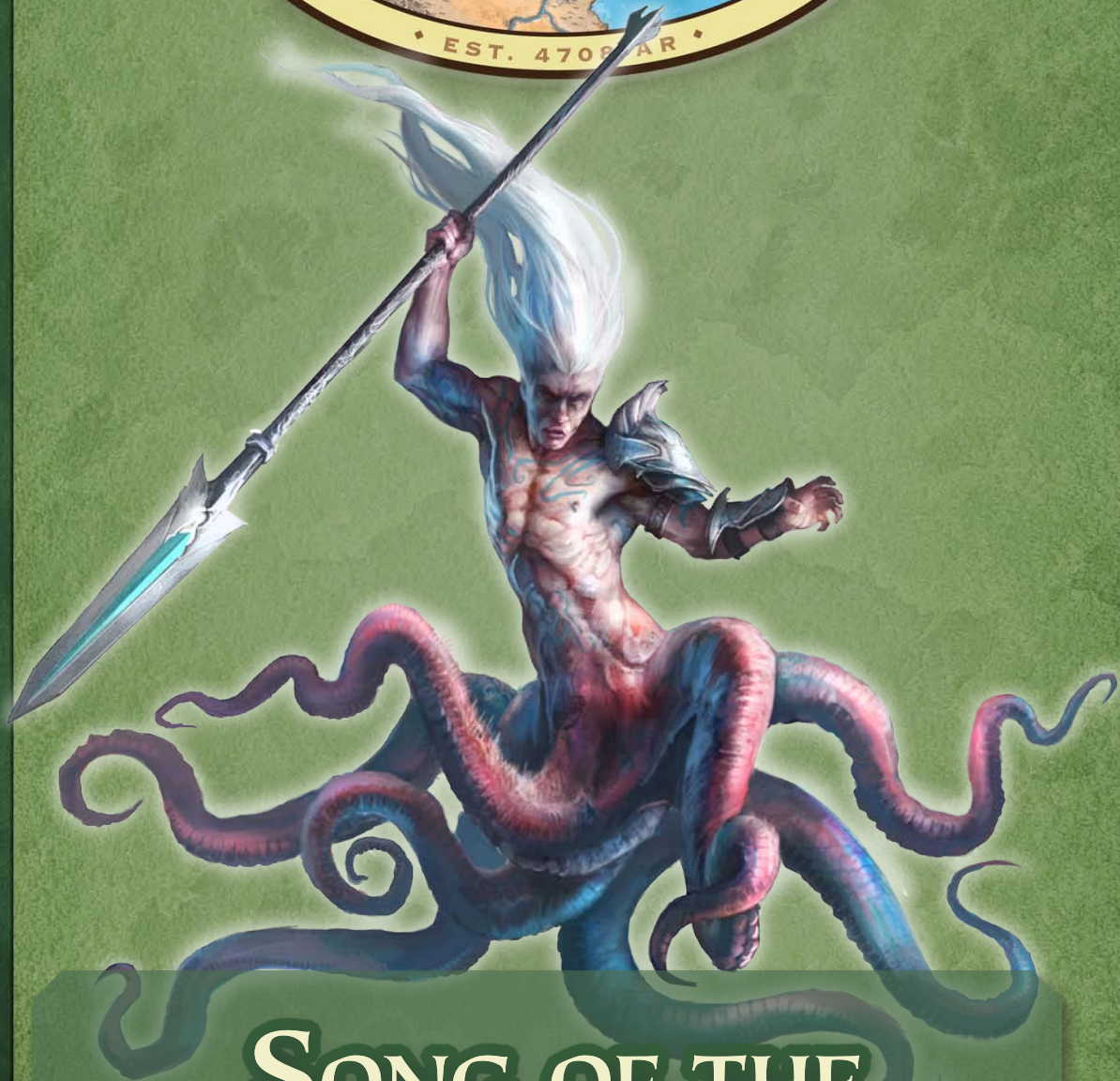
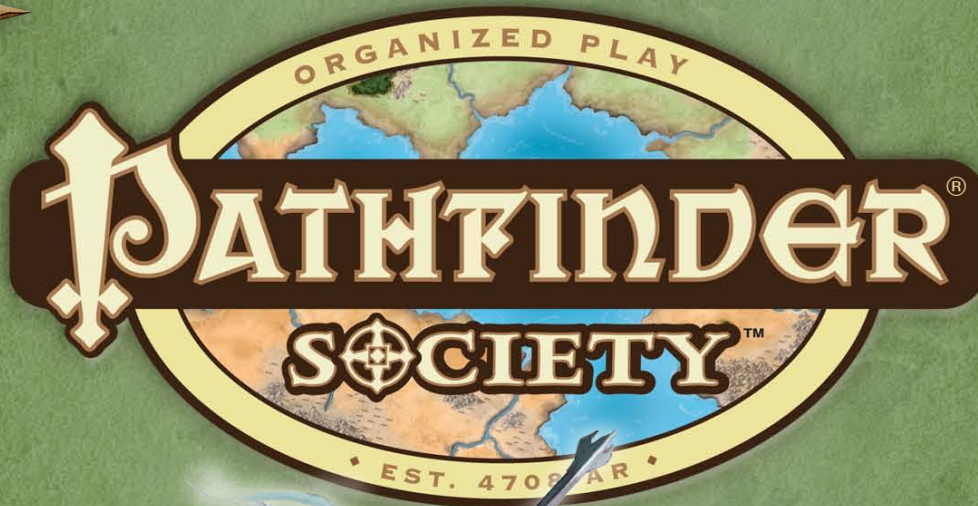


Pathfinder Society Scenario #3-06



SONG OF THE
SEA WITCH

By Thurston Hillman



SONG OF THE SEA WITCH

PATHFINDER SOCIETY SCENARIO #3-06

Author • Thurston Hillman

Contributing Artists • Alberto Del Lago and Ryan Portillo

Cartographers • Sean Macdonald and Corey Macourek

Creative Director • James Jacobs

Senior Art Director • Sarah Robinson

Managing Editor • F. Wesley Schneider

Development Lead • Mark Moreland

Editing • Patrick Renie

Editorial Assistance • Jason Bulmahn,
Rob McCreary, Stephen Radney-MacFarland,

Sean K Reynolds, and James L. Sutter

Graphic Designer • Andrew Vallas

Production Specialist • Crystal Frasier

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Vice President of Operations • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Assistant • Dylan Green

Finance Manager • Christopher Self

Staff Accountant • Kunji Sedo

Technical Director • Vic Wertz

Pathfinder Society Campaign Coordinator • Michael Brock

Special Thanks • The Paizo Customer Service,
Warehouse, and Website Teams

This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Bestiary*, and *Pathfinder Roleplaying Game Bestiary 3*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

Pathfinder Society Scenario #3-06: Song of the Sea Witch is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 17 of this product.

Paizo Publishing, LLC

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Society Scenarios are published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Campaign Setting, Pathfinder Player Companion, Pathfinder Module, Pathfinder Society, and Pathfinder Tales are trademarks of Paizo Publishing, LLC. © 2011 Paizo Publishing, LLC.



SONG OF THE SEA WITCH

BY THURSTON HILLMAN

Far from the Inner Sea, in the distant land of Tian Xia, lies the vast underwater nation of Xidao, which fills the eponymous gulf between the Minkai peninsula and mainland Tian Xia. While the nation is unquestionably ruled by the peaceful aquatic locathahs, not all of its inhabitants are as amiable. One such creature is the cecaelia Na-Kraka, a human-octopus hybrid unsatisfied with simply taking tribute from sailors and fishermen traveling through his tribe's territory near one of Xidao's many coral atolls.

Leading a small and relatively unknown tribe of cecaelia, the chieftain Na-Kraka bullied his people into servitude and lived a generally indolent life. When hard times beset the tribe—mainly as a result of his hostility toward land-folk who would have provided his tribe much-needed resources—and others looked to take Na-Kraka's holdings, the chieftain was usurped by his followers and forced to flee. Escaping by latching onto the bottom of a passing trade vessel, Na-Kraka rested at length on the underside of the ship while nursing his wounds and regaining his strength.

The vessel on which Na-Kraka had made his resting place was actually a merchant ship on its way to the distant city of Absalom. Aboard the boat were a pair of scholarly aides, both of whom had journeyed to Tian Xia to acquire two powerful tomes recently purchased by their patron, Yargos Gill. Yargos, an impoverished military historian, had recently survived a particularly nasty situation in Absalom, and was now in the employ of the Andoren government to assist in their research against the fiendish allies of Cheliax.

The *Infernal Incantation*, the first within a series of books about imprisoning fiends, was an ebony-bound tome said to contain the secrets of trapping the legions of Hell. Seeking to study the tome, Yargos made contacts in Tian Xia through Venture-Captain Amara Li of Absalom's Lantern Lodge. In addition to the ebony book, Yargos also purchased the matching ivory-bound *Celestial Song*, a manuscript of which little was known.

