a tribe of lesser creatures to rule over, but she is too weak to conquer the shell herself. She hopes that when the Pathfinders finally reach the shell, they can kill Baron Zemdard, allowing her to assume control of his tribe and gain dominion over all the sahuagin of the Lambent Bloom and the *Throne of Deep Currents*.

SUMMARY

Zahra gathers the PCs for an expedition to Riam's shell. Based on her knowledge about the ancient site—knowledge that the brine dragon Razethka ensured would fall into her hands—she believes that it is the most likely place to find a source of elemental power for the Plane of Water. After forming an expedition party, which includes Razethka and a troupe of Vialesk's maridar (a group of undines that makes up the majority of Vialesk's population), the PCs arrive at the shell with little difficulty. As the expedition approaches the

shell, they encounter and defeat Baron Zemdar in a pitched battle. With the enemy routed, Razethka and the maridar leave the PCs to explore the shell while they hunt down the fleeing sahuagin.

Inside, the PCs have a chance to learn the history of the shell as they wind their way into center of the temple. There they meet a bound monadic deva named Aquel, who informs them that the long history of bloodshed and strife inside Riam's shell has made the nautilus's spirit unquiet. In order to recover *The Breath of Lysianassa*, the Pathfinders must cleanse the shell by dispelling a haunt and laying a corrupted priest to rest. After the PCs retrieve the artifact, Aquel warns them that Razethka has betrayed them and is waiting in ambush at the shell's entrance. On their way out of the shell, the PCs battle Razethka and her newly cowed sahuagin minions inside a coral garden. After vanquishing the dragon and freeing her maridar hostages, the PCs can return to Vialesk triumphant.

GETTING STARTED

Read or paraphrase the following to get the adventure underway. Before beginning the adventure, check to see if any of the PCs have played *Pathfinder Society Scenario #8–19: Treacherous Waves*, and if they received at least one Prestige Point for the adventure.

The din of a great metropolis fills the giant air bubble encasing Splendor's Docks, the district where trade goods and travelers usually arrive in the city of Vialesk. The smells of fish, salt, and strange spices waft through the air at the docks. Outside the air bubble, a pod of whales lazily circles the city, tended by an ocean giant shepherd. A blue-skinned woman wearing gossamer robes approaches through the bustling crowd.

"Hail, Pathfinders!" the woman calls, "Welcome to Vialesk, greatest city in the Plane of Water. My name is Zahra; I am the Pathfinder currently organizing our interests on this plane. We have much to discuss.

"Over the past several years, I have slowly pieced together rumors and legends pointing to the location of a hidden font of elemental power. I believe an artifact is stored away inside a giant seashell hidden within the Lambent Bloom—a forest of jellyfish. I set out to inspect the shell recently, but my expedition ran afoul

of a spy working for the shell's current occupants. It seems that it is currently inhabited by a tribe of sahuagin under the rule of a cunning leader named Baron Zemdar. With the help of other Pathfinders agents, I discovered that Zemdar is using the power of the shell to control the tides."

If any of the PCs have played *Treacherous Waves* and received at least one Prestige Point, Zahra thanks them by name and continues.

"And thanks to valiant agents like my friend here, we were able to thwart Zemdar's plot to redirect the course of the Lambent Bloom directly into Vialesk, covering the city in a pink jellyfish doom. According to his spy's logs, Zemdar planned to raid the city and make off with whatever treasures his warriors could carry during the ensuing chaos. Zemdar himself still lurks within the shell, and I can think of no one I trust more than you to put an end to the threat he poses to Vialesk."

If any PCs played *Treacherous Waves* and none of them earned at least one Prestige Point, she instead says the following.

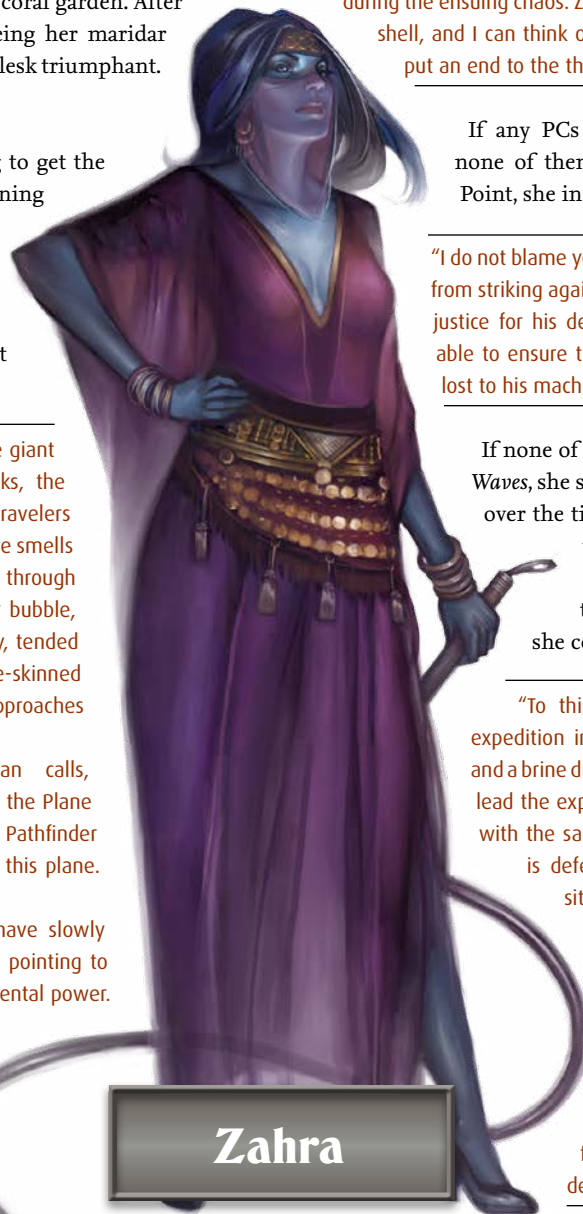
"I do not blame you for being unable to stop Zemdar from striking against Vialesk. He must be brought to justice for his deeds, and I trust that you will be able to ensure that no more lives or property are lost to his machinations."

If none of the PCs have played *Treacherous Waves*, she simply says that Zemdar's power over the tides poses a looming danger to the citizens of Vialesk.

No matter which adventures the PCs have played previously, she continues.

"To this end, I have organized a new expedition in partnership with the city guard and a brine dragon ally named Razethka. We will lead the expedition to the shell and help deal with the sahuagin threat. Then, once Zemdar is defeated, we can freely explore the site and locate the artifact hidden inside. Additionally, I believe the shell acts as a magical amplifier of sorts, so once we remove the artifact, we might be able to redirect the shell's energies to more useful purposes.

"We have roughly twenty-four hours until the expedition departs, so use this time to prepare."



Zahra

“You should be able to find whatever supplies you need in the markets of Vialesk. Razethka will be able to provide you with unlimited water breathing spells, but it might be wise to pick up additional underwater supplies. There will be no air once we leave the city. Also make sure you stop by the Azure Armory; I have arranged for the city guard to loan you weapons designed for underwater fighting from their stockade, if you desire.”

Zahra does her best to answer the PCs' questions before letting them depart to procure supplies.

What do we know about the shell? “The shell once belonged to a massive nautilus named Riam the Unyielding, who was a chief servant of Lysianassa, the good elemental lord of water. Kelizandri, the evil elemental lord of water, defeated Lysianassa long ago, but before her defeat, Lysianassa entrusted Riam with a portion of her power. Riam fled with it into the wilderness, but he was eventually overcome and fatally wounded by minions of Kelizandri. I believe Riam's shell was lost within the Lambent Bloom, however, so Kelizandri never discovered the artifact inside it. After that, I believe the shell was used as a pilgrimage site for a time and then eventually became inhabited by tribes of bloodthirsty humanoids. It is hard to say for certain because the shell is warded against divination magic.

“I suspect that the pilgrims of Lysianassa viewed the shell as a holy site and they have probably hidden away the artifact somewhere in the shell. To find it, be respectful and pay special attention to the religious symbols and traditions that you might find inside the shell.”

Can you tell me about Razethka the Scarred? “Razethka is a powerful brine dragon that helped fund my first expedition to the Lambent Bloom. I looked into her past before we became partners, so I know that she once ruled a tribe of locathahs in the Brackish Empire. She was dethroned years ago by the schemes of a powerful kraken and still bears the scars of her defeat, though she hides them well. Since that time, she has lived in Vialesk and seems focused on regaining her lost wealth and prestige. I wouldn't ask about her scars—she is very sensitive about them.”

Who is Baron Zemdar? “For centuries, many petty tribes of sahuagin have lived inside the Lambent Bloom and, over time, they mutated to adapt to their environment. They are immune to the jellyfish poison now and are covered in streaks of vibrant pink camouflage. Until recently, the disparate tribes continually warred amongst themselves, but Baron Zemdar has somehow united them. That makes him quite dangerous.”

What is the Lambent Bloom? “The Lambent Bloom is a forestlike bloom of poisonous jellyfish that is nearly one hundred miles wide. Although the bloom can be navigated with care, most creatures simply go around the region, which is why the sahuagin have been able to flourish there unimpeded.”

Faction Notes: If there are any Dark Archive PCs in the party, a tiny crab approaches them before they depart for the Azure Armory and delivers a letter from Zarta Dralneen (see the **Player Handout** on page 20). The letter is wrapped around a piece of stone which is engraved with instructions for channeling elemental energy across planes into Dralneen's repositories. A PC who succeeds at a DC 20 Knowledge (arcana) check deduces that the channeling ritual is well designed and relatively safe, particularly given the amount of energy that it can handle. Even if a PC completely fails the ritual, she risks only minor injury.

THE AZURE ARMORY

The Azure Armory is a massive blue barracks built to house the sprawling city guard of Vialesk. If the PCs decide to visit the building, the quartermaster loans them each a masterwork underwater crossbow with 40 bolts (*Pathfinder RPG Ultimate Equipment* 17), allowing each PC to choose between a light crossbow and a heavy crossbow. Additionally, if the PCs are willing to leave their own weapons behind as collateral, the quartermaster is willing to let them borrow an underwater crossbow of equivalent value from the armory. Ignore the cost of the base weapon when performing these exchanges. A *+1 flaming shortbow*, for example, could be exchanged for a *+1 frost underwater light crossbow*. The PCs can also exchange their melee weapons for simple or martial piercing weapons such as longswords, shortswords, or tridents, receiving a weapon of the same value as the one they trade in. Refer to the Underwater Combat section for more information on fighting with weapons underwater. The quartermaster is loath to give foreigners any consumable items, since he assumes that the PCs are wasteful. Any PC that asks for additional supplies must succeed at a DC 20 Diplomacy check (DC 25 in Subtier 10–11) to change his mind. If a PC succeeds at this check, the quartermaster hands her *potion of water breathing* and a vial of antitoxin. Any PC that fails her check receives nothing as the quartermaster notes, “I don't like the look of you.”