During the long sea voyage from Tian Xia to the Inner Sea, one of Yargos Gill's aides discovered Na-Kraka, and grew ever more fascinated by the strange cecaelia. Seeking

WHERE ON GOLARION?

Song of the Sea Witch takes place in and under Absalom, the City at the Center of the World. This teeming metropolis boasts to one of the Inner Sea region's largest seaports, around which smugglers have connected the numerous grottoes and sea caves in the Bay of Kortos for hundreds of years. Today, the amphibious humans known as gillmen use these tunnels to access their inland community of Gilltown in Absalom's largely residential Eastgate district. For more information on Absalom, check out the Pathfinder Campaign Setting book *Guide to Absalom*, available wherever roleplaying game sourcebooks are sold or online at paizo.com.



to regain power upon reaching the ship's destination, Na-Kraka promised the young apprentice, a woman named Nicola, endless access to his "vast knowledge of Tian Xia and the secrets of the ocean's depths" if she swore fealty to him as her new master. Naive and eager to build her own academic name out from under Yargos's wing, Nicola agreed, and grew more and more susceptible to Na-Kraka's suggestions over the course of the journey.

Arriving in Absalom, the ship unloaded its passengers and goods, and Yargos's second aide Lauralei escorted the twin books back to her patron. Nicola, for her part, quickly went to work laying the groundwork for Na-Kraka to make Absalom his new home. The cecaelia had learned all she had to tell about Absalom, the Inner

YARGOS GILL RETURNS!

Veteran GMs and PCs may recognize Yargos Gill as an important NPC from *Pathfinder Society Scenario #1: Silent Tide*. This adventure assumes that Yargos survived the encounters in the adventure and has since been recruited by the Andoren government. If you are running a party through *Song of the Sea Witch* that has already encountered Yargos, be sure to adjust his mannerisms as appropriate. If Yargos perished in *Silent Tide* by drowning at Torsen's Maw, he somehow managed to survive the encounter by swimming to shore afterward. If by some chance the historian died a more visible death, be sure to adjust this adventure with an appropriately named NPC stand-in for the bumbling scholar.

Sea, her master Yargos, and the studies of which she was a part on the voyage, and saw great potential in the books Yargos studied. Na-Kraka ordered Nicola to watch over Yargos and report back any news regarding his studies of the two tomes. Nicola went off to follow the cecaelia's commands while Na-Kraka found a suitable hiding place within an abandoned gillman tunnel network in the grottoes of Absalom's large harbor. As Nicola gathered more information on the tomes in her master's possession, Na-Kraka began to attract other followers, crafting the foundation of a small cult from his cavernous lair.

As the weeks went on, Yargos had made a startling discovery about the twin books, finding a ritual that would remove the seal that held the secrets of the *Infernal Incantation* in check. Foolishly deciding to enact the ritual, the old historian and his aides were astonished when the ceremony worked and the seal was removed from the book. Too late did Yargos realize that the book did not contain the secrets of trapping the denizens of hell, for the book itself was the prison containing a full legion of fiendish soldiers.

Knowing full well the host contained within the *Infernal Incantation* would soon escape, Yargos sent his two aides to search for help. Entrusting the *Celestial Song* to Nicola, Yargos wished for the ivory book to make its way to Ollysta Zadrian of the Silver Crusade—one whom he believed could discover the secrets of undoing his mistakes. The other aide, Lauralei, was immediately dispatched to the Grand Lodge in Absalom to seek the assistance of the Pathfinders in protecting Yargos and securing the *Infernal Incantation*.

Seeing this as her opportunity, Nicola did not take the book to Ollysta as planned, but instead delivered it to her new patron, the cecaelia Na-Kraka. Having studied the book at length and understanding it could be used to

soothe those nearby, Nicola explained the rituals needed to unlock the powers of the *Celestial Song* to her cecaelia master. Believing the twin tomes to be his key to true power in the region, Na-Kraka quickly dispatched Nicola back to Yargos's estate to reclaim the *Infernal Incantation*.

SUMMARY

After receiving word from Yargos's aide Lauralei, Venture-Captain Amara Li of the Lantern Lodge summons the PCs for an immediate briefing on the situation. While Amara updates the PCs on what has happened, Lauralei returns to Yargos's estate to inform her master that Pathfinders are on the way. The PCs' briefing instructs them to retrieve Yargos and escort him and the *Infernal Incantation* to Ollysta Zadrian in the hopes that she has deciphered the necessary steps to resealing the infernal book.

Reaching Yargos's home, the PCs discover a bloodbath. Yargos's two aides have perished, Lauralei in defense of her master at Nicola's hand and Nicola slain by a devil summoned from the *Infernal Incantation*. Defeating the hellish legionnaire, the PCs take the ebony book and Yargos to Gilltown in search of Ollysta Zadrian and any information she may possess about the books.

On the way to their meeting with Ollysta, some of Na-Kraka's followers ambush the PCs, hoping to retrieve the tome for their master. Upon defeating these cultists, the PCs convene with Ollysta, who informs them that the only way to reseal the *Infernal Incantation* is to join it to the face of the *Celestial Song*, which never made it to her as Yargos believed it had.

Using clues discovered on Nicola's body and on the dead cultist ambushers, along with assistance from local gillmen, the PCs discover the location of Na-Kraka's sea cave. Entering the cave by means of one of Gilltown's many tunnels, the PCs find themselves assailed by the melody of the *Celestial Song*. Forced to endure the effects of this strange tune, the PCs must make their way through the cavern, solve a puzzle crafted by gillmen smugglers, and confront Na-Kraka to retrieve the lost tome and stop the legions of the *Infernal Incantation* from making their way into Absalom.

GETTING STARTED

Read the following to get the adventure underway:

The drifting steam of freshly made tea shimmers through the air in front of Venture-Captain Amara Li. The stoic Tian woman places an ornate tea tray on the edge of her desk, inviting all those present to partake of the drink. Li's neatly organized office is the site of various tapestries and artifacts imported

from the distant land of Tian Xia.

"I would like to thank you all for coming here despite the lack of explanation. Circumstances have forced me to be discreet in this assignment. There are many who would put the information I am about to share with you to more unsavory ends." Amara begins to take an initial sip from her teacup before she continues.

"Several months ago I arranged the successful sale of a pair of tomes from my homeland of Tian Xia to a versed historian here in Absalom. Of these books, the *Infernal Incantation* was the more highly sought after, as it is said to contain the secrets of binding the legions of Hell."

Amara takes another sip of her tea and then places the cup on her desk, her expression turning cold.

"The historian—one Yargos Gill—has spent the past several weeks studying the book from within his Absalom villa. To make matters more complicated, Yargos decided to try performing one of the rituals held within the *Infernal Incantation* late last night. From the breathless ramblings of his assistant who arrived at my door only a handful of hours ago, it would appear that something went horribly wrong with the ritual Yargos enacted."

"From what I was told, the ritual revealed to Yargos and his aides that the *Infernal Incantation* was not a guide on imprisoning fiendish forces, but instead the book itself was a prison for the armies of Hell. Within the confines of those ancient pages reside hundreds—perhaps even thousands—of devils eager to escape their long imprisonment. If Yargos's bumbling has caused some sort of disturbance within the tome, then we need to ensure it is fixed as quickly and as discreetly as possible. It would not do the populace any good to realize that a full-on infernal invasion could appear in the middle of the city!"

"I need you to go to Yargos's estate, where his aide has already informed him of your impending arrival. Once you meet with the historian, learn what you can about the book and how to reverse the meddling he has caused. Above all else, ensure that the legions of Hell are contained."

Before departing to Yargos's estate, the PCs may have some questions for Venture-Captain Li. She does her best to answer any questions presented by the party, but stresses the importance of beginning their assignment. The answers to some of the PCs' most likely questions are presented below.

Is there anything else you can tell us about the tomes?

"The books were discovered in Tian Xia some time ago, and were held by a private collector in my home city of Goka. They came as a set, and each was littered with writings in Infernal and Celestial script."

How can we reverse Yargos's actions? "I honestly could not say. Your best option would be to speak with the old man himself. Aside from Gill, only Ollysta Zadrian of the Temple of the Shining Star has sufficient knowledge of the tomes to know how to reverse the damage. She is scheduled to spend her day in Gilltown, purchasing goods from the local merchants."

Where is Yargos's Estate? "Despite his apparently wealthy backers, Yargos resides in a small two-story villa within the Eastgate district of the city. If I were to hazard a guess, I would assume Yargos prefers to keep his research a secret and away from the prying eyes of more populous districts."

Why was Yargos researching these books? "It appears that the befuddled scholar is being backed by a powerful party in the Inner Sea region. This third party ensured that Yargos was fitted with all the resources he needed to study the books and their purpose. As to who exactly this third party is, I cannot say."



Amara Li

Knowledge (arcana or religion)

PCs may also make an appropriate Knowledge check to determine their own familiarity with the twin books. A PC knows the following information based on the result of her attempted check.

15+ The *Infernal Incantation* is a tome from distant Tian Xia said to hold the secrets of binding the denizens of Hell.

20+ The *Infernal Incantation* has a relatively unknown sister document: the *Celestial Song*.

25+ The books are written in Celestial and Infernal, though not in the order one would suspect. The pages of the *Infernal Incantation* are written in sinister Celestial script, while the pages of the *Celestial Song* are penned in crisp Infernal.

30+ Rituals within the *Celestial Song* are said to sway the minds of those nearby, but before these powers take effect, the tome unleashes a great angelic chorus that takes hours to complete.

ACT 1: THE HELLISH HOUSEHOLD

Yargos Gill's villa is a stand-alone edifice that would normally meld into the background of Absalom's various structures were it not for the massing crowd of local citizens in front of the entrance. Up above on the second floor, lights flicker as burning orange and red embers dance within.

As they arrive, the PCs witness the aftereffects of Yargos's ritual. The flames within the building are not real, but instead an illusory product of the *Infernal Incantation*. The PCs may assume the building is ablaze and rush in, though some might stop to question the massing crowd. Composed of several locals on their way to work, the crowd has been watching the scene unfolding from Yargos's windows for almost a half-hour. Many of them indicate that the event started when a series of screams emanated from the historian's upper level window.

Once the PCs decide to enter the estate, they find the front door slightly ajar and the immediate interior in pristine condition. A basic dining room, kitchen, and meeting room fill the first level of the abode while stairs leading up to the second floor reveal a set of bedrooms and a personal study. All rooms are nondescript and don't have anything worth investigating with the exception of the study. Upon reaching the second floor the PCs should be attracted to a terrible burning light coming from beneath the closed door of Yargos's personal study.

Yargos's Study (CR 5 or CR 8)

Sheets of dancing orange and red fire cover the walls of this long room, forming blazing curtains around two windows facing the streets below. The interior of the room is undisturbed, and the wooden floor is completely absent of flames. A swirling, sinister symbol adorns the center of the floor, formed of a darkened red substance and accented by a few nearby candles. Opposite the only entrance into this room is a large open altar filled with more candles, a single blood-stained dagger, and an open book from which torrents of flame feed the inferno along the walls. Nestled in the corners adjacent to the entrance are three humanoid bodies—two toppled over one another in one corner, and a third in the opposite corner, face down on the wooden floor.

The flames on the wall are not real, simply a manifestation of the opened *Infernal Incantation* sitting atop the altar. PCs interacting with the fire suffer no adverse effects, and should quickly realize that the flames do not radiate any form of heat. Closing the book immediately ends the illusory fire within the room.

Of the three bodies present, only that of Yargos Gill remains alive. The twin bodies fallen on top of one another are those of Yargos's aides, Nicola and Lauralei, who came to fighting once Nicola betrayed her master and Lauralei came to his defense. The act of their violence further spurred the already resurgent *Infernal Incantation* into action, releasing one of its fiendish prisoners. Lauralei's body has been stabbed multiple times, while

the body of Nicola bears wounds appropriate to the fiendish guardian of the room. There's nothing of note on the bodies with the exception of Nicola, who possesses a dagger with a hilt made of coral.

Creatures: A single devil has escaped the confines of the *Infernal Incantation* and guards the thick tome. After slaying Yargos's aide Nicola following her brutal attack on Lauralei, the devil has remained within the room. Because of the nature of its summoning, the devil is unable to leave the area and is tasked with guarding the book with its life. Due to Yargos's meddling, the devil has not yet slain the old man, knowing that Gill's role as instigator of the ritual makes him immune to the devil's attacks.

Yargos is alive (currently at -2 hit points and stable), but needs immediate medical attention in order to be of any assistance. Due to his link with the *Infernal Incantation* after enacting the ritual, Yargos Gill is immune to damaging effects from fiends until such time as the bindings are completely broken.

Subtier 3–4 (CR 5)

BEARDED DEVIL CR 5

hp 57 (*Pathfinder RPG Bestiary* 73)

TACTICS

During Combat Restricted to the study, the bearded devil cannot leave the study and only teleports within the room if necessary. The devil centers its attacks on melee threats, but switches to target any intruder who attempts to take the *Infernal Incantation* or to assist Yargos Gill. Due to the special circumstances of its arrival, this devil cannot use its summon ability nor can it teleport beyond the walls of the study.

Morale Bound to an eternal prison within the *Infernal Incantation* until the ritual is completed, the bearded devil fights until destroyed.

Subtier 6–7 (CR 8)

ERINYES DEVIL CR 8

hp 94 (*Pathfinder RPG Bestiary* 75)

TACTICS

Before Combat Should the erinyes suspect intruders, she moves Yargos's body behind the altar and casts *minor image* to make a fake body of Yargos in the corner of the room.

During Combat Restricted to the chamber, the erinyes uses the small space provided to her utmost advantage. Letting out an *unholy blight* on opponents, the devil also targets spellcasters with her bow while attempting to disable melee opponents with her rope attack and *fear* spell-like ability. Due to the special circumstances of her arrival, the devil cannot use her summon ability nor can she teleport beyond the walls of the study.

Yargos's Study

1 square = 5 feet



GameMastery Map Pack: Haunted Mansion

Morale Bound to an eternal prison within the *Infernal Incantation* until the ritual is completed, the erinyes fights until destroyed.

Development: Following the destruction of the fiendish guardian, the flames in the room immediately cease and the *Infernal Incantation* closes shut with a distinctive thud if it has not already been closed.

Once the PCs have tended to Yargos's wounds, the old historian babbles on about the events that have transpired, informing the PCs that he dispatched one of his aides to Amara Li and the Society, while another went to deliver the *Celestial Song* to Ollysta Zadrian with hopes that the paladin could find a way to reverse the ritual. Per his information on Ollysta, Yargos knows she has spent much of her time as of late in Gilltown, purchasing necromantic items in order to remove them from the open market.

Following his recount of events, Yargos laments his actions and promises never to involve himself in such works again, claiming that only misery and woe have come from his research. Despite this lamentation, Yargos insists that the party help him in rectifying his mistake by reinforcing the bindings within the book—an act that he assumes can only be accomplished when the infernal tome is reunited with its sister, the *Celestial Song*.

Treasure: The PCs can secure the *Infernal Incantation* here. Though it is a powerful minor artifact, it holds no powers the PCs may take advantage of in its current state. Yargos Gill insists the book be kept on a PC's person, and that the book remain sealed.

Along with the tome, PCs searching underneath the altar can discover two vials of *oil of align weapon* that Yargos intended to use should he accidentally summon a minor outsider, but which he couldn't get to in time to utilize against the devil released into his home.

The coral-hilted dagger on Nicola's corpse is of masterwork quality, but due to its strange composition it can be sold for 600 gp on the open market.

Mission Notes: Andoran faction PCs can attempt to settle the hysterical Yargos Gill and reaffirm the importance of his work by making a DC 15 Diplomacy or Intimidate check. Doing so ensures the old man sees recent events as merely a setback, and that he will try to be more careful in future endeavors, while continuing his research on behalf of the Andoren government. Convincing Yargos to continue his work earns Andoran faction PCs 1 Prestige Point.

Grand Lodge faction PCs can also take this opportunity to convince Yargos Gill that the Pathfinder Society would be a good resource in future research attempts by making

a DC 15 Diplomacy or Intimidate check. Succeeding in this check convinces Yargos to seek out the assistance of the Society during his future research, (hopefully) ensuring that safer measures are taken the next time around, and earning Grand Lodge faction PCs 1 Prestige Point.

Andoran and Grand Lodge faction PCs working together to convince Yargos Gill of their respective messages add a +2 bonus to their respective checks as their goals match up. Both factions can make this check anytime from now until Yargos leaves the party at the end of Act 2.

Cheliox faction PCs can attempt to decipher the name of the imprisoned infernal legion by making a DC 10 Intelligence check if they know Infernal, or a DC 15 Linguistics check if not fluent in the tongue of devils. Alternatively, Cheliox faction PCs may attempt to convince Yargos to part with the information by making a DC 15 Bluff check to hide their reasons for wanting such information. As Yargos is working for Andoran, any PCs with obvious ties to rival factions increase the DC of this check by 2. Getting the information through either means earns Cheliox faction PCs 1 Prestige Point.

Rewards: If the PCs successfully defeat the fiendish guardian and heal Yargos Gill, reward each subtier thusly:

Subtier 3–4:

Give each player 101 gp.

Subtier 6–7:

Give each player 950 gp.

ACT 2: FINDING OLLYSTA

After rescuing Yargos from the clutches of fiends, the PCs now need to enlist the help of Silver Crusade visionary Ollysta Zadrian. Yargos is certain that Zadrian's holy knowledge will be paramount in discovering the secret to reversing the damage done to the bindings of the *Infernal Incantation*. The old historian is also still under the misguided belief that his traitorous aide delivered the *Celestial Song* to Zadrian, and that the solution lies somewhere within the pages of the sister tome. Having heard Zadrian spends many mornings wandering among the merchant stalls of Gilltown in search of powerful necromantic items to take off the black market, Yargos opts to accompany the PCs on their journey to the strange gillman section of Absalom.