UNDERWATER COMBAT

The entirety of *Torrent's Last Will* takes place underwater. The following summarizes the rules for underwater combat.

Movement: Creatures with a swim speed can use it to move freely underwater. Creatures without a swim speed who succeed at a Swim check can move up to a quarter of their speed as a move action or half of their speed as a full-round action. The DC of this check is 10 unless otherwise stated. If the creature has a surface to walk along, such as the bottom of a body of water, it can move at half speed without a check.

Melee Attacks: Natural attacks or attacks with bludgeoning and slashing weapons take a –2 penalty and deal half damage. Attacks that deal piercing damage don't take these penalties.

Ranged Attacks: Thrown weapons are completely ineffective underwater. Attacks with ranged weapons except underwater crossbows (*Pathfinder RPG Ultimate Equipment 17*) take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties from range.

Spellcasting: A creature that cannot breathe water must succeed at a concentration check (DC = 15 + spell level) to cast a spell underwater.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells and spell-like abilities with the fire descriptor are not effective underwater unless the caster succeeds at a caster level check (DC = 20 + spell level). If the check is successful, the spell produces a bubble of steam instead of its usual effect but otherwise functions as described. A supernatural fire effect is not effective underwater unless its description states otherwise.

Freedom of Movement: The spell *freedom of movement* negates the penalty on melee attack rolls with bludgeoning and slashing weapons and allows creatures to move freely in all directions as if they had a swim speed equal to their base speed. Such creatures automatically succeed at all Swim checks.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped absence of water where it is located. The creature gains concealment (20% miss chance) rather than total concealment (50% miss chance).

THE EXPEDITION DEPARTS

The next day, the PCs are expected to meet Zahra at the city docks, where the expedition is making final preparations. Twenty undines, also called maridar in Vialesk, are busy strapping provisions to whale sharks. They outfit several of the sharks with harnesses, allowing PCs who are not skillful swimmers to tie themselves to a shark instead of relying upon their own swimming abilities.

Lounging on a bed of seaweed nearby is Razethka, a large brine dragon covered with artfully groomed sea anemones meant to conceal the sucker-mark scars that mar her hide. The haughty dragon doesn't converse with the PCs unless they approach her first. If the PCs ask her why she joined the expedition, she responds that she is personally offended by the first expedition's failure (which she funded), and that she is coming along this time to

ensure that things are done properly. The PCs can attempt a DC 27 Sense Motive check (or DC 32 in Subtier 10–11) to determine that she is not telling the whole truth. If she is pressed further, Razethka is willing to admit that she has heard rumors of a powerful magic item hidden inside the shell and wishes to examine it. Even this is only a partial truth, however, since she also aims to conquer the sahuagin currently living in the shell.

When Zahra sees that the PCs have arrived, she wraps up preparations and the expedition departs. All told, the journey to the Lambent Bloom takes three weeks of travel and passes uneventfully. Razethka casts *water breathing* on each member of the expedition once a day.



Razethka

BATTLE IN THE LAMBENT BLOOM (CR 11 OR CR 14)

The party spends the last day of the journey winding their way through the giant pink jellyfish of the Lambent Bloom, which makes for slow travel. Over the last hour of the journey, the water around the expedition begins to rhythmically ebb and flow—evidence, Zahra suggests, that they are nearing the shell. She directs any PCs who are strapped to sharks to unharness themselves and to cling instead to the shark's fins for the final approach in case they need to be able to move about freely. When the PCs finally reach the shell, read or paraphrase the following.

A fantastical forest of giant jellyfish fills the water with a soft pink glow. Glimpses of a massive shell, covered with swirls of orange and white, can be caught through the jellyfish tendrils ahead. Suddenly the water reverberates with a rhythmic clanging as an alarm chime is sounded. Swarms of sahuagin and sharks seethe outward from the shell and ready themselves for battle.

"I will deal with the vermin on the right," growls Razethka as she darts away into the jellyfish.

"The maridar and I will handle the foes on the left," shouts Zahra, "Pathfinders, head to the middle and slay Baron Zemdar!"

With separate battles raging to the left and right of them, the PCs are left to attack the middle of the field, which is held by Baron Zemdar and his strongest warriors. Fighting amongst the floating jellyfish makes for a complicated battlefield, so be sure to thoroughly read through the details of the encounter provided below. The CR for this encounter is one higher than normal to account for the underwater terrain and jellyfish hazards.

Battlefield: To set up the battlefield, place the PCs on one end of the battle mat and Baron Zemdar and his minions on the other, roughly 90 feet apart. Then, using miniatures, piles of dice, or scraps of paper, scatter roughly 20 jellyfish randomly across the battlefield. The jellyfish each occupy a 10-foot square and have wispy tendrils that hang down longer than 100 feet. Try to leave at least 10 feet of space between each jellyfish. This setup assumes you are using a standard 24-by-30-square mat. If you are using a smaller mat, place fewer jellyfish on the field.

Hazard: The jellyfish of the Lambent Bloom have tendrils covered in a mild poison. PCs can freely swim through squares marked with jellyfish, but doing so automatically brings them into contact with the tendrils, which hang down far below each jellyfish. Each time a creature passes through a jellyfish, it must succeed at a DC 20 Reflex save or be exposed to one dose of jellyfish poison (contact; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 1 save). For Subtier 10–11, the Reflex DC increases to 22 and the Fortitude DC increases to 19. Creatures that begin their turn inside a jellyfish-occupied square are automatically exposed to a dose of poison.

Environment: In addition to the dangers noted above, the PCs must also contend with the *Throne of Deep Currents* itself, which causes the waters around Riam's shell to course with an unnatural ebb and flow. Each round on initiative count 10, the throne pulls water towards it. When this occurs, all creatures on the battlefield are pulled 1d6 × 5 feet toward the shell (which lies behind Baron Zemdar's side of the battlefield). Creatures can resist this pull and remain stationary by succeeding at a DC 15 Swim check. Each round the flow of water reverses, so on initiative count 10 of the second round, all creatures are pushed 1d6 × 5 feet away from the shell.

Creatures pulled near each other by the tide do not provoke attacks of opportunity, but creatures pulled through a jellyfish must succeed at a Reflex saving throw or be exposed to one dose of poison. The jellyfish are attuned to the ebb and flow of the waters surrounding the shell and have learned to automatically adjust to the current. As such, they remain stationary during the encounter.

Creatures: Baron Zemdar and his most trusted warriors await the PCs in the center of the battlefield. Since the sahuagin are immune to the poisonous jellyfish of the Lambent Bloom, they try to stay within the jellyfish tendrils to hamper their enemies. The sahuagin do not take any gold pieces with them to battle, and the sahuagin scouts (*Pathfinder RPG Monster Codex* 190) do not carry *potions of air breathing*.

SCALING BATTLE IN THE LAMBENT BLOOM

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

Subtier 7–8: The dragon's arrival terrifies the sahuagin, giving all of them the shaken condition. Remove one sahuagin scout from the encounter.

Subtier 10–11: Remove Zemdar's lieutenant from the encounter.

Subtier 7–8 (CR 11)

ZEMDAR

CR 9

Sahuagin baron (*Pathfinder RPG Monster Codex* 194; see page 21)
hp 101



Sahuagin

SCALING THE CORAL GARDENS

To accommodate a group of four PCs, reduce the number of successes required to gain information to 2, 4, 6, and 8, respectively.

TACTICS

During Combat Baron Zemdar attempts to fight the PCs from within a jellyfish square, baiting the PCs into coming forward to face him in melee within the jellyfish's stinging tentacles.

Morale Baron Zemdar fights to the death.

SAHUAGIN SCOUTS (4)

CR 3

hp 34 each (*Pathfinder RPG Monster Codex* 190; see page 24)

TACTICS

During Combat The scouts split into pairs and stay near Baron Zemdar, firing their underwater crossbows from inside jellyfish squares. In melee, they use acrobatics to set up flanking sneak attacks. If spellcasters or lightly armored foes are isolated on the battlefield, the scouts attempt to skirt other enemies to attack these softer targets.

Morale Fueled by their blood frenzy, the sahuagin fight to the death.

Subtier 10–11 (CR 14)

ZEMDAR

CR 10

Sahuagin Champion (*Pathfinder RPG Monster Codex* 191; see page 22)

hp 123

TACTICS

During Combat Baron Zemdar attempts to fight the PCs with a jellyfish square, baiting the PCs into coming forward to face him in melee within the jellyfish's stinging tentacles.

Morale Baron Zemdar fights to the death.

SAHUAGIN INFILTRATORS (3)

CR 7

hp 52 each (*Pathfinder RPG Monster Codex* 190; see page 23)

Gear The infiltrators do not carry *stalker's masks*^{UE}.

TACTICS

During Combat Moving as a group from jellyfish to jellyfish, the infiltrators attempt to skirt around frontline fighters to make attacks against lightly armored foes in the rear.

Morale Fueled by their blood frenzy, the sahuagin fight to the death.

ZEMDAR'S LIEUTENANT

CR 9

Sahuagin Baron (*Pathfinder RPG Monster Codex* 194; see page 22)

hp 101

TACTICS

Before Combat Zemdar's lieutenant drinks her potions of

bear's endurance and *bull's strength*, which are included in her statistics.

During Combat Zemdar's lieutenant positions herself next to Baron Zemdar and waits for foes to approach. If the opportunity presents itself, she might attempt to bull rush weak-looking PCs into a jellyfish.

Morale Fueled by her blood frenzy, the sahuagin fights to the death.