Sea Witch Thugs Ambush (CR 4 or CR 7)

The hustle and bustle of Absalom's Eastgate district is nearly deafening as hundreds of locals make their way from their homes in the residential quarter to places of business and

pleasure elsewhere in the city. In the distance the sounds of chattering voices, stamping feet, and even the occasional cry of traveling elephants break the calm. The noises recede into the background as Yargos Gill pushes ahead into a side street alley. The old man eventually stops halfway in the alley by an open refuse bin to catch his breath.

At about the halfway point in their journey to Gilltown, Yargos directs the PCs into a series of alleys, hoping to make it as quickly as possible to their destination. Unknown to the scholar and the PCs, the cecaelia warlord Na-Kraka has dispatched a handful of loyal minions to retrieve the *Infernal Incantation* after word spread about the strange happenings at Gill's estate. Cutting off the PCs and Gill, a group of Na-Kraka's loyal disciples ambushes the party on both sides, seeking to take the tome for their master.

Creatures: Having monitored the estate of Yargos Gill and tracked the PCs after they emerged with the old scholar, Na-Kraka's followers concocted a quick ambush in the alley. Two followers appear on either end of the narrow passage, trapping the party within. The immediate goal of these thugs is to seize the *Infernal Incantation* along with Yargos, while disposing of the meddlesome PCs.

Once the cultists make themselves known, Yargos jumps into the refuse bin to hide from the assailants.

Subtier 3–4 (CR 4)

SEA WITCH THUGS (4)	CR 1/2
Human rogue 1	
CN Medium humanoid (human)	
Init +2; Senses Perception +3	
DEFENSE	
AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)	
hp 14 each (1d8+6)	
Fort +2, Ref +4, Will –1	
OFFENSE	
Speed 30 ft.	
Melee mwk coral short sword +3 (1d6+2/19–20)	
Ranged sling +2 (1d4+2)	
Special Attacks sneak attack +1d6	
TACTICS	
Before Combat The Sea Witch's thugs attempt Stealth checks to move into the alley undetected, and initiate combat by throwing thunderstones at the PCs.	
During Combat Pleased with their coral swords (gifts from Na-Kraka to win their loyalty), the followers do their best to attack whoever they assume to be the bearer of the <i>Infernal Incantation</i> . The thugs attempt to flank with their partners whenever possible, only withdrawing to quaff a potion or use a tanglefoot bag.	



Ambush Alley

1 square = 5 feet

T = Thug

PCs Begin Here

GameMastery Map Pack: Ambush Sites

Morale If reduced to 5 hit points or fewer, the thugs attempt to flee into the streets, abandoning the Sea Witch's cause in favor of their own lives.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 15

Feats Dodge, Toughness

Skills Acrobatics +5, Bluff +4, Climb +5, Diplomacy +4, Disguise +4, Intimidate +4, Knowledge (local) +5, Perception +3, Stealth +5, Swim +5

Languages Common, Kelish

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, tanglefoot bag, thunderstone; **Other Gear** studded leather, masterwork coral short sword, sling with 10 bullets

Subtier 6–7 (CR 7)

SEA WITCH THUG (4)

CR 3

Human rogue 4

CN Medium humanoid (human)

Init +6; **Senses** Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 37 each (4d8+16)

Fort +3, **Ref** +6, **Will** +0

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 coral short sword +7 (1d6+4/19–20)

Ranged sling +5 (1d4+3)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The sea witch's thugs attempt Stealth checks to move into the alley undetected, and initiate combat by throwing thunderstones at the PCs.

During Combat Pleased with their coral swords (gifts from Na-Kraka to win their loyalty), the followers do their best to

attack whoever they assume to be the bearer of the *Infernal Incantation*. The thugs attempt to flank with their partners whenever possible, only withdrawing to quaff a potion or use a tanglefoot bag.

Morale If reduced to 8 hit points or fewer, the thugs attempt to flee into the streets, abandoning the Sea Witch's cause in favor of their own lives.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 19

Feats Dodge, Improved Initiative, Toughness

Skills Acrobatics +8, Bluff +7, Climb +9, Diplomacy +7, Disguise +7, Intimidate +7, Knowledge (local) +8, Perception +6, Stealth +8, Swim +9

Languages Common, Kelish

SQ rogue talents (bleeding attack +2, fast stealth), trapfinding +2

Combat Gear *potion of cure moderate wounds*, tanglefoot bag, thunderstones (2); **Other Gear** masterwork chain shirt, +1 coral short sword, sling with 10 bullets

Development: Once the thugs have been dispatched, the PCs should now understand that another party is interested in the book. Yargos urges the PCs to take as little time as possible searching the bodies, and insists the party makes with all due haste to the markets of Gilltown in search of the paladin Olysta Zadrian. The old man is certain the book will not remain bound for much longer, and that the more time they waste searching the thugs the less time the PCs will have to reverse the sage's folly.

Should the PCs take one of the thugs alive, they need to make a DC 25 Diplomacy check in order to learn about the thug's leader—a creature known to the cultists only as the Sea Witch—and his location within the smugglers' tunnels under Gilltown. Alternatively, PCs may make a DC 13 Intimidate check to gain similar information.

PCs who take the time to investigate the coral short swords the thugs wield can easily match them to the dagger on the body of Yargos's dead aide, Nicola.

Treasure: Along with the regular equipment of each thug, the blades they possess are of a similar make to the dagger wielded by Yargos's aide, Nicola. A DC 20 Appraise or Knowledge (nature) check identifies this coral as rare and not native to the Inner Sea region. Each blade is worth an additional 500 gp should it be sold.

Mission Notes: Shadow Lodge faction PCs need to capture one of the Sea Witch's followers and successfully interrogate him by making one of the aforementioned checks. Doing so allows a Shadow Lodge faction PC to learn how the Sea Witch arrived in Absalom via a boat from distant Tian Xia. This check also reveals the location of the Sea Witch's lair, which can be put to use later in the adventure. Successfully interrogating a thug earns each Shadow Lodge faction member 1 Prestige Point.

Taldor faction PCs must proudly proclaim their nationality and the greatness of their nation before allowing at least one of the thugs to escape into the streets of Absalom alive. Doing so sends ripples throughout the city of a Taldan's actions against ruffians in the Eastgate district and partially improves the local view of Taldor as a result, earning Taldor faction members 1 Prestige Point.

Rewards: If the PCs defeat the ambushing thugs, reward each subtier thusly:

Subtier 3–4:

Give each PC 318 gp.

Subtier 6–7:

Give each PC 1,153 gp.

Markets of Gilltown

An assemblage of dilapidated wooden shacks, baked-clay huts, and random tents denotes the neighborhood of Gilltown. The smell of stale water mixed with a hint of long-decayed seafood permeates the air here. Only a handful of people wander the area, the majority of them gillmen, though a smattering of other humanoid races mingle here as well. Most seem to be perusing the small stalls and impromptu markets, haggling with their gillman owners.

Upon their arrival in Gilltown, the PCs' first order of business should be to find Ollysta Zadrian among the crowd. Luckily for the PCs, this should not prove too difficult a task, as the crowd is not particularly large

in this section of the city. When discovered, Ollysta is in the midst of a haggling war with a local gillman merchant attempting to sell her a strange unholy symbol (a *phylactery of negative channeling*). Despite any claims the PCs may make regarding the urgency of speaking with her, Ollysta calmly states that she wishes to finish her negotiations before conversing with the PCs.

Once confronted by the PCs and Yargos, Ollysta expects a full update on what has happened. The Silver Crusade's founder and leader is disappointed in Yargos's recklessness, but is more disturbed at the fact that she did not receive a copy of the *Celestial Song* as Yargos expected. Ollysta goes on to confirm that she does have knowledge of the twin books, and that the only way to reseal the *Infernal Incantation* is to reunite it with the *Celestial Song*, pushing the covers of both tomes against one another.

What should concern the PCs now is the location of the *Celestial Song*. The coral weaponry on Nicola and the ambushing cultists should allow the PCs to piece together that another group is interested in the tome. If the PCs conduct this conversation with Ollysta in front of the gillman merchant she was bartering with, the gillman tells the party that he saw the cultists and Nicola using one of the Gilltown tunnels. The merchant offers the PCs a map of the specific tunnel network used by the cultists for a modest price of 5 gp. Should the PCs not include the merchant in their conversation, Ollysta reports that she's heard similar rumors and directs them back to the merchant for more information on the tunnel network beneath Gilltown.

Regardless of the outcome of this act, Ollysta offers to safeguard Yargos Gill and removes the old man from the PCs' custody once the gillman directs them to the smuggling tunnels.

Mission Notes: Qadira faction PCs can pay a premium for an even more detailed map of the gillman tunnel network by paying an additional 25 gp to the merchant. This map details the entirety of the gillman subterranean network below Absalom along with the specific route to the Sea Witch. Qadira merchants can put this to use later on by importing special goods without the high risk of detection, earning each member of the Qadira faction 1 Prestige Point.

Silver Crusade faction PCs can attempt to assist Ollysta in her negotiations with the gillman merchant by making a DC 12 Knowledge (religion) check to identify the appropriate item cost, or a DC 15 Diplomacy check to barter the cost down. Making either check causes



Ollysta Zadrian

the gillman merchant to hasten his dealings with the paladin for fear some of his price hikes may become common knowledge, and earns members of the Silver Crusade faction 1 Prestige Point.

ACT 3: RUMBLINGS OF THE INFERNAL (CR 5 OR CR 8)

A hot wind passes over the area and all other sounds seem to die, as if following an unknown cue. Without warning, the ground ahead begins to glow a bright orange-red hue, and the symbol of a perfect pentagram burns itself into the floor. A whispering hiss fills the air. “Our bindings will soon be shattered! Now feel the wrath of Hell!”

Creatures: Unleashed by the weakening of the *Infernal Incantation* and the physical separation of the book from Yargos Gill, to whom it has been ritually bound, a group of fiendish soldiers has come to seize the tome and ensure that none reinforce the bindings. Understanding the PCs are in possession of the book, the devils seek to slay them and safeguard the *Infernal Incantation* until the bindings are destroyed.

Subtier 3–4 (CR 5)

HELL HOUNDS (2) CR 3

hp 30 each (*Pathfinder RPG Bestiary* 173)

TACTICS

During Combat When released, the hell hounds target whoever appears to be the most obvious holder of the *Infernal Incantation*. If the book is not visible, the hounds instead target immediate threats or those displaying trapping of a good-aligned deity. The hounds use their fire breath whenever possible.

Morale Bound to an eternal prison within the *Infernal Incantation*, the hell hounds fight to the death.

Subtier 6–7 (CR 8)

BEARDED DEVILS (3) CR 5

hp 57 each (*Pathfinder RPG Bestiary* 73)

TACTICS

During Combat Still partially imprisoned by lingering energies of the *Infernal Incantation*, the bearded devils cannot teleport beyond 100 ft. of the tome. They target whoever is in possession of the *Infernal Incantation* while also targeting any obvious threats. Due to the special circumstances of their arrival, these devils cannot use their summon ability.

Morale Bound to an eternal prison within the *Infernal Incantation*, the bearded devils fight to the death.

OPTIONAL ENCOUNTER

Act 3 is an optional encounter that can occur anytime after the PCs have met with Ollysta Zadrian in Gilltown. If the PCs have more than 2 hours remaining to complete the scenario, run Act 3 as normal. If the PCs are running short on time, the minions of the book are contained within and will not plague them throughout the remainder of the adventure. Instead, the book twitches, makes sounds, or even speaks to the PCs in *Infernal*, encouraging them to keep a brisk pace, as the legions of Hell are only one step away from escaping the *Infernal Incantation*.

ACT 4: CAVERN OF THE SEA WITCH

Upon discovering the cavernous headquarters of the Sea Witch's operation, the PCs need to make their way through the mostly abandoned gillman smuggling tunnels in order to retrieve the *Celestial Song*. The caverns consist primarily of 10-ft.-wide, stone-carved tunnels that branch off at various points. If the PCs did not acquire a map that details the gillman tunnels, they must succeed at three DC 20 Survival checks out of a possible five attempts to find any sort of tracks through the crisscrossing tunnels. If the PCs fail these checks, they simply take longer to reach the Sea Witch's lair and all Perception checks made to hear while under the effects of the *Celestial Song* are increased by 5 due to the additional time the song has had to crescendo into a more deafening cacophony.

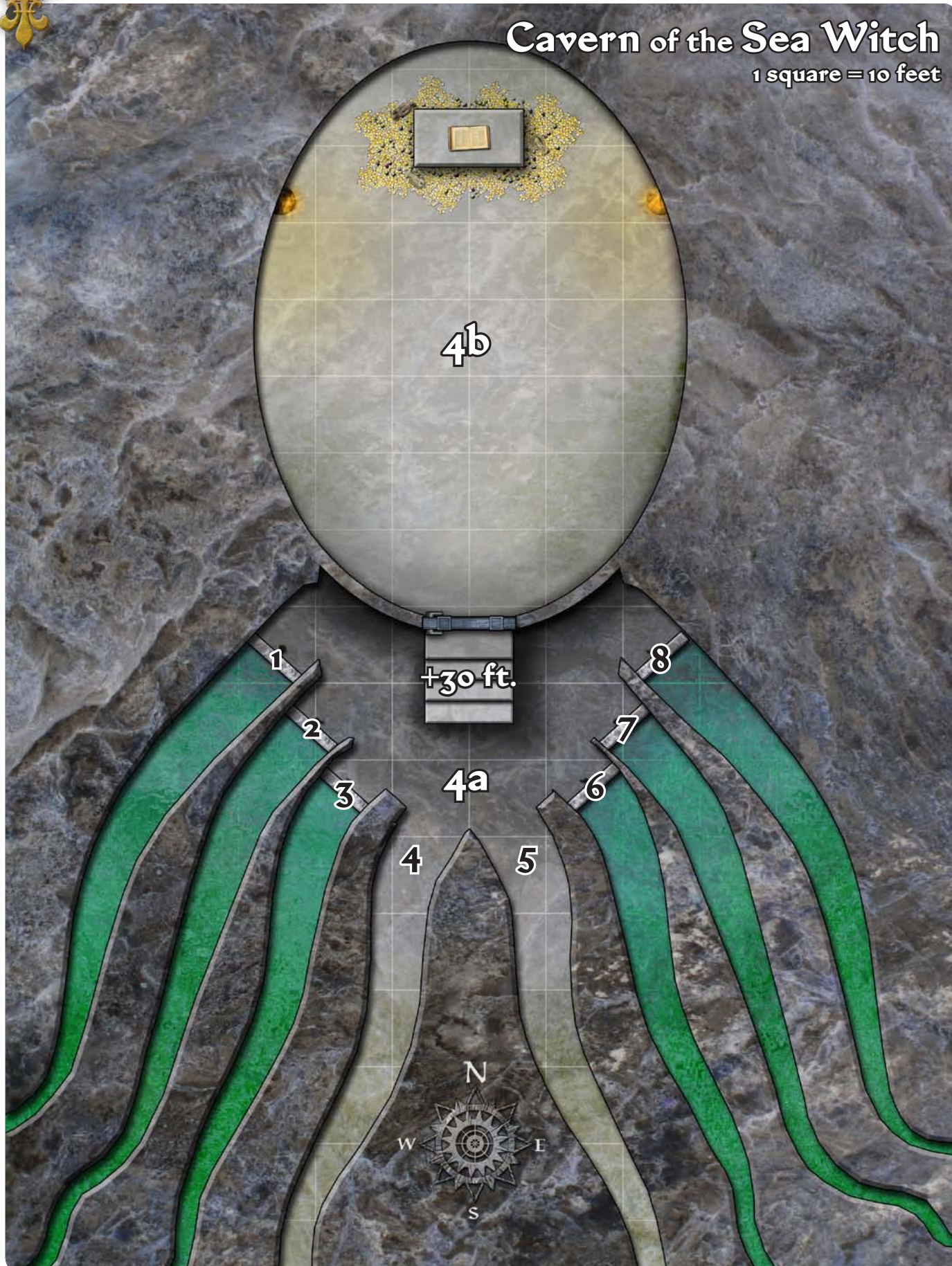
When approaching close the Sea Witch's home, the PCs begin to hear the distant sounds of angelic chanting. As the group approaches closer to Na-Kraka's lair, the chanting becomes far more audible, beginning to interrupt even simple conversations due to the echoing noise. Even PCs who understand Celestial cannot make out the sounds, and the words are lost among the cacophony of voices. The effects of the *Celestial Song*'s hymns are described in the following encounters.

4a. Antechamber (CR 4 or CR 7)

The tunnels open to a vast chamber of crudely cut stone that extends upward sixty feet to a large, cavernous ceiling littered with moss-covered pipes. Eight tunnels exit the chamber, four on each side of the room. With the exception of the two southernmost exits, slabs of solid granite block the tunnels several feet down the halls. In the center of each of these six granite slabs is a crude, rusted chain extending into a hole. A set of great stairs begins at the halfway point of the room, ascending upward to a sealed metal door. Inexplicably, the stairs begin at a height of thirty feet off the ground, their base made of the cut stone that fills the room.

Cavern of the Sea Witch

1 square = 10 feet



A former hideout and storeroom for gillman smugglers, this room allowed the Low Azlanti within Absalom quick and easy access to and from the Bay of Kortos. When city guards or other interested parties came to the tunnels looking for smugglers, the gillmen used this room to flood the tunnels and ensure their secret routes were not discovered, leaving any valuables past the sealed metallic door. Now this area has been converted into the meeting area of Na-Kraka's followers—a place where the cecaelia instructs his servants from the dais formed by the raised staircase before retreating to his personal chamber in the room beyond.