Development: Once the PCs have slain Baron Zemdar and his warriors, they have a chance to survey the rest of the battlefield. Swirls of red gore drift through the jellyfish bloom, and dozens of corpses, both sahuagin and undine, litter the water. Slightly wounded from combat, Zahra approaches the PCs and informs them that Razethka left the battle early to chase down sahuagin survivors. A few lesser sahuagin barons still live, Zahra explains, and they could rally another army in the future if not slain. She plans to quickly regroup the remaining maridar to give chase. In the meantime, she asks the Pathfinders to explore the shell.

Rewards: If the PCs do not defeat Baron Zemdar, reduce each PC's gold by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 1,510 gp.

Out of Subtier: Reduce each PC's gold earned by 1,824 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,158 gp.

A. THE GREAT SHELL

In life, Riam was a gigantic nautilus with a beautiful shell of white and orange swirls. Divination and teleportation spells cannot be used to pass through the shell's walls, warding creatures inside from *scrying* spells and similar effects. The doors inside the shell are made from corroded bronze. All ceilings within are 30 feet tall. Area A1 is dimly lit, and the rest of the interior is dark.

A1. The Coral Gardens

The first time the PCs enter the coral gardens, they don't meet any creatures. Later, when they try to leave the shell, Razethka and her minions wait in ambush here (see page 16).

The entrance to the nautilus shell is a circular opening about 40 feet in diameter. Thick rows of purple coral reef line the inside of the shell, covered with a riot of colorful plants and fish. Delicate screen walls of coral sprout from these reefs and stretch from the floor to the ceiling of the shell, creating hallways and rooms through which water flows. Each screen is overwhelmingly detailed, filled with fractal patterns and colorful murals depicting sea creatures and forgotten events. Near the back of the room, visible through several layers of screens, is a mound of coral with a pearly throne seated at its pinnacle.

Long ago, worshipers of Lysianassa skilled in the art of coral weaving grew these coral gardens to reflect the great beauty of the sea. The following describes areas of interest.

A. The Great Shell



- C : Coral Golem
- F : Feeder in the Depths
- J : Jigsaw Shark
- R : Razethka
- S : Sahuagin
- G : Galvo

1 square = 5 feet

Coral Screens: Each coral screen in this room forms a 30-foot wall, going from floor to ceiling. Measuring less than one inch thick, the screens are filled with thousands of holes, which form geometric patterns and murals. Creatures hiding behind a screen wall have concealment from attackers. The screen walls are incredibly fragile, and creatures can break them with ease. Breaking through a coral screen costs 2 squares of movement and destroys the screen in that square. Creatures that do so also take 1d10 piercing damage from razor-sharp shards of coral.

Coral Murals: Badly damaged from centuries of conflict, the coral murals in this room are covered with a dizzying display of religious iconography and complex symbols. For every five minutes spent examining the murals, each PC can attempt one action to decipher the hidden story depicted within the murals. The PCs can use a variety of skills and abilities to assist in this process. First, a PC who succeeds at a DC 20 Knowledge (planes or religion) check interprets a symbol and gains one success point. A PC who succeeds at a DC 25 Disable Device check or a relevant DC 20 Craft check is able to repair a broken piece of the mural and learn something new, gaining one success. At the GM's discretion, other skills may be useful in recreating the story in the murals. In Subtier 10–11, the murals are more abstract,

JUDGMENT POINTS

Unbeknownst to the PCs when they enter Riam's shell, the monadic deva Aquel in area **A7** can sense the actions of all creatures inside the shell if she so chooses. She was conjured here long ago to judge newcomers and find a suitable new guardian for the treasures of the shell. The PCs' behavior inside the shell affects how Aquel judges them, measured in Judgment Points. They have the opportunities to gain points in areas **A1**, **A3**, **A5**, **A7**, **A8**, and **A9**, as noted in the development sections of those encounter areas. The effects of Judgment Points appear in Aquel's Judgment on page 15.

which increases all DCs by 4. A PC able to speak Aquan can spend time translating mural messages and gain one success without a check. Finally, a *mending* spell grants one success and a *make whole* spell grants two successes. Keep track of the total number of successes that the PCs accrue and consult the following to see what they learn.

3 Successes: Kelizandri, the evil elemental lord of water, imprisoned Lysianassa, the good elemental lord of water, inside an artifact called *The Gasping Pearl* long ago.

SCALING ENCOUNTER A6

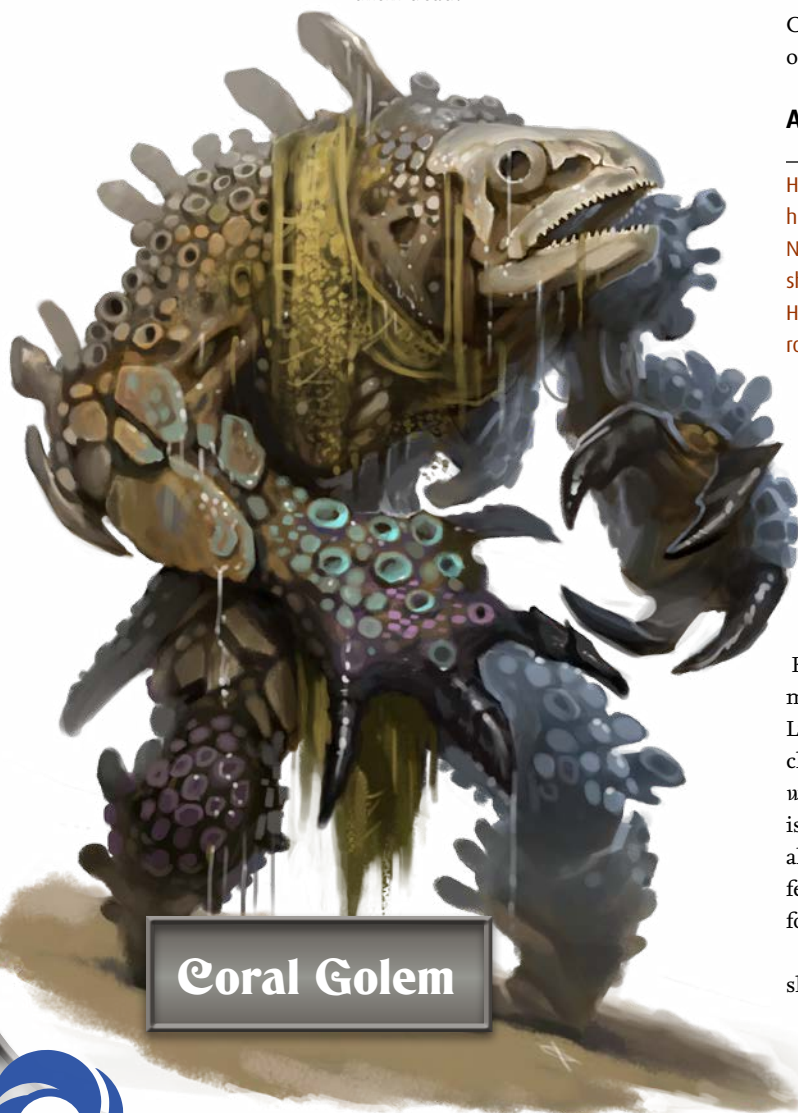
Make the following adjustments to accommodate a group of four PCs.

Subtier 7–8: The golem is stiff from remaining still for so long. For the first two rounds of combat, treat it as if it were slowed, as per the *slow* spell.

Subtier 10–11: Both golems are stiff, functioning as described above.

6 Successes: Before she was imprisoned, Lysianassa used her last gasp to breathe into a magical decanter now called *The Breath of Lysianassa*. This imbued the artifact with the power to control the ocean tides.

9 Successes: Lysianassa gave this artifact to a giant nautilus named Riam, who fled with it. Nine brine dragon wyrms eventually caught and killed Riam, but his shell was lost inside the Lambent Bloom. Later, pilgrims of Lysianassa built a temple in the shell and subsequently used it to inter their dead.



Coral Golem

12 Successes: The murals indicate that *The Breath of Lysianassa* is hidden near the center of the shell inside the mouth of a giant sailfish. Hulking creatures made from moving coral guard it.

The Throne: The *Throne of Deep Currents* rests near the back of this innermost room. It is a massive nacre chair that looks big enough to seat a troll or giant. As a part of Riam's shell, the throne's roots extend through the coral and connect with the floor below. The throne acts as a control platform for the powerful magic provided by *The Breath of Lysianassa*. Becoming fully attuned to the throne requires an 8-hour ritual and grants control over the ocean currents within 300 miles of the shell. Once the PCs free *The Breath of Lysianassa* from Riam's shell in area A7, the throne loses all its magical properties.

Development: If the PCs accrue 16 or more successes, Aquel is impressed with their interest in the history of the temple. Grant them one Judgment Point (see the Judgment Points sidebar on page 9).

A2. Hallway

Coral lines this curved central hallway, which provides the only connection between areas A1, A3, A4, A5, and A6.

A3. Sahuagin Trophy Room

Hundreds of skulls adorn the walls of this room, belonging to humans, sahuagin, sharks, whales, and other stranger beasts. Near the back of the room, an eight-foot mound of coral is artfully shaped into the image of four sailfish holding aloft a flat altar. Hack marks and crude scratches mar the once beautiful altar. Four rotting heads, apparently human, rest atop the altar, surrounded by a cloud of nibbling eels.

This area once served as a place of worship for pilgrims of Lysianassa. Now, Baron Zemdar uses the room to display trophies of his numerous kills. The four rotting heads once belonged to merfolk who wandered too close to the Lambent Bloom.

The sahuagin hacked apart the ruined altar when they conquered the shell. A PC who succeeds at a DC 20 Knowledge (religion) check realizes that restoring the altar might please the spirit of Riam or even grant the favor of Lysianassa. A PC who succeeds at a DC 25 Disable Device check or a relevant DC 20 Craft check or who uses the *make whole* spell can restore the altar. In Subtier 10–11, the altar is more heavily damaged, increasing the DC to repair the altar by 4. If the PCs restore the altar, all PCs experience a feeling of peace and gain the benefits of a *bless* spell that last for 1 hour.

Development: If the PCs restore the altar or otherwise show great respect for this holy room, award them one Judgment Point.

A4. Living Quarters

A layer of coral covers the walls of this room from floor to ceiling. Carved into the coral are twenty square niches filled with dead seaweed, each big enough to fit a sleeping human. Shards of refuse and shattered stone litter the floor.