While enterprising PCs may simply fly up the stairs, the metallic door continuing on is barred shut. Only by completing the puzzle within the chamber will the PCs be able to continue to the Sea Witch's personal sanctum. The puzzle is based on the chains connected to each of the sealed tunnels.

Eight tunnels connect to this chamber along the south wall. The tunnels marked 1–3 and 6–8 are all blocked by solid granite barriers. In the center of each barrier, a length of chain hangs from a small hole. When the attached chain is pulled (requiring a DC 7 Strength check) two things happen. First, the granite slab from which the chain hangs rotates 45 degrees, releasing a torrent of water from behind into the chamber. At the same instant, two identical slabs slide from the ceiling at the entrances to tunnels 4 and 5. The water flows into the antechamber for three rounds before the stone slab rotates back to its original position, locking the water in the room until the mechanism resets 10 minutes after being solved. Each of the tunnels floods the antechamber with varying amounts of water as listed below.

Tunnel Number	Water Height
1	5 ft.
2	20 ft.
3	12 ft.
6	4 ft.
7	6 ft.
8	3 ft.

In order to assist with remembering the water levels, the gillmen of the time inscribed each of the doors with a number corresponding to how much water would pour into the room. A PC that knows Azlanti can recognize these symbols immediately. Pathfinders have been given rudimentary knowledge of simple Azlanti script during their training and can make a DC 15 Intelligence or Linguistics check to recall Azlanti numbers.

Thirty feet above the floor of the chamber are a series of tiny 1-inch-diameter circular holes in the wall that allow water to freely flow through, triggering the

opening of the metallic door above. Immediately above the 30 ft. mark is a second series of holes meant to trigger the traps within the chamber (see below). Thus, when the water level reaches exactly 30 ft., water flows through the first set of holes, opening the door to **4b**, now accessible by the raised stairwell that ends at the 30-ft. waterline. Should the water further increase above the 30 ft. mark, the subtier-appropriate trap is triggered.

The effects of the *Celestial Song* from the adjacent chamber make all other sounds inaudible in this room. PCs must shout in order to communicate and only a DC 10 Perception check allows other PCs the opportunity to hear what a companion has said.

Traps: Along with the primary puzzle of the chamber, the gillmen also understood that some might blindly attempt to flood the tunnel. If at any point the PCs raise the water level of the room above 30 ft. the pipes along the roof emit a blast of frigid water. Despite triggering the trap, the system removes any water in excess of 30 ft. as water above that point flows out the same holes that trigger the traps.

Subtier 3–4 (CR 4)

FRIGID BURST TRAP CR 4

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; **Reset** none

Effect jets of freezing water (5d6 cold damage, DC 14 Reflex save for half damage); multiple targets (all targets in the antechamber)

Subtier 6–7 (CR 7)

FROST FANGS TRAP CR 7

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; **Duration** 3 rounds; **Reset** none

Effect jets of freezing water (3d6 cold damage, DC 20 Reflex save for half damage); multiple targets (all targets in the antechamber)

Development: Upon solving the puzzle and opening the door to the Sea Witch's sanctum, the PCs may now battle the strange creature in the room beyond. The water remains in the chamber for the following 10 minutes, after which it flushes out by the automatic opening of the doors to tunnels 4 and 5, though the door to the shrine room remains open and must be reset manually before the puzzle will function again.

Mission Notes: Sczarni faction PCs need to successfully solve the puzzle without triggering the associated trap, as the Sczarni are interested in making use of these tunnels for future smuggling ventures in and out of Absalom. If

the traps are bypassed (or disabled), all Sczarni faction PCs earn 1 Prestige Point.

4b. Shrine of the Sea Witch (CR 5 or CR 8)

Crudely carved stonework expands into a dank circular chamber. Twin torches on both the eastern and western ends of the cavern illuminate a large stone slab that resides in the northern portion of the chamber. Littering the area around the slab are all manner of strange offerings, ranging from chipped skulls, ancient coins, strange pearls, crude tools, and broken pieces of art. Among all the treasures on the makeshift altar, the largest item appears to be an open tome of the most immaculate bone-white shade. From the tome comes an ear-shattering hymn—a chorus which sings the most beautiful of melodies.

This is the main chamber of the Sea Witch Na-Kraka. When the PCs arrive, the creature is in the midst of completing the *Celestial Song's* ritual, reading from the tome while taking in the strange song it emits. The room itself is sparse, with nothing of immediate note. Originally intended by the gillman smugglers as a secret repository of goods, the rest of the room is made of simple carved stonework.

The chant of the *Celestial Song* is near-deafening within the chamber. PCs must make a DC 15 Perception check to understand what others are saying (including other PCs), and spellcasters casting spells with verbal components have a 10% spell failure chance. These penalties apply to all those within the room for as long as the *Celestial Song* remains open. PCs may interrupt the effect (and the ritual) by closing the tome. Closing the book is a move action that provokes attacks of opportunity.

Creatures: The cecaelia Na-Kraka—the self-proclaimed Sea Witch—guards this chamber. The ambitious octopoid is intent on ensuring his ritual continues, and due to the din of the *Celestial Song's* hymns, he does not engage in idle conversation with the PCs. If the book is closed, Na-Kraka becomes enraged at the party's actions and will attack them unless the PCs immediately attempt to parley. Only by offering the cecaelia a respectable tribute in exchange for the *Celestial Song* as well as making a DC 30 Diplomacy check can PCs hope to back the creature down from attacking. As with many members of his race, Na-Kraka is skeptical and suspicious, and if he senses that someone is trying to intimidate or fool him, he attacks immediately. Likewise, any PC attempting a Diplomacy check and failing spurs Na-Kraka into battle, as he believes the PC is trying to fool him or hide something.

Subtier 3–4 (CR 5)

NA-KRAKA

CR 5

Male cecaelia (*Pathfinder RPG Bestiary* 3 49)

CN Medium monstrous humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft., tentacle sense 10 ft.;

Perception +1

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 45 (6d10+12)

Fort +4, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft., swim 40 ft., jet 200 ft.

Melee mwk spear +11/+6 (1d8+4/x3), 2 tentacles +5 (1d4+1 plus grab)

Ranged mwk spear +12 (1d8+3/x3)

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

TACTICS

During Combat The Sea Witch is a capable melee opponent, but he knows he fights best when in the water. He tries to make his way to the antechamber, grappling and dragging opponents along the way. When he reaches the water, he dives in, pulling his grappled foes along with him, and uses his ink cloud ability while he rests along the floor waiting for his prey to drown. If a foe escapes or dies, Na-Kraka swims back to the surface to grab another victim until his lair is free of intruders.

Morale Despite thinking himself superior to humans, Na-Kraka is not completely reckless. If reduced to 10 or fewer hit points, the Sea Witch begs for his life, offering to serve the PCs (a lie of desperation), surrendering the *Celestial Song*, and doing anything else he can think of to get the PCs to spare his life. If during negotiations the sealed tunnel doors in the antechamber open and release the water, Na-Kraka races to the other room, using his jet ability to escape down the tunnels with the draining water.

STATISTICS

Str 16, **Dex** 19, **Con** 14, **Int** 9, **Wis** 12, **Cha** 11

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Weapon Focus (spear), Weapon Focus (tentacle)

Skills Stealth +13, Survival +10, Swim +12

Languages Aquan, Common, Tien

SQ amphibious

Gear masterwork spear

SPECIAL ABILITIES

Ink Cloud (Ex) Once per hour as a standard action, a cecaelia can emit a 10-foot-radius sphere of ink while underwater. This ink cloud provides total concealment and persists for 1 minute.

Tentacle Sense (Ex) As a swift action while swimming and while it is not grappled or grappling, the cecaelia can spread its tentacles wide to form a sensory net around it. This

grants blindsight to a range of 10 feet and lasts as long as the cecaelia concentrates. While this effect lasts, the creature cannot attack with its tentacles or move.

Subtier 6–7 (CR 8)

NA-KRAKA CR 8

Male cecaelia witch 5 (*Advanced Player's Guide* 65, *Pathfinder RPG Bestiary* 3 49)

CN Medium monstrous humanoid (aquatic)

Init +5; **Senses** darkvision 60 ft., tentacle sense; Perception +8

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 88 (11 HD; 6d10+5d6+38)

Fort +5, **Ref** +11, **Will** +9

OFFENSE

Speed 30 ft., swim 40 ft., jet 200 ft.

Melee mwk spear +14/+9 (1d8+6/x3), 2 tentacles +8 (1d4+2)

Ranged mwk spear +15/+10 (1d8+4/x3)

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

Special Attacks hexes (charm [1 step, 2 rounds], evil eye [–2, 5 rounds], tongues [5 minutes])

Witch Spells Prepared (CL 5th; concentration +7)

3rd—*suggestion* (DC 15)

2nd—*false life*, *hold person* (DC 14), *invisibility*

1st—*charm person* (DC 13), *cure light wounds*, *mage armor*, *ray of enfeeblement* (DC 13)

o (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *resistance*

Patron Deception

TACTICS

Before Combat Should the Sea Witch be alerted to the presence of interlopers in its lair, he immediately casts *mage armor* and *false life*.

During Combat Na-Kraka attempts to grapple the first visible opponent with its tentacles before rushing out into the flooded antechamber. While still grappling his opponent, the Sea Witch moves into the water where he attempts to drown grappled opponents. If an enemy breaks a grapple, the Sea Witch lets out an ink cloud and proceeds to use spells to wear down opponents before striking with melee attacks.

Morale Despite thinking himself superior to humans, Na-Kraka is not completely reckless. If reduced to 20 or fewer hit points, the Sea Witch begs for his life, offering to serve the PCs, surrendering the *Celestial Song*, and doing anything else he

can think of to avoid being slain. If during negotiations the sealed doors of the southern tunnels in the antechamber open and release the water back into the tunnel system, the Sea Witch attempts to make an escape using his jet ability.

STATISTICS

Str 18, **Dex** 21, **Con** 14, **Int** 14, **Wis** 10, **Cha** 14

Base Atk +8; **CMB** +12 (+18 grapple); **CMD** 27 (can't be tripped)

Feats Combat Casting, Combat Reflexes, Persuasive, Toughness, Weapon Focus (spear), Weapon Focus (tentacle)

Skills Bluff +7, Diplomacy +10, Intimidate +4, Knowledge (arcana) +10, Perception +8, Sense Motive +5, Spellcraft +15, Stealth +18, Survival +8, Swim +20

Languages Aquan, Common, Kelish, Tien

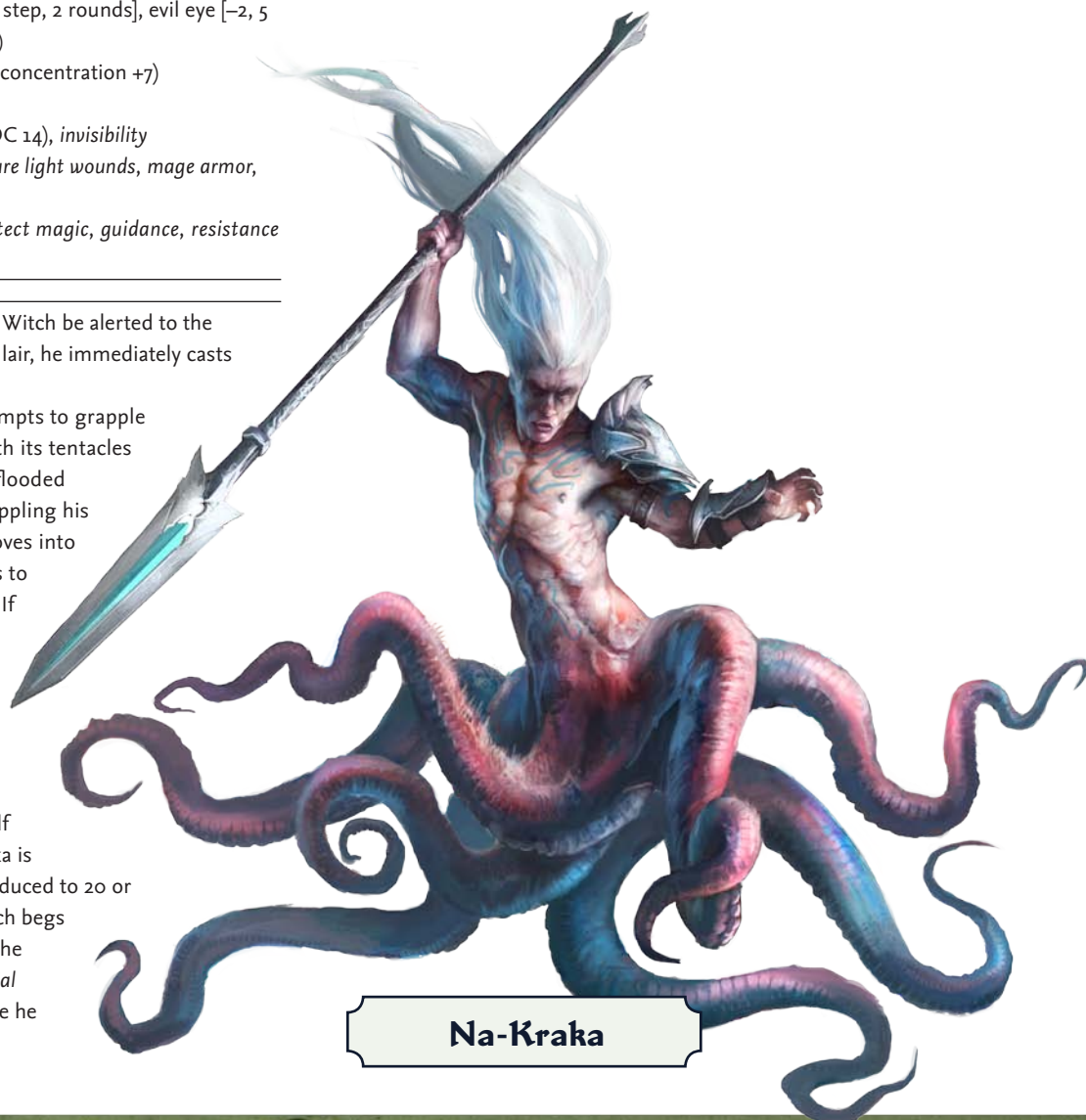
SQ amphibious, witch's familiar (crab named Masaru)

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** masterwork coral spear, *amulet of natural armor* +1

SPECIAL ABILITIES

Ink Cloud (Ex) See Subtier 3–4.

Tentacle Sense (Ex) See Subtier 3–4.



MASARU

CR —

King crab familiar (*Pathfinder RPG Bestiary* 50)

hp 44

Development: Closing the *Celestial Song* is sufficient to halt the ritual. Once the *Celestial Song* is stopped, the PCs may combine the *Infernal Incantation* and the *Celestial Song* by locking their covers together. Doing so reinforces the wards on the *Infernal Incantation* and rebinds the fiendish legion held within.

Treasure: The tribute of Na-Kraka consists of various collectibles and valuables pilfered by his loyal servants since arriving in Absalom, many of which the Sea Witch has yet to truly examine. Among the assorted coins and trinkets are a *pearl of power* (2nd level), an *elemental gem* (water), and a *silver raven figurine of wondrous power*. In Subtier 6–7, the tribute also contains a set of *horseshoes of speed*. In both subtiers, the combined total of the coins and mundane art objects is 200 gp.

Mission Notes: Osirion faction PCs must look directly into the light coming from the *Celestial Song* (a move action) during the ritual. Doing so blinds them for 1d4 rounds unless they succeed at a DC 17 Fortitude save. Closing the book prematurely ends the ritual and Osirion faction PCs cannot achieve their goal. The information is indecipherable to the PC, coming out as flashing images and sounds in their minds, but it can be extracted and interpreted by Osirian agents following the adventure, earning all members of the faction 1 Prestige Point.

Lantern Lodge faction PCs are required to keep the Sea Witch Na-Kraka alive. They can either negotiate his surrender, or knock him unconscious for future interrogation by the Lodge. Amara Li takes a personal interest in the Sea Witch and uses the cecaelia's knowledge to foster arrangements between her home city of Goka and the cecaelia race in Xidao, granting Lantern Lodge PCs 1 Prestige Point.

Rewards: If the PCs stop the *Celestial Song* ritual and defeat the Sea Witch, reward each subtier thusly:

Subtier 3–4:

Give each PC 896 gp.

Subtier 6–7:

Give each PC 1,279 gp.

CONCLUSION

Retrieving the *Celestial Song* and *Infernal Incantation* is enough to spark further Pathfinder Society interest in the tomes. The Society steps in following the debacle and offers Yargos Gill further assistance with his work on the tomes, an offer the old man can't refuse, given the Society's help in saving him from his own foolishness.

Though his mysterious benefactors may not be pleased with the Society's meddling, the inclusion of Pathfinder scholars ensures that the two tomes are respected and no further outbreaks occur. Amara Li and the Lantern Lodge are grateful for preventing the perversion of Tian imports, and Amara Li is given further control over the imports of Tian goods into Society hands. Along with these changes, the assistance of Ollysta Zadrian does not go unnoticed by the Society, and the agents of the Silver Crusade are requested to assist in the research of several other fiendish artifacts, a request that only increases the nascent Crusade's standing within the Society.

Success Conditions

If the PCs end the *Celestial Song* ritual and reunite the book with its foil in the *Infernal Incantation*, thus resealing the devil hosts within, all PCs earn 1 Prestige Point for completing their primary mission and averting disaster in Absalom.

Faction Missions

The PCs may earn prestige from their respective factions by completing the tasks listed below during the course of the adventure.