This room was once an embalming room where deceased pilgrims were wrapped in layers of blessed seaweed. They were then placed into burial niches for several days while last rites were performed before being buried permanently deeper inside the temple. A PC that succeeds at a DC 20 Perception check or a DC 15 Craft (alchemy) check knows that the stone shards were once jugs that held special salves and unguents used for anointing the dead. A PC who succeeds at a DC 15 Knowledge (religion) check knows that this room was used for embalming the dead.

A5. Hatchery

A glass sphere several feet wide is set into the peak of a large coral mound in this room. Inside the sphere, crimson blood roils and bubbles. Thousands of clear, trembling eggs are stuck to the coral surrounding the glass sphere.

Nesting in the coral is a brood of sahuagin eggs—Baron Zemdar's next wave of soldiers for the coming wars. One of the first things Zemdar did after conquering this shell was corrupt the holy sphere in this room, which used to contain holy water. Now, the sphere is filled with frenzy-inducing blood for his warriors. A small glass cap is set into the top of the sphere. If the PCs remove the cap, blood leaks out and fills the room. PCs unfortunate enough to breathe in the blood must succeed at a DC 18 Will save or become affected by both a *confusion* spell and a *rage* spell (both CL 10th).

A PC that succeeds at a DC 20 Knowledge (arcana) check (DC 24 in Subtier 10–11) discovers that the sphere magically refills every 24 hours and once held holy water, but it has been corrupted by foul magic. To cleanse the sphere, the PCs must perform a short ritual, which requires a DC 22 Spellcraft check, or a DC 18 Knowledge (religion) check combined with a *bless* or *consecrate* spell. The ritual is more difficult in Subtier 10–11, increasing the DCs of the required skill checks by 4. Doing either of these actions causes the blood to slowly transform back into holy water, which glows with a soft green light.

Development: If the PCs cleanse the sphere, award them one Judgment Point.

A6. The Coral Guard (CR 9 or CR 12)

Two great bronze doors engraved with warning symbols written in Aquan seal this room off from the rest of the shell. Baron Zemdar's warriors never ventured further into the shell thanks to the guardians of this room. Twinkling blue

gems, like azure stars in a purple sky, stud the coral gardens throughout the chamber.

Creatures: Long ago, the coral weavers of Lysianassa created coral golems to protect these tombs from interlopers. Most of these golems have become completely inactive over the centuries. The remaining golem (or two golems in Subtier 10–11) is quite ancient and seldom moves. It is curled atop the reefs, requiring the PCs to succeed at a DC 27 Perception check to notice it and avoid granting the golem a surprise round. For Subtier 10–11, the golems are better concealed beneath anemone growths, increasing this DC by 5. As long as the coral reefs of this room still live, coral golems destroyed here regenerate and return to life after one week. The CR of this encounter is increased by 1 to account for the underwater terrain and the coral golems' enhanced mobility.

Subtier 7–8 (CR 9)

CORAL GOLEM CR 9

hp 96 (*Pathfinder RPG Bestiary* 4 131; see page 21)

Speed 30 ft., swim 30 ft.

Skills Swim +15

TACTICS

During Combat The coral golem attacks the nearest creature.

Morale The coral golem fights until destroyed.

Subtier 10–11 (CR 12)

CORAL GUARDIANS (2) CR 12

Advanced coral golems (*Pathfinder RPG Bestiary* 4 288, 131)

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp 96 (12d10+30)

Fort +6, **Ref** +6, **Will** +6

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +20 (1d6+13/19–20 plus bleed)

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

Special Attacks bleed (1d6)

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 15, **Cha** 5

Base Atk +12; **CMB** +22; **CMD** 34

Feats Improved Critical[®] (claw)

Skills Swim +17

SQ aquatic reconstruction, coralgrown, powerful blows (slam)

TACTICS

During Combat The coral golems attack the nearest creature.

Morale The coral golems fight until destroyed.

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) Whenever a coral golem is

SCALING ENCOUNTER A8

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

Subtier 7–8: Remove the haunt's reflexive attack against PCs who attempt to remove the tooth, and lower the DC of the Strength check to remove the tooth by 4.

Subtier 10–11: Lower the DC of the Strength check to remove the tooth by 4. If the haunt succeeds at a saving throw against an effect that would damage it, it takes the normal amount of damage for a successful saving throw rather than no damage.

touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

Coralgrown (Ex) The coral golem can move at full speed underwater as long as it remains in contact with coral.

Immunity to Magic (Ex) A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem for 1d6 points of damage per level of the caster (maximum 10d6).
- Transmute rock to mud slows a coral golem (as the slow spell) for 1d6 rounds (no save).
- Transmute mud to rock increases the golem's bleed damage to 2d6 for 3 rounds.
- Soften earth and stone causes a coral golem to lose its damage reduction for 3 rounds.

Treasure: A suit of *nautilus coral armor* (CL 9th, *aura moderate transmutation*) rests on the ground in this room. It is a +1 *full plate* made of coral and pieces of nautilus shell that does not give any armor check penalty on Swim checks and allows the wearer to hold her breath underwater for a number of rounds equal to four times her Constitution score, rather than twice her Constitution score.

A valuable pearl is embedded in the armor. It is a *pearl of power* (2nd level), or a *pearl of power* (3rd level) in Subtier 10–11.

Rewards: If the PCs do not defeat or bypass the coral golem, reduce each PC's gold by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 1,000 gp.

Out of Subtier: Reduce each PC's gold earned by 1,208 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,416 gp.

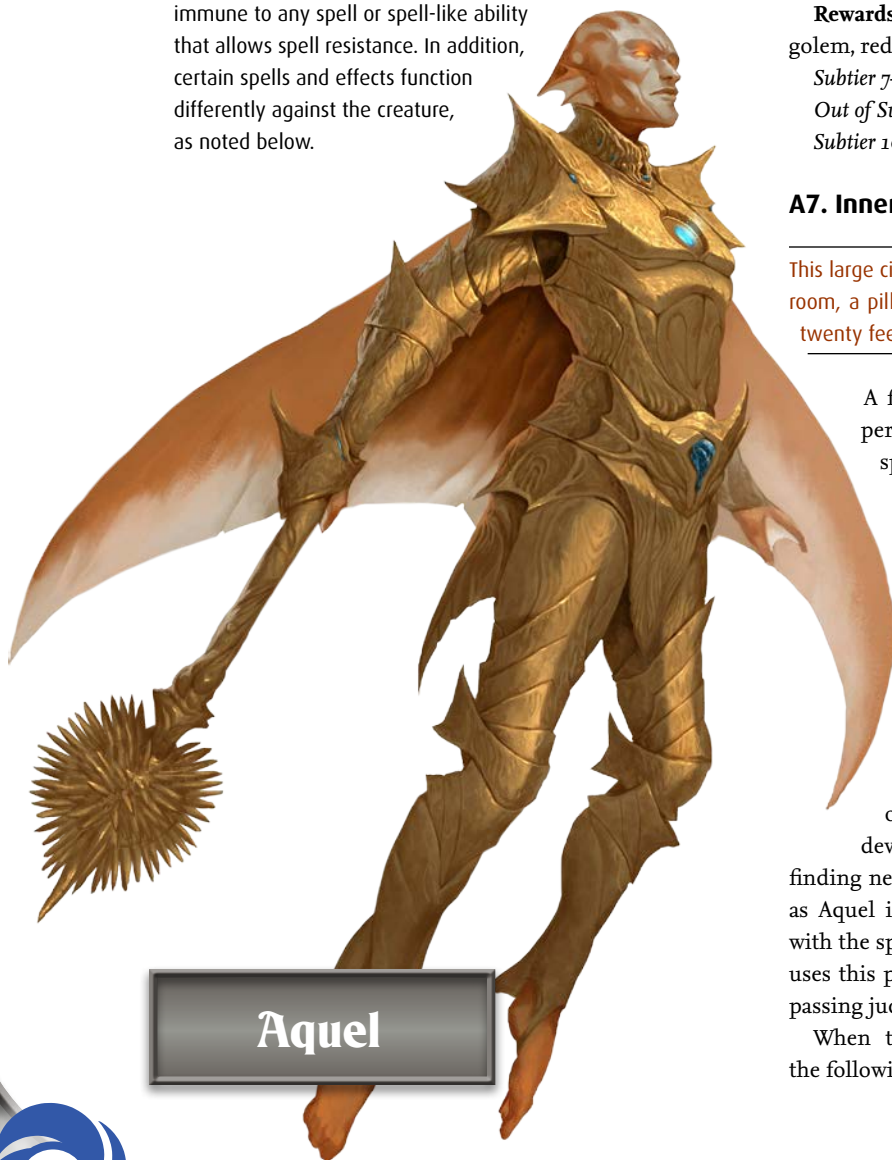
A7. Inner Sanctum

This large circular space has a vaulted ceiling. In the center of the room, a pillar of pearly shell vaguely resembling a sailfish rises twenty feet from the floor.

A figure with swirling white and orange skin sits perched atop the pillar. She has enormous wings sprouting from her back, shaped liked the fins of a manta ray, and carries a heavy morningstar at her side.

Though their numbers dwindled for years, the last priests of the temple met their end when a tribe of merrows attacked and conquered the first four rooms of the shell. Only one priest, named Cintra Eelmaster, survived by fleeing to this room. Knowing that his holy order could no longer safeguard the treasures hidden here, Cintra used the last of his energy to conjure an angel—a monadic deva named Aquel. He charged her with the task of finding new guardians for *The Breath of Lysianassa*. As long as Aquel is in contact with the shell, she can commune with the spirit of Riam, which still inhabits the temple. She uses this power to observe all the happenings of the shell, passing judgment on the actions of any new arrivals.

When the PCs enter the room, read or paraphrase the following.



Aquel

The winged creature stands and spreads her wings wide. "Hail, mortals, and well met," she says in a flowing voice, "I am named Aquel, shieldwarden of Elysium. Long have I waited in these halls, seeking a worthy charge to assume my burden. Tell me, who are you and what do you know of this holy place?"

With this question, Aquel is attempting to gauge the intentions of the Pathfinders. If they are able to recount how Riam died, how *The Breath of Lysianassa* was hidden, and how pilgrims transformed the shell into a temple, Aquel is pleased with their respect for the temple. Alternatively, if they begin by stating that they are seeking treasures and powerful magic within the shell, Aquel is displeased and accuses them of being plunderers and tomb raiders. In this latter event, the PCs must succeed at a DC 24 Diplomacy check to convince her otherwise (DC 28 in Subtier 10–11).

After this exchange, the PCs are free to question Aquel as they wish. In addition to the information provided below, Aquel also knows the entire history of Riam's shell, so she could be a useful resource to answer any lingering questions the PCs have.

What are you? "I am a monadic deva. My order stands vigil over the Elemental Planes, such as this one."

Why are you here? "I was conjured here by Cintra Eelmaster, the last priest of this temple. Before he met his end, he entrusted me with the temple's most precious treasures until a new guardian of pure intent could be found. I have tarried here many years, hoping to find a suitable replacement."

Why can't you find anyone worthy? "Since I was summoned, many warlords and savages have conquered the temple, each more bloodthirsty than the last. Recently, a group of peaceful murajau took possession of the shell, and for a brief time I had hope. Alas, before the murajau could find their way to me in the inner temple, Baron Zemdar discovered the shell and massacred them all. This final act of slaughter became a stain of the soul of the shell. Now fell energy imbues several of the rooms nearby, where the dead once rested peacefully."

Where is *The Breath of Lysianassa*? "Ask me not about the artifact. You must first prove yourselves worthy."

How can we prove we are worthy? "The bloodlust of the sahuagin awakened dark energy inside two rooms nearby. I am bound to this room and cannot leave it until I find a suitable replacement, but it is in your power to cleanse the evil from this temple. If your hearts are pure, venture into the rooms and lay the spirits to rest."

What can you tell us about the two rooms? "The first room contains a dragon tooth embedded in the wall, left behind by the brine dragon that slew Riam. For many years, the holy coral here suppressed the tooth's evil, but now it festers and gnaws. Tendrils of pain and anguish haunt

the room. You must extract the tooth to end the festering. The second room contains the body of Cintra Eelmaster, who summoned me in ages past. After the murajau were slaughtered, the spirit of Cintra became filled with hate. In death, Cintra is calling eels into his burial chamber and filling them with malevolence. Cleanse the room of these eels and lay Cintra to rest once more."

Development: If the PCs successfully convince Aquel that they respect the temple and are not tomb robbers, award them one Judgment Point.

A8. The Festering Tooth (CR 10 or CR 13)

This long room has coral burial niches built into its walls. Near the back of the room, black growths mar the vibrant purple coral, surrounding an enormous white fang embedded in the wall of the shell.

The burial niches of this room are filled with the seaweed-wrapped bodies of lesser priests. They have no possessions.

Haunt: The large tooth embedded



Galvo

SCALING AQUEL'S JUDGMENT

To accommodate a group of four PCs, change the Judgment Point thresholds to 4 points, 5 or 6 points, and 7 or 8 points, respectively.

in the wall belonged to the brine wyrm that delivered the fatal blow to Riam. Imbued with evil power, the tooth has long festered here, like an open sore on the spirit of Riam. Baron Zemdar has recently woken the tooth with fell life, however, when he slaughtered the peaceful murajau that inhabited the shell before the sahuagin arrived. Since that day, this room has been filled by a fearsome haunt that can be destroyed only by extracting the tooth. Rules for running haunts appear on page 242 of the *Pathfinder RPG GameMastery Guide*.

Subtier 7-8 (CR 10)

FESTERING TENTACLES CR 10

CE persistent haunt (20 ft. by 40 ft. room)

Caster Level 10th

Notice Perception DC 25 (to notice dark tendrils forming)

hp 36; **Trigger** proximity; **Reset** 1 hour

EFFECT

Spectral tentacles emerge from the festering tooth and cover the ceiling, floor, and walls. This functions identically to a *black tentacles* spell. Since the tentacles are long enough to fill the entire room, swimming over the floor here does not avoid the spell effect. Each time a PC attempts to remove the festering tooth, the tentacles reflexively pummel that PC, making an attack roll with a +15 bonus and dealing 1d6+4 bludgeoning damage.

DESTRUCTION

A PC who succeeds at a DC 25 Strength check successfully extracts the tooth from the wall and permanently destroys the haunt. Each time a PC fails a Strength check by 10 or less, the tooth is instead loosened, which lowers the DC of all subsequent Strength checks by 2.

Subtier 10-11 (CR 13)

FESTERING TENTACLES CR 13

CE persistent unyielding (see below) haunt (20 ft. by 40 ft. room)

Caster Level 13th

Notice Perception DC 30 (to notice grasping claws forming from branches)

hp 49; **Trigger** proximity; **Reset** 1 hour

EFFECT

Spectral tentacles emerge from the festering tooth and cover the ceiling, floor, and walls. This functions identically to a

black tentacles spell. Since the tentacles are long enough to fill the entire room, swimming over the floor here does not avoid the spell effect. Each time a PC attempts to remove the festering tooth, the tentacles reflexively pummel that PC, making an attack roll with a +16 bonus and dealing 1d6+4 bludgeoning damage.

This haunt has the unyielding property (*Pathfinder RPG Horror Adventures* 172), which allows it to attempt saving throws against effects that would harm it with a +15 bonus. If it succeeds at the saving throw against an effect that would damage it, it takes no damage.

DESTRUCTION

A PC who succeeds at a DC 25 Strength check extracts the tooth from the wall and permanently destroys the haunt. Each time a PC fails a Strength check by 10 or less, the tooth is instead loosened, which lowers the DC of all subsequent Strength checks by 2.

Treasure: Over the years, the energy of the shell imbued the dragon fang with magic, encrusting it with salt. It now functions as a +1 *corrosive greatclub* (*Pathfinder RPG Ultimate Equipment* 136). In Subtier 10-11, it instead functions as a +1 *corrosive menacing greatclub* (*Ultimate Equipment* 136).

Development: If the PCs remove the tooth, award them two Judgment points. If less than an hour remains in the scenario, cleansing this room also mollifies the spirit of Cintra in area A9, causing the eels to disperse. In this case, award the PCs Judgment Points from completing area A9 as well.

Rewards: If the PCs do not harvest the tooth, reduce each PC's gold by the following amount.

Subtier 7-8: Reduce each PC's gold earned by 692 gp.

Out of Subtier: Reduce each PC's gold earned by 1,108 gp.

Subtier 10-11: Reduce each PC's gold earned by 1,525 gp.

A9. The Unquiet Dead (CR 10 or CR 13)

A large mound of coral in the center of this room rises up to form a burial slab, upon which rests a single mummified corpse wrapped in seaweed. Thousands of eels swim in circles around the slab.

This room houses the body of Cintra Eelmaster, a locathah priest of great power. Like the festering tooth, Baron Zemdar's recent slaughter of the murajau awakened the spirit of Cintra with rage and evil intent. One by one, thousands of wicked eels wormed their way under the door of the crypt and filled the room.

Creatures: One round after the door to this room is opened, the eels coalesce into a humanoid shape and transform into a galvo. In Subtier 10-11, they combine into two advanced galvos. The CR of this encounter is one higher than normal to account for the underwater conditions.

Subtier 7–8 (CR 10)

GALVO

CR 9

hp 127 (*Pathfinder RPG Bestiary 4* 120, see page 21)

TACTICS

During Combat The galvo attacks lightly armored PCs first, switching to a new target if a PC proves resistant to electricity.

Morale Filled with consuming hatred, the galvo fights to the death.

Subtier 10–11 (CR 13)

GREATER GALVOS (2)

CR 10

Advanced galvos (*Pathfinder RPG Bestiary 4* 288, 120)

NE Medium magical beast (aquatic)

Init +6; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)

hp 157 each (15d10+75)

Fort +14, **Ref** +15, **Will** +8

Defensive Abilities swarmlike; **DR** 10/slashing; **Immune** electricity

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +21 (1d6+5 plus 2d6 electricity), 2 slams +21 (1d6+5 plus 2d6 electricity)

Ranged eel dart +21 touch (1d6+5 plus 1d6 electricity)

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam)

STATISTICS

Str 21, **Dex** 23, **Con** 20, **Int** 11, **Wis** 16, **Cha** 12

Base Atk +15; **CMB** +18; **CMD** 37 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Dodge, Point-Blank Shot,

Power Attack, Precise Shot, Vital Strike, Weapon Finesse

Skills Perception +21, Stealth +17, Swim +23

Languages Aquan (can't speak)

SQ amphibious, compression, varied attack

TACTICS

During Combat The galvos attack lightly armored PCs first, switching to a new target if a PC proves resistant to electricity.

Morale Filled with consuming hatred, the galvos fight to the death.

SPECIAL ABILITIES

Eel Dart (Ex) A galvo can launch one of its component eels like a dart up to 30 feet as a ranged touch attack. An eel dart deals a number of points of damage equal to 1d6 + the galvo's Strength modifier plus 1d6 points of electricity damage.

Swarmlike (Ex) A galvo has no discernible anatomy and is not subject to critical hits or flanking. It is also immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). Mind-affecting effects that target a single creature function normally against a galvo, since the creature's individual components share a hive mind. A galvo takes half again as much damage (+50%) from damaging area effects such as

THE BREATH OF LYSIANASSA

As an artifact of great import, the full extent of *The Breath of Lysianassa's* powers require study to discover and are beyond the scope of this scenario. However, some basic powers are imparted to those who handle the artifact. First, any creature that touches the artifact gains the benefits of a water breathing spell for 8 hours. Additionally, PCs that succeed at a DC 35 Spellcraft check while examining the artifact can learn to create strong currents and violent jets of water nearby. This effect functions like a CL 15th *telekinesis* spell and can be used only while holding the artifact.

fireball and splash weapons.

Varied Attack (Ex) A galvo's slam attack deals both bludgeoning and slashing damage since the creature is formed completely of biting eels.

Development: If the PCs kill the eels in this room, award them with two Judgment Points. If less than an hour remains in the scenario, cleansing this room gives strength to the spirit of Riam who suppresses the haunt in area A7, allowing the PCs to withdraw the tooth without trouble. In this case, award the PCs the two Judgment Points and the treasure from area A7 as well.

A10. The Quiet Dead

These two tombs each hold the bodies of 12 ascetic monks, wrapped in holy seaweed. There is nothing of value here.

AQUEL'S JUDGMENT

After the PCs cleanse both corrupted rooms, Aquel judges them as summarized below.

4–5 Judgment Points: Aquel says, "By cleansing the temple of corruption, you have proven that you are enemies of evil. Though I am loathe to give away *The Breath of Lysianassa*, it will be safer in your hands than inside this shell, where other warlords might discover it." With a mighty crack, she swings her morningstar at the pillar in the center of the room, causing the top of it to shatter. Hidden inside is a crystal decanter filled with roiling waves—*The Breath of Lysianassa*. She gives the decanter to the Pathfinders and tells them to carry it far from the Plane of Water.

6–7 Judgment Points: Aquel states, "Truly you are mortals of noble purpose. Not only have you cleansed the corruption in the shell, but you also showed great respect for the temple and restored some of its former glory. I freely give you all the treasures that were entrusted to me." With two cracks of her morningstar, Aquel shatters the entire pillar, revealing both *The Breath of Lysianassa* and a sealed chest. Inside the chest are a fist-sized translucent egg and four golden seashells engraved with scripture. Though nonmagical, the

SCALING RAZETHKA'S BETRAYAL

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

Subtier 7–8: Razethka and the sahuagin lieutenants are still injured from battle. Reduce Razethka's hit points to 94 and reduce the sahuagin lieutenants' hit points to 40 each. Remove one shark from the encounter.

Subtier 10–11: Remove the feeder in the depths, one sahuagin baron, and two sharks from the encounter.

seashells are holy relics of Lysianassa and quite valuable. The egg, Aquel explains, is the last living offspring of Riam. It currently lies in a dormant state, waiting for Lysianassa to return to the Plane of Water. Aquel tells the PCs that they can do whatever they wish with the shells, but that she trusts that they can take utmost care of the egg.

8 Judgment Points: In addition to the rewards listed above, Aquel offers to loan the PCs the use of her weapon, Thundergale, a +2 *shock morningstar* (or a +2 *shocking burst morningstar* in Subtier 10–11).

Shell Attunement: The shell of Riam acts as a sort of magical amplifier. Currently the shell enhances the magic of *The Breath of Lysianassa*. Aquel explains, however, that once the artifact is freed, the shell's energy can be directed to other purposes.

If Aquel gave the PCs Riam's egg, she explains how to channel energy from the Plane of Water into the egg. A PC who succeeds at a DC 22 Knowledge (arcana, planes, or religion) check (DC 26 in Subtier 10–11) can spend one minute to perform the ritual. The PCs receive a +2 circumstance bonus on this check if any members of the Dark Archive are present because of similarities between the ritual that Zarta describes in the **Player Handout** and the one Aquel proposes. If the check succeeds, the egg begins to rapidly grow over the course of three months and eventually hatches. If the PCs fail at the check, the egg shudders. Aquel explains that the egg is all right, but that it could be dangerous to attempt the ritual again and stridently insists that the PCs do not try again. If the PCs do try the ritual again despite her protests, the egg shatters, and Aquel bows her head in mourning.

Faction Notes: PCs from the Dark Archive faction likely to want to channel some of this energy into Zarta's ritual. A PC who succeeds at a DC 24 Knowledge (arcana or planes) check (DC 28 in Subtier 10–11) can spend 10 minutes to perform the extraplanar ritual that Zarta Dralneen provided. Because Zarta's ritual is ongoing, any corruption remaining in the shell poses a threat. If the PCs attempt the ritual before purifying the sphere in the hatchery (area A5), destroying the haunt (area A8), and putting Cintra's spirit to rest (area A9), the ritual fails immediately, though they can try again once

they have purified the shell. On a success, the shell begins to draw energy from the Plane of Water itself into repositories inside the Dark Archive. If the PCs fail a check to perform the ritual after purifying the shell, the PC who rolled the check and anyone assisting her take 2d6 points of damage as magical safeguards snap into place. Future attempts at the ritual automatically fail for the next 24 hours.

Treasure: If the PCs recover the seashells, the Pathfinder Society rewards them with 2,000 gp (or 5,000 gp in Subtier 10–11).

Rewards: If the PCs do not recover the seashells, reduce each PC's gold by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 333 gp.

Out of Subtier: Reduce each PC's gold earned by 583 gp.

Subtier 10–11: Reduce each PC's gold earned by 833 gp.

RAZETHKA'S BETRAYAL (CR 12 OR CR 15)

After the events of Aquel's judgment are concluded, read or paraphrase the following to the PCs.

A pained expression suddenly passes over Aquel's face. She touches her hand to the shell and closes her eyes to concentrate.

After a moment, she speaks, "You are betrayed. Razethka, your brine dragon companion, has killed the maridar that brought you here. Now that Zemdar is dead, she has rallied the sahuagin of this shell under her rule. She has hostages and is waiting to ambush you in the coral gardens outside."

Aquel advises the PCs to prepare themselves for combat. With a successful DC 20 Diplomacy check, the PCs can convince Aquel to provide some assistance as well. She is willing to cast an *aid* spell on each PC and has three *cure serious wounds* spells that she can distribute. She retains the use of her other spells for herself.

Creatures: Razethka and her minions await the PCs in area A1 at the positions indicated by the map. Zahra and two maridar, all badly injured, are tied to the *Throne of Deep Currents* with seaweed ropes. A group of sharks circles the hostages relentlessly, under the watchful eye of gloating sahuagin. The captives have already sustained dozens of shark bites, particularly Zahra, who Razethka knew was the toughest of the group. Place all of the sharks (though not the feeder in the depths in Subtier 10–11) at Initiative count 10. The sharks kill one of the maridar on their initiative on the second round of combat unless the PCs divert their attention or rescue the captives, followed by another maridar on the fourth round, and finally Zahra on the sixth round. Intent on tormenting their foes, the sahuagin try to keep the captives alive until the PCs enter the room, but if more than 10 minutes pass from the time that Aquel informs the PCs of the situation, the captives have already perished.

If the maridar captives are rescued during the combat, they are too weak to fight, but they do make an attempt to

flee to safety. Zahra casts the PCs' choice of *displacement*, *haste*, or *heroism* (all CL 10th) before fleeing. If the PCs expend significant healing resources on her (healing at least 20 points of damage in Subtier 7–8 or 30 points of damage in Subtier 10–11), she chants an inspiring song from outside the shell, granting the PCs the bonuses of a bard's inspire courage (+2). The CR of this encounter is increased by 1 to account for the underwater conditions and the hostage situation.

Razethka carries an elixir that she is developing from her own breath (or two elixirs in Subtier 10–11). She does not use these during combat, as she believes them inferior to her innate abilities.

Subtier 7–8 (CR 12)

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 attack the bound captives. If the PCs damage a shark, the shark goes after the PCs instead.

Morale The sharks fight to the death.

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

RAZETHKA THE SCARRED

CR 10

Young adult brine dragon (*Pathfinder RPG Bestiary* 2 94)

NE Large dragon (extraplanar, water)

Init +4; **Senses** dragon senses; Perception +17

DEFENSE

AC 28, touch 9, flat-footed 28 (+4 armor, +15 natural, -1 size)

hp 114 (12d12+36)

Fort +11, **Ref** +10, **Will** +10

DR 5/magic; **Immune** acid, paralysis, sleep; **SR** 21

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +20 (2d6+13), 2 claws +20 (1d8+9), tail slap +15 (1d8+13), 2 wings +15 (1d6+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (80-ft line, DC 19, 10d6 acid)

Spell-Like Abilities (CL 12th; concentration +14)

At will—*obscuring mist*, *speak with animals* (fish only), *water breathing*

Sorcerer Spells Known (CL 5th; concentration +7)

2nd (5/day)—*bull's strength*, *invisibility*

1st (7/day)—*color spray* (DC 13), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 13)

0 (at will)—*detect magic*, *detect poison*, *mage hand*, *open/close* (DC 12), *prestidigitation*, *read magic*

TACTICS

Before Combat Razethka has used mage armor and invisibility before the battle began. If possible, she waits for all the PCs to enter the room before revealing herself and unleashing a breath attack.

During Combat Razethka favors savagery and relishes attacking foes with her claws.

Morale Razethka fights to the death.

Base Statistics Without *mage armor*, Razethka's base statistics are **AC** 24, touch 9, flat-footed 24.

STATISTICS

Str 28, **Dex** 11, **Con** 17, **Int** 17, **Wis** 14, **Cha** 15

Base Atk +12; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Hover, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Swim), Vital Strike

Skills Acrobatics +0 (+12 to jump), Bluff +17, Diplomacy +17, Fly +9, Heal +17, Knowledge (nature) +18, Perception +17, Sense Motive +17, Survival +17, Swim +38

Languages Aquan, Common, Draconic, Elven

SQ water breathing

Gear *elixirs of dragon's breath* (brine dragon) (as *elixir of dragon's breath*^{ME}[black dragon], except it deals 10d6 acid damage)

SAHUAGIN LIEUTENANTS (2)

CR 5

hp 50 each (*Pathfinder RPG Monster Codex* 194; see page 23)

TACTICS

During Combat The lieutenants wait for PCs to approach and attempt to keep the PCs away from the captives.

Morale If Razethka falls, the sahuagin flee. Otherwise they fight to the death.

Subtier 10–11 (CR 15)

FEEDER IN THE DEPTHS

CR 9

hp 105 (*Pathfinder RPG Monster Codex* 196; see page 21)

TACTICS

Morale The feeder in the depths flees if reduced to 20 hp or less.

JIGSAW SHARKS (6)

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 attack the bound captives. If the PCs damage a shark, the shark goes after the PCs instead.

Morale The sharks fight to the death.

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

RAZETHKA THE SCARRED

CR 12

Mature adult brine dragon (*Pathfinder RPG Bestiary* 2 94)
 NE Large dragon (extraplanar, water)

Init +4; **Senses** dragon senses; Perception +22
Aura frightful presence (210 ft., DC 21)

DEFENSE

AC 34, touch 9, flat-footed 34 (+4 armor, +21 natural, -1 size)
hp 168 (16d12+64)
Fort +14, **Ref** +12, **Will** +13
DR 10/magic; **Immune** acid, paralysis, sleep; **SR** 23

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.
Melee bite +26 (2d6+16), 2 claws +26 (1d8+11), tail slap +21 (1d8+16), 2 wings +21 (1d6+5)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (80-ft line, DC 22, 14d6 acid)
Spell-Like Abilities (CL 16th; concentration +19)
 At will—*control water*, *obscuring mist*, *speak with animals* (fish only), *water breathing*
Sorcerer Spells Known (CL 9th; concentration +12)
 4th (4/day)—*bestow curse* (DC 17), *greater invisibility*
 3rd (7/day)—*deep slumber* (DC 16), *haste*, *suggestion* (DC 16)
 2nd (7/day)—*bear's endurance*, *bull's strength*, *detect thoughts* (DC 15), *invisibility*
 1st (7/day)—*color spray* (DC 14), *feather fall*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14)
 0 (at will)—*detect magic*, *detect poison*, *mage hand*, *message*, *open/close* (DC 13), *prestidigitation*, *read magic*, *resistance*

TACTICS

Before Combat Razethka has used *mage armor* and *greater invisibility* before the battle began. If possible, she waits for all the PCs to enter the room before revealing herself and unleashing a breath attack.

During Combat Razethka favors savagery and relishes attacking foes with her claws.

Morale Razethka fights to the death.

Base Statistics Without *mage armor*, Razethka's base statistics are **AC** 30, touch 9, flat-footed 30.

STATISTICS

Str 32, **Dex** 11, **Con** 19, **Int** 19, **Wis** 16, **Cha** 17
Base Atk +16; **CMB** +28 (+30 bull rush); **CMD** 38 (40 vs. bull rush, 42 vs. trip)
Feats Hover, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Swim), Vital Strike
Skills Acrobatics +0 (+12 to jump), Bluff +22, Diplomacy +22, Fly +13, Heal +22, Knowledge (arcana) +23, Knowledge (nature) +23, Perception +22, Sense Motive +22, Survival +22, Swim +44
Languages Aquan, Common, Draconic, Elven, Halfling
SQ water breathing
Gear *elixirs of dragon's breath* (brine dragon) (2, as *elixir of dragon's breath*^{UE} [black dragon], except they deal 10d6 points of acid damage)

SAHUAGIN BARONS (2)

CR 9

hp 101 each (*Pathfinder RPG Monster Codex* 194; see page 22)

TACTICS

During Combat The barons wait for PCs to approach and attempt to keep the PCs away from the captives.

Morale If Razethka falls, the sahuagin flee. Otherwise they fight to the death.

Rewards: If the PCs do not defeat Razethka, reduce each PC's gold by the following amount.

Subtier 7–8: Reduce each PC's gold earned by 811 gp.

Out of Subtier: Reduce each PC's gold earned by 1,328 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,845 gp.

CONCLUSION

With the defeat of Razethka, the PCs are free to return to Vialesk in triumph. Behind them, the shell of Riam begins to slowly drift and sink now that it is untethered from *The Breath of Lysianassa*. If none of the hostages survive, Vialesk greets the PCs with great thanks, but also great mourning. A funeral feast is held in honor of the slain and the PCs are invited to speak a few words if they wish. If the hostages survived, a funeral feast is still held, but the tone is less grave. After the feast, coral sculptures are commissioned in honor of each of the PCs. Back at the Grand Lodge, Master of Spells Sorrina Westyr personally thanks the PCs for bringing such a powerful artifact under Pathfinder influence.

The PCs earn the following boons based on their actions during the adventure. All PCs earn the Water Affinity boon. If the PCs rescued Zahra in the encounter with Razethka, they earn the Welcome in the Boundless Sea boon. Check off one of the boxes if the PCs did not save both of the maridar in that encounter; do not check off this box if that PC received at least one Prestige Point from *Pathfinder Society Scenario #8–19: Treacherous Waves*.

PCs who earn 8 Judgment Points from Aquel (or 7 with the four-player adjustment), earn the Aquel's Favor boon, so long as they do not worship an evil deity. PCs who worship an evil deity do not receive this boon.

REPORTING NOTES

If the PCs rescue Zahra, check box A on the reporting sheet. If they channel energy from the shell into Riam's egg, check box B on the reporting sheet.

PRIMARY SUCCESS CONDITION

If the PCs recover *The Breath of Lysianassa*, they succeed at their primary success condition and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITION

If the PCs save all of Razethka's hostages or save Zahra and recover Riam's egg, they succeed at their secondary success condition and earn 1 additional Prestige Point.

FACTION NOTES

Dark Archive Faction: If the party attuned Riam's shell to channel energy into Zarta Dralneen's ritual, members of the Dark Archive earn the Elemental Conduit boon on their Chronicle sheets.

PLAYER HANDOUT: ZARTA DRALNEEN'S LETTER

Faithful Agents,

One of the greatest threats that those of us who work in the Pathfinder Society's archives face is the unchecked power of dangerous artifacts. For the past several months, I have been preparing a ritual to improve defenses on these relics, both to protect the rooms that contain them from would-be thieves and to prevent the artifacts themselves from exerting influence upon unsuspecting researchers. Such wards require a significant repository of magical energy, which field agents like you have been playing an instrumental role in gathering.

I read Zahra's reports regarding a shell that controls the tides by channeling the power of an artifact, and I agree with her assessment that this energy could be directed to different purposes. Follow the enclosed instructions to safely guide the elemental force across the planes.

Take care,
Z.

APPENDIX: STAT BLOCKS

The following statistics appear in this adventure.

Feeder in the Depths

An immense gray-and-white shark glides through the water, its piercing red eyes revealing a vicious intelligence.

FEEDER IN THE DEPTHS	CR 9
<i>Pathfinder RPG Monster Codex 196</i>	
LE Huge magical beast	
Init +2; Senses blindsense 30 ft., darkvision 60 ft., keen scent, low-light vision; Perception +20	
Aura blood feast (30 ft.)	
DEFENSE	
AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size)	
hp 105 (10d10+50); blood feast	
Fort +12, Ref +9, Will +7	
Resist cold 20; SR 19	
OFFENSE	
Speed swim 80 ft.	
Melee bite +15/+10 (2d6+10/19-20 plus deadly bleeding)	
Space 15 ft.; Reach 10 ft.	
Special Attacks swift bite	
Spell-Like Abilities (CL 10th; concentration +12)	
At will— <i>blood biography</i> ^{MPG} (on any creature bitten in the past day, DC 15)	
1/day— <i>summon monster V</i> (summons 1d4+1 hammerhead sharks or 1d3 great white sharks)	
STATISTICS	
Str 24, Dex 15, Con 20, Int 13, Wis 15, Cha 14	
Base Atk +10; CMB +19; CMD 31 (can't be tripped)	
Feats Combat Reflexes, Improved Critical (bite), Intimidating Prowess, Iron Will, Vital Strike	
Skills Intimidate +19, Knowledge (religion) +11, Perception +20, Swim +15; Racial Modifiers +5 Perception	
Languages Aklo, Aquan, Infernal	
SPECIAL ABILITIES	
Blood Feast (Su) When a creature within 30 feet of a feeder in the depths takes bleed damage (including ongoing damage), the feeder heals an equal amount of damage.	
Deadly Bleeding (Su) A feeder in the depth's bite causes bleeding wounds that resist healing. The first bite that damages a creature deals 1d4 points of bleed damage, and each subsequent bite increases the amount of bleed by 1d4. Stopping the bleeding requires a successful DC 20 Heal check or the application of any magical healing. However, anyone attempting to cast a healing spell on a creature suffering from deadly bleeding must succeed at a DC 20 caster level check or the spell doesn't affect the bleeding creature. The save DC is Constitution-based.	
Keen Scent (Ex) A feeder in the depths can notice creatures by scent in a 180-foot radius underwater, and can detect blood in the water at a distance of up to 1 mile.	

Swift Bite (Ex) When making a full attack, a feeder in the depths can make a second bite attack at a -5 penalty.

Galvo

This creature is composed of dozens of electric eels tightly knotted into a slithering, humanoid shape that crackles with energy.

GALVO	CR 9
<i>Pathfinder RPG Bestiary 4 120</i>	
NE Medium magical beast (aquatic)	
Init +4; Senses blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +10	
DEFENSE	
AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)	
hp 127 (15d10+45)	
Fort +12, Ref +13, Will +6	
Defensive Abilities swarmlike; DR 10/slashing; Immune electricity	
OFFENSE	
Speed 30 ft., swim 30 ft.	
Melee bite +19 (1d6+3 plus 2d6 electricity), 2 slams +19 (1d6+3 plus 2d6 electricity)	
Ranged eel dart +19 touch (1d6+3 plus 1d6 electricity)	
Space 5 ft.; Reach 5 ft. (10 ft. with slam)	
STATISTICS	
Str 17, Dex 19, Con 16, Int 7, Wis 12, Cha 8	
Base Atk +15; CMB +18; CMD 33 (can't be tripped)	
Feats Blind-Fight, Combat Reflexes, Dodge, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Finesse	
Skills Perception +10, Stealth +15, Swim +15	
Languages Aquan (can't speak)	
SQ amphibious, compression, varied attack	
SPECIAL ABILITIES	
Eel Dart (Ex) A galvo can launch one of its component eels like a dart up to 30 feet as a ranged touch attack. An eel dart deals a number of points of damage equal to 1d6 + the galvo's Strength modifier plus 1d6 points of electricity damage.	
Swarmlike (Ex) A galvo has no discernible anatomy and is not subject to critical hits or flanking. It is also immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as <i>disintegrate</i>). Mind-affecting effects that target a single creature function normally against a galvo, since the creature's individual components share a hive mind. A galvo takes half again as much damage (+50%) from damaging area effects such as fireball and splash weapons.	
Varied Attack (Ex) A galvo's slam attack deals both bludgeoning and slashing damage since the creature is formed completely of biting eels.	
Golem, Coral	
<i>This tall creature appears to be made of wrinkled stone and coral, bits of plant life clinging to its creased body and clawlike hands.</i>	

CORAL GOLEM

CR 9

Pathfinder RPG Bestiary 4 131

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)

hp 96 (12d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (1d6+10/19-20 plus bleed)

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

Special Attacks bleed (1d6)

STATISTICS

Str 24, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +20; **CMD** 30

Feats Improved Critical^B (claw)

SQ aquatic reconstruction, powerful blows (slam)

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

Immunity to Magic (Ex) A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem for 1d6 points of damage per level of the caster (maximum 10d6).
- *Transmute rock to mud* slows a coral golem (as the slow spell) for 1d6 rounds (no save).
- *Transmute mud to rock* increases the golem's bleed damage to 2d6 for 3 rounds.
- *Soften earth and stone* causes a coral golem to lose its damage reduction for 3 rounds.

Sahuagin

This scaly humanoid has a long, fishlike tail. Its arms and legs end in webbed claws, and its piscine head features a toothy maw. Narrow pink stripes run down the length of its body.

SAHUAGIN BARON

CR 9

Pathfinder RPG Monster Codex 194

Sahuagin fighter 7

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

DEFENSE

AC 25, touch 13, flat-footed 22 (+7 armor, +3 Dex, +5 natural)

hp 101 (9d10+52)

Fort +11, **Ref** +9, **Will** +7 (+2 vs. fear)

Defensive Abilities bravery +2

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee mwk trident +17/+12 (1d8+7), claw +16 (1d4+6/19-20 plus 1d6 cold), bite +15 (1d4+4 plus 1d6 cold)

Ranged mwk underwater heavy crossbow +13 (1d10/19-20)

Special Attacks blood frenzy, weapon training (natural +1)

TACTICS

Before Combat The sahuagin baron drinks its *potions of bear's endurance* and *bull's strength*.

Base Statistics Without *bear's endurance* and *bull's strength*, the baron's statistics are **hp** 83; **Fort** +9; **Melee** mwk trident +15/+10 (1d8+5), claw +14 (1d4+5/19-20 plus 1d6 cold), bite +13 (1d6+3 plus 1d6 cold); **Str** 20, **Con** 17; **CMB** +14, **CMD** 27.

STATISTICS

Str 24, **Dex** 16, **Con** 21, **Int** 16, **Wis** 13, **Cha** 6

Base Atk +9; **CMB** +16; **CMD** 32

Feats Blood Tide^{MC}, Combat Expertise, Greater Blood Frenzy^{MC}, Improved Critical (claw), Lunge, Multiattack, Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

Skills Climb +12, Intimidate +10, Knowledge (nobility) +12, Perception +13, Ride +14, Sense Motive +10, Swim +18

Languages Aquan, Common, Infernal; speak with sharks

SQ armor training 2

Combat Gear *potion of bear's endurance*, *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** +1 *breastplate*, mwk trident, mwk underwater heavy crossbow with 20 bolts, *cloak of resistance +1*, *frost amulet of mighty fists*, 1,033 gp

SAHUAGIN CHAMPION

CR 10

Pathfinder RPG Monster Codex 191

Four-armed sahuagin barbarian 7

NE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 11, flat-footed 20 (+3 armor, +3 Dex, +7 natural, -2 rage, +2 shield)

hp 123 (9 HD; 2d10+7d12+61)

Fort +14, **Ref** +10, **Will** +10

Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—

Weaknesses light blindness

OFFENSE

Speed 40 ft., swim 60 ft.

Melee +1 *trident* +18/+13 (1d8+13), claw +15 (1d4+4), mwk spiked heavy steel shield +18 (1d6+8), bite +15 (1d4+4) or 4 claws +17 (1d4+8), bite +17 (1d4+8)

Ranged mwk underwater heavy crossbow +13 (1d10/19-20)

Special Attacks blood frenzy, multiweapon mastery, rage (19 rounds/day), rage powers (inspire ferocity, no escape, reckless abandon +2)

TACTICS

Base Statistics When not raging and not affected by *barkskin*, the champion's statistics are **AC** 21, touch 11, flat-footed 18; **hp** 105; **Fort** +12, **Will** +8; **Melee** +1 *trident* +16/+11 (1d8+10), claw +13 (1d4+3), mwk spiked heavy steel shield +16 (1d6+6), bite +13 (1d4+3) or 4 claws +15 (1d4+6), bite +15 (1d4+6); **Ranged** mwk heavy crossbow +13 (1d10/19-20); **Str** 22, **Con** 17; **CMB** +15, **CMD** 28; **Skills** Intimidate +18, Swim +25.

STATISTICS

Str 26, **Dex** 16, **Con** 21, **Int** 12, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +17; **CMD** 28

Feats Great Fortitude, Improved Initiative, Improved Shield Bash, Intimidating Prowess, Multiattack, Power Attack, Toughness

Skills Acrobatics +14 (+18 when jumping), Intimidate +20, Perception +13, Ride +8, Stealth +11, Swim +27

Languages Aquan, Common; speak with sharks

SQ fast movement

Combat Gear *potion of barkskin*; **Other Gear** mwk studded leather, mwk spiked heavy steel shield, +1 *trident*, mwk underwater heavy crossbow with 20 bolts, *belt of giant strength* +2, *cloak of resistance* +2, 1,038 gp

SAHUAGIN INFILTRATOR

CR 7

Pathfinder RPG Monster Codex 190

Sahuagin rogue 6

LE Medium monstrous humanoid (aquatic)

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

Perception +13

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 armor, +3 Dex, +5 natural, +1 shield)

hp 52 (8 HD; 2d10+6d8+14)

Fort +6, **Ref** +12, **Will** +8

Defensive Abilities evasion, trap senses +2, uncanny dodge

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee mwk dagger +10/+5 (1d4+5/19-20), mwk dagger +10 (1d4+5/19-20), bite +6 (1d4+2) or 2 claws +11 (1d4+5), bite +11 (1d4+5)

Ranged dagger +9 (1d4+5/19-20)

Special Attacks blood frenzy, sneak attack +3d6

TACTICS

During Combat The infiltrator darts around the battlefield, attempting to flank its opponents. If it's forced to fight alone, it instead tries to ambush its foes one by one.

STATISTICS

Str 20, **Dex** 16, **Con** 12, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +6; **CMB** +11; **CMD** 24

Feats Double Slice, Great Fortitude, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting

Skills Acrobatics +14, Bluff +11, Climb +9, Disable Device +16, Disguise +11, Intimidate +11, Knowledge (local) +8, Linguistics +8, Perception +13, Ride +7, Sense Motive +13, Stealth +19, Swim +13

Languages Aquan, Common, Elven, Giant, Goblin; speak with sharks

SQ rogue talents (bleeding attack +3, combat trick, fast stealth), trapfinding +3

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** mwk studded leather, mwk daggers (2), daggers (4), *cloak of resistance* +1, *stalker's mask*^{UE}, masterwork thieves' tools, 13 gp

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, 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

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 "attack this target," "come here," or "defend me."

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 “attack this target,” “come here,” or “defend me.”



Pathfinder Society Scenario #8-20: Torrent's Last Will

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character # _____ Prestige Points

Character Name _____

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
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Character # _____ Prestige Points

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Character # _____ Prestige Points

Character Name _____

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Character # _____ Prestige Points

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Character # _____ Prestige Points

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Character # _____ Prestige Points

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Character # _____ Prestige Points

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| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |

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Pathfinder Society Scenario #8-20: Torrent's Last Will

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Aquel's Favor: You may check both boxes that precede this boon to surround yourself in holy radiance as a standard action, gaining the benefits similar to an angel's protective aura for 1 round per character level you have. Against attacks made by or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of you. Otherwise, it functions as a *magic circle against evil* effect with a radius of 20 feet and a caster level equal to your character level. If you are an undine, if you have the Water domain, or if you are a paladin with the pearl seeker archetype (*Pathfinder Campaign Setting: Aquatic Adventures* 54), you can use this ability by checking a single box.

Elemental Conduit (Dark Archive): You successfully channeled forces from the Plane of Water into Zarta Draldeen's protective ritual. Remnants of this energy remain within your body, which you can call forth against your foes. You may cross this boon off your Chronicle sheet to cast either *cone of cold* or *control water* as a spell-like ability, using your character level as your caster level and your Charisma score to determine the DC.

Alternatively, you may cross this boon off your Chronicle sheet when casting a spell with the cold or water descriptor to increase the spell's DC or caster level by 2.

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.

Welcome in the Boundless Sea: You have a reputation in Vialesk as a reliable person in dangerous situations. You gain a +1 bonus on Diplomacy check against undines and creatures with the water subtype. You may check one of the boxes that precedes this boon to requisition an *elixir of swimming*, or two boxes to gain a *potion of water breathing* or three *elixirs of swimming*. You may also check two of the boxes to purchase a *necklace of adaptation* for 8,250 gp, a *helm of underwater action* for 23,250 gp, or a suit of *nautilus coral armor* (see below) for 6,750 gp.

Elixir of dragon's breath (brine dragon) (Price 2,000 gp; CL 10th; aura moderate evocation): This vial contains a swirling current of luminescent blue liquid. A creature that drinks the elixir can breathe out a single blast of energy that deals 10d6 points of acid damage in a 30-foot line, plus an additional 1d6 points of acid damage for each Water Affinity boon you have earned on any of your characters. The magic of the elixir ends after one use of the breath weapon or after 1 hour has passed, whichever comes first.

Nautilus coral armor (Price 8,000 gp; CL 9th; aura moderate transmutation): This +1 *full-plate* is made of coral and pieces of nautilus shell. This armor does not impose an armor check penalty on Swim checks. The wearer can hold her breath underwater for a number of rounds equal to four times her Constitution score, rather than twice her Constitution score. You can increase the armor's enhancement bonus or apply armor special abilities as though the armor's masterwork price were 7,000 gp.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
7-8	2,173	4,346
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	3,031	6,062
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10-11	3,889	7,778
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 10-11
<ul style="list-style-type: none"> +1 <i>corrosive greatclub</i> (8,305 gp; <i>Pathfinder RPG Ultimate Equipment</i> 136) +1 <i>elf-bane ammunition</i> (166 gp; limit 12) +1 <i>human-bane ammunition</i> (166 gp; limit 12) +1 <i>merfolk-bane ammunition</i> (166 gp; limit 12) <i>elixir of dragons breath</i> (brine dragon, 2,000 gp; limit 1) <i>frost amulet of mighty fists</i> (4,000 gp) <i>pearl of power</i> (2nd level, 4,000 gp) <i>nautilus coral armor</i> (8,000 gp) 	<ul style="list-style-type: none"> +1 <i>corrosive menacing greatclub</i> (18,305 gp; <i>Pathfinder RPG Ultimate Equipment</i> 136) <i>cloak of resistance</i> +2 (1,000 gp) <i>belt of giant's strength</i> +2 (4,000 gp) <i>elixir of dragon's breath</i> (brine dragon, 2,000 gp; limit 2) <i>pearl of power</i> (3rd level, 9,000 gp) <i>nautilus coral armor</i> (8,000 gp)

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