Andoran Faction: Andoran faction PCs who convince Yargos Gill of the importance of continuing his work in Act 1 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who uncover the identity of the Hellish legion imprisoned within the *Infernal Incantation* in Act 1 earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who convince Yargos Gill that his studies would be much easier to accomplish with the assistance of the Society in Act 1 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who let Na-Kraka live in Act 4 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who gather information from the blinding light of the *Celestial Song* in Act 4 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who negotiate for a complete map of the gillman tunnel networks in Act 2 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who bypass or disable the gillman smuggler flooding apparatus in Act 4 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who interrogate one of the thugs in Act 2 earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who assist Ollysta Zadrian in speeding her negotiations in Act 2 earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who allow at least one of the thugs in Act 2 to escape after proclaiming their nationality earn 1 Prestige Point.

SONG OF THE SEA WITCH

**PATHFINDER SOCIETY SCENARIO #3-06:
SONG OF THE SEA WITCH**

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

Character # _____ _____
Prestige Points

Character Name _____

Andoran Cheliah Grand Lodge Lantern Lodge Osirion
 Qadira Sczarni Shadow Lodge Silver Crusade Taldor

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Scenario #3-06: Song of the Sea Witch © 2011, Paizo Publishing, LLC; Author: Thurston Hillman.

PATHFINDER SOCIETY SCENARIO

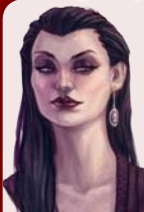
Andoran



Free follower of Andoran,
As you may know, our government has recently employed the services of one Yargos Gill. This old military historian is known for tragic events that transpired years ago within the city of Absalom, but his genius is irrefutable. His communications of late have been infrequent and it is assumed there has been some great discovery in his research for Andoran. The old gaffer tends to forget he is financed by our great nation and gets caught up in his work. If, however, something has gone wrong, ensure Yargos’s safety and that he continues his research on our behalf.

In closing,
Colson Maldris
Major Colson Maldris

Cheliax



Amusing plaything,
There is little more disconcerting than the acts of other nations against our own. Our spies report that within the city of Absalom there is a loyal Andoren agent studying an imprisoned fiendish legion. As each army of Hell is unique in composition and ruled by squabbling generals, we cannot yet properly ascertain this force’s value to the House of Thrune. You, my pet, must discover the name of this trapped legion and report back with it. While researching the tomes of this Andoren agent may be the most prudent method, do not shy from duplicity in order to learn the name of this legion from the man himself. Find this and I promise our next night together will be unforgettable.

Now be gone,
Zarta Dralneen
Paracountess Zarta Dralneen

Grand Lodge



Pathfinder,
There’s something afoot in Absalom, and as always, it falls to the Society to clean up the mess! Amara Li and her Lantern Lodge have brought something into the city and they’ve been trying to hide what it is. What we do know is that it’s being researched by a well-versed scholar—you may even know him—Yargos Gill. If Gill has gotten himself in trouble, we need to make sure this doesn’t happen again. Should you be requested to clean up the old man’s mess, make sure to impose on him the assistance of the Society in any of his future endeavors. I think it would be wise to keep an eye on this old man from now on.

Get to it,
Ambrus Valsin
Venture-Captain Ambrus Valsin

Lantern Lodge



Humble Greetings,
While you will be speaking with me soon enough, please know that there is more going on than there appears. Dockworkers handling ships arriving from Tian Xia have been spreading rumors about a terrible creature seen on the docks some time ago. This same creature was spotted by citizens of the Eastgate district, and in proximity to the Gilltown area. While the reports vary in description, the creature would appear to resemble a known race from distant Tian Xia—a cecaelia. If indeed this human-octopus hybrid is here in Absalom, ensure it remains alive. I am quite curious as to what a creature from my distant homeland is doing here and how we can use it for our own means.

Many thanks,
Amara Li
Venture-Captain Amara Li

SONG OF THE SEA WITCH

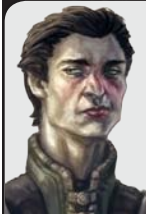
Osirion



Servant of the Ruby Prince,
The squabbles of our enemies are of great amusement, as always. The recent introduction of two imported tomes to Absalom has caused quite a stir among the other nations, but where they covet the fiendish *Infernal Incantation* I believe the knowledge we seek resides within its sister document: the *Celestial Song*. Our diviners have foreseen that this tome will be used in a powerful ritual, and should that occur, one of us must be present to obtain the knowledge within. Though the specifics of the ritual will be far beyond you, the act of staring into the raw power of the open book should be sufficient for our other agents to retrieve the information from you.

Ancestors keep you safe,
Amenopheus
Amenopheus, the Sapphire Sage

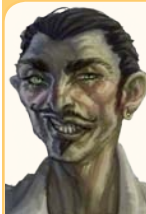
Qadira



Servant of the Satrap,
Our merchants are in a state of crisis! With the influx of goods from distant Tian Xia and the meddling of Amara Li's upstart Lantern Lodge, our traders find themselves accosted more and more by the local port authorities of Absalom. While I'd rather not use duplicitous means to bring our legal goods into the city, we have little other choice than to seek alternative methods. The gillmen of the Eastgate district have long been said to keep extensive tunnels under the city leading out to the Bay of Kortos. Should you have the chance, acquire a detailed map of these tunnels. Beware, however, for the gillmen are not eager to sell their secrets for a low price and will likely only give you a fraction of their knowledge unless you ask for more.

Sands of our homeland watch over you,
Aqir al'Hakam
Trade Prince Aqir al'Hakam

SCZARNI



Friend,
I've been tracking quite a bit of movement from the Gilltown district this past month. Looks like those gillmen have some secret tunnels they've been holding out on. Not only that, but whenever my agents try to get down there, the whole place gets flooded! I need to know what kind of systems those fishies are using to keep their smuggling operation under wraps. If they have some sort of defense for their tunnels, I need to know about it! Do this for me and I'll owe ya big, kid.

Thanks,
Guaril Karela
Guaril Karela

SHADOW LODGE

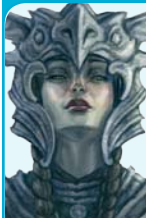


Loyal Pathfinder,
Word has reached me of an assault on a loyal Society courier in the Eastgate district. The attack was rather brutal and required the aid of a skilled Abadaran cleric to restore the boy to health. The Decemvirate hasn't even had the chance to follow up on this yet, but I have. There's a gang of fools who have been wandering around the Eastgate district with some pretty fancy coral blades. I need someone with your concern for Pathfinder safety to find out how a group of delinquents could get such fine weaponry, and where they get off hassling one of our agents.

Keep up the good work,
Torch
Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade

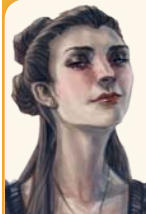


Notice, Friend,

I will be spending the next several weeks searching the city for dark artifacts in hopes of getting them off our fair streets. Last month alone there were thirteen deaths in the city associated with the purchase of necromantic or other malevolent relics by unsavory traders. I am taking it upon myself to rid Absalom of these vile atrocities by purchasing them at the source. Should you come across me in this act, please be willing to assist in my negotiations, as I have little time for the unenlightened or morally lost.

Dawnflower protect you,
Ollysta Zadrian
Ollysta Zadrian

TALDOR



Child of the Empire,

I hear you'll be traveling soon to the Eastgate district of Absalom. How fortunate this turn of events! Lately, our nation has suffered unwarranted slander among the residents of this residential district, and opinion of the Empire is low there, even among those who once called Taldor home. Find the toughest and most menacing person you can in the district, and ensure they know that you represent the mightiest nation in the Inner Sea. Fill them with fear of Taldan reprisal and send them running. I trust it will be only a matter of time before the rumors involving our fair nation take on a decidedly more positive tone.

For the Empire,
Gloriana Morilla
Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-06

SONG OF THE SEA WITCH

Scenario Chronicle #

Slow Normal

SUBTIER	657	1,315
3-4		
SUBTIER	1,691	3,382
6-7		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
_____	_____	_____	_____
Has Completed This Scenario.			

EXPERIENCE

Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	

Final XP Total	

FAME

_____	_____
Initial Fame	Initial Prestige
+	GM's Initial
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
_____	_____
Final Fame	Current Prestige

GOLD

Start GP	
+	GM's Initial
GP Gained (GM ONLY)	
+	GM's Initial
Day Job (GM ONLY)	
+	_____
Items Sold	
=	_____
Subtotal	
-	_____
Items Bought	
=	_____
Total	

Items Found During This Scenario

SUBTIER
ALL

Twin Tomes: You may spend 1 Prestige Point to gain access to either the *Celestial Song* or *Infernal Incantation* while the Pathfinder Society researches their contents. Your time spent poring over the chosen book's pages grants you proficiency in either Celestial or Infernal. Due to the many parties in the Pathfinder Society vying for time with the tomes, you may only research one of the two books.

SUBTIER
3-4

elemental gem, water (2,250 gp)
figurine of wondrous power, silver raven (3,800 gp)
oil of align weapon (300 gp)
pearl of power, 2nd level (4,000 gp)

SUBTIER
6-7

+1 *flaming composite longbow* [+5 Str] (8,900 gp)
horseshoes of speed (3,000 gp)
potion of cure moderate wounds (300 gp)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD
 Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #