RAZOR COAST™

Pathfinder
Roleplaying Game Compatible

Frog God Games

RAZOR COAST

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DEDICATION

For Karen Lovejoy, David Frum, Emma, Molly, Molasses Creek, The Howards, Clinton Gaskill, and all the other fine folks of Ocracoke Island. For Taurie, my constant muse of fire, who made me fall in love with the islands of Hawaii. Without the amazing inspiration you've all lent this tired old pirate, the Razor Coast would not exist.

Dear readers - please check out the music of Molasses Creek as a possible addition to the soundtrack of your very own Razor Coast campaign:

http://www.molassescreek.com/home.cfm

Also, if you ever in the islands check out the best theatre on Oahu: www.crueltheatrecompany.com

- Nicolas Logue

The Razor Coast
Distance in Miles
0
100
Face of the Frozen God
Bonedown of the Ancients
Anchor Bay
Sammerlock Sails
Dominion of the Sea King
Beacon Island
Blood Steam Jungle
Moonfall Atoll
Valley of the Kala'a
Dreadsmoke Mountains
Redmaw
Darkol Island
Kraken's Reef
Sloth-Eye's Doldrum
Cove of the Dead Gods
Pearl Eye Atolls
Grove of the Whispering Tiger
Fiery Heart
Halgrin's Rest
Blacksink Marsh
Kai's Bay
Koa Islands
Witch's Teeth
Port Shaw
Lighthouse
Fort Stormshield
Mnt. Harbinger
Burntpaw's Cove
Nagshead Hill
Isle of Grey Whispers
Black Bear Forest
Kakeou
Bainwright Island
Dragon's Dredge Rift
Shark's Folly
N
W
E
S
Isle of Maht
Carcass
Skull Sargasso
SCM

Introduction to the Razor Coast

The Razor Coast has drawn men to madness and slaughter since the world was young. Tulita natives, born from the same fire as this jagged coast, claim the Razor existed long before the world's other lands. It is a crucible of flame cooled by the ocean's caress and its mountains, reefs, and lightless depths teem with as many terrors as lustrous spoils. The Razor bucks the trappings of civilization in much the same manner the storm-tossed sea spurns the men who dare mount her. This is no place for the weak-willed. Untested souls are food for its storms, its fickle gods, its ancient spirits, and the evil predations of unfathomable creatures. No less dangerous are the men who make the coast their home and whose dark desires put most horrors to shame.

Every year another colony of hopeful settlers springs up, only to be silenced by the unforgiving landscape or butchered by fearsome tribes of monsters lurking just beyond the tree line. Yet still the colonists come in their hundreds, lured to the coast's riches: its kava, its jocas fruit and koa wood, to name but a few. All treasures worth twice their weight in gold and all ripe for the picking along the Razor. Mossy placards emblazoned with the bold names of these colonies' founders are the only testament left to their brief, prideful existence. The last chapter of their story is now told in dust and ash.

Port Shaw is the only survivor. The town clings to the coast like the sea's most stubborn barnacle, impossible to scrape from the Razor's edge. At times it limps along, vexed by demons, angry gods, cannibal tribes, dread pirate armadas and worse; but at present the city thrives as foreign vessels flock to its harbor, their holds hungry for whale oil and other treasures.

Port Shaw menaces and delights in equal extremes. Treasures and pleasures abound in this whaling boomtown, but evil and abandon take almost every soul who comes her way. This playground of pirates is ruled by the crushing fist of the Municipal Dragoons and filled with both the ancient curses of the coast's Tulita natives and dark secrets of its own. It is an easy place to die, and a town where countless legends are born.

- Reiker Glassgrinder, accredited naturalist of the Guild of Cartographers and Explorers

Welcome to Razor Coast

Razor Coast is a sandbox-style, mini-campaign setting and toolkit that guides GMs to create a high-fantasy, age of sail adventure path for a party of player characters ranging from 5th to approximately 12th level. The action of the campaign runs from the iniquitous town of Port Shaw, into the catacombs and sewers beneath this city, along the Razor Coast, and both atop and below the waves of the mysterious Razor Sea. Detailed within are adventuring sites, a host of diabolical villains, potential enemies and allies, and countless insidious plots set around a struggling, isolated whaling port, a port founded by foreigners seeking to extract local riches for their own gain. The book also contains a gazetteer of the Razor Coast that lists unexplored regions, presents all manner of new items – mundane and magical – new monsters, optional rules, and a host of other exciting game-play possibilities.

Who is this book for?

This book is designed for experienced GMs. Most importantly, this is for GMs who prefer to craft their own campaigns and look for toolkits and sandboxes to help.

What is inside?

Here is an overview of what you will find in the chapters of ***Razor Coast***:

This introduction

Tells you what the book ***Razor Coast*** is, what it is not, explains some new ways of using old terminology, and outlines what you can expect to find inside.

Chapter 1 – Into the Razor

Contains an overview of the Razor Coast's recent history, introduces Port Shaw – the adventurers home base – and describes the setting's primary movers and shakers.

Chapter 2 – Build an Adventure Path

Provides the road map for building your ***Razor Coast*** campaign. This chapter is a combination blueprint, instruction manual, Game Master advice, and roadmap. It reveals the hidden structure, summarizes all the plots and subplots, organizes the adventure possibilities by level, and both provides and explains various checklists and worksheets we've created to make the GMs job easier.

Chapter 3 – Port Shaw

In addition to introducing your players to Port Shaw – the so-called 'civilized' world's toe-hold in the Razor – this chapter holds everything you need to get your campaign started: hooks to introduce existing characters to Razor Coast, vignettes to set the scene and convey the flavor of this infamous city, rumors and whispers to intrigue the party, encounters to show them Port Shaw's rougher side, and a menu of inciting incidents to entice your players to take those first baby steps onto the main plot arcs. **Chapter 3** also details many of the important NPCs and their locations in Port Shaw.

Chapter 4 – Beneath and Near Port Shaw

You thought Port Shaw was bad? Wait until your players venture outside the city or below it. **Chapter 4** contains rules for navigating the ancient and foully infested sewers below ground, lays out plots and dangles adventure opportunities to draw the party out of the city, highlights new player options in action, and serves up new monsters. Key locations outside Port Shaw draw your players deeper into the campaign's plot arcs, while beneath Port Shaw seven sections of sewer provide important clues, some of which may prompt them to set sail for the horizon.

Chapter 5 – To Sail the Razor Sea

It takes a ship to sail the Razor, and **Chapter 5** explores what players need to know about the high seas: acquiring a vessel, gauging the weather, swimming in a hurricane, and more. This chapter provides encounters to challenge the party while on the ocean. It includes important adventures and set-pieces that set the stage for the book's main plot arcs. It also includes undead cannibal pygmies!

Editor's Note – Bemoaning Undead Cannibal Pygmies

As you will come to notice, the Editor likes cannibal pygmies, preferably undead or mutating, and wishes the Creator had included them without his help.

Chapter 6 – Night of the Shark

All the encounters required for finishing the first of ***Razor Coast's*** two plot arcs. **Night of the Shark** places Port Shaw at the mercy of Dajobas' wereshark minions, with only the adventurers to foil a surprise assault and prevent the Shark God from returning to devour the world. Provides a step-by-step guide to designing and executing your unique conclusion to the **Night of the Shark** plot arc.

Chapter 7 – The Kraken Strikes

What could be worse than a revenant Shark God bent on devouring all existence? The Krakenfiend of course. This chapter contains all the encounters required to bring the foul and intricate plots of Harthagoa – spawn of Demogorgon and a she-kraken – to a head. The players

must rally their allies, still reeling from a night of weresharks and blood, to defeat the monster that has time and again handily crushed the Razor's most potent heroes. Contains a step-by-step guide to designing and executing your campaign's unique finale to a ***Razor Coast*** campaign.

Appendix

Razor Coast provides your players a host of new options. We accumulated them here for easy GM reference. We've also assembled for GM convenience all the new items, optional rules, stats for recurring NPC types, and every new monster created for ***Razor Coast***, except those found in the supplemental material. Additionally, we tossed in extra blank copies of the worksheets, checklists, and tracking tools from **Chapter 2**. Finally, the **Appendix** delivers inspiration, outlining all the mysteries and terrors of the region – especially those not developed elsewhere in the book – and invites GMs to come play in the sandbox.

Tell Me About This Book

Razor Coast is both setting and campaign, written sandbox style. It is a toolkit intended to help GMs construct their own adventure paths from the encounters provided. The book anticipates some GMs might want to ignore the embedded campaign altogether and simply explore the Razor. The creator describes many sections of the Razor Coast specifically to jumpstart such creativity, but deliberately leaves them undeveloped, inviting your imagination to come play. If that is your bent, please indulge!

Let us know how it goes. Consider posting a play report on www.froggodgames.com, but be warned: if your PCs run into the NPCs as written, the underlying web of connections written into the book may draw players into the embedded campaign despite a GMs best intentions.

Design Overview

The plot of ***Razor Coast*** is non-linear, but the campaign has a trajectory because its major villains work hard to drive sinister plans to fruition. As a result, two plotlines – one minor and one major – are embedded in the campaign. There is no pre-defined path, no encounter map the adventurers *must* walk, to engage these plots. Instead, we divided the encounters of the campaign into stand-alone encounters, that work on their own, and mini-adventures dubbed set-pieces. Among other things, **Chapter 2** explains when pre-requisites or thou-shalt-nots apply and identifies which adventures the PCs are qualified to attempt at any given average party level.

At heart, ***Razor Coast*** operates on a *plot web* model. The designers wove connections – some blatant, some practically invisible – into the backgrounds and the motivations of nearly every NPC. Their natures, desires, or plights invite action from the players (the *plot* in *plot web*), while these same natures, desires, and plights connect the NPCs to nearly every NPC and every story thread (the *web*). Think six degrees of separation, and you'll have a sense of the underlying structure. And, yes, a reliable source informs me the book's BBEG – Harthagoa the Krakenfiend – does indeed know Kevin Bacon.

The question for GMs is not, "How do I get my players involved in the campaign plot arcs?" The question becomes, "If my players wander around Port Shaw and the Razor Coast, how can they *not* get involved in the campaign plot arcs?" And its corollary: "How do I manage their involvement, keep it fun, and prevent them from heading into the deep end before they learn to swim?"

In answer, we've organized the possibilities in Razor Coast into Adventuring Options to make it easier for GMs to present players with level appropriate, yet relatively open-ended story choices. Again, you'll learn more about Adventure Options below and in **Chapter 2**.

New Terminology and Organizing Concepts

Adventure Option

At heart, Adventure Options are simply a way to talk about the plot running through a few interconnected encounters. Adventure Options are a summary of those plots presented as a table of contents. For example, it allows GMs to decide whether their players would prefer to "Fight or join Port Shaw's criminal underworld" or "Rescue a child stolen by the roachlord…" Both those phrases are Adventure Options, and after choosing one GMs simply look up the encounters required to play out those particular plot lines.

Campaign Plot Arcs

Plot arcs are generally longer combinations of stand-alone encounters and set-pieces, organized into acts. ***Razor Coast's*** Plot arcs always climax in a threat to Port Shaw – and by extension to the Razor Coast or the world – which the PCs struggle to avert. They play out over a number of character levels.

As mentioned, each act in a plot arc contains stand-alone encounters and set-pieces organized by level; however, the acts in a plot arc do not always play sequentially. Players might need to level up after Act 1, for example, before returning to Act 2 in the arc. The party can even level up between the acts of one plot arc by completing an act from the other arc. However, once a party begins the final act of a plot arc, the adventure briefly grows more linear until that arc resolves. The adventures grows linear more frequently and for more extended periods as the campaign draws to a close.

About the Arcs

As discussed, ***Razor Coast*** provides two plot arcs, a minor and a major. The minor plot arc is entitled **Night of the Shark**. In it, Dalang Jalamar – high priest of Dajobas, the long-banished shark god – builds a secret coalition of weresharks masquerading as humans in Port Shaw. He plans to unleash them on an unsuspecting city, but the adventurers may catch him in the act – or at the very least, blunt the red carnage he unleashes.

In the major plot arc, **The Kraken Strikes**, the demi-demon Harthagoa plans to conquer the Razor Coast in its entirety – starting with Port Shaw. His secret society, the Ring of the Kraken, is already a long-standing fifth column embedded in Port Shaw's power structure. The Ring has spent decades softening up Port Shaw for Harthagoa's assault. It stands ready to do his demonic bidding and to use the PCs most trusted friends to betray them when they least expect it.

Both of these arcs revolve around attacks on Port Shaw and provide the adventurers the opportunity to save the city. However, there are many possible starting points and many possible paths through the campaign. Uncovering dastardly plots and saving the city is but one, albeit heroic, option among many. It remains equally viable for the PCs to be shopping for fruit when a villain's forces assault the port, for the PCs to turn Port Shaw into their own kingdom, or for the adventurers to lose the plot arc battles entirely – then fight through the dystopian landscape that follows, hoping to rectify their failures.

Inciting Incidents

An Inciting Incident is an early encounter that puts the adventuring party in contact with one or more of the plot arcs or the act of a plot arc. These "first contact" encounters, which come into play most frequently in the campaign's earliest sessions, provide the initial clues that put adventurers on a specific *flavor* of adventure on their way through the **Night of the Shark**, **The Kraken Strikes** or both plot arcs. Each Inciting Incident leads to encounters and set-pieces with a different appeal. For example, one inciting incident leads to the **Night of the Shark** with PCs aligned to Port Shaw's colonial power structure. Another leads to the **Night of the Shark** with the PCs backing a Tulita revolution. Differently flavored paths through the same plot arc.

Think of these encounters as allowing the players to choose a hook to the main plot arcs (or to other turning points) in-game, instead of the GM choosing a hook before the game and then encouraging the players to adopt it. **Chapter 2** contains what you need to know about using Inciting Incidents in your game.

Relationship Subplots

These are important relationships players may establish with key NPCs (also called *dramatis personae*, a theater term). These relationships give rise to subplots: adventuring opportunities comprised of stand-alone encounters and set-pieces with an additional layer of emotional stakes because they include – not just the story of the campaign, which is the players' tale – but the life stories of important NPCs. When GMs add relationship subplots to their Razor Coast campaign, the PCs affect not merely their own futures, but they directly impact the rich, personal lives of the NPCs they befriend.

Set-Piece

Short adventures appropriate to a given level, comprised of multiple encounters. Over half the time, these are self-contained, with their own storylines, challenges, and rewards. They often lead to other set-pieces, and their successful completion sometimes grants players a degree of local notoriety. Most set-pieces build in intenstity toward a final encounter, also called a captstone encounter – something special to bring a sense of completion to the set-piece.

Many set-pieces are like dinner conversation or a good wine: they compliment the main plot arcs of ***Razor Coast***, but you can always skip them and dig right into your meal. There's even one DIY (Do it Yourself) set-piece that the book asks GMs to create from raw story materials. However, the set-pieces also contain experiences that enrich the arcs, so think twice, please, before passing them by.

Stand-Alone

As the name implies, stand-alone encounters involve a single confrontation. Nothing new there. However, there are two types of stand-alone encounter in ***Razor Coast***: connected and independent. A connected encounter is a single encounter whose results tie into or lead the PCs to other areas of the plot web. An independent encounter is a single encounter whose action is not related to the rest of Razor Coast. GMs may toss independent encounters at the party on the basis of CR alone, without fear of pulling them off a specific story trajectory.

Vignettes

Presented at the start of the campaign, vignettes are scenes related by the GM that set the tone for a Razor Coast campaign and draw interest from the players – but not action. These are not encounters and they have no stat blocks; rather, by observing the players' reactions to vignettes a GM gauges players' likely interest in campaign flavor, as well as in specific set-pieces and subplots.

After a few vignettes, canny GMs swiftly discern which Inciting Incident will appeal to their players most strongly. Vignettes are an in-game information-gathering tool designed to elicit an emotional reaction that helps GMs decide which Razor Coast stories the PCs will jump into feet first – and which do not interest them.

Think of these encounters like an appetizer plate. If everyone devours the seafood and ignores the vegetables, you know what flavor of campaign to deliver and which Inciting Incidents to offer. While other flavors are possible, Razor Coast comes primed with four distinct cuisines of adventure: aligned to newcomer interests, aligned to Tulita interests, aligned to the free spirits and rugged individualists of the region, and out to rule the Razor.

Chapter 2 contains what you need to know about using vignettes in your game and designing a campaign redolent with a specific flavor.

Gearing up

As many of the storylines and set-pieces interrelate in a web of intrigue and adventure, it is advisable for the Game Master to read ***Razor Coast*** in its entirety before running it. Pay special attention to the villains' motivations, their overreaching goals, and plans as detailed in **Chapter 1**. When you finish reading ***Razor Coast***, circle back and read **Chapter 2** a second time. By then we hope to have fired your imagination set it loose on mapping out a campaign.

We strongly encourage GMs to develop relationships between the PCs and NPCs of Port Shaw and to track them on the worksheets provided. Consider asking player's to create relationships to existing NPCs – or to invent new NPCs – within their backstories, during character creation. Our experience playtesting ***Razor Coast*** convinced us that NPCs dear to the adventurers maximize the intensity of the plot arcs.

Additionally, before beginning the adventure, we also encourage GMs to compare their player characters' backstories to the *dramatis personae* and select the NPCs players will most likely want to know. Then leverage the tools provided in the book – hooks, vignettes, and inciting incidents – to throw those NPCs into the mix. Once engaged with choice NPCs, the underlying plot web has been designed to carry the adventurers into the plots with minimal GM guidance – by simply saying "yes" to player choices.

Finally, I'd like to offer a note of personal thanks for the unending patience, encouragement, and support of the gaming community. This just would never have been possible without your steadfastness, generosity, and unflappable support for the creative arts.

Without further ado, I present Nicolas Logue's Razor Coast. Please enjoy!

— *Lou Agresta*
Razor Coast, Editor/Producer
(Lover of Undead Cannibal Pygmies…er wait…that came out wrong)

CHAPTER ONE

INTO THE RAZOR

Rule the Razor you say? A fool's ambition. The subtleties and perils of this realm are manifold. Land and sea murder at the whim of ancient gods. Men's smiles hide a thousand knives. Those fooled into believing that the Kraken's tentacles are more fearsome than its insidious and far-reaching schemes soon find themselves cruelly enlightened – usually moments before calamity claims their souls. The Razor is too vast, its terrors too multitudinous, for even the bravest adventurer to conquer. It won't stop them from trying though, and that means good business for me. I thank the gods daily for sending so many fools into this world.

— Saldrin Seaheart,
local guide and purveyor of "adventuring supplies"

The Razor Coast
Face of the Frozen God
Bonedown of the Ancients
Anchor Bay
Sammerlock Sails
Deadly Reef
Beacon Island
Blood Steam Jungle
Moonfall Atoll
Dreadsmoke
Valley of the Kala'a
Redman
Whispering Tree
Grave of the Kala'a
Sloth-Eye's Doldeum
Cove of the Dead Gods
Parkol Island
Pearl Eye Atolls
Blacksink Marsh
Fiery Heart
Witch's Teeth
Port Shaw
Fox Islands
Fort Stormshield
Fox's Bay
Lighthouse
Halgein's Rest
Mount Harbinger
Nagshead Hill
Isle of Grey Whispers
Black Bear Forest
Dragon's Dredge Rift
Kakeou
Brainwright Island
Shark's Folly
Skull Sargasso
Isle of Mahl
Carcass
scm

This chapter contains the keys to adventuring on the Razor, as well as to exploring the larger set pieces of the campaign, including much of the important Game Master background information, NPCs and storylines of *Razor Coast*.

It is divided into three sections: section one provides a backdrop on the sordid and mystery-shrouded history of the Razor Coast region; section introduces Port Shaw as home base for the PCs; and the third, entitled Dramatis Personae, introduces several of the most important (and most colorful) characters involved in the main plots. How the PCs interact with the Dramatis Personae determines much of the adventure's outcome.

Life on the Razor

The Razor Coast is a land of promise and danger. Balmy weather throughout most of the year ensures plentiful crops, and the lush green of the coast grows unchecked during the lengthy wet season. Still, the elements do their best to keep life exciting for residents. Tropical storms sweep down the coast on a moment's notice. Earthquakes strike with little warning. The volcanic Dreadsmoke Mountains threaten eruption and tidal waves wash away whole villages, sucking them out to sea. Those hardy enough to survive, however, enjoy a land filled with natural treasures, bountiful food and all the trappings of paradise.

Yet the beacon of paradise, by its nature, draws evil to its shores. Men and women with conquest in their merciless hearts, freebooters who slaughter the innocent for gain, and inscrutable sea monsters all flock to the Razor to make their fortune or hunt their prey. This is no place for a soul unskilled with blade or spell, and only the most hardened adventurers make their livelihood on the Razor.

The Razor in Razor Coast

The Razor Coast is named for the dangerous shoals and reefs dotting the Razor Sea. They cut down vessels like a scythe to wheat and have claimed thousands of ships over the centuries. Lost treasures and the sunken ships of ancient cultures long-forgotten earned the Coast its other moniker – the Seafarer's Graveyard. No respectable seaman utters this nickname while at sea. It is ill luck to do so and brings calamity upon the ship, for the deep holds many mysteries and attracting their attention always proves unwise.

Recent History of the Razor

The Tulita Diaspora

The Tulita are a fierce and proud island people of extremely complex social mores with strong shamanic and monastic traditions. Once a force to be feared, they repelled not only the most ferocious of sahuagin raiding parties, but also brutal attacks by the Karikanti tribes of Blacksink Marsh.

Their small communities survived by harvesting tropical fruits and nutrient-rich vegetables while carefully controlling hunting. They appeased the spirits of Whale, Turtle and Dolphin with offerings and rituals, hoping to keep the Shark at bay forever. The Tulitas' only contact with other civilizations was limited to their association with a locathah kingdom below the waves.

Then the ships came: strange towering vessels, five times the size of a Tulita war canoe, spitting smoke from dozens of angry metal maws. Like Lakano Mua, the Red Misery, and other legendary dragons of old these foreign vessels sailed into Kai Bay and blocked out the rising sun's rays with their stretched canvas wings.

Soon after the first explorers stepped ashore, merchant cogs, three-masted frigates and whaling ships arrived in droves. Giant dromons and slave barges from the far off hell of Carcass laid siege to the Tulita as well. All manner of strange men and women rode these wooden monstrosities. Humans, elves, dwarves, orcs and other races soon established settlements in the area, though the Razor's savage mysteries as swiftly snuffed most out.

The Tulita believed the old gods of the sea sent these travelers and attempted to accommodate their needs at first, but it swiftly grew apparent these newcomers' ways were not in accordance with the Tulitas'. Many abused Tulita hospitality and destroyed land the tribes held dear. The travelers butchered the Whale, spreading a red stain of blood across the ocean, until this totemic defender of the Tulita ceased to visit Kai Bay or treat with the shamans. Other newcomers sold whole tribes into misery at the pox-ridden slave markets of Carcass.

Whale-silence and seas of blood mean only one thing to the Tulita – the Time of the Shark is at hand. Many of the Tulita, rendered awestruck by the newcomers' glass beads and shining gold, delayed the tribes' response to these affronts to the old gods, but finally a handful of stalwart Tulita tribes went to war.

The resulting conflicts sprayed the coast in blood. In the end, the newcomers' weapons of steel and smoke proved too much for even the canniest Tulita. The natives, fragmented in their leadership and outnumbered by ever-arriving waves of foreign ships, tore apart from within. They devolved to fighting amongst themselves, as some tribes swore allegiance to the newcomers in exchange for powerful weapons – and then turned to settling past feuds.

So it came to pass that the mighty Tulita, who once slaughtered the aboleth enclaves of Shaldroon and pushed their hideous skum armies back into the depths, suffered dismal defeat. In the wake of the war, the newcomers forced the Tulita Grand Lodge to grant honors, land, and the titles of chief and elder to the most powerful and influential of their conquerors.

The Tulita became prisoners in their own lands. Many believed mother Pele had turned her back on them, and hundreds converted to the myriad religions of their oppressors. Other Tulita fled to outlying islands or retreated deeper into the monster-ridden interior. One way or another, they left their ancestral home of Kai Bay forever, abandoning it to the invaders.

After the conflict more explorers, adventurers, merchants, farmers, missionaries and whalers arrived, accumulating in the city of Port Shaw, which grew like a tumor. Once a paradise cove, forbidden to all but the great kings of the Tulita, Port Shaw is now a den of unwashed whalers and scurvy pirates. Their continued predations drive Whale further from the shore, every year. Grandfather Turtle, his eggs snatched from beaches and senselessly smashed by the newcomers, no longer visits the Razor. Dolphin's cries are silenced, strangled in the fishing fleet's great nets. The Tulita are alone.

Port Shaw — Adventurers Home Base

Port Shaw, a young port town, sprang up at the very heart of an ancient culture and promptly polluted its most treasured and sacred landscape – the coastline encircling Kai Bay. Once a crucible where Pele's fires smoldered in the sea and birthed land, Port Shaw now squats on the birthplace of the first Tulita and dumps its muddy waste into the sacred waters.

Founding of Port Shaw

A renegade captain named Aldrin Shaw, having dispensed with whatever loyalty he bore the distant nation of his birth, settled here with his fleet of freebooters.

Aldrin fought hard in several campaigns against the Tulita, and when the war wound down, he claimed the bay as his own. Captain Shaw and his men built the port town by hacking plank and board from the surrounding forest and constructing dozens of long piers that pierce the sanctity of the bay like so many knives. They raised houses, chandlers, inns, warehouses, taverns and brothels to lure trade and accommodate the host of explorers and treasure hunters who descended like locusts upon the ripe, virgin coast.

Port Shaw attracted a dangerous breed of brigand and cutthroat, and the bayside settlement quickly grew perilous for any traveler off his guard. Smugglers, pirates, outlaws and outcasts filled out the population. In Port Shaw the streets are unruly, the docks downright deadly after dark, and the only law in town remains the brutal iron fist of the Municipal Dragoons.

Port Shaw Today

Port Shaw is divided into loose districts. Like any pirate town, there are no legal boundaries of any kind, and the districts themselves grow and shrink with each passing year. The Dragoons patrol each, though anarchy reigns in Tide and Bawd districts after dark. They blithely ignore most murders, assaults and robberies unless a powerful member of the Lodge takes an interest or a violent act disrupts some tycoon's lucrative business endeavors.

The Lodge

After the war against the Tulita ended, the victorious colonials, determined to police both the colonists and the conquered Tulita natives, co-opted the Tulitas' political organization and renamed their own ruling body the Lodge.

Once revered for their experience and spiritual wisdom, Lodge members no longer number among the most sage of the Tulita. Since the conflict, most who sit the Lodge are merely wealthy foreigners or Tulita puppets who dance to their tune. Today's Lodge "elders" are mere merchants with their hands on the gold, pearls and sunken treasure beneath the Razor's waves, busy raping the rich bounty of the coast's natural treasures.

PORT SHAW

CN large city

Corruption +4; **Crime** +6; **Economy** +6; **Law** -5; **Lore** +4; **Society** +1

Qualities notorious, prosperous, racially intolerant (Tulita), rumor mongering, strategic location

Danger +20

DEMOGRAPHICS

Government secret syndicate (Ring of the Kraken)

Population 21,432 (16,931 humans; 1,286 elves; 857 halflings; 640 dwarves; 628 gnomes; 427 half-elves; 407 half-orcs; 387 other)

NOTABLE NPCS

Crooked Commandant Gregory Bonedeuce (LE male human rogue 5/fighter 4/duelist 5

Sorcerer Supreme Aeron Chambers (LE male human sorcerer 6/fighter 1/duelist 5)

Secret Assassin Old Fish (LE male human rogue 5/assassin 9)

The Tulita Merlin Milliauka (CG male human adept 11)

Puppet Councilman Elder Nakuakaua (CN male human (Tulita) aristocrat 9/fighter 3)

Scheming Merchant Prince Elder Barrison Hargrove (NE male human rogue 14)

Disinterested Ambassador Elder Alastair Crimmeran (LN male elf aristocrat 10)

Shining Light Zalen Trafalgar (LG male human cleric 9)

Faith-Keeping Rogue Jalia Ramires (CN female human ex-monk 1/rogue 9)

The Famous Widow Captain Bethany Razor (CN female elf druid 4/rogue 7)

MARKETPLACE

Base Value 13,600 gp; **Purchase Limit** 100,000 gp; **Spellcasting** 7th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

DISTRICTS

Silk: Home to Port Shaw's artisans and artists.

Jade: The lair of Port Shaw's wealthiest upper crust.

Bawd: Entertainments abound–narcotics, gambling, prostitution, pugilism and more.

Tide: The mercantile heart of Port Shaw encompassing trade, fishing and whaling.

Plantation: Slave estates growing pineapples, taro, sugar cane and mangos.

Outskirts: Tulita ghetto struggling against disease, famine and aggressive predators.

Other elders are displaced or disgraced aristocrats who fled their own lands and now play god in Port Shaw. Most of these bought their titles with gold and mercenary blades and now take obscene liberties, indulging their every debauched whim. Port Shaw's ruling body does little good for its citizens, parasites who suck as many riches from the region as possible – then retire in luxury.

Municipal Dragoons

The Lodge created the Municipal Dragoons to ensure order in Port Shaw, their capital city – for themselves, not their citizens. When drunken whalers wreak mayhem in the streets and pirates prey on fat cargo freighters with abandon, the elders' precious profits stand in jeopardy.

They formed the Dragoons, a force of sellswords and militiamen, most of whom were pirates or smugglers before signing up for a regular salary, to keep the streets safe at night and the waters pirate-free. Though they bedeck themselves in royal blue uniforms with tasseled shoulders and carry shining sabers, in practice the Dragoons bear more resemblance to a gang of pirate marauders than civic peacekeepers – only *these* cutthroats are on the Lodge's leash.

Gregory Bonedeuce, the current leader of the Dragoons, commands Fort Stormshield and captains *Bonedeuce's Pride*, the most impressive man-o-war ever to cut the waves of the Razor Sea.

The Districts

The following are the major districts of Port Shaw, but many smaller neighborhoods cling to the cracks between them or nestle within their larger fellows.

Silk District

Home to Port Shaw's artisans and artists, where many of the town's tailors, coopers, dressmakers, apothecaries and other artisans ply their trades and keep their quarters. More than a few artists exiled from their homeland maintain exhibition halls and meager residences in Silk. The avant-garde of Port Shaw are a mishmash from diverse cultures, hailing from all across the world.

Tulita traditional arts and performance (most notably their dance and musical traditions) add to the mix, making Silk District a melodious and entertaining quarter to visit both day and night. Many of the Tulita arts practiced and taught here cater distinctly to tourists and are highly demystified – watered down and oversimplified to suit the lowest cultural denominator. The lure of Silk District's coin and pleasures commercializes the natives' culture; an aspect of Port Shaw constantly criticized by the remaining traditionalist Tulita tribes along the Razor.

Jade District

The lair of Port Shaw's wealthiest upper crust – or at least where most aristocrats of the Coast maintain their "city residences." Many of the richest citizens of Port Shaw also own plantations on the outskirts of the city, or spend some of the year aboard luxurious pleasure barges, intermittently restocking at Jade.

Shops and upscale markets cater to these displaced aristocrats, offering the latest fashions from far-off ports of call and every decadent tea, spice, textile or other good the rich simply cannot live without. The personal bodyguards of these pampered debutants prowl the streets here. Many of these warriors fashion themselves after the knights of distant kingdoms across the Razor Sea and swear oaths of allegiance to the loathsome aristocrats they serve, displaying whatever ridiculous crest or insignia their employer takes for a coat of arms. The oaths of these ruthless sellswords are only as binding as the weight of their masters' gold; still, anyone who looks like they do not belong in Jade gets tossed.

Bawd District

The low-burning, smoky tar lanterns of Bawd call sailors and other visitors to her dark twisting alleys and dock-ways, luring them to experiment with exotic and far-ranging narcotics, to lose their shirts (and occasionally their teeth) at gambling dens, to enjoy Port Shaw's infamous houses of ill repute and to attend her myriad entertainments: performances from the Speckled Eyes snake charmer's guild, baboon fights, gourd-gazing seers, legendary scorpion baths, noose races and other wild spectacles.

Bawd district is also home to The Broken Skull tavern, a well-known pugilists' den, where nightly matches of grit, stamina and blood on sawdust entertain the drinking crowd. Gangs and guilds of beggars and thieves are a constant nuisance in this quarter, most of who kick up "tribute" to the Municipal Dragoons in exchange for freedom to pursue their business interests. Gang wars occasionally break out resulting in bloody mayhem that can go on for weeks at a time. Eventually the Dragoons step in and quell these conflicts, usually by taking the highest offer from one warring faction and wiping out their adversaries.

Tide District

The docks of Tide District are the epicenter of the town, where the constant comings and goings of merchant, fishing, and whaling vessels create permanent bedlam on

the boardwalks. Few goods or services in the world cannot be procured in Tide, for the right price. In this bustling district ships restock their holds, off-load their cargo and trade their goods from distant shores in exchange for local commodities, angling to fetch a handsome price in a far-off port.

Tide is as subtly lethal as its namesake. The district literally pulls people in from, or out to, the sea - never to be heard from again. Press gangs steal drunks off the docks to toil at their oars. Slavers pick off loners and indigents to add to the sweaty hordes in the holds of their dromons, destined for sale in the reeking markets of Carcass. Dock-walking whores garrote well-heeled marks and slide their pouches from blood-slick belts. Vicious knife-gangs like the Salty Dogs roam in packs and tear apart Tide's weakest, jackals taking down a young gazelle on the savannah. Tide after sundown is no place to stroll unarmed or alone.

Plantations

Fields of pineapple, taro patches, sugar cane, mango trees and other delicacies worth a king's ransom ring the interior-facing side of Port Shaw, wealth growing by the acre. These sprawling estates look like paradise from a distance, their rich colorful treasures waving in the cool breeze. A closer view reveals the sweaty sheen of dark-skinned Tulita and the crack of their overseers' whips. The plantations are a place of misery, and sadly one of the only places left for displaced Tulita struggling to survive in the face of the Razor Sea's most dangerous encroaching predator – civilization. Their verdant lands no longer belong to the tribes, so now the most they can hope is to slave on property they once owned for barely enough food to feed their families. The conditions at different plantations vary. Some owners at least make an effort to treat the Tulita as treasured employees, while they work the land their fathers owned for the profit of their new masters.

Outskirts

Life on the Razor forces many of the unfortunate and downtrodden to live beyond Fort Stormshield on the outskirts of Port Shaw. Bare survival on the edge of a harsh wilderness teeming with monsters is the fate of such outcasts. Most of the surviving Tulita population lingers in the Outskirts, as do those friends of the Tulita people who need to hide from the rulers of Port Shaw without leaving the city's shadow.

Struggling against disease, famine, and aggressive predators, some of these proud people cling to life with the strength of their ancestors – even as their gods turn away. Others are beyond hope. More than half the Tulita population has been enslaved and toils under the backbreaking yoke of the plantations. Many of the rest – brothers, fathers and sons – take berths on whaling ships, leaving their loved ones to struggle in the Outskirts. Those left behind hope to make enough gold to buy back their family's lands. Those who depart rarely return, as slavers posing as whalers lure gullible natives aboard before making a beeline for Carcass' festering markets. Their orphaned families persist in the Outskirts, filled with hope, anger and despair in equal measure.

Dramatis Personae

Several of the important NPCs in this adventure are not tied to a single location, but appear multiple times throughout the course of the campaign.

These NPCs are presented here in complete detail, along with their connection to the plot arcs of the campaign and their relationships to other dramatis personae.

The Arch Villains

The major antagonists of the campaign are presented below. Do not rush introducing these forces of evil. Ideally, their sinister influence remains behind the scenes until the PCs' investigations uncover the villains' vile plans for Port Shaw and the Razor Coast.

The Chosen One of Dajobas

Dalang Jalamar is the unholy herald of the savage god Dajobas and intends to satisfy his master's lust for wholesale slaughter. Jalamar no longer sees himself as one of the pathetic mortal humanoids whom he served diligently when he still wore the robes of Quell. His life among the people of the coast seems a fever dream now – a hallucination from sick days spent wallowing in ignorance of his master's glory. He sees his former flock as prey, and he savors the taste of their flesh in his mouth.

Jalamar is driven to prepare for Dajobas' second coming, a dark future beclouding the fate of the Razor like squid ink in water. He waits patiently for the night of the full moon when he plans to announce Dajobas' return to the World in an orgy of terror and blood.

In human form, Jalamar is a large, well-muscled, dark skinned man, his head shorn bald. Bare-chested, Jalamar wears his holy symbol of Dajobas (the pried-open jaws of a small shark) on a heavy chain hung loosely around his neck. His chest is marked with two long jagged shark bite scars, one on either side. He wears loose-fitting silk pants and a bejeweled belt from which he hangs his sacred punch daggers, the *Teeth of Dajobas*.

In hybrid form, Dalang Jalamar is a jet-black shark-man. He hunches over and a serrated fin crests his back. His maw is enormous and filled with row upon row of pearly white, razor teeth. Unlike other items, the thick chain bearing his holy symbol absorbs into the skin covering his large bulging neck.

In shark form, he is a midnight black shark with smoldering red eyes. His scars also turn fiery red, appearing almost like two jagged red stripes of unholy light along his flanks.

The Shark

Long ago, long before the strangers came to their lands, a tribe of Tulita turned to the worship of a shark idol they called Dajobas. Embodying the fierce nature of the shark and the urge to destroy and consume all, Dajobas was born of their prayers. He quickly claimed a wide following among the more warlike clans of the Tulita. The sahuagin also bowed to his power, and before long the shark god claimed all the Razor Coast as his dominion. Bloody ruin ruled the waves and shores for over a decade. The senseless slaughter wiped out whole tribes and entire peoples drowned in their own blood.

Only years later, after countless massacres and wars of attrition, a group of powerful shamans among the Tulita banded together and called upon older ocean spirits to stop the horror of Dajobas. The Whale, the Dolphin and the Turtle rose against the shark god and cast him so far out to sea he would never harm their people again. Since then, Dajobas has waited.

When the strangers arrived, their massive ships weakened the other spirits of the seas greatly. The newcomers hunt the Whale to near extinction, they chase the Turtle from his beaches, and their enormous fishing nets drown the Dolphin. With the other spirits dwindling, the Time of the Shark returns – and with it the dark god Dajobas. Dalang Jalamar is his new Chosen One, transformed to bring Dajobas' dark message to all the people of the Razor Coast and to administer the shark-god's razor-toothed kiss to a new flock.

DALANG JALAMAR (HUMAN FORM) CR 11

XP 12,800

Male natural wereshark cleric of Dajobas 11

CE Medium humanoid (augmented human, shapechanger)

Init +6; **Senses** low–light vision, scent; Perception +19

DEFENSE

AC 12, touch 12, flat–footed 10 (+2 Dex)

hp 93 (11d8+44)

Fort +12, **Ref** +5, **Will** +13

Resist cold 10

OFFENSE

Spd 30 ft.

Melee *+2 keen wounding punching dagger* +13/+8 (1d4+7 plus 1 Con/19–20/x3), *+2 keen wounding punching dagger* +13 (1d4+4 plus 1 Con/19–20/x3)

Special Attacks channel negative energy 5/day (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day)

Domain Spell–Like Abilities (CL 11th; concentration +15)

7/day—*touch of blood, eyes of the shark (5 rounds)*

Cleric Spells Prepared (CL 11th, DC 14 plus spell level; concentration +15):

6th—*cone of cold*[D]*, harm*

5th—*dispel good*[D]*, flame strike, righteous might*

4th—*chaos hammer, control water*[D]*, death ward, divine power, unholy blight*

3rd—*blindness/deafness, deadly juggernaut, deeper darkness, dispel magic, magic circle against good*[D]*, stone shape*

2nd—*bull's strength, death knell, fog cloud*[D]*, hold person, owl's wisdom, spiritual weapon*

1st—*command, detect good, divine favor, doom, protection from good*[D]*, shield of faith*

0 (at will)— *create water, detect magic, detect poison, read magic*

[D] domain spell; **Domains** Evil, Water

STATISTICS

Abilities Str 20, Dex 15, Con 17, Int 12, Wis 18, Cha 15

Base Atk +8; **CMB** +13; **CMD** 25

Feats Alertness, Great Fortitude, Improved Initiative[B], Iron Will[B], Quick Change*, Shapechange Casting*, Two–Weapon Fighting

Skills Knowledge (religion) +15, Perception +19, Sense Motive +6, Spellcraft +15, Swim +16

Languages Aquan, Common

SQ aura, change shape (human, hybrid, Large shark; *polymorph*), shark empathy

Combat Gear 2 *beads of force,* 2 *elemental gems* (water); **Other Gear** *Teeth of Dajobas* (*+2 keen wounding punch daggers*, 2 of them, see side box), *candle of invocation* (chaotic evil), holy symbol of Dajobas, loose fitting silk pants, hemp shoes.

*New feat, see the **Appendix** for details

SPECIAL ABILITIES

Change Shape (Su): Dalang can assume the form of a Large shark. Changing to or from animal or hybrid form is a swift action (due to his Quick Change feat). If slain, Dalang reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however. As a natural lycanthrope, Dalang has complete control over his change shape ability.

Shark Empathy (Ex): In any form, Dalang can communicate and empathize with normal or dire sharks. This gives him a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

DALANG JALAMAR (HYBRID FORM) CR 11

XP 12,800

Male natural wereshark cleric of Dajobas 11

CE Large humanoid (augmented human, shapechanger)

Init +6; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

AC 17, touch 11, flat–footed 15 (+2 Dex, +6 natural, –1 size)

hp 104 (11d8+55)

Fort +13, **Ref** +5, **Will** +13

DR 10/silver; **Resist** cold 10

OFFENSE

Spd 30 ft.

Melee *+2 keen wounding punching dagger* +13/+8 (1d4+7 plus 1 Con/19–20/x3), *+2 keen wounding punching dagger* +13 (1d4+4 plus 1 Con/19–20/x3), bite +13 (1d8+9)

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

Special Attacks channel negative energy 5/day (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day)

Domain Spell–Like Abilities (CL 11th; concentration +15)

7/day—*icicle* (1d6+5 cold damage), *touch of evil* (5 rounds)

Cleric Spells Prepared (CL 11th, DC 14 plus spell level; concentration +15):

6th—*cone of cold*[D], *harm*

5th—*dispel good*[D], *flame strike*, *righteous might*

4th—*chaos hammer*, *control water*[D], *death ward*, *divine power*, *unholy blight*

3rd—*blindness/deafness*, *deeper darkness*, *dispel magic*, *magic circle against good*[D], *stone shape*

2nd—*bull's strength*, *death knell*, *fog cloud*[D], *hold person*, *owl's wisdom*, *spiritual weapon*

1st—*command*, *detect good*, *divine favor*, *doom*, *protection from good*[D], *shield of faith*

0 (at will)— *create water*, *detect magic*, *detect poison*, *read magic*

[D] domain spell; **Domains** Evil, Water

STATISTICS

Abilities Str 22, Dex 15, Con 19, Int 12, Wis 18, Cha 15

Base Atk +8; **CMB** +15; **CMD** 27

Feats Alertness, Great Fortitude, Improved Initiative[B], Iron Will, Quick Change*, Shapechange Casting*, Two–Weapon Fighting

Skills Knowledge (religion) +15, Perception +19, Sense Motive +6, Spellcraft +15, Swim +17

Languages Aquan, Common

SQ aura, change shape (human, hybrid, Large shark; *polymorph*), shark empathy

Combat Gear 2 *beads of force*, 2 *elemental gems* (water); **Other Gear** *Teeth of Dajobas* (*+2 keen wounding punch daggers*, 2 of them, see side box), *candle of invocation* (chaotic evil), holy symbol of Dajobas, loose fitting silk pants, hemp shoes.

* New feat, see the **Appendix** for details

SPECIAL ABILITIES

Blindsense (Ex): Dalang can locate creatures underwater within a 30-foot radius. This ability works only when he is underwater.

Change Shape (Su): Dalang can assume the form of a Large shark. Changing to or from animal or hybrid form is a swift action (due to his Quick Change feat). If slain, Dalang reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however. As a natural lycanthrope, Dalang has complete control over his alternate form ability.

Keen Scent (Ex): Dalang can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Shark Empathy (Ex): In any form, Dalang can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

DALANG JALAMAR (SHARK FORM) CR 11

XP 12,800

Male natural wereshark cleric of Dajobas 11

CE Medium humanoid (aquatic, augmented human, shapechanger)

Init +6; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

AC 17, touch 11, flat–footed 15 (+2 Dex, +6 natural, –1 size)

hp 104 (11d8+55)

Fort +13, **Ref** +5, **Will** +13

DR 10/silver; **Resist** cold 10

OFFENSE

Spd swim 60 ft.

Melee bite +13 (1d8+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks channel negative energy 5/day (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day)

Domain Spell–Like Abilities (CL 11th; concentration +15)

7/day—*icicle* (1d6+5 cold damage), *touch of evil* (5 rounds)

Cleric Spells Prepared (CL 11th, DC 14 plus spell level; concentration +15):

6th—*cone of cold*[D], *harm*

5th—*dispel good*[D], *flame strike*, *righteous might*

4th—*chaos hammer, control water*[D]*, death ward, divine power, unholy blight*

3rd—*blindness/deafness, deeper darkness, dispel magic, magic circle against good*[D]*, stone shape*

2nd—*bull's strength, death knell, fog cloud*[D]*, hold person, owl's wisdom, spiritual weapon*

1st—*command, detect good, divine favor, doom, protection from good*[D]*, shield of faith*

0 (at will)— *create water, detect magic, detect poison, read magic*

[D] domain spell; **Domains** Evil, Water

STATISTICS

Abilities Str 22, Dex 15, Con 19, Int 12, Wis 18, Cha 15

Base Atk +8; **CMB** +15; **CMD** 27

Feats Alertness, Great Fortitude, Improved Initiative[B], Iron Will, Quick Change*, Shapechange Casting*, Two–Weapon Fighting

Skills Knowledge (religion) +15, Perception +19, Sense Motive +6, Spellcraft +15, Swim +17

Languages Aquan, Common

SQ aura, change shape (human, hybrid, Large shark; *polymorph*), shark empathy

Combat Gear 2 *beads of force,* 2 *elemental gems* (water); **Other Gear** *Teeth of Dajobas* (*+2 keen wounding punch daggers*, 2 of them, see side box), *candle of invocation* (chaotic evil), holy symbol of Dajobas, loose fitting silk pants, hemp shoes.

* New feat, see the **Appendix** for details

SPECIAL ABILITIES

Blindsense (Ex): Dalang can locate creatures underwater within a 30-foot radius. This ability works only when he's underwater.

Change Shape (Su): Dalang can assume the form of a Large shark. Changing to or from animal or hybrid form is a swift action (due to his Quick Change feat). If slain, Dalang reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however. As a natural lycanthrope, Dalang has complete control over his alternate form ability.

Keen Scent (Ex): Dalang can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Shark Empathy (Ex): In any form, Dalang can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

Tactics Jalamar's tactics vary greatly from encounter to encounter (and form to form). When hunting, he fights in shark form, but when battling capable foes (like the PCs) he fights in hybrid form to make full use of Two Weapon Fighting and the *Teeth of Dajobas*.

Thanks to his scent ability, especially in hybrid and shark forms, almost nothing surprises Jalamar. Jalamar prepares for battle by casting *owl's wisdom, bull's strength, protection from good, shield of faith* and *divine power* (in that order). When fighting enemies alongside his Razortooth Raiders he casts *magic circle against good* and blankets the battleground with *deeper darkness* or a *fog cloud* to hamper foes, while he and his fellow weresharks rely on their blindsense. He casts *hold person* on the strongest looking fighter and beleaguers enemy spellcasters with *spiritual weapon*.

Jalamar revels most in melee combat. He enjoys the frenzy of battle, the rush of the kill and most of all the taste of fear and blood in his razored mouth. He is fond of toying with weaker foes as a child plays with his food, but once he tastes blood he fights until either he or the opposition lies slain.

The Crooked Commandant

Gregory Bonedeuce did not make a deal with the devil, but allying with the aquatic offspring of Demogorgon is not far off. Gregory was born into the wealthy Bonedeuce family in the County of Axepry, far across the sea. Spoiled as a boy, he grew into a tempestuous young man. Naturally gifted in many arenas, a shining future lay ahead of him but his avarice, arrogance and inability to appreciate others without secretly coveting their talents and possessions led him down a darker road. Unable to respect his betters, he instead learned to kill them, training religiously in the deadly art of swordplay and developing a less than honorable combat style. He slew over a dozen rivals in duels before earning the enmity of enough people to force his exodus to Port Shaw.

When he arrived in the land of promise, Bonedeuce took a commission with the Dragoons. His baleful pride still at work, Gregory quickly decided his talents were unappreciated by his superiors. Discontent boiled inside him when he was given a mere captainship and not made commandant the instant he signed up.

While captaining a two-masted schooner named *Windspear*, he encountered the Krakenfiend at sea. Harthagoa crushed his vessel like a handful of matchsticks and drowned the crew, sparing only Bonedeuce. The Demon Below dragged the impotent captain to his coral fortress and offered him riches and influence beyond all conception in exchange for unquestioning allegiance. Refusal offered Gregory only a crushing death in the dark cold reaches of the sea. A mere captain with no wealth or family connections on this side of the ocean — and

Minor Artifact: Teeth of Dajobas

Aura strong conjuration, necromancy and transmutation; **CL** 20th

Slot none; **Weight** 1 lb. each

DESCRIPTION

These *+2 keen wounding punch daggers* are fashioned out of the teeth of a dire great white shark. The weapons have a way of finding their way into the possession of the being chosen by Dajobas to serve as his Chosen Champion—even if the possessor is unaware of the selection. Non–evil creatures may wield these weapons, but when they do so they hear horrible whisperings in their mind, driving them to commit great atrocities in the name of Dajobas.

The possessor of one of these teeth can *bestow curse* (DC possessor's Wisdom bonus +13, or 16 for Jalamar) on a struck opponent as a free action once per day. If both teeth are possessed this ability can be used twice per day. When brought together by a lycanthrope the *Teeth of Dajobas* can create a *blade barrier* (the blades are actually whirling shark's teeth) once per day. The Save DC for the *blade barrier* effect is equal to the possessor's Wisdom bonus +16 (20 in Jalamar's case). Both of these abilities are at caster level 12.

If the possessor has 12 class levels (not counting racial Hit Dice, including the bonus animal Hit Dice from the fel lycanthrope template), the weapons improve to *+3 keen wounding punch daggers*. If the possessor has 15 class levels, they further improve to *+4 keen icy burst wounding punch daggers*. If the possessor is a lycanthrope or fel lycanthrope, at 12th level his DR increases by 5 points; at 15th level, he gains resistance to cold 10; at 20th level, his DR changes from silver to silver and good.

DESTRUCTION

To destroy the *teeth of Dajobas*, first each weapon must be sundered into three pieces. Regardless of the level of the possessor, treat the weapons as having a +5 enhancement bonus for the purposes of determining hardness and hit points. Once the weapons are sundered, one piece of each weapon must be fed to a dolphin, a turtle, and a whale.

little chance of advancing much further in the Dragoons – a heady combination of ambition and a sense of self-preservation seized him. Captain Gregory Bonedeuce swore service to the Krakenfiend, and with those words birthed their fell union.

The Krakenfiend set many events in motion to ensure Gregory Bonedeuce's rise in the Dragoons. For example, shortly after this chance encounter, a war between Port Shaw and the Pirate King Garr Bloodbane broke out. The Krakenfiend fed Gregory important intelligence on the pirate armada's movements, affording Bonedeuce several decisive victories and all the glory and honor due a hero – never truthfully earned.

The Great Betrayal

No matter how glorious Bonedeuce's achievements, one commander continually proved his better. Jacob Razor, whose kin discovered the Coast in ages past, was a legendary pirate and formerly a member of Bloodbane's own crew. Jacob gave up the skull-and-cross to serve Port Shaw after a lovely elven freebooter named Bethany Moonsliver stole his heart. Jacob left the service of the Pirate King and married his sylvan love, defecting to Port Shaw's side in the bloody conflict. Razor's skill as a seaman was beyond comprehension, his bravery in battle second to none, and his intimate knowledge of the Pirate King's tactics aided him in his fight against Bloodbane's armada.

Bethany was a skilled captain in her own right and trained in the druidic traditions of her ancestors. The couple seemed invincible, single handedly turning the tide of war. Jacob Razor's victories far outshone Gregory Bonedeuce's, and scuttlebutt among the higher ups of Port Shaw hinted Jacob was first in line for commandant of Port Shaw's Municipal Dragoons, once he defeated Bloodbane.

Harthagoa was not about to allow the Razors to ruin his ambitions for Gregory Bonedeuce. The Krakenfiend concocted a simple plan. By this time, the Pirate King Garr Bloodbane, beleaguered and hard pressed, retained only his command ship, the *Dark Lady*, and one more seaworthy frigate, *Devil's Grasp*. Garr holed up near an atoll not far from Beacon Island to lay low and rebuild his fleet.

Harthagoa informed Bonedeuce of the Pirate King's hideaway, commanding the captain to inform Jacob Razor as well. Razor suggested his fast running man-o-war, *Razor's Edge*, team up with Bonedeuce's current command, the *Pride*, and quickly ambush Bloodbane before they missed their chance and he went to ground again. With no

time to gather a fleet, the two captains engaged Garr in the bedlam of battle. By the end of it, *Pride* was crippled and Garr's *Dark Lady* rested below the waves. Garr Bloodbane himself met death on Razor's sword during a brief boarding action. But triumph turned to dark betrayal.

Jacob Razor, bloodied and barely able to swim after his brutal battle with the Pirate King aboard the sinking *Dark Lady*, staggered to the deck of the *Pride*. Even as Gregory Bonedeuce pulled his fellow captain from the waves, he rammed a dagger in Jacob's ribs. Disbelief written on his face, Jacob Razor watched his heart's blood stain the deck. A lookout on Jacob's ship spotted the calumny. Before the survivors among his crew could turn their ship about and avenge their beloved captain, a forest of barbed tentacles rose from the deep and dragged *Razor's Edge* with all witnesses down to the crushing deeps. Gregory Bonedeuce shoved the dying Captain Razor over the side to float to the ocean floor alongside his beloved ship, thus becoming the sole surviving captain of the last Pirate War.

Bonedeuce ordered the crippled *Pride* to run aground on Beacon Island, where he proceeded to hunt and murder his surviving crew. A week later, a passing patrol spotted the stranded *Pride* and rescued Bonedeuce. He told the tale of the battle upon his return, extolling the bravery of Jacob Razor, relating his fellow captain's heroic fall to Garr's battleaxe, and claiming to have brought the *Pride* to shore, single handed. Bonedeuce also took credit for Garr's death himself, claiming he slew the pirate just before the powder main on the *Razor's Edge* exploded and sank the ship with no survivors.

Bonedeuce's appointment to commandant followed hard upon the heels of this supposed triumph. After his rise to power in the Dragoons, the traitorous captain spent years recruiting other high-ranking commanders into the Ring of the Kraken, ensuring that when the day of Harthagoa's long planned assault on Port Shaw comes, the city will stand defenseless. Through Bonedeuce, the Dragoon's fleet of ships and Fort Stormshield's cannons belong to Harthagoa.

The Man, Himself

Gregory Bonedeuce is arrogant and his sense of entitlement knows no bounds. His pride is his greatest weakness, as he cannot stomach an insult or affront to his honor. Intelligent PCs can exploit this flaw and use Bonedeuce's bloated sense of self-worth to force his hand in certain situations, or even breed bad blood between the Commandant and other antagonists in the campaign. For one, Bonedeuce is not overly fond of Elder Hargrove and chafes at sharing leadership of the Ring with a tired old man who, truth be told, reminds him of his overbearing noble father.

As one of the most important members of the Ring, Gregory communicates often with his dark master below the waves. Once he brands the last of the respected commanders with the Mark of the Kraken, he will notify Harthagoa in the hopes their assault can begin.

Meeting Bonedeuce

The PCs likely meet Gregory Bonedeuce face to face early in the campaign. He is a strikingly handsome man, with chiseled features and cool blue eyes like the sea in winter. Always well dressed in his crisp uniform of white and royal blue, Gregory bears several medals and marks of distinction upon his jacket and enjoys a good cigar. He swathes his shoulders in a snow-white silken gentleman's cape trimmed with blue velvet and is never without his commandant's hat, also decorated with medals and trimmed with silver. Gregory is an excellent specimen of warrior, with a lithe frame and panther-like movements. He crops his jet-black hair short and his tanned skin is unblemished save for the Krakenfiend's mark, a ringed scar concealed beneath his right armpit.

Gregory can be charming or terrifying depending on his intended effect. If the PCs are law-abiding citizens keeping their noses out of his less-than-respectable affairs, Gregory befriends them, soon treating them like old shipmates. He is an excellent carouser and dancer, and he plays a mean ditty on the fiddle – a skill much appreciated in Port Shaw. He is also quick with a jest, generous with his money, and capable of feigning interest in the PCs' well being.

Once he earns their trust, the commandant attempts to use the party to deal with other problems vexing him. For example, if Falken Drango is at large, he laments the murderous outlaw's escape, hoping the PCs offer to track the pirate down for him. If the PCs seem interested in do-goodery, he points them towards Bonegnaw's smuggling ring (since the uppity gnoll has refused to pay any bribes to Gregory).

If the PCs prove unruly or unreceptive to Bonedeuce's friendly overtures, he watches them closely to determine if they are a threat to Harthagoa's plan. He may find a reason to challenge a PC to a duel to first blood (or have one of his Dragoons do so) in order to evaluate their skill at arms.

If the PCs actions suggest an interest in the Ring of the Kraken, Bonedeuce has them arrested for any crimes

they commit or frames them – perhaps ordering his most loyal Dragoons to murder someone the PCs have publicly challenged or argued with. If all these measures fail, the commandant reports to Barrison Hargrove (possibly the only man in Port Shaw more dangerous than he) who eventually hires Old Fish to assassinate the PCs (see **Chapter 2** for more details).

COMMANDANT GREGORY BONEDEUCE CR 14

XP 38,400

Male human rogue 5/fighter 4/duelist 5

LE Medium humanoid (human)

Init +11; **Senses** Perception +19

DEFENSE

AC 23, touch 23, flatfooted 23 (+3 deflection, +5 Dex, +1 dodge, +4 Int); (+1 dodge vs traps)

hp 93 (14 HD; 5d8 plus 9d10+9)

Fort +8, **Ref** +15, **Will** +8; +1 vs fear, +1 Ref vs traps

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 40 ft.

Melee *+2 speed rapier* +20/+20/+15/+10 (1d6+3/18–20)

Ranged mwk double pistol +18 (1d10 or 2d10)

Special Attacks parry, precise strike +5, riposte, sneak attack +3d6

STATISTICS

Abilities Str 12, Dex 21, Con 12, Int 18, Wis 14, Cha 19

Base Atk +12; **CMB** +13; **CMD** 32

Feats Combat Expertise, Combat Reflexes[B], Dodge, Greater Feint, Improved Feint, Improved Initiative[B], Improved Trip, Iron Will, Mobility, Persuasive, Stepping Feint*, Weapon Finesse[B], Weapon Focus (rapier)

Skills Acrobatics +22 (+26 jump), Appraise +10, Bluff +21, Climb +9, Diplomacy +14, Disable Device +13, Escape Artist +13, Intimidate +25, Knowledge (local) +14, Linguistics +12, Perception +19, Perform (Dance) +11, Perform (String) +12, Profession (Sailor) +13, Ride +13, Sense Motive +17, Stealth +21, Swim +9

Languages Abyssal, Aquan, Common, Elven, Gasquen, Goblin, High Boros, Infernal, Orc, Sahuagin

SQ armor training +1, bravery +1, canny defense, enhanced mobility, grace, rogue talents (bleeding attack +3, finesse rogue, trapfinding

Gear *Bonny Lass* (a *+2 speed rapier,* which also grants the possessor a +2 enhancement bonus to their Charisma), *+3 ring of protection, ring of water breathing, bolo tie of death ward, boots of striding and springing*, several uniforms, a monogrammed gold plated mechanical pocket watch (worth 1500 gp), a masterwork fiddle and bow, a snuff box, several exquisite quality cigars, a box of matches, a masterwork double pistol with 10 reloads of shot and powder, a pair of dueling pistols with pressure release needle traps (See **Appendix**) tipped with giant wasp poison (see Pathfinder Roleplaying Game: Core Rulebook, Appendix 1, "Poison"), two doses of purple worm poison (see Pathfinder Roleplaying Game: Core Rulebook, Appendix 1, "Poison").

* New feat, see **Appendix**

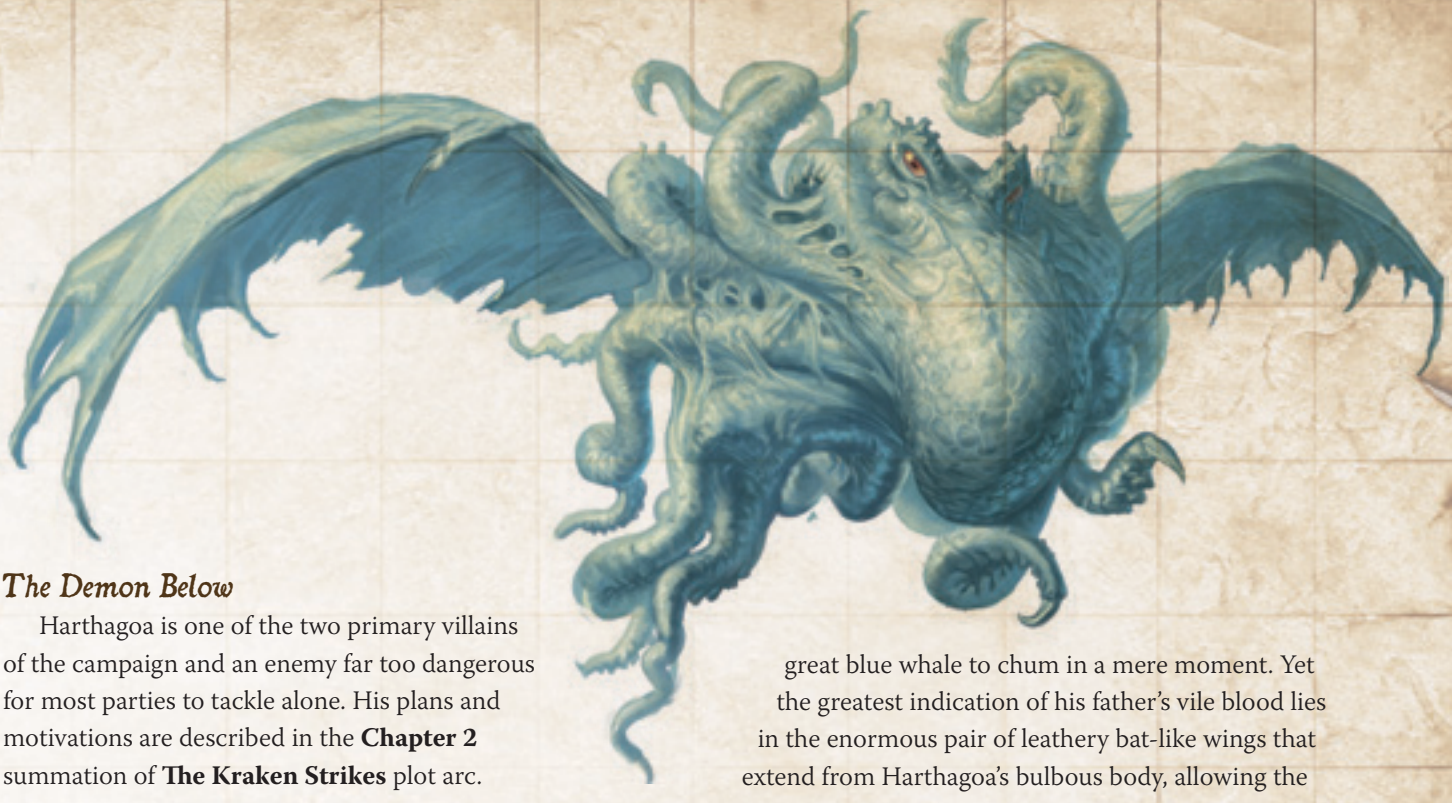
Tactics Gregory Bonedeuce's brand of honor demands he look a man straight in the back before plunging a rapier into him, and a stand up fight is something he avoids at all costs. The Commandant is an accomplished duelist, but when fighting to the death he prefers to strike from behind or while the enemy's attention is distracted elsewhere.

When contending with the PCs, Bonedeuce presents the façade of an honorable and courageous spirit. This veneer peels away if directly attacked, and he hastens to shield himself with the law and his sycophantic Dragoons.

When a direct conflict proves necessary, Bonedeuce prefers a duel. He is a skilled duelist, and he often packs the odds in his favor by applying a dose of purple worm poison to his blade before the match. When dueling he prefers to close with his Stepping Feint, robbing an opponent of their Dexterity bonus and allowing Gregory to employ a sneak attack. If the duel is to first blood, Gregory fights defensively and allocates 5 points of his Base Attack Bonus to his Armor Class (raising it to 28). If his opponent chooses pistols, Bonedeuce supplies his set of dueling pistols, cheerfully allowing the enemy to select either of the weapons. Both are outfitted with one of Old Fish's devilish pressure release needle traps. When anyone attempts to fire the pistol a needle housed near the trigger strikes them, injecting a dose of giant wasp poison and throwing their aim (-8 circumstance penalty to their ranged attack roll). This needle trap can be discovered with a DC 25 Perception check and then deactivated with a DC 20 Disable Device check. Bonedeuce is intimately familiar with the weapons and therefore requires neither roll to fire them safely. See the **Appendix** for details on these pistols and much more.

Gregory rarely loses a duel, and if a PC manages to defeat him, he heartily congratulates them openly while swearing in his heart to slay the character painfully at a later date.

In melee combat, Bonedeuce prefers to keep himself safe from harm by using his Combat Expertise. He relies on his speed and finesse to dispatch opponents and tumbles in and out of combat in true swashbuckling style to gain the most advantageous ground.



The Demon Below

Harthagoa is one of the two primary villains of the campaign and an enemy far too dangerous for most parties to tackle alone. His plans and motivations are described in the **Chapter 2** summation of **The Kraken Strikes** plot arc.

The Demon Below dedicates himself to the glory of his dark abyssal father, Demogorgon, and he seeks to bring as much of the world as possible into the demon lord's service. Harthagoa's taste for carnage is tempered only by his sinister intellect and the patience of an immortal demon.

The Krakenfiend burst from his mother's body and grew to maturity over the course of a few scant hours. He then devoured his crippled mother in order to claim her territory. He spreads his dark tentacles farther and farther with each passing year. Although nigh impossible to defeat in combat, Harthagoa is not foolish enough to face threats personally. Sinister to the core, the Krakenfiend prefers to turn foes against one another and use cat's-paws to do his dirty work for him.

Moreover, Harthagoa is intimately familiar with wielding terror as a weapon. He controls most of his minions through the alternating application of intimidation and insincere promises of dark reward. He guarantees his followers' loyalties by generating utter hopelessness over anything but himself. The great Krakenfiend is a dark force of nature, twisted and polluted by demonic influence. Opposing him is as impossible as opposing the implacable sea or standing against a winter's storm.

In appearance, Harthagoa looms straight out of a god's nightmare. His body is more than 50 feet in length, and his tentacles are twice as long, ending in barbed talons – a mark of his demonic heritage. These razor-barbed tentacles are speckled with ugly sucker-rings capable of shredding a great blue whale to chum in a mere moment. Yet the greatest indication of his father's vile blood lies in the enormous pair of leathery bat-like wings that extend from Harthagoa's bulbous body, allowing the Demon Below to take to the air if need be. His large eyes glow with a malevolent fire, and his mouth is filled with jagged poisonous teeth. The Krakenfiend's thick arms can reduce a frigate to driftwood as casually as a man might crush paper lantern.

HARTHAGOA, THE KRAKENFIEND AKA THE DEMON BELOW CR 15

XP 51,200

Male unique creature

CE Gargantuan outsider (aquatic, native)

Init +2; **Senses** darkvision 60 ft., low–light vision; Perception +28

DEFENSE

AC 28, touch 8, flat–footed 26 (+2 Dex, +20 natural, –4 size)

hp 347 (21d10+210)

Fort +22, **Ref** +9, **Will** +19

DR 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Spd fly 20 ft. (average), swim 20 ft., jet 280 ft.

Melee 2 tentacles +28 (2d8+7/19–20 plus grab), 6 arms +30 (1d6+14 plus grab), bite +30 (4d6+21), 2 claws +30 (2d6+21)

Space 20 ft.; **Reach** 20 ft., 60 ft. with arm, 40 ft. with tentacle

Special Attacks constrict 2d8+14 or 1d6+7, smite good 5/day

Spell–Like Abilities (CL 21 unless otherwise noted):

3/day—*darkness, poison* (DC 20), *unholy aura* (DC 24);

1/day—*blasphemy* (DC 23), *contagion* (DC 19), *control weather* (CL 9), *control winds* (CL 9), *desecrate, destruction* (DC 23), *dominate animal* (CL 9, DC 19), *horrid wilting* (DC 24), *resist energy* (CL 9), *summon monster IX* (evil outsider only), *unhallow, unholy blight* (DC 20).

STATISTICS

Abilities Str 38, Dex 14, Con 31, Int 25, Wis 20, Cha 22

Base Atk +20; **CMB** +38; **CMD** 50

Feats Awesome Blow, Bleeding Critical, Blind–Fight, Critical Focus, Flyby Attack, Improved Bull Rush, Improved Critical (tentacle), Iron Will, Multiattack, Power Attack, Quicken Spell–Like Ability (*poison*)

Skills Diplomacy +26, Fly +16, Intimidate +26, Knowledge (arcana) +22, Knowledge (geography) +30, Knowledge (history) +22, Knowledge (nature) +30, Knowledge (planes) +25, Perception +28, Sense Motive +28, Spellcraft +18, Stealth +13, Survival +25, Swim +42, Use Magic Device +26

Languages Abyssal, Aquan, Common, Draconic, Elven, Ignan, Infernal, Sahuagin

SQ ink cloud

Combat Gear *staff of transmutation* (21 charges remaining), *wand of sending* (15 charges remaining), *wand of cure critical wounds* (33 charges remaining), *medallion of thoughts*.

SPECIAL ABILITIES

Constrict (Ex): Harthagoa deals automatic arm or tentacle damage with a successful grapple check.

Ink Cloud (Ex): Harthagoa can emit a cloud of jet–black ink in an 80–foot spread once per minute as a free action. The cloud provides total concealment, which he normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Jet (Ex): Harthagoa can jet backward once per round as a full-round action, at a speed of 280 feet. He must move in a straight line, but does not provoke attacks of opportunity while jetting.

Smite Good (Su): 5/day as a swift action, Harthagoa can choose a target within sight to smite. If this target is good, Harthagoa adds +6 to his attack rolls and adds +15 to all damage rolls made against the target of his smite. If the target of smite good is an outsider with the good subtype, a good-aligned dragon, or a good-aligned creature with levels of paladin or cleric, the bonus to damage on the first successful attack increases to 30 points. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess. While smite good is in effect, Harthagoa gains a +6 deflection bonus.

Tactics Harthagoa is a fearsome opponent in combat, making devastating use of his many spell-like abilities before closing with his foes. During the first few rounds of combat he uses *unholy blight* and *horrid wilting* against as many foes as possible. He employs quickened *poison* against particularly powerful foes to erode their will to live. He also keeps his enemies at bay with the 60ft. reach of his tentacles, striking dangerous melee combatants from a distance and pushing them out of reach with Awesome Blow. Against multiple foes, he quickly grapples the most dangerous spellcasters, constricting them each round until they are little more than pulp.

At sea he uses the water to his advantage, swiftly sinking any offending vessels and forcing his enemies to battle amongst the churning waves. If the Krakenfiend ends up attacking Port Shaw at the climactic end of the adventure (see **Chapter 7**), he hurtles out of the water into the sky, stretching his horrific black wings. His massive form blocks out the sun as he swoops down on Port Shaw.

In a large-scale battle, Harthagoa uses his *wand of sending* to issue orders to sahuagin troops just as he uses it to communicate with his spies in the Ring. He employs his *staff of transmutation* against particularly dangerous foes, and often *disintegrates* well-cannoned vessels right out from under sailors. Harthagoa also uses the staff to punish minions with *baleful polymorph,* reducing them to gulls or rainbow fish and sending them out to spy for him in their new inconspicuous forms. He uses his *medallion of thoughts* in order to read their minds and learn the secrets they have witnessed. When traveling away from Kraken's Reef, the Krakenfiend sometimes *polymorphs* in order to avoid attracting the wrong kind of attention. Harthagoa has, on occasion and for a short time, transformed himself into a humanoid to walk the docks of Port Shaw and learn about the pathetic surface dwellers – in order to exploit their numerous weaknesses better.

Harthagoa is far too intelligent to fight to the death, and if he feels there is genuine mortal danger he flees, making full use of his jet ability to retreat into the deep reaches of the ocean where land dwellers cannot follow.

Elder Hargrove, Grandfather of Port Shaw

The Hargrove family arrived in the early days, when Port Shaw was a rough frontier settlement. Barrison Hargrove came as a chubby young boy holding his mother's hand and hiding behind her skirts. Hargrove's father was a merchant of considerable wealth, but married to his business above all else. He relegated Barrison's mother to the life of a beautiful and neglected trophy wife.

The senior Hargrove's business acumen and icy heart allowed him to wrangle the local Tulita out of much of their most productive land. Soon his wealth rivaled that of kings and theocrats. The Hargrove family seemed destined to live happily for generations to come.

Barrison's mother ruined everything by falling in love with a local Tulita man and running off into the wilds

Creator's Note: Unique Creatures

During the conversion from 3.5 to PF, the primary development goal was to maintain the same challenge ratings and encounter levels throughout the product. In most instances, that was extremely easy. For example, if you have the 3.5 sample release of ***Razor Coast***, you'll notice most NPCs have one more level in this product when compared to the 3.5 version to account for the way The Pathfinder Roleplaying Game handles challenge ratings.

Some things, though, were not easily converted—and Harthagoa was one of them. There's a huge disparity in challenge rating between a 3.5 kraken (CR 12) and a PF kraken (CR 18). The PF CR was so much higher that it made it impossible to build Harthagoa the same way and retain him as a viable foe for the adventure. The easiest solution was to make him a unique, new creature that closely mirrors the 3.5 stats born of from adding a half-fiend template to a Kraken.

with him. Barrison's father fell apart after this betrayal. He sank into torpor, refused to eat and deteriorated rapidly into a rail-thin, sunken-eyed half-wit. This forced young Barrison to take up the reins of the Hargrove economic empire at the tender age of eleven. He rose to the occasion with a fierce tenacity, proving far more heartless than his father, and brought even more acclaim and wealth to his family name.

In his young polluted soul, a burning hatred began to fester. Barrison leveled his emotions over the loss of mother and his father's wasting disease against the Tulita, whom he held responsible for tearing his family apart. At thirteen, Barrison hired a band of cutthroats to track his mother and her new lover down and murder them both, bringing back their heads to satisfy his family honor. He mounted them on his mansion gate for one month, until the gulls and flies picked them clean. Local legend claims he kept their bleached skulls and sleeps with his mother's like a toddler clutches a blanket.

As he grew older, Barrison went out of his way to ruin the Tulitas' relations with other newcomers, forcing the local people deeper and deeper into poverty and exclusion. Now the tribes are all but banished to the Outskirts of Port Shaw where famine, prowling monsters and newcomer plagues threaten their very survival.

Today Barrison is the major figure in Port Shaw's continued expansion, and the driving force behind the town. He strong-armed the Tulita into granting him both the title of Elder and a seat on the Lodge, which he rules with an iron fist – and hired knives hovering in the dark. He instigated Port Shaw's recent burst of development, shepherding the city into the ill-gotten center for profit and skullduggery it has become.

Nothing major happens in Port Shaw without his knowledge and involvement. He is feared and respected by every captain who makes port at the docks, and his invitations and requests are never ignored. It is no small wonder Harthagoa, the Demon Below, chose Barrison Hargrove as his foremost cat's-paw and the leader of the fiendish Kraken's cult. Even over his previous favorite, Gregory Bonedeuce.

Backed by his Kraken-inflated influence, Hargrove merrily eradicates Tulita culture wherever he finds the opportunity, outlawing their language within city limits and forbidding the practice of their ancient chants and dances. Only those Tulita who take refuge on distant islands (such as Kakeou) or the deep jungles hold onto the old ways. Worse, as the Tulita suffer, the desperate, younger generation turns to the worship of taboo gods, to devastation and murder, allowing Dajobas to find his place in the hearts of Tulita once more. Hargrove knows nothing of Dajobas, but if he discovers this pollution of Tulita religion, it only amuses him.

Barrison is no longer young. His once striking chestnut hair frosted with age, which only serves to add to the distinguished façade he layers over his rotted heart. His bespectacled face helps him affect a learned, scholarly air. He dresses in finery worth more than a sea captain's annual wages, often swathing himself in a cape of hunter's green or bright crimson.

Barrison Hargrove is as sinister as he is handsome, and he possesses the dangerous intellect expected in a tyrant of industry. If the PCs efforts come to his attention, he immediately tries to use them against the Tulita, whom he paints as the most dangerous faction of unrest in the region. He may show the party forged documents, "proving" the Tulitas' collusion with Garr Bloodbane four years ago, as well as their involvement with dozens of smugglers, including Bonegnaw and his ring of dragonsmoke dealers (See **Chapter 4** for details).

If Hargrove's efforts to deflect the PCs from the Ring of the Kraken's activities fail, he might call in the debt owed to

him by Old Fish, forcing the aged assassin out of retirement to eliminate the PCs. If Fish fails, Hargrove likely orders Bonedeuce to take drastic measures and sics the entire Dragoons on them.

Elder Barrison Hargrove CR 13

XP 25,600

Male human rogue 14

NE Medium humanoid (human)

Init +8; **Senses** Perception +20

DEFENSE

AC 18, touch 14, flat–footed 18 (+4 Dex, +4 natural); +4 dodge vs traps

hp 77 (14 HD; 14d8+14)

Fort +6, **Ref** +13, **Will** +9; +4 Ref vs traps

Defensive Abilities evasion, improved evasion, trap sense +4, improved uncanny dodge

OFFENSE

Spd 30 ft.

Melee *+3 shocking burst brilliant energy dagger* +18/+13 (1d4+3 plus 1d6 electricity/17–20, additional 1d10 electricity on a critical)

Ranged mwk gentleman's pistol +15 (1d10/19–20)

Special Attacks sneak attack +7d6

STATISTICS

Abilities Str 10, Dex 18, Con 11, Int 18, Wis 16, Cha 17

Base Atk +10; **CMB** +10; **CMD** 24

Feats Combat Expertise, Deceitful, Great Fortitude, Improved Critical (dagger), Improved Feint, Improved Initiative, Iron Will, Weapon Finesse[B], Weapon Focus (dagger)

Skills Appraise +10, Bluff +24, Climb +8, Diplomacy +20, Disguise +24, Escape Artist +21, Intimidate +20, Knowledge (geography) +9, Knowledge (history) +8, Knowledge (local) +21, Linguistics +21, Perception +20, Profession (merchant) +11, Sense Motive +20, Sleight of Hand +17, Stealth +21, Survival +8, Swim +8

Languages Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Gasquen, Giant, Halfling, High Boros, Infernal, Karikanti, Khemitian, Norsk, Old Tongue, Semuric, Tulita

SQ trapfinding, rogue talents (bleeding attack +6, crippling strike, finesse rogue, improved evasion, resiliency, slow reactions, surprise attack), trap sense +4

Gear *"Lightning Strike"* (a *+3 shocking burst brilliant energy dagger*), *+4 amulet of natural armor, ring of mind shielding,* a pair of silver rimmed spectacles (actually *eyes of petrification*), several sets of expensive clothing, a masterwork gentleman's pistol with 5 reloads of shot and powder, a sword cane with a masterwork silver rapier inside and a masterwork one shot pistol built into the grip (1d10 points of damage).

Notes Barrison Hargrove rarely travels without the accompaniment of at least two minotaur slaves who act as his bodyguards. See "Minotaur" in the *Pathfinder Roleplaying Game: Bestiary* for their statistics.

Tactics Barrison Hargrove is a craven coward who abhors physical confrontation. He has money to ensure he must never dirty his hands with the blood he wants shed. He hires mercenaries to deal with Tulita who trespass on

the lands he stole from them and wields the Dragoons against anyone else who gets in his way. Hargrove is an accomplished forger and often manipulates visiting captains from faraway lands with false documents apparently from their homeland's ruling body.

When physical confrontation becomes imminent, Barrison always attempts to hide and get the upper hand. He allows his minotaur slaves to engage opponents and then sneak attacks with his gentlemen's pistol or the firearm housed in his sword cane before opponents close to melee. As soon as enemies step within 30 ft., he activates his spectacles (*eyes of petrification*) pacifying as many foes as possible by rendering them into statues. Any PC who survives this assault must face *Lighting Strike*. If the combat goes poorly for Hargrove, he flees without hesitation, seeking reinforcements.

Dancing with the Old Devil

Hargrove is a revolting excuse for a human being, but sadly could turn out to be useful to the PCs. Barrison remains unaware of Harthagoa's endgame – the destruction of Port Shaw. The old man, for all his disgusting faults, believes in Port Shaw and sees it as his hallowed dominion. He is king of the city, and if he learns Harthagoa plans to destroy Port Shaw he considers betraying the Krakenfiend, possibly even moving against Gregory Bonedeuce and supporting the PCs. The power of Barrison's ego is so profound, he even considers opposing the Demon Below. Bonedeuce may have the Dragoons, but Barrison Hargrove's fortune can raise an army of sellswords and pirates, not to mention Old Fish – the Coast's most lethal assassin.

However, joining forces with Barrison means the PCs rub shoulders with the most evil man in the city and team up with a racist mass-murderer who actively pursues an agenda of genocide against the natives of the Razor Coast.

Fallen Heroes

Razor Coast was not always submerged in scum and villainy. Once, proud heroes walked the piers and sailed the bloody waters with steel and spell prepared against the dark. The Wave Riders were such a band of brave adventurers and renowned heroes, who faced death without question or pause and looked evil dead in the eye with nary a blink.

Five years ago, the Wave Riders planned to ambush the Kraken and rid the shipping lanes of this fiendish terror once and for all. Masquerading their ship, the *Trident*, as a cargo freighter laden down with gold, they sailed forth to battle the Demon Below.

Unfortunately, the Ring of the Kraken learned their plan and passed it on. Warned of the intricacies of their strategy, Harthagoa brought a legion of bloodthirsty sahuagin warriors and ambushed the Wave Riders. In the resultant massacre, many of the heroes fed the Kraken, while others met brutal deaths between the sahuagin's flesh-shearing teeth.

Solomon Trafalgar, a chosen paladin of Quell and the heart and soul of the Wave Riders, fell in the massacre, crushed to death by Harthagoa. The Kraken dragged Trafalgar's body to his deep demesne as a grisly trophy. The surviving heroes, viewing the defeat of their steadfast leader, fled in disgrace. Since this demoralizing defeat, none have dared face the Demon Below. Nowadays, the only precautions available to a captain who braves the sea are prayers to Quell. Most ensure their affairs are in order before they set sail.

The following NPCs were all members of the original Wave Riders. They sailed out against the Krakenfiend five years ago in hopes of ridding the Razor Coast of its most fearsome scourge. Since the death of their leader, Solomon Trafalgar, these one-time heroes have fallen low. Some are destitute, little more than mendicants. Others have even resorted to petty crime to survive. One has even gone over to the Ring of the Kraken, selling his soul to the murderer of his once beloved leader. Others faded into mediocrity and are now simple folk whose heroic deeds of the past are long forgotten.

The Cutpurse

Jalia Ramires was orphaned when Old Fish, under orders of Barrison Hargrove, murdered her adventurer parents. Jalia never discovered who slew her parents or the architect behind the crime and grew up believing them murdered by bloodthirsty buccaneers. Her early training aborted by her parents' deaths, Ramires learned hard lessons on the streets and docks of Port Shaw. A skilled pickpocket, escape artist and cat burglar by her early teens, she quickly became one of Port Shaw's best thieves, earning her title "Lady Lightfingers" from the other rogues on the street.

As a girl magic fascinated her, and she dreamed of one day becoming a powerful wizard who could whisk herself away from the grime, salt air and festering stink of Port Shaw. She never did take up magic as an official study, but learnt a great deal about how to use it by tailing local wizards and making more than a few uninvited trips to Sagacious Samuel's study and laboratory. She became skilled with all sorts of magical trinkets: wands, staffs, even scrolls, making her even more capable as a burglar.

Her life changed in a heartbeat one spring morning. Running from the Dragoons after pinching a fat merchant's fatter purse, she rounded a corner and ended up face-to-face with the most beautiful man she ever imagined. It was as if he walked out of her dream and careened into her during a getaway. Smitten and thunderstruck, she stood rooted to the spot. Then the man of her dreams did something she never dreamed he would do. He arrested her – just Jalia's luck that the love of her life would be a paladin. Solomon Trafalgar, commander of the Wave Riders, stole this thief's heart. Her only recourse was to reform and join his silly band of adventurers. She served them truly and even made some fast friends in her time among the Riders, but her love remained unrequited.

On the tragic day of the Wave Rider's battle with the Kraken, Jalia watched Harthagoa drag her love beneath the waves. Her heart went to the watery grave with him. After the battle, she abandoned her life of adventure and slipped back into the shadows to resume her unfulfilling life of crime.

Today, Jalia appears the quintessential harlequin. She quips and steals with a sly smile and a bat of her eyelashes. Yet behind her flippant demeanor she is a woman whose heart broke against the waves.

Enlisting the Lady

The PCs may convince Jalia the time is right to move against Harthagoa if they guess her true feelings for Solomon and push her toward vengeance. Convincing Jalia that Solomon is still alive and captive within Kraken's Reef is also a cruel but potentially effective way of enlisting her help. Strong-arming her with threats to turn her over to the Dragoons or with time in the brig at Fort Stormshield might also nudge Jalia in the right direction, though it may also spur her enmity. Potentially the best way to earn Jalia's trust is to bring to light the true circumstances behind her parents' death. If the party uncovers evidence of Barrison Hargrove's involvement in the Ramires' murder and connect Hargrove to the Ring of the Kraken, Jalia's rage roils to uncontrollable heights. Even if it amounts to suicide, she willingly takes the fight to Harthagoa – the Krakenfiend who not only slew her one true love, but who also engineered her parents' murder.

Jalia "Lady Lightfingers" Ramires CR 9

XP 6,400

Female human ex–monk 1/rogue 9

CN Medium humanoid (human)

Init +6; **Senses** Perception +10

DEFENSE

AC 21, touch 21, flat–footed 21 **(**+3 deflection, +5 Dex, +2 Wis); (+3 dodge vs traps)

hp 63 (10 HD; 1d8 plus 9d8+19)

Fort +6, **Ref** +14, **Will** +9; +3 Ref vs traps

Defensive Abilities evasion, improved uncanny dodge, trap sense +3

OFFENSE

Spd 30 ft.

Melee unarmed +13/+8 (1d6) or flurry of blows +11/+11/+6 (1d6)

Ranged mwk dart +13 (1d4 plus poison)

Special Attacks sneak attack +4dt6, flurry of blows, stunning fist (3/day, DC 17)

STATISTICS

Abilities Str 10, Dex 22, Con 12, Int 13, Wis 14, Cha 17

Base Atk +6; **CMB** +6; **CMD** 25

Feats Improved Grapple[B], Improved Unarmed Strike[B], Iron Will, Skill Focus (Sleight of Hand)[B], Skill Focus (Use Magic Device), Stealthy, Stunning Fist[B], Weapon Finesse[B], Weapon Focus (unarmed strike)

Skills Acrobatics +17, Bluff +14, Climb +6, Diplomacy +15, Disable Device +16, Disguise +14, Escape Artist +19, Knowledge (local) +6, Perception +12, Sense Motive +13, Sleight of Hand +25, Spellcraft +0, Stealth +23, Use Magic Device +26

Languages Common, Tulita

SQ trapfinding, rogue talents (fast stealth, finesse rogue, ledge walker, quick disable), trap sense +3

Combat Gear Large lady's fan (actually a *wand of hold person* [22 charges]), *wand of major image* (18 charges) fashioned into an umbrella; **Other Gear** *+3 ring of protection*, fine emerald brooch (fake, only work 4 cp), emerald green silk *bodice of escape*, aqua hoop skirt (quick tear away), black silk leggings, *slippers of spider climb*, *ring of acquisition* (see side box), white lace *gloves of arrow snaring*, 2 masterwork hairpin darts (laced with drow poison), and a vial of liquid terinav root (see *Pathfinder Roleplaying Game: Core Rulebook, Appendix 1*, "Poison"), a silken ladies purse (filled with caltrops).

Tactics Jalia uses her Disguise to appear as a well-to-do captain's wife or merchant's daughter, casting suspicion away from her in public. She then employs her *wand of major image* to create an illusion of a dirty street urchin girl (who looks just like she did as a young, up-and-coming pickpocket) and picks her mark's pocket. If the target notices the theft, Jalia has the urchin image look guilty and run off in a random direction while she unassumingly makes her getaway in a different direction. If this ploy fails, she flees immediately. If anyone bars her path, she lays them out with a Stunning Fist and runs while dropping caltrops behind her and zapping pursuers with her *wand of hold person*. In a pinch, she hurls one of her hairpins to incapacitate a foe. Jalia uses her *slippers of spider climb* to take to the rooftops where many pursuers cannot follow.

Jalia sometimes lures a particularly wealthy looking mark into an alleyway by disguising herself as an alluring harlot. She then insists the mark smells awful and applies her vial of perfume (actually liquid terinav root) to paralyze them before looting their pockets and purse.

Ring of Acquisition

Aura faint transmutation; **CL** 3rd

Slot finger; **Price** 7,000 gp

DESCRIPTION

This simple gold band is featureless, save the initials of the current wearer, which always appears inscribed on it. Whenever the bearer of this ring picks up an item, any personal markings (monograms, engravings, even an *arcane mark*) vanish from it and are immediately replaced with the wearer's initials.

CONSTRUCTION

Requirements Forge Ring, *erase*; **Cost** 3,500 gp.

The Drunkard

Captain Donovan Montgomery was once the captain of the *Trident* and one of the most respected seafarers in the Razor Coast. It was said, "If it floats, he can sail it." Pirates and smugglers all feared Montgomery, who seemed able to sniff them out of any fog or cove and track them across the Razor Sea. Captain Montgomery could harness a quartermaster's belch and turn it into a 12-knot wind.

Now they call him "Shakes" Montgomery. After his crushing defeat by the Kraken and the sinking of the *Trident*, Donovan turned to port (wine) and grew hard. Today he captains a barnacled, single-masted sloop he christened the *Vintage*, taking tourists around the Razor Coast to see the sights. He is washed-up. Once handsome, his face sags from years of drink and his brown eyes are permanently bloodshot. His hair has thinned and his clothes are patched and unkempt. A wild, filthy beard grows where once a trimmed goatee adorned his chin.

Donovan pawned most of his possessions from the olden days and his mighty war hammer, *Maelstrom,* now belongs to a Dragoon named Darenar. He is still a demon with his fists, but he rarely has the spirit to raise his hands these days – even in self-defense. He usually lets someone beat him until they grow tired of it before crawling back to the sloop and into a bottle.

Revitalizing the Drunkard

If the PCs want to convince Donovan to give up the drink and take on the Kraken once more, they have a hard time of it. Even merely reminding him of his former glory in some tangible way requires a DC 30 Diplomacy check to do so.

The PCs might obtain his war hammer and return it to him or arrange a meeting between him and Solomon's son, Zalen. In either case - or by undertaking some other suitable reminder of Donovan's days among the Wave Riders - the Game Master may allow the PCs a DC 35 Diplomacy check to set Shakes back on the path to heroism. See **Chapter 2** for more advanced ways to integrate Donovan's redemption into the campaign.

Captain Donovan "Shakes" Montgomery CR 8

XP 4,800

Male human fighter 4/expert 5

LG Medium humanoid (human)

Init +0; **Senses** Perception +15 (+17 at sea)

Defense

AC 12, touch 10, flat–footed 12 (+2 armor)

hp 83 (currently 56) (9 HD; 4d10 plus 5d8+32 (currently 4d10 plus 5d8+5))

Fort +5, **Ref** +2, **Will** +11; +1 vs fear

Defensive Abilities bravery +1

Offense

Spd 30 ft.

Melee sap +10/+5 (1d6+3 nonlethal) or unarmed +11/+6 (1d3+3)

Statistics

Abilities Str 16, Dex 10, Con 16 (currently 10), Int 14, Wis 18, Cha 14

Base Atk +7; **CMB** +10; **CMD** 20

Feats Alertness, Athletic, Blind–Fight[B], Helmsman*, Improved Unarmed Strike, Iron Will, Seaworthy*, Skill Focus (Profession: sailor)[B], Weapon Focus (unarmed Strike)[B]

Skills Acrobatics +12, Climb +15, Craft (woodworking) +8, Intimidate +10, Knowledge (nature) +14, Perception +15 (+17 at sea), Profession (carpenter) +12, (sailor) +19, Sense Motive +6, Swim +17

Languages Aquan, Common, Tulita

* New feat, see **Appendix**

Gear Barnacle scraper, leather armor, sap, 50ft. heavy rope, grappling hook, leather work gloves, patched breeches and vest, hard leather boots, the *Vintage* (sloop).

Notes A young seaman named Jenkie Barnes always accompanies Donovan. Jenkie idolizes the once legendary captain despite his descent into destitution and alcoholism.

Jenkie Barnes CR 3

XP 800

Male human rogue 4

CN Medium humanoid (human)

Init +2; **Senses** Perception –1

Defense

AC 14, touch 12, flat–footed 12 (+2 armor, +2 Dex)

hp 18 (4 HD; 4d8)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 30 ft.

Melee unarmed +6 (1d3+3) or dagger +6 (1d4+3/19–20)

Ranged dagger +5 (1d4+3/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 16, Dex 15, Con 11, Int 10, Wis 8, Cha 14

Base Atk +3; **CMB** +6; **CMD** 18

Feats Athletic, Improved Unarmed Strike, Iron Will

Skills Acrobatics +9, Climb +12, Craft (carpentry) +7, Diplomacy +9, Escape Artist +9, Knowledge (local) +7, Profession (sailor) +6, Sense Motive +4, Sleight of Hand +7, Stealth +9, Swim +12

Language Common

SQ rogue talents (bleeding attack +2, ledge walker), trapfinding +2

Gear 2 daggers, leather armor, carpentry tools, 50 ft. rope, 6 pitons.

The Prizefighter

Belok Talorg once embraced his god's teachings as firmly as he embraces his opponents in the ring at The Broken Skull. The half-orc was a mighty holy warrior and a feared priest of the God of Strength and Battle, who slew all manner of towering, terrifying beasts. Now he beats up people for money at a tavern in Bawd district. Sadly he is not even the champion of the Skull's ring any longer, as a wandering monk put him down firmly the last two times they clashed.

For a while, Belok was content to let the roar of the crowd fill his ears and heart as he slammed opponents to the floorboards. No longer champion, he is not as popular as he once was and desperately seeks to hold onto some shred of glory. The half-orc is by far the easiest of the former Wave Riders to convince to take up the mantle once more, and he readily follows anyone who can best him in the ring on even the most foolhardy quest.

BELOK TALORG CR 10

XP 9600

Male half–orc cleric of Bowbe 9/ex-monk 2

CG Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft., Perception +5

DEFENSE

AC 15, touch 15, flat–footed 13 (+1 Dex, +1 dodge, +3 monk Wisdom)

hp 101 (11 HD; 9d8 plus 2d8+42)

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

Defensive Abilities evasion

OFFENSE

Spd 30 ft.

Melee unarmed strike +13/+8 (1d6+5) or flurry of blows +12/+12/+7 (1d6+5)

Special Attacks channel positive energy 3/day (DC 14, 5d6), might of the gods (+9, 9 rounds/day, flurry of blows, stunning fist (3/day, DC 17), weapon master (9 rounds)

Domain Spell–Like Abilities (CL 9th; concentration +12)

6/day—*battle rage, strength surge* (+4)

Cleric Spells Prepared (CL 9th, DC 13 plus spell level; concentration +12):

5th—*greater command, righteous might*[D]

4th—*divine power*[D]*, freedom of movement, neutralize poison*

3rd—*bestow curse, dispel magic* (x2)*, magic vestment*[D]*, water breathing*

2nd—*bear's endurance, bull's strength*[D]*, calm emotions, delay poison, hold person, make whole*

1st—*bane, command, divine favor, doom, enlarge person*[D]*, shield of faith*

0—*detect magic, detect poison, purify food and drink, virtue*

[D] Domain spell. Domains Strength, War

STATISTICS

Abilities Str 21, Dex 13, Con 17, Int 8, Wis 16, Cha 10

Base Atk +7; **CMB** +12; **CMD** 27

Feats Alertness, Combat Casting, Dodge[B], Improved Grapple[B], Improved Unarmed Strike[B], Lightning Reflexes, Lunge, Power Attack, Stunning Fist[B], Weapon Focus (unarmed strike)

Skills Heal +13, Knowledge (religion) +5, Perception +5, Sense Motive +13

Languages Common, Orc

SQ aura

Gear Simple white robes, leather leggings, holy symbol. Belok also possesses a suit of *+3 spiked banded mail* and a *+3 adamantine greatsword*, but he never wears them. He keeps them stored in a locked trunk in his room at The Broken Skull, and will only retrieve them if he is somehow convinced to take up the mantle of the Wave Riders once more.

Tactics Belok excels at his current occupation of prizefighter. Before stepping into the ring, Belok smashes an oak table to splinters with his fist to Intimidate his opponent (he later uses *make whole* to repair the damage). Before any fight begins Belok prays, casting the following spells in this order: *bull's strength, bear's endurance, shield of faith, freedom of movement,* and *divine power*. If throughout the

course of the battle he is hit with a *dispel magic* which drops his *divine power*, on his next action he casts *righteous might* on himself. If Belok believes his opponent may have magical aid, he will spend an action casting *dispel magic* on the foe.

In the opening round Belok attempts to stun the opposition with his Stunning Fist. As long as his *freedom of movement* spell is in effect, Belok grapples his opponent and inflicts non-lethal damage. Afterwards he makes use of his Power Attack feat to inflict more damage to his foe, pummeling them into oblivion. If he has trouble hitting his opponent he relents and ceases to use Power Attack. If the half–orc takes a great deal of damage he will spend an action attempting to spontaneously cast the most potent curative spell he still has available.

Belok is very wary of poison as he lost a match to Amory Fairbanks' unscrupulous ways earlier in his career (see **Chapter 3**). Before he fights he always casts *purify food and drink* on his meal and when his opponent enters the ring he immediately casts *detect poison* on them. If Belok notices poison on the foe he casts *neutralize poison* on them immediately.

Belok is a good-hearted combatant and always heals his foes after he defeats them.

The Prodigal Son

Zalen Trafalgar is a young man cursed with the burden of filling his father's massive shoes. The only son of Solomon Trafalgar, the boy lost his father when he was only eleven. Without any family to look after him (he never knew his mother), the Church took Zalen in. For the past five years, he hid from his father's memory – and from Port Shaw – in a temple far across the world.

Recently Zalen's superiors in the Church sent him to run the Chapterhouse of Quell in Port Shaw after the unfortunate and mysterious disappearance of Archibald Noeliss, the cleric who presided there for the past twenty years. Originally, the Church planned to fill Noeliss' place with Dalang Jalamar but the respected missionary vanished without a trace two months ago. They do not know he is now the ravening lycanthropic emissary of a diabolical shark god, bent on devouring the world, but they do (incorrectly) suspect the same killer murdered Archibald and Dalang.

Zalen, though still young, has proven himself a talented cleric and a devout student of Quell's mysteries. He was the next likely candidate for the position in Port Shaw. His masters in the Church feel the only way for the young man to mature into a powerful servant of the Sea God is to confront the dark memories of his father's death.

Young Zalen has grown into the handsome, spitting image of his father. His golden-flecked blue eyes highlight long yellow locks of hair. On him, the aqua and deep blue robes of Quell drape the perfect body of a young hero in the making. His skin is sun-kissed, his teeth flash ivory.

While Zalen desires vengeance against the Kraken for taking his father from him, he is still a boy with neither swords at his disposal nor allies. Zalen is no fool, and he is quite certain that the Kraken has spies among the people of Port Shaw. Therefore he is doing all he can to appear harmless. He heals the sick. He offers prayer services for fisher folk and visiting ship's crews, careful to appear nothing more than an austere servant of Quell. He keeps his ears open, though, and hears whispers of the secret Ring of the Kraken. He tended an injury that Barrett (the proprietor of Barrett's Barnacle and a member of the Ring of the Kraken, see **Chapter 4**) once brought him and noticed the ring shaped scar there - much as his Noeliss once did.

Zalen Seeks Heroes

At the outset of the campaign, Zalen may prove a valuable resource to PCs who require healing, the removal of curses, or *restoration* effects. Once the PCs learn the story of the Wave Riders and discover the young man's heritage, the party may seek more from him. The young cleric may also attempt to enlist the aid of the PCs if the party accomplishes notable heroic deeds. Zalen is waiting for a group of heroes to step forward from the masses. He needs men and women of vision, power and virtue to aid him in his quest for vengeance.

Zalen Trafalgar — CR 8

XP 4,800

Male human cleric of Quell 9

LG Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 19, touch 11, flat–footed 18 (+8 armor, +1 Dex)

hp 95 (9 HD; 9d8+45)

Fort +10, **Ref** +6, **Will** +12

Resist cold 10

OFFENSE

Spd 40 ft.

Melee *+2 evil outsider bane trident* +11/+6 (1d8+4)

Ranged *+2 evil outsider bane trident* +10 (1d8+4)

Special Attacks channel positive energy 6/day (DC 17, 5d6)

Domain Spell–Like Abilities (CL 9th; concentration +13)

At Will—*dimensional hop* (90 feet/day)

7/day—*icicle* (1d6+4 cold damage)

Cleric Spells Prepared (CL 9th, DC 14 plus spell level; concentration +13)

5th—*break enchantment, teleport*[D]

4th—*death ward, dimension door*[D], *discern lies, restoration*

3rd—*dispel magic, fly*[D], *remove curse, remove disease, water breathing*

2nd—*aid, calm emotions, consecrate, hold person, locate object*[D], *sound burst*

1st—*bless, bless water, command, obscuring mist*[D], *sanctuary, shield of faith*

0 (at will)—*create water, detect magic, detect poison, light*

[D] Domain spell; domains Travel, Water

STATISTICS

Abilities Str 15, Dex 13, Con 18, Int 16, Wis 18, Cha 17

Base Atk +6; **CMB** +8; **CMD** 19

Feats Alignment Channel (evil), Combat Casting, Iron Will[B], Lightning Reflexes, Turn Undead, Weapon Focus (trident)

Skills Diplomacy +15, Heal +16, Knowledge (history) +11, Knowledge (religion) +15, Sense Motive +11, Spellcraft +15, Survival +13

Languages Aquan, Celestial, Common, Dwarven

SQ aura, +10 base speed from Travel domain, agile feet (7/day)

Gear *+2 evil outsider bane trident*, *+2 mithral breastplate*, aqua robes of Quell, holy symbol of Quell.

Tactics Zalen's tactic right now is to lay low and do his job, while probing the waters of Port Shaw's underworld trying to discover leads on the Krakenfiend's spies. He has heard whispers of the dreaded Ring of the Kraken. He suspects Barrett is a member. It has come back to him that, on the night of Archibald's disappearance, several men cloaked in black delivered a rather large package to "Barrett's Barnacle" in the dark hours of the morning. He does not know the particulars of Barrett's grisly business (See **Chapter 4**).

This spell list reflects Zalen's selection of spells at the outset of the campaign. He is merely tending to the diseased, ill and unfortunate of Port Shaw. If roused to battle by the PCs, or if he suspects trouble from Harthagoa's agents, he instead prepares spells more suited towards combat.

The Turn Cloak

Of all the Wave Riders to survive the clash with Harthagoa, Commander Aeron Chambers, now Sorcerer Supreme of the Dragoons, is the only one who made good. Of course, he had to sell his soul to the Demon Below to do it.

Aeron had always been a peripheral member of the Riders, and he always stood in the shadow of the great wizard Xander Brim (see below). Brim dealt with matters arcane, always with a smug affected air of mystery, looking down on Aeron's sorcerous blood. Xander held the firm belief that wizards steeped their minds in rigorous training and constant study, while sorcerers like Aeron simply "waved their arms, and let their dragon's blood do the rest." Xander's arrogance convinced the other Wave Riders that the wizard was the authority on the arcane, much to Aeron's irritation. This is why Commander Chambers takes special pleasure in Xander's current plight and takes every opportunity to lord his success over the fallen wizard.

After the battle with the Krakenfiend, Aeron, crushed at the defeat and fueled by his lack of acceptance in the Wave Riders, quickly turned coat and joined the Dragoons. Afterwards, Bonedeuce groomed him carefully for command, all the while nurturing the seeds of malcontent and anger planted by both Xander Brim's arrogance and the Wave Riders' neglect of Aeron's abilities. Before long, the sorcerer grew into an apt candidate for the Ring of the Kraken. Convinced by Bonedeuce (and his own personal experience) that the Krakenfiend is undefeatable, Aeron followed the age-old adage: "If you can't beat them, join them."

Aeron is currently a high-ranking officer in the Dragoons and a very influential member of the Ring of the Kraken. It is his responsibility to relay the Ring's actions to the Krakenfiend and await orders in return (Aeron and the Demon Below communicate via their *wands of sending*). He is the single most important link between Harthagoa and his land-based spies. Before Aeron joined, the Krakenfiend relied on secret meetings between his skum agents in the sewers and members of the Ring, and if the PCs eliminate Aeron, Harthagoa resorts to this fallible method of communication once more.

Besides a strong sense of loyalty to the Krakenfiend (who appreciates Aeron's arcane talents), Commander Chambers also obsesses over swordplay. He had never trained much in the arts of the blade before entering the Dragoons, but now he relishes it. He enjoys dueling for sport, often picking fights for no other reason than to test his skill. His affection for duels is rubbing against his hatred for Xander Brim, and he soon plans to challenge the wizard to a public mage's duel to the death in order to win the recognition he believes he deserves as the finest spell slinger in Port Shaw.

Commander and Sorcerer Supreme Aeron Chambers CR 7

XP 3,200

Male human fighter 1/sorcerer 7

LN Medium humanoid (human)

Init +7; **Senses** Perception +5

DEFENSE

AC 13, touch 13, flat–footed 10 (+3 Dex)

hp 51 (8 HD; 1d10 plus 7d6+15)

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

Defensive Abilities evasion

OFFENSE

Spd 30 ft.

Melee *+2 rapier* +10 (1d6+2/18–20) or dagger +7 (1d4/19–20)

Ranged dagger +7 (1d4/19–20)

Bloodline Spell–Like Abilities (CL 7th; concentration +12)

8/day—*touch of destiny* (+3)

Sorcerer Spells Known (CL 7th; concentration +12):

3rd (5/day)—*explosive runes* (DC 18), *fireball* (DC 19), *protection from energy*

2nd (7/day)—*acid arrow, blur, gust of wind* (DC 18), *scorching ray*

1st (8/day)—*alarm, mage armor, magic missile, obscuring mist, shield, shocking grasp*

0 (at will)—*arcane mark, daze* (DC 15), *detect magic, ghost sound, mage hand, light, read magic*

Bloodline destined

STATISTICS

Abilities Str 10, Dex 17, Con 13, Int 13, Wis 15, Cha 20

Base Atk +4; **CMB** +4; **CMD** 17

Feats Arcane Strike, Eschew Materials, Improved Counterspell, Improved Initiative, Quick Draw, Spell Focus (evocation), Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +16, Climb +5, Diplomacy +8, Intimidate +11, Knowledge (arcana) +9, Perception +5, Profession (sailor) +7, Spellcraft +12, Swim +5

Languages Aquan, Common

SQ bloodline arcana, fated (+2)

Combat Gear *wand of lightning bolt* (35 charges), *wand of stoneskin* (21 charges), *wand of whispering wind* (13 charges); **Other Gear** *+2 rapier*, dagger, *ring of evasion*, *wand of sending* (21 charges), *gloves of swimming and climbing*, *crystal ball*, highly decorated Dragoon uniform, powder white gentleman's cape, a Dontorian special captain's cap (See **Chapter 3** for details).

Tactics Aeron enjoys dueling with his rapier and toying with lesser opponents. He only duels to first blood, saving his first lethal showdown for a meaningful occasion. Although he delights in his newfound sword skills, he is no fool. Against dangerous opponents he prepares for battle by casting several spells on himself if able. Aeron casts *mage armor, invisibility,* and *stoneskin* (in that order) before entering the fray. He also makes liberal use of his *wand of lightning bolts*.

In a large scale melee Aeron truly shines, blanketing enemy forces or the decks of enemy ships with *fireball*. He targets the masts or captains of other ships with *lightning bolts*, uses *gust of wind* to give *Bonedeuce's Pride* the extra speed it needs, keeps enemy commanders guessing about positioning with *obscuring mist*, and uses *whispering wind* to coordinate the movements of the fleet.

Aeron leads boarding parties himself but first he lavishes charges from his *wand of stoneskin* on the other Dragoons and himself.

Even more dangerous than combat with Aeron is the sorcerer's ability to keep tabs on the PCs (if they come to the attention of the Ring of the Kraken) with the *crystal ball* he keeps in his private chambers at Fort Stormshield. Aeron supplies Harthagoa and Gregory Bonedeuce with intelligence on the PCs' actions and movements regularly, allowing the Dragoons and agents of the Society to catch the PCs at the most inopportune times (such as emerging from an illegal trip into the sewers, or returning from an excursion at Pirate's Nest or Beacon Island).

The Wash-up

They once heralded Xander Brim as the "Archmage of the Razor Coast." He provided the arcane punch behind the Wave Riders, and his services as ship's wizard were sought by every sea captain to sail the Razor.

The defeat of the Riders bore down hard on Brim. The wizard never failed to bail his companions out of danger before, and the citizens of Port Shaw blamed the death of his compatriots beneath Harthagoa's tentacles on Brim. People lost all respect for the wizard, and rumors, perpetuated by Aeron Chambers, began to circulate about Xander being "a two-bit charlatan."

Thus began a difficult time for Xander, who went from the esteemed position of Ship's Wizard on Trafalgar's *Trident* to safeguarding freighter cogs ferrying guano. Things soon grew even worse. A sorcerer fad hit the coast, and today even the lowliest schooner skippers would rather have the reliability of a sorcerer (more daily castings of important spells like *gust of wind*) than the versatility of a wizard. Nowadays Xander would leap at the chance to serve on a guano freighter, as he has not found employ in months.

A gentleman and a connoisseur of the finer things, Xander's rich tastes depleted what little coin he had left, and he pawned off all his potent magical possessions long ago (Aeron Chambers took perverse joy in buying Brim's *ring of evasion* for a pittance). The "Archmage of the Razor" lives in abject poverty, scrounging for every meal and relying on the charity of old friends. Friends who begin to chafe at his constant freeloading. If Xander's situation does not improve soon, he may secure passage to start over far away from the Razor Coast.

XANDER BRIM — CR 12

XP 19,200

Male human wizard 13

LG Medium humanoid (human)

Init +2; **Senses** Darkvision 60 ft. (CL 12th), *see invisibility* (CL 12th), Perception +10

DEFENSE

AC 13, touch 13, flat–footed 10 (+2 Dex, +1 dodge)

hp 51 (13d6+6)

Fort +6, **Ref** +6, **Will** +11

Defensive Abilities contingent *protection from arrows*

OFFENSE

Spd 30 ft.

Melee *+2 merciful quarterstaff* +8/+3 (2d6+2 nonlethal) or dagger +6/+1 (1d4/19–20)

Ranged dagger +8 (1d4/19–20)

Special Attacks hand of the apprentice (9/day), metamagic mastery (3/day)

Wizard Spells Prepared (CL 13th, DC 15 plus spell level; concentration +19)

7th—*prismatic spray*

6th—*acid fog, chain lightning, globe of invulnerability*

5th—*break enchantment, false image, hold monster,* quickened *mage armor*

4th—*detect scrying, fear, greater invisibility, polymorph, solid fog, ice storm*

3rd—arcane sight, dispel magic, lightning bolt, protection from energy, slow;

2nd—*cat's grace, fox's cunning, mirror image, hideous laughter, obscure object, spider climb*

1st—*charm person, disguise self, expeditious retreat, magic missile* x2, *shield*

0—*arcane mark, detect magic, light, read magic*

STATISTICS

Abilities Str 10, Dex 15, Con 10, Int 22, Wis 16, Cha 10

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

Feats Alertness, Combat Casting, Dodge, Eschew Materials, Extend Spell[B], Great Fortitude, Greater Spell Penetration, Improved Counterspell, Quicken Spell[B], Scribe Scroll[B], Spell Penetration

Skills Fly +18, Knowledge (arcana) +22, Knowledge (dungeoneering) +14, Knowledge (engineering) +14, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (local) +22, Knowledge (nature) +14, Knowledge (nobility) +14, Knowledge (planes) +22, Knowledge (religion) +14, Linguistics +19, Perception +10, Profession (sailor) +11, Sense Motive +5, Spellcraft +22, Swim +4

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Giant, Elven, Infernal, Khemetian, Locathah, Minotaur, Merfol, Sahuagin, Semuric, Sylvan, Tulita (mainland, coastal, island)

SQ arcane bond (quarterstaff)

Gear patched grey and sea-blue robes, *+2 merciful quarterstaff*, spellbook.

Spellbook Besides the spells above, Brim's spellbook also contains the following spells: 0—all; 1st—*alarm, comprehend languages, endure elements, magic aura*; 2nd—*arcane lock, fog cloud, knock*; 3rd—*daylight, fireball, flame arrow, snake sigil*; 4th—*dimensional anchor, ice storm, remove curse*; 5th—*cloudkill, hold monster, overland flight, permanency, teleport*; 6th—*acid fog, greater dispel magic, greater teleport*; 7th—*limited wish*

Tactics Xander does not often get the chance to do battle these days. In fact, when he is depressed, he wanders the docks alone at night hoping some foolhardy rogues will try and kill him so he can keep his skills sharp. He is aware of the enmity Aeron Chambers bears him and in retrospect, he deeply regrets the dismissive way he once treated the sorcerer. Xander is ready for the sorcerer to move against him at all times. He has detected Aeron spying on him (through what was formerly his own *crystal ball* no less)

Our Very Own Whiny Wizard

If the PCs show any interest (especially financial) in Xander, he is extremely enthusiastic about joining their cause. His enthusiasm may even be a bit overwhelming or annoying, as he seeks to win the PCs favor. Also, Xander's destitution makes him a bit mercenary. He tries to get as good a fee as he can, without ever being dishonest, for any – and every single little – service the PCs ask of him. No pay. No spell. Even if someone dies. It's the principle of the thing. A mighty wizard like Xander alternately posturing and playing the sycophant to a group of lower level adventurers is a sad sight indeed.

and takes petty delight in casting *false image* to keep the sorcerer in the dark about his actual whereabouts and activities. As a result of this tactic, Aeron is under the impression Xander spends all his spare time gambling at various establishments in Bawd district.

If Xander gets the chance to engage in a grand battle once more, he memorizes different spells from the ones above, focusing on large scale combat with spells such as *ice storm, flame arrow* (to cast on allies ammunition), *solid fog* (to arrest ship or troop movements), *cloudkill, acid fog* (he often mixes fogs and *cloudkill* together creating huge billowing smokes of death and destruction), etc.

Neither Villain Nor Hero

A den of skullduggery, Port Shaw houses more than its fair share of pirates and shady characters. The following are the most notable – or just plain colorful.

The Innocent Pirate

Captain Falken Drango is a force of nature. The lethal pirate cuts a swathe through his foes on the Razor. With a larcenous fire in his heart and tempered steel in his spine, he took his first command five years ago after besting the captain of the *Tartas* in single combat. His legend is a tsunami, towering over the lesser waves cut by the other scurvy buccaneers prowling the Razor. The most notorious pirate captain to curse the Razor since Garr Bloodbane's defeat, Falken Drango is a dangerous outlaw who steals on a whim, robbing freighters, whalers and even the odd Dragoon man-o-war. He has slain his fair share of men, but never someone who was not facing him with cold steel drawn. Drango never kills a man he does not have to ("If you kill a merchant, you can't rob him again next year"). Truth be told, he has no stomach for murdering innocents and fools, and has cultivated his fearsome reputation to cow victims with his dread presence and save him the trouble of spitting them on a cutlass.

The captain stands over six feet, looking down a crooked, well-broke-in nose at his foes. He ties his greasy hair in braids and keeps his body lean like a hunting wolf's, not one ounce of fat covering countless packets of wiry muscle. Drango's arms and shoulders are thick from years at oar, helm and rigging, while his upper body is a work of art, covered with tattoos telling a tale of hardship, adventure and peril on the Razor and including more than a few prison brands – one from the brutal mines of Darkol Island.

Drango's recent troubles began over a month ago when a damnable witch-breath fog rose up, and an evil wind carried his ship, *Nightslink,* onto a reef down the coast from Port Shaw. Drango left his crew to defend the ship and took a longboat to Port Shaw, planning to steal another vessel and return to the *Nightslink* to rescue his crew (not to mention the plunder in their hold). Shortly after skulking into town, he stole a fast sloop and made for the *Nightslink* with a Dragoon frigate on his tail. Drango knew once he reached his ship, the frigate's compliment of bumbling Dragoons would prove easy prey for his seasoned crew of murderous pirates, but when he reached the *Nightslink*, he found her decks soaked with blood. His crew was gone, but the cargo in the bay remained untouched. Confounded and hard pressed, he fled, and was on the run for days before the Dragoons finally cornered him.

Drango put up a daring fight, felling several Dragoons, but eventually they overwhelmed him. Now he returns to Port Shaw in chains. He faces a list of charges as long as a sea serpent's tail; one of his many hanging offenses being the murder of his own crew, which the Dragoons conveniently stuck on him. The pirate is determined to escape and find out what happened to his boon sailing companions. He believes them dead and plans to avenge them. He has no idea they were attacked by Dalang Jalamar, or that those not immediately slain and devoured were given Dajobas' dark kiss. Falken Drango's old crewmates are now the Razortooth Raiders, who shall arise from a silvered sea to soak Port Shaw in blood on the next full moon.

For and Against Falken Drango

In **Chapter 3**, the PCs may encounter Drango as the Dragoons drag him along the docks of Port Shaw, shortly after his capture. If the PCs assist his escape attempt, he proves a valuable ally, especially if they also help him find his vanished crewmates. Allied to Drango, the party has an able captain and infamous pirate loosely at their disposal.

If instead the PCs help the Dragoons recapture Drango, Barrison Hargrove rewards them handsomely and they win favor with Gregory Bonedeuce. However, when the adventurers learn of Drango's innocence later, they may wish to break the pirate out of Fort Stormshield's brig. Finally, if the PCs simply stand by and watch during Drango's escape attempt, the pirate successfully flees and disappears. They encounter him later as a neutral party.

FALKEN DRANGO CR 10

XP 9,600

Male human fighter 2/rogue 9

CN Medium humanoid (human)

Init +6; **Senses** Perception +17 (+19 at sea)

DEFENSE

AC 12, touch 12, flat–footed 10 (+2 Dex)

hp 72 (11 HD; 9d8+9 plus 2d10+2)

Fort +9, **Ref** +8, **Will** +8; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +3, improved uncanny dodge

OFFENSE

Spd 30 ft.

Melee unarmed +11/+6 (1d3+3)

Attack Options sneak attack +5d6, stunning fist (2/day, DC 18)

STATISTICS

Abilities Str 16, Dex 15, Con 13, Int 14, Wis 16, Cha 20

Base Atk +8; **CMB** +11; **CMD** 23

Feats Dreadful Gaze*, Great Fortitude, Improved Initiative, Improved Unarmed Strike[B], Iron Will, Leadership, Piratical Nerve*, Seaworthy[B]*, Stunning Fist[B]

Skills Acrobatics +13, Appraise +10, Bluff +19, Climb +14, Diplomacy +19, Disguise +19, Escape Artist +16, Intimidate +19, Perception +17, Profession (sailor) +15, Sense Motive +17, Swim +17

Languages Aquan, Common, Elven

SQ rogue talents (bleeding attack +5, ledge walker, resiliency, surprise attack), trapfinding +4

Gear Torn black leggings, leather belt, lockpick (was concealed in lining of leather belt) and masterwork manacles.

* New feat; see **Appendix**

Tactics Falken Drango is one of the most feared pirates on the seas, and he is no pushover even manacled and weaponless. He always Intimidates foes within 30 ft. as per his Dreadful Gaze feat (See **Appendix**). He Stunning Fists anyone who gets in the way of his escape. If aided, he flashes a smile at the PCs saying "Many thanks to ye. Apologies sirs and madams, ya ain't catch'n me at me best, to be sure." If he is apprehended he goes down with a snarl and "I toll ya'll ready I'm not da one a' put me crew to da sword!" If he escapes (or is freed from the brig later), he arms himself with whatever weapons and armor are available (though he will not wear armor heavier than studded leather).

The Sewer Rat

While many treasures can be found on the high seas and below the waves, others lurk below the streets of Port Shaw. The life of a sewer pirate is not glamorous, but for a skilled sifter there are many valuable finds to claim in the stink of the sewers. Cap'n Lester Farrows is the best of the best when it comes to people who swim around in other folk's waste.

Lester might be the laughing stock of most pirates on the Coast, but he is proud of his job. No one else can turn sewage into gold. The smell leaves a little to be desired, and while the odd Karikanti hunter and cockroaches the size of a pig are a little worrisome, a professional sewer pirate like Cap'n Farrows knows the risks.

Since the Dragoons outlawed sewer raiding a few weeks back, the rest of Lester's colleagues (those precious few) packed it in, giving up on the fine art of sewer pillage. Not Lester. He operates secretly, avoiding the vigilant Dragoon patrols of the sea intakes, sliding in and out of the bowels of Port Shaw unnoticed.

Besides being Port Shaw's most accomplished sewer pirate, Cap'n Farrows is also a faithful follower of Quell, as zealous as they come. He may be called upon to assist the PCs if they are planning on tackling any deeds of which the Sea God would approve (such as taking on the aquatic seed of Demogorgon).

Running with a Sewer Rat

If the PCs plan to lurk in the muck, they might hire Lester Farrows. He charges 100 gp for a "sewer run" on his raft, the *Gallant*. It may not look like much, but the *Gallant* can get a party of adventurers through the sewers much more safely than swimming.

If the PCs seek an alternate entrance to the brig in Fort Stormshield, hunt for Viscount Deepwarder's lost ring, try to track down the Tulitas' missing scrimshaw whale bone, or investigate the disappearance of children in Bawd district, then they may need Lester Farrow's help.

Cap'n Lester Farrows CR 8

XP 4,800

Male halfling cleric of Quell 2/ranger 4/rogue 3

CG Small humanoid (halfling)

Init +7; **Senses** Perception +12 (+16 in sewers)

DEFENSE

AC 16, touch 14, flat–footed 13 (+2 armor, +3 Dex, +1 size)

hp 62 (9 HD; 2d8 plus 4d10 plus 3d8+13)

Fort +11, **Ref** +12, **Will** +11; +2 vs fear

Defensive Abilities +2 vs. ingested poisons, evasion, trap sense +1; **Immune** nausea, stench abilities

OFFENSE

Spd 30 ft.

Melee *+1 distance returning dagger* +9/+4 (1d3+3/19–20) and mwk kukri +9 (1d3+1/18–20)

Ranged *+1 distance returning dagger* +12 (1d3+3/19–20)

Special Attacks channel positive energy 3/day (DC 11, 1d6), favored enemy (vermin +2), sneak attack +2d6

Domain Spell–like Abilities (CL 2nd; concentration +4)

5/day—*resistant touch*

Cleric Spells Prepared (CL 2nd, DC 12 plus spell level; concentration +4)

1st—*bless, protection from evil, sanctuary*[D]*, shield of faith*

0—*detect magic, detect poison, light, purify food and drink*

[D] Domain spell. Domains: Protection, Travel

Ranger Spells Prepared (CL 1st; concentration +3)

1st—*longstrider*

STATISTICS

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

Base Atk +7; **CMB** +8; **CMD** 21

Feats Blind-Fight, Endurance[B], Improved Initiative, Iron Will, Sewer Pirate*, Strong Stomach*, Track[B], Two–Weapon Fighting[B]

Skills Acrobatics +15, Climb +14, Disable Device +13, Fly +5, Heal +11, Knowledge (local) +6, Perception +12 (+16 in sewers), Spellcraft +9, Stealth +19, Survival +14 (+16 in sewers), Swim +10

Languages Common, Halfling, Tulita

SQ aura, +10 base speed from Travel domain, agile feet (5/day), rogue talent (fast stealth), trapfinding +1

Gear *Token of Quell* (See Side Box), *+1 distance returning dagger,* masterwork kukri, *tarp of obscurement* (See Side box), leather armor, *Gallant* (sewer raft), 10 foot pole, 200 ft. of rope, thieves tools, bullseye lantern, 5 sunrods.

* New feat; see **Appendix**

Tactics Lester takes his job of protecting his charges very seriously. Upon entering the sewers, he places his *protective ward* on the least hearty looking PC. When danger looks imminent, he casts *protection from evil* and *shield of faith* on whichever PCs he thinks will need them the most, and he casts *bless* on the group. In battle he stays on the raft, hurling his dagger at the enemy most capable of harming the party every round. If a PC is badly wounded or knocked unconscious, Lester casts *sanctuary* on them to protect them from further harm.

When fighting anywhere but the sewers, Cap'n Farrows prefers to use Stealth then sneak attack foes. If engaged in a larger melee, he attempts to flank enemies engaging his allies and try to sneak attack them as well.

Token of Quell

Aura moderate abjuration and transmutation; **CL** 7th

Slot neck; **Price** 21,600 gp; **Weight** ½ lb.

DESCRIPTION

This special holy symbol of Quell is adorned with a vial of water collected from the deep reaches of the ocean where the might of the Sea God is most potent. The bearer of this token may cast *water breathing* once per day at a caster level equal to their Hit Die. Also, once per day the token may be used to automatically dispel a spell effect with the water descriptor or dismiss a creature from the Elemental Plane of Water back to its home (no dispelling check or saving throw).

CONSTRUCTION

Requirements Craft Wondrous Item, *banishment, dispel magic, water breathing*; **Cost** 10,800 gp.

Tarp of Obscurement

Aura faint illusion; **CL** 5th

Slot none; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

Commonly, wealthy smugglers use these magical sheets of hemp to conceal contraband within their holds. The tarp spread over a 10ft. by 10ft. area masks objects within that area, blending them into the surrounding terrain, and imposing a –10 penalty on any Perception checks to notice them. If draped around a creature the tarp grants a +10 competence bonus on Stealth checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*; **Cost** 4,000 gp.

The Widow Razor

After her husband's demise, Bethany Razor shied from direct involvement in the affairs of Port Shaw. She fills the void in her heart with an extremely successful career as the region's only privateer. Under legal writ of the Elders, Bethany Razor preys on pirates and other dangerous outlaws of the Razor Coast, captaining her impressive ship *Quell's Whore*. She is a powerful woman who always gets what she wants.

Devilishly attractive and flirtatious to the extreme, her air of sensuality is smoke without a flame. Still mourning her husband's death, she has gone five years without a lover and intends to keep it that way. She finds that a seductive smile and a figure-hugging leather bodice open doors for an independent operator, so she puts her charms to work winning the writs of many maritime powers, which in turn allows her free passage and the right to plunder unprotected vessels at her choosing. All who try to win her to bed fail, which for some only serves to increase her allure.

Bethany is a woman of unsurpassable attraction. Besides the obvious mystery of her dark beauty, (raven-black hair, midnight eyes, and skin deep as bronze) the dancing fire of her eyes, and her devilish smile, make men weak in the knees. She is a pirate, plundering cargo holds and hearts all along the Razor Coast. Viscount Senegar Deepwarder (a visiting elven aristocrat, see **Chapter 3**), Sagacious Samuel (local wizard and shop owner), and none other than Commandant Gregory Bonedeuce himself all actively seek her hand. Should they convince her to do so, Bethany can wield her considerable influence with any of these men to aid the PCs.

Bethany has a fiery personality and an excellent sense of humor, but does not take kindly to disrespect. She enjoys appreciation of her beauty from others – even such considered lewd by other women – but will not tolerate any remarks that belittle her position as captain. She responds to such insults with her rapier wit, and if that fails, with her rapier. She will not kill a man for insulting her, but she will embarrass him by bettering him in a duel or slashing his belt right off his trousers. Bethany makes sure everyone onboard *Quell's Whore* knows she is the captain, and her word is stronger than the laws of heaven.

Igniting a Widow's Rage

The adventurers' involvement with Bethany can be romantic (more than one PC may fall for her sultry smile or ample bodice) or practical. They may hire Bethany to take them out to sea on any number of quests. She sells her services as captain and puts her ship to use for a flat fee of 500 gp up front, an additional 50 gp per day of travel, plus any unforeseen expenses (such as damage to *Quell's Whore*).

If the PCs discover the truth of her husband's death and reveal the circumstances of his betrayal, Bethany chokes back tears. Her face hardens and she swears vengeance against Bonedeuce, whatever the cost. Bethany Razor may prove a powerful ally if the PCs play their cards right. See Chapter 2 for more on Bethany and your campaign.

Captain Bethany Razor — CR 10

XP 9,600

Female elf druid 4/rogue 7

CN Medium humanoid (elf)

Init +3; **Senses** low–light vision, Perception +23 (+25 at sea)

DEFENSE

AC 20, touch 13, flat–footed 17 (+4 armor, +3 Dex, +3 shield)

hp 77 (11 HD; 4d8+7d8+18)

Fort +9, **Ref** +11, **Will** +13; +2 vs enchantments, +4 vs fey and plant–targeted effects

Defensive Abilities evasion, resist nature's lure, trap sense +2, uncanny dodge; **Immune** magical sleep

OFFENSE

Spd 30 ft.

Melee *+2 wounding rapier* +14/+9 (1d6+2/18–20)

Ranged mwk pistol +12 (1d10)

Special Attacks sneak attack +4d6, wild shape 4 hours/day

Druid Spells Prepared (CL 4th, DC 13 plus spell level; concentration +7):

2nd—*barkskin, gust of wind, warp wood*;

1st—*charm animal, cure light wounds, faerie fire, speak with animals*;

0 (at will)—*create water, detect magic, detect poison, know direction*

STATISTICS

Abilities Str 10, Dex 16, Con 13, Int 15, Wis 16, Cha 20

Base Atk +8; **CMB** +11; **CMD** 21

Feats Agile Maneuvers, Alertness, Combat Expertise, Iron Will, Seaworthy*, Weapon Finesse[B], Weapon Focus (rapier)

Skills Acrobatics +17, Bluff +13, Climb +8, Diplomacy +19, Escape Artist +26, Knowledge (local) +10, Knowledge (nature) +12, Linguistics +6, Perception +23 (+25 at sea), Profession (sailor) +17 (+21 at sea), Sense Motive +5, Stealth +14, Survival +16 (+20 at sea), Swim +11

Languages Aquan, Common, Druidic, Elven, Giant, Tulita (mainland)

SQ elven magic, nature bond (animal companion), nature sense, rogue talents (fast stealth, finesse rogue, resiliency), trackless step, trapfinding +3, uncanny dodge, weapon familiarity, wild empathy +9, woodland stride

Combat Gear *boots of speed*, *potion of water breathing*, *potion of cat's grace;* **Other Gear** *Fate's Cruel Twist* (See Side box), *navigator's cap* (See Side box), *feather tokens* (2 anchor, 3 bird, 3 fan, 1 whip), *+2 greater slick leather armor*, *+2 light wooden shield,* jet black leather bodice, white laced silk blouse, knee high black leather boots, ruby ring (300 gp value, a gift from a suitor whose name she has forgotten), silver necklace with emeralds inlaid (1600 gp value, gift from Viscount Senegar Deepwarder), jeweled scabbard for her rapier (700 gp value, gift from Gregory Bonedeuce), a simple silver wedding band (her most treasured possession, worth 5 gp to anyone else).

* New feat, see **Appendix**

Notes Bethany's dolphin animal companion, Sarah (see below), always accompanies her ship. In addition, Captain Razor rescued a minotaur bound for a remote mining colony when she captured an illegal slaver vessel. Korg has since become her trusted first mate and bodyguard. He ensures that people "listen carefully when the captain speaks, or listen to the ringing in their ears."

Tactics On the open sea Bethany uses Sarah to survey the waters and warn her of approaching danger. If engaged by a larger, more dangerous ship, she uses the *Whore's* speed and maneuverability to her weal. She furthers this advantage with spells like *gust of wind* or with *feather tokens*. If she can, she sweeps the aft of a larger vessel and casts *warp wood* on their rudder, rendering the ship difficult to steer, then makes her getaway.

In personal combat, Bethany *hastes* herself with her *boots of speed* and uses *Fate's Cruel Twist* to wound foes mercilessly. If she has time to prepare, she casts *barkskin* on herself and drinks her *potion of mage armor*. She also makes liberal use of her Combat Expertise, making it nigh impossible for lesser foes to strike her. In a large melee, her first mate, Korg, is never far from Bethany, and she often flanks foes he engages, dancing in to sneak attack.

Sarah, Bethany's Animal Companion — CR —

Female dolphin

N Medium animal

Init +5; **Senses** blindsight 120 ft., low–light vision, Perception +10

Defense

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

hp 26 (4d8+8)

Fort +6, **Ref** +9, **Will** +2

Defensive Abilities evasion

Offense

Spd swim 80 ft.

Melee slam +8 (1d4+3)

Statistics

Abilities Str 15, Dex 20, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; **CMB** +8; **CMD** 20

Feats Agile Maneuvers, Weapon Finesse

Skills Perception +16, Swim +15

SQ hold breath, link, share spells

Special Abilities

Hold Breath (Ex): A dolphin can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she does not have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

FIRST MATE KORG CR 6

XP 2,400

Male minotaur expert 6

CG Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 19, touch 11, flat–footed 19 (+3 armor, +2 Dex, +5 natural, –1 size)

hp 126 (12 HD; 6d10 plus 6d8+66)

Fort +9, **Ref** +9, **Will** +13

Defensive Abilities natural cunning

OFFENSE

Spd 30 ft.

Melee mwk Large heavy pick +16/+11 (1d8+9/x4), gore +10 (1d6+3) or unarmed strike +15/+10 (1d4+6), gore +10 (1d6+3)

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

Special Attacks powerful charge (gore +17, 2d6+12)

STATISTICS

Abilities Str 23, Dex 14, Con 20, Int 8, Wis 12, Cha 8

Base Atk +10; **CMB** +17; **CMD** 29

Feats Hurl*, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack

Skills Acrobatics +11, Climb +15, Fly +0, Intimidate +8, Perception +14, Profession (sailor) +10, Stealth +7, Survival +14, Swim +15

Languages Giant

Gear Masterwork Large heavy pick, masterwork Large studded leather armor, a shortsword (uses as his knife), and 50ft. of heavy steel cable.

* New feat, see **Appendix**

SPECIAL ABILITIES

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +17 attack bonus that deals 2d6+17 points of damage.

Fate's Cruel Twist

Aura Strong evocation; **CL** 17th

Slot none; **Price** 50,320 gp; **Weight** 2 lb.

DESCRIPTION

This *+2 wounding rapier* also grants its possessor the supernatural ability to reroll any one die roll per day. In addition the wielder of the blade may also force one opponent within sight to reroll any one die roll once per day. In both cases, the choice to reroll must be made before the result of the first roll is announced and the second roll must be accepted even if it is less favorable than the first. Finally, this potent magical item also grants its wielder an inherent +2 luck bonus on all saving throws.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bestow curse, divine favor, mage's sword*; **Cost** 25,320 gp.

Navigator's Cap

Aura moderate transmutation; **CL** 8th

Slot head; **Price** 12,400 gp; **Weight** ½ lb.

DESCRIPTION

This stylish captain's hat grants the wearer enhanced acumen in all nautical arenas, adding +4 competence bonus on all Profession (sailor) and Survival checks at sea. It also allows the wearer to act as if they had the Helmsman feat (See **Appendix**) if they do not already.

CONSTRUCTION

Requirements Craft Wondrous Item, Helmsman, crafter must have 4 ranks in Profession (sailor); **Cost** 6,200 gp.

CHAPTER TWO

Build an Adventure Path

Adventure Option	The plot of a small adventure. The summary of what it's about.
Campaign Plot Arcs	The major adventures of the Razor Coast campaign.
Dramatis Personae	The important NPCs who change the campaign if the PCs change them.
Inciting Incident	A single encounter. Kicks off important action by revealing key information.
Primary Flavors	The four spins GMs can put on the campaign, using the same encounters.
Relationship Subplot	The life stories of the *dramatis personae* once the PCs get involved.
Rumor	Information the PCs must earn. Always true. Usually a call to action.
Set-Piece	A related group of encounters, usually in one geographic location.
Set-Piece (DIY)	Do-It-Yourself set-piece. A set-piece GMs have to build themselves.
Stand-Alone	A single encounter, usually unrelated to a larger story.
Vignette	A narrated event without mechanics. Used to establish mood.
Whisper	Street gossip. It can be true or false. Usually plants seeds to guide the PCs.

Introduction: How this Works

Razor Coast comprises over 17 vignettes, 13 inciting incidents, over 60 stand-alone encounters and more than 20 set-pieces comprising over 20 story threads, 1 special DIY set-piece, at least 13 *dramatis personae* carrying near as many subplots, 2 campaign plot arcs, 9 self-contained but supporting adventures, and a horde of individualized NPCs – all interconnected.

Question:
How do we pull this morass of material into a campaign?

Answer:
Organize everything by level and map out how it all connects.

Sounds simple (its not), but along the way we want to make ***Razor Coast*** as simple *to use* as it is to list. Which leads to follow-up questions: if during a player directed campaign the PCs travel at will – in and out of Port Shaw, delve into its sewers and emerge again aboveground, head out to sea and return – how should GMs guide the action? Perhaps even more importantly, how should they prepare for each night's session?

The Basics

To prepare, a GM sits down with this chapter, turns to the section matching their party's average level, selects encounters for the coming session, and studies just those encounters – plus the hooks, rumors, and NPCs coxnnected to them. GMs who tend to run longer sessions might also study encounters nearest to these on the plot web (more on that later), just in case.

How to Choose Encounters

Razor Coast is also organized by story concept. When you turn to the section in this chapter that matches your party's average level, you'll find a list of Adventure Options, organized by geographic locations, from which GMs choose what they want to run that night. For example, in the **Level 6-7** section of this chapter you'll find "Rescue a child stolen by the Roachlord (CR 7-8)" on the list of Adventure Options **In and Near Port Shaw**. The parenthetical (CR 7-8) tells the GM that this Adventure Option is built from CR 7 and CR 8 encounters.

Example: Jill the GM is preparing her second session for 6th level characters. She turns to the Level 6-7 *section of this chapter and scans the list of Adventure Options. Because she last left her player's hanging in a bar in Port Shaw, she focuses on the* In and Near Port Shaw *part of the Adventure Option list. She knows one of her player's characters is particularly keen on saving children. It's in their backstory, and they always have fun with it. Another just itches to fight crime. Consequently, two Adventure Options catch her eye: "Rescue a child stolen by the Roachlord (CR 7-8)" and "Fight or join Port Shaw's criminal underworld (CR 3-8)".*

Next she scans down to the ***Adventure Options Detail*** *section. In it, Jill finds the specific encounters by name, plus the chapter in which the encounter lives - also hooks, and other notes that taken together comprise the Adventure Options she chose. Jill flips to the other chapters in the* **Razor Coast** *book, prepares just those encounters, and she's good to go for her coming session.*

Four Primary Flavors of a *Razor Coast* Campaign

GMs can deliver nearly every Adventure Option in ***Razor Coast*** to their players in one of four primary flavors, each represented by a loose faction of NPCs. Think "primary" as in "primary colors," as there are many ways to mix and match Adventure Options to produce various shades of campaign. Your ***Razor Coast*** adventure path will play differently depending upon which orientation your players enjoy most.

The primary flavors offered in ***Razor Coast*** and their representative factions are:

POWERS THAT BE (Barrison Hargrove, Gregory Bonedeuce, etc.), representing the worst that the colonizing newcomers have to offer, themselves fooled and bound in turn by one of the worst inhabitants of the Razor Sea – Harthagoa the Krakenfiend. The Powers that Be represent the self-interested and self-deluding evil that willingly wreaks horror on others in pursuit of its own ends.

THE FORMER HEROES AND THEIR FRIENDS (the Wave Riders, Jenkie Barnes, Zalen Trafalgar, etc.), who represent the best the newcomers have to offer, yet currently live defeated by the Razor. They also represent the evil that passivity wreaks when good folk allow the world to so undo them, they cease to act like the heroes they remain at heart.

THE TULITA (Milliauka, Mokoli Ali'i) also represent defeated heroes, but those who have not yet given up the fight. They suffer the evils of oppression, represent living in balance with the natural world, and they fight the good fight

against overwhelming odds. Their heroic posture offers them no special advantages, and they are as likely to fail in their attempt as to engineer the political, economic, and cultural renaissance their people need.

THE INDIVIDUALISTS (Bethany Razor, Falken Drango, etc.). These are the people unconcerned with the polity as a whole and indifferent to the big questions of who shall rule and who shall serve. They see life through the lens of the immediate and live it that way, acting for the Good or…the less-than-Good but always for their own, personal reasons. They embody those who think the large-scale question of Good vs. Evil is unsolvable and are concerned only with the justice and injustice in their immediate spheres. Most mercenaries, pirates, and many adventuring parties start in this category.

Generally, nearly every Adventure Option presented below contains one Hook from each of these four primary flavors. To guide the campaign toward one flavor or another, simply choose your Hooks from that flavor. Supporting NPCs, Rumors, Whispers and other devices also come in flavors and simply choosing the right flavor of NPC, Rumor or Whisper helps guide the campaign into one or more of the four available orientations. In short, offering a particular flavor for your ***Razor Coast*** campaign is as easy as selecting the appropriate hook (or creating one of your own) for the Adventure Options you place before your players.

More about Organizing By Adventure Option

Every Adventure Option listed in the **Level 6-7** section is appropriate for an adventuring party of 6th to 7th level characters. However, sometimes what's tough for a 6th level party proves relatively easy for a 7th level party and vise versa. When that's the case, ***Razor Coast*** gives the GM a heads up in the *Notes* entry under the Adventure Options Detail.

An Adventure Option may also include some encounters appropriate for a party of 6th-7th level characters but continue into encounters appropriate for 7th-8th or even 8th-9th level characters. Again, GMs find the warning about this in the *Notes* entry. Alternately, some Adventure Options work just as well for a party averaging 6th-7th level as they do for a party of 7th-8th level.

As a result Adventure Options repeat in multiple level sections. For example, "Rescue a child stolen by the Roachlord (CR 7-8)" appears on the list of Adventure Options in both the **Level 6-7** and **Level 7-8** sections, with *Notes* in the **Adventure Options Detail** section for **Level 7-8** advising the GM it's a cakewalk for 8th level parties. This repetition makes this chapter (Chapter 2) very long, but saves GMs from flipping back and forth between sections to make sure they've looked at all the Adventure Options. **Every level section contains an exhaustive list of Adventure Options and you never need to flip back to a previous level section to find what you need**.

Sticky Notes are Still a Good Idea

You may not need to flip between level sections in **Chapter 2** when deciding what Adventure Options you want for your upcoming game, but an inescapable consequence of organizing by Adventure Option is that GMs still need to flip through the rest of the ***Razor Coast*** book to find the encounters they plan to run and prepare them. Consider using post-it's to mark the pages containing those encounters for quick reference during your next game.

Finally, it is important to realize that more than level and CR govern the availability of Adventure Options. Some Adventure Options contain embedded clues that GMs should not reveal too soon. Adventure Options are included at various levels with this in mind. For example, the encounter "Naga's Hubris" is a CR 8 encounter and, theoretically, even a party of 5th level PCs could tackle it. Barely. However, "Naga's Hubris" is not available until **Level 8-9** because of clues it contains that lead to places no party of 5th level PCs should ever go.

Party Level and CR

Question and Answer

If my party is 7th level, do I look at the **Level 6-7** section or the **Level 7-8** section to prepare for my next session?
*You look at the **Level 7-8** section. This section contains every grouping of encounters appropriate for a 7th level party, including the ones that were listed in the **Level 6-7** section. If an Adventure Option is appropriate for a 7th level party it's on the list in the **Level 7-8** section.*

Then why the level overlap? Why not just a 7th level section or a Level 6th-7th and then a Level 8th-9th section?
Because most things appropriate for a 7th level party are also appropriate for a 6th level party – they're just harder and lead to more death when your adventurers are 6th level. Generally, this holds up across levels. 9th level parties can tackle adventures that are an even challenge for 10th level parties. It'll just prove harder.

CR and Difficulty

As a general rule, stand-alone encounters and set-pieces in **Razor Coast** follow this difficulty guide:

CR and Difficulty	5th	6th	7th	8th	9th	10th	11th	12th	13th
Easy	1-4	1-5	1-6	1-7	1-8	1-9	1-10	1-11	1-12
Normal[1]	5	6	7	8	9	10	11	12	13
Challenging[2]	5	6	7	8	9	10	11	12	13
Very Difficult	6-8	7-9	8-10	9-11	10-12	11-13	12-12	13-15	14-16
Most will Surely Perish	9	10	11	12	13	14	15	16	17
Total TPK Machine	10+	11+	12+	13+	14+	15+	16+	17+	18+

[1] – Encounter has an 'out' or trick by which the party can escape or win it

[2] – Encounter is a straight up slug fest. There are no 'outs' or tricks.

Generally, Adventure Options comprised of multiple encounters reach a peak with an encounter 3 CRs higher than the party level. Overall difficulty then becomes a question of how many encounters of what CR will most parties engage, as they head to that final, +3 CR encounter? For example, a 5th level Adventure Option will likely contain an encounter or two below CR 5 (just to warm the PCs up and let them feel tough), a few more at CR 5-6 and then end on a CR 7 and/or a CR 8 encounter.

Do you really need to know this much detail to run a ***Razor Coast*** campaign? No, not really. These are the design principles 'baked in' to the placement of Adventure Options in the various sections. However, GMs who like to get more 'under the hood' can use this information to combine encounters and set-pieces to better fit their own pace and style, knowing exactly how much of a challenge they're throwing at their adventuring parties.

Plot Arcs of Razor Coast

Razor Coast contains two major plot arcs**: The Night of the Shark** and **The Kraken Strikes.**

First Plot Arc: Night of the Shark

Synopsis

Over the past months Dalang Jalamar, Chosen of the Shark God Dajobas, organized "shark attacks" up and down the Razor Coast, in order to fill Port Shaw with two kinds of weresharks: the knowing and the unknowing; those who knowingly follow Dajobas, glorying in their shark forms, and those who do not yet know their "shark bites" have infected them with lycanthropy (also called the Kiss of Dajobas). To their shock and horror, these latter "Kiss Victims" will first discover their lycanthropy only when they abruptly transform into weresharks at the rise of the next full moon. The next full moon will go down in Port Shaw history as "The Night of the Shark."

Meanwhile, in human form, Dalang's followers prowl Port Shaw seeking the *Jawbone of Kaho Ali'i,* a relic that holds the key to a Tulita renaissance – just the kind of resurgence in Tulita culture and religion that might counter the Shark God and prevent His return.

Kiss Victims? Followers? What's the Difference?

Jalamar's wereshark followers willingly serve the Dalang, Chosen of Dajobas. Many were once members of Falken Drango's missing crew, the Nightslinks. Long before the Night of the Shark all of Jalamar's followers passed through their first transformation and swallowed humanoid flesh. This group includes Razortooth Enforcers and Razortooth Raiders, but it does not include denizens of Port Shaw who merely survived a bite from Jalamar.

Surviving a bite from Jalamar that also infects you with lycanthropy makes you a Kiss Victim. As discussed, Kiss Victims are doomed to transform on the next full moon and, driven by a nigh insatiable hunger, eat someone. Once a Kiss Victim swallows humanoid flesh, their transformation is complete and they become evil. Most likely they willingly serve Dajobas from that moment on.

In short – you are what you eat.

When the shark-moon rises, mayhem erupts. Common folk inflicted with the Kiss transform and attack their neighbors. Dalang Jalamar's followers leap into the fray, drenching the docks in blood. Under cover of this carnage Jalamar moves to secure the *Jawbone* – but he fails. The PCs secure this important relic before him.

In anger Jalamar rounds up people close to the party and piles them on a raft doused with whale oil. "Give me the *Jawbone*!" he demands, "or they burn!" It's a trap, of course.

The PCs must choose between the blood of friends, allies, and innocents and the fate of the Tulita people – possibly the world.

A Desperate People and a Priceless Relic

The Tulita fell hard after losing their war with the foreigners. Since then, various tribes signed the first treaties granting foreigners their power – vested in huge tracks of plantation land, positions as Elders, and seats on the Lodge Council – and the Tulitas' hold on the Razor erodes ever more swiftly before the colonising tide. Their heroes lie fallen in battle, their Elders humiliated in Council meetings by jumped-up puppets and rapacious merchants.

Despite the depredations, many Tulita maintained unity and preserved the old ways. Until a few months ago, that is, when a foreign thief absconded with the single most treasured relic of the local tribes – a beautiful piece of scrimshaw depicting the 1,000-year-old coronation of the first Tulita war chief, Kaho Ali'i. To Jalamar's dark delight, the loss of this treasure drove many younger Tulita away from the old ways. In response, the rate of desertion to whaling ships, piracy and other ignoble pursuits increased – speeding the day of Dajobas' return.

Background

Jalamar was born far up the coast of Port Shaw in the near-idyllic town of White Reef. His mother died during childbirth and a bale-shark ate his father, a simple fisherman, when Jalamar was six. Young Jalamar watched the whole thing from his dad's fishing sloop. He listened to the symphony of crunching bones and the ear-splitting death squeals of his father.

Given to the local Church of Quell to be raised as an acolyte, the youngster proved studious. He pleased his tutors with both his intelligence and his quiet, patient spirit. Jalamar eventually developed into an upstanding cleric of the sea god.

He never told anyone about his dreams. Every night after his father's death, Jalamar dreamed of a monstrous jet-black shark with red burning eyes that stared straight into his soul. Night after night he jerked awake, awash with sweat, just as the shark sank its razor teeth into him.

Once Jalamar earned his initiate's robes, he traveled the coast, preaching Quell's glory to the ramshackle communities of the Razor. For a few years he passed on the good word and protected small communities against sickness, storm, and the constant threat of pirates.

Still the dreams came every evening, with increasing intensity, until two months ago he found himself camping on a beach in a sleepy inlet not far from Port Shaw. Snapping awake from his dream, Jalamar feverishly made his way to the water. There, by moonlight, he recognized the cove of his nightmares – a dark secluded place of still black waters, a place he'd swum time and again in his mind's eye. Possessed by an inexorable urge, Jalamar threw himself into the ink-still ocean.

Then he saw the fin.

Blacker than the night around him, it cut the water faster than any arrow. Pain burst in his chest as the shark lifted him from the sea, and the warmth of his own blood rose, copper and hot, in Jalamar's throat. Then consciousness fled.

He awoke in the home of Harok McFarrows, a local fisherman who had discovered his mangled body floating in the morning surf. The kindly man did what he could for Jalamar, tending the two gruesome bite wounds that now marked both sides of the young missionary's torso. The wounds were deep, and McFarrows did not expect the unfortunate priest to survive the night.

When darkness fell, the full moon rose and Jalamar became something else. He climbed from his wet and bloodied bed a hideous monstrosity – half-shark, half-man – and he tore Harok's wife to pieces. The fisherman heard the sounds of slaughter from outside where he squatted, preparing the next day's nets. Harok rushed into the house and beheld the butchery of his bride. Blind with anguish, he hurled himself at the enormous wereshark, but Jalamar, his hunger sated, simply swatted the fisherman aside and

through a wall. Jalamar fled into the surf, but only after biting Harok's surviving daughter Jessica – once.

That night Jalamar swam as he slept, and in his dark dreams he heard the voice of the Shark. The voice of Dajobas, Devourer of Worlds. His god.

Jalamar now sees himself as more than mortal. He spends much of his time in shark form, hunting the pathetic men who sail his waters. The flavor of their fear-tainted flesh is exquisite, and he feels he has accomplished much in preparation for Dajobas' return.

He wrangled away the sharks of the sahuagin. He recruited Falken Drango's pirates, the Nightslinks, infected them with lycanthropy and christened them "The Razortooth Raiders." On their first full moon in shark form, the Raiders slaughtered the crew of a cargo freighter named *Tide Marcher* and looted its hold of silks and exotic spiced teas from lands far away.

Jalamar now spreads the shark god's Kiss to as many as possible. The fisher folk of Port Shaw suffer a strange rash of shark attacks these days. Few are fatal, and most of the survivors tell the same strange tale: of a shark as black as midnight striking with unthinkable speed then vanishing into the night.

Setup

The PCs learn about the shark attacks soon after arriving in Port Shaw. For example, talk of strange encounters with a fierce black shark consumes the docks. The party may decide to venture seaward to search for the black shark themselves and investigate an abandoned fishing village – only to learn of a great shark that ravaged the town. They may stumble across a young boy near death and covered in shark bites. The PCs may also meet Falken Drango and hear of his crew's strange disappearance from his pirate ship, *Nightslink,* and decide to solve that mystery. Regardless, they continue to hear about shark attacks throughout the first half of the campaign.

While it is possible for the adventurers to unravel the mystery of the shark attacks and stop Dalang Jalamar, Chosen of Dajobas, before he unleashes the Night of the Shark, the most likely outcome is that the party learns what Dalang plans just a bit too late – perhaps not even until the moon rises.

From before the PCs arrived in Port Shaw, Jalamar spent his time biting as many ordinary citizens as he could. However, just prior to the full moon Jalamar does two more things: first, he increases the number of people infected with wereshark lycanthropy by stealing a bunch of fishermen off to his underwater caves and, later, he attempts to infiltrate Fort Stormshield to bite yet more Dragoons.

The second thing Dalang does a few days before the full moon is send his followers – turned wereshark long ago and since steeped in blood and evil – into Port Shaw in their human guises. As mentioned, these followers covertly seek the *Jawbone of Kaho Ali'i*. If Dalang secures the *Jawbone* and destroys it, Dajobas shall surely return. If Dalang does not secure the *Jawbone,* the Shark God may or may not return – at least not yet, anyway.

Action

Dalang Jalamar, if not slain in his lair by the PCs before the full moon, mounts an assault on Port Shaw. As explained, that evening all the folk Jalamar ever successfully bit suddenly and unexpectedly transform into full-fledged weresharks. In hybrid form they frenzy, wreaking havoc throughout Port Shaw. If the GM played the cards right, many of these latent weresharks are the PCs friends and allies.

At the same time Jalamar's wereshark followers throw off their disguises and join the mayhem.

Hard upon the townsfolk's transformations, Jalamar strolls into Port Shaw, accepting blood spray like flowers tossed to a reigning monarch. He also seeks the *Jawbone.* When his minions fail to recover it, the wereshark priest gathers subjects to sacrifice to Dajobas, publicly demanding the *Jawbone* in return for their lives. It is, of course, an elaborate trap. Dalang wants the *Jawbone* but has no intention of letting anyone live.

Development

Should Dalang Jalamar capture the *Jawbone* and destroy it, the coming of Dajobas is assured. Perhaps not today, perhaps not tomorrow – but the Shark God's return is nearly certain. Alternately, should the PCs secure the *Jawbone* and defeat Jalamar, they hold in their hands the power to set in motion events that force the Shark God back into exile. It all depends with whom the PCs side: the Tulita, the newcomers, the independents or themselves.

The Acts

The **Night of the Shark** plot arc plays out over three Acts.

ACT 1 – Setting the Stage (5th – 9th level)

The GM chooses from rumors, vignettes, inciting incidents, and encounters to deliver clues that beg for

further investigation or lead to additional encounters and set-pieces connected to this plot arc.

ACT 2 – The Plot Revealed (9th-10th level)

While the adventurers likely visit Beacon Island before this Act, around 9-10th level, they finally link sightings of the "Black Shark" and the rash of local shark attacks to whoever lurks *inside* Beacon Island. They track these villains through underwater tunnels and partially submerged sea caves to learn Port Shaw is in danger from the enigmatic Chosen of Dajobas, who may also be the Black Shark.

ACT 3 – The Night of the Shark

This plot arc culminates on a night that goes down in Port Shaw's history as the Night of the Shark. As bloody chaos erupts around them, the adventurers must stop Dalang Jalamar from securing the *Jawbone of Kaho Ali'i* and simultaneously save Port Shaw from destruction.

Second Plot Arc: The Kraken Strikes

Synopsis

For over a century Harthagoa the Krakenfiend, spawn of Demogorgon and a she-kraken, has executed a carefully laid plan aimed at ruling the Razor in his father's name – with Port Shaw as his capital. Even as the PCs begin adventuring, Harthagoa sets the last stages of his far-ranging plan into motion.

When the PCs arrive on the scene, these are the five steps remaining in Harthagoa's multi-generational scheme:

- Control or neuter Port Shaw's political leadership
- Seize control of the Dragoons
- Eliminate the Church of Quell on the Razor
- Destroy any heroes with the power to oppose him
- Invade and conquer Port Shaw

Control or neuter Port Shaw's political leadership. For all intents and purposes, by the time the PCs first arrive, Harthagoa has accomplished this goal. Barrison Hargrove serves the Kraken, though under the delusion Harthagoa plans to make him King of Port Shaw. Through Hargrove the Krakenfiend commands the Lodge unopposed, having instructed Bonedeuce to addict the Tulita Lodge Elder Nakuaka to dragonsmoke.

Seize control of the Dragoons. Nearly accomplished. Harthagoa controls Gregory Bonedeuce and through him most of the Dragoons. Following Harthagoa's orders, Bonedeuce drove out champions of the good like Roland Lawrence. The worst among the Dragoons Bonedeuce bound to Harthagoa's service by inducting them into the Ring of the Kraken, directly. Only Lt. Commander Trey Perrin remains a threat to Gregory's machinations and prevents the total corruption of the Dragoons. Early in the PCs adventuring career on the Razor, Hargrove and Bonedeuce contrive to send Perrin on a fool's errand from which he'll likely never return – at least not without the PC's assistance.

Eliminate the Church of Quell on the Razor. Also nearly done. Between Dalang Jalamar, Chosen of Dajobas and Harthagoa's attacks, neither a single Chapterhouse nor a single priest of Quell remains on the Razor Coast – except in Port Shaw. After Harthagoa ordered Bonedeuce to arrange the last high priest of Quell's murder, the Krakenfiend never expected a replacement to arrive so swiftly. Zalen Trafalgar, the new priest of Quell, is a problem. Harthagoa plans to blow up Quell's Port Shaw Chapterhouse and if that does not get him – assassinate Zalen. The Krakenfiend will succeed unless the PCs intervene.

Destroy any heroes with the power to oppose him. Harthagoa thought he settled this one when he broke the Wave Riders. Then the PCs showed up and grew in stature until they threatened his plans. Now the Krakenfiend must eliminate them as well.

Invade and conquer Port Shaw. Once Harthagoa gets the PCs out of the way, he'll launch his invasion. Like the rise of some storm-driven, malevolent tide Harthagoa's sahuagin armies and monstrous legions will emerge from the harbor waters and, with neither heroes nor Dragoons to oppose them, they'll seize the city for the Demon Below and kill or enslave the populace.

Background

The Demon Lord Demogorgon, ever seeking to spread his vile influence in the world, long viewed the seas of the Prime Material plane as a ripe prospect for domination. Centuries ago, his ruthless ambition and unnatural demon lusts led Demogorgon to cavort with a great kraken mistress. They named the abominable fruit of their sick union Harthagoa, but most know him as the Demon Below.

The Krakenfiend rules much of the open sea beyond the coast and has enlisted countless followers and slaves for his dark father. Now Harthagoa has set his sights on the coastline. The Krakenfiend is patient, quite brilliant, and brutally persuasive. Over the past several years he cowed

or coerced many influential figures of the coast into his service. Harthagoa enslaved the sahuagin tribes, brought the rogue aboleths of the Razor's depths under his auspice, and created a secret society among the land dwellers who worship him as a living god – a society called the Ring of the Kraken.

The populace of Port Shaw and the surrounding region remain largely unaware of the Ring, regarding it as a shadowy criminal organization, if they even recognize its name. Members of the Ring bear the Mark of the Kraken – a scar left when Harthagoa applied a tentacle to their tender skin and tore a ring of flesh away.

The members of the society – a multiplicity of NPCs, organized much like a thieves' guild – serve the Krakenfiend in many ways. Mostly they spy upon Harthagoa's enemies and keep him updated on the best vessels to target for destruction and pillage. Treasures salvaged from ships crushed by the Krakenfiend's cruel embrace thicken his hoard. Harthagoa offers gold, jewels, and captured slaves to Demogorgon as sacrificial tribute or uses them to buy the loyalty of fell demons and fierce mercenaries.

While several individuals of considerable political usefulness belong to the Ring of the Kraken, Harthagoa required a highly placed agent in the Dragoons to complete his scheme for conquest. Twelve years ago the Krakenfiend began grooming an impressive young captain named Gregory Bonedeuce for an intrinsic role in his long-range plans for Port Shaw. Harthagoa's twisted demonic machinations maneuvered Bonedeuce into the illustrious position of Commandant of the Port Shaw Municipal Dragoons.

The Demon Below used his cats paw, Bonedeuce, to cultivate a brood of followers among the Dragoons, who augment his already impressive network of spies, stand ready to enact Harthagoa's insidious plans against Port Shaw, and undermine his enemies in the guise of official business.

At first, the sea god Quell's faithful proved the most dangerous threat to Harthagoa's dominion on land, but now that his schemes reduced their temples to ash and reddened the sea with the blood of their priests, the Krakenfiend grows confident he shall soon rule the Razor in his father's blasphemous name.

Lead Designer's Note: Complex Evil versus Simple Evil

Hargrove is a revolting human being; however, he remains unaware of Harthagoa's endgame – the destruction and enslavement of Port Shaw.

The old man, for all his disgusting faults, believes in Port Shaw and sees it as his hallowed dominion. He is king of the city in all but name, and if he learns Harthagoa plans to destroy Port Shaw he considers betraying the Krakenfiend, possibly even moving against Gregory Bonedeuce and supporting the PCs. The power of Barrison's ego is so profound, he even considers opposing the Demon Below.

Setup

Harthagoa's plot has been long in the making. At its simplest, he follows the maxim, "Only fight battles you have already won," and aims to eliminate all resistance before the invasion. For Harthagoa that meant first eliminating the Wave Riders, heroes with the power to oppose him, then using Barrison Hargrove to corrupt Port Shaw's political leadership.

For example, Hargrove supported Nakuaka's elevation to the lodge because the Tulita elder indulged a dragonsmoke habit, a habit that the Ring of the Kraken happily inflated into an addiction. As mentioned, Harthagoa all but eliminated the Church of Quell throughout the Razor Coast, and he even ordered the assassination of Quell's high priest in Port Shaw. Having so thoroughly seduced their Commander, Gregory Bonedeuce, the Krakenfiend stands on the threshold of turning the Dragoons – Port Shaw's only military force – into his active instrument.

As mentioned, when the PCs arrive on the scene at 5th level, little remains undone on the Krakenfiend's pre-invasion list. He wants to accomplish three more things

before unleashing his armies: (1) consolidate his control of the Municipal Dragoons, (2) eliminate, not just cripple, the Church of Quell in Port Shaw, and (3) get any new players out of the picture.

Eliminating the Church of Quell should have been simple. After instructing the Ring to arrange the death of Archibald Noeliss, Quell's High Priest in Port Shaw, Harthagoa decided to plant explosives beneath the church Chapterhouse and blow it sky high. He arranged for Vrina, a succubus to handle this in secret, and the sewers beneath the Chapterhouse of Quell filled with barrels of alchemist's fire, gunpowder, and rusty nails even as the PCs arrived in port.

Matters for Harthagoa grew tricky of late, and the plan to blow the Chapterhouse slowed due to the unexpected arrival of Zalen Trafalgar. Son of an old enemy and the new high priest of Quell in town, Zalen is a replacement sent from overseas by Quell's Fatherhold to pick up Archibald's duties and restore Quell's church in the Razor.

Fearing plots within plots and possible opposition from the Church masters overseas, the Krakenfiend calls a temporary halt to his plans for blowing the Chapterhouse while he assesses the threat this Zalen might pose. Even as the PCs gain power, Harthagoa grows convinced Zalen is a nonentity, easily eliminated. He restarts the timeline for blowing up the Chapterhouse. If the PCs defuse the plot and prevent the explosion – or help Zalen live through the event, then the Krakenfiend uses cutout agents to hire an assassin to kill Zalen and that assassin is on route as the campaign approaches the **Night of the Shark**. The party may or may not stop the contract killer coming for Zalen, but if they do intervene, they stand to learn the Ring of the Kraken hired the assassin – though not much more than that bare fact.

On the military front a single officer – a leader with the integrity to resist Harthagoa and the charisma to capture the hearts of the troops – is the only one who might challenge the Demon Below's cats-paw, Bonedeuce, for command. This paragon's name is Lt. Commander Trey Perrin, so Harthagoa arranges for him to sail out to sea – and into an ambush. The PCs may glimpse the edges of this plot in the course of their adventures, but they only learn enough to foil the ambush in its final hours. However, the PCs always arrive in Port Shaw too late to stop Harthagoa from sending the honorable Lt. Commander to sea – and off the playing field – in the first place. The adventurers grow more embroiled in Lt. Commander Perrin's tale after the **Night of the Shark** during **The Kraken Strikes, Act 2 – Quest for the *Albatross*.**

Zalen's Assassination and Archibald Noeliss' Secrets

The Ring of the Kraken murdered Noeliss after he uncovered evidence of their conspiratorial alliance with Harthagoa. Noeliss treated a few Dragoons for injuries and noted the strange Mark of the Kraken on their bodies. When he questioned the Dragoons under his care, they all lied to him and he began to suspect the mark implied membership in some sort of secret society. Further investigations got Archibald killed and dropped in a vat of acid.

In Noeliss' chambers, Zalen found hidden writings concerning this information – the same writings the PCs might discover in Noeliss' quarters at Quell's Chapterhouse. He sent word to the Church of Quell across the sea, but he is unaware that Ring of the Kraken spies intercepted his missives. If his bomb plot fails, Harthagoa has additional plans for Zalen's demise – plans that Harthagoa asked Hargrove to put in motion even before the bomb goes off. The only bit of luck on the PCs side is that Hargrove decided to solicit outside help to handle the assassination. Barrison feels that Old Fish grows weary of murder in his retirement and prefers not to irk the retired assassin, unnecessarily.

If the PCs befriend Zalen and aid him in any way he entrusts them with what he knows of an evil secret society operating in Port Shaw, whose mark includes the sucker scars of a giant tentacle. If the PCs foil the assassination attempt on Zalen, they find a scrap of parchment on the body of the assassin that reads, "For your trouble. – The Ring"

Action

Recently, an unexpected headache entered the arena to worry the meticulous and careful Krakenfiend. A new power rises, a power to rival the Wave Riders should it choose to challenge the Kraken's might. At best this force seeks to rule the Razor itself and at worst it aims to counter evil at every turn. It seems on the brink of learning that the Ring of the Kraken killed Archibald Noeliss, and it may discover the bomb plot – even put a stop to it – and in the process learn that the Ring was behind both events.

What force is this you ask? The PCs of course, and soon after the **Night of the Shark**, Harthagoa decides to eliminate them.

The Krakenfiend employs a similar stratagem to the one he used on Lt. Commander Perrin. He lures the PCs out to sea, where he hopes the dangers of the Razor will eliminate his foes for him. As a backup, he plans to kill two birds with one stone and instructs Gregory Bonedeuce – already hunting Perrin's ship the *Albatross* with orders to sink her – to let the adventurers do the work for him. As the PCs seek Perrin and the *Albatross*, Gregory Bonedeuce trails them. Once the PCs find Perrin, the Kraken ordered Bonedeuce to send them both to the bottom with a few broadsides from the *Pride*.

If the PCs survive Bonedeuce's ambush and make it back to Port Shaw, they find an overconfident Krakenfiend moved too soon. The party arrives to an invasion in full swing but not yet a *fate accompli*. Only the PCs can defeat Harthagoa and save the day.

The Acts

The Kraken Strikes plot arc also unfolds across three acts.

ACT 1 – Setting the Stage

The GM chooses from rumors, vignettes, inciting incidents, and Adventure Options that deliver clues begging for further investigation or lead to additional encounters connected to the plot arc. During their early adventuring days, the party continually brushes up against hints of a sinister organization called the Ring of the Kraken or more simply, the "Ring." Clues point to a dark conspiracy corrupting Port Shaw's leadership and involving her criminal underworld, but the Night of the Shark cuts the investigation short.

ACT 2 – Quest for the Albatross (10th – 12th)

Convinced the party threatens the Ring's carefully laid plans, Barrison Hargrove engineers a reason for the adventurers to head to sea – even if only to flee his power – and this eventually involves the party in the fate of the *Albatross*, Lt. Commander Trey Perrin's ship. While on the high seas, the party begins a veritable odyssey of adventure, taking them from 10th – 12th level. Along the way, they confirm Hargrove and Bonedeuce serve Harthagoa and that they scheme to bring the Krakenfiend into Port Shaw as their conquering overlord.

ACT 3 – The Kraken Strikes

Achieving 11th or 12th level ushers in a final showdown in which the PCs must rally their surviving friends and allies to halt a full-scale invasion of Port Shaw by the Krakenfiend's armies. Scrags, lacedons, pirates, other foul creatures – even the occasional wereshark – swarm the streets. The PCs sail into Port Shaw harbor and catch Harthagoa's forces in the act of putting all they know and love to the sword. In a do-or-die final battle, the adventurers either defeat Harthagoa, fall in battle, or fail and forever suffer the Demon Below's dominion of the Razor.

Whispers and Rumors

As previously discussed, Whispers are the common conversational currency of the city. Because Whispers are gossip, essentially, GMs should plan to simply give this information out in the mouths of NPCs, during day-to-day interactions, whenever and wherever possible. Whispers do not require the PCs to make a roll of any sort. They are largely informational, but because they represent conventional wisdom may contain inaccurate or flat-out incorrect opinions. Whispers identify no opportunity on which the PCs must immediately act; however, they foreshadow future events, provide hints, and guide players. The more a GM releases Whispers to the PCs the more "aha!" and "oooooh, that's what that meant" moments player's should experience later in the campaign.

Rumors, on the other hand, contain information PCs earn either through Diplomacy, Knowledge (local), Intimidation, or some other check; or perhaps GMs give out the information in a rumor as a kind of treasure. Often a Rumor earned by interrogating an NPC offers an immediate opportunity for further action. When Rumors do not offer an opportunity for immediate action, they likely color the PCs perceptions of a future interactions; for example, revealing someone the party might not otherwise suspect may prove to be evil. Rumors, because they are earned through a player's roll or a PC action, are always true.

Relationship Subplots: Redemption and the Post-Heroic Razor Coast

If your group enjoys campaigns with strong narrative or dramatic payoffs, one of the more rewarding elements of ***Razor Coast*** involves the redemption of the various NPCs, while a wellspring of fun for the GM lies in prompting complex and interesting relationships between PCs and NPCs; relationships that impact the course of your ***Razor Coast*** campaign. Right at your fingertips – especially through the hooks leading into Adventure Options –

you'll find romance, friendship, rivalry and brinkmanship, mentor-mentee bonds, along with student-becomes-master storylines whenever the PCs, as the main protagonists, mix and mesh in the lives of the supporting *dramatis personae*.

Introducing Dramatis Personae

Assuming they choose the heroic course, your PCs are potentially the first injection of heroes onto the Razor for several years. Prior to their entrance, no other heroes survive. This was not always so. The Razor is packed with fallen and forgotten champions – once brave souls who lost their way, abandoned all hope, or fell into a bottle.

Of course, not all important NPCs are heroes. Many villains number among the ranks of *dramatis personae*. Moreover, the major NPC villains all have very specific agendas, built into the campaign, that dictate many of their actions. On the other hand, non-villain *dramatis personae* either lack agendas – besides drinking themselves to death that is – or the GM dictates their actions more than the written campaign. So how to introduce this diverse and divergent cast of characters to your players?

Excepting the two primary villains (Dalang Jalamar and Harthagoa), the general rule for when to introduce *dramatis personae* to your PCs is "early and often", but ***Razor Coast*** also provides specific tools to help your PCs meet them. These are Inciting Incidents, default encounter design, and hooks.

Inciting Incidents are straightforward. Many Inciting Incidents feature specific *dramatis personae*, so simply use them as written. Aside from Inciting Incidents, most encounters in *Razor Coast* were designed on the assumption that GMs would swap out *dramatis personae* as desired or, where an encounter does not specifically call for an important NPC, add *dramatis personae* as desired. Finally, while we explained above that many of the Adventure Options in this chapter include hooks from all four Primary Flavors of campaign, *dramatis personae* also come in the four flavors. Consequently, the Hooks for nearly every encounter in ***Razor Coast*** feature *dramatis personae* repeatedly. Often, introducing a *dramatis personae* to your party is as easy as choosing a preferred flavor of hook.

Because the actions and agendas of *dramatis personae* from the Powers that Be persuasion are written into the fabric of the campaign, they are not detailed here. Instead, below you'll find the keys to restoring each of the Razor's fallen heroes to their former glory. As you proceed with the

Keeping the PCs Alive

In pursuit of their evil designs on the city, the villains of Port Shaw constantly maneuver towards their endgames. Harthagoa is a sinister, several-century-old Krakenfiend who has engaged in protracted warfare with all manner of horrific sea monstrosities and engineered a slow but steady conquest of the ocean floor beneath the Razor Sea.

Dajobas is a god, alive since the world was young, watching the ambitions of the greatest kings and emperors scattered like foam on the waves.

Neither villain is easily outmaneuvered. Both the main adversaries of ***Razor Coast*** take action to destroy incipient threats before they grow. Realistically, even the canniest players and their stalwart character alter egos are doomed to watery graves or sharks' maws. Luckily, realism is not our primary concern – fun is.

Still, if realism is the mainstay of your campaign, and your players (and you) demand tight as a thumbscrew adherence to the "reality" of the game world, then here are a few important considerations:

The Krakenfiend is timeless and patient. He is far more intelligent than anyone reading (or writing) this book. Still, being immortal has its disadvantages – arrogant overconfidence for one. Far-reaching schemes are another. Harthagoa may not register the players' meteoric rise to power as they test themselves against the myriad terrors offered by the Razor Coast.

Additionally, the Krakenfiend probably views the crushed merfolk, Tulita, the dispersed and broken Wave Riders, and other defeated foes as inconsequential – never believing that any paltry band of newly arrived "heroes" could galvanize these scattered dregs into a steel fist to smash his demonic forces or grind his schemes to dust. Evil often underestimates the powers of hope and righteousness that the truly good bring to any conflict.

As a Game Master, keeping the PCs alive is really a matter of using all the pieces in play to save the party's bacon – even off camera. Dramatic license is a powerful tool. Fate, divine intervention, stupid accidents working out in the party's favor, and the timely interference of the various NPCs detailed in this chapter, can all contribute to staving off Harthagoa's tentacle or Dajobas' bite. Balance this against the need to always let the crux of the action and the direction of the campaign emerge from the actions of the PCs and you're sure to maximize the fun inherent in your ***Razor Coast*** campaign.

introductions, be sure to reward PC Sense Motive checks with hints as to the desires, conflicts, and obstacles impeding each NPC from finding their way back to righteousness.

Bethany Razor

(Flavor: Individualists; Typically Found: Tide)

If your PCs enjoy a good mystery or romantic pursuits, forging a strong relationship between the party and Bethany Razor opens up doors to both. The widow has lost the love of her life and lost hope. She once fought beside her husband Jacob against all threats to the Razor, but since Jacob passed, she has drifted into the life of a vagabond. Despite her good-hearted intentions, Bethany now has little interest in opening herself up to the fierce emotions and exciting adventures that led to the loss of her love. However if the heroic exploits of others inspire her or events conspire to mend her broken heart, Bethany may once again involve herself meaningfully in the conflicts surrounding Port Shaw.

At the outset of your ***Razor Coast*** campaign, Bethany is adrift. Her ignorance of the treachery surrounding Jacob's demise robbed her of any closure over his death. With no other heroes to stand up and be counted as allies, Bethany's misery over her husband's death continues to erode her commitment to good.

Gregory Bonedeuce views turning Bethany toward evil as his magnum opus, and though he proceeds with caution, he remains hell-bent on engineering her fall into darkness – and into his bed.

In the ordinary course of events, when Bonedeuce offers his affections as a distraction from Bethany's broken-hearted and lonely existence, she resists at first but eventually this insidious villain's charisma overcomes her. He even feigns a shared affection for Jacob, claiming admiration for her former husband and recounting tales of Jacob's bravery in the final battle against Garr Bloodbane.

Without the PCs: Bethany's Downfall

The following outlines the arc of Bethany's corruption, assuming the PCs take no interest and never intervene in her story:

- Gregory first stirs Bethany's passions by courting her fiercely, perhaps even challenging her to a friendly duel, becoming her sometime sparring partner, sometime bedmate.
- Bethany's alignment slips to Neutral as Gregory painstakingly points out how little her good intentions have rewarded her in life and imbues in her a heightened awareness of the cold practicalities of the world.
- The two spend more time together in public, often spotted by the PCs, and Gregory may even convince Bethany that the party threatens his authority and Port Shaw.
- Bethany succumbs to Bonedeuce's attentions entirely, wearing his ring about Port Shaw and promising herself to him in marriage.
- Bethany's alignment slips to Neutral Evil as she starts to justify even the most extreme actions taken by her new love. Moreover, Bethany begins enjoying the poisonous cocktail of Bonedeuce's attentions drenched in her newly gained power throughout Port Shaw.
- Gregory convinces Bethany to forsake Jacob's memory completely, convincing her he was a fool who opposed the natural order of might-makes-right that so obviously prevails on the Razor.
- Bethany joins the Ring of the Kraken.

PC Intervention: A Broken Heart Mended

If the PCs take an active interest in Bethany's story, her life may turn out quite differently. At the start of the campaign, Bethany is always spoiling for a fight against evil doers and more than willing to lend her scimitar and spell in defense of fellow, good-hearted denizens of the Razor.

Bethany intervening to aid the PCs in an **Inciting Incident** may not be entirely random. Bethany has spent too long in the doldrums of life. Perhaps witnessing the PCs heroically defending themselves against some miscreants in Port Shaw is the perfect impetus to jolt Bethany into rising from the depths of her misery. If the PCs prove they are heroes worthy of the Razor, under their inspiration she might once more take up her mantle, Defender of the Coast, and assist them in their deeds, growing too busy and too outwardly focused to fall to Gregory's seductions. This transformation of her destiny grows more likely to occur if:

- A good aligned PC succeeds in winning her close friendship – or her heart. This requires PCs not only prove they are good aligned, but also successfully woo Bethany and heal her sense of loss through roleplay.
- The PCs discover the truth that Gregory murdered her husband, Jacob Razor. This likely requires a visit to the wreck of the *Razor's Edge*, an Adventure Option that becomes available to the PCs at 8th-9th level.

The following are likely to gain Bethany's increased attention and affections:

- Fight pirates or slavers.

- Stand up for the rights of underdogs and take any actions in line with the Individualists or Tulita path through ***Razor Coast*** (as opposed to the Powers that Be orientation).
- Display strength without trying to undermine Bethany's own abilities.
- Challenge Bethany to a friendly (non-lethal) duel over a minor argument and win (she respects this).
- Discover the truth of her husband's demise, present it to her, and offer her closure.

Bethany is likely to find the following actions displeasing, which will keep the PCs from gaining her trust and affections:

- Aid any pirate openly – such as Falken Drango. Bethany has always been a fierce pirate hunter and views any who prey on the innocent as cowards and parasites.
- Engage in evil activity of any kind. If Bethany hears of such, she naturally begins to recoil from the PCs; though, perhaps not until she confronts them to demand if the rumors are true.
- Indulge in Dragonsmoke. She sees reliance on the drug as pure weakness.
- Take too many actions demonstrably in-line with the Powers that Be orientation.
- Abuse nature in some way: by whaling, polluting, destroying sacred natural creatures or areas, etc.
- Patronize her or romance her as if she were a helpless lass. Bethany is proud of her strength and independence. Gifts of jewels, flowers, etc. are more likely to raise her ire than impress her. Gifts of deeds or offering help to those close to her? That's a different matter.
- Allow slavery to go unpunished. Bethany is a fierce abolitionist.
- Mistreat anyone based on race. Bethany's best friend in the world is a minotaur. She does not suffer racists and fools.

Complications

Many road blocks stand between the PCs and Bethany's trust, mending her broken heart, and perhaps romancing her truest affections as well. These include:

- In their early levels, Bethany views the PCs as young wards to be protected and never takes them very seriously – until they prove themselves as mighty heroes, which at least requires they gain a few levels.
- Bethany starts to enjoy one of the PCs affections, and Korg the minotaur is displeased. He fears their intentions may not be worthy of his captain. Now the PCs have an over-protective minotaur snarling at their every flirtation. Any action taken against Korg alienates Bethany, as he is her closest confidant and friend.
- Even after a PC gains her affections, Bethany is unwilling to take the relationship anywhere beyond causal bed-play, as her heart still belongs to Jacob. She lacks closure, there. No matter what, until the mystery surrounding Jacob's death is solved, the PC (and no one, for that matter) measures up to her lost love.
- Bonedeuce catches wind of the PCs courting or carousing with the object of his affection. Gregory cuts in, impressing Bethany with his superior skill at arms and his devilishly charming fiddling. If the PCs are unable to best him in one or more contests (dancing, fiddling, a duel) Bethany's interest begins to wander to the handsome commandant.
- Any attempts to reveal that Bonedeuce is evil seem like petty and jealous lies to Bethany, which she does not take too seriously; especially, because Gregory has only honeyed words for her and fond praises for her long-dead husband. Gregory's involvement may have at least one positive side effect: Korg likes Bonedeuce even less than the PCs. In response, he tells the party he suspects Bonedeuce of Jacob's murder and suggests they look for proof in the wreck of the *Razor's Edge*, last reported sunk off Beacon Island.
- If your players are fans of PvP conflict or rivalries, more than one PC might develop a strong relationship to Bethany, may even engage with another player in a duel of honor over her (which she finds both patronizing and ridiculous), or otherwise compete for her affections and interest.
- To get his rival in love out of the way, Bonedeuce might blackmail PCs for crimes they didn't commit – such as an act of piracy – which curdles Bethany's affections.
- Bonedeuce may challenge the PC courting Bethany to a duel and lose on purpose in a manner that it makes the PC appear to have cheated (for example, Gregory poisons himself and blames the PC). Bethany is not amused.

Payoff

If the PCs succeed in winning Bethany over and preventing her downfall into evil, they gain a valuable ally and rob Bonedeuce of his final revenge against Jacob (the planned corruption and taking of his wife). She also puts *Quell's Whore* at the PCs service following the Night of the Shark, joining them in the hunt for Bonedeuce and the *Pride*, revenge in her heart. See **Reap What You Sow**, below, for more thoughts on making this relationship payoff dramatically in the PCs adventures.

The Wave Riders Dajobas and the Krakenfiend are terrible foes, and the PCs may want strong backup on their

side when they stare these dread evils dead in the eye. The redemption of the Wave Riders – once the Razor's most noted band of heroes, now scattered and fallen – could prove a rewarding part of your campaign. To actualize this possibility, the Wave Riders offer several interesting relationships for your PCs to explore:

Belok Talorg

(Flavor: Former Heroes & Friends; Typically Found: The Broken Skull Tavern)

When the Wave Riders disbanded, Belok lost a piece of his soul. He admired the strength of Solomon Trafalgar, and when Harthagoa effortlessly crushed his idol in tentacled embrace, something broke inside the big warrior. He gave up on heroism, and decided instead to use his great strength for fame and profit.

Shortly after his return to Port Shaw, Belok took up fighting at the Broken Skull Tavern. At first this provided some satisfaction – or at least distraction – from the horrors of the Wave Riders' final defeat. However, the rush of the ring quickly waned. These days Belok just goes through the motions and recently, he lost to Jin, the current champion.

Without the PCs: Belok Talorg's Downfall

If the PCs take no interest in Belok he continues to fade into ignominy in the following fashion:

- Belok's fights grow increasingly sloppy. The up and coming generation of fighters neither know nor care he once fought as a Wave Rider. Memories being short on the Razor, they don't even know who the Wave Riders were.
- Eventually Belok loses all hope of regaining his title. He stops even trying for a rematch with Jin.
- Belok's motivation crumbles further until a crisis of faith results. No longer able to pray with a fervent and true heart, his loses most of his most useful abilities in the ring: his spells, his domain power, etc.
- Either Brunner Hammerfell or Amory Fairbanks beats Belok and drops him to third among the ranked fighters at the Broken Skull.
- Belok's confidence death spirals. He no longer accepts or makes challenges against the top ranked fighters at the Skull, settling for the small purses earned by trouncing new-comers and whelps.
- A mockery no longer welcome at the champion's table in the Skull, he starts to keep his own company. Eventually he starts abusing dragonsmoke.
- Belok's dragonsmoke habit eats up his earnings, and he borrows heavily. His debts mounting, the Skull declares him persona-non-grata.
- Belok dies of a dragonsmoke overdose in a filthy room in Bawd. No one even remembers his name, and he chokes out his last breath alone, without fanfare. It takes them days to even find the body.

PC Intervention: Fighter to Champion, Champion to Hero

If the PCs involve themselves in Belok's story, he may be inspired to regain his confidence and his heroism, but before he can leave the den of bloody fists and cracked teeth behind Belok must find closure at the Broken Skull. If the PCs take an active interest they can redeem Belok through a two step process:

- Befriend Belok and help him regain his title as Champion of the Broken Skull.
- Replace the lost leader of the Wave Riders with Zalen Trafalgar (see **Zalen Trafalgar**, below, for more details).

The following actions, or ones similar to them, help the PCs gain Belok's friendship, spark a romantic interest, establish trust, and put the old fighter on the path to redemption:

- The PCs prove their own effectiveness in the ring at the Broken Skull by at least defeating all those ranked up to (and including) Brunner Hammerfell
- The PCs aid another former member of the Wave Riders in some way. This good deed gains Belok's favor and simultaneously reminds him he is not alone in the world. Belok may even begin to carouse with his former friends, whom he had been avoiding because they remind him of the pain and shame of their shared defeat by Harthagoa
- Displays of great strength and respect for strength greatly impress Belok
- The PC stands up to a bully, either for themselves or for someone who is unable to do so
- If the PCs defeat Belok in the ring, in a sportsmanlike fashion, they gain his esteem immediately
- If the PCs expose Amory or Varion's cheating, they gain Belok's respect – especially if in the act of exposing the fraud they save Belok from defeat at the two cheats' unscrupulous hands.
- If the PCs are (or pretend to be) fans of Belok and create a cheering section for him at the Skull, or create a song or ballad in Belok's honor, this build's Belok's confidence. He is grateful to the PCs for their praise.

- If the PCs help Belok train to retake his title at the Skull – and he succeeds – this alone renders him almost ready to take up the cause of the Wave Riders once more.
- Conversely if a PC defeats Jin (taking the title) and then loses to Belok, as long as Belok doesn't learn or believe the PC threw the match, then Belok regains his confidence. His courage re-awakens. He may soon prove ready to take up arms against the Krakenfiend again.
- If a PC succeeds in redeeming one or more other Wave Riders and convinces them to talk to Belok about striving to protect the Razor, Belok listens and sets out on a path that eventually helps him regain his lost glory.

The following actions drive Belok away, enrage him, or otherwise reduce the chance he will trust a PC or offer his friendship:

- PC displays a disdain for physical strength or is extremely physically weak
- PC cheats or otherwise displays unsportsmanlike behavior
- PC does not stand up for themselves, or allows someone to bully them
- PC besmirches the Wave Riders' memory in speech or deed
- PC harms or takes action against another former Wave Rider
- PC belittles Belok or, worse, preaches to him about living up to his history as a Wave Rider. Such talk makes him secretly more ashamed, and blustering he pulls away from the PCs.

Complications

The following conflicts/problems may rear their head as the PCs attempt to redeem Belok:

- Early in the campaign, Belok cannot take the PCs seriously – dismissing them as hangers-on, or wannabe contenders in the Skull. They must prove themselves to even gain Belok's attention.
- Another rival might begin a campaign of derision against Belok, spreading rumors about how he failed the Wave Riders during the final battle.
- As Belok begins to experience terrible nightmares about the defeat of the Wave Riders. A *remove curse* or similar magic dispels these nightmares, and allows him to rest and recover normally. Conversely a PC may help him discuss these nightmares and come to terms with the defeat in a way that allows Belok to put the event solidly behind him (through a roleplaying scene and appropriate skill checks).
- One of the other fighters with their ambitions on rising through the ranks faster may hire some thugs to murder Belok.
- As Belok begins to regain his confidence and skills, agents of the Ring of the Kraken may begin to view the pit fighter as a potential threat again.
- Ring of the Kraken conspirators coerce Amory Fairbanks into using a lethal poison against Belok in their next match together. PCs must uncover the plot and stop the poisoning if they are to save the former Wave Rider.
- If a PC has initiated a romantic involvement with Belok they must weather his ferocious appetite for athletic love-making (leaving them fatigued unless they succeed on a DC 25 Fortitude save every night they spend with him) or risk losing his interest and faithfulness.
- Another fighter in the Skull, or agents of the Kraken may realize one of the PCs is the source of Belok's new-found confidence and heroism and take steps to remove that PC.

Create a Song in Belok's Honor

Payoff

If the PCs orchestrate Belok's retaking the champion's title at the Broken Skull, he is ready to retire from the ring and reemerge a hero for Port Shaw. The party has gained a steady ally. See **Reap What You Sow** for additional detail.

Xander Brim

(Flavor: Former Heroes & Friends; Typically Found: Tide, Sagacious Samuel's)

Xander is a rare soul – a man far too principled for his own good. Since the defeat of the Wave Riders he has remained a bastion of morality and uncompromising virtue. Such dedication to wholesomeness earns no favors in a pit like Port Shaw. Xander is most likely one of the only lawful good citizens in a city that considers self-interest (neutrality) a virtue.

The archmage watched his companions fall into petty thievery (Jalia), lose themselves in the rush of combat (Belok), drown themselves in drink (Capt. Montgomery) and even turn to the forces of evil (Aeron Chambers). Xander still wanders Tide trying to do good, but he is a man alone, a quixotic crusader more mocked than loved. He has begun to lose hope for Port Shaw and is considering taking passage to a place less pox-ridden, less bent on sliding inexorably into wholesale evil.

In addition, Xander is broke. He no longer earns good money by honest means, and refuses to profit from any dishonesty. Hard times forced him to sell most of his treasured tools for his fight against evil.

Without the PCs: Xander's Downfall

If the PCs take no interest in Xander's story, his sad tale ends with him abandoning the Razor and goes something like this:

- As his coins dwindle, Xander wanders Tide trying to gain honest employ on a freighter, if only for a few weeks.
- Xander becomes a figure of fun. Local children chase after him, casting stones at the threadbare mage. He takes this abuse with silent dignity, but it causes some of those who once spoke his name with respect to mock him and others to wonder if he's gone mad.
- Xander starts patrolling Tide in the evenings, hoping to punish some scourge of the docks for their evil crimes.
- He chastises and defeats a member of either Bonegnaw's smuggling ring, the Salty Dogs, or catches corrupt Dragoons red-handed in an evil act.
- The organization decides to make an example of Xander. They hire a sneak thief to steal the wizard's spellbook from the shoddy unsecure inn in Tide, where he sleeps.
- Xander continues to patrol out of commitment to law and goodness, but quickly uses up his spells defending the weak and innocent. He cannot afford the materials needed to redraft his spellbook. The organizations warns off all who would help him out of charity or a willingness to trade the spells Xander yet recalls for financial support
- Once Xander exhausts his spells, the organization closes in for the kill. Instead of simply murdering the wizard, they beat him within an inch of his life and brand his face as a warning to any would be "heroes" who might foolishly oppose them.
- Shamed beyond measure, Xander sells his *merciful quarterstaff* to Sagacious Samuel for enough gold to book passage far from the evils of Port Shaw. He departs and never returns.

PC Intervention: Rise of the Archmage

If the PCs involve themselves in Xander Brim's plight, they may convince him that he does not fight the shadows of Port Shaw alone. Xander's path to redemption lies in companionship and the belief that others are willing to stand with him against the terrors of the Razor. To gain the archmage's trust, the PCs must prove their intentions are wholesome and their actions beyond reproach – at least as far as Xander is aware. The following steps build a strong relationship with Xander:

- Prove themselves worthy heroes of the Razor, with whom any lawful good being would find pride in allying
- Help redeem Xander's stray companions and restore the Wave Riders to their former glory.

The following are ways in which the PCs might gain Xander's esteem, friendship and trust:

- Demonstrate a deep understanding of magic
- Express the philosophy that magical power should only be used to help others in need or to support the common good.
- Take brave action against forces of evil.
- Engage in acts of charity and kindness that serve the downtrodden.
- Show a lack of self-interest, pass up a bribe or reward.
- A PC has class levels in wizard specifically and "talks shop" with Xander
- If the PCs recover some of the items circumstances forced Xander to sell to Aeron Chambers, he is

overjoyed; for example, his *ring of evasion*, *wand of lightning bolt*, *wand of stoneskin*, *wand of whispering wind*, and his *crystal ball*.

- PCs redeem one or more other Wave Riders, who resume heroic deeds in Port Shaw.
- Stick up for Xander when others bad-mouth the poor mage.
- Convince citizens of Port Shaw to treat Xander with the respect a man of his power and principles deserves; for example, as a bard spreading a complimentary song about the archmage or by reminding people of Xander's past heroism
- Show Xander that there are good people left in Port Shaw by introducing him to Bethany Razor or Roland Lawrence (early in their personal story arcs).
- Swearing an oath to protect Port Shaw against evil in Xander's presence, or by some similar grand gesture.

The following kinds of action repel Xander and make it difficult for the party to gain his trust and friendship:

- Commit evil acts or gain a reputation for evil behavior. Even baseless rumors spread about the PCs by their enemies may serve to turn Xander away from them early on.
- Ally or appear to ally with criminal organizations or individuals, such as Old Fish, Falken Drango, Bonegnaw's smugglers, etc.
- Harm or disparage any other former Wave Rider.
- Use magic for selfish gain or as a mere display of self-aggrandizing power.
- Display ignorance about magic.
- Belittle wizards or praise sorcerers (Brim unfairly blames sorcery for his current straits).
- PC has class levels in sorcerer and flaunts them.
- Compromise in the face of evil.
- Display overly chaotic tendencies or behave in an incredibly rude or crass manner.

Complications

The following are possible snags to the PCs developing a relationship with Xander that must be overcome:

- Xander is dubious of anyone claiming to live up to the heroic virtues he holds dear. He may require the PCs prove themselves by performing some dangerous service against evil.
- Some enemy of the PCs may slander them and cause Xander to believe they lack virtue and are not worthy of his companionship.
- Aeron Chambers' personal spite for Xander consumes him. He decides to abuse his new place in the Dragoons and make Xander's life difficult. He begins by instructing Dragoons to harass Xander during his nightly patrols.
- Aeron uses some former magic item or another of Xander's to commit a terrible crime and then frames the wayward archmage for it.
- Aeron Chambers or an enemy Xander has made during his nightly patrols steals the archmage's spellbook. Out of pride and an unwillingness to trouble a new ally, Xander hides the theft and pretends nothing is amiss.
- Aeron spies on the archmage (with his own *crystal ball*), waits until Xander's spells are nearly exhausted, and then challenges the archmage to a mage's duel. Xander, puffed up with pride and honor accepts even though his powers are terribly depleted. He forbids the PCs to interfere.
- A lone Nightslink, unhappy with his wereshark state, kidnaps Xander and tries to force the wizard to use magic to undo the enchantments upon him.

Payoff

Because Xander's nemesis Aeron Chambers joins Bonedeuce when the *Pride* departs in pursuit of the *Albatross*, the PCs might persuade the archmage to join them on the hunt. This works best if Aeron also holds the archmage's spellbook and Xander depleted many of his most potent magicks. During **Ambushed by the *Pride*** consider narrating how Xander brings the last of his arcane might to bear and cinematically counters Aeron's sorcery, freeing the PCs to deal with Bonedeuce and the *Pride* unhindered. See **Reap What You Sow** for additional ideas concerning the consummation of the PCs relationship with Xander.

Donovan Montgomery

(Flavor: Former Heroes & Friends; Typically Found: Bawd, The Vintage)

Once renowned as the Razor's most skilled helmsman and a feared captain of great renown, Donovan Montgomery braved the deepest brine for dozens of years. Now he hugs the shore and drowns himself in wine instead. Like many addicts, Donovan never intended to fall into a bottle. He kept telling himself he'd mount a mission to bring back Solomon Trafalgar's remains "right after I finish this bottle." Days became weeks as he drank to forget the shame of defeat. He replays the last battle in his mind, again and again. He's convinced his failure to maneuver the *Trident* fast enough to avoid the Krakenfiend's forest of murderous tentacles makes him personally responsible for Solomon's death. He now seeks to join his leader in drowning, one bottle of cheap wine at a time.

Without the PCs: The Downfall of "Shakes" Montgomery

If the PCs take no interest in Donovan's his story arc goes something like this:

- The fire at the quartermasters, caused by Donovan's drunken negligence results in the captain losing his docking rights in Port Shaw.
- Shortly thereafter Donovan, trying to moor the *Vintage* down coast of Port Shaw, runs his vessel aground and scuttles her (and his livelihood, such as it is) beyond repair.
- Donovan secures a helmsman or pilot's post on a freighter ship. His first night on duty he nearly rams another vessel leaving Kai Bay. They give him twenty lashes and eject him.
- Donovan roams Tide district in a constant drunken stupor. Jenkie does his best to keep him out of trouble.
- In a drunken rage, Donovan brawls with Jenkie, accidentally pushing his friend off a pier and breaking his neck.
- Without his steadfast friend to keep him from trouble, Donovan starts a suicidal fight with the Salty Dogs and they cut him down. Strays eat his innards, and his body slips into the grim embrace of the outward tide.

PC Intervention: Drying Out the Captain

If the PCs decide to reform Donovan and help him rediscover his former glory, they face two potent obstacles. The first is Donovan's crippling addiction to the demon rum (he's a particular fan of brand called Blatcher's). The second obstacle lies in Donovan's deep, soul-rending guilt over the death of his former leader Solomon Trafalgar. Luckily the PCs have an ally. Jenkie Barnes knows his captain better than any man alive and serves as an excellent window into the drunkard's broken soul. With Jenkie's help the PCs may pursue two avenues that together lead to redeeming old Shakes:

- Help him recover from his addiction to alcohol.
- Absolve him of his guilt over both Solomon Trafalgar's death and the defeat of the Wave Riders.

The following actions (or ones similar to these) help Donovan begin recovering from his addiction and move him toward redemption.

- If a PC proves they are an able seaman with an appropriate DC 20 Profession or Knowledge check, Donovan considers them a kindred soul.
- Asking Donovan's advice on several matters of seamanship – for example, how to chart the best course to a destination or what tactics to adopt during an engagement – rekindles his confidence and reminds him of his captaining days.
- Sadly, offering Donovan free alcohol is a quick "in" to securing his interest and kinship; however, unless the PCs turn from simple enabler to real friends, the captain just sinks further into his addiction.
- Donovan has been unable to tell the story of Harthagoa's attack on the Wave Riders aloud, even though he dreams it every night. If a persistent and charismatic PC gently urges Donovan to open up and share the tale (he resists the first few attempts, outright), the words suddenly pour free and the burden Donovan carries lightens somewhat.
- If a PC who has proven an able seaman listens to the story of the battle then firmly points out that Donovan did all he could against the Krakenfiend and made no mistakes, the captain starts to turn from drink and regain his respect.
- If PCs swear an oath to avenge Solomon Trafalgar and to retrieve at least a memento of the great leader from the Kraken's grasp, Donovan hurls his current bottle aside and dries out even further.
- If the PCs purchase a worthy vessel (such as *Baron of the Tide*) and offer Donovan a position as helmsman (or even captain), he stands a foot taller and regains the salty gleam in his eye.
- If a PC returns Donovan's hammer, *Maelstrom*, the captain rises even further above his addiction.
- If the ship Donovan serves on (or captains) wins a potent victory (such as against the *Pride*), his redemption is complete.

The following actions (or those similar) serve to drive Donovan deeper into his bottle and alienate him from the PCs:

- Berating or shaming Donovan for drinking or otherwise disparaging him as a drunk or a worthless shadow of his former self. Donovan nods, agrees grimly, and then goes on a bender that ends in chaos.
- Drinking around Donovan validates his illness and causes him to ignore his deepening problem with alcohol.
- Sullying Solomon Trafalgar's name or calling the Wave Riders failures or has-beens again generates grim agreement, followed by a bender.
- Trying to forcibly dry Donovan out works in the short term – the length of a single excursion, for example – but then he hits the bottle harder at the first opportunity and resents the PCs for trying to stop his death spiral. He actively avoids them thereafter.

Complications

Any of the following obstacles and incidents may impede the PCs attempts to redeem Donovan or cause him to backslide in his recovery:

- While carousing or feasting in Tide district, a group of old salts swapping tales o' the sea around the fire dive into the classic tragedy of the Wave Rider's defeat. They cover Donovan's failure at the helm in excruciating detail. Donovan excuses himself to the outhouse, but does not return. He instead launches a bender and ends up face down in a barrel of fresh fish on the docks days later. It takes days more to dry him out, days the PCs may not have to spare.
- While trying kick the drink, Donovan bumps into some old carousing buddies and vanishes into the boozy night with them.
- Spies from the Ring of the Kraken take note of Donovan's steps towards recovery and kidnap Jenkie Barnes. Donovan blames himself for not being there to protect the lad – exactly like he failed to protect Solomon – and backslides into the bottle until Jenkie is rescued.
- Donovan wakes up after a blackout next to an eviscerated dockside harlot. The Dragoons charge him with murder and toss him in Fort Stormshield. The party must prove his innocence by catching the real killer. Even so, if the Dragoons have soured on the party, Donovan, or both they refuse to release him forcing the party to break him out.

Jalia Ramires

(Flavor: Former Heroes & Friends; Typically Found: Tide, Jade)

Soon after the Wave Riders defeat, several cruel twists spurred Jalia's quick return to a life of crime. During the battle with Harthagoa, her one true love (Solomon Trafalgar) – the reason she turned from thievery in the first place – perished before her eyes. To make matters worse, intelligence supplied to Harthagoa allowed the Krakenfiend to surprise the Wave Riders, and many speculated one of the Wave Riders' own members must have betrayed them. Sadly, some among her fellows voiced suspicions that Jalia, considering her colorful past, was the most likely traitor. Hurt by the only real compatriots she ever knew, Jalia turned her back on heroism for good and all.

Although skilled at criminal hijinks, Jalia grows ever bolder and is bound to end up on the end of a rope one day.

Without the PCs: The Doom of Jalia Ramires

If the PCs take no interest in her story, her arc progresses as follows:

- With Trey Perrin gone from the city and without the PCs interest to bolster her confidence, Jalia's investigations into the Ring of the Kraken eventually dead-end, and she gives up on proving the Ring exists.
- No longer believing she can expose the Ring, Jalia never visits Zalen Trafalgar, never develops his friendship, and never reads Archibald Noeliss' notes
- However, her suspicions and resentment of the Powers that Be – and Aaron Chambers in particular – do not fade. Instead, Jalia acts out by continuing to steal from the wealthy and powerful of Port Shaw with increasing disregard for her own safety.
- As her crimes grow in daring and visibility, Jalia gains the attention of the Dragoons who actively hunt her.
- Eventually cornered by Dragoons, she defends herself and a Dragoon sergeant dies in the fracas.

Old Fish: Some Folks are Beyond Redemption

Old Fish has no intention of turning from assassin to hero – his soul is too far gone for anything like the redemption options available to the other NPCs in this section. That said, Fish is weary of murder. He retired to Port Shaw to escape cutting out hearts and slicing throats. However, as recent activities have provoked Barrison Hargrove, the elder urges the "retired" assassin to commit more killings than Old Fish wants.

Old Fish no longer sleeps well. He has bad dreams. The faces of the multitudes he has murdered visit him every night and whisper in the darkness. His heart is not in the killing anymore. If a PC befriends the old assassin, Fish may take a shine to them and try to pass on his some of his skills, hoping to pass his gifts for slaughter to a young hero whose good acts might at least partially redeem Old Fish's own past follies.

When Barrison Hargrove grows desperate to remove the PCs, he may order Old Fish to assassinate the party. Fish won't defy Hargrove - his own strange code of honor and his blood debt to the elder won't allow it. He might purposefully fail though, perhaps allowing himself to be spit on the blade of his protégé. See **Night of the Shark, Run-Up** for more details on this Adventure Option. Or if the PCs have done nothing to gain Old Fish's eye, he may just add them to the host of ghosts who plague his dreams.

- The Dragoons offer a rich reward for Jalia's capture, one that PCs who never met her might even try to collect.
- Eventually, the Powers that Be capture Jalia and hang for her crimes. She dies, unmourned as a criminal, her ignominious end confirming for many that she was indeed the traitor responsible for the Wave Riders' defeat all those years ago.

Please note, this same hanging may occur for entirely different reasons and be put to an entirely different purpose if the PCs do befriend Jalia. See **Running the Kraken Strikes, Act 2** for more details on **The Hanging of Jalia Ramires**.

PC Intervention: Back into the Light

If the PCs take an interest in Jalia Ramires' trials and tribulations, they likely bring her from the shadows to the light once more. She is bitter that rumors persist of her "treachery" when in fact no one was more committed to Solomon than she, whose heart burned for the paladin. The PCs might win her allegiance and her redemption if they accomplish any one of the following:

- They reveal Old Fish as the murderer of her parents and help her extract revenge on the assassin and Barrison Hargrove, who ordered their deaths.
- They direct her affections towards Zalen Trafalgar (spitting image of her old flame and not nearly as untouchable).
- Commit to helping her unveil the Ring of the Kraken as the true source of Harthagoa's intelligence from the day the Wave Rider's went down in defeat.

The following actions (or similar) gain Jalia's confidence and esteem:

- Succeed in stealing from Jalia herself. This amuses her and she respects a skilled thief.
- Show kindness or charity to the very poor, especially street scamps and orphans.
- A PC who knows the way around the underworld impresses Jalia.
- If they give Jalia a memento of Solomon Trafalgar – his trident from the Kraken's Maw, for example – this breaks her hardened criminal veneer and earns both her trust and active support.
- Swear to defeat Harthagoa, especially if there is emphasis on avenging Solomon.
- Pledge to discover the truth behind her parents' death.
- Introduce Jalia to Zalen Trafalgar and help her win his affection.
- Believe Jalia's innocent of betraying the Wave Riders and take her part against the suspicions of others, especially other Wave Riders.

The following actions (or similar) push Jalia away and drive her further into her criminal shell:

- Try to apprehend or punish Jalia for her crimes.
- Contribute to speculation that Jalia was the traitor in the Wave Riders ranks, or accuse her of any treachery whatsoever (this strikes a nerve).
- Behave in an overly righteous manner.
- Treat an orphan or street urchin with disdain or cruelty.
- Engage in ostentatious displays of wealth, especially in the face of the crushing poverty among those living in Tide, Bawd or the Outskirts.

Complications

The following obstacles stand between Jalia, the PCs, and her own redemption:

- In the course of getting to know the PCs, Jalia becomes wanted for one of her many crimes against the wealthy elite of Port Shaw. She is hunted by patrols of Dragoons, possibly even captured, and may require rescue from Fort Stormshield.
- Refusing to pay "tribute" to other skullduggerous organizations earns Jalia the malice of Bonegnaw's smugglers, the Salty Dogs or another evil band of ne'er-do- wells. They seek her death and corner her at some point, unless the PCs help her take the fight to the enemy.
- Between her childhood and problematic "break-up" with the Wave Riders, Jalia has trust issues. Even if the PCs reach out with good intentions, she may just take them for common marks, rob them and vanish into the wind.
- If Jalia strikes up a strange, morbid romance with Zalen Trafalgar, things get sticky when she finally reveals her past passion for Zalen's father. Initially, the cleric spurns Jalia and retreats from her in anger and confusion. Unless the PCs smooth things over and either help the two find a more meaningful connection or amicably settle on mere friendship, Jalia returns to a life of crime to escape her emotional turmoil.

Payoff

See **Running the Kraken Strikes, Act 2** and **The Hanging of Jalia Ramires**, below for more details on how he PCs benefit from knowing Jalia Ramires.

Restoring the Trafalgar Name

While the notes on the Wave Riders included here are useful in forging interesting relationships that span your ***Razor Coast*** campaign, GMs might offer an alternate, simpler route to retrieving the Wave Riders from oblivion and securing their assistance in the final showdown against Harthagoa. Zalen Trafalgar is the key to inspiring a return to heroism among the surviving Wave Riders.

As the Ring of the Kraken strives to destroy Zalen, finally wiping out the Sea God Quell's presence in Port Shaw, they unwittingly wake a sleeping dragon. If the PCs point out to the former Wave Riders that Harthagoa even now strikes blows at their dead leader by attacking his son, this infuriates Jalia, Belok, Donovan, and Xander. Propelled by rage, indignation, and memory they step back into the light for one last glorious battle against their nemesis.

Falken Drango

(Flavor: Individualists; Typically Found: Tide, Outskirts)

Make no mistake that Falken is a dangerous pirate, but he's not an evil man. He revels in the freedom and rebellion more than the carnage and blood. He takes what he wants but is happy to spare those who don't oppose him. Depending on the party's beliefs and code, not to mention their other relationships, Falken could prove a foe, a non-entity, or an important ally in the fight for the Razor's survival. Whatever one might think of this piratical man (or menace), the fact is Captain Drango has fallen on hard times.

Without the PCs: Falken's End

If the PCs do not involve themselves in his story his arc goes something like this:

- Though he escapes capture early in the campaign, Falken is a hunted pirate with no ship and no crew. He steals a small one-man sloop and heads back out to the wreck of his former ship, the *Nightslink*.
- He encounters his old crew – now weresharks. He survives the attack, but the Nightslinks savage him and, badly bloodied, he limps back to Port Shaw.
- Without a friend left in the world he hides out in the sewers, struggling to survive against the dangerous denizens below the city. Falken remains unaware he suffers the Kiss of Dajobas.
- During the Night of the Shark he transforms and rushes top side to feed on the warm blood of the innocent. The PCs may even encounter him and recognize him by his clothes.
- If he survives the rising of the shark-moon, he awakens blood-soaked and confused. Dragoons take him prisoner, as they crack down in the wake of the bloodshed Dalang unleashed. Shortly after, they hang him. Falken becomes just another collection of bones dangling from a pier as warning to pirates.

PC Intervention: A Pirate's Life for Us!

Falken is self-interested and untrustworthy, but he doesn't forget a favor and holds true friends dear. If the PCs take either of the following routes they might earn his favor, friendship, or even strike up a romantic entanglement with Drango:

- Help Falken recover his ship and save his crew from Dalang Jalamar's curse.
- Embrace the forces of chaos and tear down the corrupt institution of Dragoons who hunt Captain Drango.

The following actions (or similar ones) earn Falken Drango's favor and help the PC build a relationship with the pirate:

- The party takes up the mantle of pirate, although they must prove themselves true scallywags through some sort of larcenous activity. It's not enough to *pose* as pirates.
- The PCs bloody the noses of the Dragoons by embarrassing or defeating them, becoming fugitives in the process.
- The PCs break Drango out of Fort Stormshield or otherwise help him escape bondage or evade capture.
- The PCs supply Drango with a new ship.
- The PCs display particularly chaotic behavior and such a joy of living life on the edge that Drango feels he's found kindred spirits.

The following actions (or similar ones) serve to anger Falken Drango or otherwise alienate this scurvy pirate:

- Aid the Dragoons of Port Shaw, especially in capturing Falken or other pirates.
- Espouse the virtues of law and order over freedom.
- Refuse to break rules or laws in the pursuit of goals.
- Hunt or kill pirates, or associate with known pirate hunters such as Bethany Razor.
- Refuse to enjoy ostentatious displays of wealth or other excesses.
- Drango learns the PCs killed any of his former crew, instead of trying to subdue them and help them recover.

Complications

The following incidents and obstacles could challenge PCs trying to win Falken Drango for an ally:

- Drango is a pirate. Until he forms a solid bond with someone he is more likely to see them as prey than peer. He may rob the party, or abuse them in some way that serves his own ends, especially if he feels the party is too weak or inexperienced to be of any real aid.
- The Dragoons hunt Drango relentlessly and the more the PCs associate with the old pirate, the more patrols of Dragoons end up on their tail.
- By associating with Drango, the PCs may gain the ire of Bethany Razor and be added to her list of pirates who must be hunted down and eradicated.
- Certain members of the Wave Riders (Xander, especially) will NOT approve of the PCs associating with Drango, and parties interested in befriending both may have to make some very difficult compromises to stay on everyone's good side.
- Drango is a force of chaos. He may at any time engage in activities that seriously harm the PCs reputation, if they are known associates of his.
- Drango's personal reputation is legendary. Other pirates may seek to challenge him in order to establish their own reputations on the high seas – and mistake the PCs for crew in the process.
- In the past, Drango wronged many people. At some point a powerful merchant with gold to spend employs a bevy of forces to exact vengeance on Drango, possibly even hiring Old Fish to do the pirate in – and the PCs get caught in the middle.

Payoff

If the PCs manage to earn Drango's trust they gain a powerful ally and may also free some of his old crew from the curse of Dalang Jalamar before the Night of the Shark. This outcome is its own reward as it aids their chances of surviving the bloody carnage of that razor-toothed night.

Roland Lawrence

(Flavor: Former Heroes & Friends; Typically Found: Run Aground Tavern, Tide)

Major Roland Lawrence is a rarity in Port Shaw: an honorable man with a deep-seated sense of justice and fair play. Roland came to the attention of Gregory Bonedeuce after earning a promotion to Major for defeating a dockside gang called The Low Tide Crabs. Concerned by Roland's "do-gooder" nature, Gregory spent a great deal of time carousing with the young Major and quickly came to the conclusion that Roland's up-jumped sense of honor and justice would only cause problems for the Ring of the Kraken. Decision reached, Bonedeuce quickly made arrangements and framed Roland by planting dragonsmoke and incriminating smugglers manifests in the Major's lockbox. Charged with conspiracy to "aid and abet smugglers in the ferrying of the illegal substance dragonsmoke," Roland departed the Dragoons in disgrace. Now he drowns his self pity at the Run Aground tavern most nights.

Without the PCs: Roland's Demise

If the PCs take no interest in Roland's story, his arc plummets him through growing disgrace into outright tragedy:

- Roland's sister Carna, is forced to make a living as a doxy since Lawrence lost his post and salary with the Dragoons. Roland is horribly ashamed of her, yet blames himself for her lot.
- While Roland is drinking himself into oblivion one night, the Salty Dogs (or some other dock-hunting criminals) attack and kill Carna. When he finds out he blames himself for not protecting her.
- Bonedeuce sees a perfect opportunity to remove Roland cleanly and permanently. He instructs his agents in the Ring to contribute to the already festering rumors that Roland hated the fact that his sister had turned whore.
- The Dragoons he used to serve so faithfully arrest Roland and charge him with his sister's murder, calling it an "honor" killing. They toss him into the dungeons of Fort Stormshield, after which his is summarily convicted and hung – a disgraced former Dragoon turned sister-slaying murderer.

PC Intervention: Truth and Honor Prevail

If the PCs decide to involve themselves in Roland's story, they may gain an ally and save a good soul from a miserable end provided they take either of the following paths:

- Prove the Dragoons suffer the corrupting influence of something called the Ring of the Kraken, and that it framed Roland
- Restore Roland's confidence in goodness and in himself.

The following actions (or ones like them) rebuild Roland's faith and gain his favor at the same time:

- Express their belief in Roland's innocence.
- Actively investigate whether the Dragoons are corrupt, especially if they can unmask Bonedeuce and the Ring of the Kraken.
- Trounce the Dragoon Sergeant Darenar (see **Chapter 3, Inciting Incident 2 – The Mad Shaman Attacks** for more details on this NPC), who was always against

Roland and whom Roland thinks framed him.

- Act heroically and honorably where Roland witnesses it
- Settle problems in a straight-forward manner, such as by challenging an offender to a duel of honor.
- Save Carna from danger or, better yet, from her current situation and provider her an alternate means to earn a living

The following actions (or ones like them) push Roland deeper into despair and alienate him from the PCs:

- Express belief that Roland's crimes are real.
- Show an acceptance for evil or even underhanded tactics to deal with a situation. Roland believes a gentleman is straight-forward in all things.
- Express a positive opinion of any Dragoons other than Trey Perrin and his followers.
- Disparage Carna, or worse, sample her services.
- Berate Roland for being weak and not standing up to his accusers.

Complications

The following problems may arise as the PCs do their best to redeem Roland and gain his friendship:

- Roland goes off the deep end and tries to commit suicide by ranging the docks at night looking for a gang of opponents he can't possibly defeat alone. The PCs may hear about this from his drinking buddies and have to rush to his aid.
- Another ally of the PCs (such as Falken Drango or Belok) hires Carna. Roland is furious and blames the PCs. He also challenges their other ally to a duel to the death. Conversely, a shady PC who likes to pay for sex may end up accidentally sleeping with Carna. Roland finds out about it and challenges them to a duel.
- After stewing far too long, his confidence bolstered by associating with the PCs, Roland decides to challenge Darenar to a duel. The sergeant agrees then cheats and brings a patrol of cronies who beat Roland to death if the party doesn't intervene.
- Bonedeuce may learn the PCs are hanging around with Roland and fear they might learn too much about the Ring. He takes drastic action against the party and their allies.

Payoff

Roland's tale opens many inroads into the Ring of the Kraken plot; specifically, it identifies Darenar as a likely member and, perhaps, casts some suspicions on Bonedeuce. Additionally, if the PCs bring Roland back from the brink, they gain a valuable and true-hearted ally in the fight against evil along the Razor. See **Reap What You Sow** for additional details.

Milliauka, Mokoli Ali'i and the Tulita of Port Shaw

(Flavor: Tulita; Typically Found: Outskirts, near Blacksink Marsh)

There area many tribes and even whole peoples the ignorant among the invaders group under the blanket term "Tulita," but the tribes who inhabited the shores surrounding Kai Bay are the true ancestral bearers of this particular name. These (most accurately termed) Tulita suffer most under the hegemony of the colonists.

Today's Tulita are a scattered and enslaved people. Not content to take their lands, the invaders forced the Tulita to pay heavy reparations after the war, as well as taxes and "residence fees." The Tulita now rent the land they once shared freely with one another. Greedy landlords turn tenants into indentured servants when they are unable to pay, and as a result many Tulita toil under cruel taskmasters on the plantations for the rest of their shortened lives. Other Tulita flee their invaded home by any means necessary, even turning to whaling and slaughtering the totems of their ancestral gods in order to escape their subjugation.

Other Tulita strive to keep to the old ways. They live in the jungles on the edge of Port Shaw or hide amongst the plantation workers. They believe the Tulita people will rise again and reclaim their birthright.

Two brave souls stand at the center of this Tulita sovereignty movement. Milliauka is a mighty shaman of the Tulita who keeps the old rites. His age and wisdom draw many rebellious souls to his cause, but he is not suited to unite the fractured Tulita tribes. For this he relies on a prophecy that foretells the rise of a "Son of Pele" bearing the blood of the old ali'i (chieftains, kings). After searching many years, Milliauka believes he found the ali'i foretold: Mokoli Ali'i, a young, fierce warrior of the Tulita people in whose veins run the bloodlines and mana – the spiritual energy – of great ali'i from the past.

Tracking down Mokoli Ali'i involves a trip to the Outskirts of Port Shaw, where the few holdouts still practicing the old ways live in pili-grass huts and dilapidated warehouses, but slip into the jungle from the hidden edges of the plantations to farm taro from taro ponds and fish from the same. Thirty Tulita warriors reside here with their families (use the statistics from **Chapter 3, Inciting**

Incident #5: Trouble in Paradise). If the PCs seek Mokoli Ali'i in peace the Tulita receive them with honor and respect, then offer hospitality and a chance to parley.

If the Dragoons arrested the shaman Milliauka (see **Chapter 3, The Mad Shaman Attacks** for details), Mokoli Ali'i is concerned about him and contacts the PCs, accusing them of getting the old man incarcerated. In the course of the ensuing argument, Mokoli reveals he plans a foolish assault on Fort Stormshield to retrieve the honored shaman. The PCs can talk him out of this course of action, but doing so will prove either easier or more difficult depending on what they have accomplished before this meeting.

Without the PCs: Extermination

At the start of your ***Razor Coast*** campaign the Tulita resistance is yet small and scattered. Without the assistance of virtuous heroes to aid this cause oppression, disease and, of course, the hunger of Dajobas is destined to wipe the Tulita away. If the PCs take an interest in aiding the cause of the Tulita (or their own cause, if one or more PCs are Tulita themselves), they not only undo a grave injustice but also gain valuable allies in their own quests along the Razor.

Additionally, while the foreign colonists remain largely ignorant of the threat Dajobas poses, Tulita like Milliauka who keep the old ways know well the evil and all-consuming hunger of the Shark God. Allying with the Tulita cause forewarns and forearms the PCs against against the rising forces of evil.

Should the PCs take no interest in the struggles of the Tulita people, their arc progresses towards tragedy as follows:

- Darenar arrests Milliauka on the docks of Tide.
- They charge Milliauka with assaulting a Dragoon and sentence him to hang.
- Mokoli Ali'i and a band of Tulita warriors stage a desperate rescue attempt, which, while daring, fails. Mokoli Ali'i is also taken prisoner.
- Barrison Hargrove portrays the attacks by Milliauka and Mokoli Ali'i as "unprovoked hostilities by a barbaric people" and uses these incidents to turn public opinion even further against the Tulita and to enact even harsher policies against them.
- Eventually the colonials openly hunt non-indentured Tulita for bounty. This atrocity drives those not slain or enslaved from Kai Bay for good.
- The Tulita legacy ends as the violence wipes away their stories, culture, religion and history forever.

PC Intervention: Supporting a Tulita Renaissance

As Tulita themselves or if they show an interest in the Tulitas' story, the PCs may help reverse current trends by pursuing either of the following paths:

- Contribute to restoring Tulita pride and culture by fighting for and alongside them. The key to this path lies in helping Mokoli Ali'i and Milliauka reclaim the lost scrimshaw *Jawbone of Kaho Ali'i*, which tells the story of the Tulita as a people and which legend claims belonged to Whale itself. When the jawbone was lost, so too went the past and future of the Tulita.
- Oppose Dajobas at all costs and stop the wholesale slaughter of Whale, Turtle and Dolphin.

The following (or similar) actions help persuade Milliauka and Mokoli Ali'i that the PCs are stalwart allies and worthy friends to the Tulita:

- Aid Tulita in need through any of the many Adventure Options in ***Razor Coast***
- Save Milliauka from capture or help rescue him from Fort Stormshield
- Actively oppose Dajobas' agents on the Razor
- Oppose colonial interests in Port Shaw
- Go on a vision quest to find their own totem (after earning the basic friendship and respect of Milliauka and Mokoli Ali'i), or otherwise engaging (properly) in sacred rituals of adherent to the Old Ways of the Tulita.
- Supporting the Tuiltas' right to reclaim their lost lands and rights.

The following actions (or similar) convince Milliauka and Mokoli Ali'i that the PCs are just like the other invaders or collaborators, pushing them away:

- Treat the Old Ways with disrespect by word or deed. Even using whale oil lanterns disappoints Milliauka.
- Disparage the Tulita, or show racism of any kind.
- Commit acts of violence against any Tulita, unless they are under the influence of Dajobas.
- Too frequently aid Barrison Hargrove or other prominent colonists who subjugate Tulita in and around Port Shaw.
- Claim land or land rights in Port Shaw or in the surrounding area – unless the PCs are Tulita themselves.
- Destroy creatures sacred to the Tulita, most notably Whale, Dolphin, and Turtle.
- Ally themselves with Dajobas or any of his followers.

Complications

The following obstacles stand between the PCs and Tulita trust and friendship:

- The Tulita are rightfully wary of anyone claiming to hold their best interests at heart. The history with colonials in Port Shaw contains nothing but betrayed treaties and broken deals. The PCs must prove themselves a step at a time, across the campaign. The first obstacle is the suspicion in which Milliauka and Mokoli Ali'i hold them. Their trust begins tenuous and halting. Many of the Adventure Options in this chapter offer quests through which the PCs might prove their devotion to the Tulita cause.
- Barrison, Gregory, the Lodge and the Dragoons keep an eye out for anyone lending the Tulita significant aid. If they learn that Milliauka and Mokoli Ali'i formed a resistance movement, they move quickly to quell it.
- Dragoons begin rounding up Tulita and their friends, openly questioning them about "rebellion, by undesirable elements among the Tulita." The PCs may be targeted.
- As the party investigates Dajobas' curse, they might try and cure some of the afflicted (with Milliauka's help), but doing so draws attention. The Dragoons misread the PCs actions as attacks against citizens of Port Shaw.

Child of Prophecy

If any of your players opted to play a Tulita in your campaign, you may wish to tie the Son of Pele prophecy to their character, rather than to Mokoli Ali'i. As a rule of thumb, always put your players as central to the action as possible – they are the protagonists. Allow NPCs to be interesting and colorful supporting characters who add richness to the story.

Consider making your Tulita PC's background a mystery or a ruse. The PC may learn about their true ancestry – the bloodline of the old ali'i runs strong in their veins – late in the campaign. Reveal this at a dramatic or opportune time. Such revelations might at first strike a rift between the PC and Mokoli Ali'i, with Milliauka caught in the middle. Eventually, the Tulita PC's exploits overwhelm Mokoli Ali'i's concerns, and the great chieftain may even sacrifice himself in some dramatic fashion, paving the way for the PC – the true Son of Pele – to their people.

- Jalamar sends word to the karikanti, his fellow worshippers of Dajobas, about the threat the Tulita resistance and the PCs offers His hunger. A group of karikanti enters Port Shaw through the sewers and attacks the party, while another abducts Milliauka and drags him into the Blacksink as a sacrifice to Dajobas.
- If Barrison Hargrove learns through his agents that the Tulita seek the lost *Jawbone*, he instructs an operative to pretend to have found it and lays a trap for the PCs, Milliauka, and Mokoli Ali'i.

Payoff

If the PCs aid the Tulita cause they may help usher in a new golden age for the Tulita, including and a return of their lands and rights. Milliauka and Mokoli Ali'i end up serving on the Lodge and start healing the wounds of their people.

Reap What You Sow

The above relationship arcs add spice to your campaign, and if the PCs take the effort to befriend or redeem the Wave Riders, Bethany Razor, Roland Lawrence, or any other fallen heroes then GMs should reward them. Befriended and redeemed, each of the major *dramatis personae* offers a specific dramatic boon by showing up at crucial moments, either during the climactic battle against Dalang Jalamar or against Harthagoa.

Bethany Razor

Besides assisting the PCs in their assault on the *Pride* in **Chapter 7**, Bethany could also aid the PCs during the final assault on Port Shaw. If a PC with whom Bethany forged a close or romantic bond drops to 0 hp (or below), allow Bethany to swing onto the scene in true swashbuckling style, parrying the next, strike – the one certain to kill the PC – with her rapier, blowing a kiss at her lover, and then beating back their opponent in a flurry of stinging rapier strikes.

Xander Brim

During the Battle for Port Shaw, when foes surround the PCs, have Xander suddenly appear in a flash of smoke and unleash *chain lightning*, evening the odds. He salutes the PCs with his staff and then vanishes in smoke again, teleporting to some other part of the battle. Additionally, consider having Xander arrive just in time to counter some devastating spell effect of Harthagoa's (such as *destruction* or *unholy blight*). For dramatic effect, first describe the devastating effect of the spell – and the potential demise of one or more PCs – but then rewind the action and tell them, "That's the fate you see coming at you, when…" Xander flashes onto the scene and, harnessing tremendous eldritch might, counters the effects of Harthagoa's deadly, magical onslaught.

Belok Talorg

If Harthagoa targets a PC with his crushing tentacles, consider having Belok leap onto the scene, use his Strength domain – muscles bulging to near bursting, veins popping like lightning bolts across his chest, back and neck – as he pries the steely grip of the kraken's tentacles from a PC with an heroic roar. On the following round, Belok becomes the target of Harthagoa's unmitigated wrath. He soaks every tentacle attack the Krakenfiend dishes out, sparing the PCs and perhaps perishing heroically in the process.

Captain Montgomery "Shakes" Donovan

When a particularly dangerous enemy threatens a PC during the final showdown of the **Kraken Strikes**, have Montgomery leap onto the scene and sunder the opponent's weapon with *Maelstrom*, or perhaps he rams an undead orca with the *Vintage*, or likewise commit some other act of daring-do while making a brave salute to the PCs.

Jalia Ramires

When an NPC reaches for a particular item to finish off a PC (Aeron Chambers reaching for his *wand of lightning bolt*, for example) they suddenly realize it's gone. Jalia appears from the shadows nearby, toying with the crucial item, a sly smile on her face.

Roland Lawrence

During the **Kraken Strikes**, Roland arrives just as the PCs prepare to fight their way into the temple where Hargrove plans to execute Mokoli Ali'i. The ex-Dragoon salutes the party with his rapier, then dashes in among the Dragoons responsible for cashiering him. He fights like a man possessed, but even in full fury expertly slices the stripes and rank from the highest ranking Dragoon's uniform. Roland catches them deftly in his off hand and snarls, "You don't deserve to wear these!" before running his foe through.

Zalen Trafalgar

At a moment when it seems Harthagoa might overwhelm the PCs, Zalen appears in full Quellian battle dress, armed with his father's trident – assuming the PCs retrieved it for him. He is the spitting image of his heroic father.

He roars a battle cry and the Krakenfiend is stunned for 1 round as its alien intellect gropes to comprehend how an old nemesis long ago crushed and buried, now appears before him in the flesh. If the Wave Riders live and were redeemed, or even if they stand on the cusp of redemption, the sight of Zalen dressed as their former leader spurs them into action against the kraken and his vrocks. Their assault fails – the PCs must be the heroes at the climax of the campaign – but it buys them valuable time to down potions, cast spells, and otherwise gear up to finish the fight.

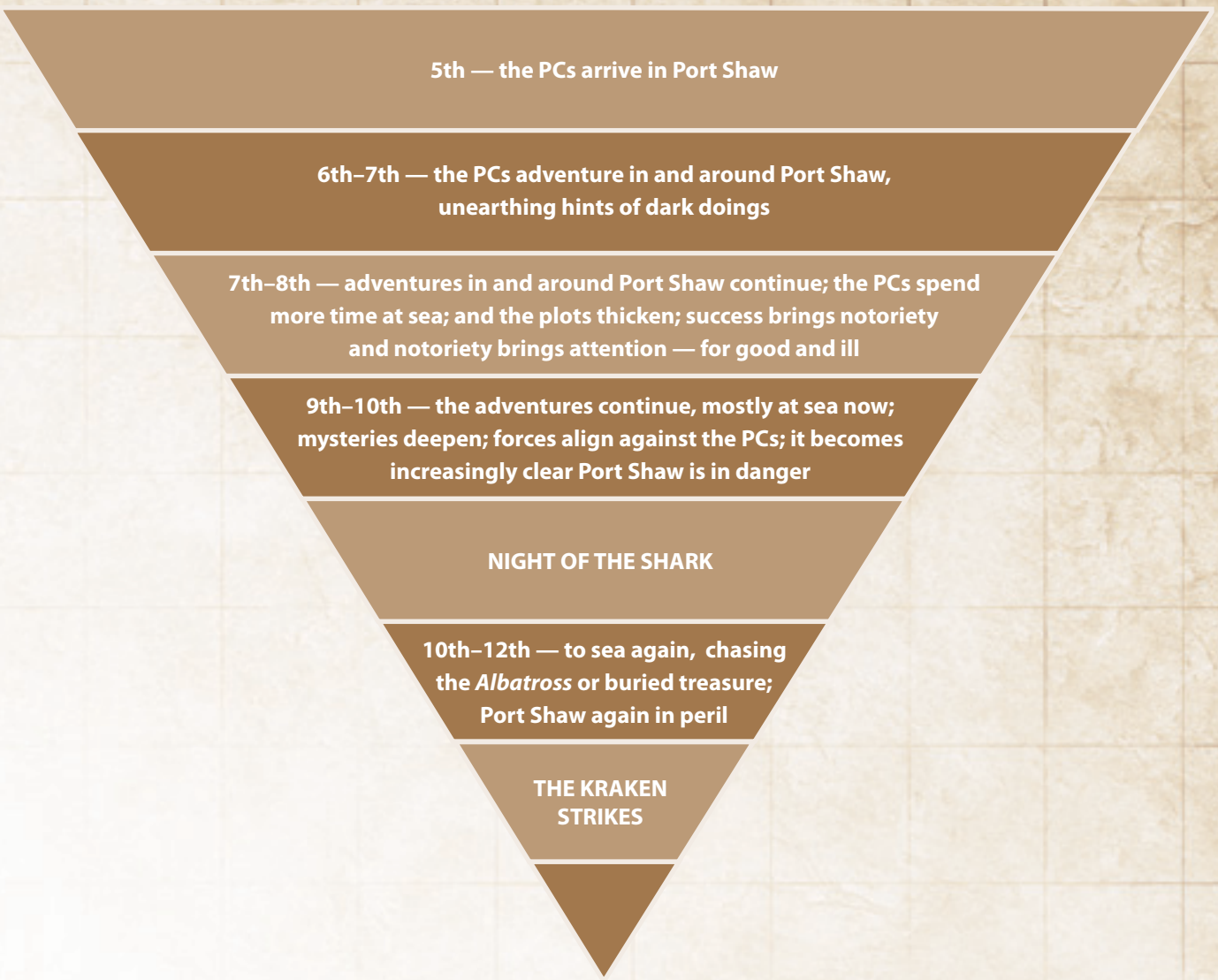
Designer's Note: Using the NPCs in your Campaign

We suggest you do not always think realistically about NPCs, but think dramatically too. You DO NOT have to stick to what is written in any NPC's background if a different choice would make things more exciting, challenging and fun for your players.

For example, if one of your PCs does not know who their father is, it might be fun to create a list of NPCs who might just be their long lost dad. Old Craw or Old Fish, or even Barrison Hargrove are all interesting possibilities. Never miss an opportunity to tailor any of the NPCs here to your specific players' needs. Nothing is written in stone, and you can change things on the fly if doing so paints a more interesting story. The point is to create a fun and challenging experience for the players. There is no need to obey any choices made in this book about NPCs, slavishly.

It may turn out that your players take a particular liking to Old Craw (or another NPC), at which point it is fun to enact a little plot device I call **Secret Past**. In this case, feel free to ignore the statistics included here and change the NPC's past to something entirely different. Perhaps your PCs are running afoul of Old Fish and are going to end up on the end of the assassin's poisoned sword. You could perhaps decide that Old Craw is more than he seems and was once a partner or even mentor to Old Fish. Perhaps the dismembered old assassin-posing-as-washed-up-seadog comes to the party's aid in their battle with Fish, even sacrificing himself in the process.

Nothing is nailed down. All NPCs are just props with which you maximize story power. Please keep this in mind for all the NPCs in ***Razor Coast***. The goal is to make your PCs *care*. That way, when NPCs die – and oh boy will they ever – it *means something* to your players.



Running a Razor Coast Campaign

Timeline

Strictly adhering to draconian timelines often derails adventure and excitement, negates potentially entertaining choices, or punishes the PCs for indulging their instincts to explore unknown horizons. Despite the way it may sound in the previous explanation of the major plot arcs, we do not suggest that the ***Razor Coast*** campaign requires any such rigid timeline.

Nonetheless, Dalang Jalamar's plans to turn the city into a ravening frenzy of blood and nightmare are linked inextricably to the rise of **a** full moon – any full moon. Meanwhile, Harthagoa's plot for the utter destruction of Port Shaw and all its inhabitants simmers along at a demon's slow boil. We think the adventure works best when the PCs deal with the wereshark cult of Dajobas first and then continue their adventures until the Demon Below's invasion besets Port Shaw, but this is not required.

GMs are encouraged to guide the passage of time to suit their particular campaigns; for example, stretching out the arrival of the next full moon or deciding events occur on a later full moon if that maximizes the fun. Instead, of following a strict timeline, we encourage GMs to tie encounters and showdowns to level advancement as described in this chapter, rather than to a strict in-game timeline.

However, if you prefer to run your games on a rigid timeline, it is probably best to begin the campaign a few days after a full moon. This is just enough time for Jalamar and his newly christened Razortooth Raiders to complete the bloody work of infecting fisherman, Dragoons, pirates, whalers and Tulita tribesfolk with the Kiss of Dajobas. In such rigid timeline scenarios, the PCs have about one

month to adventure around the coast before the Night of the Shark falls on Port Shaw.

After Jalamar's attack on the city, timing simply must grow more fluid. The Kraken's schemes are long reaching and never half-baked. The Demon Below will not waste his precious resources attacking Port Shaw unless he is nearly certain of victory (and an easy one at that). Only after ensuring that Lt. Commander Perrin's *Albatross* cannot oppose him during the invasion will he turn his guns, tentacles, and skum on the defenseless residents of Port Shaw.

In terms of timing, the best answer is to launch the Krakenfiend's attack when it is most dramatically appropriate, but also when the PCs have gathered enough strength and allies to hope to survive.

Structure

Typically a ***Razor Coast*** campaign is structured like an inverted pyramid, divided into bands. Each band corresponds to the PCs average party level. Within any band dividing the pyramid, the action is non-linear: players may pursue whichever encounters, information or NPCs interest them in whatever order appeals.

However, as the campaign progresses, the PCs levels increase, and the adventurers make choices then their options narrow. This narrowing funnels to two crisis events. The first crisis event is also the conclusion to the **Night of the Shark** plot arc, while the second crisis is the final battle of **The Kraken Strikes** plot arc.

Editor's Note: Advancement Tracks

Razor Coast works best on the Slow or Medium advancement track. If you choose the Medium track, just keep an eye out in the middle levels. You might need to ration experience a little more carefully so as to not reach the **Night of the Shark** too swiftly. If you choose Slow advancement, it's possible you'll need to co-opt or create more material to carry your players through the **Quest for the *Albatross*** than you would on the Medium track.

Toolbox

Razor Coast provides three tools to help GMs prepare for gaming sessions and to track pertinent information as the campaign progresses. These tools are the Plot Web, the Worksheets, and the NPC Tracker.

The Plot Web

The Plot Web is a map showing how all the Adventure Options, NPCs, events, Whispers and Rumors of ***Razor Coast*** interconnect. It helps the GM visualize how their players' choices shape the trajectory of the game. In this capacity it serves as a navigational tool to help the GM see which encounters the PCs are most likely to head into next. By tracing the lines connecting encounters, the Plot Web helps GMs decide to which encounters they should next guide the party and which additional encounters it might be prudent to prepare prior to the coming game session.

Worksheets

To begin with, every level range comes with a Worksheet. For example, we provide a Level 5: Game Session 1 Worksheet, a Level 8th-9th Worksheet, a Night of the Shark Worksheet, and so forth. Worksheets help you make a list of what you need to prepare (encounters to read, monsters to study, Whispers to release, etc.) for your next gaming session. They also serve as a handy reference sheet during the session.

To use a Worksheet, print out the one corresponding to the current average level of your party, then follow the steps in the **Prepping** section for that level. This tells you how to fill out your Worksheet. When you complete this exercise you create the list of what to prepare and jot down any notes you'll need for the session. Keep it handy when you run.

NPC Tracker

The NPC Tracker is a master list of every NPC in the game, plus blank spaces where GMs write in their new NPCs. It helps track the PCs relationship with the NPC, whether or not they become infected, live or die, join the Ring of the Kraken, etc. It helps GMs keep tabs on who hates the PCs and proves useful when deciding which NPCs to put at risk to motivate the PCs

To use the NPC Tracker, simply keep it handy during your game sessions. When something happens to an NPC – the NPC comes to love or hate the party, loses an arm, etc. – check the appropriate box on the tracker. When an NPC dies, draw a line through them. When an NPC joins the Ring of the Kraken, circle their name. The **Prepping** sections for each level will intermittently ask GMs to reference the NPC Tracker.

But I've Already Got a Pirate City!

Port Shaw — perched on the edge of the Razor Sea like a raptor waiting to swoop upon its prey — fulfills a lot of the roles needed in a pirate campaign, but though its genesis with Nick Logue began a decade ago, it's only now coming onto the scene and there are other pirate city's out there. For instance, "What about **Green Ronin Publishing's *Freeport*** setting?" you might ask. Well, if you were a member of the ***Razor Coast*** Kickstarter, then you may have noticed that an item available to backers included one of **Green Ronin's** own Freeport-based PDFs. So in short, even the masters of the RPG pirate genre were willing to get behind ***Razor Coast*** – for which we are eternally grateful.

Collectively we decided to go a step further and show GMs how to connect ***Razor Coast*** with the extensive nautical lore already produced in ***Freeport*** – a task that **Frog God Games** was only too willing to undertake. It's not often that you get to team up with that kind of talent. Putting the brainchildren of Chris Pramas and Nick Logue in one room should probably be illegal. Nevertheless, here's a quick run-down on adding ***Freeport*** to your ***Razor Coast*** campaign or vice versa.

Spoiler Alert! Only read the following if you're interested in a sneak preview of **Frog God Games'** upcoming campaign world.

As will be revealed in the upcoming **Frog God Games** campaign setting ***The Lost Lands***, Port Shaw and the Razor Coast exist upon the world known as Lloegyr. The coastland that comprises the Razor Coast and its environs lies due south of the primary continent, Akados. To the east of Akados, across the Irkainian Isthmus, lies the continent of Libynos. Between and south of them sits Great Oceanus in whose southern reaches is the stretch of water known as the Razor Sea. The Razor Sea's western extremity is the Razor Coast, from which the sea takes its name (and vice versa). Many islands dot the Razor Sea as one sails due east.

To the north, as one approaches the sea's eastern extremity, float the Aizanes Islands introduced in the Frank Mentzer adventure, **Deep Waters**. These mark the northeastern portion of the Razor Sea and have long served as a destination and waystop for traders from Libynos. Many consider the Aizanes, as they are called, the last point of civilization upon the Razor Sea until Port Shaw, because to the south of them lies the infamous Pirate Confederacy, a loosely organized group of island chains given over by the navies of Akados and Libynos to the freebooters that call them home and who prey upon the shipping lanes whenever naval vigilance grows lax.

That's great you say, but I thought this was about putting ***Freeport*** together with ***Razor Coast*** – not a primer for ***The Lost Lands***. Well, yes and no. We'll use the one to get to the other. Now that you've got a general lay of the land (or sea, as it were), let's see how ***Freeport*** fits in.

The islands of the Pirate Confederacy are many and frequently separated by hundreds or even thousands of miles. It's even possible that these islands are the remains of some lost continent destroyed in a massive cataclysm thousands of years ago. And if so, at least one group of them likely resembles the teeth of a serpent. So there you have the Serpent's Teeth, and upon the largest island of A'val, **Freeport, City of Adventure** — located strategically between the freewheeling chaos of the Pirate Confederacy and the trade and exploration opportunities found on the Razor Sea and along the Razor Coast.

In addition, while the Razor Coast provides many opportunities for piracy upon the high seas and easily carries the flavor of a pirate campaign, Port Shaw is by no means a pirate city. Instead it is a colonial city of law and order — a corrupt law and order built on the backs of the indigenous population and policed by its brutal Municipal Dragoons, sure, but true pirates have no place within its hierarchy and are in danger of arrest any time they are within its bounds – including the surrounding waters of Kai Bay. Meanwhile Freeport, as a free port, is much more welcoming to pirates and their ilk from the surrounding Pirate Confederacy. Therefore, by transporting ***Freeport*** into your ***Razor Coast*** campaign you're not merely getting more of the same, you're actually adding complimentary pieces of the puzzle — Port Shaw's "Port Royal" to Freeport's "Tortuga", if you will.

Freeport can maintain peaceful relations with the Pirate Confederacy without actually being a part of it, thereby providing PCs a means to explore further pirate-themed adventures in and around those islands from a hostile port like Port Shaw when fencing or otherwise moving booty taken from or on behalf of the pirates.

Need more tie-ins? Well, Freeport began as a pirate haven and gained legitimacy through treaties with the mainland powers (Akados and Libynos, in this case), while Port Shaw began as a colonial excursion Akados, specifically the Kingdoms of Foere. It seems likely that those powers, after having settled matters with the pirates of Freeport, were able to turn their resources to exploring and exploiting the Razor Coast. With the rise of the Pirate Confederacy it seems just as likely that Port Shaw and the rest of the colonies have been left to their own devices precisely because the

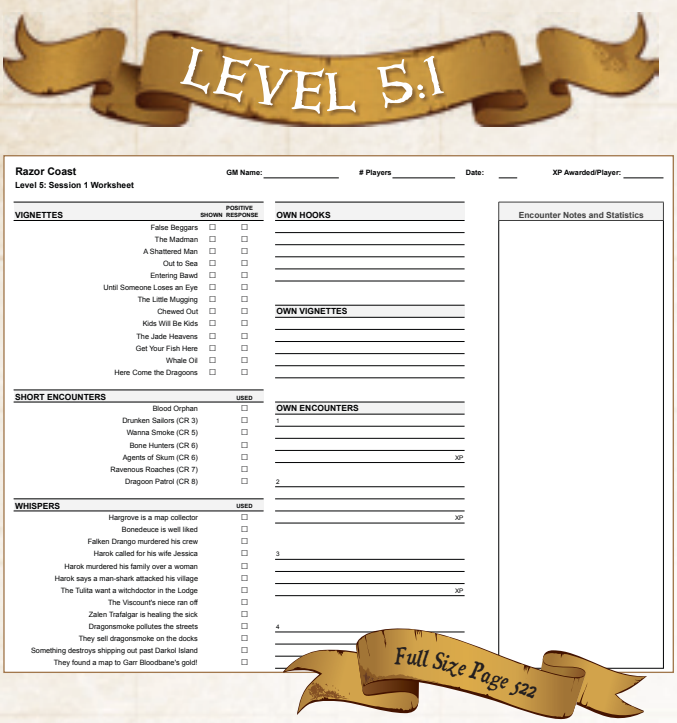
mainland powers turned their naval attentions to the eastern waters of the Razor.

It also seems likely to expect trade ties and at least loose alliances between the Lodge of Port Shaw and the Sea Lord and Captain's Council of Freeport. Furthermore, the recent troubles involving Sea Lord Milton and the rest in many ways mirror the travails of the Tulita and the threats that have been building in Port Shaw for some time. Perhaps Harthagoa had some subtle influence in Milton coming unhinged — or perhaps the Demon Below simply watched and bided his time, allowing the troubles facing the eastern Razor Sea to serve as a distraction from his own machinations in the west.

The actual distance between Port Shaw and Freeport remains intentionally vague so that it can fit the needs of your campaign, but it's probably safe to assume a week or two at sea to cross the width of the Razor Sea. Far enough that the two campaign stops need not intrude upon each other, but close enough that a voyage between them is not a major undertaking and inserting frequent trips between Port Shaw and Freeport will not disrupt your campaign.

Your players should be able to explore the length and breadth of the Razor Sea for some time between ***Razor Coast*** and ***Freeport*** and find adventure aplenty awaiting them without ever needing to range further. I mean, it's not like they're going to want to sail to the Tempest Meridian or anything like that. "What's that?" you say? Oops, looks like we're out of time. Until next time, enjoy your adventures upon the Razor and perhaps drop by the City of Adventure while you're at it. You're bound to find something of interest to do while you're there.

—Greg A. Vaughan, Frog God Games, Creative Director: Pathfinder Roleplaying Game



The early challenges of Razor Coast are appropriate for a 5th level party; however, launching your ***Razor Coast*** campaign likely requires two game sessions. The first game session allows the players to explore the setting, and while doing so they reveal what facets of the world interest them.

While the number of combat encounters in the first game session often proves minimal, your player's choices tease out valuable information and suggest which encounters you should throw at them in the second game session.

Typically, a first game session of ***Razor Coast*** flows like this:

1 - THE PCs ARRIVE IN PORT SHAW

the GM shows them a few

2 - VIGNETTES

then the GM tosses in a few

3 - SHORT ENCOUNTERS

Prepping for Level 5: Game Session 1

Generally, there are four steps to preparing for your first game session of ***Razor Coast***:

- **Step 1:** Select a Hook from the List
- **Step 2:** Select Vignettes from the List
- **Step 3:** Select a few Short Encounters from the List
- **Step 4:** Read Up on Whispers and Rumors

Step 1: Select a Hook from the List

If none appeal, create your own. However, any hook you write should motivate the PCs to travel through two or more districts of Port Shaw. Write the hook you chose on the **Level 5: Game Session 1 Worksheet**. Cross it off the list of Adventure Options.

Step 2: Select Vignettes from the List

Scan the list then read up on the ones you suspect might

captivate or intrigue your party. Write them down on your **Level 5: Game Session 1 Worksheet**. If none appeal or the ones you like prove too few to convey the sense of Port Shaw as a living city, create a few of your own.

Step 3: Select a Few Short Encounters from the List

Scan the list of Short Encounters and select at least two or three combat encounters to toss before the PCs across the span of their first game session. Each of these encounters is a fight the party could engage or instead ignore. Which they fight and which they ignore provides more clues as to which of the four flavors they'll enjoy most.

Write the names of the encounters on your **Level 5: Game Session 1 Worksheet**, read up on the monsters, and make any notes you think you'll need in the space provided.

If you prefer to create your own Short Encounters, make sure they stand on their own or at most foreshadow things to come. For example, it works to attack the party with **Roachlord swarms** (presaging the Roachlord Adventure Option), but Session 1 is too soon for the PCs to follow retreating swarms down into the sewers. Short Encounters in the first game session should begin and end with the fight, not call the PCs to further exploration – yet.

Step 4: Read Up on Whispers and Rumors

Read the Whispers and Rumors until you know them well enough to insert them in NPC interactions on the fly. Considering noting a few on your **Level 5: Game Session 1 Worksheet** that you are particularly keen to convey. The goal is to become an opportunist. When roleplay and fights in Port Shaw create an opportunity, you want to easily slip words into NPC and monster mouths. "I'm going to cut you so bad, not even Trafalgar can heal you up!"

① The PCs Arrive in Port Shaw

From where does the party hail? There are only two real options: "not from around here" or "to the Razor born and bred."

Not from Around Here

Because a ***Razor Coast*** campaign starts at 5th level, the Game Master and players may decide to use characters from their home campaign and introduce them to the Razor Coast. In this case, consider dropping the PCs onto the docks of Port Shaw at the end of their last adventure with one of the following:

Hooks

Hook #1: Press-ganged

A band of scurvy dogs drug and then press-gangs the PCs into service aboard the good ship *Festering Wound*, captained by a slaver named Sarlow Eats-Eyes. The party overhears Sarlow plans to sell them as food to a brigand and drug dealer named Bonegnaw, but learn nothing of this villain's location.

The PCs must either lead a mutiny of fellow press-ganged crewmates against the captain and his pox-ridden crew or otherwise escape. By the time they do, the *Festering Wound* flounders right outside Kai Bay with no food, water, supplies, or gold and drifts into Port Shaw – where it is promptly seized and impounded by Wharfmaster Creely. The Dragoons toss the PCs onto the streets, beggars in rags, with a word that the Church of the Quell serves hot meals to vagrants.

Alternately, on the good word of the wharfmaster, Lt. Commander Trey Perrin takes pity on them and refers the party to Gregory Bonedeuce for possible employment. The party must seek Bonedeuce at the Broken Skull Tavern, where they find him winning a fiddler's contest held before the first fight of the evening.

From **Appendix 2**, use the stat blocks for Dragoons as crew and the Pirate Captain for Sarlow Eats-Eyes.

Hook #2: Stranded Sellswords

A silk merchant of minor repute named Selman Piter hires the party to protect him and his vessel, *Minerva's Joy*, on a voyage to Port Shaw. Along the way a benthic serpent savages the ship, and it limps in to Port Shaw. *Minerva's Joy* will not be leaving for the PCs' homes anytime soon (repairs could take weeks), and the harbormaster marks no other vessel heading for the party's corner of the world until next month. They may as well settle in for a little recreation in the Razor Coast's most rambunctious (and only) port of call.

See **Appendix 5, Death Beneath the Waves** for the full stats of a benthic serpent.

For some extra mileage consider tasking the PCs with telling an anxious family in Port Shaw, that the benthic serpent ate their relative, a crewmember.

Hook #3: Call for Help

Zalen Trafalgar is beset on all sides by foes and scallywags. He is alone in his quest to bring Quell's blessings to the city and, as the only beacon of goodness shining on

shore, the young hero could be snuffed out any moment. A high-ranking cleric in the Church of Quell, a personal mentor, relative, or a friend of the PCs may ask (or even manipulate) them into making for Port Shaw to check on the boy, in hopes that their sense of duty or justice sways them to Zalen's cause and the protection of Port Shaw's downtrodden.

Hook #4: Secrets of the Necromancer King

Mystery and power abound on the Razor Coast, and more than a few brave souls have ventured to Port Shaw in search of storied artifacts. The lost stronghold of Tarath-Vreen, the legendary necromancer overlord who once turned the coast into a dead zone of shambling corpses and wailing shades, remains undiscovered somewhere in the vicinity of Port Shaw.

Whispers Rumor the city's sewers connect to his ancient catacomb complex. Perhaps the PCs search for Tarath-Vreen's sinister knowledge of the undead or for some artifact rumored left behind in his hidden stronghold.

They arrive knowing the sage Sagacious Samuel is rumored to possess maps and journals once owned by Tarath-Vreen. Alternately, a relation, wife, or friend of Carthias Delnor (see **Chapter 4, Sewer Section 7** for more details on Carthias), Sagacious Samuel's now missing assistant, might hire the party because they are concerned by his disappearance.

Hook #5: Breaking the Smuggling Ring

A magistrate in the PCs' area of the world seethes when he learns a nefarious gnoll smuggler, wanted for numerous crimes (including the murder of said magistrate's brother), has escaped justice. The magistrate's sources report the gnoll captain and his abominable crew fled to the Razor Coast. Obsessed with vengeance for his murdered brother, the magistrate offers the PCs a small fortune to bring the gnoll to justice – or bring back his head. See **Chapter 4** for details on Bonegnaw and his smuggling operation.

He gives the PCs a letter of introduction to Acting Commander of Dragoons, Captain Jacob Razor. This is a mistake. The current Commander of Dragoons is Gregory Bonedeuce, but this is the kind of mistake made common by the slow, sketchy way news leaks back and forth across the waves. After arriving, any Dragoon questioned tells the PCs to take their letter to Fort Stormshield. They cannot meet Jacob Razor (he's dead), but their letter of introduction brings them to Gregory Bonedeuce's attention.

Razor Coast, Born and Bred

Alternately, your table may wish to generate tailor-made characters for adventuring along the Razor Coast. Tulita Warriors, redeemed Karikanti seeking to enter society, Clerics of Pele or Quell… In this case, consider the ***Freebooter's Guide to the Razor Coast*** at **http://www.froggodgames.com** for further ideas.

② Vignettes

Vignettes serve to establish mood and fill players' minds with the flavor of Port Shaw. With luck they will evoke sounds, smells, and even memories for your players. Player reactions to Vignettes – what they ignore, what they stop to stare at, what they move to interact with – tells GMs

what interests them, which in turn suggests GMs select and present specific **Inciting Incidents** in Session 2.

Each of the above Hooks asks the PCs to travel some distance through the city. The Vignettes were written with this walk (or ride) in mind. This short list summarizes the scenes described more fully in **Chapter 3, Port Shaw.**

As the adventurers move about the city, share additional Vignettes to further establish the tone of Port Shaw. Eventually, the party will likely interact with or seek to intervene in one or more of the Vignettes they witness – and that decision tells you without a doubt what topics interest the players.

Some Vignettes are linked to specific Inciting Incidents. When you see that referenced in the text it means that if your players respond to that particular Vignette, they'll probably also respond to the associated Inciting Incident.

Anywhere in Port Shaw

- In a filthy alley, three beggars turn out to be thugs or drug dealers (Ch.3, **False Beggars**)
- A man broken by circumstance or drug addiction yearns for death (Ch.3, **The Madman**)
- A Tulita man weeps for his broken people or for his devastated life (Ch.3, **A Shattered Man**)
- A view of mysterious islands on the storm-tossed horizon beckon adventure (Ch.3, **Out to Sea**)

Bawd

- A glimpse of the earthy, carnivale cacophony and reek of the district (Ch.3, **Entering Bawd**)
- A street fight between an apple seller and a drunk escalates to bloodshed, but the Dragoons do nothing (Ch.3, **Until Someone Loses an Eye**)
- A halfling mugging a gnome amuses the Municipal Dragoons (Ch.3, **The Little Mugging**)
- An ancient Tulita crone reads a hulking minotaur worker the riot act (Ch.3, **Chewed Out**)

Jade

- Local street urchins pelt the party with rotten fruit (Ch.3, **Kids Will Be Kids**)
- A glimpse of Jade district at sunset lights a sense of wonder in cynical PC hearts (**The Jade Heavens**)

Tide

- A fight between vendors ends in bloodshed, while the seafood hawkers of Tide distract the PCs with their chatter (Ch.3, **Get Your Fish Here**)
- The treasures of a thousand lands unload onto the Port Shaw docks (Ch.3, **Whale Oil**)
- The Dragoons march the docks like they own them, collecting bribes (Ch.3, **Here Come the Dragoons)**

Arriving in Port Shaw at Higher Levels

The ***Heart of the Razor*** provides two 5th level adventures that take place either out to sea or on an island far from Port Shaw. Adapting either or both of them into events that happen to the party *before* they ever sail into Kai Bay and set foot on the Port Shaw docks serves as an excellent intro to the Razor. In this scenario, your party likely arrives around 6th or 7th level. Hit them with a few vignettes as they recoup from their recent adventures, pop an inciting incident their way, and head right into 6th-7th level Adventure Options.

③ Short Encounters

As they travel through Port Shaw, soaking in its flavor, your players will likely itch for a little action or foreshadowing of the horrors to come. When your party plays through the Hook which brings them to Port Shaw and tires of merely watching slice-of-life scenes in Port Shaw, consider inflicting one or more of the following on the party to close out your first session:

Stumble upon a shark-bitten young boy, feverish and at death's door, floating in an abandoned rowboat. **Blood Orphan** (Ch.3, Stand-Alone; Roleplay)

- Accosted by drunken sailors. **Drunken Sailors** (Ch.3, Stand-Alone; CR 3; 800 XP)
- Approached by two pushers offering free tastes of dragonsmoke. **Wanna Smoke?** (Ch.3, Stand-Alone; CR 5; 1,600 XP)
- Attacked by long drowned, undead Tulita warriors dripping seaweed and sewage, who groan about the "jawjaw…boooooonnnneee." **Bone Hunters** (Ch.3, Stand-Alone; CR 6; 2,400 XP)
- Slime covered fishmen attack the PCs. **Agents of Skum** (Ch.3, Stand-Alone; CR 6; 2,400 XP)
- Attacked by clouds of vicious cockroaches swarming up from between bricks or planks in the ground. **Ravenous Roaches** (Ch.3, Stand-Alone; CR 7; 3,200 XP)
- A patrol of Dragoons shakes down the PCs for a bribe. **Dragoon Patrol** (Ch.3, Stand-Alone; CR 8; 4,800 XP)

NOTES At this level, PCs who fight the **Dragoon Patrol** likely lose, perhaps die, and certainly wind up imprisoned. Only use this encounter at this level if you think your players would enjoy opposing the Port Shaw powers that be the whole, if they can deal with an early death; or you want them imprisoned in Fort Stormshield for a specific purpose.

Whispers and Rumors

The docks are the lifeline of Port Shaw and any visitor who spends ample time here quickly learns the ins and outs from the city's residents. News of important happenings always flows freely, and the fishmongers working the market stalls love to gossip. The docks of Tide District are a perfect place (although not the only place) for PCs to overhear information or to specifically hunt leads on the shady activities of NPCs using Diplomacy or Intimidation.

Level 5: Game Session 1 Whispers

Much of the background information in the Appendix 4 is common knowledge, as is the tragic tale of the Wave Riders and Gregory Bonedeuce's version of the climactic battle between Jacob Razor, Bonedeuce and Pirate King Garr Bloodbane. GMs should remind PCs of this information whenever it proves pertinent; for example, in the mouth of an indignant local, "What? You don't know how Gregory Bonedeuce saved us all from Bloodbane's marauders? What, did you arrive yester—oh. Yeah. Obviously you did. Well, here's how it went…"

As indicated, people frequently discuss the politics and fashions of the day, including what the Lodge is up to, the fact that Elder Nakuwhatever showed up drunk again, what a great harvest the Hargroves pulled off, etc. As a result, the names and basic backstories of the major NPCs detailed in **Chapter 1** – with none of the juicy tidbits about the Ring of the Kraken, secret betrayals or transformations into weresharks – frequently cross the lips of Port Shaw citizens.

All Whispers are true unless marked otherwise.

- Hargrove has a reputation as a premier map collector and boasts an even greater reputation as an appraiser and cartography enthusiast. He plans to hold a gallery opening for his cartography treasures, opening them to the public for the cultural enrichment of Port Shaw (FALSE).
- Bonedeuce seems well liked by most citizens, and his rise to the position of commandant is legitimate and well deserved (FALSE). He'll be fiddling again at the Broken Skull soon (TRUE).
- Falken Drango, a feared pirate of the Razor Coast, went mad and murdered his own crew.
- When they nabbed that McFarrows fellow, blood stained his mouth like a big 'o' and he kept calling for his wife, Jessica (PARTIALLY TRUE – no blood and he called for his daughter, Jessica)
- Harok McFarrows murdered his wife and family for the love of another woman! (FALSE)
- I believe Harok's tale of a man-shark devouring the village and attacking him, don't you?
- The Tulita Elder keeps trying to get some Milliwhosis witch doctor into the Lodge to help govern the city." Most folks find this ridiculous. A minority believes better representation among the original inhabitants will ease tensions in Port Shaw.
- Did ye hear? Viscount Deepwarder's niece, ah wha' be her name? Damn. Anyways she ran off wit' a bunch o' other rich sprogs. They headed t' that island or other. Stupid sprogs. Dolentla Isle! Thar be t' one. Damned memory ain't wha' it used t' be.
- There's a new High Priest of Quell in town, who came to replace Archibald Noeliss. His name is Zalen Trafalgar, and some folks wonder if he is related to the famed Wave Rider Solomon Trafalgar. Whoever he's related to, he's healing the sick and the poor – even *Tulita*. He should be healin' them thar's that pays, instead!

Editor's Note: Set-Pieces in the First Game Session

Because a set-piece is a series of related encounters to which the PCs travel in pursuit of a goal, few set-pieces make sense for session one. After all, the point of the first session is for the players to develop their characters goals. Nonetheless, **Chapter 3: Fight at the Broken Skull** is a single location set-piece in Port Shaw to which the PCs will return to repeatedly, and it is appropriate to add to the Short Encounter list for the first session. If the adventurers become regulars, this proves an excellent location to deliver Whispers and have them dig up Rumors. This is also where they encounter the former Wave Rider, Belok Talorg

- Dragonsmoke smugglers pollute the local people with their deadly drugs. Young colonials as well as Tulita swell the ranks of local addicts. Despite their best efforts, the Dragoons have accomplished nothing.
- The docks at night are a hot bed of illegal dealings. It's a good place to buy dragonsmoke, and Tulita from the inland tribes routinely bring cages of exotic mainland animals to the docks at night. They leave each morning with empty cages. (TRUE – they are selling cockatrices to an agent of Bonegnaw. See Level 6-7, **Wipe out a ring of humanoid trafficking drug smugglers** for more details.
- People know of the Kraken, but not his demonic heritage. While no one has sighted the Kraken for many years, and some take that as proof he died breaking the Wave Riders, most Rumor of a dark power that kills those foolish enough to venture too far past Darkol Island and Halgrin's Rest. Moreover, they are angry about the impact on shipping, and how ships vanishing on the Razor Sea drives up the price of whale oil and commodities from the far continent. (TRUE)
- They found the map to Garr Bloodbane's gold! The real map. No joke. Hargrove found it, of course. The rich always make out, don't they? And you know how I know its true? Word is they're equipping an expedition. Those're expensive. They don't send something like that out unless the map is real, I tell you.

Level 5: Game Session 1 Rumors

Unlike Whispers – information which GMs should look for ways to disseminate – Rumors contain facts that GMs should withhold until the PCs discover them. As such, they have a DC, which applies to using either Diplomacy or Knowledge (local) checks. All Rumors are true unless otherwise noted.

DC 15

- The PCs learn the public circumstances of the remaining Wave Riders, including their likely locations. See **Chapter 1** for details.
- A popular angler from the town of Thumb's Reach has not sold his catch at the docks for over a week. Many believe the town was attacked and wonder if this is related to the recent arrest of Harok McFarrows for murder, as he sails out of Thumb's Reach.

DC 20

- A cabal of influential persons around Port Shaw, called the Ring of the Kraken, is involved in all sorts of sinister business. Strangely, no rumors connect them to dragonsmoke dealing.
- Word is Hargrove is sending Lt. Commander Trey Perrin in the *Albatross* out to hunt Garr Bloodbane's gold. If that's not proof that Hargrove bought the Dragoons long ago – he can order about a sloop! – I don't know what could paint it more clearly.

DC 25

- Elder Barrison Hargrove hates the Tulita, and Whispers persist that he plans to eradicate the remaining local people – or at least force them from the Razor Coast.

Designer's Note: Everyone and Their Mother

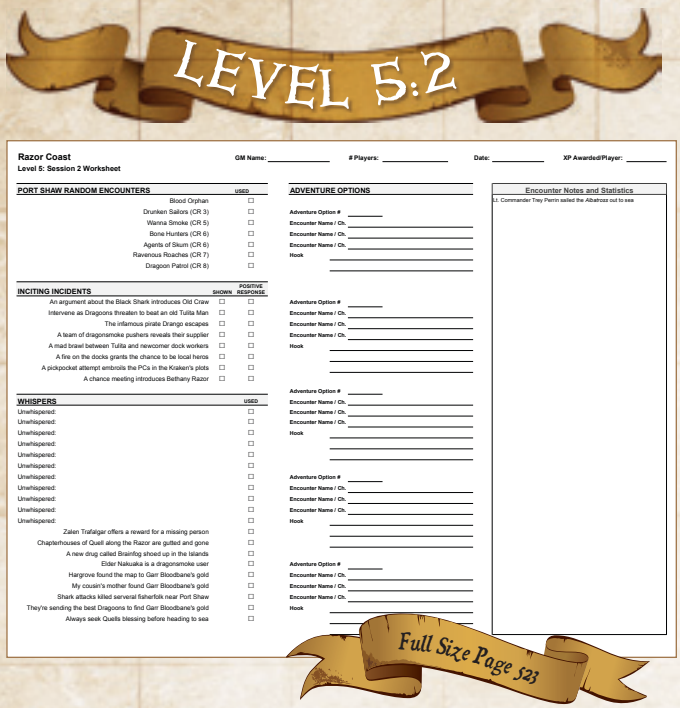
In Port Shaw, everyone has a map to sell. Everyone. On every street corner, in every dark alley, at every tavern some down-on-their-luck sailor or barmaid approaches the PCs and offers to sell them a map to Garr Bloodbane's gold, a significant hoard that some say the infamous Pirate Lord divided into a score of chests and hid on different islands throughout the Pearl Eye Atoll – a chain of volcanic islands also known as Bloodbane's Knuckles

"Psst…buddy. Yeah, yeah you. Wanna buy a map?"

Everyone has a story, "I'd do it myself but I don't have the gold for a ship. Tell you what. You get the majority of the treasure. Just cut me in for 10% and half that in advance for the map…"

It's almost a ritual, a veritable rite of passage. Street urchins, washer women, barkeeps, the baker's assistant – everyone tries to sell the greenhorn PCs a map to Garr Bloodbane's gold. Have fun with this.

Make the occurrences so frequent as to turn it into a joke. Even allow the PCs to discover that Sagacious Samuel and his assistant Carthias Delnor forged many of these "maps". Keep it up at every level in every circumstance. Whenever the PCs are in Port Shaw *someone* tries to sell them the "real" Bloodbane treasure map at least once per session. Your players almost won't believe it when they finally *do* find the real thing. Certainly no one will believe the PCs if they claim to have found the real treasure map. Trust us on this one. Hilarity ensues.



Having gathered enough information in your first game session to detect your player's inclinations and preferences, typically, your second game session of **Razor Coast** flows like this:

the GM opens with one or more

1 - INCITING INCIDENTS

and the PCs eventually pursue one or more

2 - ADVENTURE OPTIONS

Additionally, by the close of this session the *Albatross* has set sail, captained by Lt. Commander Trey Perrin, not to be found again until the PCs reach 10th level or higher (see **The Kraken Strikes, Act 2: Quest for the *Albatross*** for additional details).

Prepping for Level 5: Game Session 2

These are the four key steps to preparing your second game session of ***Razor Coast***:

- **Step 1:** Remove Used Adventure Options
- **Step 2:** Pick and Order the Likely Inciting Incidents
- **Step 3:** Choose Adventure Options
- **Step 4:** Review Whispers and Rumors

Step 1: Remove Used Adventure Options

Anything you crossed off the list of Adventure Options on the previous sheet, cross off on this sheet. Any short encounters you didn't use in your first game session now serve as random encounters in Port Shaw. You'll find the short encounters from Level 5: Game Session 1 listed on your Level 5: Game Session 2 Worksheet under Random Encounters.

Step 2: Pick and Order the Likely Inciting Incidents

Kick off the game session with an Inciting Incident. You've narrowed the field of options, but you don't want to railroad the party; so plan to hit them with multiple Inciting Incidents until one catches fire.

Step 3: Choose Adventure Options

As a general rule, many gaming groups average approximately 1 encounter per hour of game play. It varies from group to group and the number of encounters per hour tends to decrease as levels grow above 10th; however, keeping tabs on this number should tell GMs approximately how many encounters to prepare before each coming session.

Scan the list of Adventure Options. Choose options you think your players will enjoy, then write the number of the option down on your Worksheet. The **Adventure Options: Details** section tells you which encounters comprise that Adventure Option. Write those encounter names and their chapters down on your Worksheet as well. Finally, choose the hook or hooks into that Adventure Option that you wish to dangle as bait for your players. On your Worksheet, jot down enough notes on the hook to remember it.

Repeat this step until you have enough **encounters** listed for your coming game session.

Step 4: Review Whispers and Rumors

Familiarize yourself with the Rumors by reading them. If the PCs ask about these topics, you'll remember and know where to look. Whispers, however, should be leaked throughout the course of the session. As many as seem reasonable and, eventually, all of them as the party heads into 6th level. Add any un-whispered Whispers from the previous sheet to this Worksheet.

Designer's Note: Odd Person Out

What if I have one player in my party who just isn't thrilled? Everyone else is excited by an Inciting Incident and ready to charge off in one direction except this person – what do I do? Don't overthink it. You'll have the opportunity to offer different options to the odd person out. Pay extra attention to what peaks their interest. Mix up your hooks and always offer something not on everyone else's menu until you discover what your Odd Person Out is into. Try offering a few more vignettes, as these will slow the game the least, and when you discover what the Odd Person Out is into, pull another Inciting Incident from up your sleeve.

Level 5: Game Session 2 Adventure Options

Inciting Incidents

Because the Inciting Incidents all take place in Port Shaw, you'll find them in **Chapter 3, Port Shaw**. The map provided in **Chapter 3** suggests likely locations at which Inciting Incidents might occur, but these are by no means set in stone. The eight Inciting Incidents are:

1. An argument about the Black Shark allows the PCs to befriend an "old Razor hand" named Old Craw
2. Intervene as Dragoons threaten to beat an old Tulita man to death for his "crazy" behavior
3. The infamous pirate Drango escapes, and the PCs help or hinder pursuit
4. Under pressure from the PCs, a team of dragonsmoke pushers foolishly reveals their supplier
5. In a mad brawl between Tulita and newcomer dockworkers, who will the PCs back?
6. A fire on the docks introduces a Wave Rider and grants the chance to be local heroes
7. A pickpocket attempt by a former Wave Rider embroils the PCs in the Kraken's plots
8. A chance meeting introduces Bethany Razor, opening opportunities for adventure

In and Near Port Shaw

1. Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7)
2. Tangle with the Dragoons as they leave the sewers (CR 7)
3. Fight or join Port Shaw's criminal underworld (CR 3-8)
4. Rescue a child stolen by the Roachlord (CR 7-8)
5. Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 8)
6. Root out a nest of the Kraken's spies in the sewers (CR 5-10)
7. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

The Coast and the Continent

8. Investigate an abandoned village plagued by shark attacks (CR 5)

On the Razor Sea

9. Redeem an Elf noble by rescuing her shipmates from an abyss-haunted isle (CR 5-7)
10. Lured inside an underwater mountain, the PCs confront extradimensional invaders (CR 3-8)
11. Fight monsters on the high seas (CR 5-8)

Level 5: Game Session 2 Adventure Options Detail

Inciting Incidents

These Inciting Incidents work best when used to support the campaign orientation (Powers That Be, Former Heroes, Tulita, or Individualists) in which the PCs are already leaning. The suggested uses beneath each Incident, below, do not mean the Incident cannot be used to support a different orientation. These are just a few uses that spring readily to mind. GMs can and should adapt the Inciting Incidents to fit any orientation or simply write their own.

❶ An argument about the Black Shark allows the PCs to befriend Old Craw

Useful for putting the PCs on the track of the Dalang Jalamar and coaxing them to investigate shark attacks outside of Port Shaw.

❷ Intervene as Dragoons threaten to beat an old Tulita man to death for his "crazy" behavior

Works well for introducing the PCs to the Tulita orientation, meeting Mokoli Ali'i and setting them up to

adventure in and around Port Shaw. Note that GMs should consider Milliauka's poultice, described in this encounter, as a difficult to manufacture substance. Consider using securing its ingredients as a Hook for any number of Adventure Options, but never allow it to be mass-produced without extraordinary effort. Proceed carefully: mass-producing Milliauka's poultice potentially derails the **Night of the Shark** plot arc.

❸ The infamous pirate Drango escapes, and the PCs help or hinder pursuit

Intended to introduce the PCs to the Individualist orientation or introduce them to cooperating with the Dragoons. Also works well to suggest the PCs investigate shark attacks by putting them onto the Nightslink Mystery. This particular encounter is not intended as a fight to the death against either Falken Drango or the Dragoons. If your party tends to tackle problems with the blast of spells and the swing of an axe, this can prove a difficult encounter as *fighting* all the Dragoons is a CR 8 battle. However, helping CR 10 Falken Drango escape, by mixing it up a little, likely proves a CR 5 encounter. Getting themselves arrested and incarcerated in Fort Stormshield will also further the campaign. as will becoming wanted criminals, forced to hideout in the Outskirts.

❹ Under pressure from the PCs, a team of dragonsmoke pushers foolishly reveals their supplier

This encounter sets the PCs up to join or fight the criminal underworld in Port Shaw. Specifically it's useful for introducing them to Barrett, as well as for learning how to find Bonegnaw's Cove. GMs can approach this Inciting Incident from the Tulita orientation or the Powers that Be orientation depending on who hires them to tackle Bonegnaw. See **Level 6-7 Adventure Options** for additional details.

❺ In a mad brawl between Tulita and newcomer dockworkers, who will the PCs back?

Another Inciting Incident that forces the PCs to start aligning themselves with either the Tulita or the Powers that Be orientation. Alternately, it may coax the party in an Individualist direction.

❻ A fire on the docks introduces a Wave Rider and grants the chance to be local heroes

This incident throws the party together with one of the Former Heroes and his friend, the ever-klutzy Jenkie Barnes. It also plays well to put the PCs on an Individualist and either a pro or con Powers that Be trajectory.

❼ A pickpocket attempt by a former Wave Rider embroils the PCs in the Kraken's plots

Another Inciting Incident that puts the PCs in contact with a Former Hero, Lady Jalia "Lightfingers" Ramires. If the party winds up talking with her, she mentions she's on the way to meet a friend departing on a long trip. This Incident plants seeds for the GM to develop and puts the party in touch with the Ring of the Kraken and the Kraken Strikes plot arc.

❽ A chance meeting introduces Bethany Razor, opening opportunities for adventure

This incident involves the PCs in Bethany Razor's story and works well for an Individualists approach to Razor Coast.

Adventure Options

In and Near Port Shaw

❶ Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7)

The Krakenfiend lent Gregory Bonedeuce his servants to protect the underbelly of the Fort. The PCs fight past sahuagin, hydrodaemons, and gibbering mouthers to uncover a secret escape route that they can use to enter the fort unseen.

Encounters

- *#1:* **Sewer Section 4** (Ch.4, Set-Pieces; CR 4-7; 4 encounters; 10,800 XP available)

Hooks

Former Heroes Hook

Many of the Wave Riders personal story arcs land them in Fort Stormshield's brig, and any time the PCs need to break a friend out of a jail a secret way into the fort proves useful. See **Dramatis Personae** and **Relationship Subplots** for more details on how Jalia, and Donovan might wind up in prison.

Tulita Hook

A Tulita warrior, proudly bedecked in feathers, struts up to the PCs and announces that the Great Chief Mokoli Ali'i seeks an audience. He leads the party to a shuttered temple to the Three and asks the PCs help rescuing Milliauka from Fort Stormshield. If Mokoli Ali'i's warriors attempt a rescue and fail, retribution from the Powers that Be will fall on all Tulita everywhere, and Milliauka would rather rot in prison

than bring further woe to his people. Should an appeal to the PCs better natures fails to suffice, Mokoli offers them ambergris and jade. If they accept he reveals rumors of a secret entrance into the Fort somewhere in the sewers.

Individualists Hook

The former Wave Riders are not the only NPCs who might wind up in Jail. Also see **Dramatis Personae and Relationship Subplots** for details on how Falken Drango and Roland Lawrence might wind up there. Additionally there are many circumstances under which the PCs might find themselves imprisoned, and knowing a secret way out always proves useful.

NOTES Just outside the secret entrance to Fort Stormshield, allow the party to discover the remains of a pried open wooden crate. It's stamped with the number 341. This is the crate of dragonsmoke from which Bonedeuce took the drugs he used to frame Roland Lawrence.

The sewers also provide enough random encounters, ranging from CR 1 to CR 11, to deliver 45,800 XP without ever repeating an encounter. Review **Chapter 4, Beneath Port Shaw** for additional details.

❷ Tangle with the Dragoons as they leave the sewers (CR 7)

Worn out by tough fights in the sewers below Port Shaw, as they leave this encounters forces the PCs to deal with a patrol of Dragoons who want to arrest them for venturing below.

Encounters

- *#1:* **Leaving the Sewers** (Ch.4, Stand-Alone; CR 7; 3,200 XP)

❸ Fight or Join Port Shaw's Criminal Underworld (CR -)

Investigate gruesome criminal doings or look up a dragonsmoke dealer in a run-down bar in the Outskirts.

Encounters

- *#1:* **The Salty Dogs** (Ch.3, Stand-Alone; CR 8; 4,800 XP)
- *#2:* **Barrett's Barnacle** (Ch.4, Set-Pieces; CR 3-8; 4 encounters; 10,400 XP available)

Hooks

Powers That Be Hook

Darenar is irritated by the paltry tribute delivered by the prostitutes of Port Shaw. He thinks someone is skimming off his boys and ladies, but does not wish to reveal his racket. Pretending concern that someone is preying on the doxies in Tide, he asks the PCs to investigate. He directs them to a lady of ill repute named Carna, booted from Bawd district by her madam for bad behavior, who wanders the docks alone in search of customers. The Salty Dogs frequently harass her – as do drunken sailors and wandering monsters – skimming off her earnings. Carna used to peddle herself around Barrett's Barnacle and has seen strange goings on there after hours; for example, an ugly scar-faced half-orc carrying human shaped bags out to the Barnacle's back shed.

Former Heroes Hook

The PCs spot a notice pinned to the door of the Chapterhouse of Quell. The new high priest, Zalen Trafalgar, is offering a reward for any information leading to the whereabouts of the previous high priest, Archibald Noeliss. Archibald was last seen leaving the Chapterhouse and walking the docks late one night.

Tulita Hook

Milliauka approaches the PCs concerned about the dragonsmoke pouring into Port Shaw and poisoning the streets. His eyes and ears among the Tulita suspect someone at Barrett's Barnacle supplies a majority of the dragonsmoke consumed in Port Shaw. He'd like the PCs to put an end to the trade.

Individualists Hook

An old peddler named **Jeth** (N male human commoner 4, Profession [merchant] +6, Knowledge [local] +5) wanders the docks hawking his wares, mostly scraps of metal and shells he finds along the beaches. Usually, the Salty Dogs leave Jeth alone because he feeds their mutts. Jeth attempts to peddle rusted manacles, broken hinges, and other worthless items to the PCs. If the PCs are friendly and seem trustworthy, Jeth shows them his only real item of interest, an *onyx dog wondrous figurine* he found washed up on the beach (once the possession of a deceased Wave Rider). Jeth is a simple soul and is unaware of the magical nature of the item, though he is sure it is made of onyx and worth something. He will sell the dog to the PCs for 20 sp. The first time the PCs encounter Jeth, he has the dog. The next time, Rickard Bleardon beat Jeth within a inch of his life and took the dog – a fact Jeth bemoans to the players at any opportunity.

NOTES The encounters at Barrett's Barnacle work best when the PCs are 5th or 6th level. By 7th level, most of these encounters will prove easy. However, if you wish to give your party a cinematic moment of kickin' butt and taking names, then by all means let them hit Barrett's at 7th level.

Simply keep in mind only the final encounter to the set-piece offers any challenge at all to a 7th level party.

Barrett is a member of the Ring of the Kraken. If threatened with death and questioned about the Ring, Barrett first tries to finger Bonegnaw, who is not a Ring member. He knows that Bonegnaw's men often collect exotic animals for him at night, on the docks. If pressed, Barrett reveals that Garreg – right here in the Barnacle – deals dragonsmoke for Bonegnaw.

If the PCs don't buy his Bonegnaw dodge, Barrett claims "a hooded man" running a protection racket works for the Ring and is coming to collect that evening. This turns out to be Darenar. If forced to discuss the Ring, Darenar claims he runs a protection racket all on his own and further claims he "made up the Ring" to scare people. In truth Darenar is protecting Bonedeuce, from whom he takes his orders. Darenar will go to his grave in silence, willing to die to keep Bonedeuce's secret. Both Barrett and Darenar bear the Kraken's mark.

❹ Rescue a child stolen by the Roachlord (CR 7-8)

Rumors of missing children lead the PCs to the lair of a cockroach transformed by the effluvium of Sagacious Samuel's experiments into a hideous humanoid-eating monstrosity.

Encounters

- *#1:* **Sewer Section 3** (Ch. 4, Set-Pieces; CR 7-8; 3 encounters; 12,800 XP available)

Hooks

Powers That Be Hook

A member of the family from **Level 5: Game Session 1, Hook #2 Stranded Sellswords** hunts the party down. Not only did they lose a family member on the PCs vessel, but now the mariner's daughter is missing. She was last seen near the east-most end of the road dividing Bawd from Jade, wearing a blue and white floral dress. If the PCs follow up this lead, they find a scrap of her dress near the drain to the sewer.

Former Heroes Hook

Either Zalen Trafalgar or Falgor Finney of the Run Aground Tavern tells the PCs that a Tulita orphan girl, named Lucinda, failed to show up at his soup kitchen three days running. Concerned he offers them gold or a month's boarding to track her down and give her something to eat. The PCs find her crouched by a sewer grate, weeping. If the PCs assist her – and especially if they feed her – she tells them that her friends have gone missing by this "big ole smelly sewer grate." She adds, "The Roach King ate them up." This grate is the entrance to **Section 3** of the sewers (see **Chapter 4** for details).

Tulita Hook

In the Outskirts, the party stumbles across weeping Tulita women posting signs in poorly scribed common. The parchment placards bear highly realistic, lovingly rendered sketches of Tulita children and read, "Mizing. Near sewr. Hep find, pleez."

Individualists Hook

Cap'n Lester Farrows contacts the PCs with concerns. Little dresses and pants have started showing up in his daily sewer salvage and "That thar' jus' ain' right." He'd like their help investigating.

NOTES At 5th level this is a difficult but survivable Adventure Option. It should prove a solid challenge to 6th level parties. 7th level parties will begin to find it easy. Generally speaking, the sewers are a dangerous location and GMs can scale the CR by selecting appropriate random encounters.

❺ Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 8)

The ghost of Garr Bloodbane's bard haunts the docks of Port Shaw and asks the PCs to help lay his bones to rest. He fails to mention his bones also hide the real map to Garr Bloodbane's treasure.

Encounters

- *#1:* **The Ghost of Durrell Ravenkith** (Ch. 3., Stand-Alone; CR 8; 4,800 XP available)

Hooks

Powers That Be Hook

Gregory Bonedeuce is concerned that this ghost makes the docks too dangerous, even for citizens of Port Shaw. He confesses his Dragoons are a superstitious lot and asks if the PCs think they have what it takes to put an end to the haunting.

Former Heroes Hook

Zalen is concerned that any ghost making demands of passers-by is a spirit in pain. His duties to his congregation bar him from heading off on a quest or putting himself too much at risk, but the Church of Quell would appreciate it if the PCs spoke with this ghost to find out what might be done to lay the poor soul to rest.

Individualists Hook

A friend of Jenkie Barnes has a get rich quick scheme. He believes there's this ghost haunting the docks at night

who knows the real location of Garr Bloodbane's gold. He'll tell the PCs where to find the ghost if the PCs agree to interrogate the spirit and split the treasure with him.

NOTES At 5th level, any encounter with Durrell should involve simply meeting the ghost and hearing its message. A fight with Durrell at 5th level likely devastates the PCs. Consider using this encounter as a way to set up a sewer excursion, but not for example, as an attempt by the party to force information out of the ghost.

❻ Root out a nest of the Kraken's spies in the sewers (CR 5-10)

Harthagoa is slowly building up an attack force of skum in the sewers below Port Shaw. Unbeknownst to anyone, even the skum, they've chosen to squat in a location that contains the Jawbone of Kaho Ali'i. *This non-magical scrimshaw relic proves pivotal in the days to come.*

Encounters

- *#1:* **Bone Hunters** (Ch.3, Stand-Alone; CR 6; 2,400 XP)
- *#2:* **Agents of Skum** (Ch.3, Stand-Alone; CR 6; 2,400 XP)
- *#3:* **Sewer Section 1** (Ch.4, Set-Pieces; CR 5–10; 7 encounters; 21,200 XP available)

Hooks

Powers That Be Hook

Gregory Bonedeuce asks the PCs help tracking down a thief named Karskor Thul. He explains the fool broke into Barrison Hargrove's residence and made off with a scrimshaw *objet d'art*. It would prove embarrassing to Hargrove should it become the talk of the town that a common street thief burgled his mansion successfully. Gregory would appreciate it if the PCs tracked Thul down and brought him in – quietly of course – so Bonedeuce can handle matters from there. Asking around the PCs soon learn from Cap'n Lester Farrows that Karskor fled into the sewers about a week ago.

Tulita Hook

Tulita warriors from the interior have been stomping around Port Shaw hunting someone, but their lack of facility with the Common tongue makes understanding them difficult. If the PCs speak any of the Tulita dialects fluently, they learn the details below. Alternately, if the PCs have a strong relationship to Milliauka and/or Mokoli Ali'i they also learn the following:

About a month ago, a newcomer stole the Tulita peoples' most sacred relic. Mokoli's men caught a glimpse of the rogue before he escaped: short, half-Tulita/half-foreigner, sporting short-cropped hair, and wearing leather armor with black lacquered rat skulls dangling from the shoulders. Anyone asking after a man of this description in Port Shaw soon learns his name is Karskor Thul, and he was last seen slipping into the sewers from whence he never resurfaced.

NOTES Either the Bone Hunters or Agents of Skum encounter may serve as their own hook to lure the PCs into the sewers. To make those encounters do double duty as hooks, with Bone Hunters play up the smell of sewage. With Agents, have the skum run off for the sewers early in the encounter; hopefully, with the PCs in pursuit. Either way your adventurers likely learn the sewers are a place of interest.

Be aware, only the earliest parts of **Sewer Section 1** are appropriate for a 5th level party. A raid into the depths works, even exploring a bit, but if the PCs poke as far as **S3** and **S4**, the monsters there likely kill them. Consider dissuading the party from progressing quite that deep until later levels.

If using the Tulita Hook, consider building up to it. The PCs must first earn Milliauka and Mokoli Ali'i trust by aiding the Tulita people and performing missions that demonstrate the party's allegiance. Only after a series of such encounters builds a bond between the PCs and the two Tulita leaders do they trust the party with the mission to retrieve the *Jawbone.* To make this work for a higher level party, simply feed both the adventurers and their Tulita allies misinformation, leading them to believe Karskor Thul was last seen entering a more dangerous part of the sewers.

❼ Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- *#1:* **The Broken Skull** (Ch.3, Set-Pieces; CR 5-11; 5 encounters; 34,400 XP available)

NOTES Reasons for visiting the Broken Skull change as the PCs grow in power and experience. When they first arrive, no one knows who the adventurers are, and the Broken Skull serves as a place to pick up a hot meal, win

some quick cash, make friends, and build a little notoriety. The may even rent rooms at the Skull, transforming it into their first home base in Port Shaw.

As the PCs advance, winning fights at the Skull earns them local renown. People nod at the PCs on the street, congratulate them on their victories, buy the party free drinks in thanks for a bet won, and otherwise place the PCs in the spotlight. This brings overtures, for good and ill, from the representatives among the four primary factions.

Later still, fights at the Broken Skull play an important role in redeeming the Wave Riders, in general, and Belok Talorg's relationship arc, specifically. How the PCs perform at the Skull earns them friends, enemies or both and help shapes the final confrontation with the Krakenfiend.

The Coast and the Continent

❽ Investigate an abandoned village plagued by shark attacks (CR 5)

Something plagues the town of Thumb's Reach, the imprisoned Harok McFarrows village. The PCs arrive to find it cleared out and inhabited by only a single mad wereshark — from whom they rescue young Jessica McFarrows.

Encounters

- *#1:* **From the Mouths of Babes** (Ch.4, Set-Pieces; CR 5, 1 encounters, 1,600 XP available)

Hooks

Powers That Be Hook

Gregory Bonedeuce and Barrison Hargrove grow concerned that fishing villages up and down the coast no longer bring their catch to Port Shaw. The latest casualty, the hamlet of Thumb's Reach, even produced its own mad man, Harok McFarrows. Gregory explains that the Dragoons are stretched thin investigating shark attacks and keeping the city under control. He asks the PCs if they'll question this Harok fellow then visit Thumb's Reach to see what they can learn about this rash of attacks.

Former Heroes Hook

Zalen Trafalgar or Donovan Montgomery approaches the PCs to express concern about the town of Thumb's Reach. Zalen worries that the Powers that Be aren't revealing the whole story and that they plan to hang an innocent man – Harok McFarrows. Donovan reports he often shipped fish to market from Thumb's Reach, but the last time he visited the town was abandoned except for a high caterwauling noise that raised the hairs on the back of his neck. He sailed back into town only to learn his town contact, a local fisherman named Harok McFarrows, is accused of savagely murdering his entire family by hacking them to pieces with a sharkstooth club. Neither man can learn any additional information, and they'd like the PCs to investigate. In recompense, Zalen offers to heal one party member and Donovan offers a short ride on his ship to a location of their choice and back.

Tulita Hook

Milliauka has heard about Harok McFarrows, and he wants the PCs to investigate "This could be bad…" Milliauka is deeply troubled by Harok's account. He fears that the Kiss of Dajobas is spreading like a plague, but he wants to be sure. He points out that the Dragoons are holding this Harok person in the brig at Fort Stormshield, until his hanging five days hence, and suggests the PCs find a way into the fort to interrogate him.

Individualists Hook

An escaped criminal on the run from the Dragoons crosses the PCs' path. This criminal is named Modar (use the stats from **Chapter 3** for the dragonsmoke pushers in **Dragonsmoke for Sale**). If questioned, the fugitive can tell the PCs about the other residents of the Fort Stormshield brig: Harok McFarrows, Falken Drango (if he is there), and Milliauka (if he is there).

In addition, Modar knows Harok's story and believes that McFarrows is innocent of his family's murder and will tell the PCs this if they inquire. Modar also gives the PCs a description of The Inquisitor and the depths of the man's cruelty (See Fort Stormshield for details).

Finally, if asked how he made his escape, Modar tells the PCs about the sewer tunnels leading beneath the fort (See **Chapter 4** for details). He relates how he was brought blindfolded into a room of chanting men, but felt a trapdoor thump hollowly beneath his feet. So he bit the arm of a captor, tore off his blindfold, popped the trapdoor and escaped. His eyes were adjusting to the sudden light, and he did not see any of the people who dragged him out of his cell before running off through the sewers. He remembers little of his mad dash to freedom save that he exited near the dock behind Fort Stormshield.

NOTES There are many potential hooks for luring the party to investigate Thumb's Reach. Relgin McFarrows could be concerned about his missing niece, Jessica, for example, and offer the *Rita* as compensation for recovering her.

On the Razor Sea

❾ Redeem an Elf noble by rescuing her shipmates from an Abyss-haunted isle (CR 3-8)

Viscount Senegar Deepwarder is in trouble. His niece led an ill fated venture crewed by the dilettante children of Port Shaw's wealthy elite. Worse, she abandoned them to their fate on a haunted island. Now the Viscount needs the party's help redeeming his niece's honor.

Encounters

- *#1:* **Sinful Whispers** (***Heart of the Razor***; CR 3-8; 18 encounters; 45,200 XP available)

Hooks

See the adventure book ***Heart of the Razor,*** and the adventure **Sinful Whispers** for hooks to lure the PCs into tackling this Adventure Option.

NOTES This adventure also works as a challenging but survivable prequel adventure, leading to the PCs arrival in Port Shaw as rescuers. Additionally, successfully completing this adventure is an excellent segue to the 6th – 7th level Adventure Option **Recover an elven diplomat's stolen magic ring from the sewers (CR 4-9)**.

❿ Lured inside an underwater mountain, the PCs fight extradimensional invaders (CR 5-8)

While traveling at sea the PCs discover a rich treasure floating atop the strangest wreck – an entire ship pierced through its belly by an underwater mountain. Venturing aboard they discover a passage within the mountain, down to an even stranger wreck: the marooned advanced scout craft for an extradimensional invasion force.

Encounters

- *#1:* **The Black Spot** (***Heart of the Razor***; CR 5-8; 20 encounters; 37,000 XP available)

Hooks

Generally, involvement in The Black Spot is not hook driven. Any time the PCs hire a ship, book passage, or otherwise travel on the Razor Sea, this Adventure Option is open to them. See ***Heart of the Razor,*** **The Black Spot** for more suggestions on introducing this option into your campaign.

⓫ Fight monsters on the high seas (CR 5-8)

Level appropriate random encounters while sailing the Razor Sea.

Encounters

- *#1:* **Ghastly Tag-Along** (Ch.5, Stand-Alone; CR 5; 1,600 XP available)
- *#2:* **Electric Eels** (Ch.5, Stand-Alone; CR 7; 3,200 XP available)
- *#3:* **The Lurking Aboleth** (Ch.5, Stand-Alone; CR 7; 3,200 XP available)
- *#4:* **Pirates!** (Ch.5, Stand-Alone; CR 7; 3,200 XP available)
- *#5*: **Goblin Raiders** (Ch.5, Stand-Alone; CR 8; 4,800 XP available)

NOTES The encounter **Pirates!** proves useful for a variety of reasons. The attacking pirates may threaten the PCs with Admiral Tame's retribution when the battle goes against them, planting seeds that may encourage the PCs to favor Captain Mercy's proposal from the ***Heart of the Razor*** adventure **Angry Waters**. Alternately, GMs may use it to plant seeds for the adventure **Jungle Fever,** also in ***Heart of the Razor***, by leaving clues connecting the pirates to Sharkjaw Docks, a cargo station in the Pearl Eyes.

Whispers and Rumors

Include any Whispers and Rumors not shared during the previous session, plus the following:

Level 5: Game Session 2 Whispers

All Whispers are true unless marked false.

- Zalen Trafalgar, the new high priest of Quell, is offering a reward for finding a missing persons. Interested parties may inquire at the Chapterhouse.
- Chapterhouses of Quell along the Razor are gutted and gone. Empty. No one knows what attacked them, but something did.
- I heard there's a new drug turned up in the islands. Some cargo pit, the Jaws or sumthin' is serving up Brainfog, it's called. (PARTIALLY TRUE – it's called Dreamfog and it does not originate at Sharkjaw Docks)
- Elder Nakuaka is a dragonsmoke user.
- Hargrove found a map to Garr Bloodbane's gold – for real! (PARTIALLY TRUE – he has a map he *claims* shows the route to Bloodbane's treasure)
- My cousin's mother found Garr Bloodbane's gold – for real! (FALSE – Unless a PC is the cousin's mother)
- A series of violent shark attacks killed several fisher folk and left many others badly injured not far from Port Shaw.

- They're sending the best of the Dragoons on a mission to find Bloodbane's Gold. What a joke! Things are just going to get worse 'round here.
- It's always best to get the sea god's blessing before heading out on the waves.
- Turns out that Roland Lawrence fellow got booted from the Dragoons for dragonsmoke smuggling (PARTIALLY TRUE – he was *framed* for dragonsmoke smuggling).

Level 5: Game Session 2 Rumors

The DCs listed below apply to either Diplomacy or Knowledge (local) checks. All are true unless marked otherwise.

DC 15

- Archibald is not the only priest of Quell gone missing or dead; there was another guy, Jalma something or other, went missing a month or two back.
- You can fence goods, especially weapons, at Old Fish's Supplies.
- Tulita warriors from the interior are hunting the rogue Karskor Thul.

DC 20

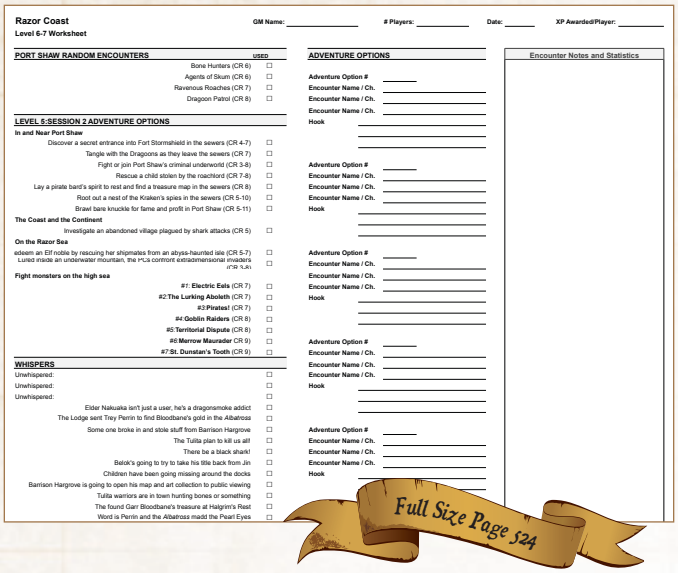
- Archibald just up and vanished. Then they sent along this new guy. Maybe it was a plot by the church! (PARTIALLY TRUE)
- The Lodge is sending Lt. Commander Perrin on a long-range patrol in the *Albatross.* They're covering up the real mission by claiming it's about Garr Bloodbane's Gold. (PARTIALLY TRUE)
- Karskor Thul was last seen entering the sewers.
- The Dragoons are extremely corrupt and accept bribes from various criminals. For example, Barrett, owner of "Barrett's Barnacle" is a known rogue and cutthroat protected by the Dragoons.
- Someone bought up all the alchemist's fire from every alchemist in Silk. They warned the Alchemist's Guild to keep their mouths shut, and the guild's pretty shaken up. I heard the Ring was involved.
- The Ring is upping its protection charge by a silver piece. A good protection racket is one thing, but they're going to bankrupt us!

DC 25

- No one knows who belongs to this Ring of the Kraken, but they are rumored to somehow mark their members.

Level 6-7

Typically, from Level 6-7, adventuring parties pursue whichever Adventure Options strike their fancy, leveling up and uncovering clues to the major plot arcs of ***Razor Coast***, without yet realizing what the clues they've collected mean – or even that they have collected clues. They begin to identify with one of the four orientations, building relationships with dramatis personae NPCs.


Razor Coast
Level 6-7 Worksheet
GM Name: # Players: Date: XP Awarded/Player:
PORT SHAW RANDOM ENCOUNTERS
USED
Bone Hunters (CR 6)
Agents of Skum (CR 6)
Ravenous Roaches (CR 7)
Dragoon Patrol (CR 8)
LEVEL 5:SESSION 2 ADVENTURE OPTIONS
In and Near Port Shaw
Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7)
Tangle with the Dragoons as they leave the sewers (CR 7)
Fight or join Port Shaw's criminal underworld (CR 3-8)
Rescue a child stolen by the roachlord (CR 7-8)
Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 8)
Root out a nest of the Kraken's spies in the sewers (CR 5-10)
Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)
The Coast and the Continent
Investigate an abandoned village plagued by shark attacks (CR 5)
On the Razor Sea
Fight monsters on the high sea
#1: Electric Eels (CR 7)
#2:The Lurking Aboleth (CR 7)
#3:Pirates! (CR 7)
#4 Goblin Raiders (CR 8)
#5 Territorial Dispute (CR 8)
#6:Merrow Marauder CR 9)
#7:St. Dunstan's Tooth (CR 9)
WHISPERS
Unwhispered:
Unwhispered:
Unwhispered:
Elder Nakuaka isn't just a user, he's a dragonsmoke addict
The Lodge sent Trey Perrin to find Bloodbane's gold in the Albatross
Some one broke in and stole stuff from Barrison Hargrove
The Tulita plan to kill us all!
There be a black shark!
Belok's going to try to take his title back from Jin
Children have been going missing around the docks
Barrison Hargrove is going to open his map and art collection to public viewing
Tulita warriors are in town hunting bones or something
The found Garr Bloodbane's treasure at Halgrim's Rest
Word is Perrin and the Albatross madd the Pearl Eyes
ADVENTURE OPTIONS
Adventure Option #
Encounter Name / Ch.
Encounter Name / Ch.
Encounter Name / Ch.
Hook
Encounter Notes and Statistics
Full Size Page 524

Prepping for Level 6-7

Typically, GMs follow these three steps when preparing for game sessions when their PCs are 6th-7th level:

- **Step 1:** Remove Used Adventure Options
- **Step 2:** Choose Adventure Options
- **Step 3:** Review Whispers and Rumors

Step 1: Remove Used Adventure Options

Anything you crossed off the list of Adventure Options on the previous sheet, cross off on this sheet. Any CR 6-8 short encounters you didn't use in your previous sessions may serve as random encounters. Unused Inciting Incidents are still open to you, but cross off those you already ran for your players.

Step 2: Choose Adventure Options

Scan the list of Adventure Options. Note that on the list below (and all subsequent lists), Adventure Options appearing for the first time are listed in small caps-italics.

This distinguishes them from Adventure Options that were also available at a previous level spread.

Choose options you think your players will enjoy, then write the number of the option down on your Worksheet. **Adventure Options: Details** tells you which encounters comprise that Adventure Option. Write those encounter names and their chapters down on your Worksheet as well. Finally, choose the hook or hooks you feel will most attract your players. On your Worksheet, jot down enough notes on the hook to remember it. Repeat until you have enough encounters for your coming session.

Step 3: Review Whispers and Rumors

Familiarize yourself with the Rumors by reading them. If the PCs ask about these topics, you'll remember and know where to look. Whispers, however, should be leaked throughout the course of the session. As many as possible. If there remain Whispers un-whispered from the previous level, jot them down in the notes section of your Level 6-7 Worksheet.

Level 6-7 Adventure Options

In and Near Port Shaw

1. Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7)
2. Tangle with the Dragoons as they leave the sewers (CR 7)
3. Fight or join Port Shaw's criminal underworld (CR 3-8)
4. Rescue a child stolen by the Roachlord (CR 7-8)
5. Recover an elven diplomat's stolen magic ring from the sewers (CR 4-9)
6. Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)
7. Put down a criminal gang extorting Tulita in the outskirts (CR 9)
8. Root out a nest of the Kraken's spies in the sewers (CR 5-10)
9. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

The Coast and the Continent

10. Brave Blacksink Marsh to save kidnapped plantation workers from sacrifice (CR 5-8)
11. Explore a shrine to the shark god, revealed by an earthquake (CR 6-9)
12. Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

On the Razor Sea

13. Fight monsters on the high seas (CR 7-9)

Level 6-7 Adventure Options Detail

In and Near Port Shaw

❶ Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7)

The Krakenfiend lent Gregory Bonedeuce his servants to protect the underbelly of the Fort. The PCs fight past sahuagin, hydrodaemons, and gibbering mouthers to uncover a secret escape route that they can use to enter the fort unseen.

Encounters

- *#1:* **Sewer Section 4** (Ch.4, Set-Pieces; CR 4-7; 4 encounters; 10,800 XP available)

NOTES These encounters will prove straightforward at 6th level and bore your party at 7th. At higher levels, only use this section of the sewer as the opening to a larger Adventure Option inside Fort Stormshield. See **Level 5: Game Session 2, Adventure Option Detail** for hooks.

❷ Tangle with the Dragoons as they leave the sewers (CR 7)

Worn out by tough fights in the sewers below Port Shaw, as they leave force the PCs to deal with a patrol of Dragoons who want to arrest them for venturing below.

Encounters

- *#1:* **Leaving the Sewers** (Ch.4, Stand-Alone; CR 7; 3,200 XP)

❸ Fight or Join Port Shaw's Criminal Underworld (CR 3-8)

Investigate gruesome criminal doings or look up a dragonsmoke dealer in a run-down bar in the Outskirts.

Encounters

- *#1:* **The Salty Dogs** (Ch.3, Stand-Alone; CR 8; 4,800 XP)

- *#2:* **Barrett's Barnacle** (Ch.4, Set-Pieces; CR 3-8; 4 encounters; 10,400 XP available)

NOTES The encounters at Barrett's Barnacle work best when the PCs are 5th or 6th level. By 7th level, most of these encounters will prove easy. However, if you wish to give your party a cinematic moment of kickin' butt and taking names, then by all means let them hit Barrett's at 7th level. Simply keep in mind only the final encounter to the set-piece offers any challenge at all to a 7th level party. See **Level 5: Game Session 2, Adventure Option Detail** for hooks.

❹ Rescue a child stolen by the Roachlord (CR 7-8)

Rumors of missing children lead the PCs to the lair of a cockroach transformed by the effluvium of Sagacious Samuel's experiments into a hideous humanoid-eating monstrosity.

Encounters

- *#1:* **Sewer Section 3** (Ch. 4, Set-Pieces; CR 7-8; 3 encounters; 12,800 XP available)

NOTES This section of the sewers should prove a solid challenge to 6th level parties. 7th level parties will begin to find it easy. Generally speaking, the sewers are a dangerous location and GMs can scale the CR by selecting appropriate random encounters. See **Level 5: Game Session 2, Adventure Option Detail** for hooks.

❺ Recover an elven diplomat's stolen magic ring from the sewers (CR 4-9)

After a meeting at the Kraken's Gullet – where only the powerful of Port Shaw dine – the PCs take a commission from the Elven ambassador, Viscount Deepwarder, to find his missing signet ring; but the Viscount does not warn them it's a ring of great power.

Encounters

- *#1:* **The Kraken's Gullet** (Ch. 3, Jade District Location; Roleplay)
- *#2:* **Sewer Section 6** (Ch. 4, Set-Pieces; CR 4-9; 6 encounters; 30,000 XP available)

Hooks

Powers That Be Hook

The PCs stumble upon a murdered elven merchant, covered in dog bites. Inquiring about Port Shaw points the finger at the Salty Dogs. The Dogs hacked him up pretty bad and stole his purse, but the gang missed a pouch of gold in his boot (25 gp). He also has a letter, written by his eldest sister to Viscount Senegar Deepwarder, tucked into the same boot. The Viscount rewards anyone who brings it to him with an additional 100gp, and offers the party the quest of recovering his missing signet ring.

Tulita Hook

Milliauka asks the PCs to come with him to find Nakuaka, because the Elder is late for a Lodge meeting. They find him, alright, scoring dragonsmoke in an alley. Once the PCs dispose of the pushers, Milliauka uses *neutralize poison* to temporarily clean up the addicted Elder. Together they frog march a sober Nakuaka to the Lodge on time. Word of the deed gets around the Kraken's Gullet and Viscount Deepwarder decides the PCs are just the fellows to help him retrieve his ring.

Individualists Hook

Having aided his family in the course of the **Sinful Whispers** Adventure Option (see ***Heart of the Razor***, **Sinful Whispers** for details), Viscount Deepwarder naturally thinks of the PCs when he needs help recovering his missing ring.

❻ Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)

The ghost of Garr Bloodbane's bard haunts the docks of Port Shaw and asks the PCs to help lay his bones to rest. He fails to mention his bones also hide the real map to Garr Bloodbane's treasure.

Encounters

- *#1:* **The Ghost of Durrell Ravenkith** (Ch. 3., Stand-Alone; CR 8; 4,800 XP available)
- *#2:* **Sewer Section 6** (Ch. 4, Set-Pieces; CR 4-9; 6 encounters; 30,000 XP available)

NOTES At 6th and 7th level the PCs should have an easier time going toe-to-toe with Ravenkith's ghost. Hooks that pit the PCs against the ghost in order to force information from it or banish it are not inappropriate. See **Level 5: Game Session 2, Adventure Option Detail** for other hooks.

❼ Put down a criminal gang extorting Tulita in the outskirts (CR 9)

The PCs learn that a gang of thugs is extorting supplies from poor folks in the Outskirts, and the locals beg them to intervene. Confronting the thieves, the PCs discover they've no ordinary pair of toughs on their hands.

Encounters

- *#1:* **The Nightslink Mystery, Part I** (Ch. 4, Stand-Alone; CR 9; 6,400 XP available)

Hooks

Powers That Be Hook

Gregory Bonedeuce approaches the PCs. He believes these thieves plaguing the Tulita may actually be Nightslinks, members of Falken Drango's crew. If so, the infamous pirate cannot be far behind. Since they'll bolt the moment they so much as smell a Dragoon, Bonedeuce asks the PCs to capture and "interrogate" the criminals, by which me means beat Falken's location out of them and report back. Gregory Bonedeuce could care less about them preying on the Tulita

Former Heroes Hook

Belok approaches the PCs explaining that this criminal gang is practicing extortion near his home, against his neighbors. He'd do something about it himself, but he has to make a living at the Broken Skull most evenings. Would the PCs mind confronting these criminals and stop them from preying on the poor folks in the Outskirts?

Tulita Hook

Milliauka explains that a gang of thugs is extorting ships supplies – cordage, sailcloth, and the like – not to mention food out of poor Tulita families living in the Outskirts. He asks the PCs to put an end to it.

Individualists Hook

Falken Drango admits he could use some help tracking down all the rumors about his missing crew. Everywhere he turns someone else reports seeing a Nightslink. Would the PCs mind checking out this rumor of a criminal gang in the Outskirts? A description of the perpetrators actually sounded like one of Falken's mates. If they are Nightslinks, don't hurt them! At worst, capture one and meet back up with Falken, please. Meanwhile, Falken will work the ten other leads he's uncovered. Thanks!

NOTES This encounter is a pre-requisite for using the **Nightslink Mystery, Part II** during the **Night of the Shark**. Give yourself extra points if in the course of this encounter an innocent bystander – preferably a friend of the PCs – gets bitten by one of the two Nightslinks and contracts Dajobas' Kiss.

❽ Root out a nest of the Kraken's spies in the sewers (CR 5-10)

Harthagoa is slowly building up an attack force of skum in the sewers below Port Shaw. Unbeknownst to anyone, even the skum, they've chosen to squat in a location that contains the Jawbone of Kaho Ali'i. *This non-magical scrimshaw relic proves pivotal in the days to come.*

Encounters

- *#1:* **Sewer Section 1** (Ch.4, Set-Pieces; CR 5–10; 7 encounters; 21,200 XP available)

NOTES At 6th level **Sewer Section 1** is a difficult but survivable set-piece and works well to introduce the sewers. See **Level 5: Game Session 2, Adventure Option Detail** for hooks.

❾ Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- *#1:* **The Broken Skull** (Ch.3, Set-Pieces; CR 5-11; 5 encounters; 34,400 XP available)

NOTES See **Level 5: Game Session 2** for details.

The Coast and the Continent

❿ Brave Blacksink Marsh to save kidnapped plantation workers from sacrifice (CR 5-8)

Workers go missing and the trail leads into the Blacksink Marsh. The PCs brave the depths of the foul swamp only to uncover an even greater evil.

Encounters

- *#1:* **Still Waters** (**Appendix 5**, ***Book of Indulgences***; CR 5-8; 11 encounters, 24,800 XP available)

Hooks

See **Appendix 5, Still Waters** for hooks to lure the PCs into tackling this Adventure Option.

⓫ Explore a shrine to the shark god, revealed by an earthquake (CR 6-9)

The PCs must travel to the Cove of Dead Gods on the other side of the Blacksink Marsh and shut down an underwater temple to the Shark God, recently revealed by an earthquake and breeding death incarnadine.

Encounters

- *#1:* **Shrine of Frenzy** (**Appendix 5, *Book of Indulgences***; CR 6-9; 8 encounters; 37,600 XP available)

Hooks

See **Appendix 5, Shrine of Frenzy** for hooks to lure the PCs into tackling this Adventure Option.

⓬ Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

Pressuring a dealer in Barrett's Barnacle, the PCs discover that the gnoll slaver Bonegnaw also supplies most of Port Shaw with dragonsmoke. A major shipment is coming into the docks soon and the people delivering know how to find Bonegnaw's secret cove.

Encounters

- *#1:* **The Midnight Deal** (Ch.3, Stand-Alone; CR 9; 6,400 XP available)
- *#2:* **Bonegnaw's Cove** (Ch.4., Set-Pieces; CR 6-10; 6 encounters; 29,600 XP available)

Hooks

Powers That Be Hook

Gregory Bonedeuce tells the PCs he's concerned about all the dragonsmoke flooding the streets of Port Shaw. He's learned that a primary distributor of dragonsmoke, named Garreg, does business out of Barrett's Barnacle. Bonedeuce would like the PCs to interrogate this Garreg and trace the dragonsmoke supply chain back to its source. He explains that he'd put his Dragoons on the task, but he's concerned many of them may be in the dragonsmoke kingpin's pocket. If PCs are evil, Bonedeuce explains about Bonegnaw refusing Bonedeuce cut of the drug market and he's frank that he wants the PCs to teach the gnoll a lesson.

Former Heroes Hook

Spies from the Ring of the Kraken take note of Donovan's steps towards recovery and kidnap Jenkie Barnes then sell him to Bonegnaw for food. Donovan blames himself for not being there to protect the lad and begs the PCs to help him find Jenkie. Asking around the docks reveals that Jenkie was loaded unconscious into the back of a boat that makes midnight deliveries of dragonsmoke to Port Shaw and is next expected back as described in **The Midnight Deal**.

Tulita Hook

Milliauka and Mokoli Ali'i abhor the havoc dragonsmoke wreaks in the lives of the Tulita living in and around Port Shaw. They want the distribution of this drug to end, and believe a supplier named Garreg who sells out of the Barnacle may prove the key to tracing the supply back to its source and ending it.

Individualists Hook

The owner of the Broken Skull fears his customers grow bored of watching the same fighters battle it out over and over. He has an exciting idea: wouldn't it be amazing to watch the pit fighters duke it out with a girallon? He's heard this crazy gnoll living in a cove south of Port Shaw actually has a pet girallon. He wants to hire the PCs to go "convince" the gnoll to sell the girallon to the Broken Skull – by whatever means necessary.

NOTES While survivable, tackling this set-piece at 6th level proves extremely difficult and likely results in more than one PC death.

If the PCs interrogate Garreg Meldenbourne and question him about Elder Nakuaka, he confesses that Barrett ordered him to hook the Tulita leader on dragonsmoke. Threatened further, Garreg shares in a whisper that he believes Barrett is Ring. Both of Garreg's statements are true. However, if confronted, Barrett denies these accusations and insists he watched Garreg give free dragonsmoke to Nakuaka. This latter statement is also true.

After defeating Bonegnaw, allow the PCs to locate the gnoll's ledger of drug transactions. It notes that a few years ago the Dragoons seized a case of dragonsmoke, numbered 341. A margin note proclaims in Gnoll, "Cost of doing business!"

On the Razor Sea

⓭ Fight monsters on the high seas (CR 7-9)

Encounters

- *#1:* **Electric Eels** (Ch.5, Stand-Alone; CR 7; 3,200 XP available)
- *#2:* **The Lurking Aboleth** (Ch.5, Stand-Alone; CR 7; 3,200 XP available)
- *#3:* **Pirates!** (Ch.5, Stand-Alone; CR 7; 3,200 XP available)
- *#4:* **Goblin Raiders** (Ch.5, Stand-Alone; CR 8; 4,800 XP available)
- *#5*: **Territorial Dispute** (Ch.5, Stand-Alone; CR 8; 4,800 XP available)
- *#6*: **Merrow Marauder** (Ch.5, Stand-Alone; CR 9; 6,400 XP available)

- #7: **St. Dunstan's Tooth** (Ch.5, Stand-Alone; CR 9; 6,400 XP available)

NOTES These encounters are essentially random. Avoid hitting your PCs with one that is more than 2 CRs higher than the average party level, unless you are making it the climactic moment of a story. For example, don't hit them with a CR 9 encounter when the party is 6th level. Stick to CR 8 and lower.

Whispers and Rumors

Any Whispers and Rumors not shared during the previous session, plus the following:

Level 6-7 Whispers

- Elder Nakuaka was once a great man, and now he's just a dragonsmoke addict! They pulled him out of a smoke den when he was supposed to be attending a Lodge meeting – again!
- The Lodge sent Commander Trey Perrin to find Garr Bloodbane's gold in the *Albatross*.
- Someone broke in and stole a valuable map from Barrison Hargrove! No it was a painting! No it was a bit of magic from the homeland. No it was a Tulita relic. No one broke in! They just killed someone on his plantations. (FALSE)
- The Tulita plan to kill us all (FALSE)
- There be a black shark!
- The latest fist fight at the Broken Skull is going to be good. Belok's going to try to take his title back from Jin.
- Children have been going missing around the docks. No one knows who is responsible for their kidnappings. Some people claim a dreadful ghost haunts the docks at night and devours the children.
- Barrison Hargrove is going to open his map and art collection for public viewing. (FALSE)
- Some inland Tulita warriors are in town hunting bones or something.
- They found Garr Bloodbane's treasure at Halgrin's Rest! (FALSE)
- Word out of Sharkjaw Docks is Perrin and the *Albatross* made the Pearl Eyes.
- You can fence goods, especially weapons, at Old Fish's Supplies.
- The *Albatross* headed out to sea awfully quickly.
- That old wizard, Xander Brim, has been wandering Tide at night casting spells on people.

Level 6-7 Rumors

DC 15

- The former priest of Quell in charge of the Chapterhouse in Port Shaw, named Archibald Noeliss, vanished without a trace last month, as did a Quellite missionary named Jalamar. Thank the waves for the new priest. Without him the Chapterhouse would have shut down!
- Hargrove plans to kill or enslave every last Tulita on the Razor!
- The sewers below the city link to a section of ancient catacombs rumored to once have been the den of a long-dead necromancer named Tarath-Vreen. Entering the sewers is illegal, not to mention dangerous. The winding, crisscrossing tunnels can prove difficult to navigate, and many curious adventurers who entered the sewers never returned.

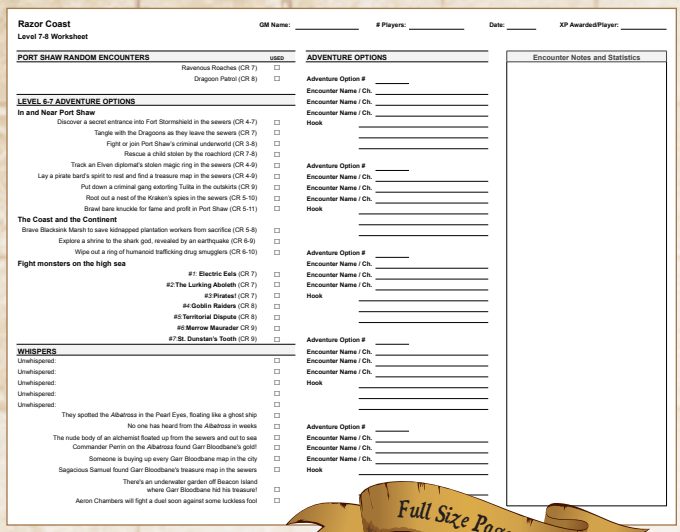
DC 20

- Elder Nakuaka's dragonsmoke supplier deals out of Barrett's Barnacle
- Old Fish's Supplies is actually a specialty weapon shop. Old Fish himself specializes in designing subtle and treacherous armaments for the many shady characters who visit the city. Anyone who visits the shop and inquires subtly about "specialty hooks" for their fishing rod may be led to a cellar workshop where they can purchase any number of devious devices from the old man.
- Turns out the person buying up the alchemist's fire in Silk was a woman named Vrina, a dark-haired beauty. No one knows what she wants with so many barrels of the stuff, but whispers abound that a few inquisitive alchemists have gone missing; so no one is asking now. Vrina has not been seen in the city for several days.

DC 25

- Word is Roland Lawrence was onto the Ring, and they got him cashiered.
- They say the Ring of the Kraken is planning something. No one knows what.

Level 7-8



Razor Coast
Level 7-8 Worksheet

GM Name: _____ # Players: _____ Date: _____ XP Awarded/Player: _____

PORT SHAW RANDOM ENCOUNTERS — used
Ravenous Roaches (CR 7) ☐
Dragoon Patrol (CR 8) ☐

LEVEL 6-7 ADVENTURE OPTIONS
In and Near Port Shaw
Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7) ☐
Tangle with the Dragoons as they leave the sewers (CR 7) ☐
Fight or join Port Shaw's criminal underworld (CR 3-8) ☐
Rescue a child stolen by the roachlord (CR 7-8) ☐
Track an Elven diplomat's stolen magic ring in the sewers (CR 4-9) ☐
Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9) ☐
Put down a criminal gang extorting Tulita in the outskirts (CR 9) ☐
Root out a nest of the Kraken's spies in the sewers (CR 5-10) ☐
Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11) ☐
The Coast and the Continent
Brave Blacksink Marsh to save kidnapped plantation workers from sacrifice (CR 5-8) ☐
Explore a shrine to the shark god, revealed by an earthquake (CR 6-9) ☐
Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10) ☐
Fight monsters on the high sea
#1: **Electric Eels** (CR 7) ☐
#2:**The Lurking Aboleth** (CR 7) ☐
#3:**Pirates!** (CR 7) ☐
#4:**Goblin Raiders** (CR 8) ☐
#5:**Territorial Dispute** (CR 8) ☐
#6:**Merrow Marauder** CR 9) ☐
#7:**St. Dunstan's Tooth** (CR 9) ☐

WHISPERS
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
They spotted the *Albatross* in the Pearl Eyes, floating like a ghost ship ☐
No one has heard from the *Albatross* in weeks ☐
The nude body of an alchemist floated up from the sewers and out to sea ☐
Commander Perrin on the *Albatross* found Garr Bloodbane's gold! ☐
Someone is buying up every Garr Bloodbane map in the city ☐
Sagacious Samuel found Garr Bloodbane's treasure map in the sewers ☐
There's an underwater garden off Beacon Island where Garr Bloodbane hid his treasure! ☐
Aeron Chambers will fight a duel soon against some luckless fool ☐

ADVENTURE OPTIONS
Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
Adventure Option # _____
Encounter Name / Ch. _____
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Encounter Name / Ch. _____
Hook _____
Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Encounter Notes and Statistics

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From Level 7-8 a picture begins to develop: it links shark attacks and an underground syndicate to nefarious doings in and around Port Shaw. The PCs begin to actively explore branches of the Plot Web that lead into the main plot arcs. GMs should work to deepen relationships to specific NPCs, both among the minor characters and the more significant dramatis personae.

Prepping for Level 7-8

These are the three steps for preparing an adventure session:

- **Step 1:** Remove Used Adventure Options
- **Step 2:** Choose Adventure Options
- **Step 3:** Review Whispers and Rumors

Step 1: Remove Used Adventure Options

Your Level 7-8 Worksheet lists Adventure Options from previous levels that remain a fun challenge for a party of 7th – 8th level PCs. Anything you crossed off the list of Adventure Options on the previous sheet, however, cross off on this sheet so as not to repeat any encounters.

Step 2: Choose Adventure Options

Scan the list of Adventure Options. Note that for the first time, some of the more interesting Adventure Options and a significant amount of the available XP requires the PCs to secure a ship and head out to sea. With this in mind, choose options you think your players will enjoy, then write the number of the option down on your Worksheet.

As usual, **Adventure Options Detail** tells you which encounters comprise that Adventure Option. Write those encounter names and their chapters down on your Worksheet as well. Finally, choose the hook or hooks you feel will most attract your players. On your Worksheet, jot down enough notes on the hook to remember it. Repeat until you have enough encounters for your coming session.

Step 3: Review Whispers and Rumors

Familiarize yourself with the Rumors by reading them. As at previous levels, leak as many Whispers as possible each session. Note any un-whispered Whispers from the previous level on the notes section of this level's Worksheet to avoid overlooking them.

Level 7-8 Adventure Options

In and Near Port Shaw

1. Tangle with the Dragoons as they leave the sewers (CR 7)
2. Fight or join Port Shaw's criminal underworld (CR 3-8)
3. Recover an elven diplomat's stolen magic ring from the sewers (CR 4-9)
4. Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)
5. Put down a criminal gang extorting Tulita in the outskirts (CR 9)
6. Root out a nest of the Kraken's spies in the sewers (CR 5-10)
7. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)
8. Hunt the lost treasures of an ancient necromancer in the sewers (CR 4-11)
9. Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw (CR 6-11)

The Coast and the Continent

10. Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

On the Razor Sea

11. Investigate why the lighthouse on Beacon Island went dark (CR 9)
12. Fight monsters on the high seas (CR 7-10)

⓭ Stop an assassination attempt on Zalen Trafalgar (CR 10)

⓮ Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)

Level 7-8 Adventure Options Detail

In and Near Port Shaw

❶ Tangle with the Dragoons as they leave the sewers (CR 7)

Worn out by tough fights in the sewers below Port Shaw, as they leave force the PCs to deal with a patrol of Dragoons who want to arrest them for venturing below.

Encounters

- *#1:* **Leaving the Sewers** (Ch.4, Stand-Alone; CR 7; 3,200 XP)

NOTES When the PCs are at 8th level and higher, these Dragoons will only prove a challenge to a severely depleted party. Defeat by the Dragoons may lead to arrest and incarceration in Fort Stormshield. Defeating the Dragoons may lead to unwanted questions.

❷ Fight or Join Port Shaw's Criminal Underworld (CR 3-8)

Investigate gruesome criminal doings or look up a dragonsmoke dealer in a run-down bar in the Outskirts.

Encounters

- *#1:* **The Salty Dogs** (Ch.3, Stand-Alone; CR 8; 4,800 XP)
- *#2:* **Barrett's Barnacle** (Ch.4, Set-Pieces; CR 3-8; 4 encounters; 10,400 XP available)

NOTES As indicated, at 7th and especially 8th level, these encounters make the most sense as an opening to a longer set-piece, in which your players get to kick butt and take names. See **Level 5: Game Session 2, Adventure Option Detail** for hooks.

❸ Recover an elven diplomat's stolen magic ring from the sewers (CR 4-9)

After a meeting at the Kraken's Gullet – where only the powerful of Port Shaw dine – the PCs take a commission from the Elven ambassador, Viscount Deepwarder, to find his missing signet ring; but the Viscount does not warn them it's a ring of great power.

Encounters

- *#1:* **The Kraken's Gullet** (Ch. 3, Jade District Location; Roleplay)
- *#2:* **Sewer Section 6** (Ch. 4, Set-Pieces; CR 4-9; 6 encounters; 30,000 XP available)

NOTES See **Level 6-7, Adventure Option Detail** for hooks and other details.

❹ Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)

The ghost of Garr Bloodbane's bard haunts the docks of Port Shaw and asks the PCs to help lay his bones to rest. He fails to mention his bones also hide the real map to Garr Bloodbane's treasure.

Encounters

- *#1:* **The Ghost of Durrell Ravenkith** (Ch. 3., Stand-Alone; CR 8; 4,800 XP available)
- *#2:* **Sewer Section 6** (Ch. 4, Set-Pieces; CR 4-9; 6 encounters; 30,000 XP available)

NOTES See **Level 5: Game Session 2, Adventure Option Detail** for other hooks.

❺ Put down a criminal gang extorting Tulita in the outskirts (CR 9)

The PCs learn that a gang of thugs is extorting supplies from poor folks in the Outskirts, and the locals beg them to intervene. Confronting the thieves, the PCs discover they've no ordinary pair of toughs on their hands.

Encounters

- *#1:* **The Nightslink Mystery, Part I** (Ch. 4, Stand-Alone; CR 9; 6,400 XP available)

NOTES This encounter is a pre-requisite for using the **Nightslink Mystery, Part II** during the **Night of the Shark**. See **Level 6-7, Adventure Option Detail** for hook details

❻ Root out a nest of the Kraken's spies in the sewers (CR 5-10)

Harthagoa is slowly building up an attack force of skum in the sewers below Port Shaw. Unbeknownst to anyone, even the skum, they've chosen to squat in a location that contains

the Jawbone of Kaho Ali'i. *This non-magical scrimshaw relic proves pivotal in the days to come.*

Encounters

- *#1:* **Sewer Section 1** (Ch.4, Set-Pieces; CR 5–10; 7 encounters; 21,200 XP available)

NOTES At 7th level this set-piece proves a challenge, but tends to the easy side. It still works well to introduce your adventurers to the sewers. Avoid this set-piece at 8th level, except as the opening to a more extended sewer excursion. See **Level 5: Game Session 2, Adventure Option Detail** for hooks.

❼ Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- *#1:* **The Broken Skull** (Ch.3, Set-Pieces; CR 5-11; 5 encounters; 34,400 XP available)

NOTES See **Level 5: Game Session 2, Adventure Option Detail** for hooks.

❽ Hunt the lost treasures of an ancient necromancer in the sewers (CR 4-11)

The power and magical puissance of the necromancer king make up the stuff of legend. In ancient days they drove him across the ocean to a distant land, and some believe he came to Kai bay. Others believe he stayed and built a laboratory in a cavern, on top of which later settlers built Port Shaw.

Encounters

- *#1:* **Sewer Section 7** (Ch.4, Set-Pieces; CR 4-11; 8 encounters; 39,200 XP available)

Hooks

Powers That Be Hook

Barrison Hargrove plans to live forever, and he's heard rumors that creatures living in Tarath-Vreen's catacombs may possess secrets of immortality. He hires the PCs to either capture the vampire Chiho Molina, ferret out Farral-Kylos' lichdom recipe, or both.

Former Heroes Hook

Someone recently stole Xander Brim's spellbook, and he's desperate to replace it. He believes Tarath-Vreen's spellbook lies somewhere in the catacombs below and needs the PCs to retrieve it for him. He'd go himself, but he must conserve his magics now. Should he prove mistaken or fail to find Vreen's spellbook, Xander no longer possesses a means to replenish his spells.

Tulita Hook

Years ago, over 30 Tulita workers died in cave-ins near **Sewer Section 7** before the Port Shaw authorities gave up on expanding the system. They left those workers remains where they fell, and now the relatives of the dead seek the bones of their ancestors. The lost Tulitas' families have asked Milliauka and Mokoli Ali'i for help. The two leaders ask the PCs to seek and retrieve the bones, not knowing that the dead Tulita workers haunt the sewers as animated skeletons serving the Necroworm Queen. PCs venturing into the sewers on this mission find the Tulita they seek in **Sewer Section 7, Area S-30.**

Individualists Hook:

Sagacious Samuel's is concerned that his student Carthias Delnor vanished into the sewers. Sagacious asks the PCs for help finding the "boy" and shows them the access hatch leading from his shop down below. He reports that on the day he discovered Carthias missing he found the hatch open, when it's always supposed to remain locked.

❾ Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw (CR 6-11)

The Kraken plans to eliminate Quell's last Chapterhouse on the Razor – by detonating barrels of alchemists' fire beneath its floorboards. The PCs stumble upon the team of devils sent to do the Krakenfiends bidding, perhaps in time to prevent the explosion.

Encounters

- *#1:* **Sewer Section 2** (Ch.4, Set-Pieces; CR 6-11; 5 encounters; 12,800 XP available)

Hooks

Powers That Be Hook

Gregory Bonedeuce has been trying to secure alchemists fire for the *Pride*, but there's none to be had. He wants the PCs to help find out whose cornering the market and get him some.

Former Heroes Hook

Xander Brim spends his downtime with sages, shamans, alchemists, and wizards of all stripes. He noticed when some of his alchemist associates missed their weekly shop talk and ale. He also noticed when his other alchemist friends stopped talking to him – but not before he gathered that someone is hoarding alchemist's fire. That can't be

good. Taken together, these events prompted Xander to expend his last scroll of divination, and he learned that fate holds something awful for the Chapterhouse of Quell, something that comes from the sewers. Xander reveals this information to Zalen and the PCs, together.

Tulita Hook

Mokoli Ali'i learned from a Tulita working in an alchemist's warehouse that someone bought up all the city's alchemist's fire and secreted it away in the sewers. This reminds him of the Great Burning during the first Tulita wars, when the foreigners turned alchemist's fire on his people for the first time. It proved so staggering a defeat that many thought Great Pele Herself had turned against them. Mokoli fears someone means to attack the Tulita in the same fashion, soon. He asks the PCs to investigate and prevent a second, demoralizing atrocity.

Individualists Hook

A woman named Vrina asked an alchemist to introduce her to his friend, Cap'n Lester Farrows. She then hired the sewer pirate to teach her to navigate the sewers. A few weeks later, Lester's alchemist friend floated out of the sewers, dead. The sewer pirate asks the PCs help tracking this Vrina, who he believes killed his friend. He shares that he took Vrina on a tour through **Sewer Sections 2** and **6**, when she hired him originally.

NOTES Harthagoa played this scheme close. Not even Bonedeuce knows the plan. Barrison Hargrove, in particular, would not approve of this plot if he knew of it. Blowing up Port Shaw is no part of his deal with the Krakenfiend. If the PCs bring Hargrove a demon corpse and a room full of alchemist's fire, that might be enough to turn him against the Kraken. It certainly reminds Barrison how he turned over maps of the sewer system to the Kraken's agents in order to help the Ring's spy network, or so he thought. Barrison does not appreciate being complicit in the wanton destruction of his own city.

The Coast and the Continent

❿ Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

Pressuring a dealer in Barrett's Barnacle, the PCs discover that the gnoll slaver Bonegnaw also supplies most of Port Shaw with dragonsmoke. A major shipment is coming into the docks soon and the people delivering know how to find Bonegnaw's secret cove.

Encounters

- *#1:* **The Midnight Deal** (Ch.3, Stand-Alone; CR 9; 6,400 XP available)
- *#2:* **Bonegnaw's Cove** (Ch.4., Set-Pieces; CR 6-10; 6 encounters; 29,600 XP available)

NOTES See **Level 6-7, Adventure Option Detail** for hook details

On the Razor Sea

⓫ Investigate why the lighthouse on Beacon Island went dark (CR 9)

The lighthouse on Beacon Island is an important structure helping guide shipping to eventual safety in Kai Bay. Yet no matter how many folks Port Shaw hires to staff it, the lighthouse eventually flickers out. The last fellow to take the job as lighthouse keeper, never even reached the island. That was so long ago, wyverns now roost in the lamp tower.

Encounters

- *#1:* **Beacon Island: On the Island** (Ch.5, Set-Pieces; CR 9; 2 encounters; 12,800 XP available)

Hooks

Powers That Be Hook

Wharfmaster Creely posts a Help Wanted notice in the customs house, advertising that the position of Beacon Island Lighthouse Keeper stands vacant. He asks if the PCs have any interest in the position and bemoans how no matter how many people accept the job, the lighthouse continuously falls dark. When the PCs decline (as they likely will), the Wharfmaster further complains that the lighthouse continuously falling dark is a burdensome mystery that ends in shipwrecks. He's willing to pay good gold if the PCs find out what's going wrong and put an end to it.

Former Heroes Hook

The most recent Beacon Island lighthouse keeper was a friend of both Xander's and Belok's. The former Wave Riders express concern that they've not heard from their friend and, further, that they heard a rumor the lighthouse on Beacon Island no longer shines. They ask the PCs to investigate.

Tulita Hook

The most recent Beacon Island lighthouse keeper (a newcomer) took the position, but then never sent for his Tulita wife and their children. She's terrified something happened to him and begged Milliauka for help. Milliauka in turn asks the PCs to investigate. What the poor woman does not know is she is not his wife – she's his mistress. He left for

Beacon Island with his newcomer family and never returned. Discovering this fact may serve as a red herring to throw the PCs off the Adventure Option, so reveal it accordingly.

Individualists Hook

Someone important to the PCs or otherwise interesting needs wyvern's blood, and the lighthouse at Beacon Island is known to support a wyvern's nest. Examples, might include Old Fish needing wyvern's blood for a poison or Raogul, Chef at the Kraken's gullet, needing wyvern's blood for his masterpiece soup recipe – a soup that restores virility. GMs should feel free to choose an NPC and invent a need for wyvern's blood, then send the PCs on a quest to recover it.

⓬ Fight monsters on the high seas (CR 7-10)

Encounters

- *#1:* **Electric Eels** (Ch.5, Stand-Alone; CR 7; 3,200 XP available)
- *#2:* **The Lurking Aboleth** (Ch.5, Stand-Alone; CR 7; 3,200 XP available)
- *#3:* **Pirates!** (Ch.5, Stand-Alone; CR 7; 3,200 XP available)
- *#4:* **Goblin Raiders** (Ch.5, Stand-Alone; CR 8; 4,800 XP available)
- *#5*: **Territorial Dispute** (Ch.5, Stand-Alone; CR 8; 4,800 XP available)
- *#6*: **Merrow Marauder** (Ch.5, Stand-Alone; CR 9; 6,400 XP available)
- *#7*: **St. Dunstan's Tooth** (Ch.5, Stand-Alone; CR 9; 6,400 XP available)
- *#8*: **Fog on the Horizon** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)

NOTES If you are using the ship-to-ship combat rules from ***Fire as She Bears***, consider building a ship for Pirates! equal in power to whatever vessel the PCs take to sea. Additionally, when running **Goblin Raiders**, consider the rules for extinguishing fires found in ***Fire as She Bears***. The Territorial Dispute encounter works best after the party retrieves Viscount Senegar's ring, as it presents the party an opportunity to activate the ring.

⓭ Stop an assassination attempt on Zalen Trafalgar (CR 10)

A rakshasa assassin, bought and paid, heads for Port Shaw and Zalen Trafalgar is his target. Only the PCs stand between the stalwart priest of Quell and certain death.

Encounters

- *#1:* **The Secret Passenger** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)

Hooks

Powers That Be Hook

On Harthagoa's orders, Hargrove and Bonedeuce hired an assassin from overseas to eliminate Zalen Trafalgar, but Hargrove is having second thoughts. He wants an ace up his sleeve, something to counter Harthagoa should the Kraken break their deal and seek to replace Hargrove as Port Shaw's ruler. Barrison sees Zalen and the Church of Quell as a power he can play against the Krakenfiend if necessary. He secretly sends a message warning the PCs of the hit on Zalen and the rakshasa coming to Port Shaw to carry it out.

Former Heroes Hook

Jalia Ramires' network of dockside street urchins hears that an assassin from over the ocean landed and made his way to Old Fish. Of course he's an assassin – who else would visit Old Fish? And, they reported further, he and his manservant exited Old Fish's Supplies, spreading silver for directions to the Chapterhouse of Quell.

Tulita Hook

A Tulita sailor reported to Milliauka his suspicions of an odd visitor from over the ocean. Then man asked many, many questions about Zalen Trafalgar. He wanted to know Zalen's favorite eatery, how often he visited the Tulita in the Outskirts and other information about Zalen's lifestyle. It didn't sit right, and Milliauka would like the PCs to find this visitor and ask a few questions of their own. Zalen has been a friend to the Tulita, often healing those in need, and Milliauka also asks the PCs to pass on what they know.

Individualists Hook

All assassins that come to Port Shaw check in with Old Fish as a courtesy, seeking permission to ply their trade on the aging master's preserve. As a matter of routine, Old Fish accepts their obeisance, their fee, and grants his permission for whatever assassination they're about to proceed unhindered. If the PCs fail to tumble to the rakshasa's nature when they first encounter him, any mention of the creature in Old Fish's presence elicits a surprised grunt. "Really?" Old Fish enquires, "He was recently here…talking to me." Old Fish's code won't let him speak more specifically about the rakshasa's business, but he will mention which weapons the killer bought and further, that the group of urchins loitering outside his store spoke with the rakshasa.

NOTES When deploying this encounter, Lucius the rakshasa assassin is not merely a hideous poisoner, murderer, and Kal' Ay-Mah cultist from the distant Ebon Shroud, hired to assassinate Zalen. He is also the cult's emissary assessing Port Shaw as a possible staging ground for the cult.

This encounter works best in any one of four ways: the PCs encounter the ship upon which the assassin travels while at sea; the PCs learn that the assassin is due to arrive in Port Shaw on a ship; they learn the assassin has already arrived in Port Shaw and is on the move; or they burst in on the assassination attempt just as the rakshasa and his doppelganger servant strike.

If the PCs foil the assassination attempt on Zalen, they find a scrap of parchment on the body of the assassin that reads, "For your trouble. – The Ring"

⓮ Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)

The sea king has taken a new bride, but she's an agent of the Kraken and plans to stage a coup. The PCs must infiltrate the Coral Palace – a wonder of coral and cooled magma, sculpted from ancient lava tubes -- unravel the truth of the Sea King's new bride and prevent the takeover.

Encounters

- *#1:* **Blood Waters** (**Appendix 5, *Book of Indulgences;*** CR 5-11; 8 encounters; 60,800 XP available)

Hooks

Individualists Hook

A group of **15 merfolk refugees** travel past the PCs. They are suspicious of any land dwellers, but if calmed with a DC 20 Diplomacy check, they are willing to talk to the PCs. The merfolk are aware of the Krakenfiend's preparations for a battle of some sort.

These fishmen are on the run because a new queen, who obviously does not have their people's best interests at heart, has usurped their king. If the PCs express a desire to defeat the Krakenfiend, the merfolk offer an alliance with the party. They also beg the PCs to free their people from the queen's yoke, and this serves as a hook to pull the party into the **Blood Waters** Indulgence if the GM desires.

If the PCs attack the merfolk, the refugees attempt to flee. Five of them try to hold the party off and allow the others to escape.

Merfolk (15): CR 1/3; hp 7; See the *Pathfinder Roleplaying Game Bestiary* for full details.

Notes See **Appendix 5, Blood Waters** for additional hooks.

Whispers and Rumors

Any Whispers and Rumors not shared during the previous session, plus the following:

Level 7-8 Whispers

- The *Albatross* was spotted in the Pearl Eyes, floating like a ghost ship! (PARTIALLY TRUE – it wasn't floating like a ghost ship, but it was spotted low on crew)
- No one has heard from the *Albatross* in weeks.
- The nude body of an alchemist floated up from the sewers and out to sea. Then a shark got it.
- Word out of Sharkjaw is Commander Perrin on the *Albatross* found Garr Bloodbane's gold! (FALSE)
- Someone is buying up every Garr Bloodbane map in the city. (FALSE)

- Sagacious Samuel found Garr Bloodbane's treasure map in the sewers.
- There's a legend of an underwater garden off of Beacon Island where Garr Bloodbane hid his treasure!
- Aeron Chambers will fight a duel soon against some luckless fool. (FALSE)

Level 7-8 Rumors

DC 15

- Nakuaka's dragonsmoke supplier deals out of Barrett's Barnacle
- A group of adventurers once went to seek Bloodbane's treasure near Beacon Island and never came back.
- Ships traveling to and from Port Shaw continue to vanish, but curiously they never belong to Barrison Hargrove or his friends.

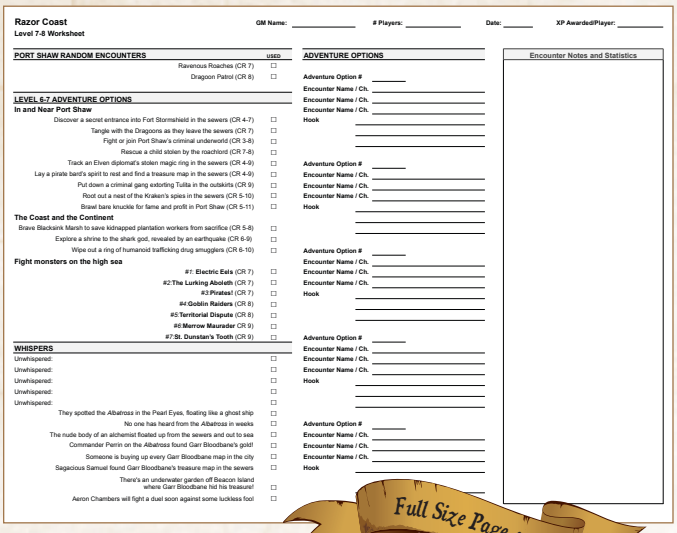
DC 20

- Old Fish sometimes deals in illegal and banned weapons.
- Word is the Ring of the Kraken is planning something. No one knows what.
- Someone bought up all the stock of alchemist's fire from all the alchemical shops in Silk. They warned the Alchemist's Guild to keep their mouths shut. The guild's pretty shaken up. I heard the Ring was involved.
- Gregory Bonedeuce has taken a very large number of merchants to dinner at the Kraken's Gullet lately.

DC 25

- Word is there's an assassin coming in from the mainland, but no one knows what business he's on. Word also is the Ring hired him.
- My cousin overheard a drunken Dragoon say Perrin had it coming to him for sticking his nose into Ring business.

LEVEL 8-9



Razor Coast
Level 7-8 Worksheet

GM Name: _____ # Players: _____ Date: _____ XP Awarded/Player: _____

PORT SHAW RANDOM ENCOUNTERS — USED
Ravenous Roaches (CR 7) ☐
Dragoon Patrol (CR 8) ☐

LEVEL 6-7 ADVENTURE OPTIONS
In and Near Port Shaw
Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7) ☐
Tangle with the Dragoons as they leave the sewers (CR 7) ☐
Fight or join Port Shaw's criminal underworld (CR 3-8) ☐
Rescue a child stolen by the roachlord (CR 7-8) ☐
Track an Elven diplomat's stolen magic ring in the sewers (CR 4-9) ☐
Lay a pirate band's spirit to rest and find a treasure map in the sewers (CR 4-9) ☐
Put down a criminal gang extorting Tulita in the outskirts (CR 9) ☐
Root out a nest of the Kraken's spies in the sewers (CR 5-10) ☐
Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11) ☐
The Coast and the Continent
Brave Blacksink Marsh to save kidnapped plantation workers from sacrifice (CR 5-8) ☐
Explore a shrine to the shark god, revealed by an earthquake (CR 6-9) ☐
Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10) ☐
Fight monsters on the high sea
#7: Electric Eels (CR 7) ☐
#2:The Lurking Aboleth (CR 7) ☐
#3:Piratest (CR 7) ☐
#4:Goblin Raiders (CR 8) ☐
#5:Territorial Dispute (CR 8) ☐
#6:Merrow Marauder CR 9) ☐
#7:St. Dunstan's Tooth (CR 9) ☐

WHISPERS
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
They spotted the Albatross in the Pearl Eyes, floating like a ghost ship ☐
No one has heard from the Albatross in weeks ☐
The nude body of an alchemist floated up from the sewers and out to sea ☐
Commander Perrin on the Albatross found Garr Bloodbane's gold! ☐
Someone is buying up every Garr Bloodbane map in the city ☐
Sagacious Samuel found Garr Bloodbane's treasure map in the sewers ☐
There's an underwater garden off Beacon Island where Garr Bloodbane hid his treasure! ☐
Aeron Chambers will fight a duel soon against some luckless fool ☐

ADVENTURE OPTIONS
Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Encounter Notes and Statistics

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During 8th – 9th level, the plots thicken. This is a good time for GMs to plant the seeds that all is not well with their friends and allies. Provide one or two subtle indications to the PCs that something happened to their old friend or ally; for example, a new scar which the NPCs keep hidden beneath an uncharacteristic article of clothing (such as a scarf or longer-sleeved shirt) or some bulky jewelry. Other clues might include inexplicable and constant ocean swimming, reports of evening disappearances, memory loss, or shifting from steak and vegetables to a seafood only diet. Just a few oddities, here and there, but leave the NPCs functional. The PCs should uncover more references to the Ring of the Kraken. The sense that all is not right in Port Shaw should creep more strongly into these levels. Additionally, by the time the PCs reach 8th level, Gregory Bonedeuce and Aaron Chambers set sail on the *Pride* in pursuit of Trey Perrin on the *Albatross*. They are no longer in Port Shaw and do not return until the **Kraken Strikes, Act 2**.

Prepping for Level 8-9

The three steps for preparing an adventure session:

- **Step 1:** Remove Used Adventure Options
- **Step 2:** Choose Adventure Options
- **Step 3:** Review Whispers and Rumors

Step 1: Remove Used Adventure Options

Anything you crossed off the list of Adventure Options on the previous sheet, cross off on this sheet so as not to repeat any encounters.

Step 2: Choose Adventure Options

Scan the list of Adventure Options. Choose options you think your players will enjoy, then write the number of the option down on your Worksheet. As usual, **Adventure Options Detail** tells you which encounters comprise that Adventure Option. Write those encounter names and their chapters down on your Worksheet as well. Finally, choose the hook or hooks you feel will most attract your players and jot down enough notes on the hook to remember it.

Step 3: Review Whispers and Rumors

Familiarize yourself with the Rumors by reading them. As during previous game sessions, leak as many Whispers as possible each session. Record any as yet un-whispered Whispers from the previous level and try to release those to your PCs as well.

Level 8-9 Adventure Options

In and Near Port Shaw

1. Recover an elven diplomat's stolen magic ring from the sewers (CR 4-9)
2. Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)
3. Put down a criminal gang extorting Tulita in the outskirts (CR 9)
4. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)
5. Hunt the lost treasures of an ancient necromancer in the sewers (CR 4-11)
6. Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw (CR 6-11)
7. Battle a sewage elemental beneath Port Shaw (CR 11)

The Coast and the Continent

8. Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

On the Razor Sea

9. Fight monsters on the high seas (CR 8-11)
10. Investigate why the lighthouse on Beacon Island went dark (CR 9)
11. Stop an assassination attempt on Zalen Trafalgar (CR 10)
12. Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)
13. Hunt for underwater treasures and discover the wreck of the Razor's Edge (CR 9-11)
14. Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)
15. Bargain with a loa and travel the elemental realms on a mission for a demi-diety (CR 3-13+)

Level 8-9 Adventure Options Detail

In and Near Port Shaw

❶ Recover an elven diplomat's stolen magic ring from the sewers (CR 4-9)

After a meeting at the Kraken's Gullet – where only the powerful of Port Shaw dine – the PCs take a commission from the Elven ambassador, Viscount Deepwarder, to find his missing signet ring; but the Viscount does not warn them it's a ring of great power.

Encounters

- *#1:* **The Kraken's Gullet** (Ch. 3, Jade District Location; Roleplay)
- *#2:* **Sewer Section 6** (Ch. 4, Set-Pieces; CR 4-9; 6 encounters; 30,000 XP available)

NOTES Although it will prove easy, this set-piece still works for 8th level adventurers. Avoid running it for 9th level parties. See **Level 6-7, Adventure Option Detail** for hooks and other details.

❷ Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)

The ghost of Garr Bloodbane's bard haunts the docks of Port Shaw and asks the PCs to help lay his bones to rest. He fails to mention his bones also hide the real map to Garr Bloodbane's treasure.

Encounters

- *#1:* **The Ghost of Durrell Ravenkith** (Ch. 3., Stand-Alone; CR 8; 4,800 XP available)
- *#2:* **Sewer Section 6** (Ch. 4, Set-Pieces; CR 4-9; 6 encounters; 30,000 XP available)

NOTES Although on the easy side, this set-piece still works for 8th level adventurers. Avoid running it for 9th level parties. See **Level 5: Game Session 2, Adventure Option Detail** for other hooks.

❸ Put down a criminal gang extorting Tulita in the outskirts (CR 9)

The PCs learn that a gang of thugs is extorting supplies from poor folks in the Outskirts, and the locals beg them to intervene. Confronting the thieves, the PCs discover they've no ordinary pair of toughs on their hands.

Encounters

- *#1:* **The Nightslink Mystery, Part I** (Ch. 4, Stand-Alone; CR 9; 6,400 XP available)

NOTES This encounter works for 8th level parties, but at 9th level it offers little challenge. Avoid offering this encounter at 9th level except as the opening encounter in a set-piece. This encounter is also a pre-requisite for using the **Nightslink Mystery, Part II** during the Night of the Shark. See **Level 6-7, Adventure Option Detail** for hook details.

❹ Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- *#1:* **The Broken Skull** (Ch.3, Set-Pieces; CR 5-11; 5 encounters; 34,400 XP available)

NOTES See **Level 5: Game Session 2, Adventure Option Detail** for hooks. This is where the PCs meet Belok Talorg.

❺ Hunt the lost treasures of an ancient necromancer in the sewers (CR 4-11)

The power and magical puissance of the necromancer king make up the stuff of legend. In ancient days they drove him across the ocean to a distant land, and some believe he came to Kai bay. Others believe he stayed and built a laboratory in a cavern, on top of which later settlers built Port Shaw.

Encounters

- *#1:* **Sewer Section 7** (Ch.4, Set-Pieces; CR 4-11; 8 encounters; 39,200 XP available)

NOTES See **Level 7-8, Adventure Option Detail** for hooks and other information.

❻ Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw (CR 6-11)

The Kraken plans to eliminate the last Chapterhouse to Quell on the Razor – by detonating barrels of alchemist's fire beneath its floorboards. The PCs stumble upon the team of devils sent to do the Krakenfiends bidding, perhaps in time to prevent the explosion.

Encounters

- *#1:* **Sewer Section 2** (Ch.4, Set-Pieces; CR 6-11; 5 encounters; 12,800 XP available)

NOTES While it still works, this set-piece will seem somewhat easy to 9th level adventuring parties. See **Level 7-8, Adventure Option Detail** for hooks to attract your PCs.

❼ Battle a sewage elemental beneath Port Shaw

An elder water elemental, tainted with sewage, lives at the confluence of multiple sewage pipes. It guards its territory jealously and attacks any who linger within its demesne.

Encounters

- *#1:* **Sewer Section 5** (Ch.4, Stand-Alone; CR 11; 12,800 XP available)

Hooks

Powers That Be Hook

Darenar relates that grisly and embarrassing murder spree plagues the wealthy living near the big intersection on the western tip of Bawd. Five mornings in a row, something climbed up through their privies and savagely crushed members of the well-to-do while they were about their non-fiscal business. He wants the PCs to enter the sewers and destroy whatever is to blame.

Former Heroes Hook

Xander's trust in the PCs grows, but he wants them to prove themselves before he accepts that they too champion good over evil. He tells them of a sewage-tainted elemental, evil to the core, haunting the sewers beneath Port Shaw and asks them to slay it as a demonstration of their devotion to the right.

Individualists Hook

Lester Farrows approaches the PCs complaining that a very large water elemental inhabiting the sewers worries him. It's venturing from its lair and "Seems a mean one, it does. Not sure what's a' start' it all up, but I be worried it's a headin' fer the surface, I be…" He calls on the PCs to help "…put the lubberly beast in its place an' make the sewers safe fer decent folk agin'…"

The Coast and the Continent

❽ Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

Pressuring a dealer in Barrett's Barnacle, the PCs discover that the gnoll slaver Bonegnaw also supplies most of Port Shaw with dragonsmoke. A major shipment is coming into the docks soon and the people delivering know how to find Bonegnaw's secret cove.

Encounters

- *#1:* **The Midnight Deal** (Ch.3, Stand-Alone; CR 9; 6,400 XP available)
- *#2:* **Bonegnaw's Cove** (Ch.4., Set-Pieces; CR 6-10; 6 encounters; 29,600 XP available)

NOTES See **Level 6-7, Adventure Option Detail** for hook details

While this set-piece still works for 8th level parties – even if its early encounters likely prove easy – the CR 10 final encounter will leave 9th level parties dissatisfied.

On the Razor Sea

❾ Fight monsters on the high seas (CR 8-11)

Encounters

- *#1:* **Naga's Hubris** (Ch.5, Stand-Alone; CR 8; 4,800 XP available)
- *#2:* **Goblin Raiders** (Ch.5, Stand-Alone; CR 8; 4,800 XP available)
- *#3:* **Territorial Dispute** (Ch.5, Stand-Alone; CR 8; 4,800 XP available)
- *#4:* **Merrow Marauder** (Ch.5, Stand-Alone; CR 9; 6,400 XP available)
- *#5*: **St. Dunstan's Tooth** (Ch.5, Stand-Alone; CR 9; 6,400 XP available)
- *#6*: **Sahuagin Raiding Party** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)
- *#7*: **Fog on the Horizon** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)
- *#8*: **The Draconic Tyrant** (Ch.5, Stand-Alone; CR 11; 12,800 XP available)

NOTES See **Level 7-8, Adventure Option Detail** for important notes regarding some of these encounters.

❿ Investigate why the lighthouse on Beacon Island went dark (CR 9)

The lighthouse on Beacon Island is an important structure helping guide shipping to eventual safety in Kai Bay. Yet no matter how many folks Port Shaw hires to staff it, the lighthouse eventually flickers out. The last fellow to take the job as lighthouse keeper, never even reached the island. That was so long ago, wyverns now roost in the lamp tower.

Encounters

- *#1:* **Beacon Island: On the Island** (Ch.5, Set-Pieces; CR 9; 2 encounters; 12,800 XP available)

NOTES See **Level 7-8, Adventure Option Detail** for hooks.

⓫ Stop an assassination attempt on Zalen Trafalgar (CR 10)

A rakshasa assassin, bought and paid, heads for Port Shaw and Zalen Trafalgar is his target. Only the PCs stand between the stalwart priest of Quell and certain death

Encounters

- *#1:* **The Secret Passenger** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)

NOTES At these levels, if the PCs already have a relationship with Zalen Trafalgar, consider having them rescue **The Secret Passenger**, unknowingly escort the assassin to Zalen, **then** find out from Old Fish that they just deposited an assassin on Zalen's doorstep. *See* **Level 7-8, Adventure Option Detail** for hooks and other important notes.

⓬ Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)

The sea king has taken a new bride, but she's an agent of the Kraken and plans to stage a coup. The PCs must infiltrate the Coral Palace – a wonder of coral and cooled magma, sculpted from ancient lava tubes – unravel the truth of the Sea King's new bride and prevent the takeover.

Encounters

#1: **Blood Waters** (**Appendix 5, *Book of Indulgences***; CR 5-11; 8 encounters; 60,800 XP available)

NOTES *See* **Level 7-8, Adventure Option Detail** for hooks.

⓭ Hunt for underwater treasures and discover the wreck of the *Razor's Edge* (CR 9-11)

While hunting for treasure off the coast of Beacon Island, the PCs discover an underwater statue garden, the wreck of the Razor's Edge*, and both the corpse and the ghost of Jacob Razor.*

Encounters

- *#1:* **Beacon Island: Beneath the Waves** (Ch.5, Set-Pieces; CR 9-11; 6 encounters; 18,400 XP available)

Hooks

Powers That Be Hook

Johannes Hargrove, a cousin of Barrison Hargrove's, once hired an adventuring party to seek Garr Bloodbane's treasure off the coast of Beacon Island, and they never came back. Now that Barrison uncovered the real location of Bloodbane's gold, Johannes wants to know what happened to his investment. He wants the PCs to follow in the ill-fated expedition's footsteps and at least retrieve some of the magic items Johannes bought them. They planned to begin their hunt at the foot of the stone snake that peaks above the waves off Beacon.

Former Heroes Hook

The attention Gregory Bonedeuce pays Bethany these days worries Korg. Worse, the attention Bethany returns terrifies him. He long suspected Bonedeuce played some role in Jacob's death, and he suggests that if the PCs were to find the wreck of the *Razor's Edge* they might learn something that incriminates Gregory. All anyone knows is the ship went down somewhere off Beacon Island.

Tulita Hook

Milliauka heard from an island witch that Jacob Razor's ghost rests uneasy. He wants the PCs to find the wreck of the *Razor's Edge* and investigate this claim. Milliauka thinks that uncovering the truth of Jacob Razor's death might earn them points with Bethany and secure the Tulita cause an important ally.

Individualists Hook

Sagacious Samuel learned that a member of an expedition to seek Garr Bloodbane's gold in the waters off of Beacon island wore a *headband of intellect*. The group never returned, and this leaves Sagacious convinced the *headband* lies beneath the waters for the taking. He wants it and tries to hire the PCs to retrieve it for him.

NOTES The PCs learn critical information during this encounter; specifically, if they play their cards correctly they secure proof that Gregory Bonedeuce murdered Jacob Razor and, further, that Jacob suffered under a geas-like spell called a *blood debt* (see **The Kraken Strikes, Act 2: Quest for the *Albatross*** for more detail on the *blood debt*). Additionally, how the PCs handle what they learn from the wreck of the *Razor's Edge* significantly impacts the course of your campaign. For example, do they confront Gregory with his crime, and does that go as planned?

⓮ Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)

In a fit of bravado, or perhaps by simple but overweening mistake, the PCs discover undersea lair of the Krakenfiend. Not knowing quite what they've gotten themselves into, they stage a raid and discover important intelligence.

Encounters

- *#1:* **Raid on Kraken's Reef** (Ch.5, Set-Pieces; CR 8-11; 5 encounters; 30,400 XP available)

Hooks

Powers That Be Hook

Barrison Hargrove grows concerned Harthagoa may break their deal and try to rule Port Shaw directly, instead of through him. Hargrove sends the PCs to Kraken's Reef to seek Trayani, the Krakenfiend's gullible consort, and pump her for information on Harthagoa's true plans.

Former Heroes Hook

Both Jalia and Donovan mention in passing how heart sore and bereft Solomon's passing left them. The fact that they possess not even a memento of their friend and leader burdens them immensely. That all Solomon's equipment lies in the Krakenfiend's lair seems the final insult. Both light up at the thought that the PCs might stage a raid to retrieve one of Solomon's belongings.

Tulita Hook

Milliauka shares that the great weapons of the ancient Tulita ali'i lie at the bottom of the ocean. He believes Harthagoa holds two items dear to the Tulita: a sun blade, kissed by Great Pele herself and a *helm of underwater action*. To sneak into the lair of the kraken and retrieve these would arm Mokoli Ali'i in the glory of his forefathers.

Individualists Hook

If the PCs completed the **Blood Waters** Adventure Option, then a grateful locathah king requests a favor from the PCs. He's learned of a troop buildup in the kraken's compound and it concerns him. Would the PCs execute a reconnaissance on Kraken's reef and report

back what strength the Krakenfiend marshals against the locathah kingdom?

Alternately, Elder Alistair Crimmeran approaches the PCs with the information that the Kraken's horde holds The Minotaur's Fist, the world's largest diamond. Elder Crimmeran wants to hire the PCs to retrieve this "great elven treasure" for him.

NOTES GMs should proceed cautiously when opening this encounter to their players. Groups that don't recognize when flight is the better part of valor may find themselves facing Harthagoa prematurely, and not just Harthagoa but Harthagoa backed by a substantial portion of his army. Handled incorrectly a 10th level party might find themselves in a CR 17 situation. TPK-ville.

This underwater adventure works best for adventurers willing to make a raid and withdraw in the face of insurmountable odds. For parties that recognize when to flee and fight another day, the set-piece serves the additional dramatic purpose of giving them a glimpse of just how awful and powerful are Port Shaw's enemies beneath the waves.

⓯ Bargain with a Loa and travel the elemental realms on a mission for a demi-deity (CR 3-13+)

While traveling the outer reaches of the Razor Sea, one of the Loa – metaphysical beings of great power who straddle the rift between the mortal and immortal realms – drags the PCs to the bottom of the ocean and bargains with them for their service in retrieving certain power objects from the elemental realms.

Encounters

- *#1:* **Dark Waters** (**Appendix 6**, CR 3-13+; 13 encounters; 165,400 XP available)

Hooks

Dark Waters is event driven, not hook driven. At any time while sailing on the Razor Sea, a powerful being decides the PCs can aid them with a task and drags their entire ship to the bottom of the ocean to negotiate. See **Appendix 6, Dark Waters** for more details on initiating this Adventure Option.

Whispers and Rumors

Any Whispers and Rumors not shared during the previous session, plus the following:

Level 8-9 Whispers

- Dontorian (see **Chapter 3** for details on this minor NPC) recently died of a shark attack while taking a swim.
- Sharks attacked fishermen up and down the Razor.
- Dragoons found the *Nightslink* empty, scarred and bloodstained. One less pirate crew to worry about.
- Some ghost keeps scaring people to death at night on the docks.
- The *Albatross* went missing and Perrin was captured by sirenes! They sent the *Pride* to rescue him. Leaves us pretty ass in the wind without the frigate in port! (PARTIALLY TRUE – Perrin was not captured by sirenes and the *Pride* sails to sink him, not rescue him)
- The depredations of a pirate named Captain Bravancello and his ship the *Sara Belle* are proving too much to bear. The merchant league has hired a ship to hunt the *Sara Belle* and sink her.
- They found Garr Bloodbane's treasure in a trunk at an old widow's house in Bawd district. It's been sitting under our noses the whole time! (FALSE)
- Vagrants have been vanishing off the streets.
- I heard some merchant crying into his ale about how his ship was eaten by a kraken, and now he's broke. Broke I tell you! But he still had gold to buy his drink. Pathetic!

Level 8 –9 Rumors

DC 15

- The *Albatross* is overdue reporting to the Sharkjaw Docks cargo station in the Pearl Eyes.
- A merchant who lost his ship to a kraken, recently, took dinner with Bonedeuce at the Gullet not two weeks past.
- Asking among the alchemists of Silk reveal that the mysterious Vrina smelled vaguely of sewage.

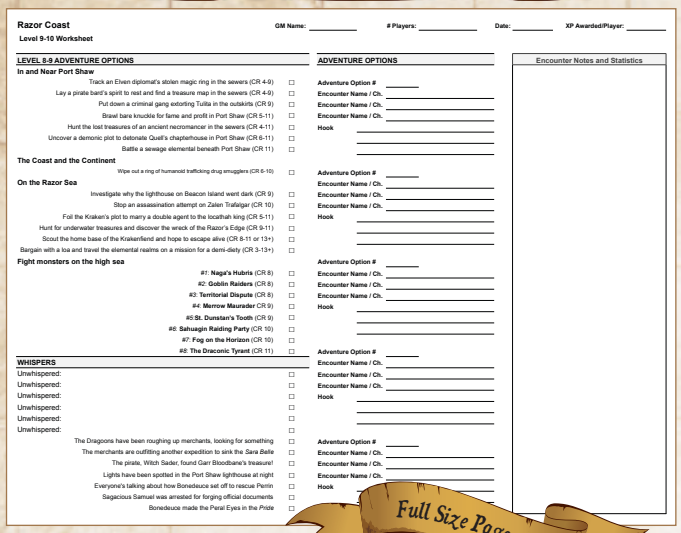
DC 20

- Sagacious Samuel is an excellent forger and very reasonable.

DC 25

- Trey Perrin's map is a brilliant forgery, commissioned by Hargrove and penned by an unwitting Sagacious Samuel.

Level 9-10



Razor Coast
Level 9-10 Worksheet
GM Name: _____ # Players: _____ Date: _____ XP Awarded/Player: _____

LEVEL 8-9 ADVENTURE OPTIONS

In and Near Port Shaw
- Track an Elven diplomat's stolen magic ring in the sewers (CR 4-9)
- Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)
- Put down a criminal gang extorting Tulita in the outskirts (CR 9)
- Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)
- Hunt the lost treasures of an ancient necromancer in the sewers (CR 4-11)
- Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw (CR 6-11)
- Battle a sewage elemental beneath Port Shaw (CR 11)

The Coast and the Continent
- Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

On the Razor Sea
- Investigate why the lighthouse on Beacon Island went dark (CR 9)
- Stop an assassination attempt on Zalen Trafalgar (CR 10)
- Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)
- Hunt for underwater treasures and discover the wreck of the Razor's Edge (CR 9-11)
- Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)
- Bargain with a loa and travel the elemental realms on a mission for a demi-deity (CR 3-13+)

Fight monsters on the high sea
- #1: **Naga's Hubris** (CR 8)
- #2: **Goblin Raiders** (CR 8)
- #3: **Territorial Dispute** (CR 8)
- #4: **Marrow Marauder** (CR 9)
- #5:**St. Dunstan's Tooth** (CR 9)
- #6: **Sahuagin Raiding Party** (CR 10)
- #7: **Fog on the Horizon** (CR 10)
- #8: **The Draconic Tyrant** (CR 11)

WHISPERS
- Unwhispered:
- Unwhispered:
- Unwhispered:
- Unwhispered:
- Unwhispered:
- Unwhispered:
- The Dragoons have been roughing up merchants, looking for something
- The merchants are outfitting another expedition to sink the *Sara Belle*
- The pirate, Witch Sader, found Garr Bloodbane's treasure!
- Lights have been spotted in the Port Shaw lighthouse at night
- Everyone's talking about how Bonedeuce set off to rescue Perrin
- Sagacious Samuel was arrested for forging official documents
- Bonedeuce made the Peral Eyes in the *Pride*

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Encounter Notes and Statistics

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During these levels, GMs typically continue to develop that friendly NPCs may suffer the Kiss of Dajobas, without yet giving away the farm. Try to grow the PCs sense of disquiet and suspense without triggering precipitous action. Additionally, these are the final days before the **Night of the Shark** and the party may encounter Dalang Jalamar directly for the first time – even fight him. Finally, if the PCs have not uncovered the demonic plot to blow up Quell's last Chapterhouse in Port Shaw, while the PCs are 9th level or just after they reach 10th level – kablooey. Trigger the explosion.

Prepping for Level 9-10

The four steps for preparing a Level 9-10 adventure session:

- **Step 1:** Decide when to Blow Up Quell's Chapterhouse
- **Step 2:** Remove Used Adventure Options
- **Step 3:** Choose Adventure Options
- **Step 4:** Review Whispers and Rumors

Step 1: Decide When to Blow Up Quell's Chapterhouse

GMs should decide what conditions trigger the explosion that destroys Quell's Chapterhouse. Some GMs will prefer a strict countdown. Other's link the explosion to a specific in-game event or simply to the PC level advancement. Regardless of the criteria, decide in advance what does the trick. In most circumstances, the campaign works best if Zalen does not die in the explosion although this isn't always the case.

Step 2-4: Repeat of Level 8-9

Steps 2-4 of preparing for Level 9-10 are identical to preparation Steps 1-3 of Level 8-9.

Level 9-10 Adventure Options

In and Near Port Shaw

1. Put down a criminal gang extorting Tulita in the outskirts (CR 9)
2. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)
3. Battle a sewage elemental beneath Port Shaw (CR 11)

On the Razor Sea

4. Fight monsters on the high seas (CR 9-12)
5. Stop an assassination attempt on Zalen Trafalgar (CR 10)
6. An ambush by weresharks posing as refugees reveals important clues (CR 11)
7. Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)
8. Hunt for underwater treasures and discover the wreck of the Razor's Edge (CR 9-11)
9. Confront the Chosen of Dajobas in his secret, underwater caves (CR 8-12)
10. Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)
11. Brave mad admirals, forbidden islands and treachery to loot a city of gold (CR 6-13)
12. Bargain with a *Loa* and travel the elemental realms on a mission for a demi-deity (CR 3-13+)

Level 9-10 Adventure Options: Detail

In and Near Port Shaw

1 Put down a criminal gang extorting Tulita in the outskirts (CR 9)

The PCs learn that a gang of thugs is extorting supplies from poor folks in the Outskirts, and the locals beg them to intervene. Confronting the thieves, the PCs discover they've no ordinary pair of toughs on their hands.

Encounters

- *#1:* **The Nightslink Mystery, Part I** (Ch. 4, Stand-Alone; CR 9; 6,400 XP available)

Designer's Note: Using Kiss-Afflicted Friends and Allies

One option involves transforming a former friend or ally into a full-on, duplicitous agent of Dalang Jalamar. Jalamar tasks the party's former ally with feeding them false information, while simultaneously learning all he or she can of the PCs future plans -- the forwarding the details to Jalamar. Clever PCs may be able turn the tables on their erstwhile friend and even learn more about Jalamar's goals by playing the secret agent game.

NOTES This encounter only works at 9th level as a "feel good" encounter, offering little challenge but perhaps serving as a fun opening to additional encounters. Avoid offering this encounter at 10th level. This encounter is a pre-requisite for using the **Nightslink Mystery, Part II** during the Night of the Shark. See **Level 6-7, Adventure Option Detail** for Hook details.

❷ Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- *#1:* **The Broken Skull** (Ch.3, Set-Pieces; CR 5-11; 5 encounters; 34,400 XP available)

NOTES See **Level 5: Game Session 2, Adventure Option Detail** for hooks.

❸ Battle a sewage elemental beneath Port Shaw

An elder water elemental, tainted with sewage, lives at the confluence of multiple sewage pipes. It guards its territory jealously and attacks any who linger within its demesne.

Encounters

- *#1:* **Sewer Section 5** (Ch.4, Stand-Alone; CR 11; 12,800 XP available)

NOTES See **Level 8-9, Adventure Option Detail** for hooks.

On the Razor Sea

❹ Fight monsters on the high seas (CR 9-12)

Encounters

- *#1:* **Merrow Marauder** (Ch.5, Stand-Alone; CR 9; 6,400 XP available)
- *#2:* **St. Dunstan's Tooth** (Ch.5, Stand-Alone; CR 9; 6,400 XP available)
- *#3:* **Sahuagin Raiding Party** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)
- *#4:* **Fog on the Horizon** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)
- *#5*: **The Draconic Tyrant** (Ch.5, Stand-Alone; CR 11; 12,800 XP available)
- *#6*: **Kelp Sargasso** (Ch.5, Stand-Alone; CR 12; 19,200 XP available)

NOTES See **Level 7-8, Adventure Option Detail** for important notes regarding some of these encounters.

❺ Stop an assassination attempt on Zalen Trafalgar (CR 10)

A rakshasa assassin, bought and paid, heads for Port Shaw and Zalen Trafalgar is his target. Only the PCs stand between the stalwart priest of Quell and certain death.

Encounters

- *#1:* **The Secret Passenger** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)

NOTES The assassination attempt still works as written for 9th level parties, but offers no challenge to 10th level groups. See **Level 7-8, Adventure Option Detail** and Level 8-9, Adventure Option Detail for important notes regarding the assassination attempt.

❻ An ambush by weresharks posing as refugees reveals important clues (CR 11)

The PCs come across a group of fishermen on a makeshift raft about to be capsized by supernaturally oversized sharks. It's a ruse. Every single being in this entirely staged scene is, in fact, a wereshark. In defeating them the PCs learn clues that lead to their secret base of sea caves inside Beacon Island.

Encounters

- *#1:* **Night of the Shark, Act 2**: Sharks' Ambush (Ch.5, Stand-Alone; CR 11; 12,800 XP available)

Hooks

Powers That Be Hook

Barrison Hargrove expected a delivery of new Tulita plantation workers to arrive from one of the outlying islands days ago. It was last spotted rounding Beacon Island, and he hires the PCs to look into the disappearance.

Former Heroes Hook

Zalen relates a dream he believes Quell sent him. A group of Quell's faithful, lost at sea amidst storms, lightning, and clouds in the shape of black sharks. In Zalen's dream the sense of imminent danger and crushing claustrophobia only diminished when a group brave heroes sailed into the storm looking for the lost worshippers. Through the darkness and storm the lighthouse at Beacon Island shone. He begs the PCs to sail for Beacon Island on Quell's quest.

Tulita Hook

A storm recently overtook two fishing sloops, Tulita owned and crewed. Separated by the tempest, one of the ships made it back to port and the other did not. Even more unfortunate, the ship presumed lost contained Mokoli Ali'i's nephew, Alike. Milliauka and Mokoli beg the PCs to search for survivors.

Individualists Hook

The PCs seek out their friend Old Craw, only to learn the old man up and went to sea himself, vowing to hunt the black shark if it was the last thing he ever did. In his rooms they find a navigation chart show where the old man planned to start hunting. If they want to see their friend again, the PCs will have to go find and rescue him themselves.

NOTES This encounter's explicit purpose is to draw the PCs to the hidden caves beneath Beacon Island. Should the clues prove insufficient, GMs should prepare additional clues. For example, consider placing a cage underneath the raft containing a prisoner who breathes through a straw. The prisoner is a Kiss Victim and also overheard the weresharks discuss tunnels beneath Beacon Island. Alternately the person in the cage could be dead, requiring *speak with dead* to learn the same information.

Which hook engages the PCs alters the mix of prisoners found in the cages below Beacon Island. For example, if the PCs follow the *Powers that Be Hook*, the captives below Beacon Island include the missing Tulita workers. *The* Former Heroes Hook yields Quell worshippers in the cages. If following the Tulita Hook, the party finds Alike in the cages, and if they follow the Individualists Hook then Old Craw numbers among the prisoners. Whomever they find suffers the Kiss of Dajobas.

❼ Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)

The sea king has taken a new bride, but she's an agent of the Kraken and plans to stage a coup. The PCs must infiltrate the Coral Palace – a wonder of coral and cooled magma, sculpted from ancient lava tubes — unravel the truth of the Sea King's new bride and prevent the takeover.

Encounters

- *#1:* **Blood Waters** (**Appendix 5, *Book of Indulgences;*** CR 5-11; 8 encounters; 60,800 XP available)

NOTES This adventure still works as written for 9th level parties, but offers no challenge to 10th level groups. *See* **Level 7-8, Adventure Option Detail** for hooks.

❽ Hunt for underwater treasures and discover the wreck of the Razor's Edge (CR 9-11)

While hunting for treasure off the coast of Beacon Island, the PCs discover an underwater statue garden, the wreck of the Razor's Edge*, and both the corpse and the ghost of Jacob Razor.*

Encounters

#1: **Beacon Island: Beneath the Waves** (Ch.5, Set-Pieces; CR 9-11; 6 encounters; 18,400 XP available)

NOTES The set-piece works as written for 9th level parties, but offers minimal challenge to 10th level groups. See **Level 8-9, Adventure Option Detail** for hooks.

❾ Confront the Chosen of Dajobas in his secret, underwater caves (CR 8-12)

Beneath the waves off Beacon Island, the PCs discover caves and tunnels leading inside. They've discovered the secret lair of Dalang Jalamar and his wereshark minions just as they queue up the next sacrifices.

Encounters

Night of the Shark, Act 2: Beacon Island, Tunnels Below (Ch.5, Set-Pieces; CR 8-12; 6 encounters; 68,800 XP available)

Hook

Powers That Be Hook

A merchant's league based in Port Shaw approaches the PCs about a disturbing tendency for pirates to attack

their ships in the vicinity of Beacon Island. They know Garr Bloodbane once used the tunnels and sea caves beneath Beacon Island as a secret base, and they fear a new group of pirates has taken up the practice. They want to hire the PCs to find the tunnels, enter, and clear out the nest.

Former Heroes Hook

Donovan (or any good-aligned dramatis personae with reason to sail the Razor Sea) found a man floating on a piece of driftwood off Beacon Island. He tells a harrowing tale of escape from some sort cave network beneath the island, where razor-toothed monsters feasted on his fellow crewmates. He was a whaler on the *Swift Capture*, and he woke one night to screams above deck before gray rubbery arms and a toothed maw snatched him from hammock and dragged him out a porthole. That's all he remembers.

Tulita Hook

For the first time in a long time, Milliauka has heard Whale's call. Whale speaks to him of blood in the water beneath Beacon Island. In a dream the Three came to him and all spoke. The waters below Beacon Island reek with the blasphemous taint of Dajobas, and they called on Milliauka to purify them. Milliauka asks the party to investigate and clear the waters of Dajobas' corruption.

Individualists Hook

Old Craw spent months gathering stories of shark attacks and pinpointing their location on his old navigator's map. A pattern has emerged. The most recent and most intense attacks all occur around Beacon Island, which sits at the center of the shark's hunting grounds. If the pattern holds true the sharks will strike again, any day and Old Craw wants the PCs to prevent it. If they agree to investigate, open with Adventure Option #6, **An ambush by weresharks posing as refugees reveals important clues**, above.

NOTES Which hook engages the PCs alters the mix of prisoners in the cages below Beacon Island. For example, if the Former Heroes Hook pulls the PCs in then add crewmembers from the *Swift Capture* to the cages. See **Night of the Shark, Act 2: Beacon Island, Tunnels Below** for additional details.

Prisoners freed by the PCs make it back to Port Shaw, but unless the party takes specific action to the contrary these people all suffer the Kiss of Dajobas. This creates interesting dynamics with which the GM may work. To begin with, freeing the prisoners raises the PCs reputations among the locals almost immediately. However, if these same rescued folks transform into weresharks during the **Night of the Shark**, the average citizen and/or Hargrove may lay all their bloody shark-headed crimes at the party's feet.

❿ Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)

In a fit of bravado or perhaps by simple but overweening mistake, the PCs discover the undersea lair of the Krakenfiend. Not knowing quite what they've gotten themselves into, they stage a raid and discover important intelligence.

Encounters

- *#1:* **Raid on Kraken's Reef** (Ch.5, Set-Pieces; CR 8-11; 5 encounters; 30,400 XP available)

NOTES See **Level 8-9, Adventure Option Detail** for hooks.

⓫ Brave mad admirals, forbidden islands and treachery to loot a city of gold (CR 6-13)

Abigail Mercy, a Captain with a reputation for toughness, offers the PCs a share in an entire city made of gold if they help smuggle her past Admiral Tame, a cannibal pirate king who rules his piece of the Razor Sea from a giant raft of shattered ships. To secure untold riches, they must fight off fellow treasure seekers, brave a feral jungle island ruled by a vampire-girallon queen, and plunder a city drenched in dark magics from a bygone age.

Encounters

- *#1:* **Angry Waters** (***Heart of the Razor***; CR 6-13; 28 encounters; 298,400 XP available)

Hooks

Powers That Be Hook

Barrison Hargrove learns through his spy network that Captain Mercy is docked in Tide, hiring companions to smuggle her through Admiral Tame's waters. Long affronted and concerned about Tame and the threat his pirate kingdom poses to Port Shaw, Hargrove asks the PCs to accompany Captain Mercy – ostensibly to hunt this "city of gold" – but really on an intelligence gathering mission to learn about Tame's fleet strength and capabilities.

Former Heroes Hook

Captain Mercy is an old friend of Bethany's, a one-time lover of Shakes Montgomery's, and Jenkie Barnes carries a secret torch for her. When Mercy arrives seeking help with her latest venture, immediately all three NPCs think of the PCs and ask the party to help their old friend.

Tulita Hook

When Tulita dockworkers overhear Mercy's crew whispering about a "city of gold" on the Veiled Isle, they

remember their ancient legends and report the discussion to Milliauka. The shaman remembers the oral lore. He suspects the "city of gold" keeps dangerous magics sequestered for good reason, and he asks the PCs to accompany Mercy to make sure the newcomer captain doesn't accidentally unleash evils best left chained. On top of that, any gold it is safe to remove belongs to the Tulita people and should support the cause of Tulita sovereignty.

Individualists Hook

Captain Mercy offers the PCs a deal: a share in a great treasure from a city of gold. The problem is, the island lies in the waters of a sea kingdom ruled by her old enemy, Admiral Tame—a brute with a reputation for eating human flesh. She wants the PCs to act as a front in order secure her ship permission to the sail waters around the Veiled Isle. On the island stands the city that, she is sure, has enough gold for them all.

⓬ Bargain with a *Loa* and travel the elemental realms on a mission for a demi-deity (CR 3-13+)

While traveling the outer reaches of the Razor Sea, one of the Loa – metaphysical beings of great power who straddle the rift between the mortal and immortal realms – drags the PCs to the bottom of the ocean and bargains with them for their service in retrieving certain power objects from the elemental realms.

Encounters

- *#1:* **Dark Waters** (Appendix 6, CR 3-13+; 13 encounters; 165,400 XP available)

NOTES Some parts of this set-piece will prove easy for a 10th level party, and GMs should review the early parts of this Adventure Option, especially, before deciding to run it for a party of this level. See **Level 8-9 Adventure Option Detail** important notes on including this set-piece.

Whispers and Rumors

Any Whispers and Rumors not shared during the previous session, plus the following:

Level 9-10 Whispers

- What's with the Dragoons these days? They've been roughing merchants up throughout Trade and Bawd. More than usual, even, looking for something. (PARTIALLY TRUE – Jalamar's weresharks dressed as Dragoons have been roughing up merchants, looking for the *Jawbone*)
- The depredations of a pirate named Captain Bravancello and his ship the *Sara Belle* plague the merchants of Port Shaw. They've decided to do something about it and are outfitting an expedition to sink the *Sara Belle*, last spotted in the Pearl Eye Atoll.
- The pirate Witch Sader found Garr Bloodbane's treasure and he's building a fleet!
- Lights have been spotted in the Port Shaw lighthouse on recent nights
- Lt. Commander Perrin's ill-fated expedition in the *Albatross* and Bonedeuce's expedition to rescue him are the talk of the town. The PCs can't NOT hear about it in every tavern and bordello in port.
- Heard tell Sagacious Samuel got caught forging official documents (PARTIALLY TRUE – he's been hung out to dry for forging documents at officials' requests).
- Bonedeuce made the Pearl Eyes in the *Pride*.
- Word on the street is THEY are looking for that Jalia Ramires character. It won't go well for her once THEY catch up with her.

Level 9-10 Rumors

DC 15

- They say Perrin found Garr Bloodbane's treasure but he's kept it for himself. Word is the *Pride* left port to chase him down and grab it for Port Shaw (PARTIALLY TRUE – the *Pride* left port to chase Perrin down. That part is true.)
- Ten years ago a talented thief stole a treasured relic of the Tulita - a scrimshaw whale jawbone depicting the coronation of their first war chief, Kaho Ali'i a thousand years ago. The thief reportedly fled into the sewers with his prize. Since the theft, the Tulita lost what little solidarity they retained – they are scattered and leaderless now.

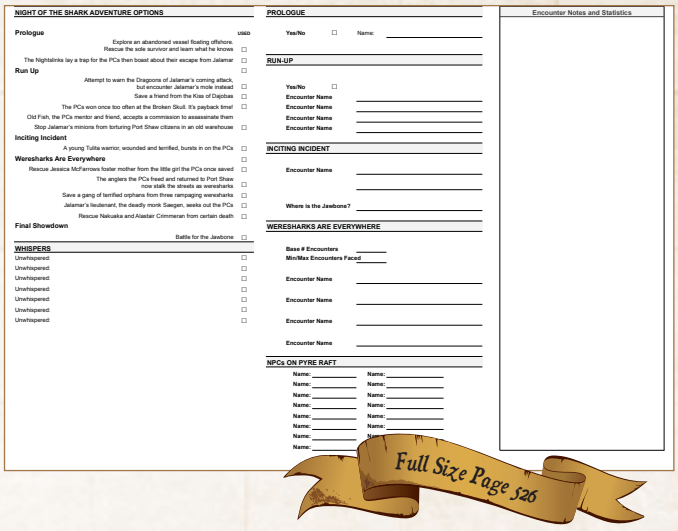
DC 20

- Dragoons were seen hauling six or so vagrants away, then dousing them with buckets of sea water in a warehouse.
- Word among those in the know is that the shadowy organization running Port Shaw's underworld – the Ring – is hunting Jalia Ramires. (PARTIALLY TRUE – the Ring of the Kraken doesn't quite run Port Shaw's criminal underworld, though it likes people thinking it does).

DC 25

- Every merchant who took a dinner with Bonedeuce in the Gullet, subsequently lost one of their trading vessels at sea.

Night of the Shark


NIGHT OF THE SHARK ADVENTURE OPTIONS

Prologue — used
Explore an abandoned vessel floating offshore.
Rescue the sole survivor and learn what he knows
The Nightstinks lay a trap for the PCs then boast about their escape from Jalamar
Run Up
Attempt to warn the Dragoons of Jalamar's coming attack, but encounter Jalamar's mole instead
Save a friend from the Kiss of Dajobas
The PCs won once too often at the Broken Skull. It's payback time!
Old Fish, the PCs mentor and friend, accepts a commission to assassinate them
Stop Jalamar's minions from torturing Port Shaw citizens in an old warehouse
Inciting Incident
A young Tulita warrior, wounded and terrified, bursts in on the PCs
Weresharks Are Everywhere
Rescue Jessica McFarrows foster mother from the little girl the PCs once saved
The anglers the PCs freed and returned to Port Shaw now stalk the streets as weresharks
Save a gang of terrified orphans from three rampaging weresharks
Jalamar's lieutenant, the deadly monk Saegen, seeks out the PCs
Rescue Nakuaka and Alastair Cimmeran from certain death
Final Showdown
Battle for the Jawbone
WHISPERS
Unwhispered:

PROLOGUE
Yes/No — Name:
RUN-UP
Yes/No
Encounter Name
INCITING INCIDENT
Encounter Name
Where is the Jawbone?
WERESHARKS ARE EVERYWHERE
Base # Encounters
Min/Max Encounters Faced
Encounter Name
NPCs ON PYRE RAFT
Name:

Encounter Notes and Statistics

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The third and final act of the Night of the Shark plot arc takes place in Port Shaw. There is more than one way for the **Act 3** to play out. The PCs may possess more or less information about the attack. They may or may not be in Port Shaw the day before Dalang Jalamar's full moon. Or they might be shopping for a fruit basket in the night market when the first lycanthropic transformations run like a shock-wave through the city.

The **Night of the Shark** delivers the most suspense when the PCs understand that the leader of the weresharks plans to bring something called "the Kiss of Dajobas" to Port Shaw. Consider it a bonus if the adventurers understand that Tulita culture stands on the brink of extinction. Milliauka and the Tulita war chief Mokoli Ali'i may yet help the PCs avert disaster – if only they find some way to rally their people.

Generally, **Night of the Shark, Act 3** flows as follows:

there may or may not be a

1 - PROLOGUE

which may or may not be followed by a

2 - RUN-UP

soon after the moon rises, they experience an

3 - INCITING INCIDENT

after which

4 - WERESHARKS ARE EVERYWHERE

making it tough for the PCs to keep the Jawbone *out of Jalamar's hands until he forces a*

5 - FINAL SHOWDOWN

Synopsis

Most likely, the PCs are in Port Shaw near the full moon. By this time Dalang Jalamar, the Chosen of Dajobas, infected a multitude of locals with lycanthropy, including many friends and associates of the PCs. However, most folks remain unaware of their affliction and do not know their "shark bites" are a curse called the Kiss Dajobas that dooms them to transform into raging shark-beasts when the full moon (also called the shark-moon) rises. Additionally, Jalamar's veteran weresharks – bestial killers all, who embraced their curse long ago – infiltrated the city in humanoid guise to hunt for the *Jawbone of Kaho Ali'i*, a Tulita relic of great significance. These infiltrators do not find the *Jawbone* before moonrise, but they leave a chum-trail of cruelty and clues behind while they search.

When the shark-moon rises, the folk of Port Shaw afflicted with the Kiss of Dajobas transform against their wills and fall on those around them. Jalamar's veterans also transform and soak the streets in blood. They herald the coming return of Dajobas by tearing their god's razor-toothed Kiss into every man, woman and child they can reach.

Meanwhile, Jalamar waits in Tide District hoping for word that his minions found the *Jawbone.* He plans to use the mayhem and carnage in the city as a distraction that makes it easier to retrieve this relic. When his weresharks do not locate it, Jalamar stages a hostage situation. He collects ordinary citizens – men, women and children, many of whom are important to the PCs – and stuffs them in a pyre-raft soaked in whale oil, floating just off the docks. Then he announces to the city that **someone** better bring him the *Jawbone of Mokoli Ali'i* or he will set the raft alight. It's a trap designed to secure the *Jawbone*, kill whomever has it, and sacrifice innocents to the Shark God, all in one fell swoop.

Only the PCs stand between Dalang Jalamar, Chosen of Dajobas, and the second coming of the Shark.

Pre-Requisites

There are three preconditions PCs must meet before GMs unleash **Night of the Shark, Act 3:**

- The party must average at least 9th level but not more than 10th level.
- They must know about the rash of shark attacks that have been plaguing folks up and down the Razor
- The PCs must be in Port Shaw

Background

The *Jawbone of Kaho Ali'i* is a Tulita relic that, in the right hands, may permit a strong leader backed by heroes of sufficient fame – folks like the PCs – to reunite the Tulita tribes and lead an indigenous renaissance. Any such renaissance includes increased political power for the Tulita peoples, which in turn yields restrictions on whaling and fishing, plus a resurgence of religious veneration for the Three: Dolphin, Turtle, and Whale. This combination may return sufficient power to the Three that they force Dajobas to turn back into the Outer Depths and resume his exile. While there is no guarantee, even with the *Jawbone,* that such a renaissance occurs. If Dalang destroys the *Jawbone* such a renaissance becomes impossible.

Setup

Before moonrise, the campaign the party may be more or less ignorant of what lies ahead. Generally the adventurers knowledge of coming events falls into one of three categories: utterly oblivious; aware something is up (but not certain what); or certain that weresharks hide among the citizenry for nefarious purposes.

Utterly Oblivious

If moonrise seems likely to catch the party entirely by surprise – for example, they're shopping when the rising moon triggers the first transformations – then consider adding a **Prologue** to **Act 3**. A **Prologue** presents enough information to communicate that something awful is coming and to ratchet up suspense. See **Prepping the Night of the Shark**, below, for more details on adding a **Prologue**.

Something is Up

If the PCs start the Night of the Shark aware that **something** is up but uncertain what game is afoot, precisely, then consider adding a **Run-Up** to this Act. The encounters of a **Run-Up** help the PCs learn that weresharks infiltrated Port Shaw in human form and seek something. That cannot be good – even if the party remains unsure what, exactly, they seek. See **Prepping the Night of the Shark**, below, for more details on adding a **Run-Up**.

Weresharks Hide Among Us

Once the PCs learn that weresharks posing as humanoids infiltrated Port Shaw in search of something, the party most likely hunts or, at the very least, stumbles onto some of these weresharks before the shark-moon rises. The more of Jalamar's weresharks the PCs find and eliminate before the full moon – as well as the more Kiss Victims the PCs cure – the more easily GMs should allow events *after* moonrise to play out for the PCs. See **Prepping the Night of the Shark**, below, for more suggestions about allowing the party's actions either to ease or further complicate the **Night of the Shark**.

Action

Regardless how much the PCs figure out, once the shark-moon rises an **Inciting Incident** titled **The Young Warrior** kicks off the action. This encounter sets the stakes for the PCs with utter clarity, and GMs are encouraged to adapt it to fit the party's location and circumstances.

Through **The Young Warrior** (or a similar encounter the GM substitutes), the party learns – or confirms – that Dalang Jalamar's minions seek the culturally vital *Jawbone.* As the PCs race to secure it, GMs hit them with two to four encounters that hamper their efforts. These encounters may occur anywhere in the city, but always at the peak of the mayhem and carnage ravaging Port Shaw.

Eventually the party confronts the Chosen of Dajobas in a final showdown, titled the **Battle for the Jawbone.** Alternately, they choose to flee and Jalamar burns his hostages alive. Whether facing the Chosen of Dajobas head-on or abandoning innocents to die, this moment generates repercussions that affect the remainder of the campaign.

Development

In the event that the PCs know something is up – and especially if they know weresharks have infiltrated the city in human form – they likely warn folks about the coming peril. While the authorities remain highly skeptical of any warnings the PCs might deliver, the party more easily convinces friends and allies that danger approaches. By warning their NPC allies, the PCs grant their friends time to prepare. In response, these NPCs organize shark-hunting crews, patrol the streets aggressively, and inspect people for signs of shark bites before the full moon. Whenever they believe they have identified a possible wereshark, NPC allies alert the PCs first and expect the adventurers to take action. **Night of the Shark Adventure Options**, below identifies encounters suited to these eventualities.

If the PCs decide to warn Gregory Bonedeuce or Barrison Hargrove about the Night of the Shark directly, they learn both Aeron Chambers and Bonedeuce left weeks ago on the *Pride.* Hargrove, however, feigns fear and pretends to mobilize defenses against the coming attack. In truth, Barrison could care less. The destruction of the Tulita and their cultural history only harms his hated foes, and he does little to stand in Dalang's way. Behind closed doors he laughs to himself, believing (incorrectly) Dajobas is just a crazy Tulita myth and Harthagoa remains the real power on the Razor. While Port Shaw burns, Hargrove pulls up his favorite blanket besides a low fire, sips sherry, and reads a book.

Hargrove's Hatred Grows

After weresharks tear his beloved Port Shaw asunder, Hargrove's smug chuckles turn to cold rage at the PCs. Unable to admit his contribution to the disaster, he heart blames the **party** for the destruction and death Jalamar wreaks on "his" city – even if the adventurers tried to warn him. Hargrove being Hargrove, he smiles where he hates and plots his revenge. It goes without saying that events during the **Night of the Shark** only deepen Barrison's hatred of the Tulita people. It is after all one of their "myths" that led "fanatics" to wear shark masks and attack the **good** people of Port Shaw. The Night of the Shark just confirms for Hargrove how much Port Shaw needs Harthagoa's protection and the "order" the Kraken's might offers.

Describe the Aftermath

Jalamar's weresharks leave devastation in Port Shaw. As the days pass, more and more missing people turn up dead, their gnawed carcasses found stuffed into rain barrels, kicked beneath piles of shipping crates, and tossed into other locations convenient – or just plain perverse – for dumping humanoid remains.

What's in a *Jawbone*?

While the *Jawbone of Kaho Ali'i* is not a magical item, it holds powerful significance for members of Tulita tribes from the Port Shaw vicinity. In the hands of a Tulita elder, chief, or any Tulita of renown (including a PC), the Jawbone adds a +8 morale bonus to all Diplomacy checks made in support of the Old Ways, in support of a pan-Tulita destiny, when exhorting resistance to Dajobas, or when invoking Tulita pride in general.

The death toll is atrocious, and the PCs likely count friends and allies among the victims. Depending on who lived and who died, the toll of lost friends and loved ones tempers and angers survivors. If the party put forth a major effort to stop Jalamar's attack before the moon rose, then GMs should use the adventurers' friends and allies to communicate an important message: "Without you," they tell the PCs, "It would have been worse."

GMs should consider carefully when picking survivors. This is an opportunity to create drama through the deaths of favorite NPCs. Maximize PC motivations by carefully choosing who lives and who dies.

For example, the Wave Riders take Port Shaw's losses particularly hard, especially Donovan who needs little encouragement to crawl back into his bottle. If Jalia perishes, GMs might decide Zalen loses heart and requires nigh miraculous inspiration to prepare him for any future battles. Yet if the PCs succeed at turning these saddened victims around, they build even deeper bonds – the bonds of survivors who have yet to face their greatest challenge. With the right encouragement, the survivors may remain bitter, but they harden and look even more to the PCs for leadership. Rallied against a future foe, these survivors may fight for the PCs with more heart and dedication than ever before.

Prepping for the Night of the Shark, Act 3

Since many variables are at play during the **Night of the Shark,** running it successfully requires a little planning. Follow the steps below to fill out your Night of the Shark Worksheet. This will reduce your prep-time and help you determine how many weresharks the PCs face, which encounters to study, and the order in which the party experiences events. There are six steps for preparing your Night of the Shark:

- **Step 1:** Decide if you are adding a **Prologue** encounter
- **Step 2:** Decide if you are adding **Run-Up** encounters
- **Step 3:** Determine the location of the *Jawbone*
- **Step 4:** Select or design an **Inciting Incident**
- **Step 5:** Choose or design encounters for the **Weresharks are Everywhere** phase
- **Step 6:** Design the *Battle for the Jawbone*

Step 1: Decide if you are adding a Prologue encounter

If your campaign already provided enough information that your players know an imminent wereshark-related doom hangs over Port Shaw and they care about it, you may not need a **Prologue** stage. In that case, skip to **Step 2**. Alternatively, if the PCs do not have enough information or are not acting on the information they do have, then ***Razor Coast*** offers two **Prologue** encounters from which to choose. Hit your players with a Prologue just before a **Run-Up** (**Step 2**) or just before the **Inciting Incident** (**Step 4**).

In addition to providing information, a good prologue encounter should spur your players to action. For example: rooting out Jalamar's hidden weresharks; finding and curing victims of Dajobas' Kiss among friends, allies and acquaintances; or warning others about the impending wereshark attacks, including the Dragoons.

Check "yes" next to the **Prologue** section on your Night of the Shark Worksheet and fill in the name of the encounter you prefer. GMs are always free to modify or replace these encounters to fit their campaigns.

Step 2: Decide if you are adding Run-Up Encounters

If you want to give the PCs advance notice of Jalamar's plans but also give them window in which to act before moonrise on the Night of the Shark, you want a **Run-Up** stage. Otherwise, if you do not want a **Run-Up**, skip to **Step 3**.

If you are adding **Run-Up** encounters then choose at least three encounters from the list provided. Generally you should give the PCs approximately 12 hours before moonrise to figure out what's going on and to take actions that lesson the coming storm. During a **Run-Up,** the more encounters the PCs face, the more enemies they will neutralize and the fewer weresharks they should have to battle after moonrise.

Actions open to PCs during a **Run-Up** fall into four categories:

- Hunt down Dalang's fifth-column weresharks posing as humans
- Find and cure any victims of Dajobas' Kiss among friends and allies
- Warn others about the impending wereshark attack, including the Dragoons
- Be distracted from the above three possibilities.

Razor Coast provides **Run-Up** encounters covering each of these four options.

The **Night of the Shark** still works if the PCs learn that Jalamar seeks the *Jawbone* during the **Run-Up**, provided they do not learn about the *Jawbone* far enough in advance to simply take it and leave Port Shaw, avoiding events altogether. However, during a typical **Run-Up** you want the PCs to learn everything about the **Night of the Shark** except that Dalang Jalamar seeks the *Jawbone.* It is okay for the PCs to learn that the Chosen of Dajobas seeks *something* and why. They can also learn Dalang's undercover agents in Port Shaw seek this thing. It is also okay to learn that if Dalang's agents find whatever it is they seek, this will somehow kill off Tulita culture and ensure Dajobas' return; but this Act works best if they do not learn exactly what Jalamar seeks until the **Inciting Incident**.

If you plan to add a **Run-Up**, check "yes" next to the **Run-Up** section on your Night of the Shark Worksheet and fill in the names of at least three encounters you plan to use. GMs should of course modify, replace, or expand the offered encounters to fit their campaigns.

Step 3: Determine the location of the Jawbone

Clearly, the location of the *Jawbone* at moonrise on the Night of the Shark is a critical factor. While there are only five possibilities, the location of the *Jawbone* may prompt GMs to modify or add encounters to the **Night of the Shark, Act 3** as suggested below.

Never Recovered

If the PCs never recovered the *Jawbone* it remains buried in the sewers in **Chapter 4, Location S-6**. GMs should construct an alternate **Inciting Incident** that hints strongly at its location. For example, a badly wounded Cap'n Lester Farrows might bang on their door in the middle of the night complaining that "Hells-be-damned weresharks 'ave infested me sewers!" Whereupon a Razortooth Enforcer lands on his back howling "Give me the bone old fool!"

The Tulita Possess It

If the Tulita possess the *Jawbone,* reveal that Mokoli Ali'i placed the scrimshaw relic under the protection of an able band of Tulita warriors, but for reasons unknown, these warriors have vanished while somewhere in Port Shaw. The Tulita now suspect at least one of these warriors secretly worshipped Dajobas. The Tulita leaders – Mokoli Ali'i and Milliauka if they are properly disposed

toward the PCs – reach out to the party for help, but do not know where in Port Shaw the warriors took the *Jawbone*. Construct a CR 10 "Weresharks are Everywhere" encounter in which the PCs locate these warriors – now dead or weresharks themselves – and fight them to reclaim the *Jawbone*.

Barrison Hargrove Has It

If Barrison Hargrove holds the *Jawbone*, the PCs may have a tough time wresting it from him. Hargrove is a significant opponent. He plays a sizable role when the **Kraken Strikes** and the campaign works best when he survives to the end. Consequently, this option is not the easiest for GMs to pull off.

Consider that Hargrove may have simply sold the *Jawbone* to a collector, like Sagacious Samuel, or given it as a gift to a friend. Alternately, perhaps Hargrove possesses the relic but it sits in his treasury, unidentified. He might remain unaware of its provenance or its potential to unite the Tulita. Hargrove might not even realize he has it – just one more object among the many spoils seized by his Dragoons.

Designer's Note: Dramatic Purpose of a Prologue and Run-Up

Collectively, the encounters thrown at the PCs just before the **Night of the Shark** share two purposes: suspense and exposition. Exposition – delivered by **Prologue** encounters – comes first, because suspense requires knowing a danger looms and, further, knowing enough about the danger that the consequences of failure scare you.

To serve in a **Prologue**, an encounter must provide PCs enough information to instill fear without spoiling the coming events. **Run-Up** encounters build a ladder of suspense leading to the Night of the Shark, when the moon rises. To work best, each encounter in a **Run-Up** provides a little more information about the coming disaster, but eats up the player's time before the event. A **Run-Up** serves as a ticking clock in which each victory, encounter by encounter, reveals more about how awful the coming crisis stands to be but also frustrates the adventurers' attempts to prevent the disaster. Suspense rises as the clock ticks down.

If Hargrove realizes he possesses the *Jawbone* and suspects it for what it is, he desires to use it to manipulate the Tulita for his own ends. He sends the *Jawbone* under the protection of guards to Sagacious Samuel's. There it sits on a desk, as yet unrecognized because the busy sage has not gotten around to examining it. All these options allow the GM to skirt direct conflict with Hargrove, for now. Consider allowing the PCs to notice a scrimshaw "paper weight" on Samuel's desk if they visit him before the Night of the Shark and after the bone's recovery.

Alternately, consider designing an **Inciting Incident** that commences shortly after moonrise. Alarmed by reports of wereshark attacks in Port Shaw, Barrison Hargrove gives a speech exhorting every able-bodied fighting man to unite and halt the wereshark menace. As he mounts a podium and explains, "We're not sure how bad this is just yet. A bunch of these half-shark freaks invaded my smoking parlor demanding some ridiculous native gewgaw. Well, we'll show—agk!" An Enforcer takes out one of Barrison's Dragoons in a spray of blood and knocks the evil politician off his barrel. As the monster tears apart the hapless Dragoon it screams, "The BONE! Give us the BONE!" To turn this into a battle, add enough weresharks ripping into the screaming crowd to create a CR 10 encounter.

A Neutral Party Has It

If a neutral party holds the *Jawbone* consider designing an **Inciting Incident** where a wereshark suddenly barrels through a crowd chasing a screaming commoner. The wereshark bellows, "The bone! Give me the bone!" then eviscerates the panicked individual to the horrified sobs of bystanders. This person is not carrying the *Jawbone*, but a few quick questions identify the NPC and where they live. The *Jawbone* is in a sea chest at their home. To motivate a PC to vengeance, GMs might choose a beloved NPC from their NPC list for this role.

The PCs Have It

Because the Jawbone is not magical, it is entirely possible the PCs dumped it in a backpack and forgot about it. In the event the PCs hold the Jawbone, consider an **Inciting Incident** that doubles as an attack. Have an entire CR 10 wereshark team attempt to take the PCs by surprise, just after they finish refreshing spells and recovering hit points. These attacking weresharks should repeat phrases like, "The jaaaawbone! The jaaaawbone!" or "Sssscrimmmmssshawww doom Port Sshhhaw! Giiive!"

Step 4: Select or design an Inciting Incident

The **Inciting Incident** is the very first encounter the PCs have just as the full moon rises. It flat out tells the PCs any information they need to know what is at stake, and it makes the scenario completely, utterly, and terrifyingly clear. Specifically, the **Inciting Incident** tells the PCs they must find the *Jawbone of Kaho Ali'i* before their foes do, and it gives them a clue to the relic's location. This encounter also signals a radical change in the normal state of the world, shocking the PCs into action.

Razor Coast provides an inciting incident titled, **The Young Warrior** (CR 8). Decide whether to use **The Young Warrior** encounter in **Chapter 6** "as is," to modify it, or whether you wish to construct a new **Inciting Incident** encounter entirely. Note the decision on your worksheet. At the very least you'll need to change the text of **The Young Warrior** to reflect the current location of the Jawbone as determined in **Step 3**, above.

Step 5: Choose or design encounters for the Weresharks are Everywhere phase

After the shark-moon rises and the **Inciting Incident** completes, the GM throws approximately four encounters at the GM to hamper their search for the *Jawbone.* It works best and maximizes suspense when the PCs feel they are racing to reach the *Jawbone* before their foe. Alternately, there is suspense to be had trying to sneak the *Jawbone* out of Port Shaw as weresharks tear the city apart and all the minions of Dajobas seek the adventurers' deaths. However, before you can decide *which* encounters to throw at the PCs during this stage, you have to decide *how many* encounters to throw at them.

How many encounters to hit them with when Weresharks are Everywhere?

By default, the short answer is "about 2-3," because every encounter equal to the party's CR soaks approximately 20% of their resources. If they face Dalang Jalamar with too little juice left, many PCs will likely die in the fight.

The long answer is "It depends on how many of Jalamar's weresharks the party already killed and how many Kiss Victims they cured. How well did they do alerting folks to the wereshark menace before the shark-moon rose?" If you feel your party did extremely well, reward them by reducing the number of **Weresharks are Everywhere** encounters to 1 (the party **always** faces at least 1 encounter when **Weresharks are Everywhere)**.

Editor's Note: It's not All About the Weresharks

Because successful PC efforts to cure victims of the Kiss, warn others, and root out Dalang's agents during a **Run-Up** should all make the **Night of the Shark** – and even the **Kraken Strikes** – easier for the PCs to handle, GMs may decide to include encounters thematically unrelated to the **Night of the Shark** in their **Run-Up**. The **Mentor Assassin** and **Broken Skull Paybacks** are two examples of distractions that might engage the PCs until moonrise without reducing the number of weresharks in Port Shaw. If the PCs involved themselves in other subplots or with other NPCs, particularly *dramatis personae*, GMs should consider crafting distracting encounters to bring those stories to a head at this most inconvenient of times.

On the other hand, If you feel your party really bungled things, hit them with 4 encounters before introducing **The Battle for the Jawbone**. It may just be the case that many of your PCs deserve to die.

Use the following table as a guide to the kinds of actions that might reduce or increase the number of **Weresharks are Everywhere** encounters that GMs throw at the PCs before **The Battle for the Jawbone**.

Sample Reduction in Weresharks are Everywhere Encounters

Question	Answer	Night of the Shark Result
Did the PCs locate and defeat at least one of Dalang's wereshark teams before moonrise?	Yes	–1 Encounter
	No	+1 Encounter
Did the PCs successfully warn *any* friend or ally about the coming wereshark attacks?	Yes	–1 Encounter
	No	n/a
Did the PCs successfully warn the Dragoons about the coming fel lycanthrope attacks?	Yes	–1 Encounter
	No	+1 Encounter
Did the PCs successfully cure a friend or ally of Dajobas' Kiss?	Yes	–2 Encounters
	No	+1 Encounter[1]

[1] Unless they killed the Kiss-afflicted friend. Then it's only –1 encounter because they reduced the number of weresharks but didn't inspire anyone else to do the same.

Once you choose the number of encounters jot it down on your Night of the Shark Worksheet.

Which encounters should I pick when Weresharks are Everywhere?

All hell broke loose in Port Shaw. Weresharks tear the city apart, blood coats cobblestones, walls, and bystanders like morning dew. Amid this carnage the PCs must traverse the city, but events keep stopping them, distracting them, bleeding them.

You now know how many encounters you're likely to throw at the adventurers before the final showdown with Dalang, but which ones? In answer ***Razor Coast*** provides five encounters for the **Weresharks are Everywhere** stage. Additionally, if you did not include a **Run-Up** or **Prologue** stage – or you did but find yourself with unused encounters from your **Run-Up** or **Prologue** – those can also double as **Wereshark's are Everywhere** encounters. Finally, GMs may always design their own encounters.

Write the names of the encounters you choose down on the Night of the Shark Worksheet. Regardless of which encounters you choose, you must place one of these encounter in or near the *Jawbone*. Unless, of course, the PCs already possess the *Jawbone*. In which case, throw the encounters on your list at the PCs as they decide what the heck to do with it.

Step 6: Design the Battle for the Jawbone

If Dalang Jalamar is Dead, Replace Him

It is always possible the PCs slew Dalang during an earlier encounter. However, Dajobas is a god. He does not let the death of a mere minion slow his plans, and he instantly chooses another to lead the attack on Port Shaw and seize the Jawbone. Consider viewing Dalang's death as an opportunity to set in train an even darker plot, wherein one of the PCs' ostensible friends or allies – a Wave Rider, or even Major Lawrence, for example – secretly worships Dajobas and assumes Dalang's former role.

To create a new Chosen of Dajobas, first select a CR 7 NPC and apply the fel lycanthrope template. Second, give this NPC the *teeth of Dajobas* magic item and apply all changes (see Dalang Jalamar in **Chapter 1** for details). This creates a CR 11 foe. Alternately, you can advance a lower CR NPC to CR 7 and then add both the fel lycanthrope template and the *teeth of Dajobas*.

To really dish it out, advance your new Chosen of Dajobas to at least 12 class levels, so they can full advantage of the powers latent in the *teeth*. If Dalang is alive but your PCs seem too potent, advance him a level to 12th so he can take full advantage of the *teeth*.

Early to Battle, Early to Die

Despite their brutish and brutal nature, Jalamar's minions do not lack intelligence. After all, they organize themselves into covert teams to infiltrate Port Shaw, pose as humanoids, and hunt the *Jawbone* for their master. In fact, Jalamar ordered his followers to find the scrimshaw *Jawbone*, but not seize it immediately.

This is no simple smash-and-grab operation. Jalamar wants nothing to go wrong and judges the coming carnage greatly increases his chances of securing the *Jawbone* unopposed. Consequently, even if they find it, Jalamar's agents operate under strict orders to remain hidden and not frighten whomever holds the *Jawbone* into fleeing. Still, Jalamar's weresharks are not so clever that PCs can't incite them to break cover prematurely.

If the PCs discover Jalamar's plot before the Night of the Shark, they may decide to track down these hidden teams and take them out. Consequently a **Prologue** or a **Run-Up** likely includes at least one opportunity for the PCs to battle a CR 9 (or greater) team of Jalamar's wereshark followers during the day, amid the normal hubbub of Port Shaw. As you'll see in **Step 5**, weresharks killed **before** the Night of the Shark reduce the number of weresharks the PCs face **during** the Night of the Shark.

Choose Interesting Victims for the Pyre

One way to ensure the PCs tackle Jalamar's trap and don't simply flee Port Shaw with the *Jawbone* (although that remains an option), is to pack the previously mentioned pyre raft with NPCs beloved by your players. If your PCs aren't the loving type, consider packing the pyre raft with NPCs that owe the party money or have yet to complete services for which the PCs contracted. On your NPC Tracker, circle the names of up to 15 NPCs who you feel will attract the PCs attention or raise their ire when Dalang threatens them. These are the NPCs on the raft, coated in whale oil, and set for roasting.

Preparations are Now Complete

You have now completed the Night of the Shark worksheet and possess a list of encounters to prep. You know how **Act 3** begins and how your PCs receive the information they need in order to understand and

participate in events. You know which encounters they suffer through before, during, and after the shark-moon rises; and you know which folks in Port Shaw transform into weresharks unless the PCs intervene. Finally, you know who has the *Jawbone of Kaho Ali'i* and who Jalamar threatens to burn alive if the party refuses to hand it over. The next sections help you select encounters and then locate them in the ***Razor Coast*** manuscript.

Night of the Shark Adventure Options

Prologue

1. Explore an abandoned vessel floating offshore. Rescue the sole survivor and learn what he knows
2. The Nightslinks lay a trap for the PCs then boast about their escape from Jalamar

Run-Up

3. Attempt to warn the Dragoons of Jalamar's coming attack, but encounter Jalamar's mole instead
4. Save a friend from the Kiss of Dajobas
5. The PCs won once too often at the Broken Skull. It's payback time!
6. Old Fish, the PCs mentor and friend, accepts a commission to assassinate them
7. Stop Jalamar's minions, dressed as Dragoons, from torturing Port Shaw citizens in an old warehouse

Inciting Incident

8. A young Tulita warrior, wounded and terrified, bursts in on the PCs.

Weresharks are Everywhere

9. Rescue Jessica McFarrows foster mother from the little girl the PCs once saved
10. The anglers the PCs freed and returned to Port Shaw now stalk the streets as weresharks
11. Save a gang of terrified orphans from three rampaging weresharks
12. Jalamar's lieutenant, the deadly monk Saegen, seeks out the PCs
13. Rescue Nakuaka and Alastair Crimmeran from certain death

Final Showdown

14. Battle for the Jawbone

Night of the Shark Adventure Options Detail

Prologue

❶ Explore an abandoned vessel floating offshore. Rescue the sole survivor and learn what he knows

The PCs learn of a fishing trawler or freighter flying a distress flag, brutally savaged and apparently abandoned just off the coast outside Port Shaw. Entering the ship they discover the sole survivor, Geoff McDugyl, and extract important information from him despite his insanity.

Encounters

#1: **The Savaged Trawler** (Ch. 6, Stand-Alone; CR 9; 6,400 XP available)

NOTES McDugyl spent the better part of a month hiding in his ship's sewage-infested bilge, surrounded by the floating corpses of his murdered friends. It drove the man insane, but insane or not he did overhear the conversations of the weresharks who killed his companions.

The encounter details in **Chapter 6** explain how GMs may choose to run this encounter with or without combat. If the GM includes combat, then if the PCs defeat their foe, learn what McDugyl has to tell them, and cure the poor man's insanity they earn 1 Victory Point (VP) for use in the final battle of the campaign. See **Chapter 2 - The Kraken Strikes Act 3** (below) as well as **Chapter 7** for more details on Victory Points and fighting Harthagoa for control of Port Shaw. If the GM does not include combat, the party cannot earn VP through this encounter.

Additionally, if the PCs took a significant interest in Falken Drango or the Nightslinks, consider turning this into a savaged **freighter**, specifically the *Tide Marcher*. The *Tide Marcher* was the first ship the Nightslinks attacked after Jalamar turned them into weresharks under Drango's nose.

❷ The Nightslinks lay a trap for the PCs, then boast about their escape from Jalamar

Angry that the PCs killed their leaders in ***The Nightslink Mystery, Part I****, the remaining Nightslinks – renegade weresharks and former members of Falken Drango's crew who plan to abandon Dalang and return to pirating on their own – lay an ambush for the party at the Port Shaw lighthouse.*

Designer's Note: What's Up with Changing the Number of Encounters

The above exercise is an abstraction through which the PCs choices influence the difficulty level when **Weresharks are Everywhere**. This abstraction assumes that the PCs ability to find and eliminate one covert wereshark team represents their ability to weaken their foes in general. It also considers the party's ability to persuade one ally that danger approaches as equivalent to securing many allies aid in hunting down Dalang's weresharks before moonrise.

GMs should consider narrating this activity accordingly, because playing out repeat encounters wherein the player's cure an ally of Dajobas' Kiss again and again is boring. By allowing one such encounter to stand in for many successes, we simulate that the PCs have ensured fewer weresharks ravage the city. In turn this means fewer encounters for the PCs to tackle.

Mechanically, the fewer the number of encounters the PCs face before the **Battle for the *Jawbone*** the stronger they will be during it. Be aware that if the PCs face more than 4 encounters just prior to the **Battle for the *Jawbone*** the chances of multiple party deaths during that battle increases significantly.

Encounters

- *#1:* **The *Nightslink* Mystery, Part II** (Ch. 6, Stand-Alone; CR 11; 12,800 XP available)

NOTES This encounter solves the mystery begun in **The Nightslink Mystery, Part I** and resolves the subplot concerning Falken Drango's missing crew. It works best when the GM previously ran **The Nightslink Mystery, Part I**.

Run-Up

❸ Attempt to warn the Dragoons of Jalamar's coming attack, but encounter Jalamar's mole instead

The PCs try to warn the Dragoons of an imminent attack by weresharks or simply alert them that an unknown doom hurtles toward Port Shaw. How the PCs handle this situation either alerts the Fort to the wereshark infection or leaves the Dragoons vulnerable to Jalamar's further machinations.

Encounters

- *#1:* **Warning the Dragoons** (Ch. 6, Stand-Alone; CR varies ; 9,600 XP available)

NOTES In **Chapter 3, The Mad Shaman Attacks** the PCs may have helped cure Darenar of his lycanthropy. If so, the PCs worked hard during the encounter. Let them enjoy the fruits now by having one less Dragoon infected with lycanthropy. Don't let Dalang re-infect Darenar. Leave Darenar clean and instead use his stat block to represent another, unnamed sergeant. The GM should conduct any run-in with Darenar according to the party's relationship. If Darenar proves inclined to believe them, the other three wereshark sergeants hiding within the Dragoons' ranks attack all of them.

On the other hand, if the PCs did not cure Darenar of Dajobas' Kiss early in the adventure, Darenar has since transformed into Dajobas' willing servant and brought two additional Dragoon Sergeants into Jalamar's service.

If the PCs successfully warn the Dragoons, then after the Night of the Shark some among the Dragoons may look on the PCs more favorably. Consider improving the temperature of the party's relationship to Fort Stormshield's rank and file – if not its Kraken-loving leadership.

If the PCs have cause to search Darenar's quarters they find an oilskin packet numbered 341 containing the sergeant's personal store of dragonsmoke. This is one of the last remaining bundles of dragonsmoke from the crate of the drug used to frame Roland Lawrence.

Editor's Note: Don't Forget Eddie

If the PCs adopted little Eddie, the orphan from Toe's Reach (see **Chapter 3** for details), hold off on Eddie's transformation. At some point when **Weresharks are Everywhere**, transform him into a little monster. Do it whenever his ankle bite seems likely to prove most distracting, amusing, or heart-rending. Use Jessica's statistics from **Chapter 4, From the Mouths of Babes**.

❹ Save a friend from the Kiss of Dajobas

The PCs come to suspect a friend or ally suffers the Kiss of Dajobas. They take steps to confirm this suspicion, and they attempt a cure or put their former friend out of his misery.

Encounters

- *#1:* **Vile Transformations** (Ch. 6, Stand-Alone; CR 9; 6,400 XP available)

NOTES Back at Level 8-9 we suggested GMs begin planting seeds that all was not right with some of their friends and allies. In this encounter that seed blossoms. However if the PCs failed to notice or failed to follow-up on any of the clues provided, consider having all of their Kiss-afflicted friends hunt the party down the moment the shark-moon rises. Conversely, should the adventurers recognize the signs, this encounter provides the opportunity to save their friend or friends from this horrific fate. **Vile Transformations** features Jenkie Barnes, but GMs may substitute any friend or ally.

❺ The PCs won once too often at the Broken Skull. It's payback time!

Killers come for the PCs to settle a score related to the adventurers victories in the Broken Skull pit fights.

Encounters

- *#1:* **Broken Skull Paybacks** (Ch. 6, Stand-Alone; CR 10; 9,600 XP available)

NOTES GMs should determine the motives for these killers according to need. They might be siblings or close friends of someone the PCs killed during a fight. They might be disgraced fighters, or they might be hired assassins employed by wealthy gamblers who lost money on the PC's combats. The attack might even come from Belok himself if the PCs failed to redeem him and instead humiliated the former Wave Rider in the ring.

❻ Old Fish, the PCs mentor and friend, accepts a commission to assassinate them

Hired by Hargrove to assassinate his favorite adventurer, Old Fish forces the party to slay him instead and bequeaths his shop and his legacy of secrets to the PCs. Expecting betrayal, Hargrove sends a second set of assassins after the party.

Encounters

- *#1:* **The Mentor Assassin** (Ch. 6, Stand-Alone; CR 11; 12,800 XP available)

NOTES This encounter works best when Old Fish has adopted one or more of the PCs, and their relationship is strong. This encounter is the final encounter of the Old Fish Relationship Subplot.

If you do not have Hargrove commission this assassination before the Night of the Shark, consider having him hire Old Fish afterwards. Given his new found hatred of the PCs for what he believes is their role in damaging Port Shaw, the move makes sense. More specifically, it may serve to encourage the PCs to head out to sea. See **Wrapping Up the Night of the Shark**, below, and **The Kraken Strikes, Act 2: The Party Leaves Port Shaw** for more details.

After this encounter plays out, if a PC inherits Old Fish's shop and tools of the assassin's trade, they also find the key to Old Fish's personal code. This allows them to unlock a record of his many successful assassinations and provides proof that Barrison Hargrove hired Old Fish to kill Jalia's parents. They also find an encoded personal journal in which Old Fish speculated that the order to kill Jalia's parents originated with Harthagoa, the Krakenfiend.

❼ Stop Jalamar's minions, dressed as Dragoons, from torturing Port Shaw citizens in an old warehouse

The PCs interrupt Dalang's weresharks as they impersonate Dragoons and try to terrorize the location of the Jawbone out of Port Shaw's citizens.

Encounters

- *#1:* **Bite of the Dragoons** (Ch. 6, Stand-Alone; CR 11; 12,800 XP available)

NOTES As presented, the encounter contains strongly adult content. Consequently **Bite of the Dragoons** in **Chapter 6** also explains how to tone down the violence to the PG/PG-13 level. Do not run this encounter on the fly without deciding how graphic you wish to go.

Inciting Incident

❽ A young Tulita warrior, wounded and terrified, bursts in on the PCs

Before he can finish explaining, the shark-moon rises and he transforms before their eyes.

Encounters

- *#1:* **The Young Warrior** (Ch. 6, Stand-Alone; CR 8; 4,800 XP available)

NOTES This is stand-alone encounter which kicks-off the **Night of the Shark** and tells the PCs all the information necessary to understanding what's at stake. Throw this encounter at the PCs immediately after moonrise on the **Night of the Shark** to set everything in motion.

Weresharks are Everywhere

❾ Rescue Jessica McFarrows foster mother from the little girl the PCs once saved

Standing on the balcony, blood dripping from its jaws, a four-foot-high wereshark in a blue flower dress screams its rage at the sky. From inside the apartment a woman's voice is calling, "Jessica? Jessica, sweetie? Where's your father?"

Encounters

- *#1:* **You're Not My Daddy!** (Ch. 6, Stand-Alone; CR 3; 800 XP available)

NOTE This option works best if the PCs explored the semi-abandoned town of Thumb's Reach and fought the encounter **From The Mouths of Babes** early in the campaign.

If the PCs save Jessica's foster mother from the little wereshark **and** they cure Jessica (See **Chapter 6, Vile Transformations** for the details of effecting a cure) of her affliction, award the party 1 VP for **The Kraken Strikes, Act 3**. If they do not save Jessica's foster mother, the party receives –1 VP, as all the neighbors blame the PCs for bringing Jessica into their lives. If they save Jessica's mother but Jessica remains a wereshark, they receive no VP and Jessica's foster mother blames the party for her widowhood.

❿ The anglers the PCs freed and returned to Port Shaw now stalk the streets as weresharks

Two lumbering weresharks in hybrid form maul fleeing citizens, painting the cobblestones red with humanoid blood.

Encounters

- *#1:* **Fishermen Turned Sharkmen** (Ch. 6, Stand-Alone; CR 8; 4,800 XP available)

NOTES This encounter gains extra piquancy if these were once persons rescued by the PCs. GMs should grant them identifying marks – clothes, a limp, **something** that lets the PCs recognize that the innocent victims they once saved now victimize others.

⓫ Save a gang of terrified orphans from three rampaging weresharks

A trio of weresharks scent a group of orphan children and roust them from their hiding place. The kids run for their lives, but seem likely to become snacks if the PCs do not intervene.

Encounters

- *#1:* **Shark's Assault** (Ch. 6, Stand-Alone; CR 9; 6,400 XP available)

Dalang Jalamar's Scheme to Infect the Fort

Regardless of whether or not the PCs successfully warn the Dragoons, at approximately midday just before the Night of the Shark, Jalamar infiltrates the town by himself, disguised as a traveling cleric of Quell. He attempts to enter Fort Stormshield by claiming Quell sent him a vision of an oncoming calamity.

If the PCs successfully warned the Dragoons about coming trouble they block this maneuver. In a state of high alert the Dragoons turn Jalamar away on general principles and his attempt to gain entry fails.

However if the PCs failed to warn the Dragoons, a member of the Ring of the Kraken hastens Dalang inside, fearing the Chosen of Dajobas is just a commoner who received some divine warning against Harthagoa's coming assault – and the Ring's collusion in it.

The Ring of the Kraken members remove Dalang to **Area F-16** intending to interrogate him at length, a plan to which Jalamar happily concedes. He even allows the members of the Ring to overpower him and strap him to an interrogation table. Dalang smiles and answers their questions for his own amusement until bored. Then he reverts to hybrid form, snaps his leather bonds, and feasts on everyone in the room.

In the latter case, Jalamar adds 3 more weresharks to his list, making a total of 6 in the Fort. Three (Darenar and two sergeants) follow Jalamar and Dajobas of their own volition, while three (the newly bitten) are unknowing Kiss Victims.

⓬ Jalamar's lieutenant, the deadly monk Saegen, seeks out the PCs

Caring little for the pathetic peasants and fisher folk of Port Shaw, the monk seeks to sate his blood thirst with a more worthy meal – the PCs.

Encounters

- *#1:* **Saegen's Attack** (Ch. 6, Stand-Alone; CR 10; 9,600 XP available)

NOTES If the PCs defeated Saegen but did not kill him in a previous encounter, consider leveling Saegen up and sending him after the PCs for revenge. If the party killed Saegen in a previous encounter, substitute another creature bent on avenging Saegen's death.

⓭ Rescue Nakuaka and Alastair Crimmeran from certain death

Horrible wet crunching noises and gurgling, aborted screams alert the PCs that weresharks are feasting on the remaining patrons of the Kraken's Gullet, including Elder Alastair Crimmeran and the Tulita leader Nakuakaua.

Encounters

- *#1:* **Dining Out** (Ch. 6, Stand-Alone; CR 10; 9,600 XP available)

Final Showdown

Once the PCs have fought their **Weresharks are Everywhere** encounters, but before they have much chance to recuperate, let them find the *Jawbone of Kaho Ali'i.* Once they have it, it's time to hit them with the **Battle for the *Jawbone***. As the climax of the **Night of the Shark** plot arc, GMs should stage the **Battle for the *Jawbone*** as highest drama. This is always a CR 13+ encounter.

⓮ Battle for the Jawbone

Tired of his minions' failure to secure the Jawbone of Kaho Ali'i*, Dalang Jalamar rounds up citizens of Port Shaw, ties them to a pyre raft in the harbor, and threatens to set it alight unless whoever possesses the* Jawbone *brings it to him – now!*

Encounters

- *#1:* **The Battle for the Jawbone** (Ch. 6, Stand-Alone; CR 13+; 25,600 XP available)

Hooks

Hook #1: Walking Past the Docks

A very dramatic way to introduce the PCs to this encounter let them hear news of the horrific event soon to take place as they walk near the piers. People joining a growing crowd rush past, calling to each other to head to the docks.

Slowly a mob grows upon the boardwalk, waiting in horror for the gruesome event to unfold. Family members among the crowd cry and plead for saviors, while others curse Hargrove and the gods.

A small group of people storm past in an agitated rush. If PCs do not stop them to ask what's going on, allow the party to make a DC 15 Perception check to hear some of their chatter. Either by direct conversation or through overheard snippets, the PCs learn that weresharks have captured a number of innocent people and are preparing to publicly immolate them in Dajobas' name.

Shortly after learning this, they encounter a hysterical woman. Read or paraphrase the following:

> A young woman in peasant's clothes races through the streets, panicked and howling madly. She spots you, bursts into a fit of tears, and rushes forward, clawing desperately at her clothes and throwing herself to the ground in your path.
>
> "Please, help me! The…the sharks! They've taken my daughter! He said they are going to burn her!" The woman weeps and wails, overwhelmed by grief and panic.

The woman claws at the PCs for attention, and begs them to save her daughter. She offers the party whatever she can and remains inconsolable. If asked, she points the way to the pier, even pulling the PCs herself, urging them to hurry.

Hook #2: A Friend Tells Them

If the PCs are avoiding the docks, GMs should send known NPCs to the party pleading that they come to Tide as quickly as possible. These friends and allies explain that "…this man claiming' ta be th' black shark be demandin' a *Jawbone* or he'll burn 'em all alive, he will!" Regardless, word reaches the PCs that the Chosen of Dajobas offers to trade his hostages for the *Jawbone* – the future of the world for their lives.

Hook #3: The Chase

An alternate way to lure the PCs in involves them reaching the Jawbone after a lone wereshark minion reaches it first.

The party arrives on the scene just as the wereshark snatches up the prize, spots the adventurers, and runs for its life. The PCs give chase – high speed, wereshark parkour, crazy mad pursuit – finally crushing the beast and seizing the Jawbone. End the chase right on the pier, just as Dalang demands the relic and threatens to set the raft of prisoners aflame.

To draw a bit more blood, consider having a team of weresharks reach the Jawbone before the adventurers. One wereshark bolts with the relic while the rest try – futilely – to hold the party back. The pursuit ends in the same manner: the lone wereshark defeated, the PCs holding the Jawbone, and everyone standing on the pier as Dalang makes his announcement.

Editor's Note: Rest Up, Me Hearties!

It is important that the PCs rest and refresh themselves after a **Run-Up** and before the **Inciting Incident** when the moon rises. They need to start the **Night of the Shark** at full strength. If you have been applying fatigue rules throughout your campaign, then consider using fatigue to prompt the party to rest before introducing **The Young Warrior.**

However, if you suddenly bring up fatigue for the first time this will look suspicious, and you will likely need another device to suggest the party rests.

Wrapping Up the Night of the Shark

Success!

If the PCs recover the scrimshaw *Jawbone of Kaho Ali'i* and turn it over to the Tulita, the tribes in the vicinity unite under Mokoli Ali'i's banner and come to Port Shaw's aid against any remaining weresharks. This victory earns the Milliauka and Mokoli Ali'i seats on Port Shaw's council, the Lodge. While change takes time, this simple act initiates an eventual return to the old ways, when the people existed in balance and harmony with the coast, its resources, and its creatures. This Tulita-led return to balance staves off Dajobas' return for at least a thousand years and permanently alters the history of the Razor Coast.

If the PCs have not developed a close relationship with Milliauka or Mokoli Ali'i by the conclusion of the Night of the Shark, the Tulita leaders send emissaries requesting an audience with the adventurers and open negotiations to recover the *Jawbone* for the Tulita.

Hargrove remains ambivalent at the prospect of a Tulita renaissance, as he fully expects them all to die beneath Harthagoa's tentacles in short order. His focus remains fixed on Harthagoa's coming. In his arrogance he just does not believe a few Tulita savages aping their betters threaten his plans. On the contrary, he believes the fight with Dalang just helped expose his foes, making them easier to exterminate.

Hargrove underestimates the Tulita, and they are now an important presence in Port Shaw's politics. However much work remains for Milliauka and Mokoli Ali'i. They have not yet reunited the disparate Tulita tribes, reclaimed full control of their former lands, fully reestablished their influence, or rebuilt their military strength. The Tulita renaissance plays out slowly.

In the short term Port Shaw retains its corrupt Dragoons for law enforcement. Local disdain for the Tulita persists (albeit mitigated), and Barrison Hargrove remains in nominal control of the city. Still, the increased Tulita presence likely creates a haven for the PCs, and the natives of the Razor Coast prove staunch allies against Harthagoa when the **Kraken Strikes.**

A party that successfully completes the **Night of the Shark** and returns the *Jawbone* to the Tulita gains 3 VP for the concluding events of the Razor Coast campaign (see **The Kraken Strikes, Act 3** for details).

Additionally, if the PCs manage to save at least 5 hostages from the bonfire raft, grant them one additional Victory Point and award them XP as though they had defeated a CR 5 creature. For each additional hostage rescued above 5, increase the CR for calculating this bonus XP by 1.

If the PCs actively incited the townsfolk on the pier to fight their wereshark oppressors, award the party XP as though they had defeated a CR 6 creature. If, instead, the PCs managed to successfully take on all the weresharks by themselves, increase all XP awards from the **Battle for the Jawbone** by 20%.

If the party had a direct hand in extinguishing the fire on the pier while the combat was taking place, award them XP as though they had defeated another CR 5 creature.

See **Chapter 6, The Battle for the Jawbone** for details on all these aspects of the final showdown.

Failure!

If the PCs fail to recover the relic, then the days of the Tulita draw to a final close. The few tribes clinging to the Old Ways scatter and disband. They do not aid the PCs against Harthagoa when **The Kraken Strikes**. Worse, their diaspora heralds a new era of darkness, greed, and blood. Dajobas' influence grows like cancer, slowly but surely. More and more Tulita break from their traditions until loss renders their culture naught but scattered memories and folklore. The people turn from hope and peace to exploitation, cynicism and drug abuse. Poverty increases, especially in cities like Port Shaw, and crimes against the Tulita grow increasingly brutal and murderous. The number of Tulita enslaved or working the brothels in Carcass expands exponentially.

All these changes lead more and more Tulita to the Shark God, as they seek his dark blessings to give them the strength and ruthlessness needed to survive and prosper in this new and doomed age. The prophecy of Dajobas' return spreads like plague, and his worship grows increasingly open and accepted.

Other dark avatars, creatures of hunger and terror said to herald His coming, proliferate. Ports and roadside shrines dedicated to Dajobas crop up everywhere, while massive and bloody sacrifices – often cannibalistic – grow commonplace. Within a decade, witch hunts conducted by Dajobas' followers turn those who have yet to submit to the Shark God into chum. Goodly people flee the Razor Coast. Thus begins a mass exodus that leaves the Razor Coast a dark, sinister place that even the scum of Carcass shun.

Should Harthagoa defeat the PCs after Dalang steals the *Jawbone*, the Coast transforms into a ruined bloodbath, dominated by an ongoing battle between Dajobas' most devoted fiends and the minions of Harthagoa. Eventually the greater of two evils prevails.

Neither Winning Nor Losing

In the event the PCs realize what the *Jawbone* means, avoid Jalamar, and strive to leave Port Shaw – innocent lives be damned – inflict the appropriate number of encounters from **Weresharks are Everywhere** on them as they flee (see **Prepping the Night of the Shark**, above, for further details on planning these encounters). If the PCs do not own their own boat, the bloody chaos following moonrise prevents them from finding captains to sail out of Port Shaw. If they do own their own boat, then the crew panicked and fled. The PCs may still attempt to leave, but their ship is likely understaffed.

Just outside the city or within moments of reaching their ship, spring Jalamar (or his replacement) and the **Battle for the Jawbone** on them. Alternately, if the PCs slip out of Port Shaw then return later with a Tulita army at their backs – and Mokoli Ali'i at their side, for example –Jalamar and his hostage situation await them on their return. Alternately, if the party flees the final showdown, then return days or weeks later, almost no one they know survived. Describe the wrecked and burning rubble Jalamar left behind and represent the death toll as –2 VP for the **Kraken Strikes**, **Act 3**.

Determining the Cost in NPC Lives

To assess the damage wrought during the Night of the Shark we can abstract the situation by assuming that the more folks the PCs warned before the weresharks attacked, the more people survived.

Pull out your NPC Tracker. Start by declaring half of all remaining minor NPCs dead – GM's choice. Adjust this number up or down depending on how well the party handled the Night of the Shark. Use the following table as a guide to help decide how high the death toll ran.

Question	Answer	NPCs who Survive
If you had a **Prologue** or **Run-Up** did the PCs locate and defeat at least one of Dalang's wereshark teams?	Yes	+10% Friend or Ally
	No	n/a
During a **Run-Up** did the PCs successfully warn *any* friend or ally about the coming wereshark attacks?	Yes	+20% Friend or Ally
	No	n/a
During a **Run-Up** did the PCs successfully warn the Dragoons about the coming fel lycanthrope attacks?	Yes	+20% Friends or Allies
	No	–20% Friends or Allies
Did the PCs prevent Dalang Jalamar from burning the people on the pyre raft alive during the Battle for the *Jawbone*?	Yes	+25% Friends or Allies
	No	–25% Friends or Allies

ACT 2
QUEST FOR THE *ALBATROSS*

After the Night of the Shark, the campaign turns on events pulling the PCs away from Port Shaw and out to sea. You'll find a wide range of suggestions, below, for encouraging the party's departure.

Once the PCs are out of Port Shaw, Harthagoa throws the Ring of the Kraken into high gear and advances his plans. Events progress back in Port Shaw while the party adventures on the Razor Sea; consequently, everything that happens during this phase of the campaign – after they leave Port Shaw, with the Night of the Shark behind them, and before they return – is part of **The Kraken Strikes, Act 2 – Quest for the *Albatross***.

Typically, the encounters and events of the **Quest for the *Albatross*** fall into six stages:

1 – THE PARTY LEAVES PORT SHAW

and then experiences

2 –THE PEARL EYE ATOLL

which eventually leads to meeting

3 – OLD MAKANA

who puts them on a journey during which they find

4 – COMMANDER PERRIN AT THE CITY OF CYCLOPES

afterwards they are

5 - AMBUSHED BY THE *PRIDE*

and learn certain facts that prompt a swift

6 - RETURN TO PORT SHAW

Once the party leaves Port Shaw, the campaign easily accommodates any way they wish to spend their time. Search for the *Albatross*? Of course. Ignore Port Shaw and turn pirate? Sure – why not? Hunt Garr Bloodbane's gold? No problem.

However, three linked set-pieces – **Old Makana's Hex**, **Captain Perrin at the City of Cyclopes**, and **Ambushed by the *Pride*** – provide events that propel most adventuring parties back to port. Certainly, once the adventurers encounter Commander Perrin at the City of Cyclopes, choices narrow. Do not insert random encounters or encourage excursions hither and thither between stage **4 - Commander Perrin at the City of Cyclopes** and stage **5 - Ambushed by the *Pride***. As soon as the adventurers leave the City of Cyclopes, the *Pride* attacks. After which, the PCs either decide to abandon Port Shaw to her fate or rush back to save the city.

Synopsis

Most likely the adventurers set sail for the Pearl Eye Atoll (also called the Pearl Eyes and Bloodbane's Knuckles), to seek the overdue Commander Perrin aboard the *Albatross.* Regardless of their mission, once on the waves what should have proved a short excursion turns into a veritable Odyssey as storms, misadventures, and conflicting agendas extend their time at sea and send the party into danger after danger. Mishap follows on mishap and every attempt to set a true course only leads to greater challenges and further complications. Despite themselves, the PCs head deeper into uncharted waters.

Eventually, a revelatory encounter with a reclusive witch named Old Makana helps the party locate the *Albatross*. They find Perrin and his men pinned down and taking cover among the ruins of a fallen civilization, desperate to escape. Day and night, barbaric cyclopes thin Perrin's ranks. Systematically these monsters hunt down the *Albatross'* surviving complement and drag them kicking and wailing into dark semi-abandoned buildings to perform unspeakable acts upon their bodies.

After engineering the daring rescue of the brave Lt. Commander and his crew, the PCs finally connect the pieces of the puzzle linking events in Port Shaw to the Ring of the Kraken – a puzzle that ultimately fingers Hargrove as the Ring's leader. When this piece snaps into place they realize that, once again, a dark peril barrels toward Port Shaw.

Now the PCs must race back to stop Hargrove and the Ring. However, Harthagoa prepared for this eventuality and sent his most talented captain, Gregory Bonedeuce, to intercept and destroy both Perrin and the PCs.

Assuming the party (and their allies) first defeats Bonedeuce in a broadsides-to-broadsides death duel, they continue their return to Port Shaw. While returning, rumors heard on the wing confirm the PC's fears: Port Shaw is already under attack. The PCs arrive to find their city besieged by Harthagoa's amphibious troops. The Krakenfiend himself cannot be far behind!

Pre-Requisites

As implied there are certain preconditions your players should meet for **Act 2** of **The Kraken Strikes,** as written, to deliver maximum dramatic punch.

Before Leaving Port Shaw

Before heading to sea and leaving Port Shaw behind, the PCs should not suspect Hargrove's full plan nor know for certain that he leads the shadowy Ring of the Kraken; unless in your campaign hinting at Hargrove's involvement dissuades the PCs from a direct confrontation and urges them to take to the waves. PCs should, however, at least suspect that the Ring of the Kraken is a player in Port Shaw, perhaps even planning a major move, though details remain vague.

Before Returning to Port Shaw

There are 2 preconditions the adventurers must meet before the GM concludes **The Kraken Strikes, Act 2** and begins **The Kraken Strikes, Act 3** (the final showdown on which the campaign as a whole concludes). These are:

The PCs should reach between 11th & 12th level by the time they return to Port Shaw. At 10th Harthagoa will slaughter them and at 13th the encounters comprising the final battle for Port Shaw likely prove a cake-walk unless modified.

To maximize suspense, the PCs should learn that Port Shaw faces invasion just before returning to port. In the best of all dramas, they turn for Port Shaw *because* they learn of the coming invasion and race the clock to get back. The facts Trey Perrin shares reveal that Harthagoa's invasion looms. Encounters faced on the PCs return to Port Shaw drive the danger home.

Prepping for The Kraken Strikes, Act 2

Because the players are at loose ends for at least two levels of advancement after leaving Port Shaw, running this act requires a little planning. However unlike prior sections there is no worksheet to fill out. Because this act will play out across multiple gaming sessions, you will be revisiting **Step 2** frequently and revising your plan as you go.

- **Step 1:** Decide which turn of events you will use to entice (or drive) the PCs out of Port Shaw
- **Step 2:** Choose encounters to take the PCs from approximately 10th to nearly 12th level
- **Step 3:** Entice your players to visit Old Makana
- **Step 4:** Choose the best way for your players to find the *Albatross*

Step 1: Decide which turn events you will use to entice (or drive) the PCs out of Port Shaw

The next part of the campaign turns on the PCs heading out to sea. They might depart because investigating the Ring of the Kraken points them after Trey Perrin and the lost *Albatross*. They might leave because Barrison Hargrove declared them wanted criminals and Port Shaw is just too hot right now. **The Party Leaves Port Shaw**, below, offers four ways to lure or to drive the party onto the open ocean and out of Port Shaw. Choose one or create your own.

Step 2: Choose encounters to take the PCs from approximately 10th to nearly 12th level

Razor Coast provides many Adventure Options from which to choose, but the goal of this stage of the campaign remains simple: level up! For example, now is a fantastic time to send them after the real Garr Bloodbane's gold. For convenience, the discussions that follow speak as if the PCs only head to the Pearl Eyes, but this is not necessarily their destination. Your party may go anywhere and do anything, they like. More on this below.

The campaign works best when after progressing more than half way to 12th level the party meets with the island witch Old Makana, discovers the *Albatross*, learns that Port Shaw is in trouble, and heads for home. To help this transition progress organically, it makes sense to seed this stage of the adventure with Whispers and non-combat Events that foreshadow the final stages of the campaign. You'll find these detailed in **Sailing the Pearl Eye Atoll** below.

Plan on revealing Whispers and Events regularly across the climb from 10th to nearly 12th level. For your convenience, Whispers and Rumors are organized by those GMs should reveal while the PCs are 10th level (Early), those to reveal while they are crossing into 11th level (Middle), and those to reveal when they are nearly 12th (End).

Or Something Completely Different

Because the campaign's flow remains player driven, your **Act 2** of the **Kraken Strikes** may not follow the path outlined above.

These are only two things necessary to play the campaign as written: the party sails out from Port Shaw at 10th level and they return to Port Shaw by 11th or 12th to fight Harthagoa. Heck, they don't even have to fight Harthagoa. Nothing says your adventurers can't let the Kraken seize the Razor and make Port Shaw his throne – excepting of course that choices always have consequences.

Step 3: Decide How You'll Entice your players to visit Old Makana

GMs may throw this encounter at the PCs at any time during their adventuring on the high seas; however it proves more suspenseful if the PCs learned of Old Makana during their travels and already harbor suspicions about the witch when they find her. Consequently, this part of the adventure works best when the party slowly accumulated clues and rumors that eventually led to her.

For example, some adventuring groups will make a beeline for Old Makana after hearing Whispers of a connection to Jacob Razor's ghost. So save those rumors for last. On the other hand, some groups will only seek the witch when they fail to find Garr Bloodbane's gold on their own or discover themselves lost at sea among the islands of the Atoll.

It may prove useful to play a few sessions before answering this question. As indicated, the special Whispers section for **Sailing the Pearl Eye Atoll** plants seeds that may sprout into the party seeking out Old Makana. Adventure Options, found below, details hooks GMs can use to force the issue.

Even if the party decides to seek Old Makana early in their explorations, the important thing is that they not find her until about half way to 12th level, because once the party finds Old Makana, events accelerate toward the end of the campaign rapidly. In the meantime, hunting Old Makana is as useful a reason for the PCs to sail the Pearl Eyes as hunting the *Albatross* or hunting Garr Bloodbane's Gold. Regardless, while sailing the Razor the PCs will encounter Tulita with Whispers and Rumors to share pointing the way to Old Makana.

Step 4: Choose the best way for your players to find the Albatross

Again, it may be best to play a few sessions before deciding how and when to allow the party to discover the *Albatross.* The adventure works best when the discover Perrin's plight no sooner than 11th level, as once they do there is a natural progression built into events that sweep the PCs back to Port Shaw and the conclusion of the campaign. For that matter, it's easy for this same progression to begin with Old Makana as GMs may simply use the witch to tell the PCs on which of the many islands they'll find the *Albatross.* What's important is that finding Perrin and the *Albatross* reveals information that proves Hargrove and the Ring of the Kraken have foul plans for Port Shaw. Bonedeuce attacking the party shortly after this encounter only cements matters.

Running The Kraken Strikes, Act 2

The Party Leaves Port Shaw

This section offers various ways to lure or propel the party out to sea and away from Port Shaw. It includes an encounter involving Jalia Ramires, instructions for using minor NPCs to do the job, and offer three Hooks that may serve. Of these options, the **Hanging of Jalia Ramires** (presented first) was specifically designed for sending the PCs off to hunt Lt. Commander Trey Perrin and the *Albatross.*

An Encounter Gets Them to Leave

The Hanging of Jalia Ramires (Ch. 7, Stand-Alone; CR 10; 9,600 XP Available)

Synopsis

Shortly after the Night of the Shark, the PCs learn that the Municipal Dragoons plan to hang Jalia Ramires down by docks. See **Chapter 7, The Hanging of Jalia Ramires** for thoughts on how they discover this fact.

Background

Some years ago, Jalia Ramires went out of her way to meet Commander Trey Perrin. As she got to know him, earned his confidence, and confirmed he held his honor

dear – the he was, perhaps, the last honorable man in the Dragoons – she dropped tidbits and hints, suspicions and speculations about corruption among the Lodge elders. Eventually, as their friendship grew and Perrin developed a crush on her, Jalia told him about her belief that an organization called the Ring of the Kraken secretly ran Port Shaw. Not quite believing her, but not willing to scoff either, Perrin agreed to look into it. In his heart he suspected that, at worst, a thieves' guild blackmailed Barrison Hargrove, and he resolved to help his leader.

As indicated in **Chapter 7** Perrin, a blunt man and too trustful by far, began his investigation by interviewing the Dragoons in whom he held the greatest confidence: Darenar and Aeron Chambers. Both members of the Ring, the two immediately reported Perrin's questions up their dark chain of command.

Uncertain in whom else the unsubtle Commander Perrin might have confided, the Ring decided not to kill him for fear of raising suspicions. Instead Hargrove – a collector of antiquities, maps, and fine art – paid Sagacious Samuel to forge a highly realistic treasure map purporting to lead to Bloodbane's Gold. Hargrove then "discovered" the map and Gregory Bonedeuce assigned the treasure hunt to Perrin.

Perrin sets sail for the Pearl Eye Atoll aboard the *Albatross* shortly after the PCs arrive in Port Shaw.

Being sent on a mission to find Garr Bloodbane's gold intensified Perrin's suspicions, but at the same time the map is an excellent forgery, and orders are orders. Jalia, however, proved far less hidebound and trusting than Commander Perrin. She spent much of her ill-gotten gains secretly replacing the bowsprit on the *Albatross* with a *bowsprit of nondetection*. She only informed Trey about the swap just before the *Albatross* departed, too late for him to do anything about it.

At first Port Shaw received reports of Perrin's progress, but eventually news of the *Albatross* ceased. The ship was last seen among the farther reaches of the Pearl Eyes.

Unable to scry the *Albatross*' location as planned unsettles Barrison Hargrove. Shortly before the Night of the Shark, he sent Bonedeuce and Aeron Chambers off in the *Pride* to hunt Perrin down and guarantee he will not return at an awkward moment. Before departing, Gregory Bonedeuce elevated Darenar to acting commander of the Municipal Dragoons.

Editor's Note: That's a lot of levels!

Harthagoa is a powerful foe and 12th level remains an ideal point to bring your ***Razor Coast*** campaign to a close. While an 11th level party backed by its allies *might* survive going toe-to-tentacle with the Krakenfiend, it remains unlikely.

So even if your party starts out a newly minted 10th after the **Night of the Shark**, they need two more levels. That's quite a gap to close. However, ***Razor Coast*** is a sandbox intended for GMs to develop and expand; so, this really might be a good time to set the party on the trail of Garr Bloodbane's true treasure, perhaps before seeking Commander Perrin. Or maybe hold off on the **Ambushed by the *Pride*** encounter until the party slays a few more foes.

To help at this phase, we made sure that our expansion book, ***Heart of the Razor,*** contains two adventures ideally suited for parties of 10-12th level. By way of expansion, consider plugging those into this act of **The Kraken Strikes**.

Development

Faced with the hanging, the PCs either attempted to save Jalia or let her die.

We Tried But Failed

If they attempted to save her and failed, then this brings them to the forefront of Barrison Hargrove's attention. Consider having Hargrove instruct Darenar to glue wanted posters all over Port Shaw. The posters bill the PCs as not only wanted for attempting to interfere with Lodge Justice, but paints them as Worshippers of Dajobas and suspected wereshark lovers wanted in connection with the crimes of the Murderess Jalia Ramires. It offers a purse of 2,500 gp for information leading to the PCs capture.

Let 'Er Hang!

If the PCs let Jalia hang, then they find a letter from Jalia mysteriously left in their lodgings. The letter is titled "In the Event of My Untimely Demise" and conveys all of Jalia's suspicions, as described below.

No Time to Explain

If PCs interrupt the hanging and save Jalia, their actions still draw the attention and possibly the

vengeance of Barrison Hargrove. If the party has not previously earned his animosity, they likely have it now. Again, consider having Hargrove instruct Darenar to issue wanted posters exactly as if the party tried to stop the hanging and failed.

Once rescued, Jalia says, "No time to explain!" and begs the adventurers to take her to a place of safety. She suggests the Chapterhouse of Quell. Zalen, if he lives and remains well-disposed to the PCs, greets them warmly and joins their councils.

Now that We're Safe

Once safe, Jalia briefs them on the details of how she was framed (see **Chapter 7, The Hanging of Jalia Ramires** for the details of how she was setup) and shares her suspicions about the mysterious Ring of the Kraken. She considers the Ring a shadowy, inimical organization that has suborned at least some Dragoons – Darenar for certain – but she doesn't know what the Ring is precisely or why it exists. She's convinced Bonedeuce is a member – but she has no proof. She's also convinced that Gregory Bonedeuce left in the *Pride* to hunt down the only Dragoon capable of challenging him for command – Trey Perrin – and slay him, not to save him as publicized. And again, she has no proof. She's just glad her people finished that little bowsprit switcheroo, before Trey sailed.

However, Jalia insists the PCs examine the timing. She explains how she shared her suspicions that the Ring of the Kraken might be manipulating Hargrove with Trey, one of her many unrequited suitors. He pledged to look into it and shortly afterwards, Hargrove announced the *Albatross* would seek Garr Bloodbane's gold with Trey its captain. How obviously a frame – almost an insult! Garr Bloodbane's gold, really? What transparent nonsense! But Hargrove is a history and cartography enthusiast. He might be fooled.

Furthermore, the night of his departure Trey sent a message asking her to meet him at the Run Aground Tavern. He stood her up. Stood her up?! That *never* happens to Jalia Ramires. Instead, Perrin sailed on the evening tide *before* the time that he requested for their meeting. Jalia remains convinced Perrin learned something about the Ring of the Kraken and was ordered to depart before he could share it. But she has no proof.

Still, Jalia is not prepared to villainize Hargrove. She remains unsure whether he or someone else framed her, and she suspects (falsely) that, if anything, the Elder is merely a pawn.

You're In the Soup Now

It is apparent Jalia needs to hide out for a little while – and Zalen is willing to extend his protection – but she also points out that any PCs who helped her escape should keep a low profile or they might find themselves in the brig at Fort Stormshield tortured by the Inquisitor. She begs the PCs to find Perrin before Bonedeuce does, to save him, and to learn whatever he knows about the Ring.

> Jalia adds in a raspy, fear-strained voice: "My Trey knows something, I'm certain of it. This 'Ring' is on the move, working at something that threatens us all. Perrin holds the key, I just know it. Find him, I beg of you. Before it's too late. *cough* Gah, that damned rope. I'm not sure I'll ever speak the same again.
>
> No matter how you cut it, you're all better off getting out of town for a bit."

Jalia still has enough gold stashed away to help the PCs hire any ship listed in **Chapter 5**, if they need the help.

You can't Find Me!

Bowsprit of Nondetection

Aura strong abjuration; **CL** 20th

Slot none; **Price** 150,000 gp; **Weight** 500 pounds

DESCRIPTION

This exquisitely carved bowsprit requires 4 days for a shipyard to properly attach to a ship. Once attached, the ship and all its occupants are more difficult to locate with divination spells such as *scrying* and *locate object*. Any caster attempting to use such a spell on the ship (or any of its occupants) must make a caster level check (1d20 + caster level) against a DC of 35 (as if the creator of the item had cast *nondetection* on himself).

This item is favored by pirates and smugglers who prefer to remain untraceable to law enforcement or adventuring parties who might otherwise seek to track them down.

CONSTRUCTION

Requirements Craft Wondrous Item, *nondetection*; **Cost** 75,000.

Wrap-Up

Despite Jalia's reluctance to imagine that so highly placed and wealthy a Lodge Elder as Hargrove might belong to the Ring of the Kraken, this encounter likely plants doubts in the party's minds about Barrison Hargrove's integrity and truthfulness. GMs should consider carefully and not overplay their hands. In most cases this encounter works best if it does not trigger an immediate confrontation with the Krakenfiend-loving Elder.

Finally, if rescued, Jalia resurfaces in **The Kraken Strikes** encounter to aid the PCs in their fight against the Krakenfiend. Saving Jalia grants the PCs 1 VP. See **The Kraken Strikes, Act 3** for more detail.

Minor NPCs Get Them to Leave

The players likely stumbled onto clues hidden earlier in the adventure. Some they may not have recognized as clues at the time and others they may have simply forgotten they learned. If so, now is the time to bring those clues to their attention again.

Contrive to have any NPCs the party met and who revealed clues to the existence of the Ring bump into the adventurers once more. For example, if Barrett lives, the PCs might walk down the street only to find him crippled and begging on a street corner. Or if the party learned of Archibald Noeliss' murder from Modar have him bump into the PCs at a tavern and offer to buy one of the adventurers a drink, ostensibly to boast of his recent successes in trade. Then he slips in a question, "Hey, you ever figure out that Noeliss thing?" Such interactions help bring the conspiracy of the Ring to the forefront of the party's thoughts.

Here is another way to use minor NPCs: if the PCs discovered the real map to Garr Bloodbane's treasure in the sewers, have ordinary citizens everywhere speculate with great excitement about what Perrin finding Garr Bloodbane's treasure will mean to Port Shaw. Describe them commenting on how amazing it is that the true map finally turned up. This likely prompts the PCs to examine their own map, at which point a drunk walks up and gushes, "Ahoy. That looksh lotsh like th' map they had on th' *Albatross*ss. I know, cause they wouldn't 'ave me aboard. But I *hic* saw. Heh. Guess Perrin's a goin' t' get t' yer loot first. Heh. Heheh."

Hooks Get Them to Leave

Below, we suggest a few direct options for engaging your players in the quest to find the *Albatross*.

Hook #1: The Saviors

If he hasn't put up wanted posters and offered a reward for their arrest, Barrison Hargrove may ask the PCs –"Saviors of Port Shaw" – to find the *Albatross* and the *Pride*. He proceeds by suggesting influential captains in Port Shaw are urging him to do more to secure both warships' returns, and that he is personally anxious not to have received a pigeon from Commander Bonedeuce (a true statement, as Bonedeuce agreed to send a pigeon when he sank the *Albatross*). Hargrove chooses this ploy to ensure the PCs are out of town when he launches his attack. Hargrove plans to offer them a copy of the false map to lead the PCs into the same difficulties currently facing Lt. Commander Perrin, thus eliminating another thorn in his side. He'll send a pigeon or a minion of Harthagoa to alert Bonedeuce to the PCs presence after they leave Port Shaw.

Alternately, rather than approach the PCs himself, Hargrove might send a messenger to handle the request. The messenger remains unaware of Hargrove's true intentions, which prevents magic-wielding PCs from figuring out Hargrove's plan. Even if the PCs suspect Hargrove is somehow behind the disappearance of the *Albatross*, they may relent when Hargrove offers to provide them with a boat, a crew, and a copy of the map he gave to Lt. Commander Perrin. If the PCs accept, then the messenger takes their acceptance to Hargrove and returns within the hour carrying money, the deed to a crewed ship, and the map. GMs should consider one of the ships listed in **Chapter 5.**

At this point, with Bonedeuce and the *Pride* already hunting Perrin, Hargrove could care less if the PCs best all odds and rescue the *Albatross* and her crew, as he believes the journey to the atoll and back affords sufficient time to complete preparations for Harthagoa's attack on Port Shaw. And then there is always the "insurance" a broadside from the *Pride* provides.

Hook #2: The Letter

The PCs learn that an NPC whom they previously befriended sailed with the *Albatross*. This option works best coming from NPCs already suspicious of Hargrove's motives and close to the PCs. Because this NPC suspected foul play and false dealings lay behind the *Albatross*' mission, they wrote a letter containing these fears, sealed it, and instructed a trusted ally to bring it to the PCs if the *Albatross* failed to return.

In the letter, their NPC ally reveals they believe the voyage of the *Albatross* may involve the Ring of the Kraken.

The NPC stresses the belief that Lt. Commander Perrin possesses crucial information concerning this nefarious organization and that finding him may prove the key to preventing a great, unspecified calamity.

Inform the players which trusted NPC friend or ally signed the letter.

Hook #3: The Dagger

If the PCs retrieved Bonedeuce's dagger from Jacob Razor's ribs, it proves that Bonedeuce killed him. Since Bonedeuce already left to chase the *Albatross,* simply showing the dagger to Bethany Razor impels her to side with the PCs and strike out in pursuit of the *Pride*. To run with this option, play the **Sailing the Pearl Eye Atoll** section as if the PCs hunt the *Pride* and not the *Albatross*. As the party levels up, consider allowing the PCs to spot the *Pride* a few times, but not catch her.

The Pearl Eye Atoll

The party sets sail and their adventures begin. They may head directly for the Pearl Eye Atoll or choose another destination. Select encounters for them at will and let the experience points accumulate. For the sake of clarity, this section is as if the PCs head to the Pearl Eyes. However, it remains understood that these encounters – as well as the three linked set-pieces (**Old Makana's Hex**, **Captain Perrin at the City of Cyclopes,** and **Ambushed by the *Pride***) that conclude them – might play out wherever the PCs choose to adventure. As the PCs adventure during this stage, the GM leaks whispers and tosses in non-combat events to guide the party's progress and seed them with the information they'll need to move on to the campaign's conclusion. There's a lot of leveling up to do, so the discussion below explains how best to leak the appropriate information at the beginning, middle, and end of their adventuring.

Background

Under average sailing conditions, the PCs reach the Pearl Eye Atoll in nearly two weeks. The atoll consists of twelve major islands, all tropical and volcanically formed, each covering 30-60 square miles. Scattered throughout its twelve major landmasses lie countless minor islets. The distance between the larger islands spans 60 to 100 miles, while most of the smaller islands lie 25 to 50 miles apart.

The more massive islands hide mysteries, support a few settlements or wild beasts, and provide adventures that with a little care and attention are might leave the PCs hopelessly lost in a jungle wilderness. Birthed by an undersea volcanic range, each major island in the Pearl Eyes possesses a high point – a bluff, plateau or peak – to which GMs should enable PCs to climb and from where, weather permitting, the adventurers can view both their island and a few surrounding landmasses.

Most of the Pearl Eyes islands hold sources of fresh water, gatherable fruit, and wild game. Most surround smoking volcanoes. Wherever a volcano recently erupted, it often blasted away all life and left an ash-shrouded wasteland in its wake. Still, a few of the atoll's islets cradle tiny settlements, called cargo pits, populated by either indigenous tribes or the descendants of early explorers. Most cargo pits eagerly trade food and water for woefully scarce mainland goods, such as metal tools and weapons.

Events in the Pearl Eyes

In addition to formal combat encounters, any number of small non-combat events might foreshadow the future of the plot arc, which increases its dramatic power. Additionally, such events can convey flavor, bringing home to the players just how difficult most folks find life on the Razor. Here are four events for your consideration:

Bumping into Bonedeuce

This event works best if the PCs consider Gregory Bonedeuce an ally or at least a neutral. At some point, or even at a few points during their adventures in the atoll, the PCs may spot a familiar ship skirting their waters or docked at the same cargo pit — the unforgettable *Bonedeuce's Pride* (see the **Appendix** for simplified ship statistics ***Fire As She Bears***, from Frog God Games, for a complete breakdown of the *Pride* and its abilities). At first Bonedeuce makes no effort to approach the PCs and leaves them to their business. If approached by the party, he responds cordially but refuses to discuss his presence on the grounds official business is not their business. Still, Bonedeuce remains polite, changes the subject by asking the PCs about their activities, and acts understanding should they refuse to share their plans in turn.

Bonedeuce cuts the conversation short as soon as possible, claiming much to do and no time for idle chat. He bids the PCs good day, mumbles vague noises about it being a small ocean, and makes a brisk exit. In this encounter, Bonedeuce always departs at the first sign the PCs might learn anything from his innuendos, penetrate his bluffs, or attempt to scan his private thoughts, magically.

Apologies for my brevity, but at this juncture, time is not one of our luxuries. Show this letter to no one, and burn it after finishing.

If you read this, then I have not returned. I am at present aboard the Albatross, commanded by Lt. Commander Trey Perrin. Prior to our hastily ordered departure, we'd been investigating a smuggling operation run by a group known as The Ring of the Kraken.

Yester eve, I and some others accompanied Trey to a small bar portside and witnessed his conversation with a woman whom I believe to be Jalia Ramires, a former Wave Rider. Later, when I pressed him about the conversation, he dismissed it as nothing. Then he signaled me to silence by twisting my finger.

This morning, we received orders to set sail for the Pearl Eyes, wasting not a minute. Our mission is to search for Bloodbane's treasure. A notoriously ill-fated mission, previously attempted only by greedy fools who've yet to return! I doubt, as do many, the treasure even exists.

Unfortunately, I have not yet had time or privacy to speak with Lt. Perrin. They gave us no time to pack our ship or check its supplies ourselves, instead assuring us that Hargrove himself had ordered it cleaned and well-stocked. Despite these assurances, or perhaps because of them, I fear we've been sent on a fool's errand. If I can, I shall converse with Commander Perrin and hope to glean his suspicions, which I shall forward as soon as possible. I'm quite sure this trip had something to do with our investigations or possibly his conversations with Jalia Ramires – or whoever she was.

GMs who wish to use Bonedeuce to lead the PCs to the *Albatross,* may do so as follows: as the PCs "bump" into Bonedeuce repeatedly, he appears more and more desperate until on one "chance" meeting he appears to swallow his pride and begs them for help finding Perrin. Bonedeuce even offers the party a share in Bloodbane's treasure should they aid him. After they agree to assist, allow Bonedeuce and the PC's ships to "become separated" just before the PCs discover the *Albatross*. This is a dodge, of course, with Bonedeuce lying just off the cyclopes' island prepared to ambush the PCs should they survive.

Grounded

Dozens of toxic coral reefs, low shoals, and other hazards wind throughout the atoll. For the most part they remain unmarked or poorly noted on the PCs' map, making it likely the PCs must test their wits and muscle after running their ship aground. Even if they save their ship, they risk severely damaging her. There are many uses to which a GM may put a damaged or grounded vessel. For example, a grounded ship likely forces the party to set camp on a nearby island or to venture out in longboats seeking the closest cargo pit. Grounded ships are easy marks for pirates or, dare we say it, undead cannibal pygmy raids.

Not a Drop to Drink

In a similar vein to grounding or damaging the ship, GMs may make good use of denuding her of supplies. For example, what if the cargo master's assistant purchased inferior barrels and pocketed the difference. The barrel's leaked, and all the PC's water supplies fill the bilge, befouled and undrinkable. None of the nearby islands possess potable water. Simple spells to create water mysteriously fail.

Everyone Loves a Good Storm

Consult the weather rules in **Chapter 5** or your preferred tables, and whip up a massive blow. Nothing says "adventures at sea" like a massive storm, a good old-fashioned shipwreck, and an island populated by undead cannibal pygmies.

Adventure Options in the Pearl Eyes

1. Fight monsters on the high seas (CR 10-13)
2. Stop an assassination attempt on Zalen Trafalgar (CR 10)
3. Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)
4. Brave mad admirals, forbidden islands and treachery to loot a city of gold (CR 6-13)
5. Bargain with a Loa and travel the elemental realms on a mission for a demi-deity (CR 3-13+)
6. Track a plague to its source and undo the horrors of a pirate druglord before its too late (CR 5-14)
7. Chase the Idol of Tsathogga into a sirene's realm and get swallowed by a whale (CR 3-15)

Adventure Options Details

❶ Fight monsters on the high seas (CR -)

Encounters

- *#1:* **Sahuagin Raiding Party** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)
- *#2:* **Fog on the Horizon** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)
- *#3:* **The Draconic Tyrant** (Ch.5, Stand-Alone; CR 11; 12,800 XP available)
- *#4:* **Kelp Sargasso** (Ch.5, Stand-Alone; CR 12; 19,200 XP available)
- *#5*: **Giant Pirates** (Ch.5, Stand-Alone; CR 13; 25,600 XP available)

❷ Stop an assassination attempt on Zalen Trafalgar (CR)

A rakshasa assassin, bought and paid, heads for Port Shaw and Zalen Trafalgar is his target. Only the PCs stand between the stalwart priest of Quell and certain death.

Encounters

- *#1:* **The Secret Passenger** (Ch.5, Stand-Alone; CR 10; 9,600 XP available)

NOTES Stopping this attempt takes place entirely at sea. If the PCs have this encounter but fail to detect the rakshasa assassin, they may return to Port Shaw only to discover someone assassinated Zalen.

❸ Scout the home base of the Krakenfiend and hope to escape alive (CR - or +)

In a fit of bravado or perhaps by simple, but overweening, mistake the PCs discover undersea lair of the Krakenfiend. Not knowing quite what they've gotten themselves into they stage a raid and discover important intelligence.

Encounters

- *#1:* **Raid on Kraken's Reef** (Ch.5, Set-Pieces; CR 8-11; 5 encounters; 30,400 XP available)

NOTES See **Level 8-9 Adventure Option Detail** for hooks and relevant notes.

Cargo Pits

On some islands there exist small settlements run by indigenous peoples seeking relative isolation or by the descendants of early explorers and pirates – also seeking isolation. These settlements sometimes run supply stores known as cargo pits that cater to the needs of passing ships. Generally they consist of a few docks, a general store and sometimes a ramshackle tavern or seafood grill. Typically neutral, cargo pits cater to whoever wishes to do business – including pirates, adventurers, and other blackguards. Incoming ships can purchase dock space, repairs, replacement rigging, sailcloth, or basic provisions. Where the descendants of explorers or pirates run a cargo pit, manual labor is predominantly performed by underpaid indigenous people. Cargo pits make for great encounter locations with unfriendly captains, as well as gateways to adventure.

❹ Brave mad admirals, forbidden islands and treachery to loot a city of gold (CR -)

A captain with a tough reputation offers the PCs a share in an entire city made of gold if they help smuggle her past a cannibal pirate king who rules a piece of the Razor from a giant raft of shattered ships. To secure untold riches, they must fight off fellow treasure seekers, brave a feral jungle island ruled by a vampire girallon queen, and plunder a city drenched in dark magics from a bygone age.

Encounters

- *#1:* **Angry Waters** (***Heart of the Razor***; CR 6-13; 28 encounters; 298,400 XP available)

NOTES See **Level 9-10, Adventure Option Details** for hooks and notes.

❺ Bargain with a *Loa* and travel the elemental realms on a mission for a demi-deity (CR -+)

While traveling the outer reaches of the Razor Sea, one of the Loa – metaphysical beings of great power who straddle the rift between the mortal and immortal realms – drags the PCs to the bottom of the ocean and bargains with them for their service in retrieving certain power objects from the elemental realms.

Encounters

- *#1:* **Dark Waters** (Appendix 6, CR 3-13+; 13 encounters; 165,400 XP available)

NOTES See **Level 9-10, Adventure Option Details** for hooks and notes.

Magical Travel

It's entirely possible the PCs wield spells such as *teleport*. If so, don't be surprised if they get tired of sailing their ship from island to island and instead look to do a little magical island hopping. Really, there's no reason to prevent this, but if things get out of hand, consider these two options to rein it back:

First, consider a rare random weather event that reduces visibility. This prevents the group from hopping to new islands (unless they break out *scry* or other potent divinations), though they could still jump someplace they've already been.

Your second option is built into *teleport* itself. The "landing zone" for *teleport* isn't very precise. There's a chance *teleporting* PCs arrive off target by as much as 100% of the distance they intended to travel. Worse they could end up in an area only thematically similar to their target. In either of these situations consider encounters with the Fah-jee, our very own undead cannibal pygmies (see **Appendix** for details). Did the editor mention liking undead cannibal pygmies?

Additionally, keep in mind that just because a wizard sees a location from a topmast and teleports to it – a chancy proposition without *teleport, greater* – doesn't mean you must consider the ship to be in the same location when she tries to return. Unless anchored, the adventurers' vessel likely moves after they arrive at their *teleport* destination. While this is a strict interpretation of the word "location" in the *teleport* spell, marooning the party might be just the level-building experience ***Razor Coast*** ordered. In the end whether the PCs explore the atoll and learn the truth by sailing a ship into port or bampf from island to island doesn't matter much – both mean "mission accomplished."

Finally there are locations all along the Razor Coast to which *teleport* and even *teleport, greater* prove significantly more hazardous or simply fail due to strong physical and magical energy in the area. This includes Kai Bay on which Port Shaw sits and Port Shaw itself. The pollution and blood sacrifice that drove Dolphin, Whale and Turtle from the bay's once sacred waters – not to mention Dajobas presence in the long-ago – forever stained the port with potent magical influences. Tarath-Vreen, the Necromancer King, left magical emanations dire enough to last centuries, and they rise up from beneath Port Shaw, which makes the city difficult to *teleport* into, although once in the city *teleporting* short distances proves more or less reliable.

Also on the list: the Dreadsmoke Mountains. Between the lava roiling beneath the ground and Pele's nearby presence, teleportation into the mountains outside Port Shaw almost always twists awry. Attempts to *teleport* into Mount Harbinger – where Pele resides – **always** fail. When reading **Appendix 4, Gazetteer of the Greater Razor Coast**, GMs should keep in mind the "strong physical or magical energy" exception built into the *teleport* spell and decide which of the Razor's locations complicate or block *teleport* attempts.

❻ Track an island hopping plague to its source and undo the horrors wrought by a pirate-turned-drug lord –before all the Razor falls to infection (CR -)

The PCs discover a supernatural plague and track it to Dreamfog Island, the private preserve of pirate-turned-drug-kingpin, Captain "Butcher" Jill. To prevent this horrific plague – spread by a new kind of undead – from sweeping the Razor, the PCs must rectify the wrongs inflicted by a slave-driven drug operation gone horribly wrong, while racing against volcanic eruptions that threaten to sink Dreamfog Island beneath the waves forever.

Encounters

- *#1:* **Jungle Fever** (***Heart of the Razor***; CR 5-14; 14 encounters; 195,200 XP available)

❼ Chase the Idol of Tsathogga into a sea sirene's realm and get swallowed by a whale (CR 3-15)

Chasing a lost treasure ship and a sacred idol said to possess great, unearthly powers the PCs wind up swallowed by Hafguta the Accursed, a great paragon whale, and then must defeat the crew surviving on an undigested ship in its belly.

Encounters

- *#1:* ***Call of the Frog God*** (CR 3-15; 28 encounters; 378,400 XP available)

Whispers

As the PCs progress from 10th toward 12th level, the needs of the campaign change and the nature of the Whispers to release change with it. Consequently, GMs should also use Whispers to aid the transition to the final stages of the campaign. Deliver these when the PCs stop at Cargo Pits, encounter fisher folk at sea, or visit settlements on islands scattered about the Razor.

Specifically, leave Whispers delivered at the early end of the 10th-12th level range deliberately vague, so as to prolong the PCs' explorations. As they progress, allow the clues to grow more explicit, finally pointing the party towards Old Makana, a witch and seer with the power to help the PCs

locate the ill-fated Lt. Commander Perrin upon the Isle of Cyclopes.

While only GMs can say which Whispers will most entice their particular players, the following may prove useful for each stage of your campaign:

Early Whispers

- "In his day, Jacob Razor took many lovers among the local island girls. Some kept his secrets, others spurned him with curses."
- "I dunno 'bout the ship yer searchin' fer, but if'n she sailed after dark ya ain't likely ta see her agin'..." Then he whispers, "Cannibals...living dead cannibals troll these islands by night, by Quell I swear it. Short ones."
- "Saw a ship come through here few day's back, but it weren't the Albatross. It was something something Pride. I ferget the first name. Bones er summat I think."
- "Watch the reefs, the coral leaves wicked festerin' wounds."
- "Pay coin to the local girls and some of 'em'll read yer fortune. Never let no one catch yoo at it, though. Their men get real riled over that sorta' thing."
- "Beware the sea crone. That witch holds a wicked temper for soldiers n' pirates. Curse ya bloody and drown ya blue she will."

Middle Whispers

- "Bloodbane's treasure? Long gone, matey. Long gone. These days it's all rumors to drive fools into treacherous waters. Makes them easy prey for the pirates that still live."
- "Aye, the Albatross passed through and picked up supplies a week back. It headed towards the less charted Pearl Eyes. There's times they get mist so thick in there, it's nigh impossible to come out."
- "Some of them island's is just plain bad luck. I'd at least get the blessin's of a local witch 'fore settin' a foot on 'em if I was you."
- "There's a one of them Tulita hags' about, old as ash and completely mad. Some say she's a seer and can see the future, others say its 'cuz she speaks t' ghosts. Whatever they say I know this. That ole witch knows th' Pearls like aft o' her hand. Every way in 'n every way out."

End Whispers

- "There's a witch named Makana on one of the Isles. Some say she talks to the very ghost of Jacob Razor. She's completely mad, but she'll grant you a boon if'n you can sweet talk her. Just don't try it more'n once. She bites."
- "There's an old seer-witch that lives on the beachhead of Gullshead Isle. Damned to me, if she don't know what's going on in the Pearls it ain't going on at all. Gullshead? Over that way a piece I'm told.

Old Makana

In this set-piece, the party matches wits with a legendary witch and bargains for control of Jacob Razor's ghost. The encounter serves well as the first stage of transitioning from leveling up on the high seas to the conclusion of your ***Razor Coast*** campaign. Meeting Old Makana also works well as part of finding the *Albatross* and rescuing Perrin, as she may either flat out know where the ship is marooned or the PCs can pay her to find out for them. This encounter works equally well if the PCs find themselves lost or stranded in the Pearl Eyes, as they can also pay Old Makana to tell them the way home.

Encounters

- *#1:* **Old Makana's Hex** (Ch.7, Set-Pieces; CR 13; 2 encounters; 25,600 XP available)
- *#2:* **Showtime on the Sarah Belle** (Ch.7, Set-Pieces; CR 11; 3 encounters; 12,800 XP available)

Synopses

Synopsis #1: Old Makana's Hex

While tracking Perrin – or simply adventuring on the high seas – the PCs visit many small islands, and on one there lives a Tulita witch. GMs should invent this island and place it wherever they deem appropriate. The important fact is that long ago this witch forged a *blood debt* with Jacob Razor. Because Jacob failed to fulfill his pact with the witch, she controls his ghost and may summon it in the name of this *blood debt*. If the PCs play their cards right, they may convince the witch to sell them Jacob Razor's *blood debt*, which in turn empowers them to call up Razor's ghost to aid them in a time of need.

Synopsis #2: Showtime on the Sarah Belle

Before Old Makana will deal, she wants gold, booze in a tin cup, and a cake of dragonsmoke. A gang of down-on-their luck pirates camps beside their dry-docked ship, the *Sarah Belle*, on the other side of her island. These rogues possess all those things Old Makana demands, and unless the PCs already gold, booze, and smoke, they'll need to convince or coerce the thugs to hand them over. While this encounter might occur at any island on which the PCs find themselves stranded or taking a break, it also works well for transforming a single encounter with Old Makana into a small set-piece.

Hooks

As indicated properly released Whispers bring the witch to the PCs notice long before they meet her, but many reasons may lead the party to seek Old Makana, finally. Here are three to help encourage a visit:

Hook #1: Friendly Tulita Tribesmen

While loading the party's ship at a cargo pit, talkative Tulita warn them to avoid "…that witch's island." Cajoling the workers by pitching in, offering cool drinks, or passing out a hefty tip prods them into revealing a local Tulita legend — that Jacob Razor swore a *blood debt* to a witch of their people and died before fulfilling it. In hushed tones, suppressed giggles, and their best "yank the stranger's leg" tale-spinning voices, the rumormongers claim this witch still summons up Jacob's spirit to do her "eeeeviillll" bidding.

Hook #2: Oh, It's Here All Right

Any passing mention of Garr Bloodbane's treasure to those who live and work within the Pearl Eyes elicits a version of this response, "Oh it's here alright. Don't be a doubtin' that. Garr's widder gots it – and a mighty fell witch she be. We all be knowin' where that treasure lies, matey. Jus' no one as gone aft it ever lived t'tell th' tale."

Hook #3: We're Just Lost

The PCs find themselves lost among the many islands of the atoll. They stumble across a small cargo pit of semi-surly Tulita, none of whom speak any dialect known to anyone on the party's ships. Even spells like *tongues* produce only a difficult-to-understand *patois.* Attempts to ask for directions result in shrugs of disinterest. Repeated attempts produce irritation and the suggestion they go ask Old Makana on the next island over. She undoubtedly knows how to help the PCs go back to whatever place they came from – and the sooner the better as far as these folks are concerned.

Commander Perrin at the City of Cyclopes

While the campaign works best if the PCs decide to hunt for the *Albatross* from the outset, it is not necessary for them to set sail with that intent. Introduce this encounter when its time for the PCs to find Perrin and learn the information he possesses.

The adventurers may either learn what they need to know directly from Perrin if he survives and if they save him. If he does not, the first mate or the logbook from the *Albatross* communicate what the PCs need to know just as well.

Encounters

- *#1:* **Commander Perrin at the City of Cyclopes** (Ch.7, Set-Pieces; CR 11-13; 2 encounters; 44,800 XP available)

Synopsis

The adventurers find the *Albatross* beached on an uncharted island. Exploring inland they eventually encounter what's left of the *Albatross* crew, pinned down by the Children of Omargwato, degenerate cyclopes whose cruel ancestors once ruled the atoll. The PCs likely battle at least a few Omargwato cyclopes before either rescuing Lt. Commander Perrin and his men or leaving them to their fate.

Pre-Requisites

As indicated, the campaign is designed to flow from **Events and Encounters Sailing the Pearl Eyes** to a meeting with **Old Makana**, who presumably shares the location of the *Albatross* with the PCs. However, this progression is not required. If it better suits the campaign, GMs could even deliver the *Albatross* as a purely random event.

The important thing to remember is that the party's most likely response to learning the information Perrin holds is that they piece together Hargrove's involvement with the Ring of the Kraken and head back to Port Shaw.

Hunting Garr Bloodbane's Gold

If the player's have the real map, traveling about the Pearl Eye Atoll (or other destination) is an excellent time to hunt Garr Bloodbane's gold. This is a do-it-yourself Adventure Option that GMs should assemble from all the Adventure Options available on the Razor sea – and any others they care to create or add. It's as simple as throwing challenge after challenge at the party as they seek Bloodbane's treasure. After a suitable series of adventures and misadventures – storms, shipwrecks, giant pirates – and assuming they puzzle out the map, they find the hoard. **Chapter 5, Hunt for Garr Bloodbane's Gold** details the contents of this infamous fortune, the workings of the puzzle map, and further suggestions for designing this set-piece. One last note: Garr Bloodbane's Gold does **not** lie hidden in the Pearl Eye Atoll. It rests on the ocean bottom north by northwest off of Beacon Island.

Consequently, assuming a 5 player party, don't unleash the **City of Cyclopes** set-piece on the PCs until they are more than half way to 12th level.

Background

Perrin has been at sea since the beginning of the campaign. Under Barrison Hargrove's direct orders, the Lt. Commander and his crew of 35 Dragoons, including two sergeants and one sorcerer, sailed the *Albatross* to the Pearl Eyes – a small archipelago, rife with atolls, off the coast of the Bloodsteam Jungle – in quest of Garr Bloodbane's gold. In his hallmark, convoluted style, Hargrove concocted the entire venture to rid himself of the meddling Lt. Commander.

Perrin followed a brilliantly forged map, commissioned from Sagacious Samuel by Hargrove, and specifically drafted to mislead and endanger whoever used it. As instructed, Sagacious left shoals and other hazards unmarked or deliberately mislabeled them as cargo pits. Deeper into the Pearl Eyes, true cargo pits do not appear on the map at all. To complicate matters further, the earliest portion of Hargrove's map is not a forgery – merely one of Bloodbane's early drafts of a plan to hide his treasure – a plan that Bloodbane later abandoned. This fact that the forgery starts with a piece of genuine cartographic history merely lured Perrin deeper into the trap.

Despite the betrayals that sent him off to sea, only after Perrin sailed past the southernmost isle in the Pearl Eyes did matters twist severely awry. Unseen shoals and hard sailing damaged his ship. Important locations marked on the map failed to materialize and rumors of a foul curse upon the Lt. Commander spread through the ranks. As the fateful excursion progressed, Perrin's crew dwindled through attrition and on the many claws, fangs and tentacles prowling the Razor.

Eventually, a short-lived mutiny forced the *Albatross* to drop anchor off the sandy shoals of a small, uncharted island. After quelling the mutiny, Perrin and the remaining loyalists ventured inland to replenish supplies and possibly to induct new crewmembers from the ranks of indigenous tribes. However, Perrin and his people encountered far more difficulties than expected.

Instead of peoples from whom they could kidnap the able-bodied, they discovered the crumbling ruins of a lost civilization – lost but not uninhabited. A degenerate race of barbaric cyclopes, known to sages as the Children of Omargwato, claims the ruins as temples sacred to their cruel ancestors. They live in the jungles surrounding the ruins and strive to re-enact their ancient forbearers' violent and bloody rituals at any opportunity.

Penned within these ruins, Lt. Commander Perrin and his crew suffer a far worse attrition than any imposed on them by wind, wave, or mutiny. Each evening, the Omargwato harvest more of Perrin's people and feast upon them. Under palm trees silhouetted by a blood-red moon, the crew shriek and die, surrounded by their tormentors' single, unblinking yellow eyes.

Even as the PCs set sail for the Pearl Eyes, Perrin's numbers shrink – night after horror-stained night.

Development

If the PCs rescue the surviving complement of the *Albatross*, Perrin shares information that links Barrison Hargrove to the Ring of the Kraken and solidifies beliefs into certainty – something evil has Port Shaw in its sites.

Should the PCs leave the men and women of the *Albatross* to their fate, they might learn the same information from the logbook of the abandoned *Albatross*.

Wrap-Up

If the adventurers leave Lt. Commander Perrin to die on the barbed arrows and clawed talons of the Omargwato, he might just survive and arrive in Port Shaw at the end of the campaign to condemn the PCs for their cowardice. The only critical requirement is that the PCs learn the information Perrin communicates at the end of this adventure, whether or not they learn it from Perrin, his first mate, a log book, or by some other means.

Ambushed by the Pride

Run this encounter once the PCs decide to return to Port Shaw. It works best if the PCs have also rescued Captain Perrin and learned about Hargrove's involvement in the Ring of the Kraken.

Encounters

GMs will need to tweak the opening to this encounter, including its read-aloud text, based on their relationship with Bonedeuce.

- *#1:* **Ambushed by *Bonedeuce's Pride*** (Ch.7; CR 13; 1 encounters; 25,600 XP available)

Synopsis

When the PCs have reached a minimum of 11th level and they decide to turn around and set sail for Port Shaw, Bonedeuce ambushes them, broadsides blazing. This encounter revolves around a ship-to-ship showdown

between the PCs and Commander Bonedeuce. If the PCs successfully purchased the *blood debt* from Old Makana, then they possess the power to summon the ghost ship of Jacob Razor to help even the odds. In the course of the battle, Gregory Bonedeuce confirms that Harthagoa plans to seize Port Shaw for his throne and that the Ring of the Kraken works tirelessly on the Krakenfiend's behalf.

Pre-requisites

Gregory Bonedeuce must be alive. The adventure works best if Barrison Hargrove is also alive and plotting evil back in Port Shaw. The PCs have reached 11th level. In the best of all worlds, this encounter even levels the PCs up from 11th to 12th.

Setup

At sea, Bonedeuce is a formidable tactician, and he often chooses to hide in plain sight. PCs likely noticed his ship or even encountered Bonedeuce while exploring the islands. Bonedeuce may even have offered the PCs aid or supplies to lower their guard.

If Bonedeuce has been tailing the PCs, and they encountered him elsewhere in the atoll, this fight delivers an extra Eureka! moment. When Bonedeuce attacks and the PCs put two and two together regarding his presence, it should sting.

Wrap Up

If the *Pride* escapes or the PCs leave it disabled behind them, Bonedeuce and his ship arrive during the **Defense of Port Shaw** to wreak havoc, belting broadsides into the town.

Return to Port Shaw

In the party's absence, Hargrove initiated the final phases of the plot to surrender Port Shaw to the Kraken. This stage represents the last opportunity for leveling up prior to the final showdown that concludes the campaign.

Encounters

- *#1:* Observed by Eagles (Ch.5, Stand-Alone; RP)
- *#2:* Any encounters left from **Fight Monsters on the High Seas** the GM deems appropriate

Synopsis

While the adventurers island-hop back towards the port, enhance the tension by allowing them to pick up rumors from cargo pits, passing whalers, or others. These rumors include sightings of black smoke above Port Shaw, word from whalers that tribes of sahuagin sea-devils ravaged local settlements, reports of shark or even kraken sightings, and fishermen whose nets pulled in the bodies of city folk. Another way to add tension is if, while returning to Port Shaw, the party befriends the eagles from the encounter **Observed by Eagles**, then those eagles report that monsters roam the streets of Port Shaw while the docks burn; further, that they spotted a vast, dark shape moving toward Port Shaw beneath the waves.

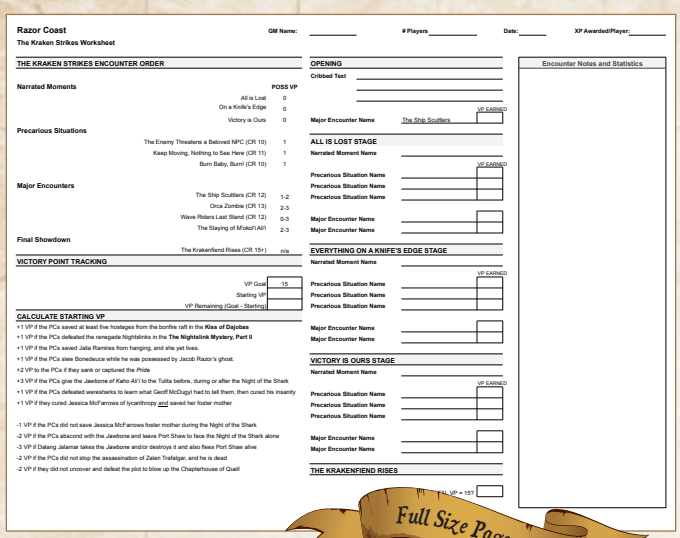
The closer the PCs come to Port Shaw, the more clear the GM should make it that they are in a race to reach the city and intervene before it falls to its conquerors.

Development

As mentioned, GMs may use this stage for a final burst of leveling up. Should the players stand on the verge of 12th level, toss a few hazards at them before they reach Port Shaw.

The Kraken Strikes

Act 3
Defense of Port Shaw



Razor Coast
The Kraken Strikes Worksheet

GM Name: _____ # Players _____ Date: _____ XP Awarded/Player: _____

THE KRAKEN STRIKES ENCOUNTER ORDER

Narrated Moments — POSS VP
All is Lost 0
On a Knife's Edge 0
Victory is Ours 0

Precarious Situations
The Enemy Threatens a Beloved NPC (CR 10) 1
Keep Moving, Nothing to See Here (CR 11) 1
Burn Baby, Burn! (CR 10) 1

Major Encounters
The Ship Scuttlers (CR 12) 1-2
Orca Zombie (CR 13) 2-3
Wave Riders Last Stand (CR 12) 0-3
The Slaying of Mokofi Alfi 2-3

Final Showdown
The Krakenfiend Rises (CR 15+) n/a

VICTORY POINT TRACKING
VP Goal 15
Starting VP
VP Remaining (Goal - Starting)

CALCULATE STARTING VP
+1 VP if the PCs saved at least five hostages from the bonfire raft in the **Kiss of Dejobas**
+1 VP if the PCs defeated the renegade Nightslinks in the **The Nightslink Mystery, Part II**
+1 VP if the PCs saved Jalia Ramires from hanging, and she yet lives.
+1 VP if the PCs slew Boneclecue while he was possessed by Jacob Razor's ghost.
+2 VP to the PCs if they sank or captured the *Pride*
+3 VP if the PCs give the *Jawbone of Kaho Ali'i* to the Tulita before, during or after the Night of the Shark
+1 VP if the PCs defeated weresharks to learn what Geoff McDugyl had to tell them, then cured his insanity
+1 VP if they cured Jessica McFarrows of lycanthropy *and* saved her foster mother

-1 VP if the PCs did not save Jessica McFarrows foster mother during the Night of the Shark
-2 VP if the PCs abscond with the *Jawbone* and leave Port Shaw to face the Night of the Shark alone
-3 VP if Dalang Jalamar takes the *Jawbone* and/or destroys it and also flees Port Shaw alive
-2 VP if the PCs did not stop the assassination of Zalen Trafalgar, and he is dead
-2 VP if they did not uncover and defeat the plot to blow up the Chapterhouse of Quell

OPENING
Cribbed Text
Major Encounter Name The Ship Scuttlers — VP EARNED

ALL IS LOST STAGE
Narrated Moment Name — VP EARNED
Precarious Situation Name
Precarious Situation Name
Precarious Situation Name
Major Encounter Name
Major Encounter Name

EVERYTHING ON A KNIFE'S EDGE STAGE
Narrated Moment Name — VP EARNED
Precarious Situation Name
Precarious Situation Name
Precarious Situation Name
Major Encounter Name
Major Encounter Name

VICTORY IS OURS STAGE
Narrated Moment Name — VP EARNED
Precarious Situation Name
Precarious Situation Name
Precarious Situation Name
Major Encounter Name
Major Encounter Name

THE KRAKENFIEND RISES
TOTAL VP = 15?

Encounter Notes and Statistics

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Racing back to Port Shaw, the PCs arrive just as Harthagoa's invasion begins. The third and final act of **The Kraken Strikes** – and the crowning encounter of the campaign – begins when the party arrives and defends Port Shaw a final time. It ends when – or if – the PCs defeat Harthagoa.

The final showdown of **The Kraken Strikes** is a mega-battle of epic proportions, filled with heroic deeds and sacrifices at every turn. In this most final of final showdowns, everything comes together and everything is on the line; consequently, the players at the table are both the protagonists and the audience for these events. On the one hand the sacrifices and deeds of the campaign's climax are only exciting if they prove meaningful to the players who witness them. On the other hand if GMs try to play out ten simultaneous siege vignettes with the dice, the game will slow to a crawl and bore everyone at the table.

How to handle so many loose-ends tying up at once? We suggest proceeding cinematically, narrating events the PCs glimpse while charging through the embattled city on their way to specific encounters. Only when something catches their attention and tempts them to engage should GMs start rolling dice.

As a result, the player's experience of **The Kraken Strikes** turns on GMs throwing three different kinds of occurrences at the PCs: Narrated Moments, Precarious Situations, and Major Encounters.

Key Concepts

Victory Points

From these occurrences, the PCs earn Victory Points. GMs tally Victory Points – including those that the PCs earned earlier in the campaign – to represent the party's overall success in rallying Port Shaw against the Krakenfiend's hordes.

Once the PCs have amassed a total of 15 Victory Points, Harthagoa rises and initiates the battle that concludes the campaign. The faster the PCs acquire Victory Points, the sooner they turn the tide of battle, and the sooner the Kraken rises to squash them in response. Sooner is better for the PCs, because they will have expended fewer resources before facing their arch nemesis directly.

Narrated Moments

Narrated Moments are just that – narrated. They are bits of story told to evoke feelings of fear or the glory of impending victory in your players. Narrated moments should fill them with motivation to defeat Harthagoa or suffuse them with the excitement of transforming certain doom into victory.

Typically, Narrated Moments are color, not mechanical effects. Simply told by the GM to players, these are not encounters played out with dice and character sheets. Narrated Moments seek to convey the impression that chaos reigns all around without forcing the PCs to engage every little bit of that chaos. Deliver them a few at a time and force the PCs to choose to engage one – or none – as they fight other encounters to save Port Shaw.

If the PCs chose to engage a Narrated Moment – always made more likely when the narrated moment involves a beloved NPC – then the Narrated Moment becomes a Precarious Situation (see below). For **The Kraken Strikes** final showdown, GMs should pre-plan Narrated Moments to illustrate the horror of the final battle. See **Chapter 7** for sample Narrated Moments on which you should pattern your own. See **Prepping the Kraken Strikes, Act 3**, below, for additional details and suggestions.

Precarious Situations

Precarious Situations offer small encounters too awful or too beneficial to refuse, and therefore are more than the mere ambient chaos of Harthagoa's invasion. Precarious Situations are intended as brief annoyance combats, swiftly resolved, and are not tied to a specific location. Typically they come at a CR equal to or even less than the PCs and work well as 'Feel Good' encounters.

Precarious Situations may happen anywhere at any time. GMs should throw them at players to keep the pace frantic and allow the PCs to gorge on good deeds – while spending their precious resources. GMs should pre-plan at least a few Precarious Situations, so they always have another crazy situation in their pockets with which to maintain the pressure and pace. See **Prepping the Kraken Strikes, Act 3**, below, for additional details and suggestions.

Each time the PCs prevent the bad outcome a Precarious Situation portrays, allot them 1 Victory Point. Every time they ignore a Precarious Situation to tackle more pressing matters, allot –1 Victory Point.

More On Victory Points and Narration

As the PCs gain Victory Points, change the flavor of your narration to represent that the PCs are successfully shifting the tide of battle. For example, in the early rounds, GMs should tender their descriptions of the assault on Port Shaw in an "all is lost" flavor. Their friends and allies falling to sahuagin swords and spells all around them as the PCs struggle against specific foes, too engaged to help. Then, as the adventurers acquire Victory Points, alter the flavor of the city under siege to convey the feeling that "everything stands on a knife's edge…"

As the PCs collect enough Victory Points to trigger Harthagoa's emergence, change the tone again: foes flee, the townsfolk resurge, loyal Dragoons and brave Tulita warriors drive the enemy before them. This is the time for narrations with an encouraging flavor: "Keep at it, we're winning!"

Eventually, the PCs earn enough Victory Points that they preside over the defeat of the enemy. It becomes clear that "Victory is ours!" This is when Harthagoa shatters the moment and rises, kaiju-like from the waters. In seconds, the Kraken scatters the opposition until only the PCs and, perhaps, a few staunch allies remain to face him. That's a good time for the "Holy !@$! We're so #$!%^!" flavor of narration.

Designer's Note: Victory Points are an Invitation to Narrate

The Victory Points the PCs earned suggest to the GM key bits of narrative to throw into the final action. For example, if the PCs sank or captured the *Pride*, then when confronting Hargrove a GM might put these words in the treacherous Elder's mouth, "Just wait until the *Pride* returns, he'll sink your little ship and trap you here beneath Harthagoa's tentacles!" This grants the PCs an opportunity to mock their foe in return.

Major Encounters

Major Encounters are turning points in the invasion of Port Shaw. Fought as challenging, formal battles that punctuate the chaotic and confusing violence of the assault, these encounters represent interventions that greatly affect the tide of battle. As such, winning them earns more Victory Points than other encounters.

GMs should plan on up to four Major Encounters: one when the PCs first arrive in Port Shaw and one each time the tide of battle turns. Ready to move from 'all is lost' narrations to 'everything stands on a knife's edge'? Throw in a Major Encounter to create the transition.

Suggested Flow of Events

While many patterns are possible and GMs should always feel free to invent their own, use the following order of events as a guide, shortcutting to **'Victory is Ours'** the instant the PCs earn 15 Victory Points. This is a typical flow of events for the Defense of Port Shaw:

start with a description paraphrased from

1 - APPROACHING THE HARBOR

after the party enters the harbor, hit them with

2 - MAJOR ENCOUNTER: THE SHIP SCUTTLERS

followed by

3 - AN 'ALL IS LOST' FLAVORED MIX OF NARRATED MOMENTS AND PRECARIOUS SITUATIONS

punctuated by a

4 - MAJOR ENCOUNTER (GM CHOOSES ONE OF THREE)

followed by

5 - 'EVERYTHING ON A KNIFE'S EDGE' NARRATED MOMENTS AND PRECARIOUS SITUATIONS

punctuated by a

6 - MAJOR ENCOUNTERS
(GM chooses one of three)

followed by a

7 - 'KEEP AT IT, WE'RE WINNING' FLAVORED MIX OF NARRATED MOMENTS AND PRECARIOUS SITUATIONS

then add one last

8 - MAJOR ENCOUNTER
(GM chooses one of three – PCs typically reach 15 VP)

followed by a

9 - 'VICTORY IS OURS' SELECTION OF CELEBRATORY NARRATED MOMENTS

shattered by

10 - THE KRAKEN RISES

As much as possible, avoid the temptation to turn the climax into a series of NPC rescue missions, as this quickly grows repetitive. Instead, consider playing the invasion more like stamping out fires, where the PCs move from place to place, engaging foes and plugging fingers in the dike.

Synopsis

Harthagoa is as patient as he is immortal, and calmly took his time while plotting the destruction of Port Shaw. The Krakenfiend plan to use his agents, the Ring of the Kraken, to bring the city to its knees and enslave the entire populace in his dark father's name finally reached fruition.

Having used Barrison Hargrove to suborn political power and Gregory Bonedeuce to manipulate Port Shaw's military and its criminals, Harthagoa feared only two powers meddling in his affairs: a priest of Quell named Zalen Trafalgar and the PCs. The priest he tried to assassinate. The adventurers, well he tried to assassinate them too – by drawing the party far out to sea and exhausting them in battling the many dangers of the Razor. He sent Bonedeuce in the *Pride* after them to put the exclamation point at the end of their death sentence.

With the party drawn away from Port Shaw, Harthagoa instructed Barrison Hargrove to take any action needed to suppress the Tulita then open Port Shaw to Harthagoa's army.

The adventurers learn the truth almost too late. They rush back to Port Shaw smack into the middle of an invasion, as things that haunt the deepest crags of the deep, dark sea heed the Kraken's call and invade the sunlit world.

Pre-requisites

As previously stated, your adventurers should be at 11th or 12th level for this climax. Should they reach 13th, GMs will need to increase the difficulty of the battle.

Action

Unlike **Night of the Shark**, **The Kraken Strikes** holds no obvious objective for the PCs to pursue – there is no *Jawbone* over which the characters tussle. Instead, Harthagoa's armies simply slay and burn everything about them. The adventurer's job is to join the fray with enough impact that the tide of battle shifts. As discussed, the tide of battle is represented by the Victory Point abstraction.

Once the PCs intervene and sour the invasion for the Krakenfiend's piscean hordes, they force Harthagoa's hand and he intervenes personally. The Demon Below's appearance – and the PC's attempt to defeat him or die trying – marks the climax of the ***Razor Coast*** campaign.

Prepping for the Kraken Strikes, Act 3

Follow these steps to prepare for the final showdown of your ***Razor Coast*** campaign:

- **Step 1:** Calculate starting Victory Points
- **Step 2:** Crib the description of the PCs approach to Kai Bay
- **Step 3:** Review Major Encounter #1: The Ship Scuttlers
- **Step 4:** Choose or create Narrated Moments
- **Step 5:** Choose or create Precarious Situations
- **Step 6:** Choose and order Major Encounters

Step 1: Calculate starting Victory Points

The PCs may enter the siege with some Victory Points. Calculate their starting Victory Points as follows:

- +1 VP if the PCs saved at least five hostages from the bonfire raft in the **Kiss of Dajobas**
- +1 VP if the PCs defeated the renegade Nightslinks in **The Nightslink Mystery, Part II**
- +1 VP if the PCs saved Jalia Ramires from hanging, and she yet lives.
- +1 VP if the PCs slew Bonedeuce while Jacob Razor's ghost possessed him.
- +2 VP to the PCs if they sank or captured the *Pride*
- +3 VP if the PCs give the *Jawbone of Kaho Ali'i* to the Tulita before, during or after the Night of the Shark
- +1 VP if the PCs defeated weresharks to learn what Geoff McDugyl had to tell them, then cured his insanity
- +1 VP if they cured Jessica McFarrows of lycanthropy **and** saved her foster mother
- –1 VP if the PCs did not save Jessica McFarrows foster mother during the Night of the Shark
- –2 VP if the PCs abscond with the *Jawbone* and leave Port Shaw to face the Night of the Shark alone
- –3 VP if Dalang Jalamar takes the *Jawbone* and/or destroys it and also flees Port Shaw alive
- –2 VP if the PCs did not stop the assassination of Zalen Trafalgar, and he is dead
- –2 VP if they did not uncover and defeat the plot to blow up the Chapterhouse of Quell

Add the total starting Victory Points to the Kraken Strikes, Act 3 Worksheet in the column next to the Adventure Options list. You can use this VP column to keep a running total during the final showdown.

Step 2: Crib the description of the PCs approach to the Kai Bay

At the start of **Act 3**, the text provides a description of what approaching Kai Bay (Port Shaw's harbor) looks like when you simply sail on up to it. However, the PCs may approach in any number of ways, so GMs should probably jot down a few salient details to help them improvise if, for example, the PCs decide to fly into the city.

Step 3: Review Major Encounter #1: The Ship Scuttlers

This final showdown kicks off with the **Ship Scuttlers**, a complicated trap laid by Harthagoa's elite sahuagin forces**.**

Step 4: Choose or create Narrated Moments

As explained, Narrated Moments do the job of conveying the state of the battle without requiring PCs to intervene directly and roll dice. The text provides three narrated moments that you can either use directly or as models for writing your own, but GMs need to consider crafting a "Keep at It, We're Winning!" narration. This Narrated Moment is left to the GM because it ties directly to wherever the PCs happen to be at the time and whatever they happen to be doing.

Place the names of Narrated Moments in the appropriate slot on your Kraken Strikes work sheet.

Step 5: Choose or create Precarious Situations

The text provides three Precarious Situations. These are short, colorful stand-alone encounters on which the PCs may decide to pass without greatly affecting the course of the overall battle for Port Shaw.

Place the names of Precarious Situations in the appropriate slot on your Kraken Strikes work sheet, in the order you anticipate releasing them.

Step 6: Choose and order Major Encounters

The Major Encounters are the spine on which the final showdown of the campaign swings. In addition to the Ship Scuttlers with which **Act 3** opens, the text provides three more for GMs to choose, modify, or replace as desired. When offering Major Encounters to the party, GMs should carefully consider their pacing. After successfully completing a Major Encounter, the tide of battle shifts. Incrementally, the PCs start to win. Deliver too many Major Encounters too rapidly and the battle is over before it began – not enough of a showdown. Deliver the Major Encounters too slowly and the battle drags on forever, growing boring.

Other than the Ship Scuttlers, which is fixed in place, put the names of the Major Encounters in the appropriate slot on your Kraken Strikes work sheet, in the order you anticipate releasing them.

Preparation is Complete

You now have the list of encounters, roughly in the order you anticipate unveiling them, and know which monsters you need to study for the next game session (or two). Don't forget, any PCs who helped bury Durrell Ravenkith at sea receive the benefits of his ghostly aura. See **Chapter 4, Area S-26** for details

The Kraken Strikes, Act 3 Adventure Options

The only other way to prepare for **Act 3** – and the final showdown of the campaign in particular – is to read the encounters found at the end of **Chapter 7**. Flexibility is also important at this stage of the game. As a general rule seek to reward players' creativity. For example, if you use the ***Fire as She Bears*** rules and a player thinks to turn Fort Stormshield's cannon on the Krakenfiend, you have the rules to allow them to make the attempt – though GMs should definitely force the PCs to fight hard for the cannon. The point is that not everything in the final act of the campaign proves predictable.

Narrated Moments

- **All is Lost.** The mere appearance inspires such courage that resigned to their deaths pick up sticks and kitchen knives to assault ravening monstrosities from the depths. (**Ch. 7, Narrated Moments**)
- **On a Knife's Edge.** Heartened by the PCs appearance, the last of the Dragoons not suborned by Harthagoa, pull themselves together and in a demonstration of self-sacrifice and disciple form a musket line. Under the exhortations of one special sergeant, they take the brunt of Harthagoa's attack, hold and return fire. (**Ch. 7, Narrated Moments**)
- **Victory is Ours.** Overjoyed to see the Kraken's forces retreating, a young Dragoon impulsively hugs a PC in celebration. The fellow loses his head – literally – when Harthagoa appears and hurls an entire ship at the docks. (**Ch. 7, Narrated Moments**)

Precarious Situations

- In the smoke and chaos, the PCs stumble across a beloved NPC, overwhelmed and about to die at the hands of a mutant sahuagin general. **The Enemy Threatens a Beloved NPC** (Ch. 7, Precarious Situations; CR 10; 9,600 XP; 1VP)
- A lazy saltwater merrow, cleric of Demogorgon hopes the PCs will just keep on walking, so it can get back to eating the children it stuffed in an alley. **Keep Moving, Nothing to See Here** (Ch. 7, Precarious Situations; CR 11; 12,800 XP; 1VP)
- Defeat a pyromaniac skum sorcerer bent on burning down a tenement full of families. **Burn Baby, Burn!** (Ch. 7, Precarious Situations; CR 10; 9,600 XP; 1VP)

Major Encounters

- Harthagoa's forces allow ships into Kai Bay, but not out. The PCs must prevent the Kraken's sahuagin forces, disguised as floating bodies, from entangling their ship in razor wire and ripping a hole in her hull. Save nearby ships from a similar fate. **The Ship Scuttlers** (Ch. 7, Major Encounters; CR 12; 19,200 XP; 1-2 VP)
- A dead orca lies half-flensed and rotting off the tail end of a whaling vessel. Stop mutant sahuagin flesh carver clerics from animating and unleashing the corpse on the Port Shaw docks. **Orca Zombie** (Ch. 7, Major Encounters; CR 13; 25,600 XP; 2-3 VP)
- The Waver Riders are back in the game, fighting Harthagoa again, but angler scrags have them cornered in a warren of alleys and fire escapes. It's up to the PCs to save their bacon and escort a pack of frightened citizens through the alleys to safety. **Wave Rider's Last Stand** (Ch. 7, Major Encounters; CR 12; 19,200 XP; 0-3 VP)
- Barrison Hargrove and his minions kidnapped the great war chief Mokoli Ali'i, and its up the PCs to hunt them down, prevent an execution, and get the leaderless Tulita back in the fight. **The Slaying of Mokoli Ali'i** (Ch. 7, Major Encounters; CR 13; 25,600 XP; 2-3 VP)

Final Showdown

- Frustrated by the PCs continued intervention, Harthagoa finally agrees with the old maxim, "If you want something done right, do it yourself…" **The Krakenfiend Rises** (Ch. 7, Major Encounters; CR 15+; 51,200 XP)

Designer's Note: Put Those Minor NPCs to Work

The final act of your ***Razor Coast*** campaign provides an excellent time to tie up loose plot threads or re-introduce minor characters your player's may even have forgotten. For example, consider reintroducing the crabman from the sewers or the vampire Chiho Molina in either **Narrated Moments** or **Precarious Situations**, setting the stage to allow the PCs earlier actions to reward them now. To make this work, create a situation the PCs must fight to resolve, after which allow any service the players call on such NPCs to perform equivalent to gaining 1 VP.

CHAPTER THREE

PORT SHAW

Steer clear if'n you've any sense. Port Shaw is second only to that festering pit, Carcass, in slime and skullduggery. On the docks of Shaw, cannibal savages rub shoulders with murderous pirates, and the gods know what other horrors walk in broad daylight among them. Me, I don't drop anchor in that stain. I'll go as far as Kai Bay, and ye can swim the rest if you like.

— Captain Kren Sandscraper

Arrivals

This chapter introduces the treacherous city of Port Shaw, where your Razor Coast campaign begins, and offers tools to kick things off in the adventure. Along the way, it details all the city's major sites and encounters: everything from where the PCs shop for goods and weapons or throw back mugs of grog with sailors, to where they cross blades with outlaws, Dragoons or dangerous members of the Ring of the Kraken.

Once in Port Shaw, the piers are the most obvious choice to begin any Razor Coast campaign. The PCs might disembark from a freighter or other transport newly arrived in Port Shaw, or Game Masters may choose to arrange for the PCs' arrival any way that fits their campaign's trajectory. When PCs come ashore for the first time, they walk right onto Port Shaw's bustling docks. This is where all newcomers drink in the atmosphere of the city.

Shopping in Port Shaw

On the docks as well as throughout Port Shaw, characters may purchase numerous products from overseas: exotic fruits and vegetables, strange alcoholic spirits from island kingdoms thousands of leagues away, supplies for whaling, fishing and any other nautical pursuits, the latest fashions from the East and West, and any and all daily amenities. Nearly every storefront faces west toward the street that runs the north-south length of Tide district, while the back of each building faces the docks.

In addition to all the equipment found in the Pathfinder Roleplaying Game: Core Rulebook, Chapter 6, "Equipment," dockside chandlers also sell the following items:

Ambergris

This valuable substance, harvested from the intestines of sperm whales, is used to make perfumes. It is very rare and difficult to obtain, and a gallon usually runs at least 30 gp.

Baleen

The comb-like filters located in the mouths of baleen whales are cut into strips and used to make hoop skirts, umbrellas, and combs. The going price is 10 gp per foot.

Cigars

Locally produced Tulita cigars are priced at 1 gp per cigar. High quality imported Montrose cigars are not as valued and run 5 sp each. The cheapest option (and the only option for most sailors and whalers) is the poorly made Jeagervilles, priced at a bargain 2 cp each. Tobacco plantations inland from Port Shaw, many owned by Barrison Hargrove, produce most of these cigars.

Fine Tea Leaves

Green (1 gp per ounce), black (5 sp per ounce), chrysanthemum (4 gp per ounce), and Heaven's Leaf (10 gp per ounce) are all available.

Ice

Freshly chipped from the bergs, this ice can be purchased for 2 gp per pound.

Kava Root Extract

This pulped root is a potent muscle relaxant used by the Tulita in religious rites and for recreation. It costs 3 sp per ounce. Anyone who ingests kava takes 1d6 points of nonlethal damage (Fortitude save DC 15 for half damage); however, it also acts as a potion of *slow poison*.

Sextant

This item is a necessity on board any vessel and used to determine course and heading when no land is in sight. Any Profession (sailor) check made at sea by a character without a sextant takes a -8 modifier. A masterwork sextant gives any character a +4 to their Profession (sailor) check. A sextant costs 35 gp, a masterwork one costs 150 gp.

Sperm Oil

Burning hotter than whale oil, sperm oil is often used to work metals. It also makes a very effective lubricant for anything with moving parts and can be applied to swords, firearms, and metal tools to protect them from rusting in the Razor Coast's balmy environment. Sperm oil costs 10 gp per gallon.

Tar

A bargain at 3 sp per gallon, tar is a commodity to any shipwright or captain. The black, greasy substance is applied to hulls, planks, and masts to protect them from the salt water and blistering sun.

Whale Oil

Used to light lamps and lanterns, the need for this substance is what fuels the aggressive whaling trade of the region. Whale oil is 5 gp per gallon, and each gallon yields five flasks.

Picture it: you stand on the docks of Port Shaw. The smell of the salt sea rides the breeze, while dark rolling waves lap rhythmically at the pier. Inland, the Dreadsmoke Mountains rise high into the clouds. An ominous sulfur haze clings to their jagged peaks and the black behemoths loom, almost ready to swallow the city in fire. Nearby an egret prances from plank to plank, snatching morsels of corn scattered by a careless dock worker. The lilting calls of the gulls echo overhead. Further south, the dark and sturdy koa wood piers give way to hastily built pine additions, recently erected to deal with a whaling boom.

All manner of vessels moor here. Tulita war canoes rock in the water next to local fishing schooners. Foreign longboats rub gunwales with freighter brigs sunk low with heavy cargo. Enormous whaling barges dwarf the others — save the colossal five-masted naval frigate moored at the southernmost pier below the volcanic rock walls of Fort Stormshield. The forty-eight guns and 146 souls of *Bonedeuce's Pride* are the power in the harbor and the only reason various motley bands of pirates, privateers, smugglers, whalers and fishermen have not torn Port Shaw to flinders long ago.

Even in the shadow of the *Pride,* and despite Commandant Gregory Bonedeuce's swift sense of justice, the dockside taverns of Port Shaw remain notorious for vicious brawls. Incautious patrons regularly end up with cut purse strings or a blade between their ribs. The city breeds thieves and cutthroats like lice on an unwashed beggar.

Vignettes

Simply describing their arrival will not convey the depth and reality of Port Shaw. One or more of the following brief vignettes will drive home the unique flavor of the city while sounding out the interests and inclinations of your players. Read at least one from the appropriate section each time the party enters a new district.

Some vignettes foreshadow specific **Inciting Incidents** (see below for more details on **Inciting Incidents**). Such vignettes are noted accordingly, and if your players take interest you may have already identified how best to introduce them to the campaign's main plot arcs. Pay close attention to emotional reactions among the players at your table and not just reactions that prompt their characters to act.

Anywhere in Port Shaw

False Beggars

On all sides, warehouses stuffed to overflowing vomit excess crates and barrels in a bizarre spider web of cargo and netting. Amongst the disorder, three men in patchwork rags strut like beggar-kings through a maze of cabbage-laden crates left to rot in the noonday sun. Dirt and blood cling to the three, who appear to the novice eye as little more than footpads, but a sharper glance reveals black-handled daggers sheathed at their waists and the flash of fine boiled leather beneath tattered shrouds of stitched muslin. A rat the size of a mastiff slinks along the shaded crate-tops nearby, scampering behind the three like a child struggling to keep up with its family. If the players show interest, try **Inciting Incident 4: Dragonsmoke for Sale**.

The Madman

Nearby, a toothless old man grins all-a-gums and thrusts a beggar's bowl of wood, stained brown by grime that will never come clean, in your direction. He gabbles unintelligibly and then cackles out a laugh. Madness spawns his mirth. His broken mind helps him survive the torment of his daily life by finding hilarity in the pain and abuse he suffers. Despite a buckled mind, he has not wasted into an early grave – he may outlive the Storm Lords themselves – yet somewhere deep in his soul, he sings out for death.

A Shattered Man

A dark-skinned Tulita stands like a statue shadowed by lopsided crates of clay flasks stacked carelessly on a pallet. Between his feet lies a clutch of broken eggs, the yolk running down to the mud below, another fragile dream smashed by the city and stirred into its filth. The viscous, yellow egg juice pools around the Tulitas' boots like thick urine. His eyes, hazed by some potent narcotic, stare towards his ancestral home a few miles inland, where foreign-owned plantations roll towards the mountains. Tears roll down his face and wet his filthy tunic, the first cleaning his sorrowful garment has seen in weeks. If this grabs or stirs up your players, they may be drawn in by **Inciting Incident 4: Dragonsmoke for Sale.** Begin to play up the devastating effects of the drug, dragonsmoke, among the Tulita and young fisher folk of Port Shaw.

Out to Sea

Beyond the cresting waves, the green-blue Razor Sea extends into the horizon. The faint outlines of many mysterious isles lie barely visible, like ghostly hints of dreams or nightmares. What awaits on those faded brushstrokes of grey at the edge of the sea's vast canvas? The ocean lies unsettlingly still. A thick blanket of warm air hangs above the shimmering surface of the Razor. This is the unmistakable calm before a great storm.

Bawd District

Entering Bawd

Through a wide arch of crumbling stone, veined with cracks and fractures, the mercantile bustle of Tide district gives way to the thrum of Bawd. Bawd ambushes visitors, swelling upon them as they leave the wooden docks behind. The district assaults with its heat, its carnivale cacophony, and its reek - a thousand spices, perfumes, old moldy paper, stone-ground ink, fresh-baked bread in kilned clay, cattle dung, cauldrons boiling pungent herbs to melt snake's blood into soup and not least the flatulence of dysentery-ridden beggars. May indicate your players will respond well to **Inciting Incident 4: Dragonsmoke for Sale** or **Inciting Incident 7: The Lovely Lady Lightfingers**.

Until Someone Loses an Eye

Here, new arrivals stand at the corrupt heart of Port Shaw. Ruffians swagger and clash. A casual shoving match between an apple cart pusher and a drunk escalates to bloodshed and ends with a paring knife wedged in the drunk's eye socket, while the apple man withdraws to pluck broken bottle shards from his forearm. Four Dragoons ignore the altercation, instead conversing beside a fat greasy woman peddling clay jugs of blindness-inducing, home-brewed whiskey. Whether intrigued by the roguish brawl or outraged at the indolent Dragoons, interest indicates your party might respond well to **Inciting Incident 7: The Lovely Lady Lightfingers**.

The Little Mugging

As guards chatter away, a cloaked halfling menaces an elderly gnome at knifepoint not five feet from them. One of the Dragoons watches the robbery with a bemused half-smile on his face. Might indicate a strong reaction to **Inciting Incident 2: The Mad Shaman Attacks** or **Inciting Incident 7: The Lovely Lady Lightfingers**.

Chewed Out

Five feet to their other side, a hulking minotaur worker weathers the fierce verbal assault of a shriveled Tulita crone. Perched atop a stack of crates to stand eye-to-eye with the shaggy giant, the crone snarls about a missed payment on an order of turnips. The minotaur winces, his eyes darting left and right as if seeking an avenue of escape. May indicate a player's predilection to respond to **Inciting Incident 7: The Lovely Lady Lightfingers**.

NEAR JADE DISTRICT

Kids Will Be Kids

Not far down the lane, a band of hardened adventurers purchase scrolls from a shifty-looking, half-elf magic hawker. The wizard of the party scrutinizes one sheaf of rune-inscribed parchment dubiously before casting a distrustful glance towards the vendor. The sound of laughter directly above them reveals dirty orphan children frolicking amongst old rigging stretched between wooden rooftops. A hail of rotten fruit pelts the adventurers from above, and the malign little urchins shriek harpy-like with delight. May connect the player's to **Inciting Incident 7: The Lovely Lady Lightfingers**.

The Jade Heavens

Up beyond the snarling children, the glowing lights of Jade shine down from the hillside. They appear like the hazy mirage of an oasis, as out of reach as the stars to most of the sickly skeletons-to-be prowling these dirty streets.

TIDE DISTRICT

Get Your Fish Here!

All along the docks, fish markets roar with activity day and night. Fishmongers cry their catch, competing for patrons as if competing for their last breath. Many distinguish themselves from the general din by mastering lilting calls, melodies, or complex barking shouts. Works well with **Inciting Incident 1: Tales of the Black Shark; Inciting Incident 3: Drango's Detainment; Inciting Incident 5: Trouble in Paradise;** or **Inciting Incident 6: Fire on the Docks.**

Whale Oil

Casks of whale oil roll down gangplanks to the waiting arms of muscled workers. Hefted onto broad backs, they wend their way to any of the numerous ship's chandlers dotting Tide District. Within the chandlers all manner of goods are available for purchase: oil and baleen, whaling and fishing supplies, rations of dried meat, casks of water, crates of oranges, the latest ladies fashions from far off Akados, the finest black powder firearms from the smithies of Stoneheart Mountain-dwarven and gnome enclaves across the sea-and even ice, freshly carved from the Face of the Frozen God, to cool a glass of sylvan wine on a hot summer's day. Interest may indicate an inclination to be drawn in by **Inciting Incident 1: Tales of the Black Shark; Inciting Incident 3: Drango's Detainment; Inciting Incident 5: Trouble in Paradise;** or **Inciting Incident 6: Fire on the Docks.**

Here Come the Dragoons

Stormshield Dragoons patrol the dockside. Fishmongers and workers scatter to let the blue-coated men-at-arms pass. While a well-greased palm coaxes them to look the other way, Dragoons tolerate no disrespect and punish offenders with extreme prejudice. The wide berth locals give them lends credence to their reputation. If tales be true, Commandant Gregory Bonedeuce hangs miscreants at whim in Port Shaw. Works well with **Inciting Incident 2: The Mad Shaman Attacks** and **Inciting Incident 3: Drango's Detainment**.

Inciting Incidents

As a non-linear campaign, Razor Coast offers several threads designed to draw the players into the action and conflicts, the plots and subplots, besieging the coast. When they are ready to involve the PCs, in the very beginnings of the campaign's main plot arcs, GMs should throw one or more of the following **Inciting Incidents** at the party.

INCITING INCIDENT 1 — Tales of the Black Shark

Plot Arc: **Night of the Shark**

Setup

On the pier, the PCs note a collection of salty sea dogs gathered around in taut debate over the recent sightings (and bitings) of a mysterious jet-black shark. Read or paraphrase the following:

> Anglers by trade since their long-spent youth, now worn by the waves, a gaggle of grizzled men sit hunkered down on the docks by the gangplank of an old barnacle-crusted fishing sloop. A dozen old men, sprinkled with a few younger fisher folk, huddle around a pale-faced man of forty or so winters. His eyes quaver and his lips tremble as he launches into his tale:
>
> "We's a ways out. Making hard time. The wind was against us see, and we'd just passed Beacon Island by the bloody settlin' in o' dusk. That's when the sloop gave a mighty lurch. We hit something, so the captain thought at first, but no... it felt like somethin', well, like somethin' hit us. Then the sloop rocked again and the cap'n feared we'd run upon the shoals, but before he could snap an order somethin' slammed our port side hard. The captain

lost his footin' and tumbled into the deep. That's when I saw it, I did. Blacker than the darkness, blacker than the night's water around us..."

"Ain't no such thing...as a black shark!" A young man on the edge of the crowd snaps.

"Night black it were! These eyes been at crow's nest for thirty years!" The old man snarls in retort.

"Thirty years ago t'were sharp is sure, but not so now you old sea dog. Sun on the water burned out your eyes years ago." A few laughs answer this retort, but no real mirth flows from them.

"Batten yer hatch. What's a guppy like yerself know from sharks? It were blacker than the heart of midnight."

"There be no such thing!" insists the youngster.

A voice, like a knife across a stone, cuts the air: "There be a black shark." The crowd parts to reveal an ancient man of the sea. His leathery skin stretched over his bones, he raises his right arm to silence the boy's reply. The arm ends in a cold black iron hook. The old man's one good hand clutches a wooden crutch, supporting his wracked frame. His leather breeches are cut off at the knees and two gnarled wooden pegs, chipped and scratched from wear, extend from the stumps of what remains of his legs. "There be a black shark." His voice rasps once more.

A thick silence settles over the crowd then; no one wants to debate the shark's existence any more. One of the younger fishermen even hazards a glance off the pier as if he expects a dark fin to crest the waves at any moment. With muttered excuses and leave-takings the crowd of fishermen breaks up, leaving the old man alone on the pier, his back to the dock, staring across the roiling sea.

Development

This ancient fisherman is a local authority on sharks and just about everything else. Known simply as Old Craw, no one remembers his given name. If the PCs approach him, he stares out at the sea silently, but eventually looks them up and down with his one good eye. His right eye is milky white, but his left burns with a fierce light.

Engaged in conversation, Old Craw sits heavily on a wooden crate and listens as the PCs speak. Unless the PCs succeed on a DC 20 Diplomacy check, Old Craw waits for them to grow tired with his silence and give up. If the Diplomacy check succeeds, he rasps a reply and offers to tell them about the shark sightings. Old Craw knows sharks from up close and personal. He lost his arm as a young lad to a tiger shark, who tore it off as casual as could be, just passing Old Craw swimming out near the edge of the harbor. He lost his legs to sharks. When his fishing sloop sank ten years ago in a squall, Old Craw gripped a plank, white-knuckled for hours, before the sharks came. He held his legs out of the water for hours more before his muscles gave out and the bale-sharks took him apart below the knees, bite by agonizing bite.

If the PCs treat Old Craw respectfully and endure his tales of hardship with a real sense of interest, he warns them to stay away from the sea. He informs the PCs that a rash of shark attacks have claimed the lives of several sailors and fishermen, leaving more folks missing limbs like Craw. "It ain't natural. Dark times is comin'. A black shark means dark times."

If the PCs succeed at a second DC 20 Diplomacy check, Craw beckons them close and whispers "The sharks got their god back. The black shark comes. We're all as good as dead. You ask the Tulita. The old shamans know about the dark times."

The first time the PCs encounter Craw he says no more. If the PCs visit the man on his pier and bring him food or drink, little by little he converses with them more freely. He is fountain of information on several topics, and he will use his Knowledge skills to answer their questions. Craw has seen it all. He has lived a long life and has sailed as a fisherman, a merchant marine, and even captained his fair share of boats.

When not answering questions, he complains about his pegs to any who'll listen, looking wistfully into the distance and remarking on a fine pair of scrimshaw pegs he had made long ago – but the devil took 'em, and that's all he'll say on that matter. If the PCs take it upon themselves to have a pair of scrimshaw pegs made for Craw, his face softens as he thanks them from the bottom of his heart.

Craw knows exactly as much as the Game Master would like to let the PCs know about any campaign hooks. If the PCs take an interest in Old Craw, he serves a perfect plot device to fill in missing holes in the PCs' information on

Old Craw Shuts Them Up

any quest they are pursuing. Craw may prove a confidant, mentor, and informant for the party whenever the Game Master sees fit.

If the PCs befriend Craw – or even arrange to *regenerate* his limbs – and let him know they are going out to sea, he gives his favorite PC the *sharkward talisman* from around his neck. Craw tells them to "wear it out there," and points his hook towards the sea. "When the sharks come, you wear it."

SHARKWARD TALISMAN

Aura moderate transmutation; **CL** 12th

Slot neck; **Price** 14,000 gp; **Weight** 1/4 lb.

DESCRIPTION

This talisman appears to be nothing more than a necklace of sharks' teeth. It gives off no magical aura if *detect magic* is cast upon it unless it is within 60 ft. of a living shark. When a shark draws near, the talisman's potent magic activates granting the wearer a +4 deflection bonus to armor class and granting blindsense out to 60 ft.

CONSTRUCTION

Requirements Craft Wondrous Item, *polymorph, shield of faith*; **Cost** 7,000 gp

OLD CRAW CR 13

XP 25,600

Male human expert 15

LN Medium humanoid (human)

Init +0; **Senses** Perception +27 (+29 at sea)

DEFENSE

AC 10, touch 10, flat–footed 10

hp 46 (15d8–15)

Fort +6, **Ref** +5, **Will** +16

OFFENSE

Spd 10 ft.

Melee hook hand +12/+7/+2 (1d4/18-20/x3)

STATISTICS

Abilities Str 11, Dex 10, Con 8, Int 14, Wis 20, Cha 15

Base Atk +11; **CMB** +11; **CMD** 21

Feats Great Fortitude, Improved Critical (hook hand), Iron Will[B], Persuasive, Piratical Nerve, Seaworthy, Skill Focus (Knowledge: local), Weapon Focus (hook hand)

Skills Acrobatics +14 (+6 jump), Climb +14, Diplomacy +16, Intimidate +19, Knowledge (geography) +20, Knowledge (history) +15, Knowledge (local) +26, Knowledge (nature) +20, Perception +27 (+2 at sea), Profession (fisherman) +23, Sense Motive +7, Swim +14

Languages Aquan, Common, Tulita

SQ disability

Other Gear *sharkward talisman*, fish netting and line, several fishhooks, pipe and pouch of redleaf

SPECIAL ABILITIES

Disability (Ex): Old Craw had several run–ins with sharks, including a few that didn't go his way (see above). Because of his injuries, his base speed is reduced to 10 feet per round. He takes a –2 circumstance penalty to Strength, Dexterity, and Constitution. In addition, Old Craw takes a –4 circumstance penalty on any Strength or Dexterity based skill or check.

INCITING INCIDENT 2 — The Mad Shaman Attacks (CR varies)

Plot Arc: **Night of the Shark**

Setup

As the PCs take in the day or explore Tide District, perhaps seeking a fresh-from-the-sea meal, they happen upon an old Tulita man dressed in feathers and rags accosted by a patrol of Municipal Dragoons. Read or paraphrase the following:

An old Tulita man stands on an empty crate by the dockside preaching to passersby in a rasping voice: "You foreigners anger the sea. You murder the watchers with your harpoons, and skin them for your oil. Soon none left. Without the watchers, Dajobas rise again. His servants come from the deep to kill you. Dajobas kill for your crimes against the old ways. He tear you up with his razor teeth. He drink your blood beneath the waves, grind your bones beneath the moon."

His outbursts attract the attention of the Dragoons. A towering man with dark hair and midnight-black eyes leads this particular patrol. "You there, off that crate or I'll take me hammer to ya." The large Dragoon gestures with a finely wrought adamantine hammer at the old Tulita.

The old man's eyes take a second to focus on the big Dragoon and then grow wide as saucers. In a flash, the Tulita leaps off the crate, drawing a scrimshaw knife from his belt.

Milliauka Tries to Help Darenar

"You! You bear the Kiss of Dajobas. I will save you!"

The ancient Tulita snarls ferociously as he lunges for the tall, sturdily built Dragoon. The big bluecoat growls and bats at the old man with his fist, reaching for his hammer with the other. But the Dragoon's quarry dances away, his feathered headdress bobbing and his furred cloak whipping the air. The rest of the Dragoons go for their weapons, and an elderly native is about to die.

Background

Darenar is poised for promotion in the Dragoons, and he is currently one of Gregory Bonedeuce's favorite lickspittles. This burly man-at-arms also carries Donovan Montgomery's old hammer *Maelstrom,* which he won off the drunken captain at dice.

Darenar enjoys pearl diving with a sunrod on his nights off duty, and last night he was indeed bitten by the black shark. Jalamar only nipped him, tearing a small chunk off his forearm before fleeing into the open sea again. Darenar never even got a good look at the shark.

Action

If the PCs intervene quickly, they may prevent bloodshed. A DC 20 Diplomacy check convinces the Dragoons to back down. Trying to Intimidate them is more difficult (DC 25), as their blood is already up, and any show of force just eggs them on. If the PCs successfully Intimidate the Dragoons, they make an enemy out of Darenar, the large Dragoon.

Success on either check convinces the Dragoons not to kill Milliauka, the old Tulita shaman, but they intend to arrest him regardless. The shaman dances about wildly and attempts to lay his dagger upon Darenar again unless the PCs stop him. If he succeeds in cutting the big man, no amount of pleading on the PCs' part saves the shaman's life.

If the party acts quickly and wisely, they can save Milliauka and convince or force him to put down the knife. A DC 20 Diplomacy check makes the shaman relent, though he mutters "…you no understand kiss, kiss bring the darkness, bring the hunger." The Dragoons haul the old Tulita off to the brig.

Development

If Darenar is Intimidated into backing down or defeated by the PCs, he reports the party's intervention to Commandant Bonedeuce.

If the PCs battle the Dragoons, they may end up outlaws; though as long as they slay no Dragoons in the fight, a DC 25 Diplomacy check at any time breaks up the battle and soothes animosity. If the party kills a Dragoon, they must dodge patrols of Dragoons and, thereafter, many citizens of Port Shaw happily report the party's activities to the authorities for a hefty reward. The adventure begins in earnest should they cross blades with the Dragoons, as the PCs must now act in shadow and trust no one.

While confronting the Dragoon patrol, any PC who succeeds at DC 20 Perception check catches a glimpse of Darenar's bandages (obscured by the sleeve of his uniform). If the altercation resolves affably and the PCs inquire about his bandage, Darenar tells them about his shark attack with bravado but lies and claims he killed the shark that bit him (a small hammerhead). If they ask about his fine hammer, he boasts how he won it in a dice game with a former Wave Rider at the Run Aground Tavern, a Wave Rider who is now a washed-up drunkard. If the party saves Milliauka, the Tulita may become powerful allies of the PCs, but without Milliauka the oppressed tribes lack a leader critical to helping unite them.

Milliauka is an important man among the Tulita, currently holding the title of Kamaau, or high shaman. His arrest by the Dragoons creates all manner of unrest among the already abused populace. If anyone slays Milliauka, the results prove even worse. More radical elements among the Tulita convince many to turn their backs on the old ways, citing Milliauka's murder to prove the terrible threat foreigners pose. Fearing the annihilation of their culture, more and more turn to Dajobas in desperation. This adds Tulita warriors to Dalang's attack on Port Shaw. See **Chapter 2** for more details on plot arcs and the final showdowns.

If the PCs flee with Milliauka and ask him why he attacked the Dragoon, he explains: "Big man is cursed with Dajobas' Kiss and will go mad. It is known. I smell the Kiss on him!" Milliauka can offer the PCs a safe house among the Tulita shacks in the Outskirts and introduce Mokoli Ali'i.

Sergeant Darenar CR 5

XP 1,600

Male human fighter 6

LE Medium humanoid (human)

Init +5; **Senses** Perception +4

DEFENSE

AC 17, touch 11, flat–footed 16 (+6 armor. +1 Dex)

hp 64 (6d10+24)

Fort +10, **Ref** +3, **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Spd 30 ft.

Melee *maelstrom* (adamantine warhammer) +14/+9 (1d8+9/x3 plus 2d8 on critical)

unarmed +9/+4 (1d3+3)

Ranged *maelstrom* (adamantine warhammer) +10 (1d8+9/x3 plus 2d8 on critical)

Ranged dagger +7 (1d4+3/19–20)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Abilities Str 17, Dex 13, Con 16, Int 10, Wis 8, Cha 10

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 20

Feats Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (warhammer)

Skills Climb +7, Intimidate +8, Knowledge (local) +3, Perception +4, Sense Motive +2, Swim +6

Languages Common

Other Gear *Maelstrom*, a *+2 returning thundering adamantine warhammer,* guardsman's cloak (See "Old Fish's Supplies" for details), masterwork chainmail, dagger, blue coat and dragoon uniform, purse with 25 gp

Dragoons (4), male or female human Ftr3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics.

Dragoon Sorcerer, male or female human Sor4: CR 3; AC 11/11/10; SVS 2/2/5; MELEE rapier +2 (1d6/18-20); CMB +2; CMD 13; 26 hp; SPELLS (CL 4th): 2nd (4/day)—*glitterdust* (DC 14); 1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13); 0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic;* See **Appendix** for full details.

Editor's Note: Returning?

Normally warhammers cannot be thrown. *Maelstrom* is different. Relying on its adamantine hardness, this unique weapon sports a hollow haft and a hollow pocket deep in the hammer's head. As a result it is lighter than normal weapons of equivalent size, without sacrificing its other qualities.

Besides, cool beats rules. How cool is it to throw a *thundering*, *returning* warhammer? I can think of deities who might grow jealous.

Milliauka CR 9

XP 6,400

Male human (Tulita) adept 11

CG Medium humanoid (human)

Init +2 **Senses** Perception +6

DEFENSE

AC 12, touch 12, flat–footed 10 (+2 Dex)

hp 51 (11d6+11)

Fort +4, **Ref** +5, **Will** +11

OFFENSE

Spd 30 ft.

Melee mwk kukri +6 (1d4–1/18–20) or

unarmed +4 (1d3–1)

Adept Spells Prepared (CL 11, DC 14 plus spell level; concentration +15)

3rd—*neutralize poison, remove curse, remove disease*

2nd—*animal trance, cure moderate wounds, resist energy, web*

1st—*cause fear, command, detect evil, sleep*

0—*detect magic, touch of fatigue, stabilize*

STATISTICS

Abilities Str 8, Dex 14, Con 13, Int 12, Wis 19, Cha 16

Base Atk +5; **CMB** +4; **CMD** 16

Feats Alertness, Combat Casting, Deflect Arrows, Improved Unarmed Strike, Self–Sufficient[B], Skill Focus (Heal), Weapon Focus (kukri)

Skills Craft (scrimshaw) +8, Diplomacy +7, Handle Animal +10, Heal +28, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (religion) +15, Perception +6, Sense Motive +6, Survival +22

Languages Aquan, Common, Tulita

SQ summon familiar (currently none)

Other Gear masterwork scrimshaw kukri smeared with herbal poultice, two more leafs filled with poultice, several scrimshaw necklaces of good quality (300 gp value total).

Notes Milliauka's attack on the Dragoon is for the man's own good. The herbal poultice created by the shaman is an ancient Tulita mixture, which, if applied within 48 hours of the victim being bitten in conjunction with casting *remove curse,* forces the Kiss of Dajobas from a subject. After the application, the victim grows very ill for two days, running a high fever and taking 2 points of Constitution damage. After the fever runs its course, the lycanthropy is gone from the victim's blood. If this poultice is applied to a victim of a lycanthropic shark bite more than 48 hours after the attack, it has no effect.

Tactics If the fight breaks out, Milliauka thinks nothing of his own safety and strives to strike Darenar with his scrimshaw kukri. If he succeeds, he immediately casts *remove curse* on the man and then flees. The Tulitas' mastery of the Common tongue is not sufficient to explain his intent, but he is desperate to save the man from his dark plight. He even attempts to do so knowing it likely means his own death on a Dragoon's sword or swinging from a hangman's noose.

Needless to say, if apprehended by the Dragoons Milliauka's pleading explanation of his action ("the big man sick with Kiss of Dajobas, I make him better") falls on deaf ears, especially after Darenar grows ill a few hours after the attack. The authorities will hang Milliauka within 24 hours of his capture unless the PCs help him escape the brig.

INCITING INCIDENT 3 — Drango's Detainment (CR 1 or 5)

Plot Arc: Either

Setup

A crowd of onlookers gathers by a pier on the Fort Stormshield side of the docks. Whispers of "Falken Drango!" and "They caught that bloodthirsty killer at last," and "I can't wait to see the bastard swing," rush through the throng. Twin three-masted war galleys manned by the blue coats of the Municipal Dragoons make their way toward port. After they dock, a contingent of Dragoons hustles down the gangplank and clears a path through the curious onlookers.

Captain Falken Drango

If the PCs decide to approach, read or paraphrase the following:

A Dragoon escorts a tall wiry man, his hair in long black braids adorned with gold and silver bands. The prisoner sports an unkempt beard crusted with blood, most likely from the numerous cuts about his face. Though badly beaten, his eyes retain a sharpness and fierce intensity. Another Dragoon appears behind him, prodding the prisoner with the shaft of his short spear. The man flashes his captor a feral grin, earning himself a sharp jab from the spear's haft to his teeth. The captive stumbles and spits a mouthful of blood out onto the crowd below, which withdraws with yelps, as if the man rained acid upon them. Heavy iron manacles clapped about his wrists jangle with every step he takes down the gangplank.

A lieutenant greets the Dragoons as they descend to the docks, and they salute sharply. "At ease." The lieutenant regards the prisoner coldly, "Well, the infamous Falken Drango. Now we can add the murder of your own crew to your ample list of crimes. Do you have anything to say for yourself?" The lieutenant obviously enjoys the eyes of the crowd on him as he confronts Falken Drango.

"Just one thing you ought to know, ye lordship… these manacles are a bit loose."

The pirate's manacles clatter to the deck at the dumbfounded Dragoons' feet, and the pirate's fist cannons into the lieutenant's head. The officer drops like stone in water and the pirate bolts through the crowd.

Development

The PCs are faced with a choice: aid Drango's escape by distracting or directly confronting the Dragoons, aid the Dragoons by capturing a known pirate, or sit idly by and take in the show. A quick DC 15 Diplomacy or Knowledge (local) check reveals Drango's story, and the high unlikelihood that he is responsible for murdering his loyal crew. Then again, he has committed dozens of acts of piracy on the high seas. The choice is the PCs', but whether they help Captain Drango or not, events leave them with this unsettling thought: if the pirate was not responsible for the grisly disappearance of his crew, then who was?

If the PCs aid Falken's escape, he pledges them "a pirate's debt owed" and offers some advice, "Hide in the Outskirts, mayhap. The Tulita have no love for the Dragoons. But I'd hie to the waves as soon as you might. Let this blow over while you're out to sea. Good luck to you!" He then darts off and vanishes unless pursued. If the party keeps up with Drango, he again thanks them, but insists he go his own way. Once alone, Drango plots to steal a ship, delaying his departure to hunt down any helpful clues as to his crew's bloody fate.

After the party and Drango part ways, feel free to have the pirate show up at anytime in the course of the campaign to pay back his debt by bailing the PCs out of a hard fight or offering a useful tidbit of information. Though he is a man of his word, he is still a capricious pirate and proves unpredictable at times. See the descriptions of Captain Falken Drango in **Chapter 1** and **Chapter 2** for more details on his disposition and roleplaying notes.

If the Dragoons capture Drango and haul him off to the brig, then the PCs most likely encounter him again if they end up trying to spring Milliauka (see **Inciting Incident #2**, above) from prison, or if they try to infiltrate Fort Stormshield while investigating the Ring of the Kraken.

Falken Drango, male human Ftr2/Rog9: CR 10; AC 12/12/10; SVS 9/8/8; MELEE unarmed +11/+6 (1d3+3); SA sneak attack +5d6, stunning fist (2/day DC 17); CMB +11; CMD 23; 72 hp; See **Chapter 1** for full details on Falken's statistics.

Dragoons (6), male or female human Ftr3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics.

Dragoon Sorcerer, male or female human Sor4: CR 3; AC 11/11/10; SVS 2/2/5; MELEE rapier +2 (1d6/18-20); CMB +2; CMD 13; 26 hp; SPELLS (CL 4th): 2nd (4/day)—*glitterdust* (DC 14); 1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13); 0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic;* See **Appendix** for full details.

Dragoon Sergeant, male or female human Ftr6: CR 5; AC 17/11/16; SVS 10/3/3; MELEE mwk longsword +12/+7 (1d8+4/19-20); CMB +9 (+13 grapple); CMD 20; 64 hp; See **Appendix** for full details.

INCITING INCIDENT 4 — Dragonsmoke For Sale (CR 6)

Plot Arc: Either

As the PCs wander the dockside, two cloaked strangers approach and offer to help them find their way. If the PCs turn them down, they offer "a little something else then, something very special." One pulls aside his cloak and pulls forth a leather pouch; undoing the drawstrings, he holds earthy roots and dust out to the PCs. "Dragonsmoke, the best you'll find on the Razor. Normally this would run you twenty five gold bits easy, but because I have an excellent supplier I am able to charge you only ten."

Development

A third dragonsmoke pusher hides in the shadows nearby, keeping an eye out for trouble. A simple DC 15 Knowledge (local) check allows the PCs to realize dragonsmoke is a highly illegal substance in Port Shaw; though not so much because of its ill effects, but rather because the smugglers who deal it refuse to bribe the Dragoons for the right to do so. Failing that check, any PC with DC 20 Perception check, followed by a DC 15 Sense Motive notes the other member of this cloaked trio watching like a hawk for Dragoons.

If the PCs know that dragonsmoke addictions plague the Tulita and the young local fisher folk, they may wish to find the source of the drug and stop its influx into the city. The dragonsmoke pushers are not about to reveal anything about their supplier, but should the PCs pretend interest in purchasing a large amount of the drug for resale, then on a successful Diplomacy or Bluff DC 20 they can trick the pushers into revealing the three buy their product from Garreg Meldenbourne at Barrett's Barnacle.

Make opposed Bluff and Sense Motive checks accordingly. Alternatively, the PCs could Intimidate (DC 20) the pushers, or use magic to find out what they want. If they succeed, the pushers reveal that while drinking at Barrett's Barnacle, they overheard that a large shipment of the drug is coming in tomorrow night, a little after midnight. All the major buyers and pushers will be there to get fresh stock. The three then bemoan that they are not yet major players.

Once they have this info, the PCs may head to Barrett's Barnacle to gather more information and encounter Garreg Meldenbourne, who knows the details of the **Midnight Deal**.

DRAGONSMOKE PUSHERS (3) CR 3

XP 800

Male or Female human rogue 4

CN Medium humanoid (human)

Init +6; **Senses** Perception +8

DEFENSE

AC 16, touch 12, flat–footed 14 (+3 armor, +2 Dex, +1 shield)

hp 18 (4d8)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 30 ft.

Melee dagger +3 (1d4/19–20)

Ranged dagger +5 (1d4/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 10, Dex 14, Con 11, Int 10, Wis 12, Cha 14

Base Atk +3; **CMB** +2; **CMD** 15

Feats Improved Initiative, Quick Draw, Run[B]

Skills Appraise +7, Bluff +9, Diplomacy +9, Disguise +9, Escape Artist +8, Intimidate +9, Knowledge (local) +7, Perception +8, Sense Motive +8, Stealth +8

Languages Common

SQ rogue talents (bleeding attack +2, surprise attack), trapfinding +2, uncanny dodge,

Other Gear 3 daggers, *+1 studded leather armor*, black-cowled cloak, a purse filled with 100 gp, four pouches of dragonsmoke (10 gp per pouch) and a pouch of Black Dragon (high quality dragonsmoke, valued at 50 gp).

Notes For more information on dragonsmoke see the **Appendix**.

If threatened, the pushers attempt to Intimidate the PCs into backing down. If that fails, they flee for their lives, as their bark is far worse than their bite.

Inciting Incident 5 — Trouble in Paradise (CR 1 or 5)

Plot Arc: Either

Setup

The PCs exploration of the docks takes a turn for the worse when they stumble upon a no-holds-barred brawl between local Tulita coolies and the crew of a whaling vessel.

The brawl begins when a whaler lowering heavy casks of oil with a rope-and-pulley loses his grip. A barrel plummets onto a worker's head, knocking the young man unconscious. The injured man's brother tends to him while screaming insults up at the whalers. They reply in kind. Moments later workers climb aboard the ship and whalers leap down to the docks. Fists, feet, and belaying pins fly in all directions.

This fight breaks out just as the PCs happen by, enveloping them in the chaos. Any Tulita PCs may be mistaken for members of the work crew and attacked by the whalers, or a seaworthy looking PC might likewise be misconstrued for one of the whaler's crew. Perhaps a whaler is hurled into a PC by a dock worker or a whaler slams a Tulita face first into the PCs path, tripping the party up.

The fight is strictly fisticuffs at first, but if no one (the PCs, for instance) does anything to stop the violence, the whalers draw their knives on the third round of combat. The Tulita pull their kukri in response. The PCs may battle it out or seek the Dragoons, who quickly put a stop to the fray with a volley of over-the-head musket fire.

The encounter serves to draw the PCs into the Tulitas' conflict with the newcomers and shows the plight of their once-proud people. All the Tulita present were once warriors among their people, but now they are dock laborers for the foreigners. This incident may involve the PCs in the Tulitas' situation if they make friends with any of the warriors, who may offer the PCs refuge in the Outskirts or introduce them to a Tulia leader like Milliauka, for example. For more details, see **Chapter 2**.

WHALERS (16) CR 1/2

XP 200

Male or Female human expert 2

CN Medium humanoid (human)

Init +0; **Senses** Perception +6

DEFENSE

AC 12, touch 10, flat–footed 12 (+2 armor)

hp 14 (2d8+5)

Fort +1, **Ref** +0, **Will** +4

OFFENSE

Spd 30 ft.

Melee unarmed +2 (1d3+1) or
dagger +2 (1d4+1/19–20) or
belaying pin +2 (1d4+1 nonlethal)

Ranged dagger +1 (1d4+1/19–20)

STATISTICS

Abilities Str 12, Dex 11, Con 12, Int 10, Wis 12, Cha 10

Base Atk +1; **CMB** +1; **CMD** 12

Feats Endurance, Toughness[B]

Skills Acrobatics +5, Climb +6, Intimidate +5, Knowledge (local) +4, Perception +6, Profession (sailor) +6, Profession (whaler) +6, Survival +6, Swim +5

Languages Common

Other Gear leather armor, dagger, belaying pin, heavy cotton tunic and leather breeches, boots, woolen cloak

Editor's Note: How Many CR Whatsis?!

At first blush, a battle with 16 or more CR ½ creatures may seem pointless, and later in a campaign that may prove true. However, early in the adventure, such easily defeated mooks offer an opportunity for GMs to let their players feel powerful and heroic, as they fling surly foes about like so many dolls. Aside from delivering a moment of good fun, such "feel good" encounters serve to cement a party's loyalties, helping lock them into a bond with allies and thus into a plot arc or story trajectory.

TULITA TRIBESMAN (7) CR 2

XP 600

Male human fighter 3

CG Medium humanoid (human)

Init +1; **Senses** Perception +1

DEFENSE

AC 11, touch 11, flat–footed 10 (+1 Dex)

hp 22 (3d10+6)

Fort +4, **Ref** +4, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Spd 30 ft.

Melee unarmed +4 (1d3+1) or
kukri +4 (1d4+1/18–20) or
sharkstooth club +5 (1d6+1)

STATISTICS

Abilities Str 12, Dex 13, Con 13, Int 10, Wis 13, Cha 10

Base Atk +3; **CMB** +4; **CMD** 15

Feats Athletic, Deflect ArrowsB, Improved Unarmed Strike, Lightning ReflexesB, Weapon Focus (sharkstooth club)[B]

Skills Acrobatics +3, Climb +8, Handle Animal +4, Intimidate +4, Swim +9

Languages Common, Tulita

Other Gear simple kappa clothing, sandals, 2 kukri knives, sharkstooth club

Inciting Incident 6 — Fire on the Docks

Plot Arc: **Night of the Shark** and **Ring of the Kraken**

Setup

As the PCs make their way along the docks, they see two men offloading a few barrels of whale oil by the wharfmaster's offices. Soon, the smaller of the two men loses control of his barrel and a fire ensues. Read or paraphrase the following:

> The sharp crack of a rope snapping draws your eye to a nearby gangplank. A 25-gallon wooden cask careens haphazardly towards the docks. The cask smashes against the wharfmaster's registry, breaking apart and spilling its greasy contents everywhere. The lantern on the registry table topples to the boards and a low whoosh heralds the rush of blue-tinged flames. The wharfmaster cries out, stumbling backwards as his tunic catches fire.

Development

The two men are Donovan "Shakes" Montgomery and his deckhand Jenkie Barnes (See **Chapter 1** for details). Jenkie dropped the barrel, but both scamper away from the rising flames until they are unable to reach Wharfmaster Creely (use the whaler statistics from **Trouble in Paradise** above) on the other side of the fire. The wharfmaster panics and flails about, taking 1d2 points of fire damage every round until the PCs douse him. After the third round, if no one has helped him, Wharfmaster Creely leaps off the docks into the shallows.

Once the PCs save Creely, they must deal with the fire on the pier, which spreads 5 feet every round. On the third round, it reaches Donovan's sloop and threatens to ignite the other three barrels of whale oil still aboard the ship dealing 3d6 points of fire damage to everyone within 30 feet (Reflex save DC 15 for half damage).

If the PCs extinguish the conflagration, they earn the gratitude of Creely and Donovan. The wharfmaster thanks the PCs and whirls on Donovan, snarling and cursing him as a "worthless drunk" before staggering off to report the incident.

If the PCs take an interest in Captain Montgomery, he gladly offers the services of his ship free of charge; especially if the PCs stopped the fire before it caused any real damage. It is highly possible that the PCs ignore Montgomery, taking him for nothing more than a common drunkard. If they later learn his identity, and wish to track him down, doing so is simple enough – he spends every night for the next two weeks drunk aboard his schooner, moored at this same pier.

Captain Donovan "Shakes" Montgomery, male human Exp5/Ftr4: CR 8; AC 12/10/12; SVS 5/2/11; MELEE sap +10/+5 (1d6+3 nonlethal); CMB +10; CMD 20; hp 83 (currently 56); See **Chapter 1** for full details.

Jenkie Barnes, male human Rog4: CR 3; AC 14/12/12; SVS 1/6/2; MELEE dagger +6 (1d4+3/19-20); RANGED dagger +5 (1d4+3/19-20); SA sneak attack +2d6; CMB +6; CMD 18; hp 18; See **Chapter 1** for Jenkie's full stat block.

Jenkie Barnes

Editor's Note: Making Friends

Befriending Captain Donovan gives the PCs an easy way to get to sea early in the adventure, however the campaign works best when the PCs must earn access to the sea. We suggest eliminating Donovan's ship after giving your players a taste of the excitement found on the waves.

Removing Donovan's ship in a manner that feels organic to the story should prove easy. He is after all a drunkard. Perhaps have him drive his sloop right through the docks and jam its prow into the office of his nemesis, Wharfmaster Creely. I'd like to be there to see that!

INCITING INCIDENT 7 — The Lovely Lady Lightfingers

Plot Arc: **The Kraken Strikes**

Setup

As the PCs examine some wares or take in the sights in Tide District, Jalia Ramires, infamous pickpocket and former Wave Rider, targets the richest-looking PC as a mark on whom to ply her trade.

Jalia employs her favorite tactic. Dressed as a lady about town and pretending to be interested in some perfume sold in a nearby stall, she conjures up an illusion of a young orphan girl — the spitting image of herself ten years ago. Then she has the illusion attempt to pick the PC's pocket, while she herself reaches for the goods. If PCs notice her Sleight of Hand attempt to relieve them of their valuables, she scapegoats the little girl. The illusionary orphan flees as fast as her dirty feet can carry her, providing a distraction to cover Jalia's own exit.

During the pickpocket attempt, Jalia engages the PCs in extensive banter. Any mention by the party of a former Wave Rider, Quell, Zalen, the Ring of the Kraken, or similar topics cements her interest in the PCs. She will visit them again to learn more of what they know or to use them as pawns in her own quest to defeat the evils facing Port Shaw.

See **Chapter 1** for details on Jalia. If caught, she makes a deal to avoid being turned over to the Dragoons. She may become a valuable ally in the PCs fight against the forces of evil in Port Shaw. She may also fall head over heels in love with Zalen Trafalgar if he ends up joining forces with the PCs as well. As an interesting source of conflict, consider a love triangle – perhaps Zalen falls for a female PC, and Jalia grows resentful and jealous.

Jalia "Lady Lightfingers" Ramires, female human Mnk1/Rog9: CR9; AC 21/21/21; SVS 6/14/9; MELEE unarmed +13/+8 (1d6) or flurry of blows +11/+11/+6 (1d6); RANGED dart +13 (1d4 plus poison); SA sneak attack +4d6, flurry of blows, stunning fist (3/day, DC 17); CMB +6; CMD 25; hp 63; See **Chapter 1** for Jalia's full stat block and details.

INCITING INCIDENT 8 — Widow Razor to the Rescue

Plot Arc: **The Kraken Strikes**

Setup

After nightfall, if the PCs are outnumbered in combat while on the docks – perhaps meeting the dragonsmoke dealers at Crook Back Pier, investigating Barrett's Barnacle, or during any other early encounter – Bethany Razor steps out of the shadows to save their bacon.

Jalia Ramires

Development

Bethany hates an unfair fight, and she may harbor some personal vendetta against the PCs' foes. She will not raise her rapier against the Dragoons as she does not wish to jeopardize her friendly relationship with the commandant. However, she may stop the altercation with a bat of her eyelashes, a sharp word, or a swish of her blade. If that fails, she nods toward the shadows or alleyway from which she stepped, and Korg emerges menacingly. Together they intimidate the PCs' foes into backing down. In subsequent conversation, Bethany lets the adventurers know where they might find her.

Bethany Razor, female elven Drd4/Rog7: CR10; AC 20/13/17; SVS 9/11/13; MELEE *+2 wounding rapier* +14/+9 (1d6+2/18–20); RANGED mwk pistol +12 (1d10); SA sneak attack +4d6,wild shape 4 hours/day; CMB +11; CMD 21; hp 77; DRUID SPELLS PREPARED (CL 4th): 2nd—*barkskin, gust of wind, warp wood*; 1st—*charm animal, cure light wounds, faerie fire, speak with animals;* 0 (at will)—*create water, detect magic, detect poison, know direction*; See **Chapter 1** for full details.

First Mate Korg, male minotaur Exp6: CR6; AC 19/11/19; SVS 9/9/13; MELEE mwk Large heavy pick +16/+11 (1d8+9/x4), gore +10 (1d6+3); SA powerful charge (gore +17, 2d6+17); CMB +17; CMD 29; hp 126; See **Chapter 1** for details on Korg**.**

Stand-Alone Encounters

Instead of exploring the docks by day or chasing rumors, your players may decide to roam Port Shaw at night. If so, consider allowing these encounters to play the role of vignettes or to serve as an **Inciting Incident** in addition to challenging the party with blade and spell.

At night, some lonesome stretches of docks are all but devoid of visitors or citizens, and dark things emerge from the waves or sewers to prey on the unwary wandering the planks. Consequently, these encounters have been written with Port Shaw's docks in mind, but feel free to adapt them to any dark alley.

Place those encounters of an appropriate level in the PCs path, when vignettes or other indicators predict the players will find them interesting. Consult **Chapter 2** for guidance in selecting which encounter to present to your party and when.

Blood Orphan

A **fishing schooner** floats out of the night and knocks into a pier as the PCs pass. Blood covers the boat's deck, and the only crewman on the craft is Eddie, a young boy delirious with fever and badly wounded with a shark bite across his torso. Dalang Jalamar struck again. If the party cares for him or brings him to a cleric, when Eddie recovers he dedicates his life to the PC that saved him. He begs to join the party as their henchman, asking only for food and training in return. Inquiring about Port Shaw reveals that Eddie comes from the same village as Harok McFarrows. As a result, the orphanage will not take him.

Drunken Sailors (CR 3)

4 drunken sailors out spoiling for a fist fight.

Whaler (4), male or female human Exp2: CR 1/2; AC 10/8/10; SVS 1/0/4; MELEE unarmed +0 (1d3+1) or belaying pin +0 (1d4+1 nonlethal); CMB -1; CMD 10; 14 hp; For full stats, see **Inciting Incident #5: Trouble in Paradise** but apply a -2 inebriated penalty to attacks, armor class and skill checks.

Wanna Smoke? (CR 5)

2 dragonsmoke pushers prowl the docks seeking new clientele.

Dragonsmoke Pushers, male or female human Rog4: CR 3; AC 16/12/14; SVS 1/6/2; MELEE dagger +3 (1d4/19–20); RANGED dagger +5 (1d4/19–20); SA sneak attack +2d6; CMB +2; CMD 15; 18 hp; See **Dragonsmoke for Sale** for full stats.

On a successful DC 15 Intimidate check, PCs interrogating these pushers learn their dealers are the thugs from **Dragonsmoke for Sale**.

Bone Hunters (CR 6)

6 lacedons: Long dead and drowned Tulita warriors, rotten seaweed tangled in their battle-dress, stinking strongly of sewage. Ire up over the loss of their people's sacred scrimshaw relic, these sea-ghouls have crawled out of the shallows and are looking to snatch a meal from the docks to drag back to the watery depths. The PCs will do fine for a snack. Throughout the battle they mutter, "Bone… the jawbone…jawjaw…bonnnne…" and similar phrases. Give the party a DC 15 Perception check to note the distinct tang of human sewage.

Lacedons (6): CR 1; AC 14/12/12; SVS 2/2/5; MELEE bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis); SA paralysis (1d4+1 rounds, DC 13, elves are immune); CMB +2; CMD 14; 13 hp; See "Ghoul" in the *Pathfinder Roleplaying Game: Bestiary* for details

Agents of Skum (CR 6)

4 skum agents of the Krakenfiend prowl the docks: If the party came to the attention of the Kraken, they spy on the PCs; otherwise they simply hunger for a good meal after being cooped up in the sewers for weeks. If the PCs slay half their number, the surviving skum flee into the sewers and add their numbers to the Skum already located in Sewer Section 1 (see **Chapter 4** for details).

Skum (4): CR 2; AC 13/11/12; SVS 3/4/3; SPEED swim 40ft.; MELEE trident +4 (1d8+2); CMB +4; CMD 15; 20 hp; See the *Pathfinder Roleplaying Game: Bestiary* for full details.

Ravenous Roaches (CR 7)

4 roachlord swarms scuttle from between the planks to feast on the PCs.

Roachlord Swarm (4): CR 3; AC 17/17/14; SVS 6/5/2; SPEED 20 ft., climb 20 ft., swim 20 ft.; MELEE swarm (2d6 plus disease); SA distraction (DC 14); SPACE 10 ft.; REACH 0 ft.; CMB —; CMD —; 33 hp; IMMUNE weapon damage; See the **Appendix** for details.

Lacedon in a Sea Cave at Low Tide

Dragoon Patrol (CR 8)

A patrol of Dragoons hassles the PCs, asking them their business on the docks or searching them for dragonsmoke. The Dragoons might look for a bribe or claim a pouch of dragonsmoke they carry with them was found on the PCs – unless the party coughs up 50 gp.

Dragoons (4), male or female human Ftr3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics.

Dragoon Sorcerer, male or female human Sor4**:** CR 3; AC 11/11/10; SVS 2/2/5; MELEE rapier +2 (1d6/18-20); CMB +2; CMD 13; 26 hp; SPELLS (CL 4th): 2nd (4/day)—*glitterdust* (DC 14); 1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13); 0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic;* See **Appendix** for full details.

Dragoon Sergeant, male or female human Ftr 6**:** CR 5; AC 17/11/16; SVS 10/3/3; MELEE mwk longsword +12/+7 (1d8+4/19-20); CMB +9 (+13 grapple); CMD 20; 64 hp; See **Appendix** for full details.

The Ghost of Durrell Ravenkith (CR 8)

The ghost of a bard named **Durrell Ravenkith** haunts the section of docks the PCs frequent. Durrell promises them a reward beyond their wildest dreams if they will journey into the sewers and recover his remains. The bard seeks only to be put to rest, but if the PCs deny his request he flies into a rage and attacks. He attempts to use malevolence on a PC and then takes them into the sewers to seek his corpse. See **Chapter 4** for more details on Durrell Ravenkith and his remains.

Durrell Ravenkith CR 8

XP 4,800

Male human ghost bard 7(*Pathfinder Roleplaying Game Bestiary* "Ghost")

CN Medium undead (augmented human, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +21

Defense

AC 19, touch 19, flat–footed 15 (+5 deflection, +3 Dex, +1 dodge)

hp 66 (7d8+35)

Fort +7, **Ref** +8, **Will** +6; +4 vs. bardic performance, language–dependent, and sonic;

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Offense

Spd fly 30 ft (perfect)

Melee corrupting touch +8 (8d6, Fort DC 18)

Special Attacks bardic performance 21 rounds/day (move action, countersong, corrupting touch, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion), malevolence

Bard Spells Known (CL 7th, DC 15 plus spell level, concentration +12)

3rd (2/day)—*crushing despair, dispel magic*

2nd (4/day)—*cat's grace, darkness, hold person, shatter*

1st (6/day)—*cause fear, hideous laughter, obscure object, silent image, ventriloquism*

0 (at will)— *dancing lights, detect magic, ghost sound, lullaby, mage hand, message*

STATISTICS

Abilities Str —, Dex 16, Con —, Int 13, Wis 13, Cha 21

Base Atk +5; **CMB** +8; **CMD** 27

Feats Alertness, Combat Expertise, Dodge[B], Improved Initiative, Skill Focus (Perform [sing])

Skills Diplomacy +15, Fly +20, Intimidate +15, Knowledge (arcana) +12, Knowledge (local) +12, Knowledge (religion) +8, Perception +21, Perform (oratory) +15, Perform (sing) +18, Sense Motive +20, Spellcraft +11, Stealth +21

Languages Aquan, Common

SQ bardic knowledge +3, lore master 1/day, versatile performance (Perform [sing], Perform [oratory])

SPECIAL ABILITIES

Corrupting Touch (Su): By passing part of his incorporeal body through a foe's body as a standard action, Durrell deals a number of d6s equal to his CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted. The save is Charisma–based.

Malevolence (Su): Once per round Durrell can merge his body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (CL 10th) except that it does not require a receptacle. To use this ability, Durrell must be adjacent to the target. The target can resist with a successful DC 18 Will save. A creature that saves is immune to Durrell's malevolence for 24 hours.

Rejuvenation (Su): Durrell is difficult to destroy through simple combat: The "destroyed" spirit will restore itself in 2d4 days. The only way to set Ravenkith to rest permanently is to find his remains in the sewer and have them properly interred by Zalen Trafalgar with a service to Quell.

THE SALTY DOGS (CR 8)

The PCs run afoul of the **Salty Dogs**. Rickard Bleardon demands a "gift" in exchange for granting the PCs safe passage through the docks at night. He will try to measure the amount of wealth the PCs have and extort them for as much as he can. Rickard will not ask for more than 500 gp, though. If the PCs refuse, he sics his Dogs on them. If the PCs slay more than five of his Dogs or he is brought below 5 hp, he tries to flee. If he cannot escape, Rickard begs for his life. Bleardon may prove useful, as he is aware of Gregory Bonedeuce's criminal associations, although he knows nothing of the Ring of the Kraken. If questioned hard, a DC 25 Intimidate or Diplomacy check causes him to break down and admit both to murdering Archibald Noeliss and to delivering the body to Barrett at the Barnacle. He

Durrell Ravenkith's Ghost

does not admit Gregory Bonedeuce hired him to do the deed. If forced to reveal something about who hired him, he claims the arrangement was made anonymously through Old Fish, as these things are always done. This is a lie and Old Fish will have no idea what the PCs are raving about if they confront him with Bleardon's tale.

Rickard Bleardon, Leader of the Salty Dogs CR 6

XP 2,400

Male human ranger 7

CE Medium humanoid (human)

Init +1; **Senses** Perception +13

DEFENSE

AC 17, touch 11, flat–footed 16 (+6 armor, +2 Dex)

hp 66 (7d10+28)

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

OFFENSE

Spd 20 ft. (30 ft. unarmored)

Melee mwk short sword +11/+6 (1d6+4/19–20) and
Mwk short sword +11/+6 (1d6+2/19–20)

Ranged bolas +8 (1d4+4 nonlethal)

Special Attacks favored enemy (human +4, undead +2), favored terrain (urban)

Ranger Spells Prepared (CL 4rd, DC 13 plus spell level, concentration +7)

2nd—*barkskin*

1st—*animal messenger, magic fang*

STATISTICS

Abilities Str 19, Dex 13, Con 15, Int 10, Wis 16, Cha 10

Base Atk +7; **CMB** +11; **CMD** 22

Feats Blind–Fight, Endurance[B], Exotic Weapon Proficiency (bolas), Improved Two–Weapon Fighting[B], Stealthy[B], Toughness, Two–Weapon Fighting[B], Weapon Focus (short sword)

Skills Climb +4, Escape Artist –1, Handle Animal +10, Heal +13, Intimidate +8, Perception +13, Profession (criminal) +7, Stealth +13, Survival +13, Swim +10

Languages Common

SQ animal companion (alpha dog, see below), wild empathy

Other Gear 2 masterwork shortswords, 4 bolas, masterwork stealth* chainmail, purse with 55 gp, and a silver ring set with sapphires (600 gp value), 5 Tulita cigars, 6 tindertwigs

* See **Old Fish's Supplies** for details

Alpha, Rikard's Animal Companion CR —

Female dog

N Medium animal

Init +3; **Senses** low–light vision, scent; Perception +5

DEFENSE

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

hp 23 (4d8+8)

Fort +8, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Spd 40 ft.

Melee bite +6 (1d6+6)

STATISTICS

Abilities Str 18, Dex 16, Con 18, Int 2, Wis 12, Cha 6

Base Atk +3; **CMB** +7; **CMD** 20 (24 vs. Trip)

Feats Improved Natural Armor, Intimidating Prowess

Skills Acrobatics +7 (+11 jump), Climb +8, Intimidate +2, Perception +5, Stealth +7, Survival +0 (+4 tracking by scent)

SQ Tricks (Attack, Come, Defend, Down, Fighting, Guard, Heel, Stay, Track)

The Salty Dogs (6) CR 2

XP 600

Male or female human ranger 2/rogue 1

CE Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 14, touch 12, flat–footed 12 (+2 armor, +2 Dex)

hp 20 (3 HD; 2d10 plus 1d8+5)

Fort +4, **Ref** +7, **Will** +1

OFFENSE

Spd 30 ft.

Melee short sword +3 (1d6+1/19–20) and
short sword +3 (1d6/19–20)

Ranged dart +4 (1d4+1)

Special Attacks favored enemy (human +2), sneak attack +1d6

STATISTICS

Abilities Str 12, Dex 15, Con 12, Int 10, Wis 13, Cha 10

Base Atk +2; **CMB** +3; **CMD** 15

Feats Endurance[B], Stealthy[B], Two–Weapon Fighting[B], Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +7, Bluff +5, Climb +5, Escape Artist +4, Handle Animal +5, Intimidate +6, Knowledge (local) +4, Perception +7 (+9 in urban terrain), Sense Motive +5, Sleight of Hand +7, Stealth +10 (+12 in urban terrain), Swim +7, Survival +1 (+3 in urban terrain)

Languages Common

SQ trapfinding +1, wild empathy

Other Gear 2 short swords, 6 darts, leather armor, pouch with 15 gp, playing cards, 2 Jeagerville cigars.

Dogs (7): CR 1; AC 13/12/11; SVS 5/5/1; SPEED 40ft.; MELEE bite +3 (1d6+3 plus trip); CMB +3; CMD 15 (19 vs. trip); 13 hp; See *Pathfinder Roleplaying Game: Bestiary* "Dog, Riding" entry for full statistics.

THE MIDNIGHT DEAL (CR 9)

If the PCs learn about the incoming shipments of dragonsmoke – either from the dealer at Barrett's Barnacle or the pushers locked up in the brig at Fort Stormshield – they may decide to show up at Crook Back Pier and observe, take part in or disrupt the deal.

Shortly before midnight, ten dragonsmoke pushers arrive and wait. At precisely midnight, a refuse barge floats in from the harbor and docks. The barge holds 5 smugglers and 2 enforcers, who immediately distribute small sacks of dragonsmoke (20 ounces in each sack) in exchange for a pouch of 100 gp from each pusher.

If the PCs sneak aboard the barge, or somehow convince the smugglers to take them to see Bonegnaw (DC 30 Diplomacy check), then the barge departs after the last pusher buys his daily stock. It heads down coast, two miles to the smuggler's secret cove. See **Bonegnaw's Cove** for details.

If the PCs attack, the smugglers sic the enforcers on them and attempt to push the barge away from the docks immediately. The dragonsmoke pushers also attack the party. The barge moves 10 feet from the docks each round, unless interrupted by the PCs' actions. Once they are 30 feet away, the smugglers on the barge open fire on the PCs with their crossbows.

If the PCs slay more than six of the pushers, the others flee for their lives, begging for mercy if they are captured. The enforcers fight to the death and the smugglers battle until defeated.

If the PCs bust up the deal themselves without first informing the Dragoons, they run the risk of being mistaken for just another bunch of pushers and dealers muscling out the competition. When the Dragoons show up after the fray, the PCs must convince them of their true intentions and assure the Municipals they were there to stop the drugs from coming in, not to steal them.

Reardon's Dogs

If the Dragoons already have a bone to pick with the PCs, they immediately arrest anyone they can get their hands and summarily convict them of trafficking in illegal substances and creating general mayhem. The Dragoons haul the PCs off to the brig in Fort Stormshield, from whence they must escape to continue their adventures. Even if the PCs convince the arriving Dragoons of their honest intentions, the authorities will still chastise the party for keeping the Dragoons in the dark. Gregory Bonedeuce does not appreciate citizens of Port Shaw taking the law into their own hands.

Dragonsmoke Pusher (10), male or female human Rog4: CR 3; AC 16/12/14; SVS 1/6/2; MELEE dagger +3 (1d4/19–20); RANGED dagger +5 (1d4/19–20); SA sneak attack +2d6; CMB +2; CMD 15; 18 hp; See **Dragonsmoke for Sale** for full stat blocks.

SMUGGLERS (5) CR 5

XP 1,600

Male or female human rogue 6

CE Medium humanoid (human)

Init +2; **Senses** Perception +12

DEFENSE

AC 16, touch 13, flat–footed 13 (+3 armor, +2 Dex)

hp 33 (6d6+6)

Fort +2, **Ref** +8, **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Spd 30 ft.

Melee mwk short sword +5 (1d6/19–20)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks sneak attack +3d6

STATISTICS

Abilities Str 11, Dex 16, Con 11, Int 10, Wis 13, Cha 12

Base Atk +4; **CMB** +4; **CMD** 17

Feats Alertness[B], Point–Blank Shot, Precise Shot, Rapid Reload (light crossbow)

Skills Acrobatics +12, Bluff +10, Climb +5, Diplomacy +10, Escape Artist +12, Knowledge (local) +5, Perception +12, Sense Motive +12, Sleight of Hand +12, Stealth +12, Swim +5

Languages Common

SQ rogue talents (bleeding attack +3, fast stealth, resiliency), trapfinding +3, uncanny dodge,

Other Gear masterwork shortsword, masterwork light crossbow, 10 bolts, masterwork studded leather armor, 2 small sacks of dragonsmoke each (200 gp street value)

ENFORCERS (2) CR 5

XP 1,600

Male human fighter 6

CN M humanoid (human)

Init +5; **Senses** Perception –1

DEFENSE

AC 15, touch 12, flat–footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 66 (6d10+24)

Fort +8 **Ref** +5, **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Spd 30 ft.

Melee mwk ranseur +13/+8 (2d4+9/x3) or dagger +10/+5 (1d4+4/19–20)

Ranged dagger +7 (1d4+4/19–20)

STATISTICS

Abilities Str 18, Dex 13, Con 16, Int 10, Wis 8, Cha 10

Base Atk +6; **CMB** +10; **CMD** 22

Feats Dodge[B], Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack[B], Step Up, Weapon Focus (ranseur)[B], Weapon Specialization (ranseur)[B]

Skills Climb +13, Intimidate +9, Swim +13

Languages Common

SQ armor training 1

Other Gear masterwork ranseur, masterwork studded leather armor, dagger, large black woolen cloaks, purse with 20 gp

Embrace of the Kraken

Bonegnaw's dragonsmoke smuggling ring is the perfect opportunity to bring your party of adventurers into conflict with the insidious Ring of The Kraken.

Never missing a chance to procure talented and useful cat's-paws, Gregory Bonedeuce may decide to befriend the PCs when he learns of their exploits. He might even sic them on Bonegnaw in the hope of weakening two minor irritations poised to annoy the Ring of the Kraken: Bonegnaw and the PCs.

If the PCs play their cards well, they might earn the respect and eventually the trust of the commandant by helping him deal with the gnoll, who mistakes the Ring for a rival criminal organization and refuses to pay his cut or offer obeisance. In return, Bonedeuce might offer the party their own place among the Dragoons, or even membership in the Ring of the Kraken, as you see fit.

Locations of Note

Your players may prefer to wander the establishments of Port Shaw, seeking adventure. The following locations serve as introductions to the flavor of Port Shaw, the places to meet key NPCs and gateways to adventures.

Equipment Suppliers

SILK

Dontorian's House of Haberdashery

This famous hat and fashion shop, located in Silk District, produces the most capital hats on the coast. Anyone who is anyone on the docks or among the rich and famous of Manor district is always capped in a Dontorian design. Each hat is perfectly tailored to the customer's brow to provide either a piratical or noble flair as requested. A quite fetching standard hat costs 10 gp. Finely made top hats – dashing! – cost 25 gp, and a Dontorian special design – there are no words – costs 100 gp and adds a +2 circumstance bonus to all Bluff, Diplomacy, and Intimidate checks when worn.

JADE

Sagacious Samuel's Magic Emporium (CR 12)

PCs seeking potions, lotions and other magical accouterments can track down this stately shop, on the edge of Silk and Tide, garishly decorated with arcane symbols and the shimmering illusion of an elven maiden enticing passers-by. Owner Sagacious Samuel offers any potion available in the Pathfinder Roleplaying Game: Core Rulebook, Chapter 15, "Magic Items." He also offers scrolls of any 7th level or lower wizard/sorcerer spell. Being the only reputable magical outlet in Port Shaw, Samuel can afford to charge 20% more than the listed price for his goods. There is a 70% chance the item a PC is looking to buy is readily available, otherwise Samuel can order it in two weeks. In a dire emergency, he can create it, but he charges an extra 25% rush fee for this.

Samuel offers other services, like the casting of spells - including, if the PCs inquire, *scrying* on anyone in town. He exacts the hefty fee of 1,000 gp for *scrying,* as it is against the law and may invite the ire of the target. Samuel also sells a wide variety of spell components (anything of 100 gp or less in value) and spellbooks.

The first time the adventurers visit here, the PC with the highest Perception skill notices Samuel is forging a very realistic treasure map purporting to reveal Garr Bloodbane's horde. Samuel pushes it under some other papers before asking the PCs what he can do for them. He won't discuss the map – or for whom he's making it – under any conditions; instead, he swiftly changes the topic. If the PCs persist in asking after the map, he makes them leave.

A large grate and runoff shaft, located in the laboratory in Samuel's cellar, leads into **Section 2** of the Sewers (See **Chapter 4** for details).

SAGACIOUS SAMUEL CR 12

XP 19,200

Male human wizard 13

LN Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 19, touch 15, flat–footed 18 (+1 Dex, +4 deflection, +4 *mage armor*)

hp 58 (13d6+13)

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

OFFENSE

Spd 30 ft.

Melee *+2 spell storing quarterstaff* +7/+2 (1d6+1)

Special Attacks hand of the apprentice (8/day), metamagic mastery (3/day)

Wizard Spells Prepared (CL 13th, DC 15 plus spell level, 17 plus spell level for enchantments, concentration +14 (+18 casting defensively))

7th—*project image*

6th—*greater dispel magic, true seeing*

5th—*break enchantment, dominate person*, hold monster*, mage's private sanctum*

4th—*arcane eye, dimension door, greater invisibility, resilient sphere, scrying*

3rd—*arcane sight, dispel magic, nondetection, protection from energy, tongues*

2nd—*arcane lock, detect thoughts,* extended *mage armor†, hideous laughter*, mirror image*

1st—*identify, protection from chaos, ray of enfeeblement, silent image, sleep*, unseen servant*

0—*arcane mark, daze*, detect magic, read magic*

* enchantment spell

† already cast (included in stat block)

STATISTICS

Abilities Str 8, Dex 13, Con 12, Int 21, Wis 16, Cha 10

Base Atk +6; **CMB** +5; **CMD** 20

Feats Brew Potion[B], Combat Casting, Craft Wand, Eschew Materials[B], Extend Spell, Greater Spell Focus (enchantment), Improved Counterspell, Persuasive, Quicken Spell[B], Scribe Scroll[B], Spell Focus (enchantment)

Skills Appraise +18, Craft (bookbinding) +15, Diplomacy +5, Intimidate +2, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (local) +17, Knowledge (planes) +21, Linguistics +18, Profession (shopkeeper) +19, Spellcraft +21

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Infernal, Omargwato, Protean, Sylvan, Tulita, Undercommon

SQ arcane bond (quarterstaff), contingent spell

Combat Gear *, 3 potions of cure serious wounds, potion of haste, ring of djinni calling, wand of suggestion* (11 charges), *wand of charm person* (12 charges); **Other Gear** fine blue and green robes, dagger, *+2 spell storing quarterstaff* (with *hold person* cast into it), *ring of protection +4*

Spellbook Spells prepared plus:

0—All

1st—*charm person, feather fall, floating disk*

2nd—*scare, see invisibility*

3rd—*suggestion*

6th—*analyze dweomer, contingency*

7th—*mass hold person*

SPECIAL ABILITIES

Contingent Spell: Samuel cast a *contingency* spell to activate *feather fall* if he plummets more than five feet.

Editor's Note: Recurring Roles

Many of the locations and NPCs in this section should play a recurring role in your campaign. Reveal their secrets slowly. Old Fish, for example, should simply seem an old shopkeeper until deep into your campaign. Confronted with a 5th-level party who pointed and said, "Hey! You're an assassin!" Old Fish might just TPK them and send their bodies to Barrett to be dissolved in acid. Instead, use repeat visits to build the players' suspicions slowly until they eventually conclude Old Fish is not all he seems. Alternately, use repeated requests for aid from locations like the Chapterhouse of the Church of Quell to encourage side treks that help PCs level up. See **Chapter 2** for more ideas on how to use these locations and their resident NPCs in your campaign.

Old Fish's Supplies

From the outside, this ramshackle building seems nothing more than a small warehouse converted into a bait and tackle shop. Its grimy windows, well-worn exterior and none-too-clearly marked sign, drooping by a single rusty chain above the doorframe, do not speak highly for the quality of products peddled inside.

There is much more than meets the eye to Old Fish's Supplies. Among the darkest circles of Port Shaw's underworld, the shop is called "Tricks of the Trade." The proprietor, an ancient bald man with a wispy white beard and hard gray eyes, is known only as Old Fish. Old Fish's history remains unclear to all. The only thing certain is that he was once a very talented killer. Retired from the business of death himself, he now sells his skills as a designer of specialty weapons and items, serving less than reputable rogues and shady assassin upstarts. His tricks of the trade are masterfully designed and highly effective, and his exclusive clientele pays highly for his creations.

When Old Fish arrived in Port Shaw over 30 years ago, he was on the run from the dozens of enemies he accumulated as a deadly assassin. Elder Hargrove intervened on his behalf, paying off the many killers hunting Fish and convincing them to return to their employers with forged "proof" of the assassin's death. Fish owes a life debt to Hargrove for his intervention.

Life debt or no, Fish lost his edge over the years and plans never to use his skills again – if he can avoid it. He is on the lookout for a successor who may take up his mantle as the Razor's most lethal killer. Should any of the PCs prove worthy of Old Fish's attention, he will mentor them and even grow attached to a young rogue PC.

If Fish does mentor a PC, he puts himself in an awkward position when Barrison Hargrove orders him to repay his debt by murdering the party. Fish cannot refuse to fulfill the life debt – his twisted code of honor will not allow it – but he is also unwilling to kill his protégé. If ordered to do so, Fish disguises himself and attacks the PCs, killing any he dislikes but failing to kill his student on purpose. If possible, Fish conceals his identity through the course of the fight and purposefully dies at his student's hands in an attempt to drive the PC further down the path to taking his place as the most deadly assassin on the Razor.

OLD FISH CR 13

XP 25,600

Male human rogue 5/assassin 9

LE Medium humanoid (human)

Init +8; **Senses** Perception +14

DEFENSE

AC 18, touch 14, flat–footed 14 (+4 armor, +4 Dex, +4 armor)

hp 68 (14 HD; 5d8 plus 9d8+5)

Fort +4, **Ref** +13, **Will** +7; +4 vs poisons

Defensive Abilities evasion, improved uncanny dodge, trap sense +1

OFFENSE

Spd 30 ft.

Melee mwk adamantine dagger +15/+10 (1d4 plus deathblade poison/19–20) or

mwk alchemical silver dagger +15/+10 (1d4–1 plus drow poison/19–20)

Ranged mwk bolt launchers +14 (1d6 plus wyvern poison/19–20)

Special Attacks death attack (DC 22), quiet death, sneak attack +8d6, swift death, true death (DC 24)

STATISTICS

Abilities Str 10, Dex 18, Con 10, Int 16, Wis 12, Cha 13

Base Atk +9; **CMB** +13; **CMD** 23

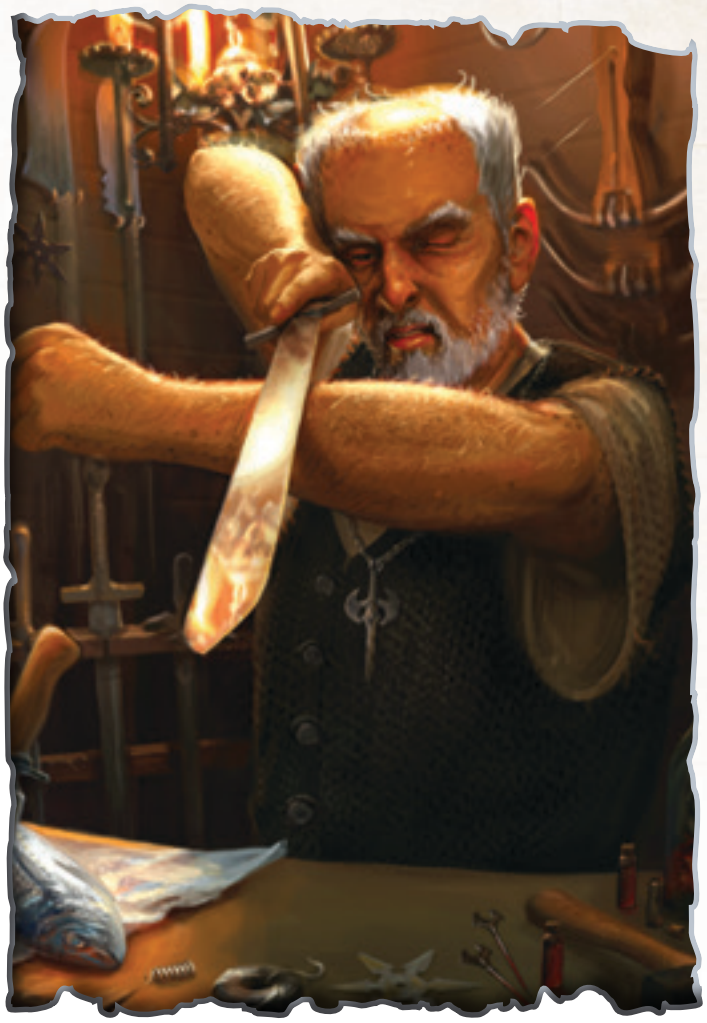
Feats Agile Maneuvers, Blind-Fight, Improved Initiative, Iron Will[B], Quick Draw, Skill Focus (Craft: weaponsmith), Stealthy, Weapon Finesse[B], Weapon Focus (dagger)

Skills Acrobatics +12, Climb +8, Craft (weaponsmith) +26, Craft (trapmaking) +20, Diplomacy +9, Disable Device +17, Disguise +18, Escape Artist +25, Knowledge (local) +16, Perception +16, Profession (fisherman) +6, Sense Motive +14, Stealth +25, Swim +8

Languages Common, Draconic, Dwarven, Gnome

SQ hide in plain sight, improved uncanny dodge, poison use, rogue talents (fast stealth, finesse rogue), trapfinding +2, uncanny dodge

Gear Simple cotton work clothes with grey smock, or black bodysuit with mask and cap, *bracers of armor* +4, 2 masterwork bolt launchers concealed in sleeve (above wrist and below), 10 bolts covered with wyvern poison (injury; *save* Fort DC 17; *frequency* 1/rd for 6 rds.; *effect* 1d4 Con; *cure* 2 saves), masterwork adamantine dagger with poison reservoir containing 3 doses of deathblade poison (injury; *save* Fort DC 20; *frequency* 1/rd. for 6 rds.; *effect* 1d3 Con; *cure* 2 saves), masterwork alchemical silver dagger with poison reservoir containing 3 doses drow poison (injury; *save* Fort DC 13; *frequency* 1/min. for 2 min.; *effect* unconscious 1 min./2d4 hours; *cure* 1 save), bag of caltrops coated in giant wasp poison (injury; *save* Fort DC 18; *frequency* 1/rd. for 6 rds.; *effect* 1d2 Dex; *cure* 1 save), two compartmented flasks filled with wine and oil of taggit (ingested; *save* Fort DC 15; *frequency* —; *effect* unconscious 1d3 hours; *cure* 1 save).



Old Fish

Notes Old Fish may be carrying any of the devious devices he sells. The following list represents a mere sample of his wares

Editor's Note: X Marks the Spot

If you scan the map of Port Shaw looking for the Haberdashery or Sagacious Samuel's – or any of the locations described here – you won't find them. This led more than one early reader to ask, why aren't these on the map? The answer is we left them off on purpose.

By only specifying the most general location – and that only because the nature of the districts demands certain placement – it helps GMs place these sites where and when they will most help the narrative.

Are the PCs fleeing the Dragoons, desperate to duck into a shop and hide? Poof, right there – right around the corner! – that shop is Dontorian's. Some have asked why we provide a map at all. The answer: once your players *have* visited a location, it becomes fixed. Time to mark it on the map and let everyone know X marks the spot.

Insider Offerings

Old Fish offers the following equipment to those he decides know how to keep their mouths shut:

Black powder derringers: These tiny concealable pistols can be carried in a sleeve or small pouch. They deal 1d6 points of damage but otherwise have the same stats as a pistol. **Cost: 400 gp**

Bolt Launcher: This tiny but powerful crossbow, constructed with a sleekly designed and discreet forearm brace, fits beneath the sleeve of a tunic or a set of robes. The bolt's damage is 1d6/19-20 and a full round is required to reload the weapon. Like a hand crossbow, a bolt launcher has a range increment of 30 feet. This is another rogue favorite, as it lends the element of surprise to its possessor. A bolt launcher is an exotic ranged weapon, though rogues are automatically proficient. **Cost: 350 gp**

Booby Trap Pistol: Purposefully designed to misfire, these pistols explode when used, dealing 2d6 points of damage to the wielder. **Cost: 150 gp**

Breakdown Crossbow: Fish can create a crossbow (any size) that can be broken down into several concealable parts as a standard action and then reassembled in 2 rounds. **Cost: 400 gp** plus crossbow price.

Concealed Weapon: Fish is skilled at constructing weapons that appear to be ordinary items of the same size and general structure. A lute that is actually a crossbow, a flute blowgun, a dagger housed in a scroll case, etc. A DC 30 Perception check is required to notice the true nature of the item before it has seen in use. **Cost: 100 gp** plus weapon cost.

Crossaxe: This heavy crossbow has a handaxe blade that a quick flick of the wrist flicks into place, ready for use against a melee opponent. This quick flick is a free action that does not provoke an attack of opportunity. While engaged, the handaxe prevents the crossbow from firing as a ranged weapon. It takes a full round action to reset the crossaxe for use as a crossbow. **Cost: 400 gp**

Guardsman's Cloak: A subtle form of pacification, this cloak has pouches of powdered lead sown into the bottom hem, allowing the wearer to grip the hem and wield it like a sap (1d6 points of nonlethal damage). **Cost: 300 gp**

Hangnail: This razor-sharp fake thumbnail fits over a character's thumbnail, granting +5 on any Sleight of Hand checks involving cutting purse strings or razoring a pocket, sack, pouch or backpack. Some unscrupulous brawlers coat it with injury poison to give them the upper hand in a match. If used in combat, a hangnail is a light, simple weapon that does provoke an attack of opportunity from an armed opponent (as an unarmed attack). Its damage is 1d2 and inflicts a critical on a natural 20. **Cost: 200 gp**

Needle Trap: Fish builds pressure release needle traps into the hilts of weapons, the grip of a pistol, or an item. This remarkable design includes a safety, which Fish shows his clients how to use, that deactivates or reactivates the trap. A DC 25 Perception check is required to discover the trap, and a DC 20 Disable Device check is necessary for uninstructed characters to operate the safety correctly. Poison sold separately. **Cost: 400 gp**

Poison Reservoir: Housed in the hilt of a slashing or piercing weapon, a reservoir holds a dose of poison, released via the flick of a tiny lever as a free action. Once released, the poison coats the blade in one round. **Cost: 500 gp**

Poisoner's Gloves: Made of several watertight, thin lambskin membranes, these gloves allow a character to handle items coated with contact poisons safely. After exposure, characters simply peel away a layer of the membrane to ensure they do not accidentally poison themselves. Some sinister assassins smear contact poison on the gloves themselves, caress or shake hands with a target and then peel away the contaminated membrane. Each glove has five layers of skin. **Cost: 100 gp**

Poisoner's Rings: These rings come in two forms: a hidden needle for injury poisons or a flip top compartment for ingested poisons. Sleek, stylish and very discreet. Available in faux emerald or ruby. **Cost: 450 gp** (more for real gemstones).

Powder Reservoir: Built into the tip of a quarterstaff or the head of a mace, this compartment is constructed to hold any sort of dust the wielder wishes to place within it. By opening the compartment with a release mechanism in the grip of the weapon and swinging it, the character can fill an adjacent 5-foot square with the dust within. Opening the compartment is a free action, while spreading the dust contained within is a standard action. **Cost: 200 gp**

Spike Launcher: This device can be built into the pommel of a sword, musical instrument, doorknob, a scroll case, a large snuffbox or any item of comparable size. The launcher houses a steel spring-loaded spike that can be launched via a tiny release with a range increment of 10 feet. The spike's damage is 1d4/x3. Rogues covet these alterations to their sword hilts as it allows a fast, unexpected sneak attack against a foe. The rogue may fire the launcher while simply aiming the pommel at a foe sheaths his weapon, or even offer a Dragoon the blade pommel first and launch the spike into their face. A spike launcher is an exotic ranged weapon though rogues are automatically proficient with it. **Cost: 200 gp**

Stealth Chain: Available in shirt or full suit, this chainmail has black silk strands painstakingly circling every link of chain, concealing the metal and muffling the clinking of the armor. The silk reduces the armor check penalty to Stealth checks by 4, though the full penalty still applies to all other skills. **Cost: 500 gp** plus armor cost.

Two Compartmented Flask: This metal flask contains two separate compartments that can hold different fluids, usually one harmless and the other poisonous. The owner of the flask may drink freely from its harmless contents, and then, with a simple twist of the top, switch the outlet to the other compartment before handing it to someone else. **Cost: 150 gp**

In addition to the above examples of Fish's artisanship, the assassin can fulfill any requests for specialty equipment of the PCs' own devising. This is left to the GM's discretion.

Inns and Taverns

Whether it is carousing, information, prizefighting, gaming or just a dry clean room the PCs seek, Port Shaw does not disappoint. A wide selection of inns can be found along the docks, and gambling dens, houses of ill repute and taverns aplenty are sprinkled all about Bawd District. A few of Port Shaw's hotspots that will no doubt draw the PCs' interest are detailed below.

THE BROKEN SKULL (CR6 – CR 11)

Located in the heart of Bawd district, where both tight-fisted women of loose morals and slow-swaggering rogues with quick blades prowl, the Broken Skull shines like a beacon to the downtrodden.

> Attracting vicious souls, prizefighting contenders, and a crowd of despicable knaves who pay to see men smash one another into oblivion, the Skull is a large, two-block converted warehouse. Inside, the roar of the crowd deafens, and the tables are arranged haphazardly around a circular pit in the center of the establishment. The meaty, unmistakable sound of fist on face resounds from within, echoed by cacophonous cries of savage joy from the crowd.

On account of the noise and general bedlam, few tourists rent rooms at the Skull. Most occupants of the dingy quarters below the street level are contenders waiting for a shot at one of the Skull's esteemed prizefighters. The rooms are damp and dirty, and stink of sweat, blood and urine. The good news is accommodations only cost 2 cp a night. Food at the Skull consists of some unidentifiable cooked "meat" costing 1 cp a scoop.

Pit fights are the real draw of the tavern. No-holds-barred bare-knuckle contests rage from sundown to sunrise. The pit's five current favorites bash newcomers to a bloody pulp, much to the crowd's delight. Betting is forbidden by official order of the commandant, Gregory Bonedeuce, which of course means most of the patrons gamble to their hearts content. Dragoons do not come here, ever, and pit fights frequently spill over into full-fledged tavern brawls.

If the PCs are looking to test their skills and win a purse of gold, or even a local champion's Belt of the Skull, they are welcome to enter the lists. The rules are simple: one on one, no weapons or armor of any sort and no spellcasting. Praying (divine spellcasting) is fine as long as it has no discernable effect on the opponent. The feral crowd usually beats to death anyone caught breaking the rules. The other fighters, who do not appreciate dirty tricks, pile on.

As newcomers, the PCs do not get a shot at the big boys right away. Instead, the contender faces another up-and-comer, and they receive no winnings for their first two qualifying matches. Use the statistics for the Tulita Warrior (see **Appendix** for stats) for the first opponent faced by the PCs. Their second qualifying match pits them against a fighter whose statistics are identical to Darenar's in **The Mad Shaman Attacks**, but with his Weapon Focus changed from warhammer to unarmed.

If the PC wins both qualifying matches they may challenge the favorites (and start earning gold for their victories), but they must start from the bottom up facing opponents in the order presented below. The challenge must be made at least one full hour before the match takes

Fiddlin' in Port Shaw

Residents of Bawd go mad for a good fiddle tune. The sounds of fiddles sing throughout Bawd day and night, and most bards who plan to earn their way choose the stringed instrument most favored by the common people of Port Shaw. For some reason, pirate, sailor, trader, Tulita, knifer and noble alike all enjoy the twangy screech of a fiddle played with relish. Truly spectacular fiddle players in Port Shaw can do no wrong, so long as they are sawing. There is a strange tradition related to the fiddle in this city of scum and piracy – anyone who can saw a good fiddle can do as they please while playing, and anything they do when "the devils are a' fiddlin' through 'em" is excused.

Perhaps the most noted example of this tradition occurred about seven years ago when Thodris Blount kicked in old Wigby Dernt's skull, leaving a gory mess on the floor, but the crowd just clapped and stamped to the tune of his smoking fiddle strings all the while he stamped Digby to mush. Afterward, there was much back clapping and laughter, and they simply slipped old Wigby's corpse into the tide.

Gregory Bonedeuce – a highly talented fiddler in his own right – occasionally takes advantage of this tradition to duplicate Thodris Blount's escapades.

place. The prize for beating Dugan is 50gp. The prize for besting Varion Drakemoor is 100 gp. For knocking out Brunner Hammerfell, the PC gets 200 gp. For taking down Amory Fairbanks, the PC receives a 500 gp purse. For winning against Belok, they get 1,000 gp, and for taking on the current champion, Jin, and winning, the PCs earn 2,000 gp in cold hard coin.

If the PCs best their opponent in less than 3 rounds of combat, they get an additional 50% of their winnings thrown in on top. They may also receive bonus gold thrown by the crowd, equal to 20% of their winnings, if they provide a particularly entertaining battle or an awe-inspiring finishing move (awarded at the discretion of the GM).

Combatants at the Skull

The fighters and their tactics, in the order in which the PCs must defeat them, are:

DUGAN CR 6

XP 2,400

Male human fighter 7

LN Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 13, touch 13, flat–footed 10 (+2 Dex, +1 dodge)

hp 52 (7d10+14)

Fort +6, **Ref** +4, **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Spd 30 ft.

Melee unarmed +13/+8 (1d3+7)

STATISTICS

Abilities Str 18, Dex 15, Con 12, Int 13, Wis 12, Cha 9

Base Atk +7; **CMB** +11 (+13 to grapple); **CMD** 24

Feats Combat Expertise[B], Dodge[B], Improved Grapple, Improved Trip[B], Improved Unarmed Strike, Lunge, Power Attack, Weapon Focus (unarmed)[B], Weapon Specialization (unarmed)[B]

Skills Acrobatics +9, Climb +10, Intimidate +9, Profession (prize fighter) +9, Swim +13

Languages Common, Tulita

Other Gear simple linen tunic and pants

Notes Dugan is a fierce-looking bear of a man. His bony, crooked nose indicates he learned his pugilistic skills the hard way, and he is indeed a veteran of over two hundred bare knuckles matches. He does not relish the fight, and truth be told he does it for the money. Dugan has a Tulita wife and six darling children. The big man dukes it out in the ring nightly to put food on the table and to save for apprenticeship fees for his young ones, so that they can learn an honest trade; an opportunity Dugan did not have as a child.

Tactics He is methodical in the ring, fighting like a well-honed machine. So long as his opponents remain outside his threatened range, Dugan uses Intimidate to demoralize his opponents at the outset of the round. For his form of intimidation, Dugan simply lets his eyes go dead and holds his opponent in a rock-steady unwavering stare.

In the first round Dugan opens strong, hoping to stagger his opponent. He punishes his foe with a one-two combo. After the first round, if Dugan's opponent lands a punch, Dugan switches to the defense, making use of his combat expertise to gain an additional +2 dodge bonus to AC. The pugilist then attempts to trip his foes and kick them while they are down. If his opponents seem physically weaker than Dugan, he grapples them, putting on the crunch until they blackout. He always buys defeated foes a drink after they come to and even invites them home to dinner if they seem nice.

VARION DRAKEMOOR CR 8

XP 4,800

Male elf fighter 6/sorcerer 3

CN Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 19, touch 14, flat–footed 15 (+4 armor, +3 Dex, +1 dodge, +1 natural)

hp 67 (9 HD; 6d10 plus 3d6+24)

Fort +7, **Ref** +6, **Will** +4; +2 vs enchantments, +2 vs. fear

Defensive Abilities bravery+2; **Resist** cold 5; **Immune** magical sleep

OFFENSE

Spd 30 ft.

Melee unarmed +12/+7 (1d3+4)

Special Attacks claws (2, 1d4+1, 6 rounds/day)

Sorcerer Spells Known (CL 3rd, DC 13 plus spell level; concentration+6)

1st (6/day)—*chill touch, mage armor, magic missile, true strike*

0 (at will)—*detect magsic, light, mage hand, resistance, touch of fatigue*

Bloodline Draconic (white)

STATISTICS

Abilities Str 12, Dex 17, Con 13, Int 10, Wis 8, Cha 17

Base Atk +7; **CMB** +10; **CMD** 22

Feats Agile Maneuvers, Arcane Strike, Dodge[B], Eschew Materials[B], Improved Unarmed Strike, Skill Focus (Intimidate), Toughness[B], Weapon Finesse[B], Weapon Focus (Unarmed Strike)[B], Weapon Specialization (Unarmed Strike)[B]

Skills Bluff +8, Climb +6, Intimidate +18, Perception +1, Spellcraft +7 (+9 identify magic item properties), Swim +5

Languages Common, Elven

SQ armor training 1, bloodline arcana, elven magic, weapon familiarity

Other Gear simple clothes

Notes Varion Drakemoor is a lithe wiry elf, whose smaller frame does not fit among his hulking compatriots. Truth be told, folks considered him a bit of a dandy before earlier this year. He competed a few times in the Skull, but never succeeded in beating Dugan until last month. Unknown to all, Varion recently discovered that he has sorcerous blood and took some time out of the ring to learn to flex his magical muscles. Now he secretly uses his abilities to give him an advantage over the other combatants.

Tactics Throwing caution to the wind (he was never very wise), he makes Bluff checks to conceal his casting as hand-waving taunts to his opponent before battle. Varion receives a +5 on his Bluff checks, because no one is aware of his newfound sorcerous talents. Even with this advantage, he still tries not to cast spells on himself in the ring proper, as he fears getting caught.

Before entering the ring, Varion casts *resistance* and *mage armor* on himself. As soon as the fight begins, he charges his foe, Intimidating them each round with a feral grin that makes him appear totally fearless and certain of victory. Varion fights as hard as he can, but if the tide turns against him, he risks casting *chill touch* for a little extra damage and to sap his opponent's strength. If that fails to drop his foe, he risks casting *touch of fatigue* in order to weaken his opponent for two rounds.

Make opposed Sense Motive checks for the crowd (+3) each time Varion casts. If a PC notices him casting and draws attention with a DC 15 Diplomacy check, give the crowd a +10 on their check. If the patrons notice the casting, they storm the ring and trounce Varion soundly. A huge brawl erupts, enveloping all PCs present in the tavern.

If this ensues – or a brawl breaks out at any other time for another reason – use the statistics from **Trouble in Paradise** for the crowd. Use the whaler statistics for 30 members of the crowd, and the Tulita tribesmen statistics for 15 contenders swept into the mob. The rioters stick to fisticuffs unless a PC draws a weapon or casts an obviously damaging spell, at which point the patrons draw daggers and kukris and all hell breaks loose.

BRUNNER HAMMERFELL CR 8

XP 4,800

Male dwarf barbarian 9

CN Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft., Perception +9

DEFENSE

AC 10, touch 10, flat–footed 8 (+1 Dex, +1 dodge, –2 rage); +4 dodge vs giants

hp 130 (9d12+72)

Fort +13, **Ref** +6, **Will** +8; +2 vs poison, spells and spell–like abilities

Defensive Abilities improved uncanny dodge, trap sense +3; **DR** 1/–

OFFENSE

Spd 30 ft.

Melee unarmed +17/+12 (1d3+8)

Special Attacks rage (25 rounds/day), rage powers (guarded stance [+2 for 12 rounds], intimidating glare, powerful blow +3, renewed vigor [2d8+8 hp]), +1 atk vs orcs and goblinoids

STATISTICS

Base Statistics When not raging, Brunner's statistics are AC 12/12/10; SVS 11/6/6; MELEE +13/+8 (1d3+4); CMB +13, CMD 25; hp 112; Str 18, Con 20; Climb +10, Swim +10

Abilities Str 22, Dex 13, Con 24, Int 10, Wis 13, Cha 12

Base Atk +9; **CMB** +15; **CMD** 25 (29 vs. bull rush and trip)

Feats Dodge, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack

Skills Acrobatics +10, Climb +12, Craft (jewelry) +8, Heal +2, Intimidate +12, Perception +9 (+11 unusual stonework), Survival +9, Swim +12

Languages Common, Dwarven

SQ fast movement

Other Gear loin cloth

Notes Brunner belongs to a savage tribe of dwarves from far across the sea. Abandoned in Port Shaw by a whaling ship on which he enlisted as a deckhand, the dwarf has no idea how to get home – and he does not care. Brunner lives now for the thrill of the fight. Amongst his tribe all the menfolk are fierce warriors, but here in Port Shaw Brunner is near peerless in the ring. He enjoys this greatly. The brawl-addicted dwarf spends his spare time making necklaces out of the teeth he knocks from opponent's heads. He wears these grisly prizes in the ring, snarling and fingering the necklaces to Intimidate any foes he threatens.

Tactics Brunner is an unsubtle adversary. He charges into the fray, entering a fuming, spittle-spraying rage. Brunner begins combat with Power Attack, hoping for a quick knockout. If he has trouble hitting his opponent during the first three rounds, he relents and abandons Power Attack. As long as Brunner threatens his opponent, he wields his intimidating glare rage ability against his foes. Brunner aims all of his attacks for the jaw, hoping to loosen teeth for his ever growing collection. If the dwarf scores a critical, his opponent loses a tooth. If PCs drop the barbarian below a quarter of his hit points, their next blow knocks out one of Brunner's teeth, and he suffers a –1 morale penalty for the duration of the fight.

AMORY FAIRBANKS CR 10

XP 9,600

Male human rogue 11

CN Medium humanoid (human)

Init +9; **Senses** Perception +17

DEFENSE

AC 15, touch 15, flat–footed 10 (+5 Dex)

hp 82 (11d8+33)

Fort +7, **Ref** +12, **Will** +6

Defensive Abilities evasion, improved uncanny dodge, trap sense +3

OFFENSE

Spd 30 ft.

Melee unarmed +16/+11 (1d3+4) or
hangnail +13/+8 (1d2+2 plus large scorpion venom)

Special Attacks +6d6 sneak attack

STATISTICS

Abilities Str 14, Dex 20, Con 15, Int 13, Wis 16, Cha 15

Base Atk +8; **CMB** +10; **CMD** 25

Feats Combat Expertise, Great Fortitude, Greater Feint, Improved Feint, Improved Initiative, Improved Unarmed Strike[B], Weapon Finesse[B], Weapon Focus (unarmed)

Skills Acrobatics +19, Bluff +16, Climb +11, Diplomacy +16, Escape Artist +19, Perception +17, Perform (dance) +16, Sense Motive +17, Sleight of Hand +19, Stealth +19, Swim +10

Languages Common, Tulita

SQ improved uncanny dodge, rogue talents (bleeding attack +5, crippling strike, fast stealth, finesse rogue, resiliency), trapfinding +5

Other Gear *+2 amulet of mighty fists* (with a permanent *magic aura* placed on it making it appear non magical), hangnail with large scorpion venom (injury; *save* Fort DC 17; *frequency* 1/rd for 6 rds.; *effect* 1d2 Str; *cure* 1 save), small vial of oil of taggit.

Notes Never did a pugilist boast a more ironic name than Mr. Fairbanks, who is beyond any reasonable doubt the dirtiest fighter in Broken Skull history. Amory takes unalloyed pride in being the best cheater in the business. A handsome man of about 30 winters with bright blue eyes and gold-blond hair, Amory keeps several mistresses in Bawd district, and they often watch him fight. His cheering corner screams with delight every time he scores a hit and then leers at and mocks his opponent. Amory always celebrates a win with a victory dance – much to the delight of his women.

Tactics Amory usually wins the fight before it begins. With a little bit o' the Sleight of Hand, he tries to slip a dose of arsenic (ingested; *save* Fort DC 13; *frequency* 1/min for 4 min.; *effect* 1d2 Con; *cure* 1 save) into opponents' pre-fight meals or drinks. He also fits a hangnail on his right thumb and laces said hangnail with a dose of large scorpion venom (injury DC 18, 1d6 Str damage, secondary damage also 1d6 Str).

At the outset of the fight, Amory quickly lashes out with his right giving the opponent a scratch with the hangnail on a hit. He then makes use of his Combat Expertise feat and feints every move action – zigging and zagging, showing the right hand then pummeling with the left, using flashy footwork, etc. – in order to deny his opponents a Dexterity bonus to AC. This allows Amory to drill them with his punishing sneak attacks – not to mention his crippling strike – in the kidneys, groin, throat, temple and other vital areas.

If an opponent defeats Amory fairly, he despises them and may plot revenge. If they defeat the rogue by cheating as bad as or worse than he cheats, Amory deeply respects them. In this case, the rogue congratulates them afterward, even offering to buy a drink or help with any problems plaguing them in town.

Belok Talorg, male half-orc ex-Mnk2/Clr9: CR10; AC 15/15/13; SVS 12/9/12; MELEE unarmed strike +13/+8 (1d6+5) or flurry of blows +12/+12/+7 (1d6+5); SA sneak attack +2d6; CMB +12; CMD 27; 101 hp; See **Chapter 1** for full details on Belok and his tactics in the ring.

See **Chapter 1** for details on Belok, his disposition, and his fighting tactics.

JIN CR 11

XP 12,800

Male half-orc monk 12

LN Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 20, touch 20, flat–footed 17 (+3 Dex, +3 monk, +4 Wis)

hp 120 (12d8+48)

Fort +11, **Ref** +11, **Will** +12; +2 vs enchantment

Defensive Abilities improved evasion; **Immune** disease, poison

OFFENSE

Spd 70 ft.

Melee unarmed strike +15/+10 (2d6+5/19–20) or

flurry of blows +16/+16/+11/+11/+6 (2d6+5/19–20)

Special Attacks flurry of blows, stunning fist, (12/day, DC 20)

STATISTICS

Abilities Str 20, Dex 17, Con 16, Int 12, Wis 18, Cha 10

Base Atk +9; **CMB** +17 (+19 grapple); **CMD** 34

Feats Acrobatic, Alertness, Deflect Arrows[B], Extra Ki, Improved Critical (unarmed strike)[B], Improved Grapple[B], Improved Initiative, Improved Trip[B], Improved Unarmed Strike[B], Power Attack, Stunning Fist[B], Weapon Focus (unarmed strike)

Skills Acrobatics +22 (+50 jump), Climb +13, Escape Artist +11, Knowledge (religion) +10, Perception +23, Sense Motive +23, Swim +16

Languages Common, Orc

SQ abundant step, diamond body, fast movement, high jump, *ki* pool (12 points, lawful, magic), maneuver training, orc blood, purity of body, slow fall 60 ft., still mind, wholeness of body

Other Gear robes and the champion belt of the Broken Skull (a black leather belt with rat and seagull skulls hanging off it, grants possessor a +10 circumstance bonus to all Intimidate checks made against another unarmed pugilist only)

Notes Jin is the undisputed champion of the Broken Skull. He is an enormous, fearsome half-orc who moves with the predatory grace of a tiger. Staring into his eyes is like staring into a misty mountainside: there are ancient secrets of enlightenment held within. He speaks little, if at all, and his reasons for pummeling foes into unconsciousness at the Skull each night remain his own. Every morning, Jin secretly leaves his nightly winnings at the doorstep of an orphanage in Bawd district. He tells no one of this.

Tactics Jin greets his challenger with a solemn bow and then simply stands relaxed and waits for the adversary to approach. He fights defensively the first round of combat to see if the enemy can hit him. If they succeed he immediately begins to flurry, attempting a Stunning Fist with his first attack every round and attempting to trip with every other attack thereafter. His attacks are impressive. A wide variety of punches, palm strikes, knife hands, spinning kicks, elbows, head butts, shoulder slams, knees, forearm bars and claw attacks all populate his martial vocabulary.

Jin is a canny fighter who has engaged in unarmed combat his whole life. He carefully evaluates his opponent's ability to avoid blows and adjusts his Power Attack accordingly. He begins by utilizing the feat, but if his foe is adroit at dodging his blows, Jin ceases using Power Attack to increase his chances of landing a strike. If wounded below 30 hp, Jin uses *wholeness of body* on himself. Jin does not initiate a grapple, but if his opponent succeeds in starting one, he gladly obliges them by continuing the grapple for a few rounds before releasing his foe or attempting to break out. If at any time during the fight Jin discovers his adversary is cheating (using magic items, spells, poison, or anything else unsportsmanlike), Jin begins dealing lethal damage to chastise the unscrupulous combatant.

WINNING THE SKULL

If a PC manages to work their way up the circuit and face down Jin in single combat, they become a celebrity overnight. Most of the populace of Port Shaw at least follows the fights at the Skull, even if they do not attend, and no one ever dreamed in a million years that Jin might be deposed from his champion's seat. The champion's Belt of the Skull earns the PC congratulatory words everywhere they go and deference in most matters (+5 on most Diplomacy and Intimidate checks made in Port Shaw, at GM's discretion). Many merchants discount prices for goods and services in town by 10% for the PC, except for Old Fish, who does not discount his prices just for some meathead who can take a punch.

However, with fame and fortune comes unwanted attention. Be sure to have bystanders constantly hound the PC for their autograph or demand yet another retelling of how they won their title fight. Notoriety also invites the scrutiny of the insidious Ring of the Kraken.

TIDE

The Run Aground Tavern

This ramshackle little cabin of a tavern, right on Pier 22 in Tide District, is a haven for the many downtrodden, good-hearted folk of Port Shaw. The owner, Falgor Finney (NG male dwarf commoner 6, Knowledge [local] +6, Profession [barkeep] +7, Sense Motive +5), a kindly old dwarf, allows the homeless and destitute a seat at his bar, a free tankard of ale and a bowl of stew whenever he can

spare it. Other innkeepers in Port Shaw call the poor souls who make up Finney's clientele "driftwood" and never allow them past their thresholds.

The PCs find Major Roland Lawrence among the impoverished patrons of The Run Aground. Xander Brim is also a regular as of late, as he no longer receives credit at any other tavern in the city. On occasion, Captain Donovan Montgomery has been known to drink or gamble here.

Major Roland Lawrence — CR 10

XP 9,600

Male human fighter 11

LG Medium humanoid (human)

Init +9; **Senses** Perception +6

DEFENSE

AC 15, touch 15, flat–footed 10 (+5 Dex)

hp 93 (11d10+33)

Fort +9, **Ref** +10, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Spd 30 ft.

Melee mwk dagger +19/+14/+9 (1d4+3/19–20) or Guardsman's cloak +16/+11/+6 (1d6+1 nonlethal)

Ranged mwk dagger +19 (1d4+3/19–20)

STATISTICS

Abilities Str 12, Dex 20, Con 14, Int 14, Wis 12, Cha 10

Base Atk +11; **CMB** +16; **CMD** 27

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Improved Critical (rapier)[B], Improved Initiative[B], Iron Will, Lightning Reflexes, Point–Blank Shot[B], Precise Shot[B], Quick Draw[B], Weapon Finesse, Weapon Focus (rapier)[B], Weapon Specialization (rapier)[B]

Skills Climb +9, Diplomacy +5, Intimidate +9, Knowledge (local) +7, Perception +6, Sense Motive +8, Survival +15, Swim +15

Languages Aquan, Common, Elven

SQ armor training 3

Other Gear Soiled and torn Dragoon's uniform with rank bars, insignia and patches missing, an empty rapier's scabbard, masterwork dagger, guardsman's cloak, pouch with 3 cp

Notes Gregory Bonedeuce framed Roland and charged him with conspiracy to aid a smuggling ring ferrying dragonsmoke into Port Shaw. Stripped of his rapier, pistol, rank, insignia and any honor, Roland is a broken man. Angry at his mistreatment, but unwilling to unlawfully oppose his former commander, he stews day in and day out in the Run Aground.

Roland may become a potent ally of the party, but he only takes action in any plan against the Dragoons if he is shown absolute evidence of Bonedeuce's and other high ranking officers' membership in the Ring of the Kraken.

If Lt. Commander Trey Perrin, whom Roland trusts, speaks against the Ring's leaders this also convinces him. If the party engages in unlawful conduct, Roland vehemently opposes them, possibly resorting to violence if they persist in their illegal actions.

Major Roland Lawrence

JADE
The Kraken's Gullet

When the PCs approach the Gullet, read or paraphrase the following:

> A circular doorway, surrounded by tentacles sculpted out of dark koa wood, cuts into the street facing side of this enormous three-story inn. Above the doorway, a large carved eye glares menacingly down at would-be patrons.
>
> From within the Gullet, the elegant strains of strings and wind instruments drifts out to the street. The hearty smell of baked fish, roast lamb braised with onions and other delicacies wafts out as well.

Located right inside Jade on Hargrove Boulevard, a red roof caps this impressive three-story, all koa wood inn. Sculpted in the shape of its namesake, a large tentacled kraken, the roof glowers down on all who enter. Here the PCs can hobnob with Port Shaw's upper crust, while noteworthy local nobles and merchants rub elbows with respected officers and sea captains.

Bonedeuce himself dines in the Gullet at least once a week to keep up with the elite and, of course, to learn the movements and cargoes of any freighters ripe for Harthagoa's tentacles. Masked as harmless chitchat, Bonedeuce pumps the captains for information and selects the most suitable targets for the Kraken to plunder. If the PCs pay particular attention to Bonedeuce's conversations then on a DC 25 Perception they notice and remember his questioning of pompous merchants.

Elder Barrison Hargrove is often present as well, wheeling and dealing with other nobles and elders in order to make good his political machinations. To mask their collusion in the Ring of the Kraken, Hargrove and Bonedeuce never exchange anything more than a polite greeting in the Gullet.

Other important guests include the Elders Alastair Crimmeran (N male elf aristocrat 10, Diplomacy +15, Knowledge [local] +13) and Nakuakaua (LN male human [Tulita] aristocrat 9/fighter 3). Crimmeran represents the elven interests in Port Shaw and is often seen here accompanying Viscount Senegar Deepwarder (N male elf aristocrat 10, Bluff +12, Knowledge [arcana] +14, Knowledge [nobility] +13, Sense Motive +13), a visiting elven noble of great renown, for dinner.

If the PCs have heard of the Viscount's missing ring, or have recovered the Viscount's sister's letter, they may approach the nobleman here at the Gullet and take up the job. Alternatively, if their reputation as adventurers is touted about town, the Viscount may summon them.

Viscount Deepwarder explains his situation:

> "My ring was nabbed by a pickpocket. The Dragoons in turn nabbed the culprit as he fled, but the beastly little urchin dropped my signet down a sewer grate when they knocked him to the ground. I'm told the shaft the ring plummeted down is quite deep and located far below the city. It is too narrow to crawl down, so I will need you to get into the sewers and recover the ring for me."

Senegar offers the PCs a reward of 5,000 gp upon delivery of his signet ring. He also explains that entry to the sewers is illegal, so they should be careful not to get caught, as he would not like to make any waves with Gregory Bonedeuce or the Dragoons.

The Gullet maintains a strict dress code for its common room, and they allow no riffraff in smelly leather or metal armor past the door. A patrol of Dragoons is always present outside the Gullet to see that the code is enforced. At the Gullet, rooms are spacious, secure, clean and beautifully decorated, and its third-floor suites supply a breathtaking view of either the mountains or the sea, depending on whether the room faces west or east. The price of a meal cooked by the Gullet's gourmet chef, Raogul (LN male human commoner 12, Profession [cook] +15), ranges from 5 sp to a steep 10 gp for a full repast. A stately room costs 2 gp a night.

DRAGOON PATROL (CR 7)

Dragoons (3), male or female human Ftr3**:** CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics.

Dragoon Sergeant, male or female human Ftr6**:** CR 5; AC 17/11/16; SVS 10/3/3; MELEE mwk longsword +12/+7 (1d8+4/19-20); CMB +9 (+13 grapple); CMD 20; 64 hp; See the **Appendix** for full details.

Holy Symbol of Quell

Other Important Locations and Encounters

Tide

Chapterhouse of the Church of Quell

Located on the thoroughfare dividing north Tide from east Silk, the Chapterhouse once served as the heart and soul of Port Shaw. People citywide made the journey each day to worship at Quell's altar. Fisher folk prayed for the bounty of the sea, captains for a peaceful voyage and simple folk for Quell to keep the great waves and monsoons from their shores. Now the Church mourns, a shell of its former glory.

Since Archibald Noeliss' disappearance two months ago, parishioners have dwindled and many have lost faith in the Sea God. Recent shark attacks have further convinced the fisher folk of Port Shaw that their mighty god has turned his back on them.

Zalen Trafalgar recently reopened services at the Chapterhouse and does his best to bring the flock back into the fold. It has not been easy. If they intend to sail off into the horizon seeking adventure, PCs may visit the Chapterhouse to receive the Sea God's blessing; alternately, they may seek divine healing from Zalen.

If the party takes an interest in the sad fate of the Wave Riders, they might seek out the son of Solomon Trafalgar while attempting to restore the washed-up heroes of the Razor to their former glory or even as part of a bid to take up the mantle of the Riders themselves, replacing those who have fallen from high.

In public, Zalen pretends to care little about the Wave Riders and refuses to listen to any conspiracy theories the PCs may spout regarding the activity of Elder Hargrove or Gregory Bonedeuce. Repeatedly faced with such accusations, he invites the PCs into the rectory, where he can confide in them away from the prying eyes and ears of potential spies.

Rectory

Curtains seal the rectory from the public worship area. The room contains several bookshelves holding tomes about Quell and other religions. The church has collected these books over years, and any PC who spends time poring through them may make a DC 25 Perception check to find references to Dajobas, an ancient shark idol once worshipped long ago by the natives of the Razor Coast.

In the rectory, Zalen casts *detect good* on the PCs and, if he is satisfied with their motivations, speaks his mind and voices his suspicions about a secret society in Port Shaw. He also suggests that this society murdered Archibald Noeliss for prying into their affairs. If the PCs seem trustworthy, Zalen allows the party access to Noeliss' private quarters.

Priest's Quarters

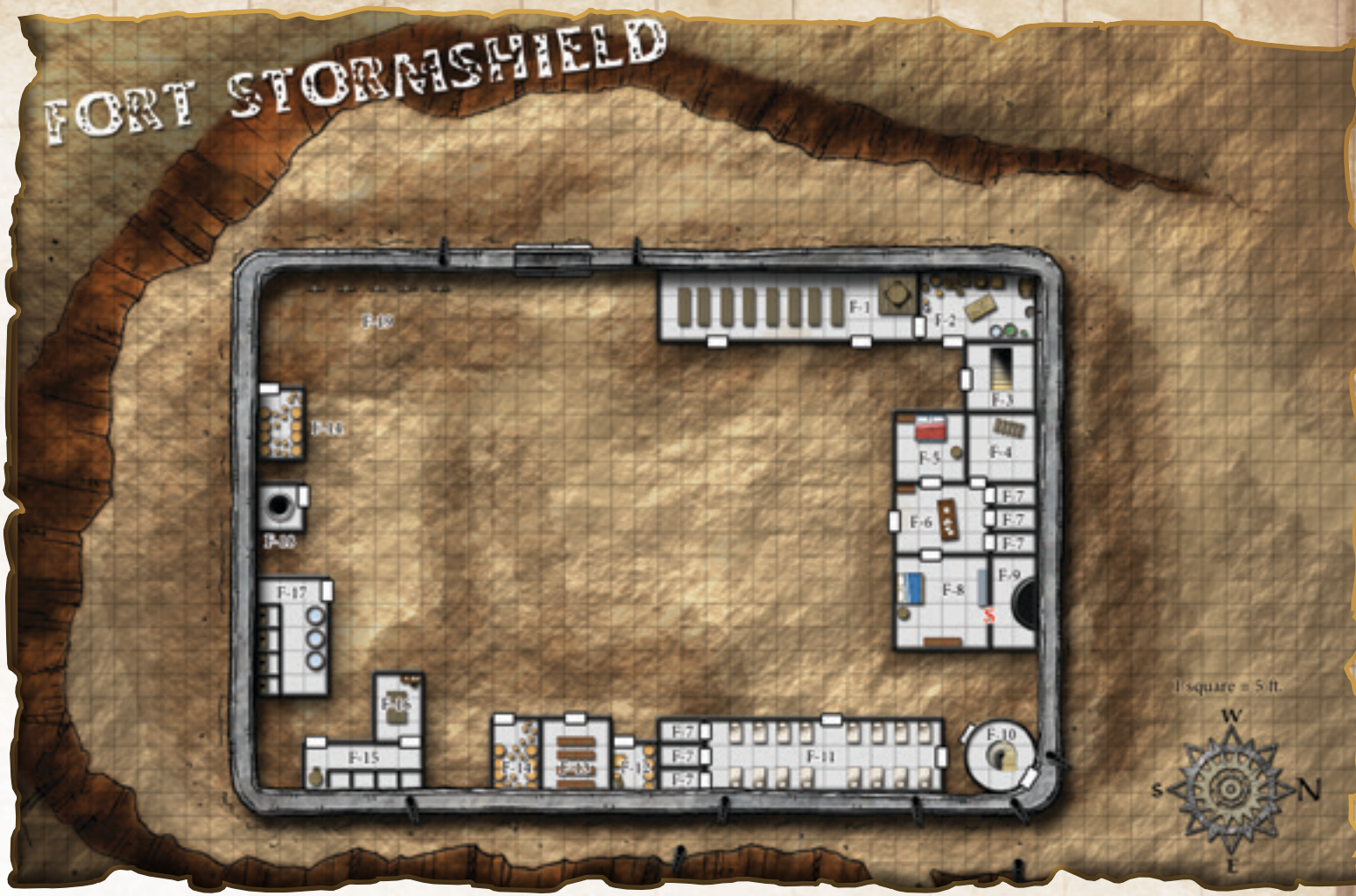
Archibald Noeliss was a fastidious man, and his quarters are in perfect order. A small desk inside his chamber contains papers related to routine Church matters. Noeliss had an artistic streak and was quite skillful crafting pottery statues. A small collection stands by his bedside.

When searching his room, a DC 25 Perception check allows a PC to notice that one of the statues, shaped in the likeness of a miniature kraken, has a removable piece covering a hollow compartment. This compartment contains Archibald's notes on the Krakenfiend and some items he planned to use for an expedition beneath the ocean to investigate Harthagoa.

Zalen Trafalgar, male human Clr9 (of Quell)**:** CR 8; AC 19/11/18; SVS 10/6/12; MELEE *+2 evil outsider bane trident* +11/+6 (1d8+4); CMB +8; CMD 19; 95 hp; See **Chapter 1** for more on Zalen.

Treasure

2 *potions of water breathing*, a scroll of *freedom of movement* and Archibald's notes concerning the Krakenfiend. The notes convey his general deductions that it is some sort of fiendish kraken offspring, that it likely has powers and immunities common to outsiders—particularly demons—and that it may have been spawned on a she-kraken by the demon lord, Demogorgon. Also of interest: the notes mention the Ring of The Kraken, a secret society apparently active in Port Shaw that Noeliss speculated might serve the Krakenfiend, Harthagoa. See **Chapter 2** for more details on Archibald Noeliss' notes.



JADE
FORT STORMSHIELD (CR VARIES)

Fort Stormshield is over 100 years old, built long before the founding of Port Shaw by an elven shipping guild attempting to reclaim territory once held by elves during Sammerlock Sails' ancient supremacy over the Razor. The elves purchased the plateau east of present-day Port Shaw and erected Fort Stormshield to protect them from pirates. The elves recently abandoned the Fort when their guild – overwhelmed by piratical predations – fled the area. Elder Hargrove, rumored to be the architect of the pirates' full-blown war on the elven shipping fleet, purchased the fort for a pittance. Now the Municipal Dragoons of Port Shaw use the fort as their base of operations.

The walls of the fort, constructed from thick stone blocks and mortar, are strong enough to resist the coast's punishing tropical storms – hence the fort's moniker.

Key Features

Fort Wall: Height 20 ft.; Thickness 5 ft.; Hardness 10; hp 100; Break DC 40; Climb DC 15.

Iron Portcullis: Hardness 10; hp 40; Break DC 30.

The Cannon Landings: The map indicates several 9-pound cannons. Each has 14 cannonballs arranged in a pyramid next to it. No powder is kept near the cannons. These cannons are used in defense of the fort. If the Dragoons are alerted to an attack, three-person firing teams arrive with four small kegs of powder (one shot per keg) to fire them.

Fort Defenses

The top of the wall is accessible from the two staircases located inside the fort (indicated on the map) and from **Area F-10**. Pairs of fully armed Dragoons patrol the top of the wall. There are 5 pairs roving at any given time. They are on alert and constantly take 10 on Perception checks as they keep vigil. If the Dragoons notice anyone, they call out "Intruders!" and alert the guard force to the attack. The 5 Dragoons and 2 Dragoon sorcerers in the guard tower keep a lookout on the yard below. A sergeant and 2 Dragoons man the west gate at all times.

If at any time during their incursion into the fort the PCs alert the Dragoons to their presence – via sounds of combat or by being spotted by the lookouts in the guard tower (**Area F-10**) – the Dragoons respond in force:

the 40 Dragoons and 5 sorcerers normally in **Area F-11** immediately mobilize to deal with the threat. At least five sergeants occupy the fort (in any of the **Area F-7** officer quarters) as well, and they quickly rush to the site of any disturbance. If they are not on the *Pride* or in town at the time, Commandant Gregory Bonedeuce and Commander Aeron Chambers also emerge from the officer's building to deal with any intruders.

Getting Inside the Fort

At some point, in order to free prisoners in the brig or spy on Gregory Bonedeuce, the PCs will probably storm the fort or attempt to infiltrate it. Gaining access to the fort is not impossible. There are two methods of entering subtly. The PCs may use the sewer system to access the fort latrines (**Area F-17**) from below or the Shrine to Harthagoa (**Area F-9**). They may also open the sluice gate located between the brig (**Area F-15**) and the latrines.

The Dragoons toss their garbage and waste through the sluice gate into the waves below. Climbing to the area outside the sluice gate requires only a DC 15 Climb check. The gate itself is built from wrought iron and locked with an average quality padlock chained around the pulley that opens it (DC 25 Disable Device check). If the PCs remove the lock, another PC inside the fort can lift the gate by pulling on a rope located on the other side of the wall.

The Sluice Gate: Hardness 10; hp 30; Break DC 30.

A Dragoon named Dronco guards the sluice, but he is usually dead to the world, drunk on ale pilfered from the storage shack (**Area F-12**). He does not awaken unless the PCs make a tremendous amount of noise.

F-1. Mess Hall (CR Varies)

This is where the Dragoons take their meals. Shortly after sunrise, at noon, and just after evenfall, 3d10 Dragoons, 1d4 sergeants and 1d6 sorcerers eat inside.

> Row upon row of pine tables and simple, sturdy benches fill this large hall. A raised platform on the west wall is home to a fine koa wood table with ornately carved chairs. A tapestry woven with the symbol of the Municipal Dragoons a silver dragon rising from the sea with the sun shining above — hangs on the north wall of the chamber.

Dragoons (3d10), male or female human Ftr3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics.

Dragoon Sorcerers (1d6), male or female human Sor4**:** CR 3; AC 11/11/10; SVS 2/2/5; MELEE rapier +2 (1d6/18-20); CMB +2; CMD 13; 26 hp; SPELLS (CL 4th): 2nd (4/day)—*glitterdust* (DC 14); 1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13); 0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic;* See the **Appendix** for full details.

Dragoon Sergeants (1d4), male or female human Ftr6: CR 5; AC 17/11/16; SVS 10/3/3; MELEE mwk longsword +12/+7 (1d8+4/19-20); CMB +9 (+13 grapple); CMD 20; 64 hp; See the **Appendix** for full details.

F-2. Kitchen and Pantry (CR 1)

This is where the Dragoons keep most of their food. Breads and flour, cheeses, ale, onions, carrots and chickens occupy barrels and line the shelves. A delivery wagon from a local merchant guild restocks the pantry every week, and this may help the PCs infiltrate the fort. The fort's lone cook is a put-upon man named Hathra (NE male human commoner 3, Profession [cook] +6). He will not fight any PCs he encounters, seeking only to flee for help. If he is unable to escape, he cowers beneath his preparation table.

> The clucking of nervous chickens cooped in cages against the south wall fills the room. A collection of pots and pans hang from chains attached to the ceiling. Crates of eggs, onions and carrots rise to the ceiling on the north side of the doorway. A large wooden table occupies the center of the room and an enormous wheel of cheese sits at its center. An oven rests on the west wall.

F-3. The Wine Cellar

A good quality padlock (DC 20 Disable Device check) bars the door into this small stone building. The stairs travels down to a cellar where Gregory Bonedeuce keeps his private stock of fine wines. The cellar contains three rows of wine racks well stocked with bottles.

Treasure

Most of the bottles are of decent quality wine (120 bottles, 5 gp each). Bonedeuce also collects a few very special vintages: a sylvan red from the Green Realm over 1,000 years old that should mature in a decade or so (600 gp); an Arboreal Ambrosia (1500 gp) and a bottle of Frozen Everwine from the exotic tundra kingdom of Boros at the Edge of the Ebon Shroud. A magical quality of the wine keeps it cool on the tongue at all times (300 gp).

F-4. THE INQUISITOR'S CHAMBER (CR VARIES)

Inquisitor Salem Vin keeps his quarters here. He lashes himself ritually in self-mortification in this chamber (much to his neighbor Aeron Chamber's annoyance), which leaves traces of dried blood sprayed on the walls.

> Decorated only with a mattress-less wooden bed frame and a collection of whips, barbed lashes, hooked chains and knives hanging from the west wall. Someone carved the sentence "Pain is the Only Truth" into the headboard of the wooden bed, meticulously. Simple gray robes hang from a hook near the door.

Inquisitor Vin is most likely not in his chambers, as he truly relishes his work. He spends most of his time in **Area F-16** (see that area for the Inquisitor's statistics). PCs only find Vin in his chambers for the 4 hours of sleep and 1 hour of lashing he needs every day.

F-5. CHAMBERS OF THE SORCERER SUPREME (CR 7)

These are Aeron Chambers' quarters. The PCs most likely find him here, unless he is carrying out a mission on *Bonedeuce's Pride* or in town on either Dragoon or Ring of the Kraken business. See **Chapter 1** for his stats. Aeron always locks his quarters while he is away (DC 25 Disable Device check).

Commander and Sorcerer Supreme Aeron Chambers, male elf Sor7/Ftr1: CR 7; AC 13/13/10; SVS 5/5/7; MELEE +*2 rapier* +10 (1d6+2/18–20); CMB +4; CMD 17; 51 hp; See **Chapter 1** for full details.

Strong Wooden Door: Hardness 5; hp 20; Break DC 25.

> Three fine silk tapestries depicting a sylvan forest at night, a misty mountainside and a pond filled with beautiful dancing nymphs decorate the walls of this room. A small table rests on the west wall with several blocks of incense, sheets of parchment and an inkwell on top of it. The room's owner mounted a pair of crossed rapiers on the east wall. A small standing closet made of cedar occupies the north wall beside a beautiful curtained bed covered with a plump down mattress and red satin sheets.

If Aeron is present, he calls for assistance from the officers in each **Area F-7** next door. Commander Chambers keeps the *crystal ball* he purchased from his downtrodden rival Xander Brim in a small trunk inside the cedar closet. The trunk is locked with a superior quality lock (DC 40 Disable Device check) and protected by a *fire trap*. The safe word is "en garde."

Locked Chest: Hardness 5; hp 30; Break DC 25.

FIRE TRAP CR 3

XP 800

Type magical; **Perception** DC 27; **Disable Device** DC 27

Trigger touch; **Reset** none;

Effect spell effect (*fire trap*, 1d4+10 fire damage, DC 13 Reflex save for half damage); multiple targets (all targets in a 5 ft. radius)

Treasure

Aeron Chambers also keeps six heavy bars of platinum (500 gp each) and a silver chalice with mermaid motifs, inlaid with gemstones (2000 gp) in the chest.

F-6. MAP ROOM

This main entry chamber serves as a saloon where the officers relax, play dice, discuss their life dreams and drink together. It is also their briefing room in times of war or when planning a major nautical mission.

> A large, dark koa wood table occupies the center of this room. Parchment, maps, several compasses and quills lie strewn about it. A large overview map of the Razor Coast hangs on the west wall. A wooden cabinet rests against the north wall.

The map on the wall is identical to the Explorer's Map included in this book. The nautical maps on the table are perfectly to scale and may prove useful to the PCs. They show the patrol patterns of Dragoon vessels. If the PCs take these maps and study them, they may make an effort to avoid patrols on their next sea journey. A DC 15 Profession (sailor) check allows them to avoid Dragoon sloops. In addition, if the PCs are aware of the plot to kill Trey Perrin, a DC 20 Profession (sailor) check allows them to discern the long range patrol route of the *Albatross*.

F-7. OFFICER'S QUARTERS (CR 5)

Lower echelon officers reside in these quarters. A sergeant or lieutenant is present in each room.

Dragoon Officer, male or female human Ftr6: CR 5; AC 17/11/16; SVS 10/3/3; MELEE mwk longsword +12/+7 (1d8+4/19-20); CMB +9 (+13 grapple); CMD 20; 64 hp; Use the statistics for **Dragoon Sergeant** from the **Appendix** for full details.

PCs find nothing of interest is in these quarters, save a bed and a locked (DC 15 Disable Device check) trunk containing the officers' meager savings (1d4+1 x 10 gp in each room).

Locked Trunk: Hardness 3; hp 15; Break DC 20.

F-8. COMMANDANT BONEDEUCE'S QUARTERS (CR 13)

Here, Gregory Bonedeuce relaxes between missions or resolves delicate matters for the Ring of the Kraken. If not otherwise engaged, the PCs find him when they enter.

Commandant Gregory Bonedeuce, male human Rog5/Ftr4/Due5: CR 13; AC 23/23/23; SVS 8/15/8; SPEED 40 ft.; MELEE *+2 speed rapier* +20/+20/+15/+10 (1d6+3/18–20); SA parry, precise strike +5, riposte, sneak attack +3d6; CMB +13; CMD 32; 93 hp; See **Chapter 1** for full details.

A large bed, curtained in blue silk, rests in the northeast corner of the room. A glass display case filled with silver dueling pistols and excellent quality rapiers is mounted on the west wall. A large, double-doored cabinet rests on the north wall of the room.

Development

The glass case of rapiers, pistols and daggers is locked (DC 20 Disable Device check). If anyone removes a particular silver and mother-of-pearl gripped dueling pistol, this opens a secret panel on the north wall, granting access to **Area F-9**. The silver pistol is also outfitted with one of Old Fish's patented needle traps (See **Old Fish's Supplies** for details). The needle contains deathblade poison (Injury; *save* Fort DC 20; *frequency* 1/rd. for 6 rds; *effect* 1d3 Con; *cure* 2 saves).

An empty, dagger-sized imprint mars the felt backing of the collection – whatever weapon once rested here is gone. Adventurers may find the dagger that belongs there in the wreck of the *Razor's Edge.* The dagger is evidence that Bonedeuce betrayed Jacob Razor (See **Chapter 4** and **Chapter 2** for more on this).

Treasure

The pistols, rapiers and daggers are all masterwork quality, silvered, and gilded with precious metals and stones. There are four pistols (1,000 gp each), three rapiers (1,200 gp each) and three daggers (600 gp each). In the cabinet sits a collection of eight fine silver rings (100 gp each), and a silver cloak clasp in the shape of a hunting dog (200 gp).

F-9. SHRINE TO HARTHAGOA

This hidden room leads to tunnels below the fort. The elven trading guild once hid contraband or secreted precious items here, safe from encroachers, but Gregory Bonedeuce has transformed it into a hideous worship hall dedicated to Demogorgon's aquatic son Harthagoa, the Demon Below. Members of the Ring of the Kraken at the fort (Gregory Bonedeuce, Aeron Chambers, Inquisitor Vin and all of the six officers present) hold nightly services in this room. They pray for the success of their coup, and for the tentacles of their dark master to emerge from the sea and spread his sinister influence all along the Razor Coast.

A large dais, lit only by dozens of candles, occupies the west wall of this room. Atop the altar stands a statue of a kraken, a small candle set inside to give its eyes an unholy light. The kraken's tentacles reach along the walls of the room. Its gaping maw faces the center of the chamber.

If the PCs succeed in a DC 20 Perception check, they discover a pressure release within the kraken's maw that opens a secret trapdoor in the center of the room. The trapdoor leads to **Area S-21** (See **Chapter 4**), in the sewer tunnels below the fort.

F-10. WATCHTOWER (CR 8)

This 30-foot-high stone tower sports a spiraling stone stairwell reaching up from the base to the top watch area. Two 9-pound cannons ("long nines") face the sea to the East and North, with enough cannonballs and powder for ten shots. **2 Dragoons** always guard the doorway at the base of the tower. **5 Dragoons** and **2 Dragoon sorcerers** occupy the watch platform above, as well. They keep constant vigil over the courtyard and the sea.

In addition to their usual possessions, each Dragoon keeps two additional long-barreled muskets at the ready in the tower, and each sorcerer in the tower owns a spyglass. If they detect an intruder, they ring a large alarm bell located in the center of the watchtower to alert the rest of the fort – then attack.

Dragoons (7), male or female human Ftr3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics.

Dragoon Sorcerers (2), male or female human Sor4**:** CR 3; AC 11/11/10; SVS 2/2/5; MELEE rapier +2 (1d6/18-20); CMB +2; CMD 13; 26 hp; SPELLS (CL 4th): 2nd (4/day)—*glitterdust* (DC 14); 1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13); 0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic;* See the **Appendix** for full details.

F-11. BARRACKS (CR 13)

Tiered bunks capable of housing over 100 Dragoons fill this spacious hall. At any given time, only **40 Dragoons** are present here, along with **5 Dragoon sorcerers**.

Dragoons (40), male or female human Ftr3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics.

Dragoon Sorcerers (5), male or female human Sor4: CR 3; AC 11/11/10; SVS 2/2/5; MELEE rapier +2 (1d6/18-20); CMB +2; CMD 13; 26 hp; SPELLS (CL 4th): 2nd (4/day)—*glitterdust* (DC 14); 1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13); 0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic;* See the **Appendix** for full details.

F-12. STORAGE

This stone building houses blankets, boots, extra uniforms, socks and other amenities used by the Dragoons. It also contains four barrels of emergency grain, six casks of whale oil and extra lanterns in case of a night attack.

F-13. ARMORY (CR 7)

This is where the Dragoons keep all of their hand-held weaponry not currently in use. Within the PCs find 100 bolts, 50 chain shirts, 100 daggers, 20 heavy crossbows, 20 long-barreled muskets, 20 military pistols, 500 musket balls, 200 pistol shots, 20 powder horns, 40 rapiers, 10 suits of masterwork studded leather, and 60 suits of studded leather armor.

The armory door is made of heavy oak, locked (DC 25 Disable Device check) and guarded at all times by a **Dragoon sergeant** and **2 Dragoons**.

Locked Oak Door: Hardness 10; hp 30; Break DC 25.

Dragoon Sergeant, male or female human Ftr 6**:** CR 5; AC 17/11/16; SVS 10/3/3; MELEE mwk longsword +12/+7 (1d8+4/19-20); CMB +9 (+13 grapple); CMD 20; 64 hp; See the **Appendix** for full statistics.

Dragoons (3), male or female human Ftr 3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics.

F-14. POWDERHOUSE

These small, windowless stone buildings hold extra kegs of powder for both the cannons located around the fort and the guns of the frigates that dock below. Each powderhouse holds 10 large powder kegs and 20 smaller artillery team kegs. The powderhouses are always kept locked (DC 25 Disable Device check), and only the sergeants and officers carry keys.

Locked Heavy Oak Door: Hardness 10; hp 50; Break DC 30.

F-15. BRIG (CR 8 OR 10)

This is where Dragoons hold prisoners destined for the fort and criminals captured in town before exacting their punishments. Gregory Bonedeuce acts as judge, jury and executioner in all cases, unless a member of the Council of Elders directly intervenes and demands a trial for the accused.

> This large, dank room stinks of urine, feces and blood. The room contains a table, a chair and a few pots — all by the east wall — and a series of small 5-ft by 5-ft cells.

The gaoler, a lumbering half-orc named **Lorag,** occupies this area with **4 Dragoons**. He keeps a watch on the prisoners and torments them to his heart's content. Lorag, a savage monstrosity who fears nothing except the terrifying Inquisitor Vin, battles any intruders to the death.

Inquisitor Vin emerges from area **F-16** if he hears the sounds of combat and joins the fray.

LORAG CR 7

XP 3,200

Male half–orc barbarian 4/rogue 4

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 12, touch 8, flat–footed 12 (+4 armor, –2 rage)

hp 72 (8 HD; 4d12+4d8+28)

Fort +8, **Ref** +5, **Will** +5

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Spd 40 ft.

Melee mwk battleaxe +14/+9 (1d8+6/x3) or
Mwk light hammer +14/+9 (1d4+6)

Ranged mwk light hammer +8 (1d4+6)

Special Attacks rage (11 rounds/day), rage powers (intimidating glare, superstition +3), sneak attack +2d6,

STATISTICS

Base Statistics When not raging, Lorag's statistics are AC 14/10/14; SVS 6/5/3; MELEE mwk battleaxe +12/+7 (1d8+4/x3), mwk light hammer +12/+7 (1d4+4); hp 64; Str 18, Con 13; CMB +11, CMD 21; Climb +13, Swim +12

Abilities Str 22, Dex 10, Con 17, Int 12, Wis 9, Cha 16

Base Atk +7; **CMB** +13; **CMD** 21

Feats Diehard, Endurance, Iron Will, Power Attack

Skills Acrobatics +8 (+12 jump), Climb +15, Diplomacy +7, Escape Artist +8, Intimidate +14, Perception +12, Sense Motive +10, Survival +6, Swim +14

Languages Common, Orc, Giant

SQ fast movement, rogue talents (bleeding attack* +1, resiliency), trapfinding +2, uncanny dodge,

Other Gear masterwork battleaxe, masterwork light hammer, chain shirt

Notes The brutal Lorag enjoys nothing more than Intimidating his foes in combat. He attempts to flank any PCs engaged in combat with the Dragoons and make Sneak Attacks. He fights until he drops dead at -17 hp, thanks to his Diehard feat.

Dragoons (4), male or female human Ftr 3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics.

Cell #1

Harok McFarrows occupies one of the cells (CN male human commoner 3, Knowledge [local] +4, Profession [fisherman] +6). The poor man is quite mad. After watching his family torn apart by a shark-man, the authorities then told him he killed them himself and threw him in the brig to rot, pending execution, these past several weeks. Filth covers Harok, and he gibbers uncontrollably. It requires a DC 20 Diplomacy or Sense Motive check to calm him. Harok remains deadly silent for a few moments, then recounts the following:

I found him in the surf, near torn to pieces. I should have left him there for the crabs and gulls. I brought him to my cottage and set to cleaning his wounds. His chest was ripped apart real gruesome. Shark attack, and must have been as big as the Kraken itself to do the damage it did. I did what I could. Bandaged him up, but the wounds kept bleeding. I didn't think he would make the night.

Just after evenfall, I headed to the water to grab my nets. The moon was full and bright, and I didn't even need no lantern to see. I was gathering my nets when I heard the first scream from the cottage. Fear pounded into me, and my heart froze in my chest. Then I was running, running for my home and family. I burst through the door and saw my wife Charlotte on the table, almost torn in half. Her eyes were stiller than stone...

It was eating her. Sinking its white teeth into her open side over and over again, and pulling its mouth back all black and red with her blood. It was a shark, a black shark, but it was a man. It had three fingered hands and a huge fin sprouting from its broad back. Its head was mostly mouth. Row upon row of teeth. And eyes. Burning red eyes.

I screamed and ran for it. To stop it. Charlotte was dead, some part of me knew, but I couldn't stand there and watch the thing devour her like that. It roared as I charged and struck me with a balled fist. I remember my back feeling like it broke against the wall and my head exploding against the door frame. Then it's all dark. I woke here. They think I ate them. Maybe I am a shark, maybe we are all sharks inside.

And Jessica...little Jessica. What did I do with little Jessica?

Harok starts raving after he finishes his tale and nothing calms him again. If the PCs continue asking questions, he responds with "we'll all be sharks soon" over and over again.

In the event the PCs save Harok's daughter and present her to him, it restores his sanity, imposes a stay of execution, but does not free him from imprisonment. See **Chapter 2** and **Chapter 4** for more details of Harok's tale.

Cell #2

If **Falken Drango** did not escape custody, the PCs find him in a cell as well. He demands the adventurers free him, as he is completely fed up with Harok's ravings. The pirate insists he did not kill his crew and swears he intends to track down whoever did to make them pay. If let out of his cell, he immediately punches Harok in the face for having had to listen to the pathetic man's ravings.

Freed, he attempts to aid the PCs against any Dragoons, but he flees if the odds seem stacked against them. Falken wants vengeance and refuses to die before he can exact it. To repay them for springing him, Captain Drango may show up again later in the campaign to aid the PCs at a moment of dire need.

Falken Drango, male human Ftr 2/Rog 9: CR 10; AC 12/12/10; SVS 9/8/8; MELEE unarmed +11/+6 (1d3+3); SA sneak attack +5d6, stunning fist (2/day DC 17); CMB +11; CMD 23; 72 hp; See **Chapter 1** for full details.

Cell #3

If the Dragoons apprehended Milliauka in **The Mad Shaman Attacks** then he occupies a cell as well. Freed, the shaman thanks the PCs deeply and agrees to aid them in any way he might. The shaman knows the ancient story of Dajobas and believes the dark god rises again. The Tulita imparts this information to the PCs and assists them in any way possible to track servants of the Shark God. Milliauka listened closely to Harok's ravings, and he believes that the lunatic's shark-man must be the Chosen One of Dajobas. He fears for the rest of Harok's village.

On the loose and spurred to action by Harok's horrific tale, Milliauka organizes the Tulita by preaching the evil shark god's rise. Reminding the Tulita that this foreign power's destruction of the sea's other animal spirits makes Dajobas' return possible, Milliauka plants the seeds of unrest that allow the party to bring the Tulita into their fight against Bonedeuce and the Kraken (see **Chapter 7** for details).

Milliauka, male human (Tulita) Adp11: CR 9; AC 12/12/10; SVS 4/5/11; MELEE unarmed +4 (1d3–1); CMB +4; CMD 16; 51 hp; See **The Mad Shaman Attacks** for full details. Milliauka has none of his equipment.

2 Dragonsmoke Pushers, arrested by the Dragoons in the city, occupy these cells.

Cell #4

Dragonsmoke Pushers (2), male human Rog4: CR 3; AC 12/12/12; SVS 1/6/2; MELEE unarmed strike +3 (1d3 nonlethal); SA sneak attack +2d6; CMB +2; CMD 15; 18 hp; See **Dragonsmoke for Sale** for full stat block. These pushers have none of their equipment, armor or weapons.

F-16. INTERROGATION CHAMBER (CR 9)

This area is where unfortunate prisoners of the brig face brutal interrogation at the hands of Inquisitor Salem Vin.

> The walls of this chamber bear dark crimson stains. A wooden table stands in the center of the room with straps, manacles and chains fastened to it. On the wall perch a row of hooks and from each one dangles various instruments: scalpels, lashes, barbed whips, thumb screws and a rusted nutcracker. A small desk sits in the northwest corner with parchment, an inkwell, and several quills neatly organized on it.

Unless he was drawn to area **F-15** by the sounds of combat, Inquisitor Vin awaits the PCs here.

INQUISITOR SALEM VIN CR 10

XP 9,600

Male human fighter 2/expert 9

LE Medium humanoid (human)

Init +0; **Senses** Perception +22

DEFENSE

AC 16, touch 10, flat–footed 16 (+6 armor)

hp 84 (11 HD; 2d10+9d8+33)

Fort +9, **Ref** +3, **Will** +12; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Spd 20 ft. (30 ft. unarmored)

Melee mwk flail +10/+5 (1d8+1) or
unarmed +9/+4 (1d3+1) or
dagger +9/+4 (1d4+1/19–20)

Ranged dagger +8 (1d4+1/19–20)

STATISTICS

Abilities Str 12, Dex 11, Con 16, Int 17, Wis 19, Cha 19

Base Atk +8; **CMB** +9; **CMD** 19

Feats Alertness, Diehard, Endurance, Improved Unarmed Strike[B], Iron Will[B], Persuasive, Piratical Nerve, Power Attack, Skill Focus (Sense Motive)

Skills Bluff +18, Diplomacy +22, Handle Animal +14, Heal +18, Intimidate +22, Knowledge (history) +7, Knowledge (local) +14, Linguistics +17, Perception +22, Profession (interrogator) +18, Sense Motive +28, Swim +1

Languages Aklo, Aquan, Celestial, Common, Dwarven, Draconic, Elven, Giant, Gnome, Halfling, High Boros, Infernal, Old Tongue, Orc, Tulita

Other Gear masterwork flail, masterwork breastplate, dagger, heavy gray robes, and a bloodstained smock and gloves

Notes Salem relishes his work. As a man who enjoys pain himself, he delights in inflicting it on others. He also takes his job seriously, meticulously writing down everything his prisoners say under torture. He even notes their groans of agony and whimpers of pain. If disturbed by the PCs, they find him torturing one of the dragonsmoke pushers, and he does not take kindly to the interruption.

Tactics In combat, Salem goes after whichever opponent he thinks will experience the most pain, usually a spellcaster. Vin fights until dead at –16 hp (thanks to his Diehard feat) without any thought for his own safety, displaying no sign of pain from any wound.

Treasure

The only item of note in this chamber is a parchment on Vin's desk, which contains Harok McFarrows' story (see **Area F-15**) in writing.

F-17. Latrines and Bathhouse

This is where the Dragoons shave, make their toilet daily and take their weekly baths. The furrow in the floor of the latrines connects to **Area S-19** in the sewers below.

F-18. Tunnel to the Docks

This stone tunnel contains a slope broken up with small staircases and leads to **Area F-20** below the ridge. The tunnel is outfitted with several braziers and torches.

F-19. Firing Range

The Dragoons reserve this area of the courtyard for marksmanship practice. Straw humanoid dummies sit against the wall. Each dummy wears a bullet-ridden shirt and a bullseye painted in red on the chest.

F-20. Docks

Dragoon vessels – such as the *Albatross, Sea Snake,* and other sloops and frigates – dock at this landing when re-provisioning at the fort. The *Bonedeuce's Pride* most likely moors here unless the PCs found a way to trick the Commandant into taking his mighty warship out to sea.

CHAPTER FOUR

BENEATH AND NEAR PORT SHAW

"Th' citizens o' Port Shaw avoid th' sewers at all costs, 'n all manner o' horrible tales tell o' th' unnatural inhabitants within, but nah me. Nah wit' th' *Gallant* at me command. Now this here raft be th' *Gallant*. She may nah look like much, but th' *Gallant* can get ye through th' sewers much more safely than swimmin' or me name ain't Lester Farrows. 'N 'tis. Lester Farrows. That be me name. Cap'n Lester Farrows at yer service 'n thar ain't a scallywag alive better than me when it comes t' swimmin' around other folks' waste. Trust me. I know th' risks 'n th' ways. 'Tis wha' I do. Professional sewer pirate. At yer ser-vice."

- Cap'n Lester Farrows

Nearby Port Shaw

While Port Shaw is a bastion of commerce on an otherwise wild coast, the city is not without neighbors. Besides the Outskirts and Plantations surrounding the city itself – not to mention Blacksink Marsh, stretching to the north – small, independent fishing villages eke out survival north and south of the city. Because they are often the remnants of abandoned attempts to expand Port Shaw, village residents often resent their mother city. Further down the coast, numerous coves and inlets provide hideouts to the foolish, the contrary and the nefarious.

Outskirts

Stand-Alone Encounters

THE NIGHTSLINK MYSTERY — PART I (CR 9)

The PCs hear reports that a gang of toughs is harassing locals in the Outskirts, robbing merchants of goods and coin on the docks then demanding the local Tulita hide and house them. Calling themselves the Nightslinks, they intimidate their targets by boasting they are the crew of the dreaded Captain Falken Drango.

Background

The Nightslinks objectives are simple: they are stockpiling supplies and plan to seize a new ship for themselves. Currently, they stash their pilfered loot in crates hidden among the rocks surrounding the Port Shaw lighthouse. The renegade Nightslinks scour waterfront bars for talk of easy marks, easier gold, and rumors of a strong ship to seize.

Setup

Despite this apparent impossibility, the toughs are in fact whom they claim to be, stolen from Falken Drango's deck and transformed by Dalang Jalamar into bloodthirsty weresharks. At Dalang's command, these former Nightslink are now part of a 5th column of weresharks infiltrating Port Shaw in human form, preparing for the **Night of the Shark.**

However, all is not well within the enemy ranks, and *these* particular bloodthirsty weresharks plan to abandon Dalang and return to their piratical ways – only without their still-human former captain. While preparing to return to sea, they accidentally alert the PCs to their presence.

Action

If PCs have strong relationships with the Tulita, then when searching for the Nightslinks they need not look far. If the PCs are tied to the Dragoons in the minds of the local Tulita, the party needs to threaten or bribe folks to get some answers.

Either way, asking their Tulita contacts in the Outskirts about the Nightslinks quickly garners descriptions of a pair of strangers: the first stout with a long beard braided into six blood-soaked tips, dressed in a red and white striped shirt (Basel Barr); the other slender with a crooked nose, wearing a gaudy lace shirt and large dangling woman's earring (Branard the Blithe).

When an NPC in the Outskirts passes this description to the party, these two pirates happen to stand within earshot and turn violently. Pushing locals aside, they storm toward the PCs. "We're the Nightslinks, who's asking?!" Neither pirate cares for the adventurers' answers, and they immediately attack after the first reply.

BASEL (HUMAN FORM) CR 7

XP 3,200

Male human fel lycanthrope rogue 3/fighter 1

CE Medium humanoid (human, shapechanger)

Init +8; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

AC 20, touch 14, flat–footed 16 (+4 armor , +4 Dex, +2 natural)

hp 81 (11 HD; 7d8 plus 1d10 plus 3d8+25)

Fort +12, **Ref** +12, **Will** +7

Defensive Abilities 25% chance to ignore crits and sneak attacks, evasion, trap sense +1

OFFENSE

Spd 30 ft.

Melee *+1 rapier* +14/+9 (1d6/18–20)

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 8, Dex 19, Con 14, Int 13, Wis 14, Cha 10

Base Atk +8; **CMB** +7; **CMD** 21

Feats Acrobatic, Alertness, Great Fortitude, Improved Initiative, Iron Will[B], Power Attack, Skill Focus (Perception), Stealthy, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +22, Bluff +10, Climb +7, Escape Artist +14, Intimidate +10, Knowledge (local) +7, Perception +19, Sense Motive +4, Stealth +22, Swim +18

Languages Common, Orc

SQ alternate form, rogue talents (finesse rogue), shark empathy, trapfinding

Combat Gear *belt of dexterity +2, ring of counterspells (dominate person)*; **Other Gear** *+1 rapier, +1 light fortification studded leather armor, ring of swimming,* belt pouch with 98 gp, 37 sp, and a small gem worth 30 gp.

BASEL (HYBRID FORM) CR 7

XP 3,200

Male human fel lycanthrope rogue 3/fighter 1

CE Large humanoid (human, shapechanger)

Init +10; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

AC 21, touch 15, flat–footed 15 (+6 Dex, +6 natural , –1 size)

hp 92 (11 HD; 7d8 plus 1d10 plus 3d8+36); **DR** 5/silver

Fort +10, **Ref** +14, **Will** +7

Defensive Abilities evasion, trap sense +1; **DR** 5/silver

OFFENSE

Spd 30 ft.

Melee bite +13 (1d8+3), 2 claws +13 (1d6+3)

Special Attacks sneak attack +3d6

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

STATISTICS

Abilities Str 16, Dex 23, Con 16, Int 13, Wis 14, Cha 10

Base Atk +8; **CMB** +11; **CMD** 27

Feats Acrobatic, Alertness, Great Fortitude, Improved Initiative, Iron Will[B], Skill Focus (Perception), Stealthy, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +24, Bluff +10, Climb +11, Escape Artist +16, Intimidate +8, Knowledge (local) +7, Perception +19, Sense Motive +4, Stealth +20, Swim +22

Languages Common, Orc

SQ alternate form, rogue talents (finesse rogue), shark empathy, trapfinding +1

Combat Gear *ring of counterspells (dominate person)*; **Other Gear** *+1 rapier, +1 light fortification studded leather armor, gloves of dexterity +2, ring of swimming,* belt pouch with 98 gp, 37 sp, and a small gem worth 30 gp.

BASEL (ANIMAL FORM) CR 7

XP 3,200

Male human fel lycanthrope rogue 3/fighter 1

CE Large humanoid (aquatic, human, shapechanger)

Init +10; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

AC 21, touch 15, flat–footed 15 (+6 Dex, +6 natural , –1 size)

hp 92 (11 HD; 7d8 plus 1d10 plus 3d8+36); **DR** 5/silver

Fort +10, **Ref** +14, **Will** +7

Defensive Abilities evasion, trap sense +1; **DR** 5/silver

OFFENSE

Spd swim 60 ft.

Melee bite +13 (1d8+4)

Special Attacks sneak attack +3d6

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 14, Dex 23, Con 16, Int 13, Wis 14, Cha 10

Base Atk +8; **CMB** +11; **CMD** 27

Feats Acrobatic, Alertness, Great Fortitude, Improved Initiative, Iron Will[B], Skill Focus (Perception), Stealthy, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +24, Bluff +10, Climb +10, Escape Artist +16, Intimidate +8, Knowledge (local) +7, Perception +19, Sense Motive +4, Stealth +20, Swim +30

Languages Common, Orc

SQ alternate form, rogue talents (finesse rogue), shark empathy, trapfinding +1

Combat Gear *ring of counterspells (dominate person)*; **Other Gear** *+1 rapier, +1 light fortification studded leather armor, gloves of dexterity +2, ring of swimming,* belt pouch with 98 gp, 37 sp, and a small gem worth 30 gp.

BRANARD (HUMAN FORM) CR 7

XP 3,200

Female human fel lycanthrope ranger 4

CE Medium humanoid (human, shapechanger)

Init +7; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +21

DEFENSE

AC 21, touch 13, flat–footed 18 (+4 armor, +3 Dex, +2 natural, +2 shield)

hp 92 (11 HD; 7d8 plus 4d10+37)

Fort +16, **Ref** +14, **Will** +10

OFFENSE

Spd 30 ft.

Melee mwk longsword +11/+6 (1d8+1/19–20)

Ranged *+1 composite longbow [+1 Str]* +13/+8 (1d8+2/x3)

Special Attacks favored enemy (human +2), favored terrain (urban)

Ranger Spells Prepared (CL 1st; concentration +4)

1st—*longstrider*

STATISTICS

Abilities Str 12, Dex 16, Con 16, Int 10, Wis 16, Cha 8

Base Atk +9; **CMB** +10; **CMD** 23

Feats Alertness, Endurance, Great Fortitude, Improved Initiative, Iron Will[B], Point Blank Shot, Precise Shot, Rapid Shot, Self-Sufficient, Skill Focus (Survival)

Skills Climb +9, Heal +13, Knowledge (geography) +8, Knowledge (nature) +8, Perception +21 (+23 in urban terrain), Sense Motive +6, Stealth +13 (+15 in urban terrain), Survival +20 (+22 in urban terrain), Swim +9

Languages Common

SQ alternate form, shark empathy, track +2, wild empathy +3

Combat Gear *potion of haste, wand of cure light wounds* (33 charges), *wand of entangle* (9 charges); **Other Gear** *+1 composite longbow [+1 Str]*, 50 arrows, *+1 studded leather armor, +1 buckler, belt of dexterity +2, cloak of resistance +2,* belt pouch, 39 gp, 98 sp, gold bracelet (50 gp).

BRANARD (HYBRID FORM) CR 7

XP 3,200

Female human fel lycanthrope ranger 4

CE Large humanoid (human, shapechanger)

Init +9; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +21

DEFENSE

AC 20, touch 14, flat–footed 15 (+5 Dex, +6 natural, –1 size)

hp 103 (11 HD; 7d8 plus 4d10+48); **DR** 5/silver

Fort +14, **Ref** +16, **Will** +10

DR 5/silver

OFFENSE

Spd 30 ft.

Melee bite +12 (1d8+4), 2 claws +12 (1d6+4)

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

Special Attacks favored enemy (human +2)

Ranger Spells Prepared (CL 1st; concentration +4)

1st—*longstrider*

STATISTICS

Abilities Str 18, Dex 20, Con 18, Int 10, Wis 16, Cha 8

Base Atk +9; **CMB** +14; **CMD** 29

Feats Alertness, Endurance, Great Fortitude, Improved Initiative, Iron Will[B], Point Blank Shot, Precise Shot, Rapid Shot, Self-Sufficient, Skill Focus (Survival)

Skills Climb +12, Heal +13, Knowledge (geography) +8, Knowledge (nature) +8, Perception +21, Sense Motive +5, Stealth +7, Survival +21, Swim +12

Languages Common

SQ alternate form, shark empathy, track +2, wild empathy +3

Combat Gear *potion of haste, wand of cure light wounds* (33 charges), *wand of entangle* (9 charges); **Other Gear** *+1 composite longbow [+1 Str]*, 50 arrows, *+1 studded leather armor, +1 buckler, gloves of dexterity +2, vest of resistance +2,* belt pouch, 39 gp, 98 sp, gold bracelet (50 gp).

BRANARD (ANIMAL FORM) CR 7

XP 3,200

Female human fel lycanthrope ranger 4

CE Large humanoid (aquatic, human, shapechanger)

Init +9; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +21

DEFENSE

AC 20, touch 14, flat–footed 15 (+5 Dex, +6 natural, –1 size)

hp 103 (11 HD; 7d8 plus 4d10+48); **DR** 5/silver

Fort +14, **Ref** +16, **Will** +10

DR 5/silver

OFFENSE

Spd swim 60 ft.

Melee bite +12 (1d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks favored enemy (human +2)

Ranger Spells Prepared (CL 1st; concentration +4)

1st—*longstrider*

STATISTICS

Abilities Str 18, Dex 20, Con 18, Int 10, Wis 16, Cha 8

Base Atk +9; **CMB** +14; **CMD** 29

Feats Alertness, Endurance, Great Fortitude, Improved Initiative, Iron Will[B], Point Blank Shot, Precise Shot, Rapid Shot, Self-Sufficient, Skill Focus (Survival)

Skills Climb +12, Heal +13, Knowledge (geography) +8, Knowledge (nature) +8, Perception +21, Sense Motive +5, Stealth +11, Survival +21, Swim +20

Languages Common

SQ alternate form, shark empathy, track +2, wild empathy +3

Combat Gear *potion of haste, wand of cure light wounds* (33 charges), *wand of entangle* (9 charges); **Other Gear** *+1 composite longbow [+1 Str]*, 50 arrows, *+1 studded leather armor, +1 buckler, gloves of dexterity +2, vest of resistance +2,* belt pouch, 39 gp, 98 sp, gold bracelet (50 gp).

Notes While fighting, Basel and Branard shout things at the PCs: "Who sent ye? Th' Captain? Well tell 'im we be bloody well done wit''im!" or "We're nah goin' back t' Drango, he ain't one o' us anymore!" or "Ye 'n Drango 'n everyone who wants t' stop us fleein' this pit can go t' th' Shark or t' Kraken!"

Tactics Basel and Branard prove over-confident and begin their fight recklessly. Still, they attempt to remain in human form for most of the fight, only changing in the last few rounds as they become desperate.

After their defeat, Falken Drango can identify the bodies and confirm that these were once members of his crew. Searching Basel or Branard uncovers a shopping list of supplies, scrawled in grease pencil on a piece of ratty parchment. Some of the items are crossed off. A successful DC 25 Knowledge (nature) or DC 20 Profession check identifies the items as the sort one would need to outfit a ship for a long voyage at sea.

Set-Pieces

B-1. BARRETT'S BARNACLE (CR 3 – 8)

T' th' far north o' Tide, past th' last active pier, loot th' road northwest towards th' Outskirts. Ye'll hit Barrett's jus' as soon as th' road turns t' mud. It's in a moldy ol' warehouse, back from when someone thought that'd be a good spot ta add a cheap part o' town. Hah. Hahahaha. Cheap part o' town. That's th' funny bit. Part. Get it? Cheap part. Hahaahaha.

Converted from a warehouse into a seedy tavern called Barrett's Barnacle, this festering hole-in-the-wall sits at the edge of the Outskirts with its back against a neglected edge of plantation. Home to smugglers and scallywags aplenty, the Barnacle sits both close enough to Port Shaw and far enough away from prying eyes to shine like a beacon to the unscrupulous, the dishonored and slumming young aristocrats. The Barnacle exudes little charm and serves a particularly potent grog the proprietor calls "Barrett's Brew."

The rotted door of the Barnacle swings both ways on its hinges. This becomes apparent as a dwarf crashes out onto the porch. Rolling to a stop against a post, the dwarf vomits on himself without further delay. As the door creaks in and out, glimpses of the dark interior reveal several figures sprawled on the floorboards and a buxom but toothless serving maid stepping none too gingerly over the bodies. Her clogs grind fingers under heel and wedge in between ribs as she stomps to a nearby table.

The Barnacle is where PCs first encounter Port Shaw's underworld – and the cryptic Ring of the Kraken. Here they also meet Cap'n Lester Farrows, who they may employ to raft them through the main access tunnels of the sewers. See **Chapter 1** for more details on Lester.

Several dragonsmoke pushers often mix among the patrons (See **Dragonsmoke for Sale** in **Chapter 3**), and the PCs may interact with them in order to learn more about Bonegnaw's smuggling ring or about the **Midnight Deal** (**Chapter 3**) on the docks.

Setup

One of the chief pushers and smugglers in the city is Garreg Meldenbourne. Garreg is a particularly despicable waste of human flesh who barters with the savage gnoll brigand, Bonegnaw, trading dragonsmoke for orphans or Port Shaw's homeless. He kidnaps unfortunates off the streets at night and runs them to Bonegnaw's cove in his fishing sloop. Bonegnaw greatly appreciates this service. The gnoll eats some of these poor souls, feeds others to his girallons, and sells the rest to his contacts in the slaver rings across the sea.

Garreg is discreet about his business, but if the PCs get drunk with him he offers them dragonsmoke. Once toking with Garreg, a DC 20 Diplomacy check convinces him to tell the party exactly how he acquires his smoke. Garreg only trusts people who use dragonsmoke where he can see it. Most importantly, Garreg knows when and where the **Midnight Deal** is going down, and can lead the party to it if effectively coerced. Alternately, he can lead the party directly to Bonegnaw's Cove but gives up the **Midnight Deal** long before the Cove itself. Garreg also knows Barrett intermittently drags bodies into the buildings behind the Barnacle, and they never make it back out. He recalls some months ago – around when Archibald Noeliss disappeared – that Barrett dragged in a body wearing a blue cloak, but he does not know who that was. It was Archibald wearing the cloak of his office as high priest of Quell.

Garreg Meldenbourne, male human Rog6: CR 5; AC 16/13/13; SVS 2/8/3; MELEE short sword +5 (1d6/ 19-20); RANGED light crossbow +8 (1d8/19-20); SA sneak attack +3d6; CMB +4; CMD 17; 33 hp; See the smugglers stat block in **Chapter 3** for Garreg's full statistics.

Barrett himself appears a hulking, good-natured dwarf, if a bit taciturn, but the truth about the proprietor of the Barnacle proves disturbing. Barrett runs a grisly side business; namely, the discreet disposal of corpses for persons who don't want their victims washing up on beaches or discovered by Dragoons. Many of the city's shadier characters use Barrett's services, and the dwarf's disposal talents recently won both the favor of Gregory Bonedeuce and membership in the Ring of the Kraken.

Archibald Noeliss, former priest of Quell in charge of the resident Chapterhouse in Port Shaw, pried too deeply into Harthagoa's affairs and Bonedeuce ordered the Salty Dogs to off the priest. They delivered the body to Barrett, who disposed of it. In appreciation for the dwarf's tidy work, Bonedeuce inducted him into the Ring, making Barrett's services generally available to members.

Barrett disposes of bodies in a still behind the bar, dumping acidic effluvium into the neglected, marshy corner of one of Hargrove's sugar plantations. PCs may reach the still by entering the fields or navigate a secret passage from the Barnacle's cellar. A stairwell behind the Barnacle's bar leads to the cellar.

Troublemakers in the Barnacle will have their hands full, as 2d4 off-duty Dragoons carouse here regularly. They quickly step to Barrett's aid if the party threatens the dwarf.

BARRETT CR 6

XP 2,400

Male dwarf fighter 7/adept 1

CE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 10, flat–footed 16 (+6 armor); +4 dodge vs. giants

hp 82 (8 HD; 7d10 plus 1d6+32)

Fort +9, **Ref** +4, **Will** +6; +2 vs poison, spells and spell–like abilities; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Spd 20 ft.

Melee *+1 keen greataxe* +13/+8 (1d12+8/19–20/x3) or Unarmed strike +10/+5 (1d3+3)

Special Attacks +1 on attacks vs. orcs and goblinoids

Adept Spells Prepared (CL 1st, DC 12 plus spell level; concentration +3)

1st—*cure light wounds, protection from good*

0—*detect magic, purify food and drink, touch of fatigue*

STATISTICS

Abilities Str 17, Dex 10, Con 18, Int 14, Wis 15, Cha 12

Base Atk +7; **CMB** +10; **CMD** 20 (24 vs. bull rush and trip)

Feats Cleave, Improved Bull Rush[B], Improved Sunder, Improved Unarmed Strike, Lightning Reflexes, Power Attack[B], Weapon Focus (greataxe)[B], Weapon Specialization (greataxe)[B]

Skills Climb +7, Craft (ale) +6, Craft (metalsmithing) +13, Intimidate +12, Knowledge (local) +9, Perception +6 (+8 unusual stonework), Survival +9, Swim +14

Languages Aquan, Common, Dwarven, Gnome

Combat Gear 2 flasks of acid; **Other Gear** *+1 keen greataxe, +2 chain shirt*, key to still, black leather breeches and a heavy leather smock with burn marks and chemical stains

Notes Barrett is tall for a dwarf, with a flashing smile and playful green eyes. Often quiet, when he speaks he is decidedly calm and friendly. Barrett is the kind of person no one ever thinks capable of harming others. When violence breaks out, he remains calm and friendly, even as he pushes a PC into a vat of acid.

Dragoons (4), male and female human Ftr3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); CMB +4; CMD 16; 28 hp; See the **Appendix** for full statistics; these guards are not wearing their uniforms or guardsman's cloaks and are not carrying muskets, but they do have their rapiers).

Development

Once they know about the **Midnight Deal** going down at Crook Back Pier, the PCs might decide to bust up the deal themselves or take their information to the Dragoons. If they rat out the smugglers, they earn the favor of the Dragoons. If the party offers to assist in capturing the smugglers (see **The Midnight Deal** for details), then a patrol of Dragoons (4 Dragoons, a sergeant and a sorcerer) accompany the PCs on their mission.

This is an excellent in with Gregory Bonedeuce, who meets the PCs personally and offers them a reward dinner at the Kraken's Gullet for their part against the smugglers.

Alternatively, if the PCs have already sullied relations with the Dragoons (by helping Drango escape, protecting Milliauka, or otherwise committing crimes in Port Shaw), then reporting the smugglers activities and offering to help may vindicate them. In this event, Bonedeuce may pardon their past transgressions, because Bonedeuce is always looking for capable men to do his dirty work.

B-2. THE CELLAR

The cellar is dank and smells of brackish salt water. A DC 20 Survival check allows a PC to detect the hint of acid in the air. On the north wall behind some stacked barrels, a DC 20 Perception check reveals the hidden passageway to the basement of the still. A DC 25 Perception check locates an empty barrel with its bottom removed. This barrel covers the treasure Barrett collected from the people he murdered over the years.

Treasure

600 gp, a fake eye made from a sapphire of exquisite quality (500 gp), an emerald brooch (200 gp value), a silver and mother of pearl signet ring of the Church of Quell with the initials "A. N." engraved on the inside of the band (belonged to Archibald Noeliss, 200 gp), three pearl necklaces (100 gp each), and a thick gold bracelet (100 gp).

B-3. STILL

Barrett keeps his still locked up tight at all times. He cannot have any nosy adventurers poking about his lucrative business! A good quality padlock (DC 30 Disable Device) secures the oak door to the still, and Barrett and his half-orc assistant, Blister, carry the only two keys. A sign on the door proclaims "Dangerous alchemicals – keep out!"

Oak door: Hardness 5; hp 15; Break DC 25.

The lock is a padlock and can be damaged as well.

Steel padlock: hardness 15; hp 30.

If the party attempts to break-in, they risk drawing attention from Barrett and the other patrons in the bar. Allow him to attempt a DC 10 Perception check (unless the PCs come up with a creative way to bash in the door quietly). Break-in attempts invariably alert Blister, who works inside the still.

B-4. THE CASKING CHAMBER (ECR 3)

Once the PCs get through the door read or paraphrase the following:

> The scent of grog tinged with the burning, after-reek of some alchemical substance fills this spacious room. Over a dozen casks of ale stand by the south wall, and three huge open metal drums rest in the room's middle. A churning, bubbling sound echoes from within. Polished steel piping sprouts from the drums and curls in spirals, dripping condensation. A spigot extends from each pipe, extending over a pile of open barrels and casks against the north wall.

One of the drums contains freshly brewed grog yet to be barreled for sale. The other contains a deadly mixture of

powerful acids that Barrett uses to burn away every trace of the victims brought to his doorstep. If the wheel above the spigot on the drum containing acid is turned, the deadly substance sprays out in a 30 ft. cone. The acid continues to spray and the wheel jams. The entire drum empties in 5 rounds. Disabling this trap prevents the acid burst, allowing PCs to turn the spigot without danger.

ACID SPRAY TRAP CR 3

XP 800

Type mechanical; **Perception** (or Craft [alchemy]) DC 20; **Disable Device** DC 20

Trigger touch; **Reset** manual

Effect cone of acid (5d6 points of acid damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30 ft. cone)

If the PCs succeed at a DC 25 Perception check, they discover several small pipes behind the drums. A DC 15 Craft (alchemy) check tells them these pipes vent noxious gas, created by brewing acid, out the back of the still. If the PCs tamper with or break these pipes, the gas fills the room, forcing anyone present to attempt a DC 15 Fortitude save every round or take 1d4 points of Constitution damage. In addition, the gas proves highly flammable, and any open flame that ignites it results in a powerful explosion, destroying the still and dealing 6d6 points of fire damage on anyone inside and 3d6 points of fire damage to anyone within 30 ft. of the exterior (Reflex save DC 25 inside, DC 20 outside for half).

B-5. THE ACID VAT (CR 5 OR 7)

Blister and Barrett brew their acid and melt away bodies in the cellar beneath the still.

> The acrid scent, hanging in the air, assaults nostrils and sears throats. Above, a wrought iron landing starts at the west wall and extends out over the numerous vats resting on the floor ten feet below. The vats contain frothing blackish green liquids, which roil, and seethe, hissing like nests of angry serpents.

A small worktable rests on the landing, alchemical equipment strewn about it. A successful DC 15 Craft (alchemy) check determines that the equipment makes the powerful acids roiling in the vats below. Besides the equipment, several linen facemasks lie on this table. Acid fumes fill the room and every PC not wearing a linen face mask must succeed at a DC 13 Fortitude save every minute or take 1 point of Constitution damage.

Development

More than likely, Blister and possibly Barrett are both here when the PCs enter. If Blister detected the PCs entering the still above, he hides behind the trapdoor and stairs. Since the PCs have seen the secrets of the still, they cannot leave alive. If Barrett is with Blister, the two immediately attack. Blister sneak attacks with his crossbow and Barrett attempts to bull rush the closest PC off of the landing to an acidic doom below. Once engaged in melee, Blister attempts to flank whomever Barrett fights. Blister also attempts to tumble out onto the narrow section of the landing over the vats, where anyone fighting must succeed at a DC 15 Acrobatics check each round or plummet into the acid.

If the PCs enter the still while Barrett is busy tending bar, then Blister is probably alone – unless Barrett heard the PCs breaking in, in which case he rushes through the secret passage from the bar's cellar to the acid vat. If trapped alone, Blister waits until all the PCs descend. Then he uses a move action to bolt up the stairs to the Casking Chamber and takes a standard action to pull the trapdoor shut behind him, locking the PCs below.

With the PCs locked below, the half-orc turns a valve poking from the wall, pouring noxious fumes into the still, and then flees. Once at a safe distance, Barrett fires one of his *+1 flaming bolts* inside the still, detonating it. Any PCs inside the still (besides taking the damage above) must succeed at a Reflex save to avoid acid sprayed by the explosion.

If above, anyone who falls of the landing makes a DC 20 Reflex save to grab the edge, then a DC 15 Climb check on the following round to escape. Falling off after the explosion lands PCs in acid for 10d6 points of acid damage every round.

From the time Blister bolts, the PCs have three rounds to escape before he blows the still. A DC 25 Perception check on the 2nd round allows a PC to hear Blister turning the valve in the wall. A separate DC 20 Perception check reveals the secret passage, exiting the southwest wall of the casking room, which leads to the cellar below Barrett's Barnacle. The PCs may also attempt to run (DC 15 Acrobatics check) up to the trapdoor and smash it down (DC 20 Strength check), or hack through it and climb out

(DC 15 Climb check).

Trapdoor: Hardness 5; hp 15; Break DC 20.

BLISTER CR 5

XP 1,600

Male half–orc rogue 6

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 12, flat–footed 13 (+3 armor, +2 Dex)

hp 39 (6d8+12)

Fort +3, **Ref** +7, **Will** +2

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Spd 30 ft.

Melee mwk short sword +7 (1d6+2/19–20)

Ranged light crossbow +8 (1d8+1 plus 1d6 fire/19–20)

Special Attacks sneak attack +3d6

STATISTICS

Abilities Str 15, Dex 14, Con 12, Int 10, Wis 11, Cha 6

Base Atk +4; **CMB** +6; **CMD** 18

Feats Acrobatic, Stealthy, Weapon Focus (light crossbow)

Skills Acrobatics +13, Climb +11, Escape Artist +13, Fly +4, Intimidate +9, Perception +9, Sense Motive +9, Stealth +13, Swim +11

Languages Common, Orc

SQ rogue talents (bleeding attack +3, fast stealth, surprise attack), trapfinding +3, uncanny dodge

Other Gear masterwork short sword, light crossbow, 5 *+1 flaming bolts*, masterwork studded leather armor, thick leather gloves, a pouch filled with gold teeth taken from the corpses brought to the Barnacle (55 teeth, each worth 1 gp)

Notes Aptly named, Blister is about the ugliest half-orc in Port Shaw. The accidents he suffered assisting Barrett make him look like he is wearing a misshapen leather mask. His personality leaves much to be desired, as hurling a human being into a vat of acid is the only time he feels happiness. Blister giggles, snorts and slobbers as he watches them melt away into nothingness.

Treasure

Behind the small worktables A DC 15 Perception check discovers the white gold and sapphire Ring of Quell jammed in the gaps of the walkway. Archibald was not quite dead when they dumped his semi-conscious body into the acid, and just before his demise he hid the ring where his murderers could not defile it. White gold and sapphire *ring of swimming, improved* shaped like a crashing wave worth 12,500 gp

Down the Coast

Set-Pieces

FROM THE MOUTHS OF BABES (CR 5)

This encounter provides the PCs with an introduction to Dalang Jalamar's transformation as well as giving them a first-hand account of the terrible fate that awaits Port Shaw if no one stops the spread of Dajobas' Kiss. A bloody massacre took place in a small fishing village, Toe's Reach, outside of Port Shaw and the suspected culprit, a local fisherman named Harok McFarrows, awaits execution in Fort Stormshield for the murders. Some influential Port Shaw residents believe Harok didn't commit the ghastly crime. They're convinced that someone else is responsible for the grisly murders, and they need the PCs to prove Harok's innocence, find his missing daughter Jessica, and unmask the guilty party.

Synopsis

Investigating Harok's story, the PCs travel to the fishing village of Toe's Reach in search of Jessica, Harok's missing daughter. Deciphering the wreckage they find, the PCs track down Relgin, a terrified resident who tells them that a neighbor, following the orders of 'black man-shark', spirited Jessica away to lonely house further up the coast. Tracking Jessica to this location, they find her held prisoner by Grymmer Reefstead, now a wereshark, who attacks them. After rescuing Jessica, the party convinces Relgin to corroborate Harok's version of events, preventing his execution. In turn, this may leave the adventurers responsible for the well being of a seven-year-old child.

Setup

The PCs might begin their investigation by interviewing Harok in his cell at Fort Stormshield or by visiting the scene of the crime for clues. If the PCs opt to speak with Harok and have not established a good relationship with Gregory Bonedeuce or the Dragoons, they must infiltrate Fort Stormshield. See **Chapter 3** for more details on penetrating Fort Stormshield and Harok's account of the massacre (**Area F-15**).

Even after the PCs calm Harok down, he continues to frantically plead for any news of his missing daughter Jessica, but he reverts to stunned silence when asked to recall additional details of the massacre. As an aside, he also remembers that Jessica sang lullabies to "the injured man" as he "groaned and grimaced in pain." But that's all the broken-minded Harok recalls or articulates.

Action

Harok's cottage is a few hours walk from Port Shaw, and upon arriving at the ramshackle residence, the PCs bear witness to horrific carnage. Pools of dried blood, hunks of shredded flesh and gnawed bones litter the cabin's floor and walls. There's no sign of Jessica or anyone else in the two neighboring homes, which appear intact but deserted.

A DC 15 Survival check reveals a trail of dried blood that weaves its way back and forth from the water to two of three homes. When the PCs enter the home lacking a bloody trail, they find a slightly wounded man hiding beneath one of the beds.

Coiled in the fetal position, the man trembles violently, as drops of fresh blood oozes from scabrous gashes on his arms and shoulders. The man is Relgin McFarrows, Harok's cousin and the home's owner. He tells the PCs that he scraped himself brushing against the rocks while trying to escape the man-shark that killed his cousin's wife and abducted her daughter. Guilt wracks the traumatized man: he heard the commotion in Harok's place and rather than help his family, he fled the scene and hid in his house. Even while Dragoons dragged Harok away to his likely execution, Relgin cowered under his bed.

The PCs must snap Relgin out of his equal parts paranoid and catatonic state, then convince him that he can still help Harok and Jessica. With some coaxing, Relgin reluctantly reveals that he overheard the man-shark tell Harok's neighbor and lifelong rival, Grymmer Reefstead, to take the girl and keep her hidden until 'the basking' – whatever that means. Relgin also knows that Grymmer grew up in an abandoned fishing cabin a half-mile further up the coast.

Grymmer's family cabin is a dilapidated mess of warped wood and missing planks. Strips of raw bone, slivers of flayed muscle and puddles of dried, brown blood are strewn about the front porch and grounds. PCs peering through the holes in the wall see an ugly, burly man pacing nervously around the room, as a young girl rests peacefully atop a makeshift bed. When the PCs enter the building and confront Grymmer, the downtrodden angler and butt of Harok's jokes transforms into a wereshark and attacks them. As he fights, Grymmer boasts about Dajobas' glory and inevitable conquest of Port Shaw.

"His Chosen shall embrace Port Shaw in a blood-washed kiss!" Grymmer proclaims loudly. Jessica appears apathetic to the battle raging around her, dazed or in disassociated shock, content to meekly watch the bloodbath from her bed.

Grymmer Reefstead fel Lycanthrope (Human Form) CR 5

XP 1,600

Male human fel lycanthrope commoner 3

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

AC 13, touch 11, flat–footed 12 (+1 Dex, +2 natural)

hp 68 (10 HD; 7d8 plus 3d6+23)

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

OFFENSE

Spd 30 ft.

Melee dagger +7/+2 (1d4+1/19–20)

Ranged dagger +7 (1d4+1/19–20)

STATISTICS

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 14, Cha 10

Base Atk +6; **CMB** +7; **CMD** 18

Feats Alertness, Great Fortitude, Improved Initiative, Iron Will[B], Skill Focus (Profession: fisherman), Toughness, Weapon Focus (bite)

Skills Climb +9, Intimidate +8, Knowledge (geography) +2, Perception +19, Profession (fisherman) +11, Sense Motive +4, Stealth +8, Swim +5

Languages Common

SQ alternate form, shark empathy

Gear dagger

Grymmer Reefstead fel Lycanthrope (Hybrid Form) CR 5

XP 1,600

Male human fel lycanthrope commoner 3

CE Large humanoid (human, shapechanger)

Init +7; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

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

hp 78 (10 HD; 7d8 plus 3d6+33)

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

OFFENSE

Spd 30 ft.

Melee 2 claws +9 (1d6+4), bite +10 (1d8+4)

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

STATISTICS

Abilities Str 18, Dex 16, Con 14, Int 10, Wis 14, Cha 10

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

Feats Alertness, Great Fortitude, Improved Initiative, Iron Will[B], Skill Focus (Profession: fisherman), Toughness, Weapon Focus (bite)

Skills Climb +9, Listen +17, Profession (fisherman) +10, Spot +16, Swim +8

Languages Common

SQ alternate form, shark empathy

Gear dagger

GRYMMER REEFSTEAD FEL LYCANTHROPE (ANIMAL FORM) CR 5

XP 1,600

Male human fel lycanthrope commoner 3

CE Large humanoid (human, shapechanger)

Init +7; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

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

hp 78 (10 HD; 7d8 plus 3d6+33)

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

OFFENSE

Spd swim 60 ft.

Melee bite +10 (1d8+6)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 18, Dex 16, Con 14, Int 10, Wis 14, Cha 10

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

Feats Alertness, Great Fortitude, Improved Initiative, Iron Will[B], Skill Focus (Profession: fisherman), Toughness, Weapon Focus (bite)

Skills Climb +9, Listen +17, Profession (fisherman) +10, Spot +16, Swim +16

Languages Common

SQ alternate form, shark empathy

Gear dagger

Wrap-Up

After her rescue, Jessica appears disinterested even in a reunion with her father. A careful examination of the precocious youngster reveals bumps and bruises, but no overt sign of Dajobas' Kiss. Either still clinging to the last scraps of his humanity or simply from a twisted sense of perversion – or both – rather than kill and devour Jessica, Dalang Jalamar gave her the Kiss but deftly concealed it underneath her bumps and bruises. Dalang Jalamar never returned to Harok's house, or to Grymmer's safe house. His last act of mercy is a sign of weakness he longs to forget, as it makes him uncomfortable when confronted with it.

Only a PC who explicitly expresses the suspicion that Jessica's bumps and bruises might be false and then succeeds on a DC 25 Heal check, learns the truth.

Jessica's Fate

If her fel lycanthropy goes untreated, during the **Night of the Shark** Jessica transforms into a wereshark and attacks whomever she lives with in their sleep. She then seeks out and joins the nearest band of Razortooth Razors as a beloved mascot. As a wereshark who has tasted humanoid blood, Jessica searches relentlessly for Dalang Jalamar, the man who spared her life and endowed her with Dajobas' blessing, calling him "Father."

JESSICA MCFARROWS FEL LYCANTHROPE (HUMAN FORM) CR 3

XP 800

Female human fel lycanthrope commoner 1

CE Small humanoid (human, shapechanger, young)

Init +4; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

AC 13, touch 11, flat–footed 13(+2 natural, +1 size)

hp 46 (8 HD; 7d8 plus 1d6+8)

Fort +4, **Ref** +5, **Will** +6

OFFENSE

Spd 20 ft.

Melee dagger +5 (1d4-1/19–20)

Ranged dagger +6 (1d4-1/19–20)

STATISTICS

Abilities Str 8, Dex 10, Con 10, Int 10, Wis 14, Cha 10

Base Atk +5; **CMB** +4; **CMD** 13

Feats Alertness, Great Fortitude, Improved Initiative, Skill Focus (Perform: sing), Toughness, Weapon Focus (bite)

Skills Climb +7, Intimidate +8, Perception +19, Perform (sing) +9, Sense Motive +4, Stealth +7, Swim +11

Languages Common

SQ alternate form, shark empathy

Gear dagger

Jessica McFarrows fel lycanthrope (hybrid form) CR 3

XP 800

Female human fel lycanthrope commoner 1

CE Large humanoid (human, shapechanger, young)

Init +6; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

AC 17, touch 11, flat–footed 15 (+2 Dex, +6 natural, –1 size)

hp 54 (8 HD; 7d8 plus 1d6+16)

Fort +8, **Ref** +6, **Will** +5

OFFENSE

Spd 30 ft.

Melee 2 claws +7 (1d6+2), bite +8 (1d8+2)

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

STATISTICS

Abilities Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 10

Base Atk +5; **CMB** +8, **CMD** 20

Feats Alertness, Great Fortitude, Improved Initiative, Toughness, Weapon Focus (bite)

Skills Climb +7, Perception +17, Perform (sing) +9, Stealth +9, Swim +12

Languages Common

SQ alternate form, shark empathy

Gear dagger

Jessica McFarrows fel lycanthrope (animal form) CR 3

XP 800

Male human fel lycanthrope commoner 3

CE Large humanoid (human, shapechanger, young)

Init +6; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +19

DEFENSE

AC 17, touch 11, flat–footed 15 (+2 Dex, +6 natural, –1 size)

hp 54 (8 HD; 7d8 plus 1d6+16)

Fort +8, **Ref** +7, **Will** +4

OFFENSE

Spd swim 60 ft.

Melee bite +7 (1d8+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10

Base Atk +5; **CMB** +8, **CMD** 20

Feats Alertness, Great Fortitude, Improved Initiative, Skill Focus (Perform: sing), Toughness, Weapon Focus (bite)

Skills Climb +7, Perception +11, Perform (Sing +6), Stealth +8, Swim +3

Languages Common

SQ alternate form, shark empathy

Gear dagger

Notes Jessica's favorite dress is a blue smock her mother sewed tiny white flowers into, and she always wears a cowrie-shell necklace her father made for her.

Success

If the PCs defeat Grymmer and retrieve Jessica, Relgin finally realizes nothing he did could have stopped the rampage. Relgin reluctantly agrees to admit to his cowardice and corroborate Harok's version of events, which puts Harok's execution on hold. However, unless the PCs have a close connection to Gregory Bonedeuce the Dragoons refuse to release him. Instead, they promise to send the Fort Inquisitor to Toe's Reach to investigate further. Meanwhile, Relgin turns out to be an unfit drunk and the PCs are faced with how to see to Jessica's future well being. Seeking Zalen Trafalgar's help remains an option, as does hunting down Port Shaw's only orphanage – the same one secretly patronized by Jin (see **Chapter 4** for additional details).

Bonegnaw's Cove (CR 5 – 10)

The entrance to this small cove, located some miles east and down coast from Port Shaw's docks, lies recessed in the bluffs of a rocky stretch of shore between the Lighthouse and Nagshead Hill. It is nearly impossible to see from a passing ship and requires a DC 30 Perception check to notice the cove's entrance.

Long a well-kept secret of local pirates, a gnoll smuggler and slave trader of growing infamy named Bonegnaw recently claimed it. Now Bonegnaw's primary hideout, the gnoll stores mounds of dragonsmoke in the hidden cove and smuggles the drug into Port Shaw on nightly runs. Bonegnaw is also an avid slaver and finds peddling innocent humanoids an entertaining hobby. A love for strange magical beasts cements the gnoll's eccentricity, and he keeps many such animals as pets. Sometimes Bonegnaw feeds them his less valuable slaves.

The PCs may sail any ship smaller than a man-o-war into the cove. Alternately, they may sneak up the bluffs and attempt a DC 20 Climb check down the inner face into the cove. PCs who swim into the cove must succeed at a DC 15 Swim check or else the tide slams them against the walls of the entrance for 2d6 points of nonlethal damage and deposits them back outside the cove mouth.

C-1. LOOKOUT RIDGE (CR 6)

This small natural ridge rises 50 feet above the surface of the water. Here **three smugglers** keep a sharp watch on the cove's entrance. Unless the PCs sail into the cove with all light sources on their vessel doused, the smugglers see it and open fire. They also call out, alerting their fellow smugglers on the barge and on the *Dragon's Tail*. If PCs try to sneak in by climbing along the bluffs or swimming up the treacherous entry channel, call for opposed Perception vs. Stealth checks accordingly.

If the PCs happen across the cove accidently, sneak in aboard the refuse barge (see **Chapter 3** for details), or Garreg brings them here (see **Chapter 4**), then successful Stealth or Disguise checks bring them past these lookouts unnoticed.

Smugglers (3), male and female human Rog6: CR 5; AC 16/13/13; SVS 2/8/3; MELEE short sword +5 (1d6/ 19-20); RANGED light crossbow +8 (1d8/19-20); SA sneak attack +3d6; CMB +4; CMD 17; 33 hp; See **Chapter 3** for stats.

C-2. CHIMERA BARGE (CR 9)

On this wooden barge, kept floating off shore and away from the *Dragon's Tail,* an unfortunate **pair of smugglers** care for a caged **chimera**, the most recent addition to Bonegnaw's menagerie of magical beasts. The ornery creature already seared a few smugglers with its fiery breath and most stay clear of the north-facing bars of the cage. Bonegnaw ordered the other sides of the cage sheeted in 2-inch-thick iron plates.

If an intruder sails into the cove, the smugglers release the chimera. Once they have unleashed the chimera, the smugglers fire their crossbows. Because the smugglers feed it, they must succeed at a DC 15 (normally DC 20) Handle Animal check or the beast attacks them before attacking the intruders. If they succeed, it attacks the intruders immediately. After its release, if the PCs attack the chimera at any time, the creature concentrates on them for the remaining duration of the encounter.

Smugglers (2), male and female human Rog6: CR 5; AC 16/13/13; SVS 2/8/3; MELEE short sword +5 (1d6/ 19-20); RANGED light crossbow +8 (1d8/19-20); SA sneak attack +3d6; CMB +4; CMD 17; 33 hp; See **Chapter 3** for stats.

Chimera: CR 7; AC 19/10/18; SVS 9/7/6; SPEED 30 ft., fly 50 ft. (poor); MELEE bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4); SA breath weapon (6d8 fire, 20 ft. cone, Reflex DC 17 half); SPACE 10ft.; REACH 5 ft.; CMB +14; CMD 25 (29 vs. trip); 85 hp; See the *Pathfinder Roleplaying Game Bestiary* "Chimera" for full details. This particular chimera has a red dragon's head.

C-3. *DRAGON'S TAIL* DECK (CR 7)

The *Dragon's Tail* is a small cargo freighter on which Bonegnaw transports dragonsmoke and slaves. The ship currently anchors just off the sandy shore of the hidden cove.

Bonegnaw keeps his domesticated cockatrices on the deck of the *Dragon's Tail.* He owns **four cockatrices** in all, secured in cages scattered about the deck. **Four enforcers** guard the cockatrices. They release the beasts once they spot intruders and, if possible, engage PCs with their ranseurs.

Because Bonegnaw trained them, the enforcers must succeed at a DC 10 (normally DC 20) Handle Animal check or the beasts attack them before attacking the intruders. If they succeed, the birds attack the intruders immediately.

The cockatrices fight until reduced to 5 or less hit points and then fly out of the cove. A hatch in the deck leads down to the cargo hold. A crow's nest sits atop the mast in the center of the ship. A rope ladder hangs down from the crow's nest.

Wooden Mast: Hardness 5; hp 60; Break DC 25;

Cockatrices (4): CR 3; AC 15/15/11; SVS 4/7/2; MELEE bite +9 (1d4-2 plus petrification: Fort DC 12 or 1d4 Dexterity damage); CMB +2; CMD 16; 27 hp; See the *Pathfinder Roleplaying Game Bestiary* "Cockatrice" for full details.

Enforcers (4), male and female human Ftr6: CR 5; AC 15/12/13; SVS 8/5/3; MELEE ranseur +13/+8 (2d4+9/x3); CMB +10; CMD 22; 66 hp; See **Chapter 3** for stats.

C-4. *Dragon's Tail* Bridge

Large openings in each wall of this wooden chamber allow the helmsman to assess the surrounding sea. The wheel of the ship, along with a small table holding maps, charts, a compass and a sextant, are the only other items here. The maps and charts are accurate and detail both the Razor Coast and the sea beyond.

C-5. *Dragon's Tail* Crow's Nest (CR 5)

In the glorified bucket that serves as the *Dragon's Tail* crow's nest, a **smuggler** keeps watch on the ship from above. A rope ladder ascends to the nest from the deck below, but the smuggler severs it if intruders try to ascend. He peppers foes from his advantageous position during any conflict on the deck below.

Smuggler, male human Rog6: CR 5; AC 16/13/13; SVS 2/8/3; MELEE short sword +5 (1d6/ 19-20); RANGED light crossbow +8 (1d8/19-20); SA sneak attack +3d6; CMB +4; CMD 17; 33 hp; See **Chapter 3** for stats.

C-6. Cargo Hold

The hold below deck is filled with crates of dragonsmoke and the spoils from their sale.

Treasure

6,000 gold doubloons (gp) in 12 large sacks, four crates of dragonsmoke (1,000 gp street value each), a mechanical clock inlaid with silver with numerals carved from various colored gemstones (2,500 gp value), a complete set of fine china (200 gp value), and a set of exquisite quality silverware (100 gp value).

C-7. Beachhead (CR 9)

This sandy shore is where the smugglers relax when off duty, playing at dice and cards and engaging in contests of marksmanship with their crossbows. One of Bonegnaw's more dangerous pets also resides in the shallows just off shore. The savage **chuul** is an ally of the gnoll and attacks any PCs who near shore.

When the PCs enter the cove, **two smugglers and two enforcers** are resting on the beach with **Bonegnaw**. As soon as they are alerted to the presence of intruders, the smugglers and enforcers prepare for battle while Bonegnaw withdraws to **Area C-8**. There he can safely target PCs on the beachhead with his longbow from within the concealing dark of the cave, luring enemies in to his girallon pets.

Chuul: CR 7; AC 22/12/19; SVS 7/6/9; MELEE 2 claws +14 (2d6+7 plus grab); SA constrict (2d6+7), paralytic tentacles (Fortitude DC 19 or paralyzed for 6 rounds); SPACE 10ft.; REACH 5 ft.; CMB +15 (+19 grapple); CMD 28 (32 vs. trip); 85 hp; See *Pathfinder Roleplaying Game Bestiary* "Chuul" for detailed statistics.

Smugglers (2), male and female human Rog6: CR 5; AC 16/13/13; SVS 2/8/3; MELEE short sword +5 (1d6/ 19-20); RANGED light crossbow +8 (1d8/19-20); SA sneak attack +3d6; CMB +4; CMD 17; 33 hp; See **Chapter 3** for stats.

Enforcers (2), male and female human Ftr6: CR 5; AC 15/12/13; SVS 8/5/3; MELEE ranseur +13/+8 (2d4+9/x3); CMB +10; CMD 22; 66 hp; See **Chapter 3** for stats.

C-8. Girallon Cave (CR 10)

At this black opening in the rock, several human bones lie scattered inauspiciously. The dark inside the long cave does not hinder its girallon inhabitants thanks to their darkvision and scent ability. Additionally, Bonegnaw's darkvision allows him to fire unimpeded upon PCs, and his Precise Shot feat allows him to do so even after his girallons leap from their northern and southern niches to flank the lead adventurers.

Action

The **two girallons** leap from hiding and savage the first PC to pass their niches, fighting until slain. If a PC moves past the first line of stalactites, Bonegnaw pulls back to the next row of stalactites. If the PCs offer Bonegnaw quarter after reducing him to 10 or fewer hp, the gnoll surrenders. However, if they do not offer quarter, Bonegnaw goes down fighting.

Once he engages the party, Bonegnaw growls at the PCs "Ahr the Ring sent ye, did they? Well I give t' same answer, ye'll get yer cut over me cut and dead body!"

Girallons (2): CR 6; AC 18/12/15; SVS 9/8/5; MELEE 4 claws +10 (1d4+4 plus rend [1d4+6]), bite +10 (1d6+4); SPACE 10 ft.; REACH 10 ft.; CMB +12; CMD 25; 73 hp; See *Pathfinder Roleplaying Game Bestiary* "Girallon" for full statistics.

BONEGNAW CR 8

XP 4,800

Male gnoll ranger 7 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CE Medium humanoid (gnoll)

Init +5; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat–footed 16 (+5 armor , +3 Dex, +1 natural)

hp 84 (9 HD; 2d8 plus 7d10+34)

Fort +11, **Ref** +8, **Will** +6

OFFENSE

Spd 30 ft.

Melee mwk scimitar +13/+8 (1d6+4/18–20)

Ranged *+2 mighty (+4) composite longbow* +13/+8 (1d8+6/x3)

Special Attacks favored enemy (human +4, elf +2), favored terrain (urban)

Ranger Spells Prepared (CL 4th, concentration +6)

2nd—*spike growth*

1st—*longstrider, resist energy*

STATISTICS

Abilities Str 19, Dex 17, Con 16 Int 15, Wis 14, Cha 13

Base Atk +8; **CMB** +12; **CMD** 25

Feats Endurance, Improved Initiative, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Stealthy

Skills Climb +15, Escape Artist +5, Handle Animal +11, Heal +9, Intimidate +10, Knowledge (geography) +10, Knowledge (nature) +10, Perception +12, Profession (smuggler) +9, Ride +7, Stealth +17, Survival +12, Swim +14

Languages Common, Elven, Gnoll, Goblin

SQ animal companion, track +3, wild empathy +8, woodland stride

Other Gear *+2 mighty (+4) composite longbow*, 30 arrows, *+2 shadow studded leather armor*, masterwork scimitar, a sack filled with 25 obsidian statuettes carved in the shapes of all manner of strange beasts (25 gp value each)

Tactics Given the opportunity, Bonegnaw prepares by casting *longstrider* and *resist energy (fire)* on himself before the PCs enter. Bonegnaw hides behind the first of two lines of low stalactites at the middle of the cave, granting him cover and a +2 to his Reflex saves. The second line of stalactites lies 5' behind the first line and provides the same cover.

SCRAGGS, ANIMAL COMPANION CR —

XP —

Male hyena animal companion (*Pathfinder Roleplaying Game Bestiary* "Hyena")

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 13, flat–footed 14 (+3 Dex, +4 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Spd 50 ft.

Melee bite +6 (1d6+3 plus trip)

Bonegnaw Lies in Wait

STATISTICS

Abilities Str 15, Dex 16, Con 16, Int 2, Wis 13, Cha 6

Base Atk +3; **CMB** +5; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

SQ link, share spells

C-9. Slave Cave

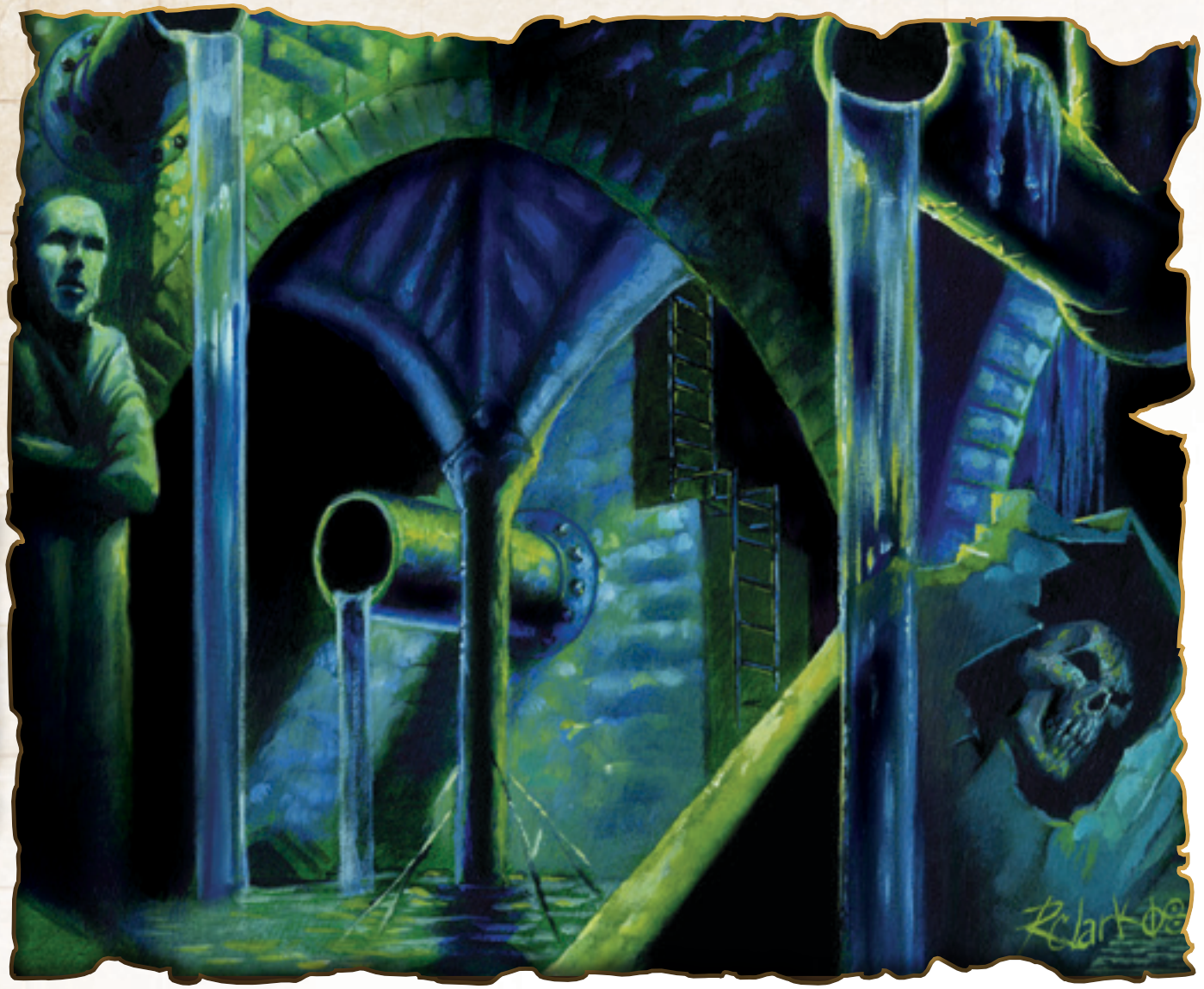
Bonegnaw packed this cave with 20 human and 4 elven slaves. Most of the humans are Tulita, as their lives on the Outskirts of Port Shaw make them easy targets. If the PCs free these slaves and return them to their families, the Tulita honor the PCs. If the Dragoons have not yet slain or imprisoned Milliauka (see **Chapter 3**), he becomes favorably disposed to the adventurers.

Beneath Port Shaw

The citizens of Port Shaw avoid the sewers at all costs, and all manner of horrible tales tell of the unnatural inhabitants within.

Background

Sixty years ago when indentured Tulita work crews began the arduous task of hollowing out the sewer system, they discovered the old escape tunnels to Blacksink Marsh. The elven merchant guild that constructed Fort Stormshield (**Section 6** on the **Sewer Map**) created the tunnels. They also found the naturally occurring caverns that comprise **Section 4** of the sewers and the ancient catacombs of **Section 7**. Tulita workers began to disappear in **Sections 6** and **7**, victims of outcast Karikanti – cannibal gatorfolk exiled to the caverns by their fellows – and the undead abominations of the catacombs.



Work on the sewers halted after nearly 30 Tulita workers lost their lives. While the newly placed foreign members of the Council of Elders cared nothing for the senseless deaths of the natives, they eventually decided further attempts to expand the sewers would waste time, not to mention good slave labor.

As a result, the sewers of Port Shaw remains woefully inadequate. While the brilliant design of its seawater intake system far outstrips most other cities' sanitation solutions, the insufficient size of the sewers causes numerous problems. Pockets of explosive sewer gas accumulate in tunnels, and drainage conduits often flood during high tide, blocking sewage from depositing into the once pristine, now cesspool-like Kai Bay. Pollution of the seawater in the harbor is only one of myriad concerns, although it is probably responsible for the deadly sewage-tainted water elementals that prowl the harbor and the tunnels below the city.

The Sewers Today

The Dragoons bar anyone from entering the sewers without their Writ of Official Business. This does not keep interested parties of adventurers from probing the murky depths below Port Shaw, chasing hastily discarded valuables or rumors of "lost treasures" left behind by either the elven merchant guild or former occupants of the catacombs.

Ancient historians willingly pay adventurers exorbitant fees for any information garnered from the catacombs. Many sages believe a powerful necromancer named Tarath-Vreen, one of the most fearsome lords of undeath the world ever saw, once stomped these chambers. They believe that in the old catacombs, a young Tarath-Vreen conducted all manner of macabre experiments before ascending to pure unholy god-force. Only from Tarath-Vreen's lost laboratories, they claim, could such horrific abominations as the necroworms grow. Abominations that infest the catacombs to this day, preying on curious fools seeking fragments of Tarath-Vreen's power.

In addition to Tarath-Vreen's undead leftovers, rumors hold the sewers home to a horror known to the common folk of the city as the Roachlord. Created when sewer pollution mixed with the magically tainted runoff from Vreen's catacombs, this revolting crossbreed between a cockroach and an ogre eats children abducted from the streets of Bawd District above its lair. The Roachlord's cockroach spies lead him to his favorite delicacy, and he emerges from the sewer entrance in this district nightly, as marked on the **Port Shaw Map**, to steal children back to his lair in **Sewer Section 3** – there to feast at his leisure. The Roachlord considers himself lord and master of his underground domain. He does not suffer intruders lightly, usually devouring them or feeding them, still alive, to his thousands of tiny subjects.

As if the undead and cockroach legions were not threat enough to the PCs, Karikanti outcasts from the Blacksink Marsh make their home in the caverns of **Section 6**. Criminals among their own people, the normal Karikanti and their clan leaders exiled these monstrous gatormen to the sewers through its outtakes. Amongst the filth of the sewers, these outcasts' depredations know no bounds, and they feed on any creature unfortunate enough to cross their path.

Finally, Harthagoa infested the sewers with his own agents, and these forces serve as an advance party for the Krakenfiend's imminent invasion. Their orders are to emerge from below the city and take by surprise any who resist. For now they also keep a close watch on the events in town and ensure for the Demon Below that none of his Ring of the Kraken dare disobey or double cross him. Harthagoa's band of skum spies inhabits **Section 1** of the sewers. His demonic advance force occupies **Section 2**, and a number of hideous monstrosities under his control reside

TO ENTER	GO TO THE SEWER GRATE AT THE	THE GRATE CONNECTS TO
Sewer Section 1	Docks between Silk and Bawd	Between S4 & S5
Sewer Section 2	Backroom of Sagacious Samuel's in East Silk	S15
Sewer Section 3	East-most end of the road between Bawd and Jade	S17
Sewer Section 4	Fort Stormshield, Area F-17	S19
Sewer Section 5	Big intersection on the western tip of Bawd	S24
Sewer Section 6	Middle of the road along Silk's western edge	S25
Sewer Section 7	Western section of Jade	S30

in the tunnels of **Section 4**, directly below Fort Stormshield. These insidious minions may report the party's activities in the sewers to the Krakenfiend or to members of the Ring in Port Shaw if they survive encounters with the PCs.

Entering through the Storm Grates

Adventurers may access the sewers through any of the storm grates located throughout Port Shaw. These grates drop the PCs into the sewer tunnels. However, seven storm grates are special and connect directly to important sewer sections. Refer to the table at the botton of the page.

Medium or larger characters cannot get through, but a Small-sized PC who squeezes through a storm grate and pathway with a successful DC 25 Escape Artist check only moves 10 ft. per round and suffers –2 on attacks, AC, and Reflex saves while shimmying through. There is a 1d4 chance that the shaft they are traveling through houses **8 dire rats**, which immediately attack any intruder.

Dire rats (8): CR 1/3; AC 14/14/11; SVS 3/5/1; MELEE bite +1 (1d4 plus disease [filth fever]); CMB -1; CMD 12 (16 vs. trip); 5 hp; See the *Pathfinder Roleplaying Game Bestiary* "Rat, Dire" for full statistics.

All other sewer entrances are large service access ways or flood drains, unless otherwise noted. Port Shaw keeps the iron grates on these gates locked at all times.

Additionally, the grates themselves prove dangerous.

Rusted iron storm grate: Hardness 5; hp 20; Break DC 25.

The old rusted ladders bolted into the sides of service shafts and flood drains are usable, but time and neglect have corroded their rungs. There is a 10% chance that when an adventurer descends a rung snaps, forcing the PC to succeed at a DC 15 Reflex save or plummet into the sewage below. A dip in the sewage causes a –4 penalty to any Charisma-based checks, and the unfortunate must make a DC 12 Fortitude save or become nauseated for 2 rounds and then sickened. The Charisma penalty and sickened condition remain until the individual leaves the sewers and cleans himself and his equipment. The monstrous denizens of the sewers are immune to these effects. This is in addition to the chances for contracting filth fever as described below.

Traveling in the Sewers

Within the sewers, adventurers must hold their light sources aloft or the filthy water douses their lanterns or torches. Additionally, fire-based light sources in the sewers prove unsafe, due to pockets of sewer gas which ignite if exposed to flame (see **Random Encounters** below)

Sound echoes strangely in the tunnels and PCs suffer a –5 to auditory Perception checks while below ground. In addition, the overwhelming stench of sewage reduces the range of any scent-based ability by 15 ft.

Additionally, If the PCs enter the sewers without first securing the services of Cap'n Lester Farrows, they must swim and wade through sewage in order to traverse the tunnels (barring *spider climb*, *fly* or other magical solutions). Every hour spent in the sewage results in an increased chance that the PCs contract filth fever (See "Disease" in the Pathfinder Roleplaying Game: Core Rulebook for details); add +2 to the save DC. For a PC with an open wound, the chance of contracting the disease increases by +4 each hour.

Once the PCs enter the sewers, read or paraphrase the following:

> Fetid air tinged with a caustic salt scent burns your nostrils, and the sewage here flows in a river 3 feet deep. A thick coating of fungal growth lines the walls. Where the fungus peels away, it reveals stone walls hewn out of the rocky coast itself, a task rumored to have taken decades and cost hundreds of Tulita laborers their lives.
>
> There is no source of light and the only sounds are the flow of the sewage, the dripping of water and the distant crashing of waves against the rocky shore.

If the PCs enter through the sea intake, they must succeed at a DC 20 Survival or a DC 25 Knowledge (engineering) check to determine their direction of travel and either head west (towards **Section 1**) or North (towards **Section 2**). From the sea intake, it takes 1 hour to swim/wade to **Section 1**, but only 15 minutes traveling on Cap'n Lester's raft. Without the raft, it takes 2 hours to reach **Section 2** from the sea, but only 30 minutes with it. Navigation within the sewers requires successful DC 15 Survival checks.

Getting Lost

Though the overview map indicates a series of straight passages, these are representative of the general direction of travel only. In fact these tunnels twist, turn, and double back on themselves regularly in a haphazard fashion. Failing any Survival check causes the party to lose their way for an hour among the twisting, turning, and intersecting tunnels. After one hour of wandering – which may include wallowing or swimming through sewage at risk of filth fever – allow them another check to find their way. If the PCs fail their second

check (and for every failed check thereafter) they wander for another hour and have a 50% chance of ending up in a different section of the sewers, thinking they have reached their destination.

Stand-Alone Encounters

Random Encounters, All Sections (CR 1 – 10)

Every hour the PCs spend in the sewers, consult the following random encounter chart – or simply choose an encounter you feel appropriate or dramatically interesting.

Table 4.1 – Random Encounters Traveling the Sewers

Roll d20	
1–4	No encounter
5	**CR 1** Common Shark
6	**CR 2** Dire Rats
7	**CR 3** Flammable Sewer Gas
8	**#7** (above) plus a monster
9	**CR 5** Giant Sea Snake
10	**CR 5** Ochre Jelly
11	**CR 7** Necroworms in Corpses
12	**CR 7** Skum
13	**CR 7** Quasit Commanding Dretches
14	**CR 7** Sewage Elementals
15	**CR 7** Greater Barghest
16	**CR 7** Invisible Stalker
17	**CR 7** Spectre
18	**CR 8** Bodak
19	**CR 10** Centipede Swarms
20	**RP** Crabman

Random Encounter Details

1-4. No Encounter

CR 1. The sea intakes sucked a **common shark** into the sewers. Now quite mad from the terrible pain inflicted by the water's low salinity, the shark is permanently frenzied. It attacks PCs as soon as it detects them.

Common Shark: CR 1; AC 12/10/11; SVS 5/7/2; SPEED swim 60 ft.; MELEE bite +3 (1d8+2); CMB +5; CMD 16; 14 hp; See the *Pathfinder Roleplaying Game Bestiary* "Shark," and apply the "Young" simple template.

CR 2. A pack of ravening **dire rats**, desperate for a meal, besets the PCs.

Dire rats (12): CR 1/3; AC 14/14/11; SVS 3/5/1; MELEE bite +1 (1d4 plus disease [filth fever]); CMB -1; CMD 12 (16 vs. trip); 5 hp; See the *Pathfinder Roleplaying Game Bestiary* "Rat, Dire" for full statistics.

CR 3. A pocket of **flammable sewer gas** floats down the tunnel. A DC 20 Survival or DC 25 Craft (alchemy) check allows the party to smell the gas before they reach the area of greatest concentration. If any source of flame makes contact with the area of greatest concentration, a 30 ft. diameter explosion fills the tunnel with roaring blasts of flame and deals 6d6 points of fire damage (Reflex DC 15 for half) on anyone in range.

As above, but the pocket of gas accompanies one of the encounters below. Roll again, ignoring a result of 1 through 6 or 20.

CR 5. A **giant sea snake** was sucked into the sewers by the sea intakes, rendering it confused, frightened and hungry. It attempts to swim close to the PCs and attack them from behind.

Giant Constrictor Snake: CR 5; AC 15/11/13; SVS 10/7/3; SPEED 20 ft., climb 20 ft., swim 20 ft.; MELEE bite +11 (1d8+10 plus grab); SA constrict; CMB +13; CMD 25; 59 hp; See the "constrictor snake" entry in the *Pathfinder Roleplaying Game Bestiary* "Snake, Constrictor" and advance the stats to 7 HD.

CR 5. A puddle of undetermined yellow muck, actually an **ochre jelly** floating amongst the sewage, suddenly lurches towards the PCs.

Ochre Jelly: CR 5; AC 4/4/4; SVS 8/-3/-3; SPEED 10 ft.; MELEE slam +5 (2d4+3 plus 1d4 acid plus grab); SA constrict, acid, split; CMB +4; CMD 7 (11 vs. grapple); 63 hp; See the *Pathfinder Roleplaying Game Bestiary* "Ochre Jelly" for details.

CR 7. **3 necroworms inhabiting corpses** roam the sewers searching for fresh bodies to drag to their queen's lair. One of them pretends to be a floating corpse, while the others conceal themselves below the surface of the sewage to ambush any investigating PCs.

Human Corpses, Inhabited by Necroworms (3): CR 2; AC 11/9/11; SVS 0/1/2; MELEE stinger +8 (1d4 plus inject acid) and +2 slam (1d6+1); CMB +2; CMD 13; 11 hp; See the **Appendix** for full details.

When attacks reduce the corpses to 0 hp, the necroworms emerge from the bellies of the dead and swim away. Necroworms deprived of their hosts only fight if further attacked.

Necroworms (3): CR 2; AC 18/16/13; SVS 3/6/3; MELEE stinger +8 (1d4 plus inject acid), bite +8 (1d4 plus 1d4 acid); SA inhabit corpse; CMB +1; CMD 16; 13 hp; See the **Appendix** for details.

CR 7. **6 skum** operatives of the Krakenfiend patrol the sewers, submerged and swimming. If the skum spot the PCs but remain undetected, they follow at a distance and observe the party, reporting their actions and skill at arms to Orthru in **Area S-4**. If the PCs appear to badly wounded, these skum close for the kill.

Skum (6): CR 2; AC 13/11/12; SVS 3/4/3; SPEED swim 40ft.; MELEE trident +4 (1d8+2); CMB +4; CMD 15; 20 hp; See the *Pathfinder Roleplaying Game Bestiary* "Skum" for full details.

CR 7. A group of Harthagoa's advance **dretch** soldiers, led by their self-important **quasit** captain, Takarliz, prowls the sewers for interlopers who might discover the Krakenfiend's plans. As soon as it detects the party, the quasit flies about freakishly, screaming "Attack!" Its dretch soldiers lumber toward the PCs, casting *stinking cloud* as they advance. The quasit turns invisible and just watches the battle unless it is attacked, in which case it flees. If the PCs destroy the dretches, the quasit reports the defeat to Vrina in **Area S-12**.

Dretches (5): CR 2; AC 14/11/14; SVS 5/0/3; SPEED 20 ft.; MELEE 2 claws +4 (1d4+1), bite +4 (1d4+1); CMB +2; CMD 12; SLA *cause fear* (DC 11), *stinking cloud* (DC 13), *summon* 1 dretch (35%); 18 hp; DR 5/cold iron or good; See *Pathfinder Roleplaying Game Bestiary* "Demon, Dretch."

Quasit: CR 2; AC 16/14/14; SVS 1/5/4; SPEED fly 50 ft. (perfect); MELEE 2 claws +7 (1d3-1 plus poison), bite +7 (1d4-1); SPACE 2 1/2 ft.; REACH 0 ft.; CMB +0; CMD 12; SLA At will — *detect good, detect magic, invisibility (self only),* 1/day—*cause fear* (DC 11); 18 hp; DR 5/cold iron or good; See *Pathfinder Roleplaying Game Bestiary* "Demon, Quasit."

Skum Surprised in Sea Cave

CR 7. A group of spontaneously-forming, **sewage-tainted water elementals** fall upon the party.

Medium Water Elementals (4): CR 3; AC 17/11/16; SVS 6/5/1; SPEED swim 90 ft.; MELEE slam +7 (1d8+4 plus disease); CMB +7; CMD 18; 30 hp; These water elementals are identical to the ones detailed in the *Pathfinder Roleplaying Game Bestiary* "Elemental, Water" with one exception: any PC struck by the elemental is exposed to filth fever (See "Disease" in the Pathfinder Roleplaying Game) for details.

CR 7. A **greater barghest,** drawn to the churning wastes of the sewers, happens upon the PCs and seeks to add them to the muck.

Greater Barghest: CR 7; AC 20/11/18; SVS 9/10/10; SPEED 40 ft.; MELEE bite +14 (1d8+6), 2 claws +14 (1d6+6); SPACE 10 ft.; REACH 10 ft.; CMB +16; CMD 28 (32 vs trip); SLA At will—*blink, invisibility sphere, levitate, misdirection,* 1/day— *charm monster (DC 18), crushing despair (DC 18), dimension door, mass bull's strength, mass enlarge*; 85 hp; DR 10/magic; See the *Pathfinder Roleplaying Game Bestiary* "Barghest, Greater" for full details.

CR 7. One of the more sinister denizens of the sewers, this **invisible stalker** seeks to destroy the party—and any other sentient beings in the sewer—by murdering stragglers. The invisible stalker follows the adventurers in its natural form (hard to detect among the sewage), and when it gets an opportunity to strike a lone and preferably wounded member of the party, it makes its move. If it kills the character, it hides the body under the sewage. The invisible stalker attempts to repeat the above tactic on the rest of the group.

Invisible Stalker: CR 7; AC 20/14/16; SVS 13/14/4; SPEED fly 30 ft. (perfect); MELEE 2 slams +12 (2d6+4); CMB +11; CMD 25; DEFENSIVE ABILITY natural invisibility; 80 hp; See the *Pathfinder Roleplaying Game Bestiary* "Invisible Stalker" for details, except alignment is NE.

CR 7. The **spectre** of a pirate, forced to flee into the sewers by Dragoons several years ago, materializes through a tunnel wall beside the PCs and attacks.

Spectre: CR 7; AC 15/15/12; SVS 4/5/9; SPEED fly 80 ft. (perfect); MELEE incorporeal touch +10 (1d8 plus energy drain [2 levels, DC 16]); CMB +6; CMD 21; DEFENSIVE ABILITY incorporeal; 52 hp; See the *Pathfinder Roleplaying Game Bestiary* "Spectre" for details.

CR 8. A victim of the **bodak** guarding **Area S-16** arises as a bodak himself and prowls the sewers. He seeks company in his dark fate.

Bodak: CR 8; AC 21/13/18; SVS 6/5/8; SPEED 20 ft.; MELEE 2 slams +9 (1d8+1); SA death gaze (1d4 negative levels, 30 ft., Fortitude DC 18 negates); CMB +8; CMD 21; 85 hp; DR 10/cold iron; See the *Pathfinder Roleplaying Game Bestiary 2* "Bodak" for details.

CR 10. A mass of **6 centipede swarms** suddenly appears out of drain tunnels above the PCs.

Centipede Swarms (6): CR 4; AC 18/18/14; SVS 5/7/3; SPEED 30 ft., climb 30 ft.; MELEE swarm (2d6 plus poison); SA distraction (DC 13); SPACE 10 ft.; REACH 0 ft.; CMB —; CMD —; 31 hp; IMMUNE weapon damage; See *Pathfinder Roleplaying Game Bestiary* "Centipede Swarm" for statistics.

A **crabman** sucked in by the sea intakes wanders the sewers. He is not interested in a fight, and plays it cautious if he detects the party's approach. Should the PCs direct the crabman back to the sea, he thanks them profusely and offers to repay them someday. See **Chapter 7** for more details on the results of befriending the crabman.

CRABMAN CR 2

XP 600

The Tome of Horrors Complete 125

N Large monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 9, flat–footed 16 (+7 natural, –1 size)

hp 22 (3d10+6)

Fort +3, **Ref** +3, **Will** +3

OFFENSE

Spd 30 ft., swim 20 ft.

Melee 2 claws +5 (1d6+3)

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

Special Attacks constrict 1d6+3

STATISTICS

Abilities Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 8

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17

Feats Alertness, Power Attack

Skills Climb +9, Craft (shell jewelry) +6, Intimidate +5, Perception +8, Sense Motive +2, Swim +11

Languages Common, Crabman

SQ amphibious

LEAVING THE SEWERS (CR 7)

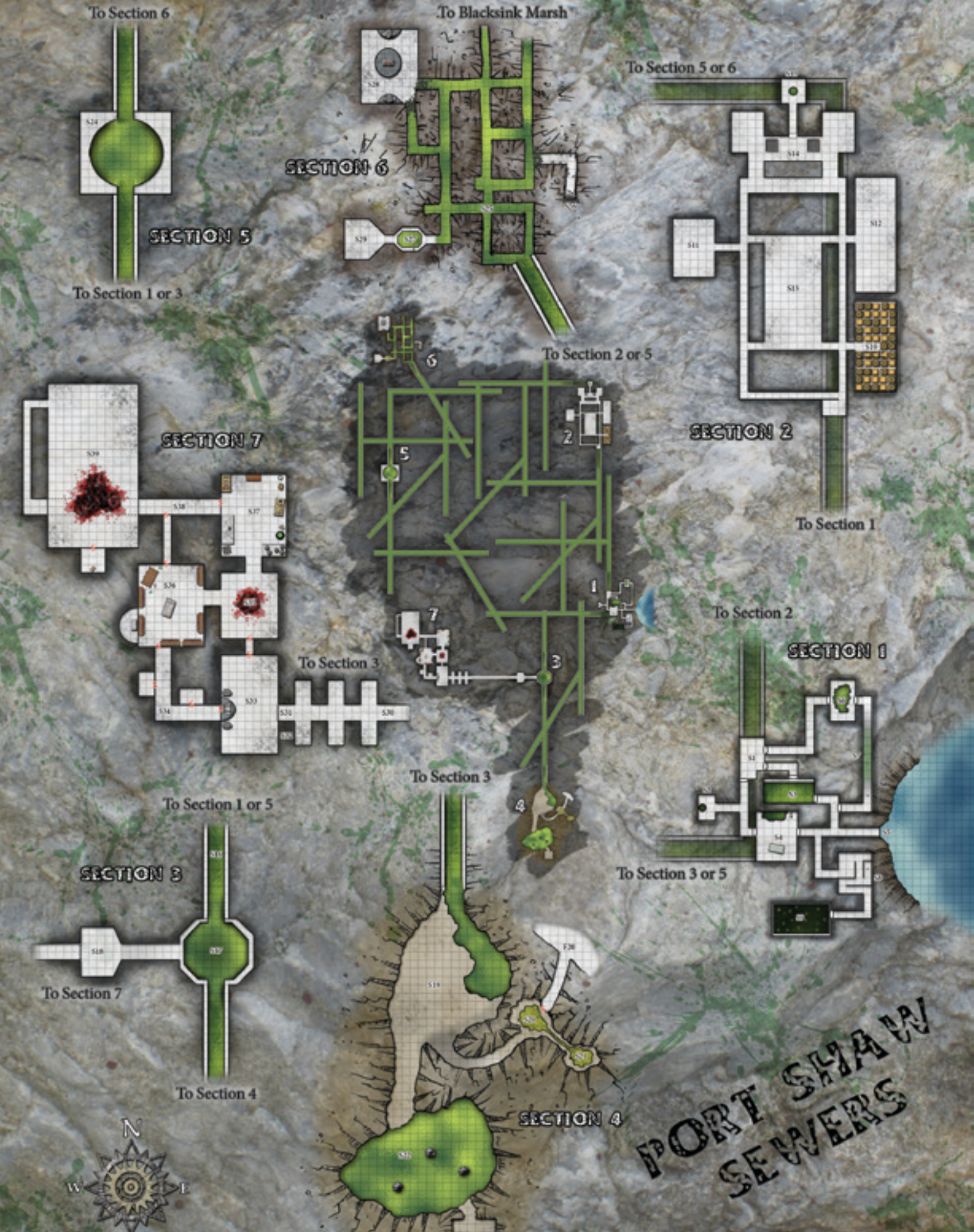
Eventually, the PCs exit the sewers through one of the egresses on the map. However, if Harthagoa's spies tracked their movements, said spies likely reported the adventurers' sewer excursion to Gregory Bonedeuce. At the GM's discretion, if the Ring of the Kraken knows the PCs forayed into the sewers and fears the party trying to hinder their preparations for the conquest of Port Shaw, they prepare a nice surprise for the PCs at their exit. Two patrols of Dragoons lie in wait for the characters and attempt to arrest them. If the PCs resist, the Dragoons use this as an excuse to murder them.

Dragoon Sorcerers (2), male and female human Sor4**:** CR 3; AC 11/11/10; SVS 2/2/5; MELEE rapier +2 (1d6/18-20); CMB +2; CMD 13; 26 hp; SPELLS (CL 4th): 2nd (4/day)—*glitterdust* (DC 14); 1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13); 0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic;* See **Appendix** for full details.

EDITOR'S NOTE: DIFFERENT GAME VERSIONS, DIFFERENT LISTS

Readers who have paid careful attention to both the 3.5 versions released in previews and this list may notice a few differences. These changes were necessary due to certain 3.5 creatures not being converted yet. Since these are just random encounters, we opted to find substitutes rather than using valuable development time (and using up precious document space) making converted versions. As GM, of course, you're free to substitute anything else you think is appropriate.

Chance Meeting With a Crabman


To Section 6
To Blacksink Marsh
To Section 5 or 6
SECTION 6
SECTION 5
To Section 1 or 3
To Section 2 or 5
SECTION 7
SECTION 2
To Section 1
To Section 2
SECTION 1
To Section 3
To Section 3
To Section 3 or 5
To Section 1 or 5
SECTION 3
To Section 7
To Section 4
SECTION 4
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PORT SHAW SEWERS

Dragoon Sergeants (2), male and female human Ftr6: CR 5; AC 17/11/16; SVS 10/3/3; MELEE mwk longsword +12/+7 (1d8+4/19-20); CMB +9 (+13 grapple); CMD 20; 64 hp; See **Appendix** for full details.

Set-Pieces

Each section of the sewers beneath Port Shaw is its own set-piece.

Sewer Section 1 — Ocean Access (CR 5 – 9)

Adventurers reach this section of the sewers from the sea intakes below a pier in the Docks District. From the intakes, it takes roughly 1 hour to swim to **Area S-1**, but only 15 minutes aboard Cap'n Lester's raft.

From **Area S-1** the PCs may travel to **Section 2** (45 minutes with the raft, 3 hours without) or continue toward the northwest to **Section 5** (15 minutes by raft, 1 hour without). The tunnel in **Area S-4** leads to a series of tunnels allowing the PCs to attempt a DC 20 Survival check to navigate southwest to **Section 3** (travel time 30 minutes by raft, 2 hours without).

Several skum spies of Harthagoa occupy the drainage chambers and tunnels of **Section 1**. They use this area as their base of operations in the sewers.

Large sewage pipes (not shown on the map) filled entirely with unbreathable sewage-tainted ocean water, connect half of **Section 1's** chambers while the chambers themselves contain breathable air. Consequently and unless otherwise noted, travel between the chambers of **Section 1** through these pipes west of areas **S-3**, **S-4** and **S-6** requires a DC 15 Swim check, and the PCs must hold their breath moving through these ducts.

S-1. Access Way

This small landing, inches above the surface of the sewage, leads to three separate portholes connected to other areas in this section.

> In the tunnel ahead, a raised landing sits inches above the sewage. In the wall sit three dark portholes: one facing south and two facing east. A dark yellow-green substance slicks the hewn stone landing in spots. This strange, mucus-like fluid also rims the porthole facing south, as well as the eastbound porthole closest to the south facing one. All three holes lead into darkness. The muted crash of waves echoes in the distance through the three tunnels.

The skum who pass in and out of the tunnels left the mucus while traveling through to spy on residents above. They do not often visit the pool of stagnant water in **Area S-6**.

S-2. The Scout's Pool

A skum scout keeps watch at this small pool. He constantly takes 10 on his Perception checks. If the skum notices any activity in the tunnel, he immediately swims through the aqueducts to **Area S-4**, warning Orthru and the other skum of the intrusion. It takes him only one round to reach **S-4**.

If the PCs venture down the small side tunnel to this chamber, they find nothing but a murky pool of water. If the scout just departed to warn Orthru, a DC 15 Perception or Survival check allows the PCs to notice that the water ripples strangely. If the check succeeds, the character knows someone, or something, dived into the pool a few moments before they entered the chamber.

If a character dives into the pool, they find the entrance to the pipes with a DC 20 Perception check.

Skum: CR 2; AC 13/11/12; SVS 3/4/3; SPEED swim 40ft.; MELEE trident +4 (1d8+2); CMB +4; CMD 15; 20 hp; See the *Pathfinder Roleplaying Game Bestiary* "Skum" for full details.

S-3. Emergency Drainage Chamber (CR 8)

The porthole approaching this chamber from the north is five feet above a ledge that runs along the east wall of the chamber. The porthole on the east side of the chamber is only one foot above the surface of a large pool of water that fills the room. This large chamber is used during storms or tidal waves to abet flooding in Port Shaw above. Pipes and ducts above this area redirect sewer water into the emergency drainage chamber, allowing more water from the streets to flow into the sewers. The skum use this chamber as a trap to rid themselves of any intruders.

> Water trickles from the many ducts above into a pool of water that occupies the entirety of the chamber. A ledge one foot above the water runs along the north wall. One porthole five feet above the ledge travels off into darkness, while another, one foot above the waterline, exits east.

Six skum rest on the chamber floor, 10 feet below the surface of the water. As soon as they discover the PCs, they surface in an attempt to lure as many as possible into the chamber. One skum does not surface, instead he waits until at least half the party enters the chamber, at which time he swims through the channel to Area **S-4** and pulls the release lever, immediately activating the trap. It takes

this skum one round to accomplish this task (move 30 ft. to **Area S-4**, standard action to trigger the trap). Once he pulls the lever iron hatches descend, sealing both portholes. Next, the trickles of water from the ducts above grow to forceful blasts of sewage, filling the chamber with water. The level of the water raises 5 ft. per round and submerges the chamber in 3 rounds. At the start of the 4th round, any PCs incapable of breathing underwater must begin holding their breath. Additionally, as the chamber fills, adventurers must succeed at DC 10 Swim checks every round to take actions amidst the turbulent influx of sewage.

After successfully triggering the trap, the skum retreat to **Area S-4** through the channel, sealing the hatch behind them to prevent backflow. The skum then wait 10 minutes before opening the hatch and sending four of their number to investigate (if less than four skum survived earlier battles, then they complete their ranks with skum from **Area S-4** – unless those too were slain).

Skum (6): CR 2; AC 13/11/12; SVS 3/4/3; SPEED swim 40ft.; MELEE trident +4 (1d8+2); CMB +4; CMD 15; 20 hp; See the *Pathfinder Roleplaying Game Bestiary* "Skum" for full details.

Iron Hatches: Hardness 15; hp 50; Break DC 20.

S-4. The Emergency Control Room (CR 9)

Orthru and **4 skum** reside here. They torture captives in this chamber, interrogating them for any information that may prove useful to the Krakenfiend.

> This large chamber is dry save a small 3-ft. deep pool of water against the north wall. East of this pool an iron lever, attached with chains to several pulleys, juts from the wall. Near the south wall rests a wrought iron table. Tunnels lead east and west. A pile of rocks sits in the southwest corner, while webs of dark green mucus completely obscure the southeast corner.

If warned of incoming danger by the scout in **Area S-2**, Orthru orders the skum to hide in the pool while he downs his *potions of shield of faith* and *invisibility.* He then withdraws into the southeast corner of the room. The skum in the pool wait for the PCs to enter the chamber and close the distance. When the PCs stand near the pool, the fishmen leap from the water and attack. Once his skum minions engage the PCs, Orthru joins the fray, moving to flank a PC and full attacking them the following turn to maximize his sneak attack.

Skum (4): CR 2; AC 13/11/12; SVS 3/4/3; SPEED swim 40ft.; MELEE trident +4 (1d8+2); CMB +4; CMD 15; 20 hp; See the *Pathfinder Roleplaying Game Bestiary* "Skum" for full details.

If any skum survive from **Area S-3**, the survivors comprise part of the skum contingent encountered here; so the PCs always fight Orthru plus 4 skum in good condition, never more. Any wounded skum that fled here from **Area S-3** avoid the fight. Either they cheer Orthru on or flee.

Orthru CR 8

XP 4,800

Male skum rogue 7 (*Pathfinder Roleplaying Game Bestiary* "Skum")

CE Medium monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +13 (+17 underwater)

Defense

AC 15, touch 13, flatfooted 12 (+2 Dex, +1 dodge, +2 natural)

hp 106 (9 HD; 2d10 plus 7d8+61)

Fort +7, **Ref** +10, **Will** +4

Defensive Abilities evasion, trap sense +2, uncanny dodge; **Resist** cold 10

Offense

Spd 20 ft., swim 40 ft.

Melee trident +13/+8 (1d8+5), claw +15 (1d4+7), bite +14 (1d6+7)

Ranged trident +10 (1d8+5)

Special Attacks sneak attack +4d6

Statistics

Abilities Str 20, Dex 15, Con 21, Int 10, Wis 8, Cha 8

Base Atk +7; **CMB** +12; **CMD** 25

Feats Alertness, Dodge, Multiattack[B], Power Attack, Toughness, Weapon Focus (claw), Weapon Focus (trident)B

Skills Bluff +11, Climb +11, Diplomacy +11, Knowledge (local) +8, Perception +13 (+17 underwater), Sense Motive +13, Stealth +14, Survival +4, Swim +25; **Racial Modifiers** +4 Perception and Stealth underwater

Languages Aboleth, Undercommon

SQ amphibious, rogue talents (bleeding Attack +4, surprise attack, weapon training), trapfinding +3

Combat Gear *potion of shield of faith* (+4 AC bonus), *potion of invisibility*; **Other Gear** *+2 amulet of mighty fists*

S-5. Emergency Sewer Entrance

This is where workers from Port Shaw access the emergency aqueducts. The passageway leading from **Area S-4** to the opening at **Area S-5** slopes steadily upward to

an opening below the piers in the eastern Docks district. The skum entered the sewers through this passageway, and they take their intelligence out to sea by exiting here and swimming through the harbor.

S-6. STAGNANT POOL (CR 4)

At the bottom of this stagnant pool of corrupted water, unbeknownst to the skum inhabiting this section of sewer, lies the thief responsible for stealing the scrimshaw whale jawbone depicting the coronation of the first war chief of the Tulita people. A fit final resting place.

The Jawbone of Kaho Ali'i

This jawbone depicts the coronation of the first Tulita war chief, Kaho Ali'i. It is a relic of immense value to the Tulita people, and its loss proved a significant blow to faith in the old ways. Armed with the *Jawbone of Kaho Ali'i*, charismatic Tulita leaders might inspire their people to greatness again. The jawbone is integral to the **Kiss of Dajobas** plot arc. While failing to find or keep the *Jawbone of Kaho Ali'i* in no way impedes that plot, consider encouraging the PCs to take the jawbone to the surface. A DC 15 Knowledge (history) or Knowledge (local) suggests the jawbone might be of value to sages, collectors, or the Tulita themselves. A DC 15 Appraise check notes the exceptional quality of the scrimshaw, executed in a style no longer practiced on the Razor Coast.

The stagnant pool of water at the center of this chamber reeks with corruption. The vile smell of decay hangs heavy in the air. The bloated, half-decayed body of a man, his face and hands now swollen to nearly twice their normal size, floats in the pool. Insects of all sorts creep over his body. In his hands he holds a swath of moldy cloth.

As soon as the adventurers disturb the body, a **centipede swarm** nesting in its insides erupts from the corpse's vacuous eye sockets and mouth. The swarm fills the area around the corpse and attacks the PCs.

Centipede Swarm: CR 4; AC 18/18/14; SVS 5/7/3; SPEED 30 ft., climb 30 ft.; MELEE swarm (2d6 plus poison); SA distraction (DC 13); SPACE 10 ft.; REACH 0 ft.; CMB —; CMD —; 31 hp; IMMUNE weapon damage; See *Pathfinder Roleplaying Game Bestiary* "Centipede Swarm" for statistics.

Treasure

The scrimshaw *Jawbone of Kaho Ali'i* is 2 feet long and weighs 25 pounds. This precious historical artifact means much to the Tulita people, reminding a once glorious and proud people of their former grandeur. If returned to the tribes on the Outskirts of Port Shaw, the Tulita prove extremely appreciative and offer to aid the PCs any way they can. If the PCs are interested in organizing the Tulita against the Krakenfiend's upcoming attack, this relic may sway the natives to their cause, especially if accompanied by a grand speech praising the Tulitas' former glory – a sufficiently rousing speech requires a successful DC 20 Diplomacy or Perform (oratory) check. Alternatively, PCs can sell the jawbone to a collector for 2,000 gp.

S-7. GAS IN THE PASSAGE (CR 4)

This long narrow tunnel is only 5 feet wide and descends sharply from the north and south, placing this passageway at a lower depth than the surrounding chambers and tunnels. A pocket of sewer gas collected in the center of the tunnel. Characters making a DC 20 Craft (alchemy) or Survival check notice the gas before they enter it. If any source of fire encounters the gas it explodes, filling the entire tunnel with flames and dealing 6d6 points of fire damage on all occupants (DC 20 Reflex save for half damage).

In addition, the explosion causes the east wall to cave-in, and seawater rushes to fill the tunnel. PCs in the passageway take 3d6 points of nonlethal damage (DC 20 Reflex save for half damage) and must make a DC 20 Swim check or start to drown. The water fills the entire passageway but does not flow past the higher elevation at either end.

Any explosion in this area attracts the attention of the skum in **Area S-3**, who argue amongst themselves at first, but eventually investigate after 5 rounds.

S-8. SKUM TUBES (CR 5)

The ceilings of these cramped masonry tunnels drip thick green slime. The slime also coats the walls. Three and half feet of rank black water mixed with a mucus-like substance flood this passageway as well.

Unless a PC chooses to Swim (DC 10) through the viscous slimy water, movement through this tunnel is laborious and reduced to half speed. Charging and tumbling are impossible.

Three slime-slick skum lurk beneath the surface of the water here, ambushing anyone who intrudes to prevent them from reaching the **Area S-9**.

Skum (3): CR 2; AC 13/11/12; SVS 3/4/3; SPEED swim 40ft.; MELEE trident +4 (1d8+2); CMB +4; CMD 15; 20 hp; See the *Pathfinder Roleplaying Game Bestiary* "Skum" for full details.

S-9. MUCUS PIT (CR 8)

The old bilge of some derelict freighter wallows here, filled with two feet of brackish fluid that might charitably be called water. Disgusting corpuscles of semi-solid slime the size of a cow float in the thick brine. The closest writhes on its own, and the shape of a face, its mouth agape in silent scream, pushes up from within the gooey green cocoon – followed by an outstretched hand, attempting in vain to claw its way to freedom.

One of Harthagoa's disgusting aboleth minions keeps watch on the circle of skum spies that inhabit this section of the sewers, and one of its repugnant responsibilities includes creeping in with high tide to cocoon human captives of the skum in mutating mucus. This loathsome chamber is where men become monsters.

There are fifteen cocoons here, each containing an unfortunate captive from Port Shaw's streets or docks above. Eight of these contain humans only placed a day ago, during the aboleth's most recent visit. Their physical changes remain relatively minor at present (webbed fingers, mouths molded shut, necks swallowed into their torso, etc.). If freed they eventually recover enough to survive, though are forever hideously deformed and treated as warped outcasts by the people of Port Shaw. Sadly, these pathetic victims never fully recover psychologically. Their minds tainted by the psionically charged sludge of the cocoon, the aboleth's warped dreams invaded them and plunged their minds into the spiraling depths of madness.

Four of these cocoons contain humans halfway through their transformations, and if freed, these half-fishy mutants die horribly, spasming in freakish agony as they gasp their last. Their lungs are unable to breathe air or water in their present state. Three of these four cocoons are nearly ripe, and the humans inside far enough along to be considered skum. One of the three has patches of human skin and veins meshed with slimy scales in places. Another has a normal nose and feet, and the last's human skin still shrouds its form, tearing free if attacked to reveal skum hide and features below. If they sense a threat, the **three newly minted skum** claw their way free, though it takes them one full round to do so. During this 'escape' round they are helpless.

Fortunately for the PCs, the aboleth is not present, drawn miles into the deep black on another alien errand of Harthagoa's design. It did not leave its mucus pit undefended, though. **Ularop** is one of the aboleth's champions. A sick twisted specimen of his bastard race, the towering skum's arms are unnaturally long, dragging down past his knees. Huge bulbs of writhing vestigial tadpoles grow from the freak's face, back and arms, and he constantly drools mucus-like slime. He keeps watch over the slaves in their cocoons, ever ready with his large bone harpoon to impale anyone ungrateful enough to scorn the aboleth's blessing by clawing free of the throbbing corpuscles before their transformation is complete.

ULAROP CR 7

XP 3,200

Male skum fighter 5 (*Pathfinder Roleplaying Game Bestiary* "Skum")

CE Medium monstrous humanoid (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +13 (+17 underwater)

DEFENSE

AC 19, touch 13, flatfooted 16 (+4 armor, +2 Dex, +1 dodge, +2 natural)

hp 80 (7 HD; 2d10 plus 5d10+40)

Fort +9, **Ref** +6, **Will** +7; +1 vs. fear

Defensive Abilities bravery +1; **Resist** cold 10

OFFENSE

Spd 20 ft., swim 40 ft.

Melee *+1 harpoon* +15/+10 (1d8+11/x3), bite +12 (1d6+5), claws +12 (1d4+5)

Space 5 ft., **Reach** 5 ft. (10 ft. with harpoon)

Special Attacks weapon training (spears +1)

STATISTICS

Abilities Str 20, Dex 15, Con 21, Int 10, Wis 12, Cha 4

Base Atk +7; **CMB** +13; **CMD** 25

Feats Alertness, Dodge, Improved Initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (harpoon), Weapon Specialization (harpoon)

Skills Intimidate +7, Perception +13 (+17 underwater), Sense Motive +3, Stealth +9 (+13 underwater), Swim +18; **Racial Modifiers** +4 Perception and Stealth underwater

Languages Aboleth, Undercommon

SQ amphibious, armor training 1

Other Gear *+1 studded leather armor, +1 harpoon*

Skum (3): CR 2; AC 13/11/12; SVS 3/4/3; SPEED swim 40ft.; MELEE trident +4 (1d8+2); CMB +4; CMD 15; 20 hp; See the *Pathfinder Roleplaying Game Bestiary* "Skum" for full details.

SEWER SECTION 2 — THE STOREROOMS (CR 6 – 11)

This area of the sewers, located below Silk District, is more highly elevated than the rest of the tunnels and stays mostly dry. PCs need not worry about contracting filth fever while in this section, as the 3-foot-deep flow of sewage does not pass through this region. For many years, these chambers served as emergency storerooms for grain and other supplies in case of a disastrous storm, earthquake, tidal wave or famine.

Now they are a den of demonic forces. Agents of the Krakenfiend in charge of spearheading his assault on the city anxiously await their part in Port Shaw's massacre. In place of grain and blankets for the relief of disaster, they filled the storerooms with alchemist's fire, with which they plan to bring on the mayhem. The Krakenfiend's scheme involves transporting the dangerous liquid through the sewers, igniting an alchemical explosion of epic proportions, and destroying a great deal of Silk District. Harthagoa's insidious agents bide their time here, waiting to set the fuse at the Demon Below's command.

The sewer tunnel from **Area S-1** runs beneath **Sewer Section 2**. From this tunnel, the party may enter the upper rooms of **Section 2** at two junctures. The first is a ladder in the small room south of **Area-S10**, where the sewer tunnel first crosses beneath the upper rooms. The second point of access is in **Area-S15**.

Alternately, the party can continue to travel past this section from the tunnel leading to **Area S-1**. The PCs may attempt a DC 20 Survival check to head west and then south for the most direct route to **Section 5** (travel time 15 minutes by raft, 1 hour without). The PCs may also attempt a DC 20 Survival check to depart this section along the tunnel leading from **Area S-15** west and then north to **Section 6** (they must travel by swimming/wading; travel time 1 hour).

S-10. STOREROOM OF FIRE (CR 8)

Agents of the Krakenfiend replaced the contents of this spacious storehouse (cracked corn, flour, rice and woolen blankets) with enough alchemist's fire to blow the Chapterhouse above it to oblivion.

Babau

Tightly sealed barrels with crates piled on top stack high to the 30-foot ceiling of this enormous stone chamber. A strong caustic alchemical smell mixed with the scent of cedar wood barrels fills the air. A tight space between the barrels is the only opening in the room, and it leads to the north wall.

To prevent a premature explosion at the hands of an overzealous dretch or by a bumbling party of adventurers, **2 babau** guard this chamber. Perched atop the barrels, they immediately leap down and attack any intruders. They also call for reinforcements from **Area S-12** with an Abyssal hiss. If the PCs reduce the babau to less than 20 hp, the demons immediately *greater teleport* to **Area S-13** to make their final stand with Vrina.

Babau (2): CR 6; AC 19/11/18; SVS 10/6/5; MELEE 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/×3), bite +7 (1d6+2); REACH 5 ft. (10 ft. with longspear); SA sneak attack +2d6; CMB +12; CMD 23; DEFENSIVE ABILITY protective slime (1d8 acid, Reflex DC 18); SLA (CL 7th) Constant—*see invisibility*, At will—*darkness, dispel magic, greater teleport,* 1/day—*summon* (1 babau, 40%); 73 hp; DR 5/cold iron or good; See *Pathfinder*

Roleplaying Game Bestiary "Demon, Babau" for full details.

Over the last two months, Vrina purchased all the alchemist's fire for sale in Jade District and filled the barrels in this room to the brim. Each barrel weighs 50 pounds, and Vrina and the babaus teleported them from the warehouse space she rented in Tide District to this chamber, one by one. She filled the crates on top of the barrels with nails and scrap metal.

Development

If the PCs open and expose any barrel of alchemist's fire to flame, it ignites and explodes, triggers a chain reaction, and sends fire and shrapnel hurling up through the ceiling and into the center of Silk District. Hundreds lose their lives. Anyone in the chamber when the barrels explode takes 24d6 points of damage, but can attempt a DC 25 Reflex save for half damage. The blast also levels the walls between **Area S-10**, **S-11**, **S-12**, **S-13** and **S-14**. Anyone in those areas takes 6d6 points of damage (DC 20 Reflex save for half). Half of any damage sustained is fire damage, the rest is from the shrapnel and debris. Another unfortunate side effect of the blast is that it releases the giant scorpion confined in **Area S-13**. The scorpion, angered from the blast, flies into a rage and attacks anything that moves. It then charges up the hole created by the blast to wreak more havoc in Port Shaw's Silk District.

S-11. ACCESS SHAFT (CR 7)

This tall room once extended to a disaster relief shelter in Silk District, above. They closed the shelter over 20 years ago and sealed the shaft entrance with brick and mortar, but the heavy chains and pulleys used to carry provisions up and down the shaft remain, making this the perfect quarters for **Glagoru**, a kyton cast out of the Nine Hells. Glagoru now serves Harthagoa instead of his devil masters. Glagoru tortures captives for information in this chamber, putting his chains to good use.

> This room appears to be a large shaft extending high up into darkness. The walls and floor bear dark stains. Numerous rusted heavy iron chains hang from above. Skulls and rib cages dangle from their hooked ends. The soft clinking and scraping of bone on metal echoes; the only other sound is a steady dripping. At the rear of the chamber, the grisly corpse of a human man hangs from three barbed chains.

If Glagoru detects the PCs' approach, he climbs 20 feet up the chains into the darkness above – in total silence. There he waits for the PCs to enter before using his dancing chains ability to attack the party with the rusted iron chains hanging in the chamber. If the PCs discover his presence, he leaps down amongst them to make use of his unnerving gaze and continues to attack with the chains. The kyton fights until slain, as he is well aware that Harthagoa does not reward defeat, and the punishment he faces from the Demon Below's tentacles far outstrips any death these adventurers can deliver.

Glagoru, male kyton: CR 6; AC 21/13/18; SVS 8/9/3; MELEE 4 chains +11 (2d4+2); REACH 5 ft. (10 ft. with chains); CMB +10; CMD 23; SA dancing chains (up to 4 within 20 ft.), unnerving gaze (30 ft., shaken for 1d3 rounds, Will DC 15 negates); 160hp; DR 5/silver or good; See the *Pathfinder Roleplaying Game Bestiary* "Kyton" for full details on Glagoru.

The corpse hanging from the chains is the unfortunate alchemist mentioned in **Chapter 2** for **Rumors and Whispers** concerning the vanished alchemist. He showed too much interest in Vrina's purchases and ended up in Glagoru's hands.

S-12. THE ADVANCE FORCE (CR 6)

This plain, empty stone chamber was once another storeroom similar to **Area S-10**. Now **15 dretches** and **3 quasits** lair here, the advance force of Harthagoa's army. If the dretches and quasits detect the sounds of combat elsewhere, they send a group of 5 dretches and 1 quasit to join in the battle. When the PCs arrive at this chamber, the remaining demons attack. The dretches fight to the death, while the quasits turn invisible and observe, attacking the most opportune targets (spellcasters and PCs close to death).

Dretches (15): CR 2; AC 14/11/14; SVS 5/0/3; SPEED 20 ft.; MELEE 2 claws +4 (1d4+1), bite +4 (1d4+1); CMB +2; CMD 12; SLA *cause fear* (DC 11), *stinking cloud* (DC 13), *summon* 1 dretch (35%); 18 hp; DR 5/cold iron or good; See the *Pathfinder Roleplaying Game Bestiary* "Demon, Dretch".

Quasits (3): CR 2; AC 16/14/14; SVS 1/5/4; SPEED fly 50 ft. (perfect); MELEE 2 claws +7 (1d3-1 plus poison), bite +7 (1d4-1); SPACE 2 1/2 ft.; REACH 0 ft.; CMB +0; CMD 12; SLA At will — *detect good, detect magic, invisibility (self only),* 1/day—*cause fear* (DC 11); 18 hp; DR 5/cold iron or good; See the *Pathfinder Roleplaying Game Bestiary* "Demon, Quasit".

S-13. MAIN STORAGE (CR 11)

In this area of the stores, Port Shaw stored most of the relief grain. Openings in every corner lead to the hallways beyond. Only a **giant emperor scorpion** occupies the room. Once long ago, this creature was a tiny scorpion, the pet of a rare animal dealer in Silk District. It escaped one day and found its way down into the stores. Strange magical

runoff from Sagacious Samuel's magic shop above dribbled into the sewers in **Area S-15** and mutated this scorpion into its current Gargantuan size. Unfortunately, the creature's sudden growth occurred while it lay dormant in this area, and now it is too large to leave. It feeds on leftover stores in this area, but its supply is running low.

When the demons moved in, they decided that the scorpion might prove useful to their advance assault, so they left it alive. Only the scorpion's stinger fits through the room's exits, reaching into the hallways beyond. The demons try to avoid the cantankerous insect's wrath, but despite their care, the scorpion splattered a couple of dretches to gory paste with a few well-placed plunges of its massive tail.

Any PCs passing the openings subject themselves to its stinger attack. The scorpion takes an attack of opportunity on anyone walking past the openings, and continues to attack anyone who stays in range (5 feet from the openings).

If the PCs enter this area, the scorpion attacks them with the rest of its natural weapons.

GIANT EMPEROR SCORPION CR 11

XP 12,800

Pathfinder Roleplaying Game Bestiary "Scorpion, Giant"

N Gargantuan vermin

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 19, touch 5, flat-footed 19 (–1 Dex, +14 natural, –4 size)

hp 184 (16d8+112)

Fort +17, **Ref** +4, **Will** +5

Immune mind–affecting effects

OFFENSE

Speed 30 ft.

Melee 2 claw +20 (2d6+12 plus grab), sting +20 (2d6+12 plus poison)

Space 20 ft.; **Reach** 20 ft.

Special Attacks poison

STATISTICS

Str 35, **Dex** 8, **Con** 24, **Int** —, **Wis** 10, **Cha** 2

Base Atk +12; **CMB** +28 (+32 grapple); **CMD** 37 (49 vs. trip)

Skills Climb +16, Perception +4, Stealth –9; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Sting-Injury; save Fort DC 27; frequency 1/round for 6 rounds; effect 1d4 str; cure 2 consecutive saves. The save DC is Constitution–based and includes a +2 racial bonus.

Editor's Note: Not Dying Down There

Most likely, the party tackles the sewers relatively early in the adventure, around level 7. The **necroworm queen** in **Area S-39** (CR 10) makes a nice capstone encounter for a party moving from 7th to 8th level. So why another almost random CR 11 encounter? Two reasons. The first answer is the classic: not all encounters should be fought. The second is the more important answer: your players may overlook something in the sewers or simply decide to return to them later in the adventure. Encounters like **S-13**, above, give the GM something to throw at higher level parties. With stubborn adventurers, GMs should consider toning down higher level sewer encounters or simply leaving them out until appropriate.

S-14. SECURE STORAGE (CR VARIES)

This area once contained more valuable goods - like casks of wine and ale – in cages designed to keep anyone from pilfering them. When the PCs enter read or paraphrase the following:

> This large chamber contains several boxes and crates. On the north side of the room, to either side of a heavy oak door, lie two large cages. A human woman wearing a tattered dress curls up in the west cage. She sobs quietly, her face beautiful despite several bruises and scrapes. She clutches the remains of her dress to her shapely figure.

The woman is **Vrina**, the succubus Harthagoa charged with organizing the advance force and obtaining the alchemist's fire for his explosive surprise attack. As soon as Vrina hears intruders, she *teleports* into the cage and waits. When the PCs come into the room, she cowers in fear and tells them the demons put her in the cage. She claims to be the daughter of an alchemist in Jade District, held captive in order to force her father to supply the fiends with cask upon cask of volatile alchemist's fire. She says her name is Talina.

If any of the PCs open the cell and go to her, she showers her savior with energy draining kisses. If she is attacked by anyone who realizes what she is, she battles the party with

her whip until reduced to 10 or less hp, after which she immediately *greater teleports* back to Kraken's Reef. Once there, she reports the PCs activities to Harthagoa. The Demon Below, angered by her failure, slays her as soon as she finishes reporting.

If the babaus teleported here after the fray in **Area S-8**, they are hiding behind the crates near Vrina's cage. If any of the PCs enter the cage, the demons leap from hiding and shut the cage door, trapping the PC inside with Vrina. The babaus then attack the rest of the party.

Vrina, female succubus: CR 7; AC 20/13/17; SVS 7/9/10; SPEED 30 ft., fly 50 ft. (average); MELEE 2 claws +11 (1d6+1); SA energy drain (kiss bestows 1 negative level, acts as *suggestion* to accept another, Will DC 22 negates *suggestion*); CMB +11; CMD 22; SLA (CL 12th) Constant—*detect good, tongues*, At will—*charm monster (DC 22), detect thoughts (DC 20), ethereal jaunt (self plus 50 lbs. of objects only), suggestion (DC 21), greater teleport (self plus 50 lbs. of objects only), vampiric touch,* 1/day— *dominate person (DC 23), summon (1 babau, 50%)*; 18 hp; DR 5/cold iron or good; See the *Pathfinder Roleplaying Game Bestiary* "Demon, Succubus" for statistics.

S-15. The Drainage Pipeline

This low chamber forces anyone over 6 feet tall to hunch while in it. Any characters standing over 6 foot 5 inches must treat the room as difficult terrain.

It is located directly below Sagacious Samuel's Magical Emporium, and Samuel's laboratory drips alchemical sludge from a shaft in the ceiling. A hole in the center of the chamber continues through the floor into the sewage tunnel below.

Any small PC can attempt to squeeze up from or down to the sewage tunnel (see **Entering the Sewers and Traveling Within** for details) through the hole in the floor.

They may also attempt to squeeze up the shaft in the ceiling, open the grate at the top and enter Sagacious Samuel's small lab. Anyone who successfully enters Samuel's lab finds he left 5 random potions and/or oils (roll on Table 15-2 in the Pathfinder Roleplaying Game, Chapter 15) on a small wooden table. They can snatch the potions and head back down the shaft to Area **S-15,** if they like.

Sewer Section 3 — Den of the Roachlord (CR 7 – 8)

This area of the sewers houses the horror known only as the Roachlord. Once a marauding ogre slave who found his way into the sewers, the monster became lost and eventually ended up polluted by the magical runoff from Sagacious Samuel's Magic Emporium. His body twisted and mutated into his current form – a large bipedal cockroach. From the sewage drain in **Area S-17**, the Roachlord ascends to the city streets on the edge of southern Tide District, at the easternmost end of the road splitting Bawd from Jade. From there he seeks out and kidnaps children, his favorite meal.

The tunnel leading from **Area S-17** heads further south to **Section 4** of the sewers. No skill check is required to travel this tunnel as there are no branches. The tunnel is long, though, and takes a half of an hour to traverse to the sewers below the fort. The tunnel departing west from **Area S-18** leads to Tarath-Vreen's catacombs (**Section 7** of the sewers).

S-16. The Roach Tunnel (CR 8)

This long narrow tunnel leads to the Roachlord's den. Tiny cracks and holes riddle the tunnel walls. Within the walls rest **4 roachlord swarms,** which guard the entrance to their master's lair. As soon as they sense movement in the tunnel, they scuttle out of hiding, pouring from holes and crevices to attack the enemy.

Roachlord Swarm (4): CR 3; AC 17/17/14; SVS 6/5/2; SPEED 20 ft., climb 20 ft., swim 20 ft.; MELEE swarm (2d6 plus disease); SA distraction (DC 14); SPACE 10 ft.; REACH 0 ft.; CMB —; CMD —; 33 hp; IMMUNE weapon damage; See the **Appendix** of this book for details.

S-17. The Roachlord's Chamber (CR 7)

This octagonal drainage chamber contains a 10-foot deep pool of black water at its center. If he detects sounds of battle in the roach tunnel, the Roachlord hides in the pool. He bursts out of the water to attack once the PCs enter.

> Several smaller drainage pipes empty into this octagonal room. At the room's center lies a black pool of runoff. Tunnels exit this chamber leading north, south and west.

The Roachlord CR 7

XP 3,200

Male unique creature

CE Large aberration

Init +7; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +16

Aura nauseating presence (DC 19)

DEFENSE

AC 21, touch 12, flat–footed 18 (+3 Dex, +9 natural, –1 size)

hp 104 (11d8+55)

The Roachlord

Fort +7, **Ref** +6, **Will** +11

Immune disease and poison

OFFENSE

Spd 40 ft.

Melee bite +13 (2d8+5 plus grab)**,** 2 slams +13 (1d6+5)

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

Spell–Like Abilities (CL 11th)

At Will—*summon roachlord swarm*

STATISTICS

Abilities Str 20, Dex 17, Con 18, Int 11, Wis 14, Cha 8

Base Atk +8; **CMB** +14 (+18 grapple); **CMD** 27

Feats Combat Reflexes, Improved Initiative, Iron Will, Toughness, Weapon Focus (bite), Weapon Focus (slam)

Skills Climb +27, Perception +16, Stealth +21, Swim +19; **Racial Modifiers** +8 Climb, +8 Stealth

Languages Giant

SPECIAL ABILITIES

Nauseating Presence (Ex): Anyone within 30 ft. of the Roachlord must succeed at a DC 19 Fortitude save or become nauseated by his horrific appearance and the disturbing sounds of his clicking mandibles and the chitinous armor around his joints**.** Anyone who makes their save is immune to the Roachlord's nauseating presence for 24 hours**.** The save DC is Constitution–based.

Summon Roachlord Swarm (Sp): The Roachlord may summon 1d4 swarms of cockroaches as a standard action at will. He can only control up to four swarms at any given time. The Roachlord is immune to the swarm damage and nauseating effect of any swarm under his control.

Notes The Roachlord is 9 ft. tall and covered in brown chitinous armor. Two large antennae extend from his grotesque insectile head. His mouth holds four barbed mandibles around an open maw. A scrap of a child's jacket hangs from one of his mandibles.

Tactics This disgusting creature immediately summons swarms of cockroaches to attack his foes and grapples the nearest opponent, tearing at them with his mandibles until they are dead. The Roachlord is not unintelligent, and he attempts to grapple spellcasters first to stop them from

bombarding him with magic.

Treasure

If the PCs search the water (DC 15 Perception check) they discover the grim remains of over 20 small children, along with an unconscious, dehydrated young girl. She is otherwise unharmed, but stress and exposure have rendered her senseless.

This lost child vanished on a trip to Tide District last month. A DC 15 Diplomacy or Knowledge (local) check locates the couple, who grant the PCs a reward of 500 gp for the safe return of their child and the destruction of the horrible creature that murdered so many.

S-18. The Entrance to the Crypts (CR 8)

The passageway leading to this chamber slopes steadily downward. When the PCs enter, read or paraphrase the following:

> The stonework in this large chamber differs from the rest of the sewers. Mosaic designs are set into the walls of the room and all sounds in the chamber produce ghostly echoes from the rock. Empty torch braziers, carved in the shape of skulls with their jaws wide, adorn the walls. A rusted iron gate bars an opening on the west wall of the room. An old rusted lock, chained in place, hangs between the bars.

On the opposite side of the bars, in the darkness sits a **bodak**, who waits for any unfortunate to try and open the gate. Charged with keeping intruders from Vreen's catacombs until the ancient necromancer's prophesied return, this bodak eliminates anyone attempting to enter the catacombs.

Locked Iron Gate: Hardness 10; hp 20; Break DC 20.

Bodak: CR 8; AC 21/13/18; SVS 6/5/8; SPEED 20 ft.; MELEE 2 slams +9 (1d8+1); SA death gaze (1d4 negative levels, 30 ft., Fortitude DC 18 negates); CMB +8; CMD 21; 85 hp; DR 10/cold iron; See the *Pathfinder Roleplaying Game Bestiary 2* "Bodak" for details.

The bodak stands on the inside of the gate and allows his death gaze to do its grisly business. It only resorts to attacking the PCs with slam attacks if they break through the gate.

Sewer Section 4 — Below Fort Stormshield (CR 4 – 7)

These natural sea caves served as emergency storage and escape tunnels for the elven merchant guild prior to their sale of the fort to Elder Hargrove. Now the Krakenfiend has populated these tunnels with a few of his servants to aid Commandant Gregory Bonedeuce in defending the underbelly of the fort.

If the PCs want to free any of the prisoners in the brig – for example, Falken Drango or Milliauka – entering through the sewers is much safer than trying to take the fort by storm.

The tunnels below Fort Stormshield mark the southern end of the sewer system. The only place for the PCs to travel from here is up into the fort from **Areas S-20** and **S-23**, or back the way they came.

S-19. The Sea Cave (CR 7)

> The roar of crashing waves echoes from the east side of this cavern, where a small wave pool splashes up from beneath the rocks. The waves echo the distant rush of the sea beyond.

This cavern's proximity to the sea is attested by a wave pool, which surges and ebbs with the flow of the tide, as well as the water stains on the walls. When the PCs enter, the tide is high and the pool fills a quarter of the chamber. Within the 10-foot deep water lies a team of **6 sahuagin** who serve as guardians of the caverns below the fort. These hideous shark-mawed monsters set a trap for intruders. At the bottom of the wave pool, they laid the treasure described below. PCs peering into the pool see the treasure from the pool's edge. The sahuagin hide behind natural rock formations in the pool. If the PCs enter the water, the sahuagin attack. If the party ignores the treasure and moves on, the sahuagin tail them from a distance and attack their rear at the outset of the party's next combat.

Sahuagin (6): CR 2; AC 16/11/15; SVS 4/4/4; SPEED 30 ft., swim 60 ft.; MELEE trident +4 (1d8+3), bite -1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2); SA blood frenzy (1/day when wounded, +2 Constitution, +2 Strength, -2 AC); RANGED crossbow +3 (1d10/19-20); CMB +4; CMD 15; 15 hp; See the *Pathfinder Roleplaying Game Bestiary* "Sahuagin" for full details.

Treasure

A silver chalice studded with diamonds (1,000 gp value) and a *pearly white ioun stone,* which gives off a soft glow, are visible from the pool's edge.

S-20. Cesspool (CR 7)

The passageway leading to this area from **S-19** slopes upward, rising in elevation. The passageway leading from here to **S-21** continues at a very sharp incline and requires a DC 15 Climb check to traverse, as sewage slicks the floor and walls. There is a secret passage located on the northeast side of the room that leads to **Area F-20**. If the fort is ever in dire danger of being taken in an attack – or if he needs to get to the *Bonedeuce's Pride* in a hurry without being seen – Gregory Bonedeuce uses this tunnel to escape (giving the mouthers a wide berth with his Acrobatics skill).

> This rock cavern reeks of feces and waste. A cesspool filled with sewage stands at the cavern's center, runoff flowing into it from a southeast passage.

The cesspool houses a pair of gibbering mouthers who feed upon the refuse. As soon as they spot the PCs, they gibber and try to trap nearby adventurers with their ground manipulation ability. They use the ability to reduce the muddy earth in the area around the cesspool to quicksand. They then attack with relish, anxious for a meal of something other than sewage.

Gibbering Mouthers (2): CR 5; AC 19/13/16; SVS 8/4/5; SPEED 10 ft., swim 20 ft.; MELEE 6 bites +7 (1d4 plus grab); SA blood drain (on successful grapple check after grab, 1d4 bite damage and 1 point of Constitution damage each round), engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering (free action, 60 ft. radius, *confusion* for 1 round, DC 13 Will save negates), ground manipulation, spittle (+6 ranged touch, 30 ft. range, blinds for 1d4 rounds, DC 18 Fortitude negates); CMB +3 (+7 grapple); CMD 16 (can't be tripped); 46 hp; DR 5/bludgeoning; IMMUNE critical hits, precision damage; See the *Pathfinder Roleplaying Game Bestiary* "Gibbering Mouther" for full details.

Sahuagin in Natural State

S-21. Latrine Drainage Shaft (CR 4)

This 5-foot-wide shaft leads up to the large drainage grate in the baths of **Area F-9** above (see **Chapter 3** for details on Fort Stormshield). A **centipede swarm** occupies the drainage shaft. The swarm attacks anyone ascending to the grate above.

Iron Grate: Hardness 10; hp 10; Break DC 20

Centipede Swarm: CR 4; AC 18/18/14; SVS 5/7/3; SPEED 30 ft., climb 30 ft.; MELEE swarm (2d6 plus poison); SA distraction (DC 13); SPACE 10 ft.; REACH 0 ft.; CMB —; CMD —; 31 hp; IMMUNE weapon damage; See *Pathfinder Roleplaying Game Bestiary* "Centipede Swarm" for statistics.

S-22. Lair of the Hydrodaemon (CR 7)

A **hydrodaemon** inhabits this cavern, trapped on the Material Plane after a planar rift sucked him out of the River Styx and deposited him off the Razor Coast. He now worships The Demon Below and serves him loyally. The hydrodaemon is sworn to keep intruders from the shrine in **Area F-9**.

Ten feet of seawater fills this sprawling cavern. Three rock formations extend from the depths up to the ceiling above. The soft sound of rippling waves washing over the rocky shore at the southern end of this chamber is the only discernable noise. A passageway on the western bank of the cavern leads off into the darkness.

The hydrodaemon rests on the far side of the easternmost rock formation, awaiting intruders who try to swim or fly across to the southern passage that leads to **Area S-23**. In combat, the daemon first summons an 8-HD water elemental to attack the PCs before joining the fray itself. It uses its sleep spittle on any foes within range and then leaps on the nearest character, clawing and biting.

Hydrodaemon CR 7

XP 3,200

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NE Large outsider (aquatic, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 19, touch 11, flat–footed 17 (+2 Dex, +8 natural, –1 size)

hp 66 (7d8+28)

Fort +9, **Ref** +4, **Will** +5

DR 10/cold iron or silver; **Immune** acid, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 17

Offense

Spd 20 ft., fly 40 ft. (average, see below) , swim 60 ft.

Melee 2 claws +10 (1d4+4), bite +10 (2d6+4)

Ranged sleep spittle +8 touch (sleep)

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

Special Attacks glide, rake 1d4+2, sleep spittle, *summon daemons*

Spell–Like Abilities (CL 9th)

At Will—*cause fear* (DC 13), *create water, deeper darkness, detect magic, desecrate, water walk*

2/day—*dimension door, greater teleport* (self plus 50 pounds of objects only), *summon monster VI* (only a Large 8–HD water elemental)

Statistics

Abilities Str 18, Dex 14, Con 18, Int 8, Wis 10, Cha 14

Hydrodaemon

Base Atk +7; **CMB** +12; **CMD** 24

Feats Alertness, Cleave, Improved Initiative, Power Attack

Skills Intimidate +9, Knowledge (planes) +9, Perception +12, Sense Motive +2, Stealth +8, Swim +22

Languages Common, Daemonic; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

Glide (Ex): A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet and average maneuverability. A gliding hydrodaemon can move at full speed (40 feet) and make a full attack, including two rakes.

Sleep Spittle (Ex): Once per round, and no more than five times per day, a hydrodaemon can fire a line of spittle to a range of 20 feet (no range increment). This requires a ranged touch attack. If successful, a target must succeed on a DC 17 Will save or fall asleep (as the sleep spell, caster level 9th) for 6 rounds. Sleeping creatures can only be awakened through magical means such as *dispel magic*. There is no HD limit to this effect.

Summon Daemons (Sp): Once per day, a hydrodaemon can attempt to summon another hydrodaemon with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

S-23. HIDDEN STOREROOM

This hewn stone chamber once served as extra storage space for the elven merchants who built Fort Stormshield. The chamber now lies empty, save for a ladder leading to the secret trapdoor in **Area F-9**.

SEWER SECTION 5 — ELEMENTAL CONFLUX (CR 11)

Most of the sewage of the city collects in this central drainage area before being shunted back out to sea. This is a reservoir of sorts, filled with raw filth. The PCs reach the conflux from several locations and depart to nearly any section of the sewers from here. The travel time to/from **Section 1**, **2**, or **3** is 15 minutes by raft or 1 hour without. As usual, a DC 20 Survival check is required to find the way, or the party becomes lost for one hour before receiving another check.

S-24. MAIN DRAIN (CR 11)

The immense amount of polluted sewage gathered here awakened the spirit of a powerful **elder water elemental**. Tainted with disease and decay, this mighty elemental now resides in this 60-foot-deep drainage reservoir. Most of the sewage in this chamber is part of the elemental.

> This enormous chamber appears to be some sort of great central drain. The ceiling extends 60 feet up and various drainage outlets along the conical ceiling pour their sewage down into a large circular pool at the center of the room. The stench of sewage assails and overpowers the senses.

As soon as the PCs enter the chamber, the elder water elemental rises from the pool, a towering mass of sewage. Its "eyes" – more like two deep impressions in the amorphous mass of waste that is its face – regard the PCs for 1 round as it drips sludge and muck. On the following round, if the PCs have not exited the chamber, the elemental savagely attacks, seeking to drive interlopers from its home.

Elder Water Elemental: CR 11; AC 24/15/17; SVS 14/18/5; SPEED 20 ft., swim 90 ft.; MELEE 2 slams +24 (2d10+10 plus disease); SA drench, vortex (DC 28), water mastery; REACH 15 ft.; CMB +28; CMD 45; 152 hp; DR 10/—; See the *Pathfinder Roleplaying Game Bestiary* "Elemental, Water" for further details. However, this elemental differs from the standard in one way: any PC struck by the elemental runs the risk of contracting filth fever (see "Disease" in the Pathfinder Roleplaying Game, Appendices).

SEWER SECTION 6 — THE KARIKANTI REFUGE (CR 9)

On the way to this section of the sewers, the carved tunnels slope steadily downward and eventually give way to natural caverns. These caves lead to the sewer outlets, which dump tons of Port Shaw's waste into the Blacksink Marsh everyday. The Karikanti reserve the most awful means of punishment for criminals of their tribes: they exile them into the mouth of the polluted sewage that infects their swamp. Such outcasts often seek refuge in these tunnels, where they eke out a terrible existence as scavengers.

Due to the lower elevation of this section and the increased flow of sewage, all of the tunnels located in the Karikanti Refuge run almost full to the top with sewage. Eight feet of sewage pours through the tunnels with only two feet between the surface of the water and the ceiling. The flow of the sewage is faster here, requiring a DC 15 Swim check every round. If a character fails the check, the sewage carries them 20 feet, by the shortest possible path, toward the outlet tunnel pointed toward the Blacksink Marsh. Adventurers who fail their Swim checks may attempt another on the following round.

Travel to this section is only possible from **Sections 5** and **2**. From either of these sections it takes 15 minutes by

Ravenkith's Map

raft to reach here, or 1 hour wading through the sewage. As always, PCs must succeed at a DC 20 Survival check to discern the correct direction of travel in the sewers. Otherwise, the party becomes lost for 1 hour before they can attempt another check.

S-25. THE SCOUT (CR 4)

A Karikanti keeps watch at this intersection. If he detects anyone in the water, he immediately swims to **Area S-27** to report incoming encroachers so that the gatorfolk there may prepare their ambush.

Karikanti: CR 4; AC 16/12/14; SVS 5/8/9; SPEED 30 ft., swim 40 ft.; MELEE slam +13 (1d6+4), bite +12 (1d6+2), tail slap +10 (1d8+6); SA death throes (5 ft. radius, 2d6, DC 17 Reflex half), drowning curse (free action, 1/day, 30 ft., -10 to Swim checks until removed. DC 16 Will save negates); CMB +12; CMD 24; 69 hp; See the **Appendix** for further details.

S-26. THE BURIED BARD (CR 7)

Durrell Ravenkith, favored bard of Pirate King Garr Bloodbane, fled Port Shaw through the sewer systems when word of his master's defeat reached town and the citizens attempted to round up anyone loyal to Garr. He almost made it to Blacksink Marsh when his torch ignited a pocket of sewer gas and caused a cave-in at this area. The collapse crushed him to death. Any PCs who agreed to dig up the bard's remains find him beneath the stone here.

Digging him out proves no easy matter. Luckily, the cave-in also stemmed sewage flow in the tunnel leading to this area, so the adventurers need not dig while inundated with fresh sewage. Pulling stones away from the site of the cave-in causes a second collapse on top of the PCs unless they succeed at a DC 15 Profession (mason) check. Also, it requires a DC 20 Strength check to move the largest boulder in the pile, which reveals the bard's smashed remains. The falling rock reduced his skeleton to bone shards. If the PCs gather the shards and bury them at sea, as per the bard's request, they lay Durrell Ravenkith to his final rest. In this event, during their climactic battle in the **Chapter 7** a ghostly aura plays around any PCs who helped Durrell's ghost, granting them a +4 morale bonus on all attacks and damage rolls for the duration of the battle.

Treasure

Of all his belongings, only Ravenkith's notebook survived, though still damaged. Sadly, water ruined many of the great sea chanteys he penned over the years. Just one scrap of a song remains as well as an old map (see **Handout #2**); however, this scrap of parchment proves much more than just a few quaint verses. The song contains an encoded course heading that leads to Garr Bloodbane's sunken treasure. Correctly combining the song and the map shows a way through shoals surrounding Pirate's Nest, and the last note of the song sits atop Bloodbane's sunken loot (see **Chapter 5** for details).

S-27. THE AMBUSH (CR 9)

Here the gatorfolk take pleasure in ambushing interlopers. The pathway leading to this chamber slopes upward, causing less sewage to flow here.

> A mere foot of rank sewage fills this hexagonal chamber, but a deeper pool lurks at the center. A winch with a crank stands by the southern wall. A chain extends from the winch and disappears into the dark murky pool of water at the room's center. Passageways lead east and west.

Five Karikanti (or six if the scout made it here to warn the others) lie below the surface of the water. The gatorfolk bide their time, waiting for the PCs to fully enter the room and crank the winch. Any PC who cranks the winch raises or lowers the chain. Raising the chain requires a DC 20 Strength check. After raising a few feet of chain, a chest appears directly below the surface of the water, but a large tangled knot in the chain stops the PCs from pulling the chest all the way up. Trying to grip the chain itself and pull up the chest is much more difficult requiring a DC 25 Strength check.

The Karikanti hope at least one PC swims out to the chest, and they hold their attacks until one does. If the PCs do not go for the trap, the Karikanti wait until the adventurers head south then emerge to flank them during the fight with Rrraog and his companions.

Karikanti (5): CR 4; AC 16/12/14; SVS 5/8/9; SPEED 30 ft., swim 40 ft.; MELEE slam +13 (1d6+4), bite +12 (1d6+2), tail slap +10 (1d8+6); SA death throes (5 ft. radius, 2d6, DC 17 Reflex half), drowning curse (free action, 1/day, 30 ft., -10 to Swim checks until removed. DC 16 Will save negates); CMB +12; CMD 24; 69 hp; See the **Appendix** of this book for full details.

Treasure

Sadly, the chest only contains 1,000 copper pennies (cp).

S-28. OLD SHRINE OF DAJOBAS (CR 9)

The Karikanti blocked off the two entryways to this chamber with piled rocks. The gatorfolk's culture is as old as the Tulitas', and they are well aware of the dangers of trifling with the Shark God – it earned them their dark

curse. Superstitions aside, they also fear the **2 Razortooth Guardians** in this area. Removing the rubble takes a DC 20 Strength check.

This chamber is not natural, and the walls appear constructed from blocks of stone. It is possible that a past earthquake buried this stone building, so obviously constructed to stand above ground. At the center of the chamber stands an ornately carved altar bearing ocean designs and ringed with shark's teeth pointing toward the ceiling. The teeth give the altar the unsettling appearance of an enormous shark's open maw.

On the north and south walls of the room stand huge statues from a taxidermist's nightmare. Neck down they are human, hulking bodies stitched together from multiple corpses. Sewn directly onto their shoulders are large sharks' heads, with their razor-toothed maws pried wide open.

A broken skeleton lies on the floor at the altar.

These Razortooth Guardians protect this ancient shrine from defilers, and the constructs immediately attack any PCs who enter. They fight until slain. A successful DC 20 Knowledge (nature) or Knowledge (local) recognizes the shark's teeth on the altar as belonging to a species found in great numbers off both Beacon Island and the Isle of Maht.

Razortooth Guardians (2): CR 7; AC 20/8/20; SVS 3/2/3; MELEE 2 slams +13 (2d8+5), bite +13 (1d8+2); CMB +15; CMD 24; DEFENSIVE ABILITY Immunity to Magic (immune to any spell or spell-like ability that allows SR except: cold and fire damage *slows* the Razortooth Guardian for 2d6 rounds [no save], electricity damage removes *slow* and heals 1 point for every 3 points of damage [no save]); 79 hp; DR 5/adamantine; constructs identical to flesh golems in every way (see the *Pathfinder Roleplaying Game Bestiary* "Golem, Flesh"), except they add a bite attack (+13 melee, 1d8+2 points of damage) to their full attack option.

After the fray, any PCs who examine the writings on the altar may attempt a DC 20 Linguistics check. Success allows them to discern the following: "Dajobas, Great Shark of the Deep, Eater of Worlds. Arise Dajobas and drink the blood of this Age. Sleep no more. Your hunger grows. Drown it in our blood."

A successful DC 15 Knowledge (nature) or Knowledge (local) recognizes the stone of the altar as the same type of coral-hued granite used to build both the Port Shaw and Beacon Island lighthouses.

Treasure

The skeleton wears a *sharkward talisman.* Not that it did this adventurer any good (See **Chapter 3** for details on the *sharkward talisman*).

S-29. TROPHY ROOM (CR 9)

Rrraog spends his days relaxing here, admiring the many skulls he collected since his banishment to the sewers. The Karikanti ranger enjoys hunting for sport and often ventures to other areas of the sewers.

This chamber is dry and smells clean compared to the fetid river running through the tunnels below. Mats of dried skins, some human, lie along the west wall. A tapestry of sorts, fashioned from a long, winding snakeskin, the live specimen of which must have been 30 feet in length, hangs from the west wall above the mats. Dozens of skulls mount the eastern wall. Human, dwarf, elf, halfling, and all manner of beasts hang in the collection.

If aware of the PCs' approach, **Rrraog** and his **4 gatorfolk bodyguards** prepare for the adventurers. They attack when the intruders enter the chamber.

Karikanti (4): CR 4; AC 16/12/14; SVS 5/8/9; SPEED 30 ft., swim 40 ft.; MELEE slam +13 (1d6+4), bite +12 (1d6+2), tail slap +10 (1d8+6); SA death throes (5 ft. radius, 2d6, DC 17 Reflex half), drowning curse (free action, 1/day, 30 ft., -10 to Swim checks until removed. DC 16 Will save negates); CMB +12; CMD 24; 69 hp; See the **Appendix** of this book for full details.

RRRAOG CR 7

XP 3,200

Male gatorfolk ranger 4 (See the **Appendix** of this book for full details)

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 19, touch 14, flat–footed 15 (+4 Dex, +4 natural, +1 shield)

hp 96 (12 HD; 8d10 plus 4d10+28)

Fort +8, **Ref** +14, **Will** +9

OFFENSE

Spd 30 ft., swim 40 ft.

Melee handaxe +17/+12/+7 (1d6+7/x3), dagger +16 (1d4+3/19–20), bite +17 (1d6+5), tail slap +15 (1d8+2) or slam +17 (1d6+5), bite +17 (1d6+5), tail slap +15 (1d8+2)

Space 5 ft., **Reach** 5 ft. (10 ft. with tail slap)

Special Attacks death throes (DC 16), drowning curse (DC 14), favored enemy (humans +2)

Ranger Spells Prepared (CL 1st; concentration +3)

1st—*entangle* (DC 13)

STATISTICS

Abilities Str 20, Dex 18, Con 15, Int 13, Wis 15, Cha 10

Base Atk +11; **CMB** +17; **CMD** 31

Feats Alertness, Combat Reflexes, Endurance, Improved Initiative, Multiattack, Power Attack, Two-Weapon Defense, Two–Weapon Fighting

Skills Acrobatics +9, Climb +20, Knowledge (nature) +16, Perception +21, Sense Motive +6, Stealth +19 (+27 in marshy terrain), Survival +17 (+25 in marshy terrain), Swim +17; **Racial Modifiers** +8 Stealth and Survival in marshy terrain

Languages Common, Karikanti, Tulita

SQ amphibious, man eater, marsh hunter, smell lies, track +2, wild empathy +4

Other Gear *+2 handaxe, +1 dagger*, knuckle bone necklace, *silver signet ring* of Viscount Senegar Deepwarder

SPECIAL ABILITIES

Death Throes (Ex) When slain, a gatorfolk thrashes about in a frenzy dealing 2d6 points of damage to any creature within five feet. A DC 17 Reflex save halves this damage. The save DC is Constitution-based.

Drowning Curse (Su) Once per day a gatorfolk may target any foe within 30 ft. with their drowning curse as a free action. The target must succeed on a DC 16 Will save or take -10 to any Swim checks thereafter. A remove curse or like enchantment cures this effect. The save DC is Charisma-based,

Man Eater (Su) A karikanti can spend 1 minute devouring a medium sized humanoid foe to regain 5 hit points, or gain 5 temporary hit points if they are already at full hit points. Temporary hit points gained in this manner persist for 1 hour. A karikanti cannot gain more than 30 temporary hit points using this ability.

Marsh Hunter (Ex) A karikanti moves through marshy terrain with ease, ignoring difficult terrain in marshy environs.

Smell Lies (Ex) The karikanti cannot be deceived; they smell lies like foulness on the water, and all Bluff checks against them automatically fail. This ability has no effect on other uses of the Bluff skill, such as feinting in combat.

Notes Rrraog is a skilled and canny hunter, but he does not like when his prey fights back. If the PCs reduce him to 10 hp or lower, he pleads for his life, offering information about the other denizens of the sewers in exchange. He has seen the enormous elemental in **Section 5** and can describe it to the PCs. He has also seen the Roachlord and can give the PCs some ideas about him as well. He has seen plenty of necroworms and can describe Carthias Delnor (see **Tarath-Vreen's Catacombs**, below) as well. He knows they come out of the catacombs and return there. Rrraog is also aware that necroworms inhabit dead bodies and animate them.

Rrraog wears Viscount Senegar Deepwarder's signet ring. He killed and looted the gatorman who found it, after it fell through a grate into the sewers. Anyone who enters melee combat or negotiates with Rrraog notices the unusually clean, silver ring glinting on the tip of his webbed pinky.

If the PCs offer to trade Rrraog for the Viscount's ring, the gatorman gladly makes the trade, saying "Please, very pretty, take, yes! Let Rrraog go."

Treasure

Rrraog enjoys collecting trinkets from his kills. He keeps a collection of odd jewelry under the mats in this room (DC 15 Perception check to find it): a pair of solid gold rings

Rrraog

(500 gp each), an opal necklace (300 gp), an emerald ring (200 gp), and a mother of pearl bracelet (50 gp), and a silver signet ring bearing the arms of the Viscount Deepwarder

The *silver signet ring* of Viscount Deepwarder is actually a *ring of elemental command (water)* that only reaches its full potential after its wearer deals 50 or more points of damage to the same Huge (or larger) water elemental in the course of a single encounter. Until this condition is met, the *ring* appears to be a *ring of water walking*. See the Pathfinder Roleplaying Game, Chapter 15 for more details on this item.

SEWER SECTION 7 — TARATH-VREEN'S CATACOMBS, SET-PIECE (CR 4 – 10)

This section of the sewers was once the base of operations for a terrible necromancer named Tarath-Vreen. Here he conducted all manner of unwholesome experiments, creating his grotesque necroworms. He departed the catacombs over 1,000 years ago, but he planned to return and left several minions behind to ensure his laboratory and creations remained undisturbed.

A year ago, a student of Sagacious Samuel, interested in learning the magic trade, vanished from Port Shaw. The owner of the Magical Emporium remains clueless as to his student's fate. The truth is Carthias Delnor developed an unhealthy fascination with the necromantic arts and decided to track down Tarath-Vreen's former residence. He hoped to study the necromancer's experiments and texts. Delnor descended into the sewers one day and never returned. He now occupies these catacombs along with Vreen's minions. The undead tolerate the young necromancer and do him no harm, because he wears an amulet with Vreen's personal seal inscribed on it that the wizardling copied out of texts he read about the necromancer.

There is no sewage in this area. Tarath-Vreen's Catacombs are only reachable from **Section 3**. Traveling to and from takes 1 hour and requires no skill checks, as there is but one long passageway connecting **Area S-18** to **Area S-30**.

The hallways and chambers in this area are carved from marble and show remarkable artisanship.

S-30. OSSUARY (CR 4)

After their years of service ended, Tarath-Vreen interred his mortal servants in this long passageway. Death is by no means an escape from servitude to a necromancer, and the laborers have become **30 skeletons** guarding the passage to Vreen's inner sanctum. The skeletons lie "at rest" in the niches along the walls of this corridor. As soon as the PCs reach the middle of the hallway the skeletons animate and attack (unless the PCs attack them where they lie, in which case they immediately rise and attack). The skeletons swarm the PCs from both sides, attempting to claw them to pieces.

Tulita Warrior Skeletons (30): CR 1/3; AC 16/12/14; SVS 0/2/2; MELEE 2 claws +2 (1d4+2); CMB +2; CMD 14; 4 hp; See the *Pathfinder Roleplaying Game Bestiary* "Skeleton" entry for stats.

S-31. THE SKULL GATE

At the end of the ossuary, a portcullis constructed entirely of bones cuts off **Area S-30**. Skulls glare at approaching adventurers menacingly. If any PC moves within 5 feet of the gate, the many skeletal limbs animate and attempt to grapple the PC. If they succeed, they attempt to pin on the following round. The bones pass PCs upward once they are pinned to **Area S-32**, where a grisly fate awaits.

Bone Portcullis: Hardness 3; hp 80; Break DC 30; CMB +15 (does not provoke an attack of opportunity; treat as if it has the Improved Grapple Feat), CMD 25.

S-32. THE FLESH STRIPPER (CR 4)

This chamber above the bone portcullis on the south side contains a large, metal box-shaped machine full of razors, blades and graters, which gnash and rip anything fed into it. The box strips armor, clothing and flesh right off. Any PC passed into the machine takes 6d6 points of damage per round, as do all their possessions and armor. To escape the machine, the PC must beat it in a grapple check or destroy it. The machine adds the bones of the characters it slays to the portcullis below, giving it 10 extra hp and +2 on its grapple check for every PC consumed.

The Flesh Stripper: Hardness 10; hp 30; Break DC 25; CMB +12, CMD 22.

S-33. SNAKE PIT (CR 11)

Here, one of Tarath-Vreen's more powerful minions keeps his quarters. Farral-Kylos once lead another of the many snake cults that plagued the Razor Coast centuries ago. After his death, rumors of his skill at arms interested Tarath-Vreen. The necromancer raised Farral-Kylos as a mummy to help guard his catacombs. Proud even in undeath, Farral-Kylos demanded the necromancer grant unlife to his snakes as well; otherwise, he would not serve. Amused, but feeling charitable that day, Vreen granted Farral-Kylos' request. Now the mummy and his skeletal

snakes slay any who dare infringe upon their gracious master's domain.

> The walls of this vast chamber are carved with snake motifs. Many stone serpents wind around the chamber in relief, and their mouths appear as round holes bored into the walls. At the center of the west wall stands an iron throne framed by two statues of upright serpents. Their hinged jaws hang wide, displaying vicious fangs.

Farral-Kylos sits here, his *+2 adamantine greatsword* leaning against the throne's side. When the PCs smash through the bone portcullis he hisses a command, and his **5 constrictor snake skeletons** emerge from the many holes in the walls and from the mouths of the statues. Meanwhile, his **2 giant constrictor snake skeletons** smash the lids off their sarcophagi and slither out to attack. Farral-Kylos stands and grips his greatsword, watching the fight closely to identify the strongest fighter of the group. Once he makes his determination, he charges into battle against the chosen PC.

In combat Farral-Kylos concentrates on his foes with his greatsword, and he enjoys sundering opponents' weapons if able. Once reduced to less than 20 hp, the mummy casts aside his greatsword and attempts to infect as many of the intruders as possible with his mummy rot.

FARRAL-KYLOS CR 10

XP 9,600

Male mummy fighter 5 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

LE Medium undead

Init +3; **Senses** darkvision 60 ft., Perception +20

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 17 negates)

DEFENSE

AC 27, touch 11, flat–footed 26 (+6 armor, +1 Dex, +10 natural)

hp 122 (13 HD; 8d8 plus 5d10+57)

Fort +9, **Ref** +6, **Will** +9; +1 vs. fear

Defensive Abilities bravery +1; **DR** 5/–; **Immune** undead traits

Weaknesses vulnerability to fire

OFFENSE

Spd 20 ft.

Melee greatsword +24/+19/+14 (2d6+18/17–20) or slam +20 (1d8+13 plus mummy rot)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Abilities Str 28, Dex 12, Con —, Int 6, Wis 14, Cha 17

Base Atk +11; **CMB** +20; **CMD** 31

Feats Improved Critical (greatsword), Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Skill Focus (Handle Animal), Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +13, Handle Animal +9, Intimidate +9, Perception +16, Sense Motive +2, Stealth +10

Languages Common

Other Gear *+2 adamantine greatsword*, masterwork breastplate

SPECIAL ABILITIES

Despair (Su) All creatures within a 30–foot radius that see a mummy must succeed at a DC 17 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind–affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

CONSTRICTOR SNAKE SKELETONS (5) CR 1

XP 400

Pathfinder Roleplaying Game Bestiary "Skeleton,""Snake, Constrictor"

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 14, flat–footed 12 (+4 Dex, +2 natural)

hp 13 (3d8)

Fort +1, **Ref** +5, **Will** +3

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Spd 20 ft., climb 20 ft,. swim 20 ft.

Melee bite +5 (1d4+4)

STATISTICS

Abilities Str 17, Dex 19, Con —, Int —, Wis 10, Cha 10

Base Atk +2; **CMB** +5; **CMD** 19

Feats Improved Initiative[B]

Skills Climb +11, Swim +11

GIANT CONSTRICTOR SNAKE SKELETON (2) CR 5

XP 1,600

Pathfinder Roleplaying Game Bestiary "Skeleton,""Snake, Constrictor"

NE Huge undead

Init +8; **Senses** darkvision 60 ft., Perception +0

DEFENSE

AC 15, touch 12, flat–footed 11 (+4 Dex, +3 natural, –2 size)

hp 49 (11d8)

Fort +3, **Ref** +7, **Will** +7

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee bite +13 (1d8+10)

Space 15 ft., **Reach** 10 ft.

STATISTICS

Abilities Str 25, Dex 19, Con —, Int —, Wis 10, Cha 1

Base Atk +5; **CMB** +17; **CMD** 31

Feats Improved Initiative[B]

Skills Climb +15, Swim +15

After the battle, the PCs may search (DC 20 Perception) the room and find a secret door behind the throne, as well as one on the east wall, concealed by a design of intertwined serpents.

S-34. HORNED SKULL PASSAGE (CR 6)

This passageway connects the Snake Pit and the Library, and **2 minotaur zombies** guard it. The minotaur zombies lie concealed behind secret panels in the walls as indicated on the map. At the turn of the passageway there is a pressure plate craftily constructed into the floor (DC 25 Perception to notice). If the PCs detect it, they may jump (DC 15 Acrobatics) over or Climb along the smooth marble wall (DC 20). If they trigger the plate, then the secret panels open releasing the minotaur zombies.

MINOTAUR ZOMBIES (2) CR 4

XP 1,200 each

Pathfinder Roleplaying Game Bestiary "Minotaur,""Zombie"

NE Large undead

Init –1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 11, touch 8, flat-footed 11 (–1 Dex, +3 natural, –1 size)

hp 49 (9d8+9)

Fort +2, **Ref** +1, **Will** +6

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee greataxe +10/+5 (3d6+7/x3), gore +10 (1d6+7), slam +10 (1d8+5)

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

STATISTICS

Str 21, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 21

Feats Toughness[B]

SQ staggered

SPECIAL ABILITIES

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

The passageway appears to dead end at both walls, but a DC 20 Perception check to search the area allows a PC to discover secret doors leading to **Area S-33** and **S-36**.

S-35. NECROWORM PLAYGROUND (CR 9)

The results of several of Tarath-Vreen's experiments lair here, alternating between inhabiting corpses, moving them about, or simply resting among the decaying bodies.

> Corpses litter the floor of this large chamber, piled three deep in some places. The smell of decay is rank about the room. Shallow puddles of a translucent viscous fluid seep between the bodies. Passageways exit to the north and west.

Twelve necroworms inhabit this chamber. At the time the PCs enter, six live inside some of the corpses on the ground, while six more lie dormant. As soon as the necroworms sense intruders, the six in bodies rise up and shamble toward the PCs to attack. The remaining six immediately

occupy the nearest corpses and join the fight, the following round. Whenever adventurers slay a corpse, the necroworm inside emerges from the mouth or bursts from the torso and attempts to inhabit a new corpse to continue the fight. There are 18 human corpses scattered throughout this chamber (6 spare ones). When forced from the last available corpse, the worms fight in their natural state until slain.

Human Corpses, Inhabited by Necroworms (12): CR 2; AC 11/9/11; SVS 0/1/2; MELEE stinger +8 (1d4 plus inject acid) and +2 slam (1d6+1); CMB +2; CMD 13; 11 hp; See the **Appendix** for full details.

Necroworms (12): CR 2; AC 18/16/13; SVS 3/6/3; MELEE stinger +8 (1d4 plus inject acid), bite +8 (1d4 plus 1d4 acid); SA inhabit corpse; CMB +1; CMD 16; 13 hp; See the **Appendix** for details.

S-36. LIBRARY (CR 7)

This is where Tarath-Vreen kept a number of important volumes on magic, undeath, famous female dwarven songwriters of centuries past and other topics of great interest to such fiendish minds as the necromancer's.

> Large wooden shelves fill this chamber, each bending under the weight of numerous, thick leather-bound tomes. The wood rotted away in several places, and many books lie strewn about the floor of the chamber. A large marble table squats at the center of the room with an open text on it.

The information in these books is for GMs to use as they see fit. For example, they could include several hooks for adventures beyond the scope of this campaign. The open text on the table contains several maps. It is open to a page depicting a large, mountainous island somewhere far, far out in the ocean. The island appears on no other charts the PCs know, but with a DC 30 Knowledge (geography) check they get a rough idea of where it is and realize that it lies within the Goiter beyond the Tempest Meridian. Possibly, this was Tarath-Vreen's destination when he abandoned this hideout long ago.

Treasure

All of the volumes in this chamber are ancient. Many are works thought lost forever. The following titles are among the shelves: *Jolothar's Heritage of the Fire Giant Kings* (800 gp), *The Epic of Numemoa, Queen of the Far Isles* (500 gp), *Treatise on Plagues and their Powers* (1000 gp), *Ruling Destiny: A Guide to Higher Divination* (1200 gp), *Bestiary of Dreadsmoke* (600 gp), *The Razor Coast: A Guide to Adventuring on The Razor* (39 gp).

If the PCs thoroughly search (DC 30 Perception check) the room, they discover a book trigger for a revolving door on the west wall. The floor around the bookshelf on that wall rotates 180-degrees, carrying along any PCs standing on a 10-foot long by 5-foot deep section of floor directly in front of it. The floor moves slowly, and PCs can step off if they do not want to be carried to the other side. After a full rotation, a sarcophagus replaces the secret bookshelf.

Within the sarcophagus rests Chiho Molina, once a vagabond warrior, who came reluctantly to the service of Tarath-Vreen after his death at the hands of a rival. The necromancer transformed him into a vampire and forced him into a long and tedious servitude. Chiho hoped that when his master left on his secret trip to a far away island, Tarath-Vreen might release him from service – or at least destroy him. Instead, Vreen decided to stake Molina and leave him in this sarcophagus until he returned.

The sarcophagus lid requires a DC 20 Strength check to remove. If the PCs extract the offending stake from Chiho's heart, he proves quite grateful and does not attack unless the PCs initiate violence. If the PCs agree to let him go his own way, Molina agrees to tell them everything he knows about the catacombs and Tarath-Vreen. He warns the PCs of the Queen in **Area S-39**, and he tells about the secret compartment there, which holds Vreen's spare spellbook. Chiho grows even more grateful if he learns the PCs destroyed Farral-Kylos, whom the vampire found insufferable. If the PCs do not slay Chiho, the GM should have him turn up to help the party later.

CHIHO MOLINA CR 7

XP 3,200

Male human vampire fighter 6 (*Pathfinder Roleplaying Game Bestiary* "Vampire")

LE Medium undead (augmented human)

Init +7; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 25, touch 14, flat-footed 21 (+5 armor, +3 Dex, +1 dodge, +6 natural)

hp 76 (6d10+36); fast healing 5

Fort +9, **Ref** +7, **Will** +4; +2 vs. fear,

Defensive Abilities bravery +2, channel resistance +4; **Immune** undead traits, **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee *+1 spiked chain* +15/+10 (2d4+13), slam +12 (1d4+9 plus energy drain)

Ranged mwk shortbow +10/+5 (1d6/20x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Special Attacks weapon training (flails +1), blood drain, children of the night, create spawn, dominate (DC 20), energy drain (2 levels, DC 22)

STATISTICS

Str 22, **Dex** 17, **Con** —, **Int** 12, **Wis** 14, **Cha** 18

Base Atk +6; **CMB** +12; **CMD** 26

Feats Ability Focus (energy drain), Alertness[B], Cleave, Combat Reflexes[B], Dodge[B], Exotic Weapon Proficiency (spiked chain), Great Cleave, Improved Initiative[B], Lightning Reflexes[B], Mobility, Power Attack, Toughness[B], Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Bluff +13, Climb +15, Knowledge (local) +8, Perception +13, Ride +13, Sense Motive +13, Stealth +12

Languages Common, Elven

SQ gaseous form, shadowless, spider climb, change shape (dire bat or wolf, *beast shape II*)

Combat Gear *potion of haste*; **Other Gear** *+1 chain shirt, +1 spiked chain*, masterwork shortbow, with 20 arrows

SPECIAL ABILITIES

Blood Drain (Su): A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su): A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex): A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

S-37. Laboratory (CR 6)

This is where Vreen conducted his experiments. Now Carthias Delnor bumbles about here when not schlepping corpses to the Queen in **Area S-39**.

Tables and raised basins fill this chamber. Equipment of all sorts hangs about the walls: strange tubes with oversized needles attached to their ends, metal clamps, scalpels, hammers and spikes. A long shelf runs across the south wall with five large glass jars placed on top. Inside the jars, disgusting bloated worms the size of a man's forearm float in viscous fluid. Small barbs line their mouths and their tails end in stingers.

The creatures in the jars are necroworms. One of them is dead, but the other **4 necroworms** merely lie dormant. If anyone shatters the glass or opens the jars, the necroworms immediately become active and attack any discernable prey.

Necroworms (4): CR 2; AC 18/16/13; SVS 3/6/3; MELEE stinger +8 (1d4 plus inject acid), bite +8 (1d4 plus 1d4 acid); SA inhabit corpse; CMB +1; CMD 16; 13 hp; See the **Appendix** for details.

If the PCs search the chamber (DC 25 Perception check), they discover the secret passageway on the west wall. It opens when someone depresses a pressure trigger on the underside of one of the tables.

S-38. Charnel Corridor

This passage way leads around a corner and then slopes steadily upward to **Area S-39**.

This dark tunnel proceeds deeper into the catacombs. Halfway through the passage, the ceiling becomes a large rusted metal grate. Several mangled corpses dangle, mashed against the grate and almost squeezed through the openings by a

weight above them. A child's arm flops in the air, and a fat man's thick ropey entrails almost reach the passage floor. Blood and other fluids drip steadily from above.

Here the PCs are treated to a horrific underside view of the body pile in **Area S-39**. There is nothing else of interest in this corridor.

S-39. QUEEN'S REDOUBT (CR 10)

As the PCs traverse the tunnel toward this area, read or paraphrase the following:

The ascending tunnel levels off at the entryway to a large cylindrical chamber decorated with elaborately carved mosaics depicting suffering and death. The dank smell of rancid meat hangs in the air. Atop a large grate set in the floor of the chamber sits a grisly pile of corpses.

Tarath-Vreen created the necroworm queen long ago. This nauseating abomination resembles a pale white worm. The massive queen, the size of an elephant calf, leaks necromantic acid and pus from various grotesque ruptures in her vein-riddled corpulence. Necroworms become queens after they have consumed fifty times their own body weight in carrion. The transformation involves massive growth. Their stingers fall away and a bloated posterior worm sac replaces the lost digit. A repulsive factory, producing necroworms from her churning distended torso daily, the necroworm queen secretes gizzard acid that reduces corpses to soupy paste for quicker consumption. She spends most of her time gorging herself on carrion and spawning more worms.

Currently, the creature feeds on the enormous pile of carcasses below it, which are the same cadavers seen in **Area S-38**, below this room. The subservient necroworms, all spawn of this queen, retrieve the corpses from other areas of the sewers and deposit them here. Four of the queen's necroworm spawn inhabit four of the corpses, which delights the queen. She is overjoyed to have fresh meat come to her of its own accord.

The **necroworm queen** and her **4 necroworms** do not gorge alone. Behind the pile of corpses lurks **Carthias Delnor**, the mad necromancer who apprenticed under Sagacious Samuel before disappearing mysteriously. Delnor's unhealthy interest in all things necromantic led him to abscond with one of Samuel's texts chronicling the career of the evil arch-necromancer, Tarath-Vreen.

Carthias attempted to carry on in Vreen's footsteps. He is delusional, believing himself a valued partner of the necroworm queen. In truth, she has not devoured him because he helps her spawn gather corpses to add to her gruesome feeding pile.

A year in the sewers has wrecked Carthias. His mangy, tangled hair extends to his waist. A thick layer of some indeterminate yellow substance covers the wretch's teeth. His nails, colored to match, long and grimy, crack and splinter. Countless beetles and roaches make their home in his hair or his tattered robes. At least the infesting insects feed **Shifty**, Carthias' weasel familiar. Shifty hides within Carthias' tattered clothes, sputtering and snarling at the PCs. Moreover, Carthias lost most of his teeth, giving him a 5% chance of spell failure on any spell with a verbal component. Luckily, this does not affect any of the spells he casts on himself prior to combat.

CARTHIAS DELNOR CR 6

XP 2,400

Male human necromancer 7

CE Medium humanoid (human)

Init +2; **Senses** Perception +4

DEFENSE

AC 15, touch 13, flat–footed 12 (+2 Dex, +1 dodge, +2 natural)

hp 51 (7d6+21)

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

OFFENSE

Spd 30 ft.

Melee dagger +3 (1d4/19–20)

Ranged ray spell +6 (dmg varies)

Special Attacks channel negative energy (DC 11, 7/day)

Arcane School Spell-Like Abilities (CL 7th; concentration +11 (+15 casting defensively))

7/day—*grave touch* (3 rounds)

Wizard Spells Prepared (CL 7th, concentration +11 (+15 casting defensively))

4th—*bestow curse* (DC 20), *enervation*

3rd—*displacement*, empowered *ray of enfeeblement* (DC 17), *ray of exhaustion* (DC 19), *vampiric touch*

2nd—*blindness/deafness* (DC 18), *darkness, false life, ghoul touch* (DC 18), *spectral hand*

1st—*mage armor, magic missile* (x2), *ray of enfeeblement* (DC 17), *shocking grasp*

0 (at will)—*arcane mark, bleed* (DC 16), *detect magic*, *read magic, touch of fatigue* (DC 16)

Opposition Schools Abjuration, Transmutation

STATISTICS

Abilities Str 11, Dex 15, Con 16, Int 18, Wis 10, Cha 6

Base Atk +3; **CMB** +3; **CMD** 16

Feats Combat Casting, Command Undead, Dodge, Empower Spell, Greater Spell Focus (necromancy), Scribe Scroll, Spell Focus (necromancy), Weapon Focus (ray)

Skills Craft (alchemy) +14, Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Knowledge (history) +14, Knowledge (local) +14, Knowledge (religion) +14, Linguistics +12, Perception +5, Sense Motive +2, Spellcraft +14

Languages Aquan, Common, Draconic, Elven, 5 more of GM's choice

SQ arcane bond (Shifty, see below)

Combat Gear scroll case in belt with the following scrolls inside: *invisibility, mirror image* and *haste* (all pilfered from Samuel); **Other Gear** dagger, *+2 amulet of natural armor*

Spellbook spells prepared plus:

0—All except abjuration and transmutation

1st—*burning hands, charm person, detect undead, grease, hold person, silent image*

2nd—*arcane lock, command undead, fog cloud, scare, see invisibility*

3rd—*dispel magic, halt undead, stinking cloud*

4th—*animate dead, bestow curse, dimensional anchor, enervation, fear, mnemonic enhancer, solid fog*

Tactics Carthias is probably aware of the PCs' approach and casts several spells in preparation. He casts *false life, mage armor*, and *displacement* on himself (all spells are shared with Shifty) first. Then he casts *shocking grasp,* again sharing with his familiar in case his furry friend needs to defend himself. Next, he casts *spectral hand* in order to deliver his other touch spells from a distance. Finally, he waits until the PCs are in the chamber before casting *mirror image* from his scroll on himself. Carthias reveals himself on the following round, circling the pile of corpses on the west side and immediately casting his empowered *ray of enfeeblement* at the strongest looking fighter. The necromancer attempts to keep his distance and relies on the necroworm inhabited corpses to keep the PCs at bay.

On the following round, he casts *blindness/deafness* on an enemy spellcaster, choosing to blind the foe to prevent the targeting of spells. In round three, he casts his *ray of exhaustion* on another fighter–type character. Afterward he uses his *spectral hand* to deliver a *ghoul touch*. During the

remainder of the fight, if any PC seems particularly weakened by the worms' assault Carthias attempts to finish them off with a *vampiric touch* (via his *spectral hand*) or his *magic missiles*.

The above tactics apply if the PCs are unable to close to melee. If any characters reach Carthias early in the fight, that PC becomes the target of all of his spells until they are paralyzed or slain. If hard pressed or badly wounded the necromancer uses his *scroll of invisibility* and attempts to flank the PCs. As long as the necroworm queen remains alive, he does not flee. In his madness, he happily dies and become part of her feeding pile.

SHIFTY, FAMILIAR CR —

XP —

Male weasel familiar (*Pathfinder Roleplaying Game Bestiary* "Familiar, Weasel")

N Tiny magical beast (augmented animal)

Init +2; **Senses** low–light vision, scent; Perception +6; empathic link

DEFENSE

AC 19, touch 14, flat–footed 17 (+2 size, +2 Dex, +5 natural)

hp 25 (51 halved)

Fort +2, **Ref** +4, **Will** +6

Defensive Abilities improved evasion

OFFENSE

Spd 20 ft., climb 20 ft.

Melee bite +5 (1d3–4)

Space 2 1/2 ft.**, Reach** 0 ft.

Special Attacks attach

STATISTICS

Abilities Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5

Base Atk +3; **CMB** +3; **CMD** 9 (13 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +13, Climb +13, Decipher Script +8, Escape Artist +3, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (history) +8, Knowledge (local) +8, Perception +6, Sense Motive +6, Spellcraft +10, Stealth +17

Languages speak with master, speak with animals of its kind

SQ alertness, share spells

SPECIAL ABILITIES

Attach (Ex): When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

NECROWORM QUEEN CR 7

XP 3,200

Female unique creature

LE Large aberration

Init +3; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

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

hp 90 (10d8+20)

Fort +7, **Ref** +6, **Will** +8

Immune acid, cold, disease

OFFENSE

Spd 20 ft.

Melee bite +13 (1d8+9 plus 1d6 acid)

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

Special Attacks spit acid (DC 18)

Spell–Like Abilities (CL 10th; Concentration +10)

1/Day—*suggestion* (DC 17)

STATISTICS

Abilities Str 23, Dex 16, Con 14, Int 14, Wis 12, Cha 10

Base Atk +7; **CMB** +14; **CMD** 27

Feats Ability Focus (*suggestion*), Alertness, Great Fortitude, Stealthy, Weapon Focus (bite)

Skills Climb +19, Escape Artist +5, Intimidate +13, Perception +18, Sense Motive +15, Stealth +16, Swim +19

Languages Common; telepathy 100 ft.

SQ spawn necroworm

SPECIAL ABILITIES

Spawn Necroworms (Su): A necroworm queen can take a standard action to release 1d4 necroworms from its posterior sac. The worms may immediately take action upon their release. The necroworm queen can only release necroworms once every 1d6 rounds, and only 3 times per day total.

Spit Acid (Ex): Once every 1d4 rounds, a necroworm queen can spew forth a 30 ft. cone of acid which deals 4d6 points of damage to anyone in range (Reflex save DC 18 for half damage). The save DC is Dexterity–based.

Tactics The necroworm queen begins combat by using her attack action to spew acid on the PCs, and then she burrows into the pile of corpses, granting her cover (+4 AC, +2 Reflex saves). On the next round, she spawns 1d4 necroworms, which immediately inhabit cadavers and crawl out of the pile to join the fray. The queen waits in the mound of bodies, biting any PCs who come near, until she

regains her spit acid ability. Able to spit once more, she bursts from cover to spew acid on the party.

The rest of the queen's necroworms quickly engage the PCs, closing to melee in their zombie garb and attacking viciously. They attempt to hinder any PCs trying to reach the queen or Carthias. As soon as their corpses are slain, they take a standard action to extricate themselves from the worthless carcasses then move to the body pile. On the following round, they inhabit a fresh corpse and rejoin the fray. There are 22 inhabitable corpses in the pile. The others are half-eaten and unsuitable for combat. The necroworms and their queen do not flee combat, fighting to the death if needs be.

Necroworms (4): CR 2; AC 18/16/13; SVS 3/6/3; MELEE stinger +8 (1d4 plus inject acid), bite +8 (1d4 plus 1d4 acid); SA inhabit corpse; CMB +1; CMD 16; 13 hp; See the **Appendix** for details.

Human Corpses, Inhabited by Necroworms (12): CR 2; AC 11/9/11; SVS 0/1/2; MELEE stinger +8 (1d4 plus inject acid) and +2 slam (1d6+1); CMB +2; CMD 13; 11 hp; See the **Appendix** for full details.

Treasure

Behind the south wall past the corpse pile, a secret door (DC 25 Perception to find it) leads to a small compartment where Carthias found Vreen's spare spell book. Delnor also keeps some of his most treasured items there along with the belongings of the poor souls who make up the feeding pile. Inside the crawlspace there is a sack with 56 gp, 220 sp, two emeralds (100 gp each), a silver bracelet (40 gp), a garnet (worth 30 gp), and Tarath-Vreen's spellbook wrapped in oiled leather.

Spellbook: Besides the spells above in Carthias' spell list, this spellbook also contains the following spells: 0—all; 1st—*alarm, charm person, detect undead, grease, hold person, jump*; 2nd—*alter self, arcane lock, command undead, darkness, levitate, scare, whispering wind*; 3rd—*dispel magic, gaseous form, halt undead, stinking cloud, water breathing*; 4th—*animate dead, bestow curse, dimensional anchor, enervation, fear, mnemonic enhancer, solid fog*; 5th—*cloudkill, hold monster, permanency, teleport*; 6th—*blight, magic jar, mind fog, symbol of pain*.

CHAPTER FIVE

TO SAIL THE RAZOR

Aye, she be dangerous. Aye, thar are thin's lurkin' around every corner, on every pretty isle beneath th' rocks 'n broad koa leaves, 'n sure, in th' waters too. Them that lives beneath th' waves fight thar own battles wit' th' hauntin' terrors o' yesterday 'n yester year. Jus' like us as lives in air. Aye t' all that.

But out on th' Razor Sea, when she be still, when th' moon squats like a fat galleon on a cliff, jus' a sail ahead, 'n th' white road flutters a path like a ribbon floatin'... When thar's nah an inch o' land in sight 'n naught but th' hull pattin' waves, th' creak o' beam 'n mayhap th' distant kiss o' canvas t' break that plump silence on a coolin' night...

I remember.

I remember why I be here, sailin' this path o' pale flickerin' waves, chasing the reflection of a reflection 'cross waters as indifferent t' me as th' desert be t' a single grain o' its own sand. Yet here I be, an' nowhere else. Masterin' me insignificance. Defyin' th' judgement o' this vast, uncarin' world, filled t' th' brimful wi' hungry, hungry terrors. Defyin' I be, simply by bein' here. Bein' here 'n lovin' every chase o' wind despite it all.

Aye, I love th' Razor, 'cause 'jus livin' out on these waves bellows t' th' gods "Still here!" 'N somehow thar be a kind o' peace in that. Aye, th' Razor will 'ave me some day, no doubt, no doubt at t'all, but on her I live every day well and well lived is every day I sail.

— Captain Gregory Hearthsander of the *Moonchase* out of Port Shaw, calling at Sharkjaw Docks, the Koa Islands, and ports beyond

The Koa Island Logging Combine is saddened to report the Moonchase overdue three months past. Port Shaw authorities presume her lost with all hands. The Lodge has granted official right of salvage to

SHIPS FOR HIRE

The Rita

Baron of the Tide

Thunderstrike

Salvation

Black Rider

NPC FLAGS

Bonedeuce's Pride

Quell's Whore

Albatross

HISTORICAL FLAGS

Razor's Edge

Seacutter

This chapter introduces the devilish and unpredictable weather that wracks the Razor, details ships on which to sail or sink, and lists encounters to challenge adventuring parties whenever they leave the sheltered coast. Organized by CR for your convenience, the stand-alone encounters and set-pieces in this chapter include: Kraken's Reef - den of the Demon Below - and a watery ambush by Dalang Jalamar's Razortooth Raiders. The chapter concludes with Beacon Island and its environs, a location the PCs must explore before proceeding to the finale of the campaign's minor plot arc, **Night of the Shark** (see **Chapter 2, Build an Adventure Path** and **Chapter 6, Night of the Shark** for details).

Requisitioning a Ship

Before the PCs sail into the horizon, they need a boat. Port Shaw, a den of brigands and privateers, harbors its fair share of vessels for hire. The party has several options at their fingertips.

Their best choice, if they can afford it, is to hire Bethany Razor of *Quell's Whore*. Bethany is a more than competent captain, and while her ship is not the largest vessel in the water, the *Whore* is second to none in speed and maneuverability. Additionally, the vessel possesses an inherent resistance to magical threats.

PCs with nautical training may wish to purchase a ship and captain it themselves. Falken Drango presents another option. If the PCs ally themselves with Falken, the pirate proves a worthy helmsman on any vessel they procure.

The following ships are available for sale on the docks:

Rita

Once owned by Harok McFarrows, he named this simple and sturdy fishing sloop after his late wife. Harok's cousin Relgin (CN male human commoner 3, Profession [blacksmith] +4, Sense Motive +2) is auctioning the *Rita* because Harok awaits the gallows and Relgin himself is no seaman. Rumors of a curse on Harok and his family make the ship difficult sell, and Relgin recently lowered his asking price to a pittance. If the PCs have redeemed Harok, the *Rita* is not available. Relgin liquidated it for drink, or in his madness Harok took it to sea – alone.
Cost: 1,500 gp

Baron of the Tide

This sleek darkwood freighter once belonged to the infamous smuggler Baron Desmond Shade. After his capture on the high seas through the joint efforts of *Bonedeuce's Pride* and the *Albatross* – followed by Shade's summary execution – the Dragoons now own the *Baron of the Tide*. Gregory Bonedeuce seeks to sell the ship in order to fill the Dragoons' coffers. The *Baron* handles extremely well (+4 circumstance bonus on Profession [sailor] checks) and is faster than any other ship on the Razor save *Quell's Whore;* however, the vessel lacks armament and lacks the endurance to withstand cannon or tentacle. If bad blood lies between the PCs and the Dragoons, they find it impossible to purchase *Baron of the Tide*. **Cost: 9,550 gp**

Salvation

A large cog freighter, the *Salvation* once carried grain, flour and vegetables to far-off colonies. She is seaworthy and very sturdy. Never a ship to carry valuable cargoes, no one ever outfitted *Salvation* with cannons. **Cost: 12,000 gp**

Black Rider

Among the more infamous ships to sail the Razor in recent years, the *Black Rider* was a slaver, responsible for over three decades of misery, ferrying unfortunate captives to Carcass. Bethany Razor and Korg boarded the *Black Rider* last month, slaying the crew and liberating the captives. Korg, himself an escaped slave, reveled in doling out agony to the slavers. Bethany and her crew steered the slave ship back to Port Shaw, and now Captain Razor is looking to offload the ship. *Black Rider* is very durable but also slow. Her helm was designed for the flea-bitten orcs who piloted her, and only someone of considerable strength can steer her. The *Black Rider* mounts no cannon, but her former owners outfitted the ship with two large ballistae. Bethany's asking price is not high, and she feels obligated to warn any prospective purchaser that, with the capture of the *Black Rider* being so recent, many captains remain unaware she changed hands. Until her capture, even the Dragoons held standing orders to fire on the vessel and board her on sight. Dragoon frigates returning from long range patrols, such as the *Albatross,* likely have not yet received news of the *Rider's* capture. Trouble might ensue. On the other hand, the ship's nefarious reputation may prove useful if the PCs plan to enter pirate waters. Other raiders most likely give the *Black Rider* a wide berth, and her fellow pirates certainly do not suspect a band of do-gooders resides below her decks. **Cost: 10,500 gp**

Thunderstrike

This three-masted warship saw recent action in a campaign against the Pirate Confederacy far to the Razor's east. Unable to afford repairs, her privateer captain – a man named Tomas Garell, himself badly wounded in the fighting – seeks to sell his ship and put the grim memories of sea battles behind him. The *Thunderstrike* is a fine warship, outfitted with four sixers (cannons firing six-pound balls), two on each side, and a long nine (a cannon firing a nine-pound ball) at her prow. If properly repaired, the *Thunderstrike* proves formidable against other warships, even if technically outclassed by Dragoon frigates. However, *Thunderstrike* lost a great deal of rigging in her last engagement, and this reduces her speed. Until someone repairs her damage, *Thunderstrike*'s helm answers awkwardly (–5 to Profession [sailor] checks). With this detriment in mind, Tomas Garell is selling her for a reduced price. **Cost: 11,200 gp**

Editor's Note: Maps of Ships

Regardless of which ship the PCs acquire, for simplicity's sake consider representing it with a generic map. The map above works well for many scenarios. Simply draw in another mast should your party grabs a vessel with more than two.

Alternately, the party might choose to hire a boat owned by an independent captain. Captain Donovan Montgomery is the finest sea captain on the Razor, but his constant inebriation sours his efforts. Moreover, Montgomery's ship leaves much to be desired. No more than an oversized sloop, the *Vintage* is seaworthy, but was never designed to handle dangerous storms or survive the tentacles of powerful aquatic predators. Conceivably, the PCs might hire Donovan to captain a ship they own.

Sailing the Razor

Navigating the Razor is risky. Whether the party ventures forth on a Dajobas-inspired shark-hunting expedition or scours the sea for Harthagoa or his agents, the adventurers must first brave the waves, shoals, weather and other denizens of the ocean.

Changes in Weather

Changes in the wind, shifting currents and dirty weather of every sort have a palpable effect on the adventurers' voyage. Every six hours while at sea, roll on Table 5–1 below to determine what natural conditions affect the party's travel.

TABLE 5–1 WEATHER ON THE RAZOR

ROLL D%	
01–10	Fog (–20 to Wind roll). *Roll on Table 5–2 - Wind Force and Direction, immediately.*
11–50	Clear. *Roll on Table 5-2 - Wind Force and Direction, immediately.*
51–60	Cloudy. *Roll on 5–2 - Wind Force and Direction immediately.*
61–70	Rain. *Roll on 5–2 - Wind Force and Direction, immediately.*
71–82	Windstorm (1d6 hours, +30 ft. to ship speed). *Do not roll on Table 5–2.*
83–90	Thunderstorm (1d6 hours, +40 ft. to ship speed). *Do not roll on Table 5–2.*
91–95	Hurricane (1d6 hours, +60 ft. to ship speed). *Do not roll on Table 5–2.*
96–98	Special (roll d% below). *Do not roll on Table 5–2.*
01–60	*Riptide*
61–00	*Witch's Breath*
99–00	Special (roll d% below). *Do not roll on Table 5–2.*
01–50	*Waterspout (treat as tornado)*
51–80	*Whirlpool*
81–00	*Rogue Wave*

(see "Weather" in the Pathfinder Roleplaying Game, Chapter 13 for additional details).

Riptide

When a portion of a sandbar or shoal suddenly falls away, the current changes drastically, creating a riptide capable of sucking a swimmer out to sea or affecting the course of a sailing vessel. If the PCs encounter a riptide while in the water, any swimmers must succeed at a DC 20 Swim check or be swept away, traveling 40 feet every round they are trapped in the tide.

Riptides that catch ships shift them in a random direction unless someone at the helm succeeds on a DC 25 Profession (sailor) check. If no one helms the vessel when a riptide strikes, a DC 20 Survival or Profession (sailor) check notices the shift in course.

Riptides are 3d8 x 50 feet wide and last 3d8 rounds.

Rogue Wave

Occasionally, powerful shifts in the ocean landscape, such as those caused by undersea earthquakes, create a seemingly random wave of terrifying proportions that capsizes any vessels in its path. A creature caught swimming in a rogue wave must succeed on a DC 35 Swim check or be pulled 100' under and sustain 4d6 points of bludgeoning damage. Additionally, the creature pummeled by the punishing roil of a rogue wave must succeed on a DC 25 Fortitude save or immediately begin to drown.

The wave usually destroys any vessels caught in it, but a DC 30 Profession (sailor) check keeps the rogue wave from crushing a ship to bits, though the ship still capsizes. A DC 40 Profession (sailor) check allows a captain to avoid capsizing – a miraculous feat, certain to earn immortality in song and story.

Whirlpool

Whirlpools sometimes form in response to a sudden shift in current or when an underwater sinkhole collapses deep beneath the surface. Any ship caught in a whirlpool will sink in 6d6 rounds unless the person helming it succeeds in a DC 25 Profession (sailor) check. Any unfortunate caught swimming when a whirlpool forms must succeed on a DC 20 Swim check every round or be sucked below the surface and begin to drown. A DC 25 Swim check allows a swimmer to swim clear of a whirlpool.

Witch's Breath

A heavy, freezing fog, this phenomenon is named after a powerful sea hag who conjured freezing fog fronts to plague shipping lanes and send many a vessel's crew into death's chill embrace. These supernatural fogs now strike at random, freezing men to the decks where they stand. When a patch of Witch's Breath flows over a ship, the timbers creak and may even splinter. In addition to all the effects of normal fog, Witch's Breath deals 2d6 points of cold damage per round to characters above deck. Any characters wearing suitable winter clothing only take 1d6 points of cold damage per round. If PCs remain below deck and heat the cabin with whale oil, they take no damage at all, but they can neither sail their ship nor respond to attacks against her.

Editor's Note: Get Lost!

It can be a wonderful thing for a ship to lose its course in a storm. Wonderful for the GM, anyway. After a storm, when adventurers find themselves lost on an endless, unrecognizable ocean, consider this an opportunity to throw one or more **Encounters at Sea** their way – or perhaps just have cannibals eat them. That's fun too. The Editor would like to express his disappointment with the Creator for not including more cannibal pygmies, preferably undead.

Effects of Wind

After a roll of 70 or less on **Table 5–1: Weather on the Razor**, Consult the following table to determine whether the wind blows in a direction either favorable or unfavorable to the PCs.

TABLE 5–2 WIND FORCE AND DIRECTION

ROLL D%	
01–10	Becalmed (no movement)
11–35	Light Wind (*roll d% to determine wind direction*)
01–34	*Favorable (+5 feet to speed and range of projectile weapons)*
35–67	*Neutral*
68–00	*Unfavorable (–5 to speed and range of projectile weapons)*
35–67	Neutral
36–80	Moderate Wind (*roll d% to determine wind direction*)
01–34	*Favorable (+10 feet to speed and range of projectile weapons)*
34–67	*Neutral*
68–00	*Unfavorable (–10 to speed and range of projectile weapons)*
81–95	Strong Wind (*roll d% to determine wind direction*)
01–34	Favorable (+15 feet to speed and +20 feet to range of projectile weapons)
34–67	*Neutral*
68–00	Unfavorable (–15 feet to speed and –20 feet to range of projectile weapons)
96–00	Severe Wind (*roll d% to determine wind direction*)
01–34	Favorable (+15 feet to speed and +20 feet to range of projectile weapons)
34–67	*Neutral*
68–00	Unfavorable (–15 feet to speed and –20 feet to range of projectile weapons)

(see "Weather" in the Pathfinder Roleplaying Game, Chapter 13 for additional details).

Additional Effects of Storms

A roll of 71 to 95 on **Table 5–1: Weather on the Razor** indicates storm conditions. In addition to the ordinary effects for Storms (see the "Weather" section in the Pathfinder Roleplaying Game, Chapter 13), storms put ships at risk. During a storm, it requires a Profession (sailor) check every two hours to keep a ship on course. Once a ship loses its course, only a successful Profession (sailor) check, two hours later at a +20 penalty to the DC, regains control of the ship. Characters may attempt to recover course every two hours they are lost in a storm; otherwise, the storm drives the ship in a random direction until blowing out.

TABLE 5–3 LOST IN A STORM

(Check every two hours during a storm)

STORM	KEEP COURSE DC	RECOVER COURSE DC	POSITION PENALTY AFTER STORM
Thunderstorm	16	36	+2
Windstorm	18	38	+4
Hurricane	20	40	+6
Tornado	30	50	+8

When characters at the ship's helm during a storm fail their Profession (sailor) check and lose control of the ship, they must take a position test to know the ship's location after the storm ends. A position test is a Survival, Knowledge (geography), or a Profession (sailor) check (DC 11 + Position Penalty + Hours Spent Off-Course in the Storm).

Stand-Alone Encounters

Consider throwing one of the following encounters at your party either to further their quest, to sidetrack them, or to help them level up. Revisit this section whenever the PCs head to sea.

Keep in mind that many of these encounters at least touch on one of the two plot arcs in the adventure, creating an opportunity to deliver hints and clues. Please be careful to match encounters to the party's current level and capabilities, but also to your campaign's progression as described in **Chapter 2.**

For example, players should end their Beacon Island exploration knowing a dark doom heads toward Port Shaw, but only guessing its nature. They should remain clueless to Dalang's timetable. Putting such information in the mouth of a wereshark from **Sharks' Ambush** might seriously disrupt your campaign's pace. Please refer to **Chapter 2** for specific "do's and don'ts" when designing and running your Razor Coast campaign.

1. OBSERVED BY EAGLES

High above the vessel, **5 giant eagles** circle, keeping an eye on the PCs (DC 25 Perception check to see them against the sun or moon above). Lately they keep a close watch on all vessels, as they have caught wind of dangerous predators at sea. Having heard Harthagoa plans an attack of

some kind, they fear their people's aeries on Moonfall Atoll may be at risk.

After observing the PCs for a while, the eagles descend and land on the ship to parley. If treated honorably, the eagles communicate to the PCs their suspicions that the Krakenfiend plans an offensive through pantomime and by scratching diagrams into the deck. Though whether this assault aims at a land target or an undersea target remains unclear. If the PCs are extremely kind to the eagles, the raptors deem them worthy allies and offer to aid the party at a later date before flying off. See **Chapter 7** for details.

Man Overboard!

Any PC blown off the deck by winds (or knocked off by an opponent) during a storm finds staying alive in the stormy sea a difficult task. The crash of powerful waves and the whipping winds make Swim checks more difficult.

Damage

Every three rounds a creature spends in the water during any ocean storm, they take 1d6 points of nonlethal damage from the crashing waves (DC 15 Fortitude save for half damage).

Movement

In a thunderstorm, a swimming PC requires a DC 20 Swim check to stay above the surface. Moving through the buffeting waves at quarter the normal movement rate requires a DC 25 check. In a hurricane force storm, swimmers must succeed at a DC 25 Swim check every other round to keep from being dragged under, while a successful DC 30 check allows PCs to move at a quarter of their normal movement rates while swimming through a hurricane.

Locating

Characters swept or knocked overboard during a storm require a Perception check to locate. Increase the DC both to spot a man overboard and for a man overboard to spot his ship by the following modifiers:

Storm +10 to Perception DC
Thunderstorm +15 to Perception DC
Hurricane +20 to Perception DC

Keep in mind that PCs adrift in the stormy ocean do not have sails. This means that, unless swimming, they will remain stationary while their ship moves rapidly away.

2. Ghastly Tag-Along (CR 5)

A mass of netting with two bodies trapped in it floats by the ship. If the PCs investigate, they find the corpses belonged to two local anglers, now badly bitten. A DC 25 Survival check reveals these are not only shark bites, but humanoid as well. Asking around Port Shaw readily identifies the bodies as villagers from Toe's Reach, as does asking anyone also from there.

If the PCs haul the corpses back to port, a few hours after they are removed from sea, they transform into **aquatic ghasts.** Once transformed into ghasts, the creatures attack whomever they are near then hunt the party, leaving destruction in their wake. If the party leaves the corpses to float, they animate a few hours later then hunt the ship, following any sign, scent or trace of the adventurers.

Lacedon (aquatic ghast): CR 2; AC 18/14/14; SVS 4/4/7; MELEE bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis); SA paralysis (1d4+1 rounds, DC 15, affects elves normally), stench (10 ft. radius, sickens for 1d6+4 minutes, DC 15 Fortitude negates.); CMB +4; CMD 18; 17 hp; See the *Pathfinder Roleplaying Game Bestiary* "Ghoul" for details. Please note this lacedon is a ghast, not a ghoul.

3. Electric Eels (CR 7)

A pair of particularly territorial and very hungry **dire electric eels** attack the PCs.

Dire Electric Eels (2): CR 5; AC 18/14/14; SVS 8/12/5; SPEED swim 50 ft.; MELEE bite +9 (1d8+4 plus grab); SA constrict, electric discharge (2d6 electricity, 10 ft. radius, DC 16 Reflex half, recharge 1d4 rounds); CMB +9 (+13 grapple); CMD 23; 58 hp; See the **Appendix** for details.

4 The Lurking Aboleth (CR 7)

One of the Krakenfiend's minions, an **aboleth**, prowls the waves on reconnaissance. At first, the aberration follows the PCs from a distance, using its illusionary powers to conceal it from any PCs watching for danger and attempts to learn as much as possible about them (their relative power, their intentions and the like). The PCs may get the strange feeling some unseen power watches them, but the aboleth takes great care to leave no signs.

Should the aboleth determine that the PCs are a threat to Harthagoa, it uses its *mirage arcana* ability to conceal the next patch of dangerous shoal or shallow reef ahead of the ship. It will adjust the image of the terrain so that the shoals appear off to the side of the ship's path, when actually they are dead ahead.

Anyone helming the ship may attempt a DC 30 Profession (sailor) or Survival check to notice inconsistencies in the terrain and receive a Will save against the effect. If they fail either the skill checks or the save, then the ship crashes into the shoals and sticks there. Unless the PCs succeed at a DC 30 Strength check to dislodge their vessel, the waves pound it to pieces in 10 rounds. If the PCs succeed in dislodging their ship, it springs a leak and sinks in 8 hours, unless they reach land or limp into port or manage to plug it (see sidebox).

Editor's Note: Run Aground

Historically, there were many techniques to dislodge an age of sail ship from a reef or shoal, and there were many ways to slow or plug a leak while at sea – some quite dramatic. For example, a crew might remove its mainsails, run them under the hull and let the heavy cloth suck into a major breach in a ship's side. Enumerating all such techniques and crafting d20 rules for them would prove unwieldy in a book like Razor Coast…so, we did it in ***Fire As She Bears.***

GMs who do not have ***Fire As She Bears*** or prefer a different rule set should consider liberal circumstance bonuses to Profession (sailor) or other skills to reward inventive PCs in their struggles with wind and wave. Of course, GMs may also enjoy how failed schemes worsen the party's peril.

If the PCs avoid this ploy, the aboleth tries to enslave the ship's helmsman and forces them to crash the ship into the next natural hazard. If at any time the PCs discover the aboleth, it flees to report its findings to Harthagoa.

Aboleth: CR 7; AC 20/9/19; SVS 8/5/11; SPEED 10 ft., swim 60 ft.; MELEE 4 tentacles +10 (1d6+5 plus slime); SA slime (skin becomes clear membrane in 1d4 rounds, dries out quickly, –4 penalty to Constitution, DC 20 Fortitude negates); AURA mucus cloud (adjacent creatures can only breathe water for 3 hours, DC 20 Fortitude save each round negates); CMB +13; CMD 24 (can't be tripped); SLA (CL 16th); At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19); 3/day—*dominate monster* (DC 22); 84 hp; See the *Pathfinder Roleplaying Game Bestiary* "Aboleth" for details.

5. Pirates! (CR 7)

A pirate warship makes for the PCs' craft. Armed with two four-pound cannons and one sixer, the vessel attempts to catch the PCs and board her. If they have trouble closing the distance, they fire a warning shot with their six-pound cannon. If that fails to bring the PCs to a stop, they aim for the sails and rigging to slow the ship. Once close enough, the crew boards the PCs' vessel and attempts to kill everyone.

Seamen (12), male and female human Exp2**:** CR 1/2; AC 12/10/12; SVS 1/0/4; MELEE unarmed +2 (1d3+1) or belaying pin +2 (1d4+1 nonlethal); CMB +1; CMD 12; 14 hp; See the whalers in **Chapter 3** for full statistics.

Pirates (10), male and female human Ftr3**:** CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/x3); CMB +4; CMD 16; 28 hp; See Dragoons in the **Appendix** for statistics.

Pirate Captain CR 5

XP 1,600

Male human rogue 6

CE Medium humanoid (human)

Init +3; **Senses** Perception +12 (+14 vision–based checks at sea)

DEFENSE

AC 16, touch 13, flat–footed 13 (+3 armor, +3 Dex)

hp 39 (6d8+6)

Fort +2, **Ref** +8, **Will** +4

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Spd 30 ft.

Melee *+1 rapier* +8 (1d6+2/18–20)

Ranged military pistol +7 (1d10/x3)

Special Attacks sneak attack +3d6

STATISTICS

Abilities Str 12, Dex 16, Con 11, Int 10, Wis 16, Cha 13

Base Atk +4; **CMB** +5; **CMD** 18

Feats Acrobatic, Iron Will, Helmsman, Seaworthy, Weapon Finesse

Skills Acrobatics +14 (+16 balance onboard a seafaring vessel), Climb +10, Diplomacy +10, Intimidate +10, Perception +12 (+14 vision–based checks at sea), Profession (sailor) +14, Sense Motive +12, Stealth +12, Swim +10

Languages Common

SQ rogue talents (bleeding attack* +3, finesse rogue, ledge walker), trapfinding +3

Other Gear *+1 rapier*, flintlock pistol with 5 reloads of shot and powder, masterwork studded leather, a fine diamond ring worth 600 gp

6. NAGA'S HUBRIS (CR 8)

A **dark naga** named Niri, who makes her home in a sea cave deep below the surface of the ocean, fancies herself a powerful denizen with whom none should trifle. She rises out of the sea next to the PCs' vessel and demands tribute for passing through her ocean. If the PCs pay the 500 gp Niri demands then they please her, and she informs them of other threats in the region.

She knows about the black shark, and spotted the creature in the waters off Beacon Island. Niri also knows of Harthagoa, who she calls "the pretender to her rightful place as ruler of the sea" and Dajobas, "that banished myth followed by fools with fake fins and stone daggers…"

If the PCs succeed at a DC 20 Diplomacy check, her bluster vanishes and she reveals her terror of both Dajobas and the Krakenfiend. She tells the PCs that the Krakenfiend is unnatural, the spawn of a great demon, then flees. She does not know the location of Kraken's Reef and would not reveal it if she did.

If the PCs refuse to pay Niri, she attacks them but flees if reduced to 30 hit points or less.

Niri, Dark Naga: CR 8; AC 22/15/16; SVS 7/10/9; SPEED 40ft.; MELEE bite +8 (1d4+2), sting +8 (2d4+2 plus poison); SPACE 10 ft., REACH 5 ft.; CMB +10; CMD 26 (can't be tripped); 85 hp; SPELLS (CL 7th): 3rd (5/day)—*displacement, lightning bolt* (DC 16); 2nd (7/day)—*cat's grace, invisibility, scorching ray*; 1st (7/day)—*expeditious retreat, magic missile, ray of enfeeblement* (DC 14), *shield, silent image;* 0 (at will)—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic;* See the *Pathfinder Roleplaying Game Bestiary* "Naga, Dark" for details, but add the "aquatic" subtype.

7. GOBLIN RAIDERS (CR 8)

As the PCs sail onward, the skies darken and a group of **10 goblin bandits** carrying torches and riding on their **5 manticores** descend upon the ship. Out for a little mayhem, arson, and some loot, the goblins fight until the PCs slay half their number. The goblins ride two per mount, and attack from the air with their javelins.

Goblins (10): CR 1/3; AC 16/13/14; SVS 3/2/-1; MELEE short sword +1 (1d4/19–20); RANGED short bow +3 (1d4/×3); CMB +0; CMD 12; 6 hp; See the *Pathfinder Roleplaying Game Bestiary* "Goblin" for details.

Manticores (5): CR 5; AC 17/11/15; SVS 9/7/3; SPEED 30ft., fly 50 ft. (clumsy); MELEE bite +10 (1d8+5), 2 claws +10 (2d4+5); RANGED 4 spikes +8 (1d6+5); CMB +12; CMD 24 (28 vs. trip); 57 hp; See the *Pathfinder Roleplaying Game Bestiary* "Manticore" for details.

Tactics The Manticores prefer to Hover at maximum range and pelt their foes with spikes. After unleashing all their spikes, they use Fly-By Attack wherever practicable.

8. TERRITORIAL DISPUTE (CR 9)

At sea, the waters grow turbulent and uncontrollable, taking on a life all their own. The PCs sail into the shadow of **2 huge water elementals** jockeying for territory. Engaged in a terrible fray for dominance, their struggle sends them spiraling up underneath the PCs' ship, which threatens to capsize it.

Anyone at the helm can attempt a DC 25 Profession (sailor) check to stabilize the ship. The elementals continue their battle and, so long as the adventurers remain within 250' of either creature, the monsters potentially slam into the party's vessel again. Any attack by one elemental that misses the other elemental by five or more strikes the PCs ship. If the attack roll also overcomes the vessel's AC, it deals damage.

If anyone attacks the elementals, the two creatures immediately break off their infighting and team up on the new threat.

Unless the two elementals are fighting the party, 3 rounds after the PCs sail into the middle of their conflict,

the elementals stop grappling and one flees for open water. The other turns its attentions on the party, seeing them as the new threat to its territory.

Huge Water Elementals (2): CR 7; AC 21/13/16; SVS 11/11/3; SPEED 20 ft., swim 90 ft.; MELEE 2 slams +15 (2d6+7); SA drench, vortex (DC 22), water mastery; REACH 15 ft.; CMB +19; CMD 34; 95 hp; DR 5/—; See the *Pathfinder Roleplaying Game Bestiary* "Elemental, Water" for details.

9. Merrow Marauder (CR 9)

Grawlim, a salt water merrow druid who rides his **tylosaurus** mount into battle, wants any cargo or treasure the PCs have. Unusually for a merrow, Grawlim is not out for wholesale slaughter. However, if denied the goods, he attempts to slay all aboard.

Grawlim prepares for combat by casting *barkskin and bull's strength* on himself, the benefits of which extend to Urag, his **constrictor snake**. The druid uses his nets to bring down dangerous fighters, riding in close to the ship so his tylosaurus can attack as well. Most merrows fight until slain, but Grawlim's greater sense of self-preservation prompts him to flee when reduced to less than 15 hit points.

Grawlim CR 7

XP 3,200

Male saltwater merrow druid 3 (*Pathfinder Roleplaying Game Bestiary 2* "Merrow, Saltwater)

NE Huge humanoid (aquatic, giant)

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 22, touch 8, flat–footed 22 (-2 size, +9 natural armor, +5 armor)

hp 97 (10 HD; 10d8+40)

Fort +12, **Ref** +3, **Will** +7

Defensive Abilities resist nature's lure

OFFENSE

Spd 40 ft., swim 40 ft.

Melee *+2 longspear* +14/+9 (3d6+11/x3) and Claw x2 +6 (1d8+3 plus grab)

Ranged net +5 (entangle) or javelin +5 (2d6+6)

Space 15 ft., **Reach** 15 ft.

Special Attacks grab

Druid Spells Prepared (CL 3)

2nd—*barkskin, bull's strength*

1st—*charm animal* (DC 13), *hide from animals* (DC 13), *obscuring mist*

0 (at will)—*detect magic, detect poison, know direction, light*

STATISTICS

Abilities Str 22, Dex 10, Con 18, Int 6, Wis 14, Cha 4

Base Atk +7; **CMB** +15 (+19 Grappling); **CMD** 25

Feats Exotic Weapon Proficiency (net), Improved Initiative, Improved Natural Amor, Mounted Combat, Weapon Focus (longspear)

Skills Acrobatics +0 (+4 Jump), Climb +6, Handle Animal +5, Knowledge (nature) +0, Perception +9, Ride +7, Stealth -5 (-1 in salt water), Survival +4, Swim +14

Languages Aquan, Giant, Druidic

SQ amphibious, animal companion link, nature bond abilities (Urag, amphibious constrictor snake), share spells, spontaneous casting, trackless step, wild empathy, woodland stride

Other Gear *+2 driftwood armor, +2 longspear,* 4 javelins, 2 nets, a special riding harness for his tylosaurus, and a small net filled with 5 opals (100 gp each), a sapphire ring (300 gp) and an emerald bracelet (500 gp)

URAG, ANIMAL COMPANION CR —

XP —

Amphibious constrictor snake animal companion (*Pathfinder Roleplaying Game Bestiary* "Snake, Constrictor")

N Medium animal (aquatic)

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 13, flat–footed 14 (+3 Dex, +4 natural)

hp 19 (6d8+18)

Fort +5, **Ref** +6, **Will** +2

Defensive Abilities evasion

Weaknesses –2 vs. gases, contact poisons and inhaled poisons

OFFENSE

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee bite +6 (1d3+6 plus grab)

Special Attacks grab

STATISTICS

Abilities Str 19, Dex 17, Con 14, Int 1, Wis 12, Cha 2

Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 19 (can't be Tripped)

Feats Skill Focus (Perception), Toughness +3

Tricks Attack, Defend, Down, Fetch, Guard, Guarding

Skills Acrobatics +3 (-1 Jump), Climb +16, Perception +8, Stealth +7, Swim +12

SQ amphibious, link, share spells

SPECIAL ABILITIES

Breathing Skin (Ex) Because an amphibious constrictor snake's skin aids in its breathing, it takes a –2 penalty on Fortitude saving throws against gases, contact poisons and inhaled poisons, and effects.

Tylosaurus: CR 8; AC 20/8/18; SVS 15/8/8; SPEED 20 ft., swim 50 ft.; MELEE bite +15 (2d8+18 plus grab); SPACE 15 ft., REACH 15 ft.; CMB +23 (+27 grapple); CMD 34 (38 vs. trip); 105 hp; See the *Pathfinder Roleplaying Game Bestiary 2* "Dinosaur, Tylosaurus".

11. ST. DUNSTAN'S TOOTH (CR 9)

A single rocky spire rises from the water, its shoreline ringed black with seaweed, and its weathered gray face cracked from salt and the bright, beating sun. Bird droppings splatter the spire's crown a brilliant white, giving the islet the appearance of a tremendous fang. In the clear blue skies above, hundreds of seabirds dance in the breeze like black flecks of pepper, ground from on high.

According to the PCs' map – or local legend – the spire is called St. Dunstan's Tooth. Because of its visibility, sailors often use the Tooth as a landmark, though in passage they give it wide berth as its high crags form a vast rookery for local seabirds and other more formidable predators. This latter information is inconveniently missing from any map, though a DC 28 Knowledge (geography) recalls this fact, along with proper bearings for safe passage.

Synopsis

At the highest point of the spire, a small colony of harpies constructed an aerie from which they prey upon passing ships. Those piloting their vessels too close to the islet soon find themselves fending off attacks as the monstrous creatures swoop down, shred their ships' sails, and set their vessels adrift.

2 harpies and **2 harpy archers** swoop down to assail the ship.

Harpies (2): CR 4; AC 16/13/13; SVS 4/7/6; SPEED 20 ft., fly 80 ft. (average); MELEE morningstar +8/+3 (1d8+1), 2 talons +3 (1d6); SA captivating song; CMB +8; CMD 21; 38 hp; See the *Pathfinder Roleplaying Game Bestiary* "Harpy" for details.

HARPY ARCHERS (2) CR 7

XP 3,200

Female harpy ranger 3 (*Pathfinder Roleplaying Game Bestiary* "Harpy")

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 17, flat–footed 11 (+6 Dex, +1 dodge, +1 natural)

hp 83 (10 HD; 7d10 plus 3d10+23)

Fort +7, **Ref** +14, **Will** +6

OFFENSE

Spd 20 ft., fly 80 ft. (average)

Melee 2 talons +10 (1d6)

Ranged *+1 flaming bow* +18/+13 (1d8+1/x3 plus 1d6 fire)

Special Attacks captivating song (DC 17), favored enemy (human +2)

STATISTICS

Abilities Str 10, Dex 22, Con 14, Int 10, Wis 10, Cha 19

Base Atk +10; **CMB** +10; **CMD** 27

Feats Dodge, Endurance, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow)

Skills Bluff +13, Fly +19, Intimidate +13, Perception +9, Perform (oratory) +9, Stealth +14, Survival +8

Languages Common

SQ track +1, wild empathy +7

Gear *+1 flaming bow,* 50 arrows, *gloves of dexterity +2*

SPECIAL ABILITIES

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Tactics The harpies begin by swooping close to the ship and shooting flaming arrows into the deck and sails. Next, half the group make flyby attacks while the others sing, charming victims to jump overboard. Those sails that fail to catch fire, the archer harpies attempt to shred with their razor-sharp talons.

Next, the harpies try to grab sailors, fly them into the air, and dash them upon the Tooth. So long as they are crippled, the harpies will leave sailors broken on the rocks and return later to devour them.

10. SAHUAGIN RAIDING PARTY (CR 10)

A raiding party of **6 sahuagin raiders** attacks the PCs. The sahuagin latch onto the party's ship as it passes and climb aboard, trying to take the PCs by surprise. These sahuagin are from Kraken's Reef and know the way there if the PCs are looking for it.

SAHUAGIN RAIDER (8) CR 4

XP 1,600

Male sahuagin fighter 1/ranger 2 (*Pathfinder Roleplaying Game Bestiary* "Sahuagin")

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +9

DEFENSE

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

hp 38 (5d10+10)

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

Weakness light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee Bite +7 (1d4+2), 2 claws +7 (1d4+2)

Special Attacks favored enemy (humans +2)

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 18

Feats Coordinated Maneuvers, Favored Defense: Favored Enemy (Humans) +1, Great Fortitude, Pack Attack, Rending Claws

Traits Killer

Skills Acrobatics +6, Bluff -1 (+1 vs. humans), Climb +10, Handle Animal +4, Perception +9 (+11 vs. humans), Ride +6, Sense Motive +1 (+3 vs. humans), Stealth +9, Survival +9 (+11 vs. humans, +10 to track), Swim +16

Languages Aquan, Common; speak with sharks

SQ blood frenzy (1/day), combat styles (natural weapon), track, wild empathy

Gear 150 GP

SPECIAL ABILITIES

Blood Frenzy (1/day) (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.

Coordinated Maneuvers +2 CMB if you are adjacent to an ally with this feat.

Favored Defense: Favored Enemy (Humans) +1 You can add half your favored enemy bonus as a Dodge bonus to AC and CMD.

Favored Enemy (Humans +2) (Ex) +2 to rolls vs Favored Enemy (Humans).

Killer Add weapon's critical modifier to its critical bonus damage.

Light Blindness (Ex) Blinded for 1r in bright light, dazzled as long as they remain in it.

Pack Attack Ally's attack allows you to take a 5-foot step

Rending Claws If you hit an opponent with 2 claw attacks in a turn, add 1d6 points of precision damage to the second hit.

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

Wild Empathy +1 (Ex) Improve the attitude of an animal, as if using Diplomacy.

12. FOG ON THE HORIZON (CR 10)

A low cloud of fog in the PCs path turns out to be **6 large air elementals**. The elementals take shape and attack as the ship enters their area.

Large Air Elementals (6): CR 5; AC 21/17/13; SVS 9/13/2; SPEED fly 100 ft. (perfect); MELEE 2 slams +14 (1d8+4); REACH 10 ft.; CMB +13; CMD 31; 68 hp; See the *Pathfinder Roleplaying Game Bestiary* "Elemental, Air" for details.

13. THE SECRET PASSENGER (CR 10)

The PCs encounter the ship *Martiosa*, badly damaged from a storm. The ship remains seaworthy, but travels very slowly, its sails in tatters. A passenger named Lucius offers the PCs the hefty sum of 1,000 gp if they will take him and his valet, Mantagar, to Port Shaw directly, as his business interests there demand his presence. Lucius is actually a **rakshasa**—a hideous poisoner, murderer, and Kal' Ay-Mah cultist from the distant Ebon Shroud.

Lucius is a dangerous envoy sent amongst the pathetic mortals of the Razor Coast to assay Port Shaw as a possible staging ground for the cult's presence in the region. His valet, Mantagar, is actually a **doppelganger** slave he brought along to help with his considerable luggage.

Lucius is tired of whiling away his hours on board the crippled *Martiosa* and looks forward to some debauchery and to devouring a few humans in Port Shaw. If the PCs do not discover his true nature, he happily pays them their fee upon arrival in Port Shaw. If the PCs discover his valet is actually a doppelganger, Lucius feigns shock and then merrily helps the PCs slay the shapechanger. If the adventurers discover Lucius' true nature, the rakshasa sneers and attacks, fleeing if reduced to below 10 hp.

Lucius, rakshasa: CR 10; AC 25/16/19; SVS 9/12/8; SPEED 40ft.; MELEE *+1 kukri* +16/+11 (1d4+4/15–20), claw +10 (1d4+1), bite +10 (1d6+1)); CMB +13; CMD 29; 115 hp; DR 15/good and piercing; SR 25; SPECIAL ABILITY: constant *detect thoughts* (CL 18th; always functions as if it had spent three rounds concentrating, DC 18 Will save negates); SPELLS (CL 7th): 3rd (5/day)—*lightning bolt* (DC 16), *suggestion* (DC 16); 2nd (7/day)—*acid arrow, invisibility, minor image;* 1st (7/day)—*charm person* (DC 14), *mage armor, magic missile, shield, silent image;* 0—*dancing lights, detect magic, ghost sound* (DC 13), *mage hand, mending, message, prestidigitation*; See the *Pathfinder Roleplaying Game Bestiary* "Rakshasa" for full details.

Mantagar, doppelganger: CR 3; AC 16/12/14; SVS 4/5/6; MELEE 2 claws +8 (1d8+4); CMB +8; CMD 20; 26 hp; SLA (CL 18) At will—*detect thoughts* (DC 13); SQ change shape (*alter self*); See the *Pathfinder Roleplaying Game Bestiary* "Doppelganger" for full details.

14. THE DRACONIC TYRANT (CR 11)

One of the larger islands holds an extremely narrow beach with the jungle growing within 50 feet of the water. The tree line is dense, reducing visibility to one-quarter the normal distance. After travelling a few hundred yards beyond the tree line, thick jungle gives way to a grassy field. As the PCs emerge, read or paraphrase the following text.

> Emerging from the thick jungle, you find a vast open field, roughly circular and at least a mile in diameter. Giant lizard-like monstrosities roam the field, grazing on the tall grass. They pay you little attention, going about their business unbothered by troublesome little primates.

Call for Perception checks. Any player who beats a DC 15 notices a large nest 10 feet away. Any who beat a DC 23 also notice a creature resembling a tyrannosaurus with wings, lurking in the shadows of the trees 75 feet away. This creature is the ill–begotten offspring of an exceedingly amorous red dragon and a tyrannosaurus. She is particularly possessive of her nest and the PCs stand way too close for her comfort. She charges the party immediately.

The Draconic Tyrant CR 11

XP 12,800

Female half–dragon tyrannosaurus (*Pathfinder Roleplaying Game Bestiary* "Dinosaur, Tyrannosaurus,""Half-Dragon")

CE Gargantuan dragon (augmented animal)

Init +5; **Senses** darkvision 60 ft., low–light vision, scent; Perception +37

DEFENSE

AC 25, touch 7, flat–footed 24 (+1 Dex, +9 natural, –4 size,)

hp 207 (18d8+126)

Fort +18, **Ref** +12, **Will** +10

Immune fire, magical sleep, paralysis

OFFENSE

Spd 40 ft., fly 80 ft. (average)

Melee bite +24 (4d6+30/19–20 plus grab),2 claws +24 (2d6+15)

Space 20 ft.**, Reach** 20 ft.

Special Attacks breath weapon (30 ft. cone, 18d6 fire damage, Reflex DC 23 half, usable 1day), swallow whole (2d8+15 acid damage, AC 19, 15 hp)

STATISTICS

Abilities Str 40, Dex 13, Con 25, Int 4, Wis 15, Cha 12

Base Atk +13; **CMB** +32 (+36 grapple); **CMD** 43

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception),

Skills Fly +16, Perception +37, Stealth +2, Swim +26; **Racial Modifiers** +8 Perception

Tactics The Draconic Tyrant prefers to open combat with a charge if possible, bringing her humongous jaws into the fray as quickly as possible. In the second round of combat, she fires up her breath weapon, attempting to catch as many foes as possible in the cone. After expending her breath weapon the Draconic Tyrant relies on her brutal melee attacks, intent on devouring those who dare approach her nest. The Draconic Tyrant fights to the death to protect her young.

Treasure

While the Draconic Tyrant does not have any treasure, enterprising PCs might swipe her three eggs. Each egg is about the size of a dwarf and weighs roughly 100 lb. While tougher than the eggs of small birds, Tyrant eggs are still delicate and require great care. PCs who return to Port Shaw with intact eggs may sell them for 5,000 gp per egg.

15. Kelp Sargasso (CR 12)

A narrow, mist-filled passage flows between two large islands. Upon approach, sharp-eyed lookouts spot the shadowed hulks shrouded within, their broken masts poking from the black kelp like a decaying forest of crooked crucifixes.

The rotting shells of over a half dozen ships deteriorate within the heavy mist. None younger than a few decades, most of the vessels trace back to the Razor Coast's golden age of piracy under Garr Bloodbane. NPCs crewing the PCs' ship may recognize some and exclaim, for example, "Thar's the *Whalefinder*! She was lost with all hands back in aught three. This be a cursed place!" PCs may search the ships; most were plundered long ago.

Synopsis

The Sargasso's real threat is the seaweed itself. Quite a large patch possesses primitive sentience and attacks any living creatures sailing through.

Giant Advanced Kelp Devil CR 12

XP 9,600

The Tome of Horrors Complete 394

NE Gargantuan plant (aquatic)

Init +3; **Senses** blindsight 30 ft.; Perception +22

DEFENSE

AC 21, touch 5, flat–footed 21 (+16 natural, –4 size, –1 dex)

hp 162 (12d8+108)

Fort +16, **Ref** +3, **Will** +9

Defensive Abilities underwater concealment; **DR** 10/ slashing or piercing; **Immune** electricity, plant traits; **Resist** fire 10

OFFENSE

Spd 30 ft., swim 50 ft.

Melee 6 fronds +18 (2d6+12 plus grab)

Space 20ft.**, Reach** 20 ft.

Special Attacks charm

STATISTICS

Abilities Str 34, Dex 9, Con 23, Int 9, Wis 16, Cha 10

Base Atk +9; **CMB** +25 (+30 grapple); **CMD** 34

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (fronds)

Skills Perception +22, Stealth –8 (+4 among natural seaweed), Swim +20; **Racial Modifiers** +15 Stealth among natural seaweed

Languages Common

SPECIAL ABILITIES

Charm (Su): Twice per day, on a successful hit with a frond, a kelp devil can affect the opponent as by *charm monster* (caster level 12th). The creature can attempt a DC 20 save to resist the effects. The save DC is Constitution-based.

Underwater Concealment (Ex): The main body of a kelp devil remains submerged even when attacking. This grants it concealment (20% miss chance) against all attacks.

Tactics Kelp devils are patient creatures. They lie perfectly motionless until potential prey moves within 10 feet. Once their prey is within range, they strike quickly with their pseudopods, attempting to grab an opponent. Grappled creatures are dragged underwater and drowned. Slain creatures are devoured by the kelp devil.

16. GIANT PIRATES (CR 13)

The PCs spot an enormous ship off their port bow, closing fast. A wayward band of frost giant marauders, hailing from beyond the Face of the Frozen God, lost their course in a storm and ended up on the Razor. They are amused by the tiny seafarers of this region and while away the hours playing all sorts of games with the miniature boats of men.

The giants' ship sails within 600 feet and heaves to. From there the **3 frost giant marauders** and their captain, **Gert Larson**, hurl rocks, old trunks, and pieces of other ships they have encountered at the PCs vessel, seeing who can hit it first. Gert wins by casting *true strike* on himself before his second attempt.

Once they strike the ship, the pirates lose interest and change course. If the PCs attack the giants, the marauders find it very amusing and guffaw at first. If the PCs deal any serious damage, the giants attempt to sink the tiny vessel and kill its crew. If the pirates close for the kill, Gert makes full use of his spells, casting *mage armor* on himself and *bull's strength* on his crew.

Frost Giants (3): CR 9; AC 21/8/21; SVS 14/3/6; SPEED 40 ft.; MELEE greataxe +18/+13 (3d6+13) or 2 slams +18 (1d8+9);RANGED rock +9 (1d8+13); SA rock throwing (120 ft.); SPACE 10ft.; REACH 10 ft.; CMB +20; CMD 29; 133 hp; See *Pathfinder Roleplaying Game Bestiary* "Giant, Frost" for detailed statistics.

CAPTAIN GERT LARSON CR 11

XP 12,800

Male frost giant sorcerer 4 (*Pathfinder Roleplaying Game Bestiary* "Giant, Frost")

CE Large humanoid (cold, giant)

Init +0; **Senses** low–light vision; Perception +15 (+17 vision–based checks at sea)

DEFENSE

AC 20, touch 11, flat–footed 20 (+2 deflection , +9 natural ,–1 size)

hp 169 (18 HD; 14d8 plus 4d6+90)

Fort +15, **Ref** +7, **Will** +12; +4 vs. mind–affecting fear effects

Defensive Abilities rock catching; **Immune** cold, Intimidate

Weaknesses vulnerable to fire

OFFENSE

Spd 40 ft.

Melee *+1 Large unholy frost greataxe* +22/+17/+12 (3d6+16 plus 1d6 cold plus 2d6 unholy vs. good–aligned targets/x3)

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

Special Attacks rock throwing (120 ft.)

Bloodline Spell–Like Abilities (CL 4th; concentration +9)

8/day—*elemental ray* (1d6+2 cold)

Sorcerer Spells Known (CL 4th, concentration +9)

2nd (4/day)—*bull's strength*

1st (8/day)—*burning hands (cold)* (DC 16), *mage armor, ray of enfeeblement, true strike*

0 (6/day)—*dancing lights* (DC 15), *detect magic, detect poison, light, ray of frost, read magic*

Bloodline Elemental (water)

STATISTICS

Abilities Str 31, Dex 10, Con 21, Int 10, Wis 15, Cha 20

Base Atk +12; **CMB** +23; **CMD** 35

Feats Cleave, Eschew Materials, Helmsman, Iron Will,

Editor's Note: Islands, Islands Everywhere

Uncharted Islands – coral, volcanic, you name it – dot the length and breadth of the Razor Coast. You can't turn a ship in circles without running into a mysterious archipelago or a mist shrouded atoll. Explorers have only noted the largest formations on maps of the Razor – and only the islands that do not move.

Razor Coast encourages GMs to dot the seas with islands populated by their wildest imaginings. For example, your editor likes to imagine shipwrecking PCs on islands of undead cannibal pygmies. Especially if they look like the ones down there.

Anthropophagi

Lightning Reflexes, Power Attack, Piratical Nerve, Seaworthy, Skill Focus (Perception), Skill Focus (Profession [sailor])

Skills Climb +16, Intimidate +16, Knowledge (arcana) +11, Perception +15 (+17 vision–based checks at sea), Profession (sailor) +17, Spellcraft +10, Stealth –4 (+0 in snow), Swim +15

Languages Common, Giant

SQ bloodline arcana

Other Gear *+1 Large unholy frost greataxe, belt of giant strength +4, cloak of charisma +4, ring of swimming, ring of protection +2,* fur clothing, spell component pouches

Set-Pieces

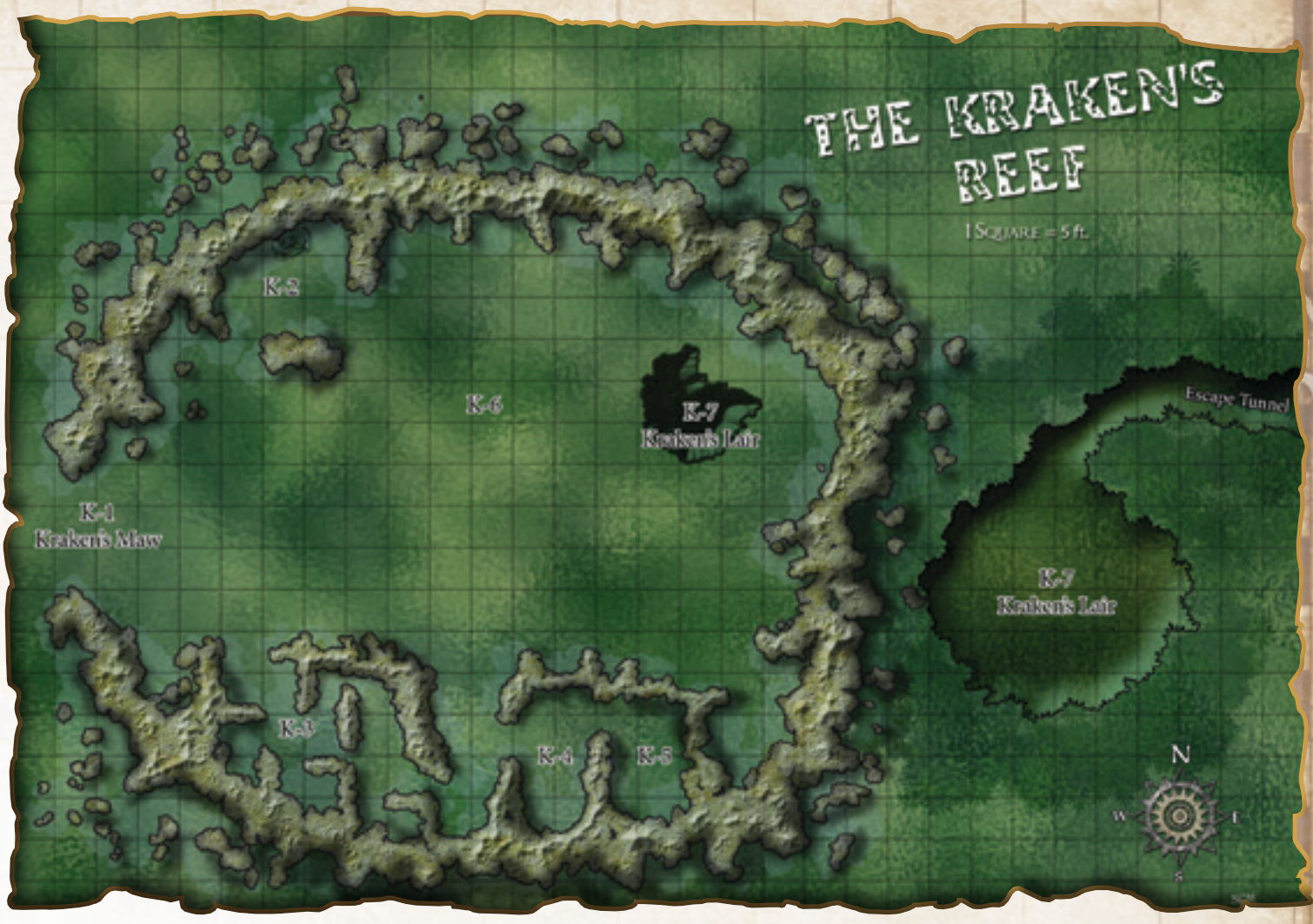
Raid on Kraken's Reef (CR varies)

Far off the coast of Port Shaw, extending deep below the crashing waves of the Razor Sea, these sprawling coral formations shelter an evil more sinister than any other haunting the region: the dark seed of Demogorgon nurtured in the womb of an ancient kraken and now full-grown, the winged, tentacled horror that is Harthagoa, the Demon Below.

Harthagoa hollowed his inner sanctum from this immense coral formation. The reef rises from the ocean and curves inward, forming a near-solid dome above the surface, enclosing the entrance to the Krakenfiend's inner abode. A west-facing break in the coral wall known as the Kraken's Maw grants entry to the dome. Here Harthagoa entertains dignitaries from the evil aquatic races of the Razor and prepares his army of sahuagin soldiers for battle against the land dwelling humanoids of Port Shaw.

Harthagoa's private chambers, Kraken's Lair, lie below the waves. Accessible only from within the walls of his domed reef, an underwater passage tunnels through and beneath the coral to a deep chamber. Inside, Harthagoa packs his immense bulk and schemes.

Passing through Kraken's Maw into the interior of Kraken's Reef is no mean feat, and only the most hardy or canny of adventurers should attempt it. For most, facing Harthagoa in his own demesne, surrounded by his vast army and many allies, is suicide. However, if the PCs concoct a brilliant plan to infiltrate the Reef – perhaps simply to weaken or divide the Krakenfiend's forces before his assault on Port Shaw – consult the details of Harthagoa's domicile:



K-1. Kraken's Maw (CR 9)

This enormous archway is the obvious entrance into the coral dome of the reef, and the Krakenfiend himself uses it when not attempting to travel unnoticed. For surreptitious exits he uses the tunnel leaving his lair, **Area K-7**.

The salt-white exposed coral gives way to an unsettling darkness: an enormous gateway to the inner reaches of the reef, where the sun cannot reach and things of shadow lay in wait. Passing through the titanic opening feels distinctly like entering the yawning maw of a gigantic, slumbering fiend.

The entryway is always guarded by **20 sahuagin**, who alert the other occupants of the reef and their dark master at the first sign of danger. They conceal themselves among the many crags, niches and crannies composing the inner sides of the reef, jetting suddenly from the darkness to attack anyone foolish enough to enter. If the PCs broach the Maw, five of the creatures swim deeper into the compound to alert their master and his allies while the other 15 engage the adventurers.

Sahuagin (20): CR 2; AC 16/11/15; SVS 4/4/4; SPEED 30 ft., swim 60 ft.; MELEE trident +4 (1d8+3), bite -1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2); SA blood frenzy (1/day when wounded, +2 Constitution, +2 Strength, -2 AC); RANGED crossbow +3 (1d10/19-20); CMB +4; CMD 15; 15 hp; See the *Pathfinder Roleplaying Game Bestiary* "Sahuagin" for full details.

Editor's Note: Braving the Lair

Kraken's Reef, lair of the Krakenfiend, is an appropriate set-piece for characters level 8-9 *assuming* the Krakenfiend and his army are away, perhaps conducting war games. Consider allowing the party to penetrate only so far, killing the Reef's early defenders, until the fracas alerts a praetorian cohort of sharks and sahuagin. A murderous snatch and grab raid followed by whole-hearted fleeing is the best way for a raid on Kraken's Reef to play out. A 9th level party discovered when Harthagoa is in his lair is doomed. Consider using GM fiat to prevent that TPK and permit the party to escape.

K-2. Shrine to a Tentacled God (CR 11)

This is where Harthagoa houses visiting dignitaries from aquatic races seeking alliance.

> Beyond the twisting coral lies a spacious chamber. Someone carved the walls of this coral grotto into statues. Most of these sculptures depict a bloated, tentacled form. The largest of these stands against the northwest wall of the chamber. The artist carved the statue's head to look fish-like and gave it huge, disquieting bulbous eyes.

Long ago, the proud warriors of the Tulita drove the sahuagin from the Razor coast. Now these evil fish folk seek to return to the region and, with Harthagoa's aid, exact their revenge. The sahuagin sent an emissary named **Slidobolao** — a four-armed mutant priest of the depths — and his entourage of **6 sahuagin acolytes** to entreat with the Krakenfiend. The Krakenfiend graciously offered them these quarters to do with as they please. Although he blithely uses the sahuagin for his every menial need and off-handedly bloats his army with sahuagin troops, in his dark heart he does not take their proposed alliance very seriously. As the bastard son of Demogorgon, Harthagoa judges most allies unworthy of his august fiendish heritage, and he views the broken tribes of the sahuagin as of marginal use.

Desperate to prove his people's worth to the Krakenfiend, the worshipful Slidobolao seeks some grand deed to win the Demon Below's favor. Eliminating a band of pesky intruders might prove just the thing Slidobolao needs. If he is alerted by the sounds of battle in **Area K-1**, Slidobolao leads his acolytes into the fray immediately. If the party happens upon Slidobolao here, he and his entourage attack instantly, outraged by the intrusion.

Slidobolao CR 10

XP 9,600

Male mutant sahuagin cleric of Kunulo 10 (*Pathfinder Roleplaying Game Bestiary* "Sahuagin")

CE Medium monstrous humanoid (aquatic)

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +14

Aura active *invisibility purge* and *magic circle against good* spells

Defense

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

hp 107 (12 HD; 2d10 plus 10d8+46)

Fort +12, **Ref** +10, **Will** +16

Weaknesses light blindness

Offense

Spd 30 ft., swim 60 ft.

Melee 4 talons +12 (1d4+3)

Ranged *+1 heavy crossbow* +12 (1d10+1/19–20)

Special Attacks blood frenzy, channel negative energy 2/day (DC 14, 5d6), destructive aura (+5, 10 rounds/day), destructive smite (+5, 9/day)

Domain Spell–Like Abilities (CL 10th; concentration +16)

9/day—*bleeding touch* (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +16)

5th—*greater command* (DC 21), *mass cure light wounds, slay living*[D] (DC 23), *spell resistance*

4th—*death ward*[D], extended *invisibility purge*[†], extended *magic circle against good*[†], *poison* (DC 22), *summon monster IV*

3rd—*animate dead*[†], *blindness/deafness* (DC 21), *contagion*[D] (DC 21), *cure serious wounds, prayer*

2nd—*aid, darkness, death knell*[D], *desecrate, hold person* (DC 18), *silence* (DC 18), *sound burst* (DC 18)

1st—*bane* (DC 17), *bless, cause fear*[D] (DC 19), *divine favor, doom, entropic shield, protection from law*

0 (at will)—*detect magic, guidance, read magic, resistance*

[D] domain spell; **Domains** Death, Destruction

[†] Already cast

Statistics

Abilities Str 16, Dex 15, Con 16, Int 12, Wis 22, Cha 8

Base Atk +9; **CMB** +12; **CMD** 24

Feats Extend Spell, Great Fortitude, Greater Spell Focus (necromancy), Improved Channel, Lightning Reflexes, Spell Focus (necromancy)

Skills Handle Animal +2, Knowledge (religion) +14, Perception +14, Profession (hunter) +10, Ride +6, Spellcraft +14, Stealth +6, Survival +18, Swim +11

Languages Aquan, Common; speak with sharks

SQ aura, death's embrace

Combat Gear *potion of cure light wounds, lesser strand of prayer beads*; **Other Gear** *+1 heavy crossbow,* 10 bolts, *periapt of wisdom +2*, holy symbol, spell component pouch

Special Abilities

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

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

ACOLYTES (6) CR 3

XP 800

Male and female sahuagin cleric of Kunulo 1 (*Pathfinder Roleplaying Game Bestiary* "Sahuagin")

NE Medium monstrous humanoid (aquatic)

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 10, flat–footed 17 (+5 natural, +2 shield)

hp 19 (3 HD; 2d10 plus 1d8+4)

Fort +5, **Ref** +3, **Will** +7

Weaknesses light blindness

OFFENSE

Spd 30 ft., swim 60 ft.

Melee mwk shortspear +4 (1d6+1), bite –2 (1d4) or 2 claws +3 (1d4+1), bite +3 (1d4+1)

Special Attacks blood frenzy, channel negative energy 2 day (DC 9, 1d6), destructive smite (+0, 5/day)

Domain Spell–Like Abilities (CL 1st; concentration +3)

5/day—*touch of evil* (1 round)

Cleric Spells Prepared (CL 1st, concentration +3)

1st—*doom* (DC 13), *protection from good*[D], *shield of faith*

0 (at will)—*detect magic*, *guidance*, *read magic*

[D] domain spell; **Domains** Evil, Destruction

STATISTICS

Abilities Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8

Base Atk +2; **CMB** +3; **CMD** 13

Feats Alertness, Great Fortitude

Skills Handle Animal +3, Knowledge (religion) +7, Perception +9, Ride +4, Sense Motive +4, Spellcraft +6, Stealth +4, Survival +7, Swim +14

Languages Aquan, Sahuagin; speak with sharks

SQ aura

Combat Gear *potion of bear's endurance;* **Other Gear** masterwork shortspear, masterwork heavy steel shield, holy symbol, spell component pouch

SPECIAL ABILITIES

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

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

Tactics Slidobolao and his fellow clerics fight as a team. Before battle, the acolytes each drink their *potion of bear's endurance* (increasing their hp to 25) and cast *shield of faith* on themselves (AC 19). Given sufficient time to prepare, Slidobolao casts *bless, aid, protection from law, magic circle against good entropic shield, death ward, and spell resistance*, in that order. He saves *divine power* for just before melee.

K-3. SHARK FENS (CR 8)

Once Harthagoa kept his legions of sharks here, but the call of the shark god Dajobas lured them into Jalamar's service. The fens lie empty save for **Skisskaro**, the shark warden, and **5 large sharks**. Skisskaro seeks to restock Harthagoa's supply of predators, but so far only succeeded in locating these five. If he hears a disturbance within Kraken's Reef, he responds by sallying forth, leading his five large sharks to battle. Otherwise, the PCs find him here tending his pets.

SKISSKARO CR 7

XP 3,200

Male sahuagin ranger 5 (*Pathfinder Roleplaying Game Bestiary* "Sahuagin")

LE Medium monstrous humanoid (aquatic)

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +14

DEFENSE

AC 22, touch 12, flat–footed 20 (+4 armor, +2 Dex, +5 natural, +1 shield)

hp 52 (7 HD; 2d10 plus 5d10+12)

Fort +7, **Ref** +9, **Will** +8

Weaknesses light blindness

OFFENSE

Spd 30 ft., swim 60 ft.

Melee mwk cold iron handaxe +15/+10 (1d6+6/x3), mwk adamantine handaxe +15/+10 (1d6+3/x3), bite +8 (1d4+3)

Special Attacks blood frenzy, favored enemy (monstrous humanoid +4, human +2), favored terrain (water)

Ranger Spells Prepared (CL 2nd; concentration +6)

1st—*delay poison*, *longstrider*

STATISTICS

Abilities Str 22, Dex 15, Con 13, Int 16, Wis 18, Cha 10

Base Atk +7; **CMB** +13; **CMD** 25

Feats Endurance, Power Attack, Two–Weapon Defense, Two–Weapon Fighting, Weapon Focus (handaxe)

Skills Acrobatics +9, Climb +14, Handle Animal +10, Heal +12, Intimidate +8, Knowledge (geography) +8, Knowledge (nature) +13, Perception +14, Stealth +18, Survival +14, Swim +24

Languages Aquan, Common; speak with sharks

SQ hunter's bond (animal companion), track +2, wild empathy +5

Other Gear buckler, masterwork cold iron handaxe, masterwork adamantine handaxe, *+4 bracers of armor, ring of chameleon power*

SPECIAL ABILITIES

Blood Frenzy Once per day when Skisskaro takes damage in combat he can fly into a frenzy in the following round, clawing and biting madly until either he or his opponent is dead. He gains +2 Constitution and +2 Strength, and takes a -2 penalty to Armor Class. Skisskaro cannot end his frenzy voluntarily.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Skisskaro for one round. On subsequent rounds, he is dazzled while operating in bright light.

Speak with Sharks (Ex) Skisskaro can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Skisskaro can use the Handle Animal skill to befriend and train sharks.

HOOK JAW, ANIMAL COMPANION CR —

XP —

Female young shark animal companion (*Pathfinder Roleplaying Game Bestiary* "Shark")

N Medium animal (aquatic)

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

DEFENSE

AC 17, touch 13, flat–footed 14 (+3 Dex, +4 natural)

hp 16 (3d8+3)

Fort +6, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Spd swim 60 ft.

Melee bite +4 (1d6+3)

STATISTICS

Abilities Str 14, Dex 16, Con 13, Int 1, Wis 12, Cha 2

Base Atk +2; **CMB** +4; **CMD** 17

Feats Great Fortitude, Improved Initiative

Skills Perception +7, Swim +10

Languages link

SQ share spells

SPECIAL ABILITIES

Blindsense (Ex) A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Tactics After ordering his sharks to engage the PCs, Skisskaro hides among the fens awaiting the opportunity to sneak through the water to within five feet of as many targets as possible. He then viciously attacks everyone in range, leaving no one unscathed. Skisskaro fights until slain, flying into frenzy as soon as the PCs wound him.

Large Sharks (5): CR 2; AC 14/10/13; SVS 7/5/2; SPEED swim 60 ft.; MELEE bite +5 (4d8+4); CMB +7; CMD 18; 22 hp; See the *Pathfinder Roleplaying Game Bestiary* "Shark" for full details.

K-4. TROPHY ROOM (CR 8)

Harthagoa keeps trophies from the more potent among his defeated foes.

> Weapons, armor, and other objects hang from the coral walls. A small dais rises from the water in the center of this watery room and on it lies a glittering trident.

Ordered to slay any creature that enters, **10 sahuagin** and an **aboleth** guard this room. They hide in niches chipped from the coral walls all along the chamber's perimeter.

Thanks to the aboleth's *hallucinatory terrain*, the niches appear to be solid wall, while its *persistent image* makes the trident atop the dais appear real. The Krakenfiend stores the actual trident, formerly wielded by the late Solomon Trafalgar, in a secret compartment on the north wall of the chamber. A DC 25 Perception check finds it.

Sahuagin (10): CR 2; AC 16/11/15; SVS 4/4/4; SPEED 30 ft., swim 60 ft.; MELEE trident +4 (1d8+3), bite -1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2); SA blood frenzy (1/day when wounded, +2 Constitution, +2 Strength, -2 AC); RANGED crossbow +3 (1d10/19-20); CMB +4; CMD 15; 15 hp; See the *Pathfinder Roleplaying Game Bestiary* "Sahuagin" for full details.

Aboleth: CR 7; AC 20/9/19; SVS 8/5/11; SPEED 10 ft., swim 60 ft.; MELEE 4 tentacles +10 (1d6+5 plus slime); SA slime (skin becomes clear membrane in 1d4 rounds, dries out quickly, –4 penalty to Constitution, DC 20 Fortitude negates); AURA

mucus cloud (adjacent creatures can only breathe water for 3 hours, DC 20 Fortitude save each round negates); CMB +13; CMD 24 (can't be tripped); SLA (CL 16th); At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19); 3/day—*dominate monster* (DC 22); 84 hp; See the *Pathfinder Roleplaying Game Bestiary* "Sahuagin" for details.

Tactics The aboleth and sahuagin wait until the PCs approach the illusionary trident, then the sahuagin spring from their hiding places. The aboleth remains hidden below the waves. It tries to enslave the strongest-looking fighter and turn the PC against the party. The aboleth only engages the party if necessary, but will fight to the death rather than face the Krakenfiend's wrath.

Treasure

Trafalgar's trident is a *+3 holy returning distance trident*. Other trophies of note in this room are a *+2 icy burst greataxe,* a *sun blade,* a *helm of underwater action,* and *+3 greater sonic resistance full plate*.

K-5. TRAYANI'S PARLOR (CR 8)

Harthagoa's favored consort, a half-medusa mermaid named **Trayani**, lounges here.

> This spacious chamber brims with kelp mattresses, enormous open clams, conch shells and large living sea cucumber pillows. Pearls of all shapes, colors and sizes litter the chamber.

The half-medusa mermaid Trayani reclines on a large open clam bed, surrounded by sea cucumber pillows. Veils conceal her well-proportioned upper body and gorgeous face. Trayani abhors combat and treats with the party happily. If threatened or attacked, she simply removes her veil, unleashing her petrifying gaze on the PCs. If this fails to defeat them, Trayani flees for her life.

TRAYANI, CONSORT TO HARTHAGOA CR 8

XP 4,800

Female half–medusa merfolk sorcerer 7 (*Pathfinder Roleplaying Game Bestiary* "Medusa,""Merfolk")

CN Medium humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft., low–light vision; Perception +4

DEFENSE

AC 22, touch 18, flat–footed 18 (+4 deflection , +4 Dex, +4 natural armor)

hp 44 (7d6+14)

Fort +6, **Ref** +8, **Will** +6; +2 vs. poisons and toxins

OFFENSE

Spd 5 ft., swim 50 ft.

Melee *+2 dagger* +6 (1d4+3/19–20)

Ranged *+1 light crossbow* +8 (1d8+1/19–20) or *+2 dagger* +9 (1d4+3/19–20)

Special Attacks petrifying gaze

Bloodline Spell–Like Abilities (CL 7th; concentration +11 [+15 casting defensively])

7/day—*laughing touch*

Sorcerer Spells Known (CL 7th; concentration +11 [+15 casting defensively]

3rd (5/day)—*deep slumber* (DC 17), *major image* (DC 17), *vampiric touch* (DC 17)

2nd (7/day)—*alter self, detect thoughts* (DC 16), *glitterdust* (DC 16), *hideous laughter* (DC 16)

1st (7/day)—*charm person* (DC 15), *color spray* (DC 15), *entangle* (DC 15), *mage armor, magic missile, shocking grasp*

0 (at will)—*acid splash, dancing lights* (DC 14), *detect magic, disrupt undead, ghost sound* (DC 14), *mage hand, touch of fatigue*

Bloodline fey

STATISTICS

Abilities Str 13, Dex 18, Con 14, Int 10, Wis 13, Cha 19

Base Atk +3; **CMB** +4; **CMD** 22

Feats Combat Casting, Eschew Materials, Great Fortitude, Lightning Reflexes, Skill Focus (Bluff), Spell Penetration

Skills Bluff +17, Diplomacy +8, Perception +4, Spellcraft +10, Swim +9

Languages Aquan, Common

SQ amphibious, bloodline arcana, woodland stride

Other Gear *+2 dagger, +1 light crossbow,* 10 bolts, several multi-colored silk veils and wraps, a diamond necklace (2000 gp value), *ring of protection+4*

SPECIAL ABILITIES

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 14 negates. The save DC is Charisma-based.

K-6. TRAINING GROUNDS (CR 5 OR 13)

On this large area of sea floor, 100 feet below the surface, the sahuagin troops of the Kraken toil day and night preparing for the assault on Port Shaw, desperate to impress the Demon Below. At all times **60 sahuagin** are here practicing the arts of war.

Sahuagin (60): CR 2; AC 16/11/15; SVS 4/4/4; SPEED 30 ft., swim 60 ft.; MELEE trident +4 (1d8+3), bite -1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2); SA blood frenzy (1/

day when wounded, +2 Constitution, +2 Strength, -2 AC); RANGED crossbow +3 (1d10/19-20); CMB +4; CMD 15; 15 hp; See the *Pathfinder Roleplaying Game Bestiary* "Sahuagin" for full details.

These troops respond to any incursion into the reef first and constitute the bulk of the force that likely attacks Port Shaw in **Chapter 7**.

During a PC incursion, it is best for them to be away on military exercise, leaving **three slackers** behind for the party to question.

K-7. Harthagoa's Lair (CR 15)

On the ocean floor, protected by the reef above, an enormous gaping hole leads down 100 feet into an underwater cave. This is the private domain of **Harthagoa**, his bedroom beneath the waves, and any foolish enough to intrude face his ire. If the PCs sneak into the lair unnoticed by his many minions, they find Harthagoa at rest in the niche indicated on the map. Harthagoa fills nearly every crevice of his lair and once inside it, PCs must squeeze to move about.

Conceivably, the PCs might enter through the secret tunnel in the coral wall that Harthagoa uses for surreptitious excursions (his pliable cephalopod body allows him to squeeze through). From Harthagoa's side, the tunnel ends in a coral plug that he removes with a DC 32 Strength check. From outside the plug, it appears indistinguishable from the surrounding coral wall without a DC 45 Perception or Knowledge (nature) check.

Most likely, after alerting the denizens of Kraken's Reef to their presence, the PCs face Harthagoa when he emerges from his lair beneath the reef to destroy the impudent encroachers.

Harthagoa: CR 15; AC 28/8/26; SVS 16/8/13; SPEED fly 20 ft. (average), swim 20 ft., jet 280 ft.; MELEE 2 tentacles +28 (2d8+7/19–20 plus grab), 6 arms +30 (1d6+14 plus grab), bite +30 (4d6+21), 2 claws +30 (2d6+21); SA constrict 2d8+14 or 1d6+7, smite good 5/day ; SPACE 20 ft., REACH 20 ft., 60 ft. with arm, 40 ft. with tentacle; CMB +38; CMD 50; 347 hp; DR 10/magic; SR 26; SLA Spell–Like Abilities (CL 21 unless otherwise noted): 3/Day—*Darkness*, *poison* (DC 20), *unholy aura* (DC 24); 1/Day—*Blasphemy* (DC 23), *contagion* (DC 19), *control weather* (CL 9), *control winds* (CL 9), *desecrate, destruction* (DC 23), *dominate animal* (CL 9, DC 19), *horrid wilting* (DC 24), *resist energy* (CL 9), *summon monster IX* (evil outsider only), *unhallow, unholy blight* (DC 20); See **Chapter 1** for detailed statistics and tactics.

Let Sleeping Krakens Lie

When the PCs arrive, Harthagoa is sleeping. Which explains why none of his minions are in a hurry to swim over and wake him. Wouldn't you let sleeping Krakens lie?

However, some degree of ruckus eventually awakens the Krakenfiend. When the Krakenfiend stirs, allow the party ample time to flee, even if they make off with something of value. Harthagoa can always use the item to scry them.

Make no mistake, they are certainly on his radar after this. And if the party sticks around after Harthagoa wakes? Just kill them.

Treasure

Buried in the loose sand on the floor of this chamber is the Krakenfiend's hoard, plundered from dozens of vessels over the past five years. Chests of gold and silver, chalices, plates, bars, statuettes and coins with a total value of 75,000 gp rest here along with the following: a famous diamond known as the Minotaur's Fist, of a size to match its namesake and worth 15,000 gp, an emerald encrusted vest worth 12,000 gp, *boots of teleportation, greater bracers of archery*, a *lyre of building*, and a *cube of frost resistance*.

Beacon Island

For characters level 8-9. This set-piece is critical to the **Night of the Shark** plot arc. Players must explore Beacon Island and its environs before the GM begins Act 3 of the **Night of the Shark**.

Here Dalang Jalamar and his brood of fel weresharks gnaw the bones of captured seafarers while planning their moonlit attack on Port Shaw. Off the island's shore, the haunted, shattered bulk of *Razor's Edge* lies beneath the waves, her ghostly captain tethered to this mournful, moldering ruin. Treasures and dangers both await intrepid adventurers who venture these haunted shores.

As the PCs make their way to this lonely isle, they see the following:

> The isle is overgrown with foliage, mostly tangled weeds and wildflowers, but the towering Beacon Light rises from the untamed undergrowth like a colossus. Along the Light's sides, spirals of black

and white paint peel away, exposing the ugly gray stone like the scales of a fish torn off to reveal the soft tissue beneath. The Beacon Light stands dark where once brightness shone forth, directing ships to safe harbor.

On the Island (CR 9)

The Beacon Island Light stands its lonely watch, abandoned but not empty. Five years ago one Daynor Renton and his family moved into the Light and replaced the aging lighthouse keeper. Daynor's wife and two daughters adjusted well to life on distant Beacon Island; unfortunately, he did not. The island's isolation drove Daynor to acute paranoid delusions. After only four months cut off from civilization his mind snapped, and he murdered his beloved wife and daughters then took his own life. This horrific act doomed his soul, and Daynor rose again as a mohrg. He gathered the bodies of his family and secreted them in the cellar of the lighthouse, where he himself hides. Since his transformation, Daynor preys on prospective lighthouse keepers and their loved ones, as well as on the many seafaring adventurers, who incautiously explored Beacon Island Light. All have risen as Daynor's zombie brood.

To make matters worse, a clutch of wyverns reside in the lighthouse tower, fiercely defending their territory from all trespassers. There are three wyverns in the tower, and if they detect any movement in the foliage below the tower, they immediately attack. If the wyverns do not detect the PCs' approach, they remain in their nest in **Area B-5**.

The Body

As the PCs approach the lighthouse a DC 20 Perception check to search the area reveals the corpse of a pirate, a Razortooth Raider in human form, tangled in the weedy growth that covers the island. Once a small wiry man with a scraggly unkempt beard, his lightly decomposed body lies contorted into a near impossible pose. He broke his own back convulsing as wyvern's poison coursed through his veins. A DC 20 Survival check identifies a puncture wound near the center of his chest and unravels the tale of his demise.

Treasure

The pirate wears *boots of elvenkind* and a masterwork rapier. A *scabbard of keen edge* sheathes the rapier.

The Dragon

On the way to the lighthouse, the PCs draw the interest of Tao, **a pseudodragon** in dire straits. Tao was the faithful companion of Saegen, a monk traveler captured on the high seas by the Razortooth Raiders. Polluted by Dajobas' kiss, Saegen now swims the waters of the island, a monk who lost his good nature to the shark god's dark magics. The monk faithfully serves Dalang Jalamar and is usually found in **Area B-12** beneath the island, training to incorporate his new were-forms into his fighting style.

Tao observes the PCs from a distance, trying to ascertain whether they are honest and upright souls who will aid his master Saegen. If Tao thinks the PCs are heroes up to the task, he reveals himself.

Befriended, Tao proves a useful source of information. First, he warns the PCs to be careful and quiet in their approach to the lighthouse, as the wyverns above attack anything they hear coming. Tao remains unaware of the mohrg in the lighthouse, but knows that "shark-men" enter and leave the island from the waters around **Area B-6**. If the PCs do not know the secret nature of the shark attacks, Tao tells them all he knows about the Razortooth Raiders; namely, that before fleeing his master's captives, the tiny pseudodragon overheard the shark-men talk of a "great plan" to "bless every man, woman and child in Port Shaw with Dajobas' Kiss."

Tao only releases the above information if they promise to help Saegen regain his humanity. Tao begs the PCs to subdue the monk (no mean feat) and cure his lycanthropy. If the PCs agree to help, the dragon aids them in this quest, even fighting at their side.

Tao, Pseudodragon: CR 1; AC 16/14/14; SVS 4/5/4; SPEED 15 ft, fly 60 ft. (good); MELEE sting +6 (1d3–2 plus poison), bite +6 (1d2–2); SPACE 2 1/2 ft., REACH 0 ft., 5 ft. with tail; CMB +2; CMD 10 (14 vs. trip); 15 hp; SR 12; See the *Pathfinder Roleplaying Game Bestiary* "Pseudodragon" for details.

The Lighthouse (CR 9)

The cottage below the lighthouse is sturdy, built of oak and stone. Expert masons designed the conical exterior of the lighthouse, constructing a tower to weather the coastal storms that plague the Razor.

B-1. Hearth Room

When the PCs enter, read or paraphrase the following:

> The door to the lighthouse keeper's cottage opens on a cozy family room. A woven rug of red-dyed wool covers the center of the room, and an old hickory rocking chair rests by a stone hearth. A small pile of wood and a metal poker rests next to the chair. Against the east wall sits an oak table with a lace tablecloth on top. From the north wall, a small hallway leads further into the house.

In this serene chamber, Daynor and his family passed their leisure time. The cozy feel and seemingly calm appearance of the room belie the truth; here Daynor slew his wife and children. A particularly diligent DC 25 Perception check to search the room reveals evidence of the murders. Patches of crusted blood cake the red-dyed wool of the rug, and the hearth's scant ashes conceal a child's jawbone and a few teeth. If the PCs succeed at the Perception check, they also discover the hidden trapdoor leading to the cellar (**Area B-3**).

B-2. Bedroom

Here the Renton family took their rest. The small room holds three beds, a larger double bed and two smaller ones. Dolls and toys spill from an undersized chest at the foot of one of the child's beds. A rack of clothing stands against the north wall.

Treasure

Daynor strapped his life savings to the underside of the down mattress beneath the larger bed. A DC 20 Perception check to search finds it: a meager 20 gp in assorted silver and copper coins.

B-3. Cellar

Daynor transformed the dank, dark cellar of the lighthouse into his macabre playground. Here with **10 zombies**, victims who came looking for him and his family, he waits with undead patience for fresh prey to enter his demesne.

If the PCs do not discover his hiding place when they pass through **Area B-1** above, **the mohrg**, alerted to their presence by the creak of the floorboards, prepares a demented treat for the adventurers. He waits until they ascend the Light Tower (**Area B-5**) before emerging from the cellar. He then commands one of his zombie thralls to dress in his wife's favorite dress and shawl and to sit in the

hickory rocking chair. He orders two more zombies to wait in the closet below the stairwell (**Area B-4**) and two more to crawl into the larger bed in **Area B-2**. The remaining five zombies wait by the trapdoor in the cellar with him.

After setting the stage, Daynor eagerly awaits the descent of the PCs, hoping the steady creak of the old hickory rocking chair will draw them to investigate. Once any PC discovers a zombie – either the ones in the bed or the one rocking in the chair – Daynor orders the attack.

Alternately, if the PCs discover the cellar door while exploring **Area B-1**, Daynor commands three zombies to lie still in the center of the cellar as if they are corpses. He and the rest hide behind the crates and barrels stacked in this room. When the PCs enter, the undead attack them. The mohrg and his zombies all fight until slain.

Daynor, Mohrg: CR 8; AC 23/15/18; SVS 6/10/9; MELEE 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis); SA create spawn (humanoids rise immediately as fast zombies), paralysis (1d4 minutes, DC 21); CMB +15 (+19 grapple); CMD 30; hp 91; See the *Pathfinder Roleplaying Game Bestiary* for "Morhg" details.

Human Zombies (10): CR 1/2; AC 12/10/12; SVS 0/0/3; MELEE slam +4 (1d6+4); SPECIAL QUALITIES staggered; CMB +4; CMD 14; hp 12; DR 5/slashing; See the "Zombie" entry in the *Pathfinder Roleplaying Game Bestiary* "Zombie".

B-4. STAIRWELL

Inside the large masonry tower leading to the light, a spiraling wooden stairwell climbs to **Area B-5** above. There is a closet located beneath the bottom of this stairwell. The first time the PCs investigate this closet, they find it empty save for some rain clothes and boots.

B-5. LIGHT TOWER (CR 9)

The wyverns nest here. When they enter, read or paraphrase the following to the PCs.

> At the center of this light tower stands an enormous, steel hooded lantern with a rotating lens, fueled by whale-oil. The tower is open to the air, with several archways gazing across the shining waves of the Razor Sea. Weeds and animal bones litter the ground.

The **3 wyverns** roosting here viciously attack any who enter. There is not much space to maneuver in the tower, so two of them immediately take to the air and attack the PCs through one of the eight large windows with talon and tail. On the northeastern edge of the chamber, the third wyvern stands over five eggs and defends them to the death.

While the wyverns attack all who enter the tower, all three creatures focus their assault on any PC who approaches the eggs.

Wyverns (3): CR 6; AC 19/10/18; SVS 9/6/8; SPEED 20 ft., fly 60 ft. (poor); MELEE sting +10 melee (1d6+4 plus poison), bite +10 melee (2d6+4 plus grab), 2 wings +5 (1d6+2); SA rake (2 talons +10, 1d6+4); SPACE 10 ft., REACH 5 ft.; CMB +12 (+16 grapple); CMD 23; 73 hp; See the *Pathfinder Roleplaying Game Bestiary* "Wyvern" for details.

Offshore, Beneath the Waves (CR 9-11)

Beneath the waves, off the eastern shore of Beacon Island, a cliff extends below the water to a wide stone ledge. On that ledge an underwater statue garden stands mute witness to the ocean's green silence. Below this ledge a wrecked ship lies, the haunted vessel of Jacob Razor, dragged to its watery grave, wrecked and discarded.

B-6. UNDERWATER STATUE GARDEN (CR VARIES)

This plateau once stood above sea level. Long ago, the underwater grotto behind it served as the hideout of a powerful medusa sorceress named Kalina. Rising tides and the constant nuisance of adventurers seeking her demise led Kalina to abandon her island home. Since Kalina's day, the instability of the island's volcanic foundation brought the waters considerably higher.

Today, Kalina's statue garden – a stone menagerie of foolhardy adventurers and offending local monsters – lies under a hundred feet of water. The stone head of one of her victims, a great sea snake, still extends above the waves, apparently glaring at the island's shore. This oddity is the source of many fanciful legends and draws both adventure seekers and tourists.

Whether the PCs approach this area by boat or circle the island and reach here on foot, read or paraphrase the following:

> Twenty yards out from the sandy shore an enormous serpentine head, its huge maw gaping with foot long fangs, juts up from beneath the waves. The creature is completely still, its fearsome gaze fixed on the shore.

On a successful DC 15 Perception or Knowledge (nature) check, the PCs realize the sea serpent is a statue. If they swim or sail toward it, a second Perception check (DC 30) discerns several dark shapes clumped beneath the waves. If the PCs investigate by diving to the bottom, read or paraphrase the following:

> Far below the churning waves, a collection of statues in all shapes and sizes lies scattered across a small ledge. Roughly eighty feet below the surface, set into the rocky side of the island lurks the entrance to an underwater cave. One hundred feet from the shoreline, the ledge ends in a dark, murky drop. On the ledge, which runs around the eastern rim of the island and fifty feet northeast of the statues, lies the carcass of a long-dead whale, its ribs jutting up from the sandy bottom.

If the PCs look more closely at the poor petrified victims… er, statues, then consult the following descriptions:

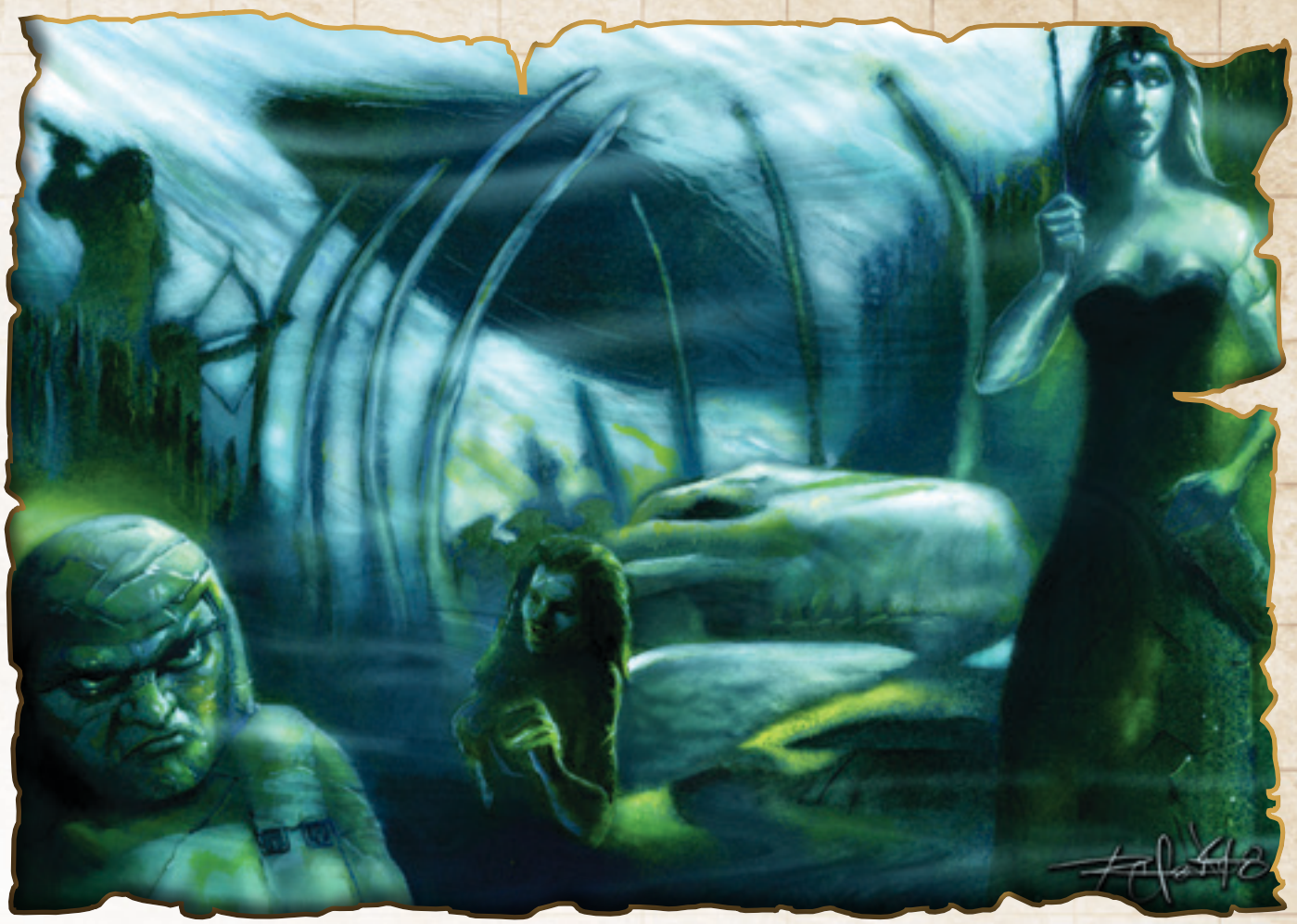
The Statues

Statue 1

A small, daring halfling with expressive bushy eyebrows. He is garbed in stylishly cut leather armor, his cloak billowing as if caught in a breeze; his right hand grips the pommel of a shortsword half-drawn from its ornate scabbard.

Statue 2

An enormous bare-chested half-orc, brazenly sculpted only in his breeches. This statue wears a smug grin on its face, while its massive warhammer rests across a broad shoulder.



Statue 3

A finely crafted statue of a tall elven woman, draped in robes. She holds a long thin wand in one delicate, outstretched hand. Her other hand rests on a scroll case at her belt.

Statue 4

A burly soldier in chain mail armor holding a shield before him. The rim of the shield sits right below eye level. His right arm is up behind him, hefting a broken sword.

Statue 5

A hideous, foul-looking winged woman with feathered legs ending in cruel talons. Her visage is twisted into a vicious snarl.

Statue 6

Once the statue of a regally clothed archer with bow drawn, someone smashed this work's head from its shoulders.

Statue 7

The statue of a monstrous humanoid with fish-like features. The artist carved clumps of seaweed adorning its body. It holds a large trident in its right hand, as if ready to throw.

Statue 8

This sculpture depicts a hulking winged creature with a surprised look on its feral face. Its clawed hands stretch out as if to ward off an attack.

Statue 9

A massive stone sea snake stretches from the underwater ocean ridge to the airy world above.

Setup

The tides and time have damaged the rest of the statues too badly for anyone to discern their original forms. The statues described above are all former adventurers and monsters that at one time or another were foolish enough to threaten Kalina.

All of them, that is, except "statue" #8, which is actually one of **2 kapoacinth rogues** guarding this area. These aquatic gargoyles use the statues as natural camouflage, preying on treasure hunters attracted by the serpent's head and legends of "exotic underwater gardens rich, with art and antiquities…"

Since Dalang Jalamar and the Razortooth Raiders arrivals, the kapoacinth have pledged fealty to the cleric. They now serve as his sentries, ambushing any encroachers into Jalamar's stronghold.

To aid his new allies in their task, Jalamar animated the **whale skeleton,** which lies stock-still until either the PCs search the area around it or the kapoacinths attack. On a DC 20 Perception check to search the area the PCs find several other bones of varied species – some of them humanoid – buried in the sand near the whale skeleton.

Action

If the PCs start by investigating the statue garden, the kapoacinths remain frozen, hiding among the statues before ambushing the party. The adventurers must overcome the kapoacinths' Stealth check (at +8, in this statue-ridden terrain) to notice that *these* "statues" are less overgrown with seaweed and lichen then the others. Even if the PCs succeed on this first Perception check, the kapoacinths' freeze ability means they must succeed at a second DC 20 Perception check to realize the creatures are alive and not simply statues.

If instead, the PCs first swim to the whale skeleton, the kapoacinths wait for the skeleton to engage the PCs before sneak attacking the party, preferably after flanking them. If the party ignores both the garden and the skeleton and makes a beeline for the cave entrance, the kapoacinths and the skeleton immediately ambush the PCs from behind, desperate to alert the wereshark raiders within.

New Feat

Swim-By Attack

You are adept at maneuvering into position while swimming.

Prerequisite: Swim speed

Benefit: When swimming, you can take a move action and a standard action at any point during the move, then complete the move. You cannot take a second move action during a round when you use Swim-By Attack.

Normal: Without this feat, you take a standard action either before or after a move action.

Kapoacinth (2) CR 5

XP 1,600

Male kapoacinth rogue 2 (*Pathfinder Roleplaying Game Bestiary* "Gargoyle")

CE Medium monstrous humanoid (aquatic, earth)

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

DEFENSE

AC 17, touch 13, flat–footed 14 (+3 Dex, +4 natural)

hp 74 (7 HD; 5d10+2d8+37)

Fort +5, **Ref** +10, **Will** +4

Defensive Abilities evasion; **DR** 10/magic

OFFENSE

Spd 40 ft., swim 60 ft.

Melee 2 claws +8 (1d6+2), bite +9 (1d4+2), gore +8 (1d4+2)

Special Attacks sneak attack +1d6

STATISTICS

Abilities Str 15, Dex 16, Con 18, Int 6, Wis 11, Cha 7

Base Atk +6; **CMB** +8; **CMD** 21

Feats Power Attack, Stealthy, Toughness, Swim-By Attack, Weapon Focus (bite)

Skills Acrobatics +13 (+17 jump), Climb +6, Escape Artist +5, Perception +10, Stealth +15 (+23 in rocky terrain), Swim +20

Languages Aquan, Common

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

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Notes Once these creatures unfreeze, their eyes take on a glowing, red, ember-like glare.

Tactics The kapoacinths attempt to capitalize on their sneak attack, Swim-By Attack and high movement rate to strike a PC and then vanish among the statues again before their hapless foe counterattacks. If any PCs separate from the rest of the party by more than 50 feet, the kapoacinths gang up on such loners and attempt to finish them off quickly.

During the third round of combat if the battle rages more than 60 feet from the underwater cave entrance, one kapoacinth flees into the cave to warn the Raiders and join them. Any kapoacinth reduced to 10 or fewer hit points attempts to flee off the edge of the plateau, deep into the murky depths of the sea and out past **Area B-7**.

GIANT ADVANCED WHALE SKELETON CR 6

XP 2,400

Pathfinder Roleplaying Game Bestiary "Skeleton Whale")

NE Huge undead

Init +6; **Senses** darkvision 60 ft; Perception +8

DEFENSE

AC 13, touch 10, flat–footed 11 (+2 Dex, +3 natural, –2 size)

hp 54 (12d8)

Fort +4, **Ref** +6, **Will** +8

DR 5/bludgeoning; **Immune** cold, undead immunities

OFFENSE

Spd swim 80 ft.

Melee bite +17 (2d8+15)

Space 20 ft., **Reach** 15 ft.

STATISTICS

Abilities Str 31, Dex 15, Con —, Int —, Wis 10, Cha 10

Base Atk +9; **CMB** +21; **CMD** 33

Feats Improved Initiative[B]

Skills Perception +8, Swim +18; **Racial Modifiers** +8 Perception

Note Once this creature rises from the sand, it reveals a gigantic whale skull and toothy jaw, an enormous rib cage, two hand-like appendages with bony fingers, and a long tapered bone tail. The whale skeleton is an unsubtle opponent. It viciously attacks one enemy until that character is slain before moving on to the next. It fights until destroyed.

Stone Made Flesh

If the PCs return any of the statues in Kalina's garden to life before removing them to the surface – through *stone to flesh* or the application of *stone salve*, for example – the rescued victims immediately start sputtering and drowning. Statues 6 and 7 are exceptions. Consult the following for more information on these petrified personages.

Statue 1

Gedavin Sagebrows is a passive-aggressive halfling. He laments the petrification of his fellow adventurers: Baris, the half-orc barbarian (statue 2), Valana the wizard (statue 3) and especially Francois the archer (the now headless statue 6). Gedavin gladly joins the PCs on their quest to repay them for saving him from his watery tomb. However, he constantly requests the PCs aid him in recovering his two intact fellows. To hint at this he composes ballads about their deeds and the tragedy of petrification. Each song ends with a group of "noble heroes" freeing the wizard and barbarian from their tortured state.

GEDAVIN SAGEBROWS CR 6

XP 2,400

Male halfling bard 4/fighter 3

CG Small humanoid (halfling)

Init +6; **Senses** Perception +10

DEFENSE

AC 18, touch 14, flat–footed 15 (+4 armor, +2 Dex, +1 dodge, +1 size,)

hp 59 (7 HD; 4d8 plus 3d10+17)

Fort +7, **Ref** +8, **Will** +5; +3 vs. fear, +4 vs. bardic performance, language–dependent, and sonic

Defensive Abilities bravery +1

OFFENSE

Spd 20 ft.

Melee mwk sickle +10/+5 (1d4–1)

Ranged *+1 sling* +10 (1d3)

Special Attacks bardic performance 13 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th, concentration +7)

2nd (2/day)—*glitterdust* (DC 15), *sound burst* (DC 15)

1st (4/day)—*charm person* (DC 14), *grease (DC14), hideous laughter* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights* (DC 13), *daze* (DC 13), *detect magic, light, prestidigitation, read magic*

STATISTICS

Abilities Str 8, Dex 14, Con 14, Int 13, Wis 8, Cha 16

Base Atk +6; **CMB** +4; **CMD** 17

Feats Acrobatic, Alertness, Dodge, Improved Initiative, Magical Aptitude, Weapon Finesse

Skills Acrobatics +16 (+12 jump), Bluff +13, Climb +1, Craft (alchemy) +5, Fly +6, Intimidate +7, Perception +10, Perform (sing) +13, Sense Motive +13, Spellcraft +13, Stealth +12, Use Magic Device +15

Languages Common, Elven, Halfling

SQ armor training 1, bardic knowledge +2, versatile performance (sing)

Combat Gear *oil of remove paralysis, scroll of bless, chill metal, and hide from undead, wand of cure light wounds* (10 charges), *wand of web* (10 charges); **Other Gear** *+1 studded leather armor,* masterwork sickle, *+1 sling*, 10 bullets, silver necklace with small ruby pendant (250 gp), small purse with 19 gp

Statue 2

If freed, **Baris,** the shell-shocked half-orc barbarian, remains dumbfounded by his predicament. He cannot comprehend what happened to him. When he realizes the medusa left him trapped for decades and his friends remain statues, he sobs uncontrollably, degenerating into a sniveling mess. He demands the PCs aid his friends, including poor headless Francois.

BARIS CR 4

XP 1,200

Male half–orc barbarian 5

CG Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 11, flat–footed 17 (+7 armor, +1 Dex)

hp 60 (5d12+20)

Fort +7, **Ref** +2, **Will** +4

Defensive Abilities improved uncanny dodge, trap sense +1, orc ferocity

OFFENSE

Spd 40 ft.

Melee mwk greataxe +10 (1d12+4/x3)

Ranged longbow +6 (1d8/x3)

Special Attacks rage (15 rounds/day), rage powers (guarded stance (+1 dodge vs. melee), intimidating glare)

STATISTICS

Abilities Str 16, Dex 13, Con 16, Int 10, Wis 10, Cha 6

Base Atk +5; **CMB** +8; **CMD** 19

Feats Iron Will, Power Attack, Weapon Focus (greataxe)

Skills Handle Animal +6, Intimidate +8, Perception +8, Survival +8, Swim +8

Languages Common, Orc; illiteracy

SQ fast movement, orc blood, weapon familiarity

Combat Gear *potion of bull's strength, potion of cure light wounds* (x2); **Other Gear** *+1 breastplate,* masterwork greataxe, longbow, 20 arrows, *cloak of resistance +1,* platinum and pearl ring (125 gp), purse with 2 pp, 18 gp, and 9 sp

Statue 3

Valana, the stoic female elven wizard, remains composed when awakened. Her sharp intellect quickly apprehends the situation. She thanks the PCs for putting an end to her long imprisonment and offers to help them if they pledge to do what they can for Baris and Gedavin.

As much as their wild ways drove her mad when adventuring, she can't bear to see the tiny halfling and brutish half-orc adorning the sea floor. Francois was her lover, and finding his statue headless destroys her. However, not one to share her pain with strangers, she reveals her inner devastation to no one. Observant PCs might note a quaver in her voice or a shake in her hand whenever Francois becomes a topic of conversation.

VALANA CR 7

XP 3,200

Female elf wizard 8

LG Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +5

DEFENSE

AC 10, touch 10, flat–footed 10

hp 42 (8d6+8)

Fort +4, **Ref** +4, **Will** +6; +2 vs. enchantments

OFFENSE

Spd 30 ft.

Melee rapier +5 (1d6+1/18–20)

Special Attacks hand of the apprentice (8/day); metamagic mastery (1/day)

Wizard Spells Prepared (CL 8th; concentration +13)

4th—*black tentacles, charm monster* (DC 19), *phantasmal killer* (DC 19)

3rd—*dispel magic, fly, haste, hold person* (DC 18)

2nd—*acid arrow, blur,* extended *mage armor, scorching ray*

1st—*burning hands* (DC 16), *color spray* (DC 16), *floating disk, grease* (DC 16), *obscuring mist, shield*

0 (at will)—*detect magic, ghost sound* (DC 15), *mage hand, read magic*

STATISTICS

Abilities Str 12, Dex 10, Con 11, Int 20, Wis 10, Cha 14

Base Atk +4; **CMB** +5; **CMD** 15

Feats Extend Spell, Great fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Penetration

Skills Appraise +13, Diplomacy +5, Fly +11, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (nature) +16, Knowledge (planes) +11, Perception +5, Spellcraft +16 (+18 identify magic item properties), Stealth +2

Languages Common, Draconic, Elven, Sylvan

SQ arcane bond (familiar (currently none)), elven magic, weapon familiarity

Combat Gear *potion of cat's grace, scroll of fireball, wand of magic missile* (13 charges); **Other Gear** rapier, *headband of intellect +2, ring of sustenance,* 17 gp, 5 sp

Spellbook all prepared spells plus:

0—all;

1st—*protection from evil;*

2nd—*see invisibility;*

3rd—*fireball;*

Statue 4

Cather, the suicidal fighter, was the only member of his party – a group that explored here years after Valona's crew – affected by the medusa's gaze. Terrified by Kalina, his "friends" fled, leaving him one of the medusa's masterpieces. When he realizes his companions abandoned him, he grows dejected and silent. After a moment he decides that no adventurers ever cared for him the way the PCs have, so he faithfully swears to die in their service. In every subsequent encounter he attempts just that and launches a suicidal charge at every threat.

CATHER CR 5

XP 1,600

Male human fighter 6

NG Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 22, touch 12, flat–footed 20 (+8 armor, +1 Dex, +1 dodge, +2 shield)

hp 58 (6d10+18)

Fort +7, **Ref** +5, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Spd 20 ft. (30 ft. unarmored)

Melee mwk longsword +13/+8 (1d8+7/19–20)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Abilities Str 18, Dex 13, Con 14, Int 12, Wis 10, Cha 8

Base Atk +6; **CMB** +10; **CMD** 22

Feats Cleave, Dodge, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +8, Intimidate +8, Knowledge (local) +6, Perception +6, Sense Motive +5, Swim +5

Languages Aquan, Common

SQ armor training 1

Combat Gear *oil of bless weapon, potion of cure moderate wounds, potion of endure elements (cold), potion of enlarge person, potion of haste, silver sheen*; **Other Gear** masterwork longsword, *+1 banded mail*, masterwork heavy steel shield, *feather token (swan boat)*, moonstone (50 gp), gold bracelet engraved with the initials JXP, small purse containing 3 pp and 9 gp

Statue 5

This **harpy** attacks the closest PC then attempts to flap and flop to the surface. If allowed to escape, she drags herself onto the nearby shore and hides in the foliage, waiting for her wings to dry before flying away.

Harpy: CR 4; AC 16/13/16; SVS 4/7/6; SPEED 20 ft., fly 80 ft. (average); MELEE morningstar +8/+3 (1d8+1), 2 talons +3 (1d6); SA captivating song; CMB +8; CMD 21; 38 hp; See the *Pathfinder Roleplaying Game Bestiary* "Harpy" for details.

Statue 6

If transformed, poor **Francois**, the headless ranger, collapses in a gory mess. No one can raise him because he died when some miscreant adventurer from Cather's group smashed his head off and carried it away years ago. This makes the task of restoring him to life difficult. While not technically dead at the moment, ending the petrification effect certainly will kill Francois. In such a situation, *raise dead* will not suffice to restore him to life; doing so requires a *resurrection* or stronger spell. If *resurrected* he devotes all of his time to trying to free the petrified Valana.

FRANCOIS CR 6

XP 2,400

Male human ranger 7

LG Medium humanoid (human)

Init +3; **Senses** Perception +14

DEFENSE

AC 17, touch 13, flat–footed 14 (+4 armor , +3 Dex)

hp 67 (7d10+21)

Fort +7, **Ref** +8, **Will** +6

OFFENSE

Spd 30 ft.

Melee *+1 short sword* +10/+5 (1d6+2/19–20), mwk short sword +10/+5 (1d6/19–20)

Ranged mwk composite (+1 Str) longbow +11/+6 (1d8+1/x3)

Special Attacks favored enemy (aquatic humanoid +4, goblinoids +2); favored terrain (tundra)

Ranger Spells Prepared (CL 4th; concentration +6)

1st—*longstrider, summon nature's ally I*

STATISTICS

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

Base Atk +7; **CMB** +8; **CMD** 21

Feats Alertness, Diehard, Endurance, Improved Two–Weapon Fighting, Iron Will, Skill Focus (Survival), Two–Weapon Fighting, Weapon Focus (short sword)

Skills Handle Animal +10, Heal +12, Knowledge (nature) +9, Perception +14, Sense Motive +4, Stealth +13, Survival +15

Languages Common

SQ hunter's bond (animal companion (currently none)), track +3, wild empathy +7, woodland stride

Combat Gear *potion of cure light wounds* (x4); **Other Gear** *+1 short sword,* masterwork short sword, masterwork composite longbow (+1 Str), 20 arrows, masterwork chain shirt, purse with 29 gp.

Statue 7

Ssulslurg. If returned to flesh, this angry **mutant sahuagin** hurls his trident toward the cave entrance – where the medusa stood all those decades ago – then looks around, confused to be underwater and surrounded by PCs. On the following round, he regains his bearings and swims for his life.

SSULSLURG, MUTANT SAHUAGIN CR 11

XP 12,800

Male mutant sahuagin fighter 9

LE Medium monstrous humanoid (aquatic)

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +11

DEFENSE

AC 23, touch 13, flat–footed 20 (+5 armor, +2 Dex, +1 dodge, +5 natural)

hp 106 (11 HD; 2d10 plus 9d10+42)

Fort +9, **Ref** +10, **Will** +9; +2 vs. fear

Defensive Abilities bravery +2

Weaknesses light blindness

OFFENSE

Spd 30 ft., swim 60 ft.

Melee *+1 trident* +20/+15/+10 (1d8+12/19–20), mwk light mace +17 (1d6+5),*+1 punching dagger* +18 (1d4+5/x3),bite +11 (1d4+3)

Ranged *+1 trident* +15 (1d8+8/19–20)

Special Attacks blood frenzy, weapon training (spears +2, close +1)

STATISTICS

Abilities Str 21, Dex 15, Con 16, Int 12, Wis 12, Cha 10

Base Atk +11; **CMB** +16; **CMD** 29

Feats Dodge, Far Shot, Improved Critical (trident), Improved Initiative, Iron Will, Lightning Reflexes, Multiweapon Fighting, Point Blank Shot, Power Attack, Weapon Focus (trident), Weapon Specialization (trident)

Skills Climb +13, Handle Animal +11, Intimidate +11, Perception +11, Survival +9, Swim +20

Languages Aquan, Common; speak with sharks

SQ armor training 2

Other Gear *+1 trident, +1 punching dagger,* masterwork light mace, *+1 light fortification mithral chain shirt, gauntlets of ogre power,* gold crown tipped with emeralds, rubies, and sapphires (1000 gp)

SPECIAL ABILITIES

Blood Frenzy Once per day when the mutant sahuagin takes damage in combat he can fly into a frenzy in the following round, clawing and biting madly until either he or his opponent is dead. He gains +2 Constitution and +2 Strength, and takes a -2 penalty to Armor Class. He cannot end his frenzy voluntarily.

Statue 8

Was not a statue. See **kapoacinth**, above, for details.

Statue 9

Unpetrifying the "sea snake" is a bad idea. This monstrous **benthic serpent** is disoriented and ornery and immediately attacks anyone it sees.

Benthic Serpent: CR 11; AC 26/6/26; SVS 16/8/8; SPEED 20 ft., swim 40 ft.; MELEE bite +19 (4d8+10), 2 claws +18 (2d6+10); SA capsize, deepwater stare (gaze *dominates*, 60 ft. cone, DC 20 Will negates, one creature per combat); SPACE 20 ft., REACH 15 ft.; CMB +26; CMD 36; 174 hp; See the **Chapter 2** for more details.

Treasure

Beneath the whale skeleton's resting place, a DC 25 Perception check locates a leather satchel buried in the sand. This contains the kapoacinths' treasure, which they keep from Jalamar, who demands most of their goodies in sacrifice to Dajobas. Within, the PCs find a small silver statue of a fairy with tiny sapphires for eyes (800gp value) and a small red, silk pouch containing 120 gp. Also buried in the sand, they find a piece from the hull of the *Razor's Edge,* located past the ledge and deep below it, at **Area B-7**. A DC 25 Survival check allows a PC to "track" this piece of the hull, following other pieces to the wreck at **B-7**.

B-7. WRECK OF THE *RAZOR'S EDGE* (CR VARIES)

This is where Jacob Razor's proud warship settled after Harthagoa's tentacles dragged it under. Captain Razor himself, struck down from behind by Gregory Bonedeuce, lives on tormented by his love for his wife Bethany, his burning hatred for his murderer, and a *blood debt* sworn in the folly of his youth to the witch, Old Makana (see **Chapter 7** for additional details).

Jacob Razor's ghost haunts the *Razor's Edge*, unleashing his fury on anyone foolish enough to enter the remains of his once proud vessel. Jacob cannot leave these sunken decks unless summoned by the *blood debt* (again, see **Chapter 7** for details). As the PCs approach, read or paraphrase the following.

> Rotted wooden planks rise from the sand like the ribs of a slain giant. Half-buried cannons indicate this vessel was once a proud ship of war. Its mast still stands upright as if the ship refuses to collapse completely into memory. The wreck is silent as a grave.

With a DC 20 Search check, the PCs find a steel plate nailed to the prow of the sunken ship, but obscured by sand. If they wipe off the sea muck and barnacles, they read "Razor's Edge." As soon as the PCs enter the ship, Jacob Razor materializes, rising from the sand in front of the mast and exposing his horrific appearance.

CAPTAIN JACOB RAZOR CR 14

XP 38,400

Male human ghost rogue 9/ranger 4 (*Pathfinder Roleplaying Game Bestiary* "Ghost")

CN Medium undead (augmented humanoid, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 20, touch 19, flat–footed 16 (+5 deflection , +3 Dex, +1 dodge, +1 shield)

hp 146 (13 HD; 4d10 plus 9d8+74)

Fort +12, **Ref** +13, **Will** +8

Defensive Abilities evasion, improved uncanny dodge, incorporeal traits, trap sense +3, uncanny dodge; **Immune** undead immunities

OFFENSE

Spd fly 30 ft. (perfect)

Melee corrupting touch +13 touch (14d6, Fort DC 21 half)

Special Attacks corrupting gaze (DC 21), draining touch, favored enemy (pirates +2), favored terrain (at sea), frightful moan (DC 21), sneak attack +5d6

Ranger Spells Prepared (CL 1st; concentration +3)

1st—*entangle*

STATISTICS

Abilities Str —, Dex 17, Con —, Int 15, Wis 14, Cha 21

Base Atk +10; **CMB** +13; **CMD** 32

Feats Combat Expertise, Combat Reflexes, Dodge, Endurance, Improved Critical (scimitar), Improved Initiative, Improved Two–Weapon Fighting, Iron Will, Piratical Nerve, Power Attack, Two–Weapon Defense, Two–Weapon Fighting, Weapon Focus (scimitar)

Skills Acrobatics +19, Bluff +21, Climb +16, Diplomacy +13, Disable Device +16, Escape Artist +16, Fly +19, Intimidate +18, Knowledge (local) +15, Perception +26, Profession (sailor) +18, Sense Motive +15, Stealth +27, Swim +13

Languages Aquan, Common, Elven

SQ animal companion (currently none), rogue talents (ledge walker, slow reactions, surprise attack, weapon training), track +2, trapfinding +4, wild empathy +9

Other Gear *+2 speed scimitar, +3 defending dagger* (but see "Treasure" below)

SPECIAL ABILITIES

Corrupting Gaze (Su): The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su): All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost deals a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage dealt.

Draining Touch (Su): The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Frightful Moan (Su): The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace.

Creator's Note: There's Dead and Then There's Jacob Razor

Strictly speaking, the rules do not permit Jacob Razor to retain his favored enemy bonus; but this is *Captain Jacob Razor* we're talkin' about! By the Kraken's hoary beak, pirates *are* his favored enemy. Period.

Development

If the PCs indicate to Jacob that they know Bethany – as part of his doom, Jacob cannot understand words spoken under water, so they must find another way besides conversation – the ghostly captain relents, breaks off his assault, and attempts to tell the story of his tragic fate. He points to the dagger still lodged between his ribs (see **Treasure** below) and demands they take it to Bethany. He also demands the PCs acquire his *blood debt* but appears barred from explaining further.

If the adventurers refuse either request, Jacob flies into a rage and resumes his attack. If the PCs try to help Jacob or swear to avenge his death, the ghostly captain attempts to aid them when encountered again in **Chapter 7**.

Treasure

Jacob's remains lie under three feet of sand beneath the wreckage of his ship. Unless a befriended Captain Razor points out his final resting spot, it requires a successful DC 30 Perception check to find them by searching. Jacob's *elven chainmail*, *+3 defending dagger*, and *+2 speed scimitar* lie with his barnacled bones. From between two of his ribs juts an ivory handled masterwork dagger, with "G.B." carved into the pommel. This blade is one of a matching pair Bonedeuce often wielded in his younger years. Its sister blade hangs among the collection of masterwork daggers, rapiers, and pistols in Bonedeuce's Fort Stormshield quarters and it fits the empty indentation perfectly (see **Chapter 3, Area F-9** for details).

The Tunnels Below (CR 8-12)

Beneath the island lurks a small system of tunnels where ages ago the cultists of Dajobas constructed a temple in his honor. The Tulita forefathers eventually slew the cultists and sealed off the temple, though not nearly as well as they thought. In the intervening years, new inhabitants came and went.

SHARKS' AMBUSH (CR 11)

This optional encounter helps lure the players to the Tunnels below Beacon Island in the event that the party missed them on prior visits.

The characters run afoul of the Razortooth Raiders' new plan for catching meals and kidnapping candidates for infection. In the course of defeating them, the party learns that something foul lurks on or beneath Beacon Island.

A fishing sloop anchors among the waves ahead. Two fishermen on the sloop, nets at their feet, call out hysterically to a man swimming in the water, 100 feet west of the sloop. The two on the boat gesture wildly and screams of "Shark!" drift over the water. Behind the swimming man, two fins close fast.

All the men described above, the two sharks included, are members of Dalang Jalamar's ravenous congregation. The Razortooth Raiders devoured the real anglers and stole the sloop. After enjoying their meal, the weresharks decided to use their new vessel to lure more prey. Preferring to battle in the water, the Raiders have staged this incident and hope passing altruists will leap into the water to save the "helpless fisherman" about to be torn apart by sharks. The man in the water and the two sharks chasing him are **Razortooth Enforcers**, while the two aboard the sloop are **Razortooth Raiders**.

Razortooth Enforcer (Human Form) (3) CR 6

XP 2,400

Male human fel lycanthrope fighter 3

CE Medium humanoid (human, shapechanger)

Init +6; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +15

Defense

AC 18, touch 13, flat–footed 15 (+3 armor, +2 Dex, +1 dodge, +2 natural)

hp 61 (10 HD; 7d8 plus 3d10+13)

Fort +11, **Ref** +10, **Will** +6; +1 vs. fear

Defensive Abilities bravery +1

Offense

Spd 30 ft.

Melee mwk longsword +11/+6 (1d8+1/19–20), dagger +9/+4 (1d4+1/19–20)

Ranged dagger +10 (1d4+1/19–20)

Statistics

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 12, Cha 10

Base Atk +8; **CMB** +9; **CMD** 22

Feats Alertness, Athletic, Dodge, Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack, Weapon Focus (longsword)

Skills Climb +10, Intimidate +7, Knowledge (geography) +4, Knowledge (local) +4, Perception +15, Sense Motive +8, Swim +11

Languages Common

SQ alternate form, armor training 1, shark empathy

Other Gear masterwork longsword, dagger, studded leather armor

Special Abilities

Alternate Form (Su): Razortooth Enforcers can assume the form of a Large Shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Enforcers can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Enforcers can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Razortooth Enforcer (Hybrid Form) (3) CR 6

XP 2,400

Male human fel lycanthrope fighter 3

CE Large humanoid (human, shapechanger)

Init +8 **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +15

Defense

AC 20, touch 14, flat–footed 15 (+4 Dex, +6 natural, –1 size)

hp 71 (10 HD; 7d8 plus 3d10+23)

Fort +12, **Ref** +12, **Will** +6; +1 vs. fear

Defensive Abilities bravery+1; **DR** 5/silver

Offense

Spd 30 ft.

Melee bite +11 (1d8+4), 2 claws +11 (1d6+4)

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

Statistics

Abilities Str 19, Dex 18, Con 14, Int 10, Wis 12, Cha 10

Base Atk +8; **CMB** +13; **CMD** 28

Feats Alertness, Athletic, Dodge, Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack, Weapon Focus (longsword)

Skills Climb +13, Intimidate +7, Knowledge (geography) +4, Knowledge (local) +4, Perception +15, Sense Motive +8, Swim +14

Languages Common

SQ alternate form, armor training 1, shark empathy

Other Gear masterwork longsword, dagger, studded leather armor

Special Abilities

Alternate Form (Su): Razortooth Enforcers can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Enforcers can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Enforcers can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

RAZORTOOTH ENFORCER (ANIMAL FORM) (3) CR 6

XP 2,400

Male human fel lycanthrope fighter 3

CE Large humanoid (aquatic, human, shapechanger)

Init +8 **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +15

DEFENSE

AC 20, touch 14, flat–footed 15 (+4 Dex, +6 natural, –1 size)

hp 71 (10 HD; 7d8 plus 3d10+23)

Fort +12, **Ref** +12, **Will** +6; +1 vs. fear

Defensive Abilities bravery+1; **DR** 5/silver

OFFENSE

Spd swim 60 ft.

Melee bite +11 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 19, Dex 18, Con 14, Int 10, Wis 12, Cha 10

Base Atk +8; **CMB** +13; **CMD** 28

Feats Alertness, Athletic, Dodge, Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack, Weapon Focus (longsword)

Skills Climb +13, Intimidate +7, Knowledge (geography) +4, Knowledge (local) +4, Perception +15, Sense Motive +8, Swim +14

Languages Common

SQ alternate form, armor training 1, shark empathy

Other Gear masterwork longsword, dagger, studded leather armor

SPECIAL ABILITIES

Alternate Form (Su): Razortooth Enforcers can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Enforcers can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Enforcers can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

RAZORTOOTH RAIDER (HUMAN FORM) (2) CR 7

XP 3,200

Male human fel lycanthrope rogue 4

CE Medium humanoid (human, shapechanger)

Init +7; **Senses** blindsense, keen scent, low–light vision; Perception +16

DEFENSE

AC 18, touch 13, flat–footed 15 (+3 armor , +3 Dex, +2 natural)

hp 66 (11 HD; 7d8 plus 4d8+15)

Fort +9, **Ref** +12, **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 30 ft.

Melee mwk rapier +12/+7 (1d6/18–20), dagger +11/+6 (1d4/19–20)

Ranged light crossbow +11 (1d8/19–20), dagger +11 (1d4/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 10, Dex 17, Con 12, Int 12, Wis 15, Cha 10

Base Atk +8; **CMB** +11; **CMD** 21

Feats Agile Maneuvers, Alertness, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will[B], Point Blank Shot, Stealthy, Weapon Finesse

Skills Acrobatics +13, Bluff +8, Climb +10, Disable Device +13, Escape Artist +12, Intimidate +8, Knowledge (local) +7, Perception +16, Profession (sailor) +8, Sense Motive +12, Stealth +15, Swim +11

Languages Aquan, Common

SQ rogue talents (bleeding attack +2, finesse rogue), trapfinding +2

Other Gear masterwork rapier, dagger, light crossbow with 5 bolts, studded leather armor

SPECIAL ABILITIES

Alternate Form (Su): Razortooth Raiders can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Raiders can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Raiders can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Razortooth Raider (Hybrid Form) (2) CR 7

XP 3,200

Male human fel lycanthrope rogue 4

CE Large humanoid (human, shapechanger)

Init +9; **Senses** blindsense, keen scent, low–light vision; Perception +16

Defense

AC 20, touch 14, flat–footed 15 (+5 Dex, +6 natural, –1 size)

hp 77 (11 HD; 7d8 plus 4d8+26)

Fort +10, **Ref** +14, **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/silver

Offense

Spd 30 ft.

Melee bite +12 (1d8+3), 2 claws +12 (1d6+3)

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

Special Attacks sneak attack +2d6

Statistics

Abilities Str 16, Dex 21, Con 14, Int 12, Wis 15, Cha 10

Base Atk +8; **CMB** +14; **CMD** 27

Feats Agile Maneuvers, Alertness, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will[B], Point Blank Shot, Stealthy, Weapon Finesse

Skills Acrobatics +13, Bluff +8, Climb +10, Disable Device +13, Escape Artist +12, Intimidate +8, Knowledge (local) +7, Perception +16, Profession (sailor) +8, Sense Motive +12, Stealth +15, Swim +11

Languages Aquan, Common

SQ rogue talents (bleeding attack +2, finesse rogue), trapfinding +1

Other Gear masterwork rapier, dagger, light crossbow with 5 bolts, studded leather armor

Special Abilities

Alternate Form (Su): Razortooth Raiders can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Raiders can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Raiders can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Razortooth Raider (Animal Form) (2) CR 7

XP 3,200

Male human fel lycanthrope rogue 4

CE Large humanoid (aquatic, human, shapechanger)

Init +9; **Senses** blindsense, keen scent, low–light vision; Perception +16

Defense

AC 20, touch 14, flat–footed 15 (+5 Dex, +6 natural, –1 size)

hp 77 (11 HD; 7d8 plus 4d8+26)

Fort +10, **Ref** +14, **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/silver

Offense

Spd swim 60 ft.

Melee bite +12 (1d8+3)

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

Special Attacks sneak attack +2d6

Statistics

Abilities Str 16, Dex 21, Con 14, Int 12, Wis 15, Cha 10

Base Atk +8; **CMB** +14; **CMD** 27

Feats Agile Maneuvers, Alertness, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will[B], Point Blank Shot, Stealthy, Weapon Finesse

Skills Acrobatics +13, Bluff +8, Climb +10, Disable Device +13, Escape Artist +12, Intimidate +8, Knowledge (local) +7, Perception +16, Profession (sailor) +8, Sense Motive +12, Stealth +15, Swim +11

Languages Aquan, Common

SQ rogue talents (bleeding attack +2, finesse rogue), trapfinding +1

Other Gear masterwork rapier, dagger, light crossbow with 5 bolts, studded leather armor

Special Abilities

Alternate Form (Su): Razortooth Raiders can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Raiders can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the

communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Raiders can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Tactics The Razortooth are eager for some serious eating. If the PCs approach, the Raiders on the boat beg them to help their friend in the water. The three enforcers instantly target any PCs who jump into the drink. The two in shark form rush to attack, while the one in human form draws his longsword under the water and changes into hybrid form.

If able, the Raiders transform into hybrids and board the PCs' ship. If unable to board, they stay in human shape and fire their crossbows. As soon as a PC closes to melee with the Raiders on their sloop, they transform into hybrid form, draw their rapiers and attack.

Any of the weresharks reduced to less than 10 hit points dive deep into the water, attempt to change into shark form, and swim back to Beacon Island. Before jumping in and fleeing they shout, "Back to Beacon!" and "To the Statue!"

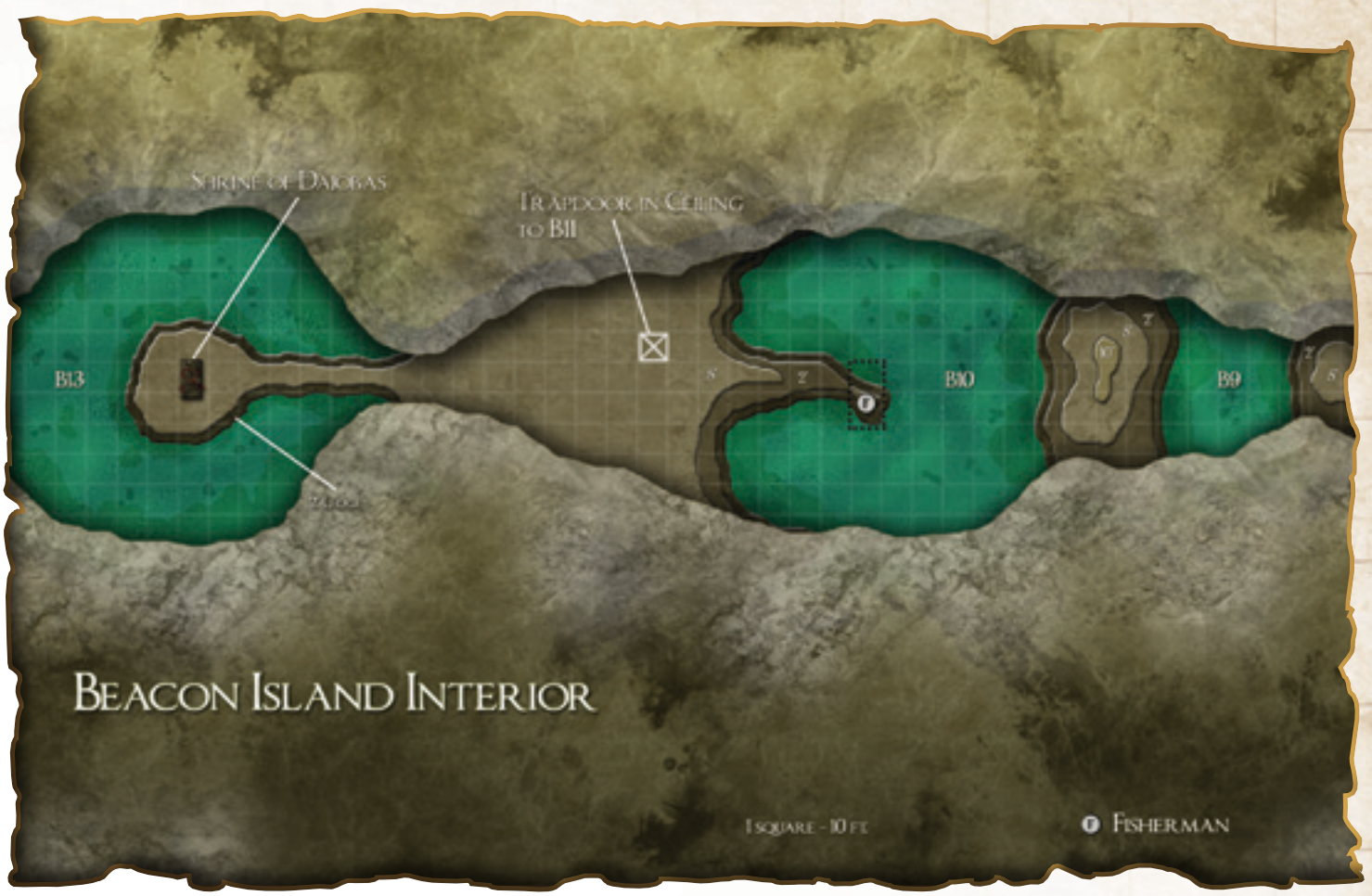
B-8. HIDDEN GROTTO (CR 11)

The lightless underwater tunnel from **Area B-6** surfaces here. This cave is as dark as the passage leading here and almost as damp. The hidden grotto sits above sea level, and here Jalamar stores stolen goods he does not want damaged by the salt sea.

Setup

Three Razortooth Raiders, two Razortooth Enforcers and **eight large sharks** guard the booty. One of the three Raiders spends his guard duty in shark form, swimming the dark grotto waters with the eight large sharks. The remaining Raiders lie atop the rocky ridge and pepper the party with crossbow bolts. All of the Razortooth and sharks fight to the death once blood spills into the water. If at least one **kapoacinth** flees to here to warn the Razortooth, both Enforcers are also in the water when the party reaches this area.

Razortooth Raiders (3), human fel lycanthrope Rogue 4 (human form): CR 7; AC 18/13/15; SVS 9/12/7; MELEE mwk rapier +12/+7 (1d6/18–20), dagger +11/+6 (1d4/19–20); RANGED light crossbow +11 (1d8/19–20), dagger +11 (1d4/19–20); SA sneak attack +2d6; CMB +11; CMD 21; 66 hp; See **Sharks' Ambush** for full statistics.



Razortooth Raiders (3), human fel lycanthrope Rogue 4 (hybrid form): CR 7; AC 20/14/15; SVS 10/14/7; MELEE bite +12 (1d8+3), 2 claws +12 (1d6+3); SA sneak attack +2d6; SPACE 10 ft., REACH 10 ft; CMB +14; CMD 27; 77 hp; DR 5/silver; See **Chapter 5, Sharks' Ambush** for full statistics.

Razortooth Raiders (3), human fel lycanthrope Rogue 4 (animal form): CR 7; AC 20/14/15; SVS 10/14/7; SPEED swim 60 ft.; MELEE bite +12 (1d8+3); SA sneak attack +2d6; SPACE 10 ft., REACH 5 ft; CMB +14; CMD 27; 77 hp; DR 5/silver; See **Sharks' Ambush** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (human form): CR 6; AC 18/13/15; SVS 11/10/6; MELEE mwk longsword +11/+6 (1d8+1/19–20), dagger +9/+4 (1d4+1/19–20); RANGED dagger +10 (1d4+1/19–20); CMB +9; CMD 22; 61 hp; See **Sharks' Ambush** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (hybrid form): CR 6; AC 20/14/15; SVS 12/12/6; MELEE bite +11 (1d8+4), 2 claws +11 (1d6+4); SPACE 10 ft., REACH 10 ft ; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Sharks' Ambush** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (animal form): CR 6; AC 20/14/15; SVS 12/12/6; SPEED swim 60 ft.; MELEE bite +11 (1d8+4); SPACE 10 ft., REACH 5 ft ; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Sharks' Ambush** for full statistics.

Large Sharks (8): CR 2; AC 14/10/13; SVS 7/5/2; SPEED swim 60 ft.; MELEE bite +5 (4d8+4); CMB +7; CMD 18; 22 hp; See the *Pathfinder Roleplaying Game Bestiary* "Shark" for full details.

Treasure

The rocky ridge at the west end of the chamber keeps Jalamar's booty dry; six crates of high quality silk (500 gp value per crate load) and two barrels of Heaven's Leaf tea (1,000 gp per barrel) are currently stored here.

B-9. Eel Cave (CR 8)

Three dire electric eels live in this underwater cave. The eels are extremely territorial and aggressive. They immediately attack anyone intruding in their domain.

Dire Electric Eels (3): CR 5; AC 18/14/14; SVS 8/12/5; SPEED swim 50 ft.; MELEE bite +9 (1d8+4 plus grab); SA constrict, electric discharge (2d6 electricity, 10 ft. radius, DC 16 Reflex half, recharge 1d4 rounds); CMB +9 (+13 grapple); CMD 23; 58 hp; See the **Appendix** for details.

B-10. The Kiss of Dajobas (CR Varies)

In this chamber, Dalang Jalamar administers his deity's razor-kissed blessing to captives taken by his Razortooth Raiders.

A ledge along the west wall of this chamber juts like a platform eastward to the center of the water and stands just above the waterline. Rusted iron cages hang from the ceiling by chains. The water slaps the stone, black as midnight, and renders the depth of the pool indeterminate.

Jalamar's minions bring unfortunates chosen for membership here and force them off the platform into the water below. Jalamar then enters through the tunnel connected to **B-12**, deep below the water line. He violently mauls the victims, leaving them barely alive and infected with Dajobas' lycanthropic blessing.

Setup

When the PCs arrive, the cages hanging from the ceiling hold **5 prisoners**. These unfortunate whalers crewed a large schooner called the *Angel's Breath* that ran afoul of the Razortooth Raiders. The Raiders brought them here, and the whalers have since watched the weresharks eat several of their fellows. Jalamar chose the surviving five, the strongest of the crew, to receive Dajobas' Blessing. All are now infected with lycanthropy, though they have not yet passed their first moon. If they survive, mark these 5 prisoners as Kiss Victims on your worksheet.

If the PCs reach this area without raising a general alarm and they attack, then they arrive during the blessing of the fifth and final prisoner. The fifth prisoner is not yet infected with Dajobas' Kiss. In this case, read or paraphrase the following to the PCs:

Several pirates in leather and two hideous, lumbering shark-men with white pupil-less eyes gather around a terrified young fisherman. Half-starved and clad only in tattered garments, he struggles weakly as the shark-men grab him roughly under the arms and hurl him unceremoniously into the water below. The boy thrashes wildly, desperate screams ringing hollow off the pitiless stone walls.

Action

Three Razortooth Raiders and two Enforcers are present.

Watching the Blessing

If the PCs do not intervene, the Raiders – all in human form – joke with the hybrid form Enforcers as the fisherman struggles. Whenever he reaches the edge, they stomp on his hands and shove him back into the water. Three rounds after they throw the hapless lad into the drink, a large black shark rises from below, and its fin cuts a path through the dark water towards the fisherman. The black shark is **Dalang Jalamar** in shark form.

Dalang snatches the defenseless fisherman in his jaws and lifts him from the water with one powerful thrust of his tail. The water foams dark crimson and the man, nearly disemboweled, stops struggling and clings feebly to life. Jalamar retires back to **Area B-12**, as the enforcers lift the fisherman from the water and stuff him back into his rusted cage. There he bleeds and moans in agony, covering the hideous gashes across his midsection with his bleeding arms.

Interrupting the Blessing

If the PCs attack before the Enforcers toss the young fisherman into the water, both the Raiders and Enforcers forget him and turn to the PCs. Panicked, the exhausted man staggers off into the dark toward **Area B-11**.

Jalamar lurks here as well, but does not engage the PCs. He wishes to see if these heroes prove worthy of Dajobas' Blessing, so he observes the fight, hovering deep in the water near the tunnel to **Area B-13**. While Jalamar does not attack the PCs directly, he casts spells to assist his minions: for example, *deeper darkness* on a tactically meaningful piece of the fray. The weresharks' blindsense allows them to fight unhindered by this lack of light.

Losing Surprise

If instead the PCs alerted any weresharks to their presence or otherwise raised considerable noise invading the tunnels beneath Beacon Island, Dalang puts off the Blessing ceremony and both the Raiders and Enforcers swim the water in hybrid form, waiting to ambush the PCs.

Again Jalamar lurks but does not directly attack the PCs. However, he casts spells like *magic circle against good* on his wereshark companions before the PCs arrive to bolster them.

If discovered at any point, Jalamar immediately retreats to the shrine at B-13 to make his final stand.

Prisoners (5), male human Exp2: CR 1/2; AC 12/10/12; SVS 1/0/4; MELEE unarmed +2 (1d3+1) or belaying pin +2 (1d4+1 nonlethal); CMB +1; CMD 12; 14 hp; See **Chapter 3** and use the whaler's stats for these prisoners. At least four are infected with lycanthropy but will not transform until the next full moon.

Razortooth Raiders (3), human fel lycanthrope Rogue 4 (human form): CR 7; AC 18/13/15; SVS 9/12/7; MELEE mwk rapier +12/+7 (1d6/18–20), dagger +11/+6 (1d4/19–20); RANGED light crossbow +11 (1d8/19–20), dagger +11 (1d4/19–20); SA sneak attack +2d6; CMB +11; CMD 21; 66 hp; See **Chapter 5, Sharks' Ambush** for full statistics.

Razortooth Raiders (3), human fel lycanthrope Rogue 4 (hybrid form): CR 7; AC 20/14/15; SVS 10/14/7; MELEE bite +12 (1d8+3), 2 claws +12 (1d6+3); SA sneak attack +2d6; SPACE 10 ft., REACH 10 ft ; CMB +14; CMD 27; 77 hp; DR 5/silver; See **Chapter 5, Sharks' Ambush** for full statistics.

Razortooth Raiders (3), human fel lycanthrope Rogue 4 (animal form): CR 7; AC 20/14/15; SVS 10/14/7; SPEED swim 60 ft.; MELEE bite +12 (1d8+3); SA sneak attack +2d6; SPACE 10 ft., REACH 5 ft ; CMB +14; CMD 27; 77 hp; DR 5/silver; See **Sharks' Ambush** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (human form): CR 6; AC 18/13/15; SVS 11/10/6; MELEE mwk longsword +11/+6 (1d8+1/19–20), dagger +9/+4 (1d4+1/19–20); RANGED dagger +10 (1d4+1/19–20); CMB +9; CMD 22; 61 hp; See **Sharks' Ambush** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (hybrid form): CR 6; AC 20/14/15; SVS 12/12/6; MELEE bite +11 (1d8+4), 2 claws +11 (1d6+4); SPACE 10 ft., REACH 10 ft ; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Chapter 5, Sharks' Ambush** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (animal form): CR 6; AC 20/14/15; SVS 12/12/6; SPEED swim 60 ft.; MELEE bite +11 (1d8+4); SPACE 10 ft., REACH 5 ft ; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Sharks' Ambush** for full statistics.

Dalang Jalamar, human fel lycanthrope cleric 11 (human form): CR 11; AC 12/12/10; SVS 12/5/13; MELEE *+2 keen wounding punching dagger* +13/+8 (1d4+7 plus 1 Con/19–20/x3), *+2 keen wounding punching dagger* +13 (1d4+4 plus 1 Con/19–20/x3); SA channel negative energy (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day), cleric spells; CMB +13; CMD 25; 93 hp; See **Chapter 1** for full statistics.

Dalang Jalamar, human fel lycanthrope cleric 11 (hybrid form): CR 11; AC 17/11/15; SVS 13/5/13; MELEE *+2 keen wounding punching dagger* +13/+8 (1d4+7 plus 1 Con/19–20/x3), *+2 keen wounding punching dagger* +13 (1d4+4 plus 1 Con/19–20/x3), bite +13 (1d8+9); SA channel negative energy (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day), cleric spells; SPACE 10 ft., REACH 10 ft ; CMB +15; CMD 27; 104 hp; DR 10/silver; See **Chapter 1** for full statistics.

Dalang Jalamar, human fel lycanthrope cleric 11 (animal form): CR 11; AC 17/11/15; SVS 13/5/13; SPEED swim 60 ft.; MELEE bite +13 (1d8+9); SA channel negative energy (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day), cleric spells; SPACE 10 ft., REACH 5 ft ; CMB +15; CMD 27; 104 hp; DR 10/silver; See **Chapter 1** for full statistics.

Rusted Iron Cages (5): Hardness 3; hp 50; Break DC 20.

Development

If the weresharks from **Sharks' Ambush** defeated the PCs, the adventurers may awaken in the rusted cages here. If defeated during any other encounter at sea, it is possible the Raiders came across the adventurers still clinging to life and brought them here. Dalang may even have healed their wounds, intending to induct them into the ranks of Dajobas' believers. Either way, consider allowing lost or defeated PCs to awaken trapped in this area, beside a second cage of trapped fisher folk, all awaiting the blessing.

B-11. Saegen's Quarters (CR 10)

The former vagabond monk Saegen now resides here. Once a traveling champion of the weak and downtrodden, Dajobas' dark blessing freed him from his troubling compassion. Today he revels in carnage and destruction as Jalamar's trusted right hand. Now that the Blessing erased any vestige of restraint or humanity in him, Saegen enjoys putting his martial skills to deadly use. In this chamber, the monk practices to incorporate the gifts Dajobas granted him into his fighting style. When the PCs enter the room, he immediately uses them to test his skills. If Saegen hears the party approach, the monk hides in the niche behind the entryway to this cavern until they enter, then he attacks from their rear.

Saegen (Human Form) CR 10

XP 9,600

Male human fel lycanthrope monk 7

LE Medium humanoid (human, shapechanger)

Init +8; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

AC 23, touch 21, flat–footed 18 (+4 Dex, +1 dodge, +1 monk, +2 natural, +5 Wis)

hp 86 (14 HD; 7d8 plus 7d8+21)

Fort +10, **Ref** +14, **Will** +14; +2 vs. enchantment

Defensive Abilities evasion; **Immune** disease

OFFENSE

Spd 50 ft.

Melee unarmed +13/+8 (1d8+2)

STATISTICS

Abilities Str 15, Dex 18, Con 12, Int 10, Wis 20, Cha 8

Base Atk +10; **CMB** +16; **CMD** 33

Feats Agile Maneuvers, Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Trip, Improved Disarm, Improved Unarmed Strike, Iron Will[B], Lunge, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +14 (+29 jump), Climb +6, Escape Artist +14, Intimidate +9, Knowledge (religion) +10, Perception +17, Sense Motive +16, Stealth +14, Swim +12

Languages Common

SQ alternate form, fast movement, high jump, *ki* pool (8 points, magic), maneuver training, purity of body, shark empathy, slow fall 30 ft., still mind, wholeness of body

Other Gear tattered robes and simple rope belt

SPECIAL ABILITIES

Alternate Form (Su): Saegen can assume the form of a Large Shark. Changing to or from animal or hybrid form is a standard action. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Saegen can communicate and empathize with normal or dire sharks. This gives him a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Saegen can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

SAEGEN (HYBRID FORM) CR 10

XP 9,600

Male human fel lycanthrope monk 7

LE Large humanoid (human shapechanger)

Init +10; **Senses** blindsense, keen scent, low–light vision; Perception +17

DEFENSE

AC 28, touch 22, flat–footed 21 (+6 Dex, +1 dodge, +1 monk, +5 Wis, +6 natural, –1 size)

hp 100 (14 HD; 7d8 plus 7d8+35)

Fort +11, **Ref** +16, **Will** +14; +2 vs. enchantments

Defensive Abilities evasion; **DR** 5/silver; **Immune** disease

OFFENSE

Spd 50 ft.

Melee unarmed +15/+10 (1d8+5), bite +9 (1d8+2)

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

STATISTICS

Abilities Str 21, Dex 22, Con 14, Int 10, Wis 20, Cha 8

Base Atk +10; **CMB** +19; **CMD** 39

Feats Agile Maneuvers, Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Trip, Improved Disarm, Improved Unarmed Strike, Iron Will[B], Lunge, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +14 (+29 jump), Climb +6, Escape Artist +14, Intimidate +9, Knowledge (religion) +10, Perception +17, Sense Motive +16, Stealth +14, Swim +23

Languages Common

SQ alternate form, fast movement, high jump, *ki* pool (8 points, magic), maneuver training, purity of body, shark empathy, slow fall 30 ft., still mind, wholeness of body

Other Gear tattered robes and simple rope belt

SPECIAL ABILITIES

Alternate Form (Su): Saegen can assume the form of a Large Shark. Changing to or from animal or hybrid form is a standard action. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Saegen can communicate and empathize with normal or dire sharks. This gives him a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Saegen can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

SAEGEN (ANIMAL FORM) CR 10

XP 9,600

Male human fel lycanthrope monk 7

LE Large humanoid (human shapechanger)

Init +10; **Senses** blindsense, keen scent, low–light vision; Perception +17

DEFENSE

AC 28, touch 22, flat–footed 21 (+6 Dex, +1 dodge, +1 monk, +5 Wis, +6 natural, –1 size)

hp 100 (14 HD; 7d8 plus 7d8+35)

Fort +14, **Ref** +16, **Will** +12; +2 vs. enchantments

Defensive Abilities evasion; **DR** 5/silver; **Immune** disease

OFFENSE

Spd 50 ft.

Melee bite +14 (1d8+7)

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

STATISTICS

Abilities Str 21, Dex 22, Con 14, Int 10, Wis 20, Cha 8

Base Atk +10; **CMB** +19; **CMD** 39

Feats Agile Maneuvers, Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Trip, Improved Disarm, Improved Unarmed Strike, Iron Will[B], Lunge, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +14 (+29 jump), Climb +6, Escape Artist +14, Intimidate +9, Knowledge (religion) +10, Perception +17, Sense Motive +16, Stealth +14, Swim +20

Languages Common

SQ alternate form, fast movement, high jump, *ki* pool (8 points, magic), maneuver training, purity of body, shark empathy, slow fall 30 ft., still mind, wholeness of body

Other Gear tattered robes and simple rope belt

SPECIAL ABILITIES

Alternate Form (Su): Saegen can assume the form of a Large Shark. Changing to or from animal or hybrid form is a standard action. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Saegen can communicate and empathize with normal or dire sharks. This gives him a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Saegen can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Tactics Saegen prefers to fight in hybrid form, which leverages both his training and his new physiological assets. He makes liberal use of Improved Trip and spreads his full attacks around, trying to trip as many opponents as possible. Saegen enjoys biting opponents while they are down. He fights until brought below 0 hp.

B-12. SHARKERY (CR 10)

This large chamber is completely filled with water. The **20 large sharks** living here were once pets of Harthagoa's sahuagin servants, but Jalamar enticed them away from their former masters. When not hunting, the sharks swim here, endlessly circling and waiting for their master's commands. They viciously attack any non-shark or non-wereshark intruders.

Large Sharks (20): CR 2; AC 14/10/13; SVS 7/5/2; SPEED swim 60 ft.; MELEE bite +5 (4d8+4); CMB +7; CMD 18; 22 hp; See the *Pathfinder Roleplaying Game Bestiary* "Shark" for full details.

Developer's Note: Whoa! What About Purity of Body?!

Yep, it's true. Technically Saegen is completely immune to all diseases, including lycanthropy and fel lycanthropy. From a metagame perspective, sometimes the "power of cool" overrides the "power of rules," and we think this is one of those moments. A lycanthrope with levels of monk? Too cool.

If a rules lawyer at your table insists this can't possibly happen, you have at least two options. Point out that Dalang is the Chosen of Dajobas and channels the power of a god. As such, if Dajobas wants a monk to be infected with lycanthropy, then it happens. Justify this with a Divine Salient Ability. Your second option is to simply pick up your book and smack the rules lawyer with it until he stops complaining.[1] The first option is *probably* the best choice, but each GM needs to decide for him or herself.

[1] *Denotes humor*

B-13. SHRINE OF DAJOBAS (CR 12)

The heart and soul of the Razortooth Raiders, this shrine is dedicated to their fearsome deity. If the PCs approach from **Area B-11** read or paraphrase the following:

> Razored shark's teeth of all sizes stud the walls, floor and ceiling of the tunnel before you. The entryway resembles a gaping maw, ringed with fangs — a predator awaiting its prey.

Navigating the toothy entry proves difficult. Merely passing through the razor lined tunnel deals 1d6 points of slashing damage to any Small creature and 2d6 points to any Medium creature. A DC 25 Escape Artist check allows the PC to avoid the damage, carefully slipping between the sharks' teeth. Tiny creatures pass through without harm. Magical means may also aid the party to traverse this tunnel unscathed; for example, a druid's wild shape or a *polymorph* spell could prove useful.

Once the PCs negotiate the passage, read or paraphrase the following:

Within this hand-hewn stone chamber, a grotto of dark ocean water laps to either side of a narrow stone walkway. The walkway ends on a circular stone island in the middle of the chamber. At the center of the island looms an altar festooned in dozens of large sharks' teeth that seem to grow from the stone itself. The enormous jawbone of a gargantuan shark rises from the flat surface of the altar, row upon row of two-foot-long teeth gaping as if the altar itself might swallow worshippers whole.

Here **Dalang Jalamar** passes the days in prayer, preparing for his full moon assault on Port Shaw. **Two huge sharks** accompany the priest, swimming in the ocean grotto around the shrine.

When the PCs enter, Jalamar greets them in human form, happy to parley if they do not attack outright. If the party proves themselves powerful by defeating Jalamar's Razortooth Raiders, the priest offers them the Kiss of Dajobas and guarantees them positions of power in the shark god's coming new order. If the PCs seem uninterested, Jalamar smiles sadly at the benighted infidels before attacking.

Dalang Jalamar (human form): CR 11; AC 12/12/10; SVS 12/5/13; MELEE *+2 keen wounding punching dagger* +13/+8 (1d4+7 plus 1 Con/19–20/x3), *+2 keen wounding punching dagger* +13 (1d4+4 plus 1 Con/19–20/x3); SA channel negative energy (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day), cleric spells; CMB +13; CMD 25; 93 hp; See **Sharks' Ambush** for full statistics.

Dalang Jalamar (hybrid form): CR 11; AC 17/11/15; SVS 13/5/13; MELEE *+2 keen wounding punching dagger* +13/+8 (1d4+7 plus 1 Con/19–20/x3), *+2 keen wounding punching dagger* +13 (1d4+4 plus 1 Con/19–20/x3), bite +13 (1d8+9); SA channel negative energy (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day), cleric spells; SPACE 10 ft., REACH 10 ft ; CMB +15; CMD 27; 104 hp; DR 10/silver; See **Sharks' Ambush** for full statistics.

Dalang Jalamar (animal form): CR 11; AC 17/11/15; SVS 13/5/13; SPEED swim 60 ft.; MELEE bite +13 (1d8+9); SA channel negative energy (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day), cleric spells; SPACE 10 ft., REACH 5 ft ; CMB +15; CMD 27; 104 hp; DR 10/silver; See **Sharks' Ambush** for full statistics.

Jalamar's tactics are described in detail in **Chapter 1**. By now, he had plenty of time to cast the spells listed in his description.

If present and assuming his parley attempt fails, the Dajobas priest waits as each PC crosses to his island. The walkway they must traverse is slick and requires a DC 15 Acrobatics check to successfully negotiate it. Characters who fail the check fall into the water, making them excellent targets for the sharks. After one or two PCs cross successfully, Jalamar erects a *blade barrier* preventing the next PC from proceeding and effectively splitting the party. He then casts *fog cloud* to reduce his opponents' visibility, as Jalamar relies on his blindsense to avoid the resulting miss chance in battle.

Should any blood leak into the water during the battle, any of the surviving 20 Large sharks from **Area B-12** immediately trace the blood into this chamber and arrive lusting for a kill. These sharks start to arrive one round after blood hits the water. Have 2d6 sharks show up each round until all 20 have arrived.

HUGE SHARK (6) CR 4

XP 1,200

Giant advanced shark (*Pathfinder Roleplaying Game Bestiary* "Shark")

N Huge animal (aquatic)

Init +6; **Senses** blindsense 30 ft., low-light vision, keen scent; **Perception** +10

DEFENSE

AC 17, touch 10, flat-footed 15 (+2 Dex, +7 natural, –2 size)

hp 40 (4d8+16)

Fort +10, **Ref** +6, **Will** +4

OFFENSE

Speed ft., swim 60 ft.

Melee bite +7 (2d6+9)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 23, **Dex** 14, **Con** 19, **Int** 1, **Wis** 16, **Cha** 6

Base Atk +3; **CMB** +11; **CMD** 23

Feats Great Fortitude, Improved Initiative

Skills Perception +10, Swim +14

The moment Jalamar fears the fight is going poorly, he casts *control water* and completely fills the chamber with seawater.

Treasure

On the stone floor beneath the water in this chamber lies most of the booty Jalamar and his Razortooth Raiders have stolen from ambushed vessels the past several weeks. Some of the loot the Raiders gathered before they met Jalamar, back when Falken Drango commanded them.

The haul contains a trunk of jewelry and assorted raw diamonds, sapphires, garnets, rubies, and emeralds (total value 3,000 gp) along with several sacks of silver and gold coins (totaling 2,000 sp and 1,300 gp).

The Hunt for Garr Bloodbane's Gold

During his defiance of Port Shaw, Garr Bloodbane frequently hid his ship *Dark Lady* among the shoals and reefs north of Beacon Island. Only Bloodbane and his most trusted crewmates ever successfully navigated these shoals, and they are rife with the wreckages of those poor souls who tried. Rumors abound that Bloodbane's buried treasure lies sunken somewhere inside the deadly embrace of Pirate's Nest. Of course, rumors abound that Bloodbane's treasure lies…everywhere.

Here, his golden legacy is indeed sunken within, but only the works of his favorite bard, Durrell Ravenkith, also deceased, show the exact location.

Designing this Set-Piece

The exact details of the hunt for Garr Bloodbane's gold have been left for GMs to decide. This allows wild goose-chases and adventuring odysseys to unfold before they locate the hoard. More importantly, it allows players to chase Bloodbane's booty at *any party level*. Simply make the encounters the PCs face before discovering it level appropriate. See **Chapter 2** for more on designing your party's **Hunt for Garr Bloodbane's Gold.**

Ravenkith's Musical Map

If the PCs found Ravenkith's remains (see **Chapter 4** for details), his map and the sheet music on his body (**Handout #2**), then they hold the clues leading to Bloodbane's gold.

Solving the Puzzle

If they take the sheet music and place it over the map in the correct orientation, the last five notes of the refrain trace a safe path through both Pearl Mouth Shoals and Pirate's Nest, ending on the exact spot above Bloodbane's sunken treasure.

To correctly orient the sheet music, the PCs must interpret the clue in the song lyrics "north past the fold" to refer to Fold's Point on Beacon Island. Next, they must place the first of the last five notes in Ravenkith's song over the number 3, written on the map directly beside Fold's Point.

Once this first note sits atop the number 3, they rotate the sheet music to reveal that in one direction – and one only – the last five notes of the song sit directly atop a string of sequential numbers on the map. These numbers are 3, 7, 9, 10 and 12. The number 12 marks the location of Bloodbane's sunken gold.

Leaking the Clues

In cartographic terms, all the numbers on the map are called soundings. They are proper nautical notation for indicating the depth of water at the indicated locations; for example, a sounding number 30 means the water stands 30 fathoms deep at that location. If a player asks what the numbers mean, a DC 10 Profession (sailor) check should reveal this.

Also consider requiring additional successes – at *both* a DC 20 Profession (sailor) check and a DC 25 Knowledge (local) check – to notice that five of the soundings marked on the map (the numbers 3, 7, 9, 10, and 12) do not indicate believable depths for the locations they mark.

Additionally, GMs might hint on a successful DC 25 Knowledge (geography) or Knowledge (cartography) check that it is odd for a cartographer to place sounding numbers directly on compass lines. Only the five special soundings (3, 7, 9, 10, and 12 fathoms, respectively) sit directly *on* compass lines instead of next to them, as map-making conventions require.

Finally, if the first open note above the musical staff is assigned the number 1, then the numbers 3, 7, 9, 10 & 12 also denote the positions on the musical staff occupied by the last five notes of Ravenkith's song – matching the soundings. Either leave it strictly to the player's to recognize this or allow a bardic Knowledge check (DC 30) to make the connection.

If the adventurers attempt to sail through the Pearl Mouth Shoals or Pirate's Nest without discovering and following Ravenkith's musical course, roll once on Table 5–1 for every hour of sailing, ignoring results below 60.

Garr Bloodbane's Sunken Treasure

If the PCs follow Ravenkith's secret course and dive to the ocean bottom at the marked location, some 200 feet below the surface of the waves they find several large chests scattered throughout an underwater kelp forest. The chests, some of which remain airtight, contain:

844 Platinum 'Soldier's Vice' Coins (pp)

Governments frequently paid their most elite maritime officers in platinum coins detailed with pictograms of illicit acts and services. An officer on shore leave in a foreign port of ill repute might not speak the local language, but a picture speaks a thousand words.

20,567 'Beggars Gold' Coins (gp)

Long ago, in lip service to a tithing law – soon overturned – the nobility of Port Shaw minted these specially marked gold coins and gave them to beggars. They then passed a law that no merchant or tradesmen could accept 'Beggars Gold' on pain of death.

For a brief while, beggars in Port Shaw starved with gold coins in their purse – coins swiftly returned to the nobility. This marked the Church of Quell's last attempt to force charity laws on an unwilling city. Very few recall what the carvings on these coins signify, and today they serve as normal gold coins, albeit strange ones.

62,728 Thrice-Cursed Silver Coins (sp)

Garr Bloodbane once hired an old Tulita dockhand, called him a "witchdoctor" and forced the palsied old native to proclaim a large stash of silver cursed – so Bloodbane would not have to split it with his men. Garr keelhauled the first three crew members who protested, declaring their deaths proved the curse was real. Garr's crew later waylaid the "witchdoctor," who was never seen again.

'Gold' Statue of a Sea Lion

Fit with a saddle and harness, this 2,000 lb. statue is actually lead and only plated with gold. The metal saddle is man-sized and strangely comfortable. A circular indentation sits near the saddle horn, ideal for a small tankard of ale or other beverage. **Value: 6,750 gp**

Mummified Cat

Lovingly placed in a velvet-lined jade box, once removed anyone peering inside the mummified cat's mouth catches the glint of a ruby, seemingly lodged in its throat. Removing the ruby restores the cat to life, and it scampers off never to be seen again. The ruby served as a component in an ancient spell and once removed holds no magic powers. As long as the ruby is in place, the cat radiates a strong necromancy aura. **Value: 1,200 gp**

6 Casks of Rum

Two are empty. One is the final resting place of a pirate named Shiloh Pete (see below). The remaining three are filled with superior oak-aged white rum distilled by master brewer Anos Grande. **Value: 2,100 gp**

Primitive *Monkey Doll*

Carved from oak and inlaid with malevolent opal eyes, this doll's ivory teeth chatter at unpredictable times. The *monkey doll* radiates minor transmutation. **Value: 400gp**

Large Blue Sapphire.

Anyone who inspects the stone notes a small eye at its center, which seems to follow the observer.
Value: 2,540 gp

A leather bag of burnt twigs and gravel

Value: 0 gp

Wooden Carving

A large, masterwork wooden carving of an elegant sinuous dragon. Letters scratched into the base read, 'DO NOT TRUST IT!'. **Value: 800 gp**

Book of Natural History

Large book with an unknown species of faerie carcass squashed flat in the middle. The book is a natural history of insects. **Value: 220 gp**

Three Leathery Eggs

Each is the size of a dog. If buried in warm sand for 1d6 days, the eggs will hatch two ravenous giant snapping turtles (stats as *Pathfinder Roleplaying Game Bestiary 2* "Turtle, Giant Snapping"). **Value: 5,000 gp each.**

Tales of Love and Woe

Found in one of the airtight chests, this leather bound book scribbled in a crabbed hand relates many poorly written stories depicting the unlikely romantic encounters of the author, a lowly (but by all accounts amazingly potent) deckhand with an almost godlike power to seduce women.
Value: 15 gp

Last Words

The skeletal remains of a small humanoid with a vellum sheet shoved between its jaws. The vellum sheet holds the last words of 87 sailors. The final listing reads: *Will Romine – "Huh, now wasn't that ironic?"* **Value: 1 gp**

Strip of Human Skin

This trimming of human skin holds a tattoo depicting a human female and the words *'Irena Forever'* etched under it.
Value: 3 sp

Porcelain Doll

A porcelain statue of a dancing bear, obviously well cared for. **Value: 40 gp**

Fur Rug

A centaur-hide fur rug complete with head, the dead creature's gaze frozen in distorted agony. **Value: 600 gp**

Bag of Holding (Type II)

Contains 500 pounds of sand.

Bag of Tricks (Gray)

This bag only summons unhappy rats, perpetually soaked in seawater.

Cloak of the Manta Ray

This cloak has a hole through it about the size of a cannon ball. It is otherwise functional.

Elixir of Swimming

Stuffed in a tricorn hat.

Feather Token (Anchor)

Adorns the same tricorn hat. See *Pathfinder Roleplaying Game: Core Rulebook* for details.

Gloves of Arrow Snaring

Dried blood stains these gloves.

Robe of Useful Items

A form fitting leather jacket with many patches, in addition to the normal items, this robe holds a parrot, a chunk of iron ore, and a fake treasure map claiming to reveal Garr Bloodbane's lost treasure.

Manik Gutbeard's Cutlass of the Crazed Seas

This extraordinary cutlass, decorated with exquisite etchings of waves along the blade, sports a hilt inlaid with mother-of-pearl and gold.

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type
One–Handed Melee Weapon						
Cutlass*	15 gp	1d4 S	1d6	19–20/x2	3 lbs.	S

**See The Tome of Horrors Complete 244.*

MANIK GUTBEARD'S CUTLASS OF THE CRAZED SEAS

Aura moderate transmutation; **CL** 13th

Slot none; **Price** 53,515 gp; **Weight** 3 lbs.

DESCRIPTION

This *+2 vicious cutlass* is decorated with exquisite etchings of waves along the blade and with a hilt inlaid with mother-of-pearl and gold. It is a fine weapon under normal circumstances, but it really shines when aiding seafarers. Eponymously named for an insane pirate infamous for his boarding actions, *Manik Gutbeard's Cutlass of the Crazed Seas* grants several bonuses to its owner, but only grants them when carried or wielded while at sea. First, the owner gains a climb speed of 15 feet, but only when navigating the masts and rigging of a ship. He can fight aboard any ship at sea without having to attempt Acrobatics checks to balance for any reason, including rough seas or while standing on a small surface such as a sail boom. In addition, the owner gains a +20 bonus to Acrobatics checks made to jump from one vessel to another.

Secondly, for one hour per day the wielder can breathe normally in salt water. This time need not be used consecutively.

Finally, as a standard action the wielder can utter a command word and cause a special manacle to drop from the sword's hilt. This manacle magically latches onto any cannonball the cutlass' wielder touches it to. When a cannon containing a cannonball connected to the magic manacle is fired, the cannonball instantly reduces to a streak of ash in the barrel. So long as the wielder of *Manik Gutbeard's Cutlass of the Crazed Seas* is holding the cutlass and standing within 5 feet of the cannon when this happens, the wielder flies along the path the destroyed cannonball would have travelled. The cutlass's owner takes no damage from being shot in this fashion, nor from landing. During this special flight, he is considered to have a fly speed of 400 ft., though he can only travel along the trajectory the cannonball would have travelled.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *cat's grace, jump, overland flight, spider climb, water breathing*; **Cost** 26,915 gp

Rum Cask of the Suffering Bastard

Caked in a fine layer of sand, this 55-gallon cask is wrought from aged wooden staves and held together by two large copper hoops. A close inspection reveals a fire-etched maker's mark: 'The Suffering Bastard,' a rum distiller over a century dead. A wooden spile to draw off the liquor is clipped to the lid with removable iron bands. A cork, painted to resemble the wood of the barrel and jammed into a hole in its bottom, seals it shut.

Many years ago, Garr Bloodbane captured and killed the famed pirate-hunter Shiloh Pete. Bloodbane pickled Shiloh's body and preserved it in this cask, planning to display it to his men at his pleasure. When Garr removed the pickled body, he discovered that his sailors drilled a hole in the bottom of the cask and consumed all the rum except a single mouthful, and in the process imbibed a dead man's blood. To this day many pirates still call rum "Shiloh's blood.

While Garr declared the whole episode a lark and abandoned the barrel, the body of Shiloh Pete still lay within. His soul lingers, bound to this cask and suffering until someone consumes the final swallow. Freed from his imprisonment, the spirit of Shiloh Pete will follow, haunt and aid whoever drains the last dregs from the rum cask of the Suffering Bastard. A small gem (actually an *iridescent spindle ioun stone*) lies in the cask beside the body. Anybody

who takes the item without first freeing Shiloh Pete from his eternal torment earns the enmity of the ghost, who manifests and attacks. The pattern continues whenever Shiloh Pete rejuvenates, until his soul is laid to rest.

SHILOH PETE CR 6

XP 2,400

Male human ghost warrior 6 (*Pathfinder Roleplaying Game Bestiary* "Ghost")

CE Medium undead (augmented humanoid, incorporeal)

Init +2; **Senses** Darkvision 60 ft.; Perception +15

DEFENSE

AC 15, touch 15, flat–footed 13 (+3 deflection , +2 Dex)

hp 54 (6d10+24)

Fort +8, **Ref** +4, **Will** +2

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Spd fly 30 ft. (perfect)

Melee corrupting touch +8 (6d6, Fort DC 16 half)

Special Attacks frightful moan (DC 16)

STATISTICS

Abilities Str —, Dex 14, Con —, Int 13, Wis 10, Cha 16

Base Atk +6; **CMB** +8; **CMD** 21

Feats Athletic, Combat Expertise, Dodge, Power Attack

Skills Climb +10, Fly +18, Handle Animal +11, Intimidate +11, Perception +15, Stealth +19, Swim +8; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common, Tulita

SPECIAL ABILITIES

Corrupting Touch (Su): All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost deals a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage dealt.

Notes More than a little mad and eternally drunk, Shiloh remains incorporeal and invisible most of the time, uttering nondescript moans, singing faint snippets of pirate songs, fiddling with players' belongings while they sleep, and reeking of rum. However, Shiloh Pete aids whoever freed him when they are in mortal peril, descending like an avenging angel on their foe. Once Shiloh Pete saves the life of his liberator, he vanishes forever, off at last to his final rest.

If killed or turned the ghost returns to the cask, trapped forever unless some rum remains or until someone refills his cask and drinks again.

CHAPTER SIX

NIGHT OF THE SHARK

"'Twas ghastly...jus' me beauty. Me beauty and me... we was strollin'. Then the moon rises 'n says I...*sob*...says I, look honey th' moon risin' so yellow and big...*sob*... I remember that. Yellow. Like her dress 'n...'n then she turned an' her jaw dropped an' dropped an' she bit me arm clean off! *sob*

But you got t'believe me, she was still her! I could see it in her one good eye...the one that was nah shark...terrified me poor beauty was, terrified by what she was doin' *sob* Her mouth...th' teeth..tha'...tha's...all I remember. I passed out, I did.

But she loved me. She must 'ave. I be here am I nah?"

— anonymous citizen of Port Shaw,
Night of the Shark survivor

Prologues

The Savaged Trawler (CR 9)

As described in **Chapter 2**, this encounter helps the GM segue into the **Night of the Shark** and turns up the tension. It requires no combat and PCs learn additional information through interrogation. However GMs might choose to add monsters – provided as an option in the development section of the encounter – to spice things up or just to allow the PCs to earn additional XP before they re-enter Port Shaw.

The Setup

The PCs spot an abandoned fishing trawler – the *Good Day's Catch* or another appropriate vessel – flying a distress flag. Set adrift and listing slightly, the trawler appears badly savaged, perhaps by pirates.

If the PCs are returning to Port Shaw by sea when the encounter begins, they stumble upon the trawler a half-day's sail from port. If returning to Port Shaw by land, they discover the trawler floating in a small cove, trapped just offshore.

If instead the party is in Port Shaw when the GM springs this encounter on them, they hear about the trawler or are asked to investigate; in which case, they find it bobbing in the same small cove. This cove's geographic features prevent passing ships from spotting the abandoned trawler, but the same features mean the PCs have little trouble crossing the tiny bay to reach the trawler. See **Chapter 2** for more hooks to bring the PCs and the *Good Day's Catch* together.

Above Deck

Calling out to the ship garners no response. Once aboard, the party finds deep red stains painting the deck, while disheveled ropes and broken woodwork provide evidence of struggle; however, the adventurers find no bodies. Further investigation – a DC 10 Survival or DC 15 Perception check, for example – reveals smears of blood leading down into the hold.

Down in the Bilge

In the dank, salt-stained dark below, the party discovers corpses stuffed into the slowly filling bilge. They float like obscene dumplings in a sour ocean stew, bloated and weeks rotten.

The black bilge waters slosh only a foot and a half deep. Anyone brave enough to inspect the bodies notes that they all bear gruesome, jagged wounds. Many are missing limbs. To inspect the slowly bobbing bodies, PCs must stand in the brackish, rancid water. Living creatures who do so are at increased risk of catching the shakes (Contact; DC 15; 1 day; 1d8 Dex; see the Pathfinder Roleplaying Game, Appendices for more details).

Some of the bodies have decomposed so badly they swell with gases. For each body inspected by any character there is a cumulative 20% chance the next corpse bursts when touched, releasing a noxious and sickening gas. All within a 10-foot radius of the burst must succeed at a DC 20 Fortitude save or be sickened for 1d4 rounds. Creatures that save successfully become immune to the effect for 24 hours, including from gas released when other corpses rupture in the bilge. An investigating character who succeeds at a DC 25 Heal check recognizes the state of decomposition and may release the gas safely, without endangering the party. The investigating character needs to attempt only one Heal check for the entire encounter, but other less knowledgeable characters might still detonate the bloated corpses as described above.

Action

The Sole Survivor

Master's Mate Geoff McDugyl, this ship's sole survivor, hides in a dark corner sodden with befouled waters, driven mad from days spent eating rats and corpses. Terrified the PCs are weresharks returning for him, he hides behind a floating barrel. If found and reassured by a DC 15 or better Diplomacy check, he clings to the reassuring PC and unintentionally smears them with infectious bilge water while weeping out his tale. This further increases a PC's chances of contracting the shakes. From everyone on whom Geoff hangs and weeps, request another check for the shakes at DC 17, even if this character already succeeded on a previous roll. Multiple failed saves have no additional effects.

Read or paraphrase Geoff's tale:

"You must flee before the sharks come back! They'll eat you like they devoured my mates. They always return... shark-things, clambering out of the ocean when the blood moon rises. They are Dajobas' spawn, man-sharks from the tales! But real. You... you must leave quickly before they smell you..."

The man convulses horribly, throwing himself around with great force and splashing filthy bilge water everywhere.

"Please!" he cries, desperately clawing at you with his filthy, gore crusted hands, "Please bind me in chains before the moon rises!"

Slavering, barking now with burning malevolence, he spits, "If you don't bind me soon, I shall become one of ***them***! I shall tear out throats and gorge upon flesh!"

The man is mad and suffers no lycanthropic affliction. His strange convulsions are caused by a combination of insanity and the disease (shakes) he caught from the tainted bilge water. The PCs can deduce this rather quickly by inspecting him for shark bites or for the scars from bites with a DC 10 Heal check. They find none.

Unless they take precautionary steps, PCs inspecting the madman for shark bites run an even greater risk of contracting the shakes when he spits or splashes on them during this inspection. Request the inspecting character attempt yet another Fortitude save, this time at DC 19, even if they already succeeded on a previous roll. Another failure incurs no additional effects.

GEOFF McDUGYL CR 5

XP 1,600

Male human expert 7

NG Medium humanoid (human)

Init +7; **Senses** Perception +13

DEFENSE

AC 17, touch 14, flat–footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 27 (7d8)

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

OFFENSE

Spd 30 ft.

Melee *+1 dagger* +8 (1d4+3/19–20)

Ranged *+1 dagger* +9 (1d4+3/19–20)

STATISTICS

Abilities Str 14, Dex 16, Con 10, Int 12, Wis 13, Cha 8

Base Atk +5; **CMB** +8; **CMD** 21

Feats Agile Maneuvers, Alertness, Dodge, Great Fortitude, Improved Initiative

Skills Acrobatics +13, Climb +12, Heal +11, Knowledge (geography) +11, Knowledge (nature) +11, Perception +13, Sense Motive +3, Stealth +13, Survival +11, Swim +12

Languages Common, Elven

Combat Gear *potion of cure light wounds* (x2), *potion of invisibility, silversheen*; **Other Gear** *+1 dagger*, masterwork studded leather armor, *cloak of resistance +1, elixir of swimming, feather token (anchor, swan boat),* gold hoop earrings (100 gp), pink pearl and platinum ring (400 gp), small leather purse with 23 gp.

If the GM decides to include combat in this encounter, **2 Razortooth Enforcers** in the vicinity notice the PC's ship or spot them approaching the beach.

Editor's Note: They always know something is up, don't they?

The effects of not learning information can often prove as fun — or at least as dramatic — as learning it. To avoid the "tag team" or "pile-on" effect — wherein players metagame their Perception and similar checks — consider pre-rolling them. For example, ask players to pre-roll five or more checks for Diplomacy, Knowledge, Perception and Sense Motive. Then jot down the results for each character.

When you would normally offer a player a roll to observe or sense something, simply consult your notes and mark off the pre-rolled result. This behind the screen action prevents the other players from "piling on" and using meta-play to turn each call for a skill check into five or six rolls.

I use this little trick myself, but sometimes do the same for certain saves. But I only consult my secret save table when dramatic tension does not hinge on a player's die roll. For example, I request players roll their Reflex save to halve area damage themselves, because that is a tense and fun moment. On the other hand, with Fortitude saves against disease, I find it more fun to consult pre-rolled save results – and not even hint my player contracted a disease until its onset.

This way when a player's malady starts showing symptoms it's a mysterious thing, which results in more tension — and fun — as they panic, terrified about what might be happening to them. Will it worsen? Are they doomed? This approach also creates the opportunity for another character to use Heal to diagnose the problem and lay their fears to rest. Two players taking action for the price of one secret save role. Works for me!

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (human form): CR 6; AC 18/13/15; SVS 11/10/6; MELEE mwk longsword +11/+6 (1d8+1/19–20), dagger +9/+4 (1d4+1/19–20); RANGED dagger +10 (1d4+1/19–20); CMB +9; CMD 22; 61 hp; See **Chapter 5** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (hybrid form): CR 6; AC 20/14/15; SVS 12/12/6; MELEE bite +11 (1d8+4), 2 claws +11 (1d6+4); SPACE 10 ft., REACH 10 ft.; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Chapter 5** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (animal form): CR 6; AC 20/14/15; SVS 12/12/6; SPEED swim 60 ft.; MELEE bite +11 (1d8+4); SPACE 10 ft., REACH 5 ft.; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Chapter 5** for full statistics.

Depending on how the PCs approach the trawler, these weresharks formulate a plan.

PCs Send Others to Investigate

If the party stands by and sends NPCs to explore the savaged trawler, the weresharks slip through hatches on the far side of the trawler, unseen. Once inside, they kill the NPC exploration crew but otherwise leave the trawler unharmed. After which, they slip back into the ocean. Unless the PCs somehow catch on and intervene, inform them they hear screams, abruptly cut off, and that a fountain of blood jets from the ship's hold like a whale spout. Then silence: the wind rustles in the rigging. Wood creaks.

PCs Leave Their Own Ship Undefended to Investigate

If the PCs board the trawler and leave behind a ship with less than 25 minor NPC crewmembers, the weresharks wait until the PCs board the drifting trawler before acting. Once the adventurers vanish into the hold of the trawler, the weresharks kill all the NPCs aboard the PCs ship, start that ship sinking, and leave the party stranded on the damaged trawler. Then they wait, hoping to force the adventurers to swim back through wereshark infested waters to recover their listing, silent vessel.

PCs Don't Leave Their Own Ship Undefended

Alternately, if more than 25 minor NPC sailors crew the party's ship, or it contains *dramatis personae* or major NPCs – or if the PCs approached this encounter on foot – then the weresharks also wait until the group boards the drifting trawler. In this scenario, after most or all of the PCs descend below, the weresharks wait one more round and use Stealth to silently push the abandoned craft further out to sea – and away from NPC aid. Every round the weresharks push the trawler unnoticed, it moves 40 feet away from either the shore or the PCs vessel.

During the first 5 rounds the weresharks tow the trawler, allow the PC with the highest Profession (sailor) check a DC 15 chance to notice the ship is moving; however, if that adventurer is actively using a different skill or otherwise engaged, they do not receive their Profession check to notice the ship's motion. On the second round of moving out to sea, any PCs remaining on deck realize what is happening. Should all the PCs remain below deck, unoccupied PCs with a Profession (sailor) check have the same DC 15 chance to notice the gentle movement, otherwise no one does.

Once they separate the PCs from their ship or drag them further from shore on the trawler, the weresharks rip a chunk from the bottom of the trawler's hull, then clamber in and lay an ambush for the PCs in the bilge, hoping to take them by surprise with Stealth. If the PCs are already in the bilge when they tear this new hole in the ship, it manifests as an abrupt burst of bubbles. A DC 15 Profession (sailor) check identifies the cause of the bubbles as a breach in the hull.

The Weresharks Speak

During any battle – or if captured and interrogated – the weresharks hiss, threaten and boast of Port Shaw's impending destruction and the coming of Dajobas. They use phrases like:

"We are already there, unseen! Fools, Port Shaw is doomed."

"Take the Kiss and join us! It is not too late."

"We shall have it, the Chosen has promised!"

"When we have it, the Tulita will gutter like a candle in the blackest ocean!"

"We shall find it and crush their last hope. The Three shall never return!"

"His Banishment is ended when we crush it. The Time of the Shark is now!"

"He is The Fin that Cuts the Waters of the World! Devour or be devoured!"

Development

Saving The Trawler

As the weresharks attack, the trawler sinks. Unless someone dives beneath the filthy water in the hold and repairs the breach, the water levels in the bilge rise 1 foot per round for 6 rounds, at which point only the mast of the trawler juts from the sea and no air remains in the hold below. On the seventh round, the vessel drifts fully beneath the waves and begins its descent toward a watery grave.

Unless they take specific action to avoid it, anyone diving beneath the bilge water inhales some dribblets of the filthy sludge. This further increases the chances of contracting the shakes. Request yet another Fortitude save,

this time at DC 21, even if this character already succeeded on a previous roll. A second failure has no additional effects.

The Weresharks Words

During the battle, as the Weresharks boast and threaten, PCs who succeed at a DC 10 Knowledge (religion) or a DC 15 Knowledge (history) check or who have Tulita heritage recall the story of Dajobas, recognize the significance of the Time of the Shark, and know that "the three" refers to the Tulita deities Dolphin, Tortoise, and Whale.

Alternately, if the PCs interrogate Geoff McDugyl, he overheard the weresharks that killed his fellows boasting in much the same words, and he relates these comments to the PCs.

Wrap-Up

At any point if the battle goes against the Enforcers, they retreat to the ocean, hoping to catch the PCs when the boat sinks and forces the party to swim for shore. Should the PCs attempt to repair the sinking vessel after the weresharks retreat, then in shark form surviving Enforcers jut their heads through the hole and harass the PC making repairs, attempting a grapple to hold them under the water.

These weresharks are not part of the veteran weresharks who infiltrated Port Shaw and are calculated on the **Night of the Shark** worksheet in **Chapter 2**. However, if any weresharks survive this encounter, they swim to shore, change to human and join that list. Increase the number of veteran weresharks hiding in Port Shaw accordingly.

THE *NIGHTSLINK* MYSTERY, PART II: WHERE THERE'S BLOOD, THERE'S SHARKS (CR 11)

Once news of Basel and Branard's defeat (see **"The *Nightslink* Mystery, Part I"** in **Chapter 4**) reaches the rest of the Nightslinks, the remaining renegades plot vengeance. The Nightslinks return to the scene of their two compatriots' defeat, rough up a barkeep or a key NPC, and take a few bites out of nearby patrons. Before exiting, they leave an ominous message to deliver to the PCs: "Where there's blood, there's sharks."

Badly shaken, the barkeep puts out the word for the PCs to find him so he can deliver the Nightslinks' message. When the PCs return to speak with the barkeep, the shaken NPC adds that the Nightslinks have sworn to hunt the party down and slay them one by one. Unfortunately, he cannot reliably describe a single Nightslink attacker. The PCs might be able to act first and defeat the Nightslinks, except they have no idea for who they are looking. The only person familiar with the identities of the Nightslinks is their former Captain, the dread pirate Falken Drango.

What happens next depends on how they decide to secure descriptions of Falken Drango's former crew. Falken himself is a good bet, but not the only option. Regardless, querying locals with Drango at their side or descriptions of the Nightslinks in hand, the PCs quickly learn that the locals spotted men fitting the descriptions of various crewmembers poking about the Port Shaw lighthouse grounds.

Editor's Note: Again with the Three-Way Combats

If the PCs enlist Drango's aid — because he isn't in prison, he doesn't hate them for helping the Dragoons against him, etc. — and Falken accompanies them, add two Nightslinks to the encounter. However consider avoiding protracted, three-way combats by simply narrating Falken's entanglement with these two additions during any subsequent battle.

Action

The PCs and possibly Drango may go to the lighthouse and continue their search. When they do, the assembled Nightslinks remain in hiding until the PCs discover their booty-packed crates. While this loot distracts the PCs, the remaining Nightslinks attack.

NIGHTSLINK (3) (HUMAN FORM) CR 6

XP 2,400

Male or female human fel lycanthrope expert 2/rogue 3

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

AC 17, touch 11, flat–footed 16 (+4 armor , +1 Dex, +2 natural)

hp 84 (12 HD; 7d8 plus 3d8 plus 2d8+27)

Fort +10, **Ref** +9, **Will** +8

Defensive Abilities evasion, trap sense +1

OFFENSE

Spd 30 ft.

Melee *+2 cutlass** +12/+7 (1d6+4/18–20)

Ranged mwk light crossbow +10 (1d8/19–20)

Special Attacks sneak attack +2d6

* stats as a rapier

STATISTICS

Abilities Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 12

Base Atk +8; **CMB** +10; **CMD** 21

Feats Alertness, Combat Expertise, Deceitful, Great Fortitude, Improved Disarm, Improved Feint, Improved Initiative[B], Iron Will[B]

Skills Acrobatics +16, Bluff +20, Climb +10, Diplomacy +9, Disguise +3, Intimidate +13, Perception +17, Sense Motive +17, Stealth +14, Swim +8

Languages Aquan, Common

SQ alternate form, rogue talent (slow reactions), shark empathy, trapfinding +1

Combat Gear *potion of cure light wounds* (x2), *potion of invisibility, potion of protection from arrows*; **Other Gear** *+2 cutlass,* masterwork light crossbow, 10 bolts, *+2 leather, ring of sustenance*, leather purse with 1 pp, 29 gp.

NIGHTSLINK (3) (HYBRID FORM) CR 6

XP 2,400

Male or female human fel lycanthrope expert 2/rogue 3

CE Large humanoid (human, shapechanger)

Init +7; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

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

hp 96 (12 HD; 7d8 plus 3d8 plus 2d8+39)

Fort +11, **Ref** +11, **Will** +8

Defensive Abilities evasion, trap sense +1; **DR** 5/silver

OFFENSE

Spd 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d8+5)

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

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +6; **CMB** +14; **CMD** 27

Feats Alertness, Combat Expertise, Deceitful, Great Fortitude, Improved Disarm, Improved Feint, Improved Initiative, Iron Will[B]

Skills Acrobatics +18, Bluff +20, Climb +13, Diplomacy +9, Disguise +3, Intimidate +13, Perception +17, Sense Motive +17, Stealth +12, Swim +11

Languages Aquan, Common

SQ alternate form, rogue talent (slow reactions), shark empathy, trapfinding +1

Combat Gear *potion of cure light wounds* (x2), *potion of invisibility, potion of protection from arrows*; **Other Gear** *+2 cutlass,* masterwork light crossbow, 10 bolts, *+2 leather, ring of sustenance*, leather purse with 1 pp, 29 gp.

NIGHTSLINK (3) (ANIMAL FORM) CR 6

XP 2,400

Male or female human fel lycanthrope expert 2/rogue 3

CE Large humanoid (aquatic, human, shapechanger)

Init +7; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

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

hp 96 (12 HD; 7d8 plus 3d8 plus 2d8+39)

Fort +11, **Ref** +11, **Will** +8

Defensive Abilities evasion, trap sense +1; **DR** 5/silver

OFFENSE

Spd swim 60 ft.

Melee bite +12 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +6; **CMB** +14; **CMD** 27

Feats Alertness, Combat Expertise, Deceitful, Great Fortitude, Improved Disarm, Improved Feint, Improved Initiative, Iron Will[B]

Skills Acrobatics +18, Bluff +20, Climb +13, Diplomacy +9, Disguise +3, Intimidate +13, Perception +17, Sense Motive +17, Stealth +12, Swim +19

Languages Aquan, Common

SQ alternate form, rogue talent (slow reactions), shark empathy, trapfinding +1

Combat Gear *potion of cure light wounds* (x2), *potion of invisibility, potion of protection from arrows*; **Other Gear** *+2 cutlass,* masterwork light crossbow, 10 bolts, *+2 leather, ring of sustenance*, leather purse with 1 pp, 29 gp.

One of the crates hidden among the rocks near the base of the lighthouse is *Captain Bloodscupper's Locker*, and a Nightslink rushes to activate it the moment they spring their ambush. The *Locker* has four charges remaining before the Nightslink activates it.

Old Bloodscupper

Captain Bloodscupper's Locker

Aura strong conjuration; **CL** 17th

Slot none; **Price** 82,000 gp

DESCRIPTION

This graying wooden chest is worn and crusted with barnacles, its rusted hasp held fast only by a wooden pin. Anyone opening the chest finds only sand, dried seaweed and old bones. Yet those brave enough to chant the command rhyme inscribed inside the lid summon forth the wrathful incarnation of Captain Bloodscupper himself, a wicked and bloodthirsty bone devil dressed in full pirate regalia and wielding a large cutlass.

Old Bloodscupper
He died in he locker
And was tossed to the bottom of the sea
But the Kraken won't keep 'im
And the devil don't need 'im
So he there waitin' for me

Captain Bloodscupper manifests from the chest and attacks targets designated by the rhyme singer. The called bone devil remains for 17 rounds before disappearing. The chest has five charges, after which it ceases to function and all the bones within turn to sand.

CONSTRUCTION

Requirements Craft Wondrous Item, *gate*;
Cost 41,000 gp

Bone Devil: CR 9; AC 25/14/20; SVS 12/12/7; SPEED 40 ft., fly 60 ft. (good); MELEE bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison); AURA fear (5 ft., DC 19, 1d6 rounds); SPACE 10 ft.; REACH 10 ft.; CMB +16; CMD 31; SLA (CL 12th) Constant—*fly*; At will—*dimensional anchor, greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice*; 3/day—quickened *invisibility* (self only); 1/day—*summon* (1 bone devil, 35%); 105 hp; IMMUNE fire, poison; DR 10/ good; SR 20; See the *Pathfinder Roleplaying Game: Bestiary*, "Devil, Bone".

During the battle, or if interrogated after it, the Nightslinks shout angrily at the PCs. They use phrases like:

"Ye 'ave no idea wha's comin' fools! Port Shaw be doomed!"

"Take th' Kiss 'n join us! We can head t' sea together 'n rule th' waves"

"Leave Dalang t' his squiffy trinket, this whole town will be naught but blood!"

"'e will 'ave it, th' Tulita will die, only th' strong will survive — why nah t' sea wit' us?"

"'e shall loot it 'n th' three shall ne'er return! Why fight? Flee wit' us!"

"Don' ye understand? Th' Time o' th' Shark be now!"

Development

If the party captures and interrogates any of the Nightslinks, they learn that secret weresharks walk the streets of Port Shaw in human form, seeking something for the Chosen of Dajobas. The Nightslinks, however don't know what it is Dalang's minions hunt, only that " 'ol Black Fin gets mighty frothy 'bout it." If pressed they reveal it's "some kind o' Tulita geegaw," but know nothing more. They were far too busy with their own plans to pay closer attention to Dalang's orders. The Nightslinks can, however, confirm that Dalang Jalamar – once Quell's missionary – is the black shark, Chosen of Dajobas. Finally, the Nightslinks know Dalang plans to wet the cobblestones of Port Shaw with hot human blood, but not when or at what signal.

However, PCs who succeed at a DC 10 Knowledge (religion) or a DC 15 Knowledge (history) check or who have Tulita heritage recall the story of Dajobas, recognize the significance of the Time of the Shark, and know that "the Three" refers to the Tulita deities Dolphin, Tortoise, and Whale.

Run-Up Encounters

Warning the Dragoons (CR Varies)

The PCs grab the first Dragoons they meet and warn them of an imminent wereshark threat.

Setup

After the PCs seek out the closest Dragoons and explain they suspect an attack on Port Shaw is in the offing, the Dragoons request the party accompany them back to Fort Stormshield to repeat their story to the Fort's commander.

At Fort Stormshield, their Dragoon escort asks the PCs to wait in a secure room (the bottom floor of **F-10**) – not a cell, but close. Several minutes pass before a tall guard with dark hair and wild eyes steps inside, none other than **Sgt. Darenar**, who pretends alarm at the party's news.

If PCs had earlier conflicts with Darenar, he either pretends not to recognize them, or he simply acts as if things have changed and the PCs are his new best friends. Darenar ask the PCs to accompany him to a safer room because "The walls have ears…"

Action

At this point, the PCs might see through Darenar's bluff. Give them an opposed Sense Motive check to do so; however, if Darenar convinces the PCs to join him in his "secret council room" he leads them to the cellars below the fort through **F-18 to S-20**. Once there, he transforms and attacks.

Darenar (Human Form) CR 9

XP 6,400

Male human fel lycanthrope fighter 6

LE Medium humanoid (human shapechanger)

Init +5; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

AC 19, touch 11, flat–footed 18 (+6 armor, +1 Dex, +2 natural)

hp 125 (13 HD; 7d8 plus 6d10+58)

Fort +12, **Ref** +10, **Will** +6; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Spd 30 ft.

Melee *+2 returning thundering adamantine warhammer* +19/+14/+9 (1d8+11/19–20/x3), unarmed +15/+10/+5 (1d3+4)

Ranged *+2 returning thundering adamantine warhammer* +16 (1d8+11/19–20/x3), dagger +12 (1d4+4/19–20)

Special Attacks weapon training (hammers +1)

STATISTICS

Abilities Str 19, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Base Atk +11; **CMB** +14 (+18 grapple); **CMD** 25

Feats Alertness, Great Fortitude, Improved Critical (warhammer), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will[B], Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Climb +6, Intimidate +19, Knowledge (local) +3, Perception +17, Sense Motive +3, Stealth +10, Swim +7; **Racial Modifiers** +8 Swim

Languages Common

SQ alternate form, armor training 1, shark empathy

Other Gear *Maelstrom,* a guardsman's cloak (See "Old Fish's Supplies" for details), masterwork chainmail, dagger, blue coat, and Dragoon uniform, purse with 24 pp, bracelet of gold-plated sharks teeth (300 gp)

Darenar (Hybrid Form) CR 9

XP 6,400

Male human fel lycanthrope fighter 6

LE Large humanoid (human, shapechanger)

Init +7; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

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

hp 138 (13 HD; 7d8 plus 6d10+71); **DR** 5/silver

Fort +13, **Ref** +12, **Will** +7; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Spd 30 ft.

Melee *+2 returning thundering adamantine warhammer* +21/+16/+11 (1d8+15/19–20/x3), bite +13 (1d3+3) or unarmed +17/+12/+7 (1d3+7), 2 claws +12 (1d6+3), bite +12 (1d8+3)

Ranged *+2 returning thundering adamantine warhammer* +17 (1d8+14/19–20/x3), dagger +13 (1d4+7/19–20)

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

Special Attacks weapon training (hammers +1)

STATISTICS

Abilities Str 25, Dex 16, Con 18, Int 10, Wis 10, Cha 10

Base Atk +11; **CMB** +19 (+23 grapple); **CMD** 32

Feats Alertness, Great Fortitude, Improved Critical (warhammer), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will[B], Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Climb +11, Intimidate +19, Knowledge (local) +3, Perception +17, Sense Motive +3, Stealth +11, Swim +13;

Languages Common

SQ alternate form, armor training 1, shark empathy

Other Gear *Maelstrom,* a guardsman's cloak (See "Old Fish Supplies" for details), masterwork chainmail, dagger, blue coat, and Dragoon uniform, purse with 37 gp

DARENAR (ANIMAL FORM) CR 9

XP 6,400

Male human fel lycanthrope fighter 6

LE Large humanoid (aquatic, human, shapechanger)

Init +7; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

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

hp 138 (13 HD; 7d8 plus 6d10+71); **DR** 5/silver

Fort +13, **Ref** +12, **Will** +7; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Spd swim 60 ft.

Melee bite +17 (1d8+10)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 25, Dex 16, Con 16, Int 10, Wis 10, Cha 10

Base Atk +11; **CMB** +19 (+23 grapple); **CMD** 32

Feats Alertness, Great Fortitude, Improved Critical (warhammer), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will[B], Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Climb +11, Intimidate +19, Knowledge (local) +3, Perception +17, Sense Motive +3, Stealth +11, Swim +21;

Languages Common

SQ alternate form, armor training 1, shark empathy

Other Gear *Maelstrom,* a guardsman's cloak (See "Old Fish Supplies" for details), masterwork chainmail, dagger, blue coat, and Dragoon uniform, purse with 37 gp

Development

Resisting Arrest

Should Darenar fail to convince the party to accompany him below, he grows stoic and finally informs the party they leave him little choice: he orders the PCs arrested for treason. Darenar tells **four Dragoons** to seize the PCs and bring them to holding cells within the fort (**F-15**). If the PCs resist, Darenar remains in human form for the struggle until the four Dragoons are disabled or near death. Then he transforms, killing any disabled or dying Dragoons before heading for the PCs.

Dragoon Sorcerer (2), male or female human Sor4: CR 3; AC 11/11/10; SVS 2/2/5; MELEE rapier +2 (1d6/18-20); CMB +2; CMD 13; 26 hp; SPELLS (CL 4th): 2nd (4/day)—*glitterdust* (DC 14); 1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13); 0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic;* See **Appendix** for full details.

Dragoon Sergeant (2), male or female human Ftr6: CR 5; AC 17/11/16; SVS 10/3/3; MELEE mwk longsword +12/+7 (1d8+4/19-20); RANGED dagger +7 (1d4+3/19-20); CMB +9 (+13 grapple); CMD 20; 64 hp; See **Appendix** for full details.

Thrown in Jail

Alternately, if the Dragoons successfully arrest the PCs and incarcerate them, Darenar uses the intervening time to arrange the adventurers' executions. He instructs a guard to behave carelessly with the prisoners, creating the opportunity to escape; for example, a guard might 'fall asleep' near the cell door with the keys in plain sight. **Darenar** and **two wereshark allies** wait for the inevitable break out, at which point they ambush and kill the PCs during their flight. If instead, the PCs complete their escape, Darenar and his allies track them down, wait for an opportune moment, and attack.

Dragoon Sergeant Wereshark (2), male or female human fel lycanthrope fighter 6 (human form): CR 9; AC 19/11/18; SVS 15/10/6; MELEE mwk longsword +18/+13/+8 (1d8+6/17–20); RANGED dagger +12 (1d4+4/19–20); CMB +14 (+18 grapple); CMD 25; 125 hp; See the **Appendix** for full statistics.

Dragoon Sergeant Wereshark (2), male or female human fel lycanthrope fighter 6 (hybrid form): CR 9; AC 17/11/15; SVS 16/11/6; MELEE mwk longsword +20/+15/+10 (1d8+9/17–20), bite +16 (1d8+6); RANGED dagger +12 (1d4+6/19–20); SPACE 10 ft., REACH 10 ft.; CMB +18 (+22 grapple); CMD 30; 138 hp; DR 5/silver; See **Appendix** for full statistics.

Dragoon Sergeant Wereshark (2), male or female human fel lycanthrope fighter 6 (animal form): CR 9; AC 17/11/15; SVS 16/11/6; SPEED swim 60 ft.; MELEE bite +16 (1d8+9); SPACE 10 ft., REACH 5 ft.; +18 (+22 grapple); CMD 30; 138 hp; DR 5/silver; See **Appendix** for full statistics.

Darenar Escapes

Blowing the Whistle

If the PCs persuade the other Dragoons that Darenar is evil before Darenar imprisons the party, Darenar transforms into hybrid form and tries to escape. If he fails to flee, the Dragoons lock Darenar instead of the adventurers in the brig. If Darenar winds up locked in the brig, he and two other Kiss-afflicted Dragoon Sergeants are unavailable during the Night of the Shark and should be removed from the **Night of the Shark** Worksheet.

Whether or not Darenar escapes, if the PCs successfully warn the Dragoons of Dalang's planned assault on Port Shaw, this has two effects:

Dragoons loyal to Hargrove immediately relay the PCs' statements to the elder. Other Dragoons grow fearfully concerned, fueled by their own superstitious natures and recounting of the ancient legends. They ready themselves against attack, and prepare defensible hideouts and shelters. This eases the battles faced by the PCs during the Night of the Shark. See **Chapter 2** for details on how this works.

Because of their warning, the Dragoons of Fort Stormshield turn Dalang away just before the **Night of the Shark** (again see **Chapter 2**, for details). As a result, the PCs face fewer weresharks when Dalang unleashes his minions on the town.

VILE TRANSFORMATIONS (CR 9)

Choose one of the NPCs whom the PCs befriended and afflict him or her with lycanthropy. This encounter plays more strongly if the NPC in question succored the PCs during their stay at Port Shaw, is useful, or is otherwise dear to the adventurers.

This encounter features Jenkie Barnes – an old friend of Donovan Montgomery, recently and unknowingly afflicted with the Kiss of Dajobas – as the friendly NPC afflicted with lycanthropy. However, GMs may choose any appropriate alternate NPC.

Synopsis

PCs investigating daytime wereshark sightings in Port Shaw or otherwise hunting members of Dalang's conspiracy learn of an odd murder worth checking into. A trio of sailors lies gruesomely slain behind a shuttered brothel. Something tore the sailors – all known associates and occasional mates of Donovan Montgomery – to shreds and riddled their corpses with telltale shark bites.

Arriving on the scene ahead of the dragoons, the PCs soon discover a bloody trail that winds through a dozen back alleys. Along the way they find further clues, including the headless body of a vagrant, his neck stump torn with by now unmistakable jagged markings – shark bites.

Eventually the trail leads to a small apartment, belonging to Wave Rider Donovan Montgomery's perennial companion, Jenkie Barnes. Inside, Jenkie is just waking. Confronted, he complains of horrifying dreams about monstrous sharks. Dark circles shadow his eyes. His hair is tousled and his clothes beneath the sheets are ripped and blood-spattered. Tiny bloodstains dot his small apartment, smeared on his furniture and bedding. Jenkie himself bears inexplicable wounds, but he believes he is injuring himself in his nightmares or, alternately, that something supernatural attacks him in his sleep.

Background

Jenkie's dreams started after a recent, near fatal drowning when the ship he did some part-time crew work on sank after crashing into reefs off the coast. Though he remembers little of the event, Jenkie emerged the sole survivor, and locals found his unconscious body washed ashore near the Port Shaw Lighthouse.

He does not know the crash was no accident but rather a carefully executed attack by Dalang's minions. Before the weresharks attacked, falling rigging knocked Jenkie unconscious, but because he wasn't bleeding the weresharks only discovered his body after sating their appetites. They decided to gift him with the Kiss of Dajobas, and then they dragged him ashore and left him in a pile of jetsam.

Action

PCs must first convince Jenkie he is afflicted and then attempt to save him. However, if they excite Jenkie too much – for example, by attacking him – he begins to turn. PCs must use magic or other means of calming him to prevent Jenkie from transforming into a killing machine. Once the party calms him, they may seek a way to remove their friend's murderous curse.

Jenkie is days into his affliction, so eating herbs like belladonna will do more harm to the man than good. The best way to cure him is for a high-level cleric to cast *remove disease* or *heal.* If the PCs do not yet have a cleric of 12th level, they'll need to scour Port Shaw to find one.

Additionally, the Tulita shamans hold the power to undo the dreaded Kiss, but it may take some convincing to secure

their aid, as it means opening themselves to the invasion of dragoons seeking to arrest Jenkie for murder. The PCs must find someone within the next 6 hours, otherwise Jenkie's affliction worsens and even a cleric's intervention proves unsuccessful.

Six hours after the PCs find him, only a *remove curse* or *break enchantment* cast during the full moon cures Jenkie. After receiving the spell, he must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated. Failing to save Jenkie completely demoralizes his hero, Donovan Montgomery, who retreats to his drink and proves incapacitated when the **Kraken Strikes**. In this eventuality, remove one VP from the party's initial total.

JENKIE BARNES (HUMAN FORM) CR 7

XP 3,200

Male human fel lycanthrope rogue 4

CE Medium humanoid (human, shapechanger)

Init +6; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

AC 16, touch 12, flat–footed 14 (+2 armor, +2 Dex, +2 natural)

hp 60 (11 HD; 7d8 plus 4d8+11)

Fort +6, **Ref** +11, **Will** +5

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 30 ft.

Melee unarmed +11/+6 (1d3+3), dagger +11/+6 (1d4+3/19–20)

Ranged dagger +10 (1d4+3/19–20)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +8; **CMB** +11; **CMD** 23

Feats Alertness, Athletic, Great Fortitude Improved Initiative, Improved Unarmed Strike, Iron Will, Toughness

Skills Acrobatics +12, Climb +20, Craft (carpentry) +7, Diplomacy +9, Escape Artist +9, Knowledge (local) +7, Perception +17, Profession (sailor) +7, Sense Motive +7, Sleight of Hand +7, Stealth +11, Swim +12

Language Common

SQ alternate form, rogue talents (bleeding attack +2, ledge walker), shark empathy, trapfinding +2

Gear 2 daggers, leather armor, carpentry tools, 50 ft. rope, 6 pitons.

JENKIE BARNES (HYBRID FORM) CR 7

XP 3,200

Male human fel lycanthrope rogue 4

CE Large humanoid (human shapechanger)

Init +8; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

AC 19, touch 13, flat–footed 15 (+4 Dex, +6 natural, –1 size)

hp 71 (11 HD; 7d8 plus 4d8+22); **DR** 5/silver

Fort +7, **Ref** +13, **Will** +6

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 30 ft.

Melee 2 claws +13 (1d6+6), bite +13 (1d8+6)

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

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 22, Dex 19, Con 13, Int 10, Wis 10, Cha 14

Base Atk +8; **CMB** +15; **CMD** 29

Feats Alertness, Athletic, Great Fortitude Improved Initiative, Improved Unarmed Strike, Iron Will, Toughness

Skills Acrobatics +14, Climb +23, Craft (carpentry) +7, Diplomacy +9, Escape Artist +11, Fly +0, Knowledge (local) +7, Perception +17, Profession (sailor) +7, Sense Motive +7, Sleight of Hand +9, Stealth +9, Swim +15

Language Common

SQ alternate form, rogue talents (bleeding attack +2, ledge walker), shark empathy, trapfinding +2

Gear 2 daggers, leather armor, carpentry tools, 50 ft. rope, 6 pitons.

JENKIE BARNES (ANIMAL FORM) CR 7

XP 3,200

Male human fel lycanthrope rogue 3

CE Large humanoid (aquatic, human, shapechanger)

Init +8; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +17

DEFENSE

AC 19, touch 13, flat–footed 15 (+4 Dex, +6 natural, –1 size)

hp 64 (3d6 plus 7d8+20); **DR** 5/silver

Fort +7, **Ref** +13, **Will** +6

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Spd swim 60 ft.

Melee bite +13 (1d8+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 22, Dex 19, Con 13, Int 10, Wis 10, Cha 14

Base Atk +8; **CMB** +15; **CMD** 29

Feats Alertness, Athletic, Great Fortitude Improved Initiative, Improved Unarmed Strike, Iron Will, Toughness

Skills Acrobatics +14, Climb +23, Craft (carpentry) +7, Diplomacy +9, Escape Artist +11, Fly +0, Knowledge (local) +7, Perception +17, Profession (sailor) +7, Sense Motive +7, Sleight of Hand +9, Stealth +9, Swim +23

Language Common

SQ alternate form, rogue talents (bleeding attack +2, ledge walker), shark empathy, trapfinding +2

Gear 2 daggers, leather armor, carpentry tools, 50 ft. rope, 6 pitons.

Development

If PCs bring Jenkie to the Tulita for help, the natives take the stricken sailor into their care and send the PCs on their way. Later, piecing together bits and pieces from Jenkie's raving, their kamaau (shaman) – Milliauka if he still lives and regards the PCs positively – concludes that Dalang must be after the *Jawbone of Kaho Ali'i* (see **Chapter 4**, **Area S-6**), their last hope for rallying the People to stand against the coming of the shark god.

In response, they send a man to warn the PCs. This is one possible reason why the Tulita in **The Young Warrior** (below) comes and begs the PCs to recover the artifact, before Dalang finds it and destroys it.

BROKEN SKULL PAYBACKS (CR 10)

Consider running this encounter if any of the PCs participated in the fights at the Broken Skull and made enemies. Those enemies are so angry at the adventurers, they hire assassins to murder them – or attempt it themselves.

The Setup

Events begin with a Tulita street urchin from Outskirts named **Paol**, whom the would-be-killers have hired to keep tabs on the adventurers. All the while the party remains in Port Shaw, this unkempt urchin tails them, trying to gather what information he can. Things like: where they stay, any activities they plan, any regular contacts or allies they maintain – everything.

As soon as Paol collects useful information, he sends reports back to the killers. If the PCs spot or catch Paol, they may either attempt to turn the tables and trail him back to his employers or shake him down for information. Here are some suggestions for resolving such a conflict, as well as some ideas for the long-term implications of how the PCs deal with the spying street urchin.

Threats

Threatening to beat Paol to death works on a successful Intimidation check; however, if PCs release him after a successful threat, he immediately runs to his employers to tell them what occurred. Unfortunately for Paol, his displeased employers deal him the fate he feared and beat him to death. When the killers encounter the PCs, one of them says, "Paol told us you were going to beat him to death, so I figured I could help out, and I beat him to death for you."

Bribes

Paol is easily paid off, though he haggles deftly to attain a 100 gp minimum, a paltry sum for powerful adventurers. Once paid off he tells all, divulging the identities of his employers as well as the location where he meets them. After spilling his guts, Paol takes his spoils and splits on the first cargo ship leaving port. Smart Paol.

Playing Sneaky

The PCs might figure out Paol is tailing them, but allow him to continue while misleading him; for example, the party could stop at strange locations or perform pointless actions. Likewise the PCs can hide from Paol, then trail the confused urchin to his employer's base of operations and ambush the killers.

PAOL CR 1/2

XP 200

Male young human ranger 2 (*Pathfinder Roleplaying Game* "Young")

N Small humanoid (human)

Init +3; **Senses** Perception +3

DEFENSE

AC 16, touch 14, flat–footed 13 (+2 armor, +3 Dex, +1 size)

hp 15 (2d10)

Fort +3, **Ref** +6, **Will** –2

OFFENSE

Spd 30 ft.

Melee short sword +2 (1d4–1/19–20)

Ranged shortbow +6 (1d4–1/x3)

Special Attacks favored enemy (humans +2)

STATISTICS

Abilities Str 8, Dex 17, Con 10, Int 8, Wis 6, Cha 12

Base Atk +2; **CMB** +0; **CMD** 13

Feats Rapid Shot, Self–Sufficient, Stealthy

Skills Bluff +3, Escape Artist +5, Handle Animal +6, Heal +5, Knowledge (local) +1, Perception +3, Stealth +14, Survival +5

Languages Common

SQ track +1, wild empathy +3

Gear short sword, shortbow, 20 arrows, leather armor

Action

Unless the PCs catch-on, track, and attack the killers first, the murderers initiate the following plan. Through Paol, they determine where the PCs are staying, steal up on the location, and serve the adventurers a **briny cat** – a local tradition involving slathering a stray cat with brine and fish entrails, popping it into a sack, and releasing the putrid-smelling feline into a pub or other populated building.

If possible, they slip the briny cat into the PCs room before the party returns, perhaps during their supper. Otherwise, the killers wait until the PCs are in an enclosed public space, such as a grog hall or eatery, before releasing the briny cat. The stench is horrifying, and the frazzled animal darts about in terror, clawing, biting, and otherwise creating panic until killed or driven off. The cat causes enough distraction for the killers to receive a +20 to Stealth checks during the encounter.

Briny Cat: CR 1/4; AC 14/14/14; SVS 1/4/1; SPEED 30 ft.; MELEE 2 claws +4 (1d2–4), bite +4 (1d3–4); CMB +0; CMD 6 (10 vs. trip); 3 hp; See the *Pathfinder Roleplaying Game Bestiary*, "Familiar, Cat" for stats, but add the following ability:

Distracting Scent (Ex): Due to the brine, entrails, and other disgusting detritus the cat has been soaked in, all living creatures within 30 feet of a briny cat must succeed on a DC 13 Fortitude save or become sickened for 10 rounds. Those with the scent ability receive a –4 on their saving throw. Creatures that successfully save cannot be affected by the same briny cat's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

The killers sneak up on the PCs during the briny cat distraction and attack the party.

Alternately, if the PCs track the killers, **Kerala**, **Malfie**, and **Roeloff**, to their hangout or meeting area, consider placing these foes in a tavern – even the Broken Skull. The murderers sit at the back, and as soon as they spot the PCs enter they rise slowly, draw weapons, and split up, trying to find advantageous points from which to attack.

Kerala, female elf Rng8: CR 7; AC 19/14/15; SVS 7/10/3; MELEE mwk rapier +9/+4 (1d6/18–20); RANGED *+1 longbow* +14/+9 (1d8+1/x3); SA favored enemy (human +4, dwarf +2); CMB +8; CMD 22; 68 hp; see **The Mentor Assassin**, below for full stats (use Serala's).

Malfie, male halfling Rog8: CR 7; AC 18/15/14; SVS 4/11/5; MELEE *+1 short sword* +13/+8 (1d4+2/19–20), *+1 short sword* +13/+8 (1d4+2/19–20); RANGED mwk sling +12 (1d3+1); SA sneak attack +4d6; CMB +6; CMD 20; 59 hp; see **The Mentor Assassin**, below for full stats (use Alfie's).

Roeloff, male hobgoblin Ftr6/Rog2: CR 7; AC 20/12/18; SVS 9/8/4; MELEE *+1 greatclub* +13/+8 (1d10+8); RANGED heavy crossbow +9 (1d10/19–20); SA sneak attack +2d6; CMB +10; CMD 22; 80 hp; see **The Mentor Assassin**, below for full stats (use Olaf's).

Editor's Note: Twins?

One might think that an elf, halfling and hobgoblin assassination team would prove a rarity, yet Port Shaw seems to hold two such teams. Fate is a fickle creature and truth is stranger than fiction – even in a fiction work. Would you believe Kerala, Malfie, and Roeloff are the less successful twin siblings of Serala, Alfie, and Olaf?

It's true. They are not merely a convenient way to reuse stat blocks and save space in the book. They add some much needed levity to the dark deeds of Razor Coast.

GMs who don't buy that argument should consider substituting defeated foes from for this list of thugs.

The Mentor Assassin (CR 11)

Consider running this encounter if Old Fish mentors or befriended any of the PCs.

Background

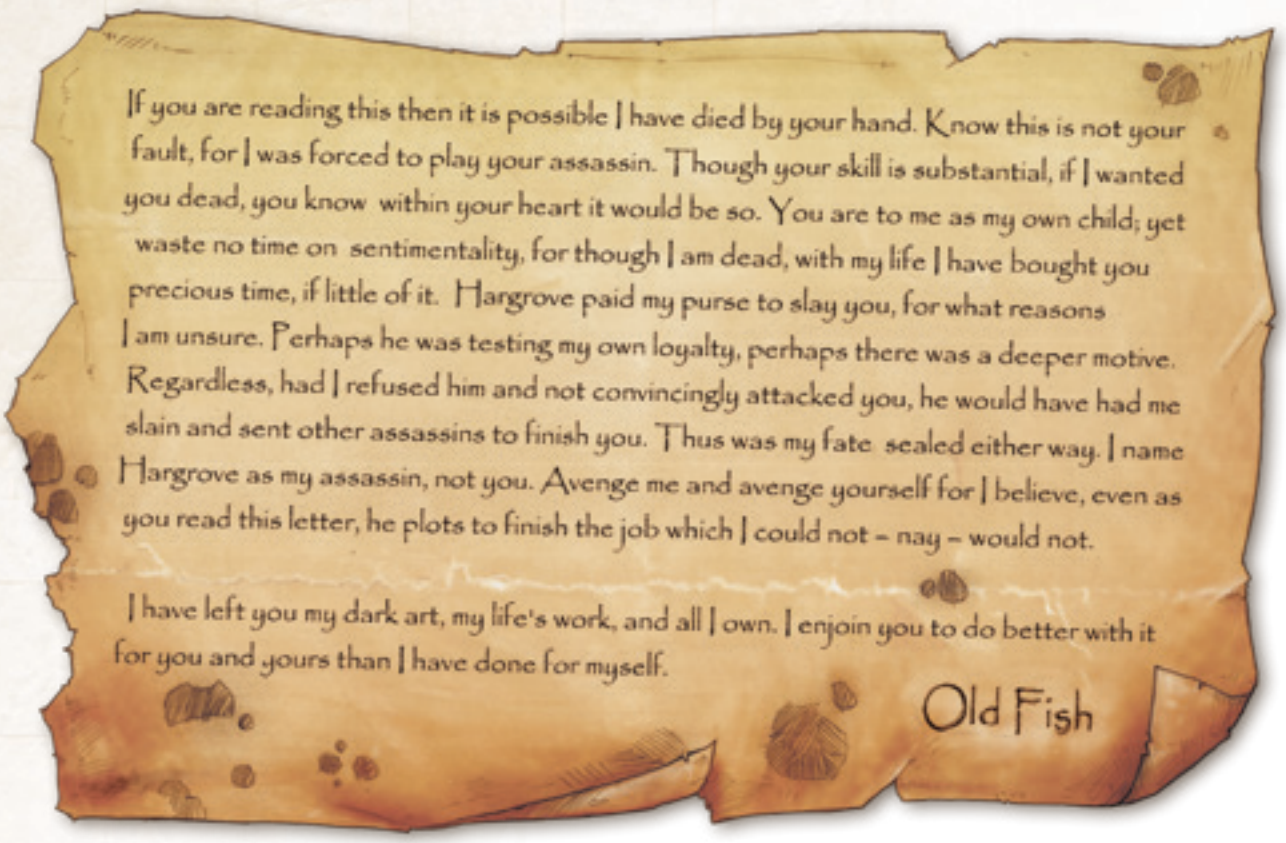
Hargrove, having the strategic sense to monitor the PCs, decides they need eradicating once and for all. To handle the task he chooses his best assassin, Old Fish. Old Fish likely stands as a friend or mentor to at least one PC, by now. This creates a dilemma for Old Fish.

If Old Fish fails to kill his protégé, Barrison Hargrove will surely execute him for it. – if only by putting out the word across the sea that it is now open season on Old Fish in Port Shaw. Similarly, if Old Fish flat out refuses to accept the mission, Barrison will order his execution, but worse will suspect the depth of the aging assassin's involvement with the PCs.

Given the circumstances, Old Fish feels his best option is to accept Barrison's orders, but throw the fight and slay himself on his protégé's blade. In this manner, he shall appear to have made the attempt but assuage any suspicions of a personal relationship with the PCs.

Old Fish fears that if he does not make an effort to kill the PCs and sacrifice himself, Hargrove will immediately send other equally deadly adversaries to strike at them. But if his protégé slays Old Fish – that will give other assassins pause. It is hardly a perfect defense from Hargrove for the PCs, but with this plan Old Fish hopes to buy them more time, reveal Hargrove's involvement without compromising his bent sense of honor, and gift the party the tools they will need to defeat Hargrove.

Upon receiving Barrison Hargrove's letter, Old Fish quickly scribbles a message to his protégé explaining his actions and places it on the table in his secret workshop. The letter he leaves behind reads:



Typically, if GMs unleash this encounter, then Hargrove fully understands what he asked Old Fish to do. He already suspects the semi-retired assassin developed a close relationship with the PCs and fears Old Fish may have revealed too many secrets. In short, Hargrove believes the party's relationship to Old Fish has compromised him and, further, that the assassin is no longer reliable. A desire to test his theory as much as anything else, prompted Hargrove send the kill order. He half suspects Old Fish will do *something* to wriggle out of the contract. While Hargrove hopes Old Fish has not grown soft and will complete his task, the wily elder sends secondary agents to tail the assassin and slay the PCs should Old Fish forego the fight.

The Setup

The encounter begins when a contact sent by Old Fish asks the PCs to meet him at an abandoned shipyard. There, within a dark warehouse, Old Fish hides in the shadows and waits. When the party arrives, Old Fish calls to them, his voice huge as its echoes about the warehouse, obscuring his actual location. He challenges his protégé, informing the adventurers in an eerily dry and emotionless tone that the time is ripe for them to show their commitment to the lessons he taught. Old Fish emphasizes that he no longer seeks to test their skill, but intends to slay them if they cannot kill him first.

Old Fish puts up a believable fight and does his best to make his protégé believe he will kill them. Should the PCs refuse to fight him, Old Fish goes so far as to openly attack on a PCs' ally or henchman, if one accompanies them. He concentrates this attack on a single NPC target, whom he fully attempts to kill in order to prove his seriousness. Should no such NPC accompany them, Old Fish attempts a serious – but not fatal wound – on his favorite PC.

Towards the end of the fight, Old Fish sacrifices himself upon his protégé's weapon. In order to perform this task believably, Old Fish must succeed at a Bluff check that beats his opponents opposed Sense Motive. Should Old Fish fail, the PC realizes that the old assassin threw the fight and sacrificed himself.

This knowledge may make the PCs suspicious enough to prepare for the next encounter, but even if Old Fish successfully bluffs them, back at Old Fish's store the PCs learn their bittersweet victory was pre-determined.

Old Fish, human Rog5/Asn9: CR 13; AC 18/14/14; SVS 4/13/7; MELEE mwk adamantine dagger +15/+10 (1d4 plus deathblade poison/19–20); RANGED mwk bolt launchers +14 (1d6 plus wyvern poison/19–20); SA death attack (DC 19), quiet death, sneak attack +8d6, swift death, true death; SQ hide in plain sight; CMB +13; CMD 23; 68 hp; see **Chapter 3** for full statistics.

Action

Prior to the PCs arrival, Hargrove's agents – **Serala Shrikeblooded**, **Alfie Birdsnatcher**, and **Olaf Mantracker** – tailed Old Fish to the shipyard. These agents wait outside the warehouse, watching from the sidelines. Shortly after the PCs slay Old Fish, they move in to finish the job.

SERALA SHRIKEBLOODED CR 7

XP 3,200

Female elf ranger 8

NE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +14

DEFENSE

AC 19, touch 14, flat–footed 15 (+5 armor, +4 Dex)

hp 68 (8d10+16)

Fort +7, **Ref** +10, **Will** +3; +2 vs. enchantments

Immune magical sleep

OFFENSE

Spd 30 ft.

Melee mwk rapier +9/+4 (1d6/18–20)

Ranged *+1 longbow* +14/+9 (1d8+1/x3)

Special Attacks favored enemy (human +4, dwarf +2), favored terrain (+4 urban, +2 water)

Ranger Spells Prepared (CL 5th; concentration +6)

2nd—*bear's endurance*

1st—*longstrider, summon nature's ally I*

STATISTICS

Abilities Str 10, Dex 18, Con 12, Int 12, Wis 13, Cha 8

Base Atk +8; **CMB** +8; **CMD** 22

Feats Endurance, Improved Initiative, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Climb +7, Heal +12, Intimidate +6, Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (local) +6, Knowledge (nature) +9, Perception +14 (+18 in urban terrain), Sense Motive +9, Stealth +15 (+19 in urban terrain), Survival +12 (+16 in urban terrain)

Languages Common, Draconic, Elven

SQ animal companion, elven magic, swift tracker, track +4, wild empathy +7, woodland stride

Combat Gear *wand of cure light wounds* (27 charges); **Other Gear** masterwork rapier, *+1 longbow*, 50 arrows, *+1 mithral chain shirt, efficient quiver*, emerald and silver hair clip (100 gp), silk purse with 27 gp

SLINKY, ANIMAL COMPANION CR —

XP —

Female dire rat animal companion (*Pathfinder Roleplaying Game Bestiary* "Rat, Dire")

N Small animal

Init +4; **Senses** low-ight vision, scent; Perception +10

DEFENSE

AC 18, touch 16, flat–footed 13 (+4 Dex, +1 dodge, +2 natural, +1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +8, **Will** +2

Defensive Abilities evasion

OFFENSE

Spd 40 ft., climb 20 ft., swim 20 ft.

Melee bite +8 (1d4 plus disease)

STATISTICS

Abilities Str 11, Dex 18, Con 14, Int 2, Wis 13, Cha 4

Base Atk +3; **CMB** +2; **CMD** 17 (21 vs. trip)

Feats Dodge, Skill Focus (Perception), Weapon Finesse

Skills Climb +12, Perception +10, Stealth +13, Swim +12

Languages link

SQ share spells

SPECIAL ABILITIES

Disease (Ex) *filth Fever:* Bite-Injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 points of Dex damage and 1d3 points of Con damage; *cure* 2 consecutive saves. The save DC is Constitution–based.

ALFIE BIRDSNATCHER CR 7

XP 3,200

Male halfling rogue 8

NE Small humanoid (halfling)

Init +8; **Senses** Perception +10

DEFENSE

AC 18, touch 15, flat–footed 14 (+3 armor, +4 Dex , +1 size)

hp 59 (8d8+16)

Fort +4, **Ref** +11, **Will** +5; +2 vs. fear

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Spd 20 ft.

Melee *+1 short sword* +11/+6 (1d4+1/19–20), *+1 short sword* +11/+6 (1d4+1/19–20)

Ranged mwk sling +12 (1d3+1)

Special Attacks sneak attack +4d6

STATISTICS

Abilities Str 12, Dex 18, Con 13, Int 8, Wis 10, Cha 14

Base Atk +6; **CMB** +6; **CMD** 20

Feats Improved Initiative, Iron Will, Two–Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +17 (+13 jump), Appraise +7, Bluff +13, Climb +11, Disable Device +15, Knowledge (local) +7, Perception +12, Sleight of Hand +13, Stealth +19

Languages Common, Halfling

SQ rogue talents (bleeding attack +4, finesse rogue, ledge walker, quick disable), trapfinding +4

Combat Gear *potion of darkvision, potion of haste, potion of invisibility*; **Other Gear** 2 *+1 short swords*, masterwork sling, 10 sling bullets, *+1 leather armor*, platinum and ruby choker (200 gp), small leather purse with 19 gp.

OLAF MANTRACKER CR 7

XP 3,200

Male hobgoblin fighter 6/rogue 2

LE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 12, flat–footed 17 (+6 armor, +2 Dex, +1 natural)

hp 80 (6d10 plus 2d8+30)

Fort +9, **Ref** +8, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2, evasion

OFFENSE

Spd 20 ft. (30 ft. unarmored)

Melee *+1 greatclub* +13/+8 (1d10+8)

Ranged heavy crossbow +9 (1d10/19–20)

Special Attacks sneak attack +2d6, weapon training (hammers +1)

STATISTICS

Abilities Str 16, Dex 14, Con 16, Int 13, Wis 8, Cha 10

Base Atk +7; **CMB** +10; **CMD** 22

Feats Alertness, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Stealthy, Weapon Focus (greatclub), Weapon Specialization (greatclub)

Skills Bluff +9, Climb +8, Diplomacy +8, Escape Artist +1, Intimidate +9, Perception +10, Sense Motive +6, Stealth +19

Languages Common, Goblin, Orc

SQ armor training 1, rogue talents (surprise attack), trapfinding +1

Gear *+1 greatclub*, heavy crossbow, 10 bolts, *+1 stealth* chainmail, amulet of natural armor +1, cloak of resistance +1*, cloth purse with 2 pp, and 24 gp.

* See "Old Fish's Supplies" in **Chapter 2**

These high-powered thugs need to report to Hargrove even if they cannot kill the PCs. Not only do they not want to die, failing to report puts Hargrove's plans at risk. They fight until they have 20 hit points or less, then attempt to flee.

Alfie and Olaf work together to generate flanking conditions, making each of them more deadly. Serala shoots right into combat, confident in her ability to hit the correct target. Should the group need to flee, Serala casts her prepared *summon nature's ally I* spell to summon a wolf, hoping such a creature appearing in an urban environment creates enough of a distraction to allow the trio to escape.

Development

PCs searching Serala, Alfie, or Olaf's bodies find a note tucked into the pocket of a fallen thugs' cloak. It reads:

> Tail the Fish.
> If he has not the heart to do it, then finish it for him.

There is no signature; the broken wax seal on the envelope was marked by Barrison Hargrove's signet.

If all his agents die, Barrison will not know what the PCs know about him. This buys the PCs at least a little precious time to organize themselves and build a counter plot, now that they know Hargrove tried to have them killed.

Treasure

Searching Old Fish's body reveals a sealed letter addressed to his PC protégé and a key ring. The letter is a legally notarized deed granting the protégé full ownership of Old Fish's property and business. The key ring holds five keys: one to the front door, one to the padlock on the backdoor, one to the storeroom, and one to the upstairs. The fifth key opens Old Fish's secret workshop, the door to which is hidden (DC 20 Perception check to find).

If the PCs discover the secret workshop, they find the assassin's cache of specialized tools and weapons, along with his book of assassination techniques and trap building. Old Fish laid all his possessions out for his protégé, along with a second note (see **Handout #3**) revealing that Barrison Hargrove tried to force his loyalties by pressuring him to assassinate the PCs. This note explains Old Fish's reasons for suicide. It also asks the protégé to avenge him by assassinating Hargrove.

Editor's Note: PG, PG-13, and R

You may have noticed by now that descriptions in ***Razor Coast*** tend to the violent. *editor waits for snarky rejoinder to pass* However, we have made a special effort to help GMs run ***Razor Coast*** for younger audiences.

Specifically, read aloud text avoids graphic or gritty depictions of violence, limiting itself to a more PG/PG-13 or anime mode wherever possible. This places hardcore descriptions where GMs won't accidentally read them aloud – and where they can modify them.

For example, in **Bite of the Dragoons** instead of torture and quasi-cannibalism consider substituting angry shouts and a punch to the gut (PG-13) – or even just the threat of a beating (PG). Instead of execution with a flintlock, go for knocking a victim unconscious.

Bite of the Dragoons (CR 11)

Use this encounter to give the PCs an idea of what the weresharks are up to. It can occur almost anywhere, but it works best in a bar, market, or similar enclosed public space, while the PCs are simply going about their business.

The Setup

As discussed in **Chapter 2**, Dalang sent his agents to comb the town for the *Jawbone of Kaho Ali'i*. Disguised as Dragoons, several weresharks scour the town for both Tulita and persons with Tulita blood. Under orders to interrogate by any means necessary so long as they devour any evidence of their crimes, the weresharks travel about Port Shaw violently busting into those areas where they suspect Tulita congregate. They mercilessly beat anyone they believe is Tulita then drag off to dockside warehouses for further questioning. Within these warehouses they torture their prisoners for information on the location of the jawbone and then eat them.

Action

In human form and dressed as Dragoons, **5 fel lycanthropes** burst into a public area containing the PCs. They proclaim that Barrison Hargrove has issued an edict requiring all Tulita to come forward for census and questioning. A DC 15 Sense Motive check determines this statement is a lie and that these men are not really Dragoons.

The false Dragoons demand all Tulita step up and drop to their knees. Two or three Tulita commoners comply immediately. Other bystanders push a few more Tulita toward the fake Dragoons. Other Tulita refuse and are forced to the ground. The fake Dragoons bind the Tulitas' hands behind their heads, painfully.

Next they beat their prisoners with sticks and demand anyone else present with Tulita blood surrender themselves immediately, or they will kill the prisoners. The false Dragoons are not bluffing and if no one else steps forward, they execute one of their captives on the spot with a flintlock. If the PCs intervene, the Dragoons transform into hybrid form and attack.

Razortooth Raiders (3), human fel lycanthrope Rogue 4 (human form)**:** CR 7; AC 18/13/15; SVS 9/12/7; MELEE mwk rapier +12/+7 (1d6/18–20), dagger +11/+6 (1d4/19–20); RANGED light crossbow +11 (1d8/19–20), dagger +11 (1d4/19–20); SA sneak attack +2d6; CMB +11; CMD 21; 66 hp; See **Chapter 5** for full statistics.

Razortooth Raiders (3), human fel lycanthrope Rogue 4 (hybrid form): CR 7; AC 20/14/15; SVS 10/14/7; MELEE bite +12 (1d8+3), 2 claws +12 (1d6+3); SA sneak attack +2d6; SPACE 10 ft., REACH 10 ft.; CMB +14; CMD 27; 77 hp; DR 5/silver; See **Chapter 5** for full statistics.

Razortooth Raiders (3), human fel lycanthrope Rogue 4 (animal form): CR 7; AC 20/14/15; SVS 10/14/7; SPEED swim 60 ft.; MELEE bite +12 (1d8+3); SA sneak attack +2d6; SPACE 10 ft., REACH 5 ft.; CMB +14; CMD 27; 77 hp; DR 5/silver; See **Chapter 5** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (human form): CR 6; AC 18/13/15; SVS 11/10/6; MELEE mwk longsword +11/+6 (1d8+1/19–20), dagger +9/+4 (1d4+1/19–20); RANGED dagger +10 (1d4+1/19–20); CMB +9; CMD 22; 61 hp; See **Chapter 5** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (hybrid form): CR 6; AC 20/14/15; SVS 12/12/6; MELEE bite +11 (1d8+4), 2 claws +11 (1d6+4); SPACE 10 ft., REACH 10 ft.; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Chapter 5** for full statistics.

Razortooth Enforcers (2), human fel lycanthrope fighter 3 (animal form): CR 6; AC 20/14/15; SVS 12/12/6; SPEED swim 60 ft.; MELEE bite +11 (1d8+4); SPACE 10 ft., REACH 5 ft.; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Chapter 5** for full statistics.

If no one intervenes, the false Dragoons drag their remaining captives off to a warehouse where they gouge them with fishhooks and splash them with buckets of salt water, all the while demanding the location of the *Jawbone of Kaho Ali'i.* During this interrogation the Dragoons transform into hybrid-form and eat their victims alive from the swinging hooks, one by one, to terrorize the others.

Inciting Incident

The Young Warrior (CR 8)

In this **Inciting Incident**, a young Tulita warrior seeks to relay a message to his kamaau. He arrives on the scene grievously wounded and pleads that someone hear his dying words, carry his message to the Tulita elders, and warn them of an ancient prophecy. This encounter works best if the PCs are near Tulita bystanders when the dying warrior arrives; for example, the party might simply be having dinner in a Tulita-frequented or Tulita-staffed establishment.

To start this **Inciting Incident**, read or paraphrase the following:

A young Tulita warrior bursts in, "Ama!" he screams. "Brothers, help me! Our time runs out! I have seen the coming of the Prophesy! I have witnessed the Kiss of Dajobas!"

Another Tulita, a cynical middle-aged fisherman calls back "Ha! Your head is filled with nonsense or dragonsmoke. There is no prophesy, and the time of our people has long passed. Put down your spear and take up fishing so your family can eat." A chuckle ripples through the crowd.

"But I have proof!" pleads the warrior.

"Proof?" responds the older Tulita, "what proof do you have?"

"This…" The warrior tears his shirt open revealing a brutal bite wound. Blood leaks from teeth marks around his chest and torso, while he clutches his viscera with his left hand. He teeters for a moment, his eyes shimmering with a grayish, far-off glaze, then he drops to his knees.

"Find Kamaau Milliauka. Tell him that–" The warrior spits up black blood and his voice dwindles into gasps. He waves desperately for someone to come closer so he can reveal his secret.

Assuming a PC does kneel to hear his final words, read the following. If no PC does so, than a nearby Tulita kneels, and the PCs will have to get the information from him (if he survives).

Once you near, he whispers into your ear, "The Night of the Shark comes. Dajobas is summoned, and he sends his agents to rob us of the sacred *Jawbone of Kaho Ali'i.* If we lose it, Dolphin, Turtle, Whale, our people...all will perish when the Great Hunger rises..." Finishing his ominous statement he falls forward, clutching you for support, weakening. Then he exhales, "Beware the one they call Dalang... he is... he is..."

Before finishing his last sentence, the strength rushes from the young warrior, and he collapses against the listener, dying but not dead. The PCs have 1 round to collect their wits before the wounded Tulita transforms into a wereshark. Head bowed, new strength rippling through him. He immediately grabs his listener, transforms into hybrid form, and attempts to bite his head off.

TULITA WARRIOR WERESHARK (HUMAN FORM) CR 8

XP 4,800

Male human fel lycanthrope fighter 5

NE Medium humanoid (human, shapechanger)

Init +5; **Senses** blindsense 30 ft., low–light vision, keen scent; Perception +14

DEFENSE

AC 19, touch 12, flat–footed 17 (+5 armor, +1 Dex, +1 dodge, +2 natural)

hp 101 (12 HD; 7d8 plus 5d10+41)

Fort +11, **Ref** +9, **Will** +6; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Spd 30 ft.

Melee *+1 greatsword* +16/+11 (2d6+8/19–20)

Ranged mwk longbow +12/+7 (1d8/x3)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Abilities Str 17, Dex 13, Con 16, Int 12, Wis 12, Cha 8

Base Atk +10; **CMB** +13; **CMD** 25

Feats Alertness, Athletic, Cleave, Dodge, Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +12, Intimidate +7, Knowledge (geography) +6, Knowledge (nature) +6, Perception +14, Sense Motive +12, Stealth +8, Swim +17

Languages Common, Tulita

SQ armor training 1

Combat Gear *potion of bull's strength, potion of cure light wounds*; **Other Gear** *+1 greatsword,* masterwork longbow, 20 arrow, *+1 hide armor*, silver and malachite choker (50 gp), leather pouch with 9 gp

TULITA WARRIOR FEL LYCANTHROPE (HYBRID FORM) CR 8

XP 4,800

Male human fel lycanthrope fighter 5

NE Large humanoid (human, shapechanger)

Init +7; **Senses** blindsense 30 ft., low–light vision, keen scent; Perception +14

DEFENSE

AC 19, touch 13, flat–footed 15 (+3 Dex, +1 dodge, +6 natural, –1 size)

hp 113 (12 HD; 7d8 plus 5d10+53)

Fort +12, **Ref** +11, **Will** +6; +1 vs. fear

Defensive Abilities bravery +1; **DR** 5/silver

OFFENSE

Spd 30 ft.

Melee 2 claws +15 (1d6+6), bite +15 (1d8+6)

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

STATISTICS

Abilities Str 23, Dex 17, Con 18, Int 12, Wis 12, Cha 8

Base Atk +10; **CMB** +17; **CMD** 31

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will[B], Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +16, Intimidate +7, Knowledge (geography) +6, Knowledge (nature) +6, Perception +14, Sense Motive +12, Stealth +7, Swim +20

Languages Common, Tulita

Combat Gear *potion of bull's strength, potion of cure light wounds*; **Other Gear** *+1 greatsword,* masterwork longbow, 20 arrow, *+1 hide armor*, silver and malachite choker (50 gp), leather pouch with 9 gp

TULITA WARRIOR FEL LYCANTHROPE (ANIMAL FORM) CR 8

XP 4,800

Male human fel lycanthrope fighter 5

NE Large humanoid (aquatic, human, shapechanger)

Init +7; **Senses** blindsense 30 ft., low–light vision, keen scent; Perception +14

DEFENSE

AC 19, touch 13, flat–footed 15 (+3 Dex, +1 dodge, +6 natural, –1 size)

hp 113 (12 HD; 7d8 plus 5d10+53)

Fort +12, **Ref** +11, **Will** +6; +1 vs. fear

Defensive Abilities bravery +1; **DR** 5/silver

OFFENSE

Spd swim 60 ft.

Melee bite +15 (1d8+9)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 23, Dex 17, Con 18, Int 12, Wis 12, Cha 8

Base Atk +10; **CMB** +17; **CMD** 31

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will[B], Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +15, Intimidate +7, Knowledge (geography) +6, Knowledge (nature) +6, Perception +14, Sense Motive +12, Stealth +6, Swim +28

Languages Common, Tulita

Combat Gear *potion of bull's strength, potion of cure light wounds*; **Other Gear** *+1 greatsword,* masterwork longbow, 20 arrow, *+1 hide armor*, silver and malachite choker (50 gp), leather pouch with 9 gp

Weresharks Are Everywhere

The **Night of the Shark** begins at moonrise. Use these encounters, as described in **Chapter 2**, to plunge Port Shaw into bloody madness.

YOU'RE NOT MY DADDY! (CR 3)

This encounter is only available if the PCs rescued Jessica McFarrows.

As the PCs rush past an alley, a man falls from a balcony at their feet and dies. A bizarre caterwauling scream draws the eye upward. Standing on the balcony, blood dripping from its jaws, a four-foot-high wereshark in a blue flower dress screams its rage at the sky. A cowrie shell necklace, splattered with hot blood, dangles on a cord of twine about the creature's neck. From inside the apartment a woman's voice is calling, "Jessica? Jessica sweetie? Where's your father?" The little creature whips its head around at the call and heads inside.

The dead man is Jessica McFarrows' new foster father, and the woman her unsuspecting foster mother. The small wereshark is **Jessica McFarrows** herself.

Jessica McFarrows Wereshark, female human fel lycanthrope Com1 (human form): CR 3; AC 13/11/13; SVS 7/5/4; MELEE dagger +5 (1d4-1/19–20); RANGED dagger +6 (1d4-1/19–20); CMB +4; CMD 13; 46 hp; See **Chapter 4** for full statistics.

Jessica McFarrows Wereshark, female human fel lycanthrope Com1 (hybrid form): CR 3; AC 17/11/15; SVS 8/6/5; MELEE 2 claws +7 (1d6+2), bite +8 (1d8+2); SPACE 10 ft., REACH 10 ft.; CMB +8; CMD 20; 54 hp; See **Chapter 4** for full statistics.

Jessica McFarrows Wereshark, female human fel lycanthrope Com1 (animal form): CR 3; AC 17/11/15; SVS 8/7/4; MELEE bite +7 (1d8+2); SPACE 10 ft., REACH 5 ft.; CMB +8; CMD 20; 54 hp; See **Chapter 4** for full statistics.

FISHERMEN TURNED SHARKMEN (CR 8)

Wherever the PCs are when the **Night of the Shark** starts, they see **two weresharks** lumbering in hybrid form marauding savagely through the streets. They maul and devour everyone unfortunate enough to cross their path. At the moment the PCs spot them, a young Tulita woman flees before the monsters, screaming as they chase her down.

Fisherman Wereshark (3), male human fel lycanthrope Com3 (human form): CR 5; AC 13/11/12; SVS 9/7/7; MELEE dagger +7/+2 (1d4+1/19–20); RANGED dagger +7 (1d4+1/19–20); CMB +7; CMD 18; 68 hp; see "From the Mouths of Babes" in **Chapter 4,** and use the statistics for Grymmer Reefstead.

Fisherman Wereshark (3), male human fel lycanthrope Com3 (hybrid form): CR 5; AC 18/12/15; SVS 10/9/7; MELEE 2 claws +9 (1d6+4), bite +10 (1d8+4); SPACE 10 ft., REACH 10 ft.; CMB +11; CMD 24; 78 hp; see "From the Mouths of Babes" in **Chapter 4,** and use the statistics for Grymmer Reefstead.

Fisherman Wereshark (3), male human fel lycanthrope Com3 (animal form): CR 5; AC 18/12/15; SVS 10/9/7; MELEE bite +10 (1d8+4); SPACE 10 ft., REACH 5 ft.; CMB +11; CMD 24; 78 hp; see "From the Mouths of Babes" in **Chapter 4,** and use the statistics for Grymmer Reefstead.

Notes These fishermen are a father, Jeb, and his sons named Sil and Garen, all bitten by Jalamar three weeks ago while night fishing off Toe's Reach. They counted themselves lucky to have survived their harrowing encounter with the black shark. They do not feel lucky now. They feel hungry—very hungry.

WERESHARK ASSAULT SQUAD (CR 9)

An assault squad of **3 Razortooth Enforcers** rampages through the streets of Port Shaw, seeking to quench their bloodlust in the bulge of humanoid flesh between teeth. Working their way from storefront to storefront, sniffing out those in hiding and feasting on them, the carnage they leave in their wake is indescribable.

The PCs stumble upon the weresharks just as the monsters scent a group of orphan children and roust them from their hiding place. The kids run for their lives, but seem likely to become snacks if the PCs do not intervene. If the PCs do intervene, the children escape.

Razortooth Enforcers (3), human fel lycanthrope fighter 3 (hybrid form): CR 6; AC 20/14/15; SVS 12/12/6; MELEE bite +11 (1d8+4), 2 claws +11 (1d6+4); SPACE 10 ft., REACH 10 ft.; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Chapter 5** for full statistics.

SAEGEN'S ATTACK (CR 10)

This encounter is only available if Saegen survives from **Area B-11** in **Chapter 5**.

A loner by nature, the deadly monk **Saegen** delights in the opportunity to try out his new wereshark form in combination with his martial training. Caring little for the pathetic peasants and fisher folk of Port Shaw, the monk seeks to sate his blood thirst with a more worthy meal – the PCs. The monk observes from the shadows as the PCs deal with other weresharks. He shadows the party before springing from the darkness to attack when they least expect it.

Saegen, human fel lycanthrope monk 7 (hybrid form): CR 10; AC 28/22/21; SVS 14/16/12; MELEE unarmed +15/+10 (1d8+5), bite +9 (1d8+2); SPACE 10 ft., REACH 10 ft.; CMB +19; CMD 39; 100 hp; DR 5/silver; See **Chapter 5** for full statistics.

DINING OUT (CR 10)

Passing the Kraken's Gullet (See **Chapter 3** for details on this establishment), the PCs hear horrible wet crunching noises and gurgling, aborted screams. Within they find **3 Razortooth Raiders** in the common room, feasting on a slew of fresh victims. The Raiders have littered the Gullet's banquet table with the limbs and half-eaten corpses of the staff. The wereshark's most recent Kiss victim, Elder Alastair Crimmeran, cowers in one corner of the room. Beside him lies the Tulita leader Nakuakaua, who fought hard against the weresharks but was overcome, beaten and bound.

Razortooth Raiders (3), human fel lycanthrope Rogue 4 (hybrid form): CR 7; AC 20/14/15; SVS 10/14/7; MELEE bite +12 (1d8+3), 2 claws +12 (1d6+3); SA sneak attack +2d6; SPACE 10 ft., REACH 10 ft.; CMB +14; CMD 27; 77 hp; DR 5/silver; See **Chapter 5** for full statistics.

Tactics The weresharks likely sense the PCs as soon as they enter the Gullet. The monsters feign ignorance and continue feasting while actually readying attacks against any PC that moves within 30 feet. All fight to the death.

Concluding the Night of the Shark

BATTLE FOR THE *JAWBONE* (CR 13)

The encounter assumes the PCs have recovered the *Jawbone of Kaho Ali'i* and are attempting to transport it to

Battle for the Jawbone

- Crowd
- E - Razortooth Enforcer
- R - Razortooth Rider
- A - Anstyn Irons
- D - Dalang Jalamar
- V - Oarlock

its rightful owners, the Tulita – or at least smuggle it out of town. On the way to wherever the PCs are heading, Dalang and his allies intercede, creating a hostage situation and demanding to trade the jawbone for the lives of their many captives. This event can take place anywhere in Port Shaw; however, it is most dramatic if it takes place along the docks.

Background

For this encounter, Dalang Jalamar – the usually confident and dramatic wereshark leader – altered his tactics, for he knows if he fails to recover the jawbone it may prove his ruin. Instead of simply charging forth, he lures his opponents into the most strategically advantageous territory he knows – the harbor.

Dalang's agents scoured the Port for a dozen hostages, mostly women and children – but also any Minor NPCs important to the players, as chosen by the GM during preparation (see **Chapter 2** for details). They bound these innocents to a small raft and moored it in the harbor several hundred feet off the piers, but still in plain sight of onlookers. They then loaded the raft with wood and soaked its entire cargo – people and kindling – in whale oil.

Dalang deliberately spared the families of the hostages, but not before whispering his horrific intent into their ears. He plans to burn the raft-bound innocents alive beneath the blood-moon in honor of Dajobas. For good measure, he invited all the families to watch from the piers. Finally, Dalang placed **4 wereshark** agents in strategic locations, all carrying additional buckets of oil. Their orders are to remain hidden and in human form at least until the PCs arrive.

A dark, duplicitous agent of Dalang named **Anstyn Irons** also lurks within the crowd. When the PCs show up, Anstyn plans to reveal himself, loudly and publicly claim to be the Chosen of Dajobas, and demand the jawbone in exchange for the innocent lives bound to the pyre-raft. While Anstyn declaims with all eyes upon him, the remaining weresharks will move unseen, douse the pier with oil, and ignite it.

Dalang himself watches from the waters. He and **2 weresharks** circle the pyre-raft slowly, waiting for the PCs to jump in and swim to the rescue.

Setup

The PCs arrive at a dangerously crowded pier. The throng of onlookers pushes and shoves toward the edges, trying to get a better look across the water. The crowds even push a few spectators over the pier's edge and into the bay. Relatives of the hostages wail, raising tensions. Dragoons try to quell the crowd but only trigger further shoving, escalating the anger. Once the PCs approach the crowd, a young man recognizes them and his hysterical calls for help immediately draw attention. As still more onlookers plead with the adventurers to save the day, yet another contingent of commoners irrationally blames the PCs for drawing the wrath of Dajobas upon Port Shaw. A riot threatens. At this juncture, Anstyn makes his dramatic appearance. Read or paraphrase the following:

> The frenzied crowd churns wildly upon the pier. All strain for a better view of the terrible act threatening to unfold, roaring in appalled anger. Dragoons attempt to corral the throng to no avail, and an outbreak of violence seems inevitable. Suddenly, a monstrous bark rips through the crowd.
>
> "Silence!" it roars. The crowd parts suddenly, as something throws bodies aside like ragdolls in a tantrum. From the parting, panicked bodies a hideous, midnight blue man-shark emerges, its teeth glistening black with blood, clutching a cutlasses draped in glistening entrails.
>
> "I am Dalang Jalamar, Chosen of Dajobas, and I have come for the *Jawbone of Kaho Ali'i*! If it is not surrendered to me now, my sharks shall burn your pitiful kinfolk before your eyes!"
>
> The crowd falls into a horror-stricken silence. One fisherman dares to raise his voice: "Who be havin' this jawbone?"
>
> The man-shark lowers his gaze slowly, so it settles upon you. Then he hisses and points accusingly, "They do!"
>
> The mob erupts in fury. Many in the crowd demand you hand over the relic, while others plead with you not to succumb to threats or falter before evil.

If delayed for more than 2 rounds, Anstyn again demands, "Hand it over!" and moves toward the party, intent on taking the jawbone by force. The Dragoons draw weapons, aiming at the crowd. Just then, from the edge of the pier another cry arises. "Fire! Fire!"

The real Dalang and his minions, swimming unseen about the pyre-raft, have set it alight, and the people aboard sob out the most heart-wrenching, fearful screams.

Simultaneously the four weresharks positioned about the pier ignite their oil casks and also set the docks ablaze.

Action

The Pyre Raft

Unless the PCs intervene, the pyre-raft burns for 10 rounds before sinking beneath the harbor waters, a ghastly pile of bones and ash. For the first 3 rounds, the hostages stand a chance of surviving. Starting with round 4, victims immolate at the rate of 1d4 per round. There are 12 hostages total, selected by the GM and noted on the **Night of the Shark** worksheet (see **Chapter 2** for details).

The Burning Pier

Back on the pier, crackling flames hedge the panicked crowd, and the mob tightens further, rendering movement difficult. All must shove and push their way through their fellows to navigate the pier, which requires a Squeeze action. However, a DC 15 Strength check allows movement at half speed. Each round, individuals must succeed on a DC 12 Strength check or fall to the wooden deck. Those who fall are trampled and take 2d6 points of damage per round. Anyone fallen on the dock can attempt to stand again with a successful DC 18 Strength check. Each Strength check represents bodily slamming someone out of the way.

In order to break free of the flames consuming the docks, one must pass through them or dive into the water. While stuck on the dock, the flames deal 2d6 points of fire damage per round. As the fire consumes the pier, the pier's structure weakens and more and more of the crowd fall into the harbor. The fire burns in such a way as to block either side of the pier.

Initially, the fire runs 5 feet thick and cuts across the full width of the pier. Each round it spreads an additional 5 feet, until the entire length of the pier all the way back to the boardwalk burns to ash. Weresharks wait in the water, ready to attack and devour those attempting to flee but keeping a sharp watch for the PCs.

Observant PCs may attempt a DC 25 Perception check to notice dark stains on darker waters where commoners fall into the sea. They also notice those who fall rarely resurface.

The Chosen of Dajobas Enters the Fray

Anstyn himself attacks the party and attempts to wrest the jawbone from them single-handed. As the PCs whittle him down to size he laughs and berates them, exclaiming they will fail. At 15 hit points or less, Anstyn chortles, "Fools, Dajobas will destroy you! Dalang! Dalang! Come! Show these infidels your true teeth!"

One round later, Dalang swims to the pier's edge and climbs forth in hybrid form. He orders Anstyn to fall back and cover the burning raft, "Ensure Great Dajobas feeds upon his sacrifices!"

Dalang continues the combat Anstyn began, fighting until slain, even forgetting in his fervor and bloodlust that this is all about the jawbone. If the PCs defeat Dalang, all remaining weresharks flee for deep waters.

Razortooth Raiders (2), human fel lycanthrope Rogue 4 (human form)**:** CR 7; AC 18/13/15; SVS 9/12/7; MELEE mwk rapier +12/+7 (1d6/18–20), dagger +11/+6 (1d4/19–20); RANGED light crossbow +11 (1d8/19–20), dagger +11 (1d4/19–20); SA sneak attack +2d6; CMB +11; CMD 21; 66 hp; See **Chapter 5** for full statistics.

Razortooth Raiders (2), human fel lycanthrope Rogue 4 (hybrid form): CR 7; AC 20/14/15; SVS 10/14/7; MELEE bite +12 (1d8+3), 2 claws +12 (1d6+3); SA sneak attack +2d6; SPACE 10 ft., REACH 10 ft.; CMB +14; CMD 27; 77 hp; DR 5/silver; See **Chapter 5** for full statistics.

Razortooth Raiders (2), human fel lycanthrope Rogue 4 (animal form): CR 7; AC 20/14/15; SVS 10/14/7; SPEED swim 60 ft.; MELEE bite +12 (1d8+3); SA sneak attack +2d6; SPACE 10 ft., REACH 5 ft.; CMB +14; CMD 27; 77 hp; DR 5/silver; See **Chapter 5** for full statistics.

Razortooth Enforcers (4), human fel lycanthrope fighter 3 (human form): CR 6; AC 18/13/15; SVS 11/10/6; MELEE mwk longsword +11/+6 (1d8+1/19–20), dagger +9/+4 (1d4+1/19–20); RANGED dagger +10 (1d4+1/19–20); CMB +9; CMD 22; 61 hp; See **Chapter 5** for full statistics..

Razortooth Enforcers (4), human fel lycanthrope fighter 3 (hybrid form): CR 6; AC 20/14/15; SVS 12/12/6; MELEE bite +11 (1d8+4), 2 claws +11 (1d6+4); SPACE 10 ft., REACH 10 ft.; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Chapter 5** for full statistics.

Razortooth Enforcers (4), human fel lycanthrope fighter 3 (animal form): CR 6; AC 20/14/15; SVS 12/12/6; SPEED swim 60 ft.; MELEE bite +11 (1d8+4); SPACE 10 ft., REACH 5 ft.; CMB +13; CMD 28; 71 hp; DR 5/silver; See **Chapter 5** for full statistics.

Tactics These Enforcers are spread among the crowd in human form. They spend their time lighting the pier on fire and pushing commoners into the water, but do not engage the PCs until Dalang attacks the party. At which point they transform and support their master.

Dalang Jalamar, human fel lycanthrope cleric 11 (human form): CR 11; AC 12/12/10; SVS 12/5/13; MELEE *+2 keen wounding punching dagger* +13/+8 (1d4+7 plus 1 Con/19–20/x3), *+2 keen wounding punching dagger* +13 (1d4+4 plus 1 Con/19–20/x3); SA channel negative energy (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day), cleric spells; CMB +13; CMD 25; 93 hp; See **Chapter 1** for full statistics.

Dalang Jalamar, human fel lycanthrope cleric 11 (hybrid form): CR 11; AC 17/11/15; SVS 13/5/13; MELEE *+2 keen wounding punching dagger* +13/+8 (1d4+7 plus 1 Con/19–20/x3), *+2 keen wounding punching dagger* +13 (1d4+4 plus 1 Con/19–20/x3), bite +13 (1d8+9); SA channel negative energy (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day), cleric spells; SPACE 10 ft., REACH 10 ft.; CMB +15; CMD 27; 104 hp; DR 10/silver; See **Chapter 1** for full statistics.

Dalang Jalamar, human fel lycanthrope cleric 11 (animal form): CR 11; AC 17/11/15; SVS 13/5/13; SPEED swim 60 ft.; MELEE bite +13 (1d8+9); SA channel negative energy (DC 17, 6d6), curse of lycanthropy, scythe of evil (5 rounds, 1/day), cleric spells; SPACE 10 ft., REACH 5 ft.; CMB +15; CMD 27; 104 hp; DR 10/silver; See **Chapter 1** for full statistics.

ANSTYN IRONS (HUMAN FORM) CR 9

XP 6,400

Male human fel lycanthrope barbarian 6/warrior 1

NE Medium humanoid (human, shapechanger)

Init +5; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +20

DEFENSE

AC 12, touch 10, flat–footed 10 (+1 Dex, +1 dodge, +2 natural, –2 rage)

hp 161 (14 HD; 7d8 plus 6d12 plus 1d10+84)

Fort +17, **Ref** +8, **Will** +9

Defensive Abilities improved uncanny dodge, trap sense +2; **Resist** fire 10

OFFENSE

Spd 40 ft.

Melee *+1 frost greatsword* +23/+18/+13 (2d6+14/17–20 plus 1d6 cold)

Special Attacks rage (18 rounds/day), rage powers (guarded stance (+2 dodge vs. melee), intimidating glare, powerful blow +2)

STATISTICS

Abilities Str 29, Dex 13, Con 22, Int 8, Wis 12, Cha 12

Base Atk +12; **CMB** +21; **CMD** 31

Feats Alertness, Cleave, Dodge, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Iron Will[B], Power Attack, Weapon Focus (greatsword)

Skills Intimidate +18, Perception +20, Sense Motive +5, Survival +18, Swim +17

Languages Common

SQ alternate form, fast movement, shark empathy

Other Gear *+1 frost greatsword, belt of giant strength, minor ring of fire resistance*

Tactics When not raging, in human form the barbarian's **Base Statistics** are: AC 14, touch 12, flat-footed 12; hp 147; +1 frost greatsword +21/+16/+11 (2d6+14/17–20 plus 1d6 cold); Str 25, Con 18; CMB 19, CMD 31; Swim +15

ANSTYN IRONS (HYBRID FORM) CR 9

XP 6,400

Male human fel lycanthrope barbarian 6/warrior 1

NE Large humanoid (human, shapechanger)

Init +7; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +20

DEFENSE

AC 17, touch 11, flat–footed 13 (+3 Dex, +1 dodge, +6 natural, –2 rage, –1 size)

hp 175 (14 HD; 7d8 plus 6d12 plus 1d10+98

Fort +18, **Ref** +10, **Will** +9

Defensive Abilities improved uncanny dodge, trap sense +2; **Resist** fire 10

OFFENSE

Spd 40 ft.

Melee *+1 frost greatsword* +23/+18/+13 (2d6+19/17–20 plus 1d6 cold),bite +18 (1d8+12) or

2 claws +23 (1d6+12), bite +23 (1d8+12)

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

Special Attacks rage (19 rounds/day), rage powers (guarded stance (+2 dodge vs. melee), intimidating glare, powerful blow +2)

STATISTICS

Abilities Str 35, Dex 17, Con 24, Int 8, Wis 12, Cha 12

Base Atk +12; **CMB** +25; **CMD** 37

Feats Alertness, Cleave, Dodge, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Iron Will[B], Power Attack, Weapon Focus (greatsword)

Skills Intimidate +18, Perception +20, Sense Motive +5, Survival +18, Swim +20

Languages Common

SQ alternate form, fast movement, shark empathy

Other Gear *+1 frost greatsword, minor ring of fire resistance, gauntlets of ogre power*

Tactics When not raging, in hybrid form the barbarian's **Base Statistics** are: AC 19, touch 13, flat-footed 15; hp 161; *+1 frost greatsword* +23/+18/+13 (3d6+19/17–20 plus 1d6 cold), bite +21 (1d8+12), 2 claws +21 (1d6+12); Str 31, Con 20; CMB 23, CMD 37; Swim +18

ANSTYN IRONS (ANIMAL FORM) CR 9

XP 6,400

Male human fel lycanthrope barbarian 6/warrior 1

NE Large humanoid (aquatic, human, shapechanger)

Init +7; **Senses** blindsense 30 ft., keen scent, low–light vision; Perception +20

DEFENSE

AC 17, touch 11, flat–footed 13 (+3 Dex, +1 dodge, +6 natural, –2 rage, –1 size)

hp 175 (14 HD; 7d8 plus 6d12 plus 1d10+98

Fort +18, **Ref** +10, **Will** +9

Defensive Abilities improved uncanny dodge, trap sense +2; **Resist** fire 10

OFFENSE

Spd swim 60 ft.

Melee 2 claws +23 (1d6+12), bite +23 (1d8+18)

Space 10 ft.; **Reach** 5 ft.

Special Attacks rage (19 rounds/day), rage powers (guarded stance (+2 dodge vs. melee), intimidating glare, powerful blow +2)

STATISTICS

Abilities Str 35, Dex 17, Con 24, Int 8, Wis 12, Cha 12

Base Atk +12; **CMB** +25; **CMD** 37

Feats Alertness, Cleave, Dodge, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Iron Will[B], Power Attack, Weapon Focus (greatsword)

Skills Intimidate +18, Perception +20, Sense Motive +5, Survival +18, Swim +28

Languages Common

SQ alternate form, fast movement, shark empathy

Other Gear *+1 frost greatsword, minor ring of fire resistance, gauntlets of ogre power*

Tactics When not raging, in animal form the barbarian's **Base Statistics** are: AC 19, touch 13, flat-footed 15; hp 161; *+1 frost greatsword* +23/+18/+13 (3d6+19/17–20 plus 1d6 cold), bite +21 (1d8+12), 2 claws +21 (1d6+12); Str 31, Con 20; CMB 23, CMD 37; Swim +18

CHAPTER SEVEN

THE KRAKEN STRIKES

"We followed the old chart into the Pearl Eyes. It proved itself true with great frequency. The soundings in particular aided our avoidance of hidden shoals and other dangers, uncharted on any modern map I've seen. I felt we were close to deciphering the exact location of Bloodbane's pox-ridden gold when the recent unpleasantness disabled my ship and stranded us on... on that isle. That cursed isle. Damn all mutineers to the grave! To the grave, sirs!"

- Lt. Commander Trey Perrin of the *Albatross*

Act Two
Quest for the Albatross

Inciting Incident

The Hanging of Jalia Ramires (CR 10)

After the **Night of the Shark** concludes, the PCs catch word from excited citizens that "there'll soon be a public hanging of a murderous thief." Pursuing this lead, the party discovers the thief in question is Jalia Ramires.

PCs who have previously interacted with the Wave Riders likely recognize her name immediately, while those less familiar with her background can attempt to gather information (DC 15 Diplomacy) or perform appropriate Knowledge (local) checks to learn her history (DC 25).

The hanging takes place on any suitable pier connected to the boardwalk.

Background

For several months, Jalia Ramires has suspected Hargrove of dealings with the Ring of the Kraken, though she has no actual idea just how deep his involvement lies or whether he is merely their pawn. Not long ago she noticed several Dragoons close to Bonedeuce were scarred with a small ring-like mark, the sign of Harthagoa. She quickly shared this observation with Lt. Commander Trey Perrin, piquing his suspicions.

Unfortunately, Perrin began his investigations by confiding in Aeron Chambers, whom Perrin wrongly considered above suspicion. Chambers instructed a pair of city officials to allow Jalia to overhear a false but convincing conversation about documents relating to her parents' deaths.

Enraged, the infamous cutpurse followed Hargrove's two minions into an unoccupied municipal building, only to find herself in the middle of a bloody crime scene — a chest of gold splayed across the floor and coins scattered about the corpses of six city guards. Seconds later, dozens more Dragoons rushed to the scene and arrested her.

The slain 'guards' were indigents Hargrove rounded up from the docks. After offering these homeless migrants jobs as Dragoons, Hargrove had them scrubbed down, dressed in uniforms, and then his assassins slit their throats. Hargrove appointed Darenar to investigate the crime, and of course, none of the dead men bore the infamous ring scar.

As the situation stands, Hargrove arranged a public hanging for Jalia, to be held on the pier at dawn. Afterwards, her executioners plan to drop her corpse into the harbor to 'feed the fishes'.

Setup

The following events depict Jalia's hanging at the hands of Hargrove's Dragoons. PCs may attempt to interrupt the sequence at anytime; however, if they fail to intervene, the Dragoons successfully hang Jalia. GMs should note that Hargrove is no fool: he fully expects someone – likely one of Jalia's former allies – to hear of the hanging and come to her rescue.

Now more than ever, in the wake of the **Night of the Shark**, Hargrove craves the protection he foolishly believes Harthagoa's power brings. As of today he plans to accelerate all his machinations to aid his tentacled master. Consequently, he chose a public execution to turn Jalia into bait and lure out other potential threats to the Ring of the Kraken.

Hargrove briefed his Dragoons on a possible rescue and admonished them to watch for foolish upstarts and would-be revolutionaries.

Action

A sizable crowd of several hundred onlookers assembles upon the gallows pier. Moments later, a group of six well-armed Dragoons lead Jalia, gagged with her arms bound behind her back, through a growing and eager crowd. They march toward the end of a long pier where the gallows block stands. The crowd boos loudly at the convicted woman and pelts her with baitfish and rotten vegetables. Eventually, two Dragoons escort Jalia up a narrow wooden staircase to the gallows block. Soon after, the crowd is shocked as none other than Elder Hargrove walks to the block to address them. Quickly the throng's cries soften to mutters and Hargrove speaks.

After publicly decrying the hanging as sadly inhumane, but an unfortunate necessity, Barrison Hargrove departs, preferring the relative safety of his favorite dining establishment.

In his stead, he leaves a squat and bristle-faced Dragoon commander named Mulgrass Freth to oversee the execution. Assuming command with obnoxious arrogance, Freth gives the signal to proceed. At the top of the block, the guards turn Jalia to face the crowd. They weight her body with bags of sand and fit a noose around her neck, while Commander Freth reads aloud the crimes for which she stands convicted.

"Jalia Ramires, by my own hand, you were apprehended in Port Offices attempting to steal city funds and secret political documents concerning both Port Shaw's defenses and finances. You left behind no less than six victims, all with their throats cut. These men were my own loyal Dragoons, and I myself wiped their blood from your blade." Then, cruelly, Freth asks the gagged woman for any last words. She screams unintelligibly around the cloth jammed in her jaws, and the riled crowd resumes booing and throwing refuse.

After allowing Jalia to struggle fruitlessly, Freth quiets the mob and pompously proclaims, "For high treason! For the capricious murders of six men! And many previous crimes, I— Mulgrass Freth, in the name of Barrison Hargrove, Elder of Port Shaw – do commit you to the highest punishment under law! Death!"

Upon his final word, the guards atop the gallows cut the cord binding the hatch beneath Jalia's feet. She drops through and, with a loud snap, her neck breaks. For a long, silent minute, her body dangles a foot or so above the dark harbor waters. Then a loud cheer rises amongst the gathered townsfolk. Moments later, one of the Dragoons cuts the rope holding her body, and it plops eerily into the water, leaving behind a ring of ripples and bubbles as sole evidence to the grim event.

MULGRASS FRETH CR 8

XP 4,800

Male human fighter 4/rogue 5

NE Medium humanoid (human)

Init +7; **Senses** Perception –1

DEFENSE

AC 19, touch 14, flat–footed 15 (+5 armor, +3 Dex, +1 dodge)

hp 84 (9 HD; 4d10 plus 5d8+32)

Fort +8, **Ref** +8, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1, uncanny dodge

OFFENSE

Spd 30 ft.

Melee *+1 rapier* +12/+7 (1d6+3/18–20)

Ranged mwk military pistol +11 (1d10/x3)

Special Attacks sneak attack +3d6

Rogue Spell–Like Abilities (CL 5th; concentration +6)

3/day—*mage hand*

STATISTICS

Abilities Str 10, Dex 17, Con 16, Int 12, Wis 8, Cha 15

Base Atk +7; **CMB** +7; **CMD** 21

Feats Combat Reflexes, Deft Hands, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Perform: oratory), Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Bluff +14, Climb +4, Diplomacy +14, Disable Device +17, Intimidate +14, Knowledge (local) +8, Linguistics +8, Perform (oratory) +17, Sense Motive +11, Swim +6

Languages Common, Elven, Tulita (mainland, island), Karikanti, Sahuagin

SQ armor training 1, rogue talents (finesse rogue, minor magic), trapfinding +2

Gear *+1 rapier*, masterwork military pistol, shot and powder for 10 shots, *+1 mithral chain shirt, headband of charisma +2*

DRAGOON GUARDS (5) CR 4

XP 1,200

Male or female human fighter 5

NE Medium humanoid (human)

Init +5; **Senses** Perception +3

DEFENSE

AC 18, touch 11, flat–footed 17 (+7 armor, +1 Dex)

hp 49 (5d10+15)

Fort +6, **Ref** +2, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Spd 30 ft.

Melee mwk greatsword +11 (2d6+7/19–20)

Ranged mwk military pistol +8 (1d10/x3)

STATISTICS

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +5; **CMB** +8; **CMD** 19

Feats Alertness, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +5, Intimidate +7, Knowledge (local) +1, Perception +3, Sense Motive +8, Swim +7

Languages Common

SQ armor training 1

Gear masterwork greatsword, masterwork military pistol, shot and powder for 10 shots, highly polished *+1 breastplate* bearing the crest of Port Shaw

Notes One guard carries an elaborately decorated *+1 keen dagger*, used to cut the ropes holding the trap door.

Set-Pieces

OLD MAKANA'S HEX (CR 13)

Synopsis

While travelling and adventuring on the high seas, the PCs explore the Pearl Eye Atoll. Once in the Pearl Eyes, they hear rumor after rumor of a powerful witch and decide to seek her out. Upon finding her, they persuade the witch to summon Jacob Razor's ghost, learn certain facts, and receive confirmation that Garr Bloodbane's treasure does not lie in the Pearl Eyes after all.

Background

The pact between Jacob and the witch stems from an awkward and colorful past. This Tulita witch is none other than Makana Bloodbane, widow of Captain Garr Bloodbane the Pirate King.

Jacob Razor met Makana while serving in Bloodbane's crew, long before his love of Bethany transformed him into the pirate's king's great nemesis. As was his wont, Bloodbane stopped in the Pearl Eyes, at the isle of Makana's birth, to hide and refit his ship, *The Dark Lady*.

Jacob first met the witch while on furlough, and for a few short months they engaged in a torrid affair, sharing hot nights, stealing time from Jacob's duties, and exchanging many secrets. Eventually, against her tribe's wishes, Makana insisted on accompanying Jacob to serve Bloodbane's crew as a seer and healer.

In the end, the affair ended poorly. Makana schemed to acquire the affection of the ship's captain, Garr Bloodbane, pretending to love both men while in truth she loved neither. The resulting triangle initiated a rift of pain and betrayal that eventually prompted Jacob to set out on his own – and as fate would have it – into Bethany's arms.

However, before leaving Bloodbane's company Jacob

held a final tryst with Makana. In his passion that night the young Jacob Razor succumbed to Makana's wiles and swore on an ancient *blood debt* scroll that he would avenge whomever slew the as-yet-unwed witch's husband – and that he would "tell no one" of this oath. In exchange for this pact, Makana offered blessings upon Jacob that assured him a future of greatness

Jacob, intending to return and take Makana for himself, readily agreed, but he foolishly underestimated the power of the *blood debt* and the perfidy of his Tulita witch. Upon Jacob's departure, Makana married Garr Bloodbane.

Even though Makana sought merely to protect her husband-to-be from Jacob's wrath, because Jacob died in violation of his oath, he cannot pass on to the next world and remains bound to serve the witch, a woman whom he now hates.

Old Makana holds the fate of Jacob Razor in her hands. If she knew he was her husband's killer, she would feel honor bound to hold his soul for eternity and never release the *blood debt*. Fortunately for Jacob, she does not know – unless, of course, the PCs let this detail slip in conversation. Instead, Makana accepts (as do most) the common tale that Commander Bonedeuce slew her husband and believes Jacob lives beyond death because he foolishly told someone about his *blood debt*. Never one to pass up power or control, Makana keeps the shade of her former lover as a spirit-slave.

Bonedeuce himself concocted that tall tale about slaying the Pirate King – after literally stabbing a battle-weary and wounded Jacob Razor in the back. Ironically, Bonedeuce's braggadocio saved Jacob from Makana's vengeance.

Setup

A middle-aged Tulita woman lives upon this small island. Local legend claims she is a witch and resides by herself in a mud-daub hermitage atop a hill located a few miles inland. Tulita who live nearby often row to her island to offer votives and other gifts in exchange for her magic. She performs healings on the sick, blessings on babies, casts curses on enemies, reads omens, performs extispicies, and brews potions for ailments ranging from constipation to impotency. The locals name her Old Makana.

Of all the gifts Old Makana receives few please her as much as dragonsmoke, to which she is addicted. She invites any who bring her the "smoke" – along with their companions – to a special séance. Once they feel (or appear to be) good and stoned, Old Makana summons the spirit of Jacob Razor.

Makana's magic combines folklore, superstition, and a very real inborn talent passed down from a long line of witches. While her folk remedies have little effect, and PCs either trying them or possessing more than 5 ranks in Heal might notice and judge her a crackpot, much of her magic remains real and potent.

Old Makana is greedy and unabashed about asking for payment. She angrily chides any who seek her services without worthwhile offerings. If the PCs ask what she desires she prattles about goats in return for reading the future, gold coins for love potions, or mango fruit for blessings. If they specifically ask about Jacob Razor's ghost, she wants dragonsmoke. She hisses through her teeth and demands they return at midnight with a cake of the smoke, a tin cup of grog, and 500 gp. If the PCs don't possess these exact items – Old Makana is very particular; for example, the cup must be tin – she knows where the adventurers

can get them. See **Showtime on *The Sara Belle***, below, for details.

Action

When the PCs return with the required ingredients, at least half the party must agree to join her at the séance, otherwise she refuses to proceed. If the séance aborts for lack of PC participation, note that Old Makana keeps the smoke, grog and gold. Once enough people agree to attend, she belts the grog in one swig, belches, and sticks the tin cup on a shelf. She needed a new mug.

Encouraging all to sit in a circle and hold hands, Old Makana passes the dragonsmoke around in a hand-carved sugarcane pipe (though PCs may attempt a DC 10 Bluff or Sleight of Hand check to fake inhalation), and then she drones in a personal mystic language, mumbling the oaths owed her by the souls of the damned. PCs who specifically request to listen to her initially unintelligible mutters may attempt a DC 40 Perception check (DC 35 for anyone who successfully faked ingesting the dragonsmoke) to make out the phrase, "…by the heat of night, by the sweat stains on our stolen time, by secrets shared and love long spent, I so swear…"

Soon after the séance begins, Jacob Razor's ghost appears.

Raising Razor's Ghost, The First Time

Makana's addiction to dragonsmoke has nothing to do with the witch's power to call up Jacob's spirit. She just wants the smoke. It makes the memories his shade evokes easier to handle. Once per day she may call up Jacob's ghost. When summoned this way, his ghost manifests for no more than 10 minutes and answers no more than five questions, after which it dissipates and cannot be summoned for the next 24 hours (see ***blood debts***, below, for details).

While summoned in this manner, Jacob appears as a pale flicker and can do little but answer the questions put to him. While bound to answer truthfully, his ghost retains its free will and may attempt to trick or elude its questioners.

Once Jacob appears, GMs should consider using him to divulge secrets or clear up any mysteries facing the PCs. If there is an important fact they are missing, Jacob might offer it to them outside the five questions. He might even warn them not to ask their fifth question, because it allows him to remain and speak longer. Should a PC accidentally

Editor's Note: Colorful Pirate Curses

Just a few choice lines to put in Jacob's mouth should he fly into a rage. Also good for any NPC bent on taunting or exhorting the PCs.

Clean

- Villainous, parrot-strangling, lily-livered galley slaves!!
- Dance with Ketch, ye hook-handed crow's bait!
- Scar faced stern foulers!
- Weed choked biscuit weevils!
- The black spot upon thee, ye raft riding swabs!
- Rip and burn ye to the line, festering scuttle hounds!
- Cod-faced hairy hammock monkeys!
- Scupper licking bilge-drinking scurvy-ridden dogs!
- I'll cut yer tongue and feed the sharks, pox-faced Kraken lickers!
- Sorry, black-spotted, nattering wretches!
- Slovenly, barnacle-bottomed, lice infested milkmaids!
- I'll skewer yer gizzard, ye flea ridden, yellow bellied ballast pigs!
- Ya weevil eating, worm riddled blaggards!
- Damn ye for sneakin' puppies and hen-hearted numbskulls!
- Chuckle-headed squabs! Sniveling puppies!

Not So Clean

- To Davey's grip wit' ye duck-knee'd dung munching crap sacks!
- I'll take me boot to ye jelly-boned thumb suckin' cruds!
- Slam yer heads on a marlinspike, ye pig-faced, butt-licking baboons!
- Jumped up grass combin' syphilitic chunks o' bat spittle!
- Lard-brained screechy little gobshytes!
- Ye scabby-arsed worthless streaks o' pee!
- Ye screw-eyed, cargo-thieving jack shats!
- Maggoty cow-poxed bile bags!
- Weasel-hearted gutless kidney wipes! Pants soilin' washoons!
- Ye worm-livered, pee-soaked sons of a back alley chum bucket!

ask a fifth question after such a warning, the ghost shouts the answer with an "Arr! Ye fool!" and vanishes. In particular, Jacob offers the PCs the location of the *Albatross*, along with a cryptic warning that its crew and captain are in grave danger.

Conversely, Jacob might prove tight-lipped and hint ominously about a threat hanging over Port Shaw. If the PCs name Bonedeuce or display his dagger, Jacob grows angry. If no one appeases the ghost by defaming the ignoble and traitorous Dragoon commander, Jacob flies into a maddened rage, sputtering malicious and obscenely worded curses upon all present. If this occurs, the witch dispels him. She then angrily accosts the PCs for upsetting her spirit. She refuses to summon Jacob the next day – or any day thereafter – without a combination of additional gifts and silky words that play to her vanity.

Lines of Questioning

Bonedeuce

If the PCs convince Jacob they despise Bonedeuce, he sees them as the means to free himself from the witch and gain vengeance. From that point on, he does his best to convince Old Makana to sell his *blood debt* to the adventurers.

Bethany

If Bethany attends the séance, she breaks down upon seeing her husband's ghost. She pleads with the witch to sell her the *blood debt* so that her husband's spirit can fulfill its oath and go free. Bethany does not know how to free a bound spirit, or she would buy the oath and simply do that. Old Makana dislikes Bethany at first sight, and is not inclined to educate Razor's widow on the intricacies of *blood debts.*

Of course, Jacob's manifestation attempts to dissuade Bethany from accepting the *blood debt*. He knows that he is Bloodbane's true killer – even if the terms of the *debt* silence him any time he attempts to explain this – and therefore can never fulfill his original oath. As much as he desires to avenge himself against Bonedeuce, he fears being forever bound to his widow, for such a fate would crush her spirit. He is also unaware that if the *blood debt* is transferred, its owner may simply free him from his curse.

Miscellaneous

During the interrogation of Jacob's shade or of the witch alone, the PCs might venture onto several peripheral topics:

If they ask Makana about her husband's treasure, she becomes annoyed and cackles sarcasm at them, "Are ye daft? Do ye think if I knew anything about m'husband's treasure I'd be livin' in this here mud-hut?! Oh wait. Lookee here," she picks up a chipped old bowl, "Me finest dishware, imported all t'way from t'mainland, sparin' no expense…" Turning away she mutters, "Said Pearl. Know he said Pearl. Jus can' figger it!"

If they ask about Dajobas and weresharks, she responds, "The shark god be fickle, he demands blood. He demands feedin'…how it's always been. Only they who fail t'unnerstan' sharks fears 'em. Dolphin, Tortoise Whale will keep t' Shark away. T'wer I ye, I'd be more concerned wit' t' Ring o' the Kraken!"

If they ask about Bonedeuce or the *Pride*, she responds, "I seen t'fool's ship 'bout t'islands. He be here somewheres. I sense 'im for he be marked with the Ring…"

If the PCs question her further about the Ring she scolds, "T'mark of t'Krakenfiend, ye fools. Bonedeuce and his pride be but slave poppets, servants t' th' Great Squid. They be an omen. An omen, I tells ye! Kraken be rising soon t'claim his throne. Ye'll see. Oh Ye'll see. Heh heh *cough*" She hocks a phlegm ball and loogs it into the dirt, where it squats like an eyeless toad.

If they continue to push for more information on Harthagoa, any of his aliases, or The Ring of the Kraken Makana divulges the following: "Look ye. I've many a dark dream o' late. All bear auspice t' th' Great Squid. He sleeps not, an' he be a' comin'. The Kraken wants his throne built on a city o' men from which t'rule all earth and all th' sea. Many flock t' his cause. He corrupts 'em and promises great power. An' Ol' Makana know all this, for the Great Squid, he makin' me t'same offer. I throw it back at him, for his path is not mine. And ha – don't I know how foul an oath may be. Ye tell me I don't! Heh. Mark me words, soon the Kraken come t' seize Port Shaw if he hasn't already! I seen it – t' *Albatross* hides th' names o' his servants and holds th' key t' th' Kraken's undoing. There. A gift to ya. No charge. Do wit' that what ye may."

OLD MAKANA CR 13

XP 25,600

Female middle–aged Tulita witch 14 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Witch")

NE Medium humanoid (human)

Init +4; **Senses** Perception +7

DEFENSE

AC 15, touch 10, flat–footed 15 (+2 armor, +3 natural)

hp 72 (14d6)

Fort +6, **Ref** +4, **Will** +13

OFFENSE

Spd 30 ft.

Melee club +5/+0 (1d6–2)

Ranged club +9 (1d6–2)

Special Attacks hexes (agony [14 rounds], cauldron, charm [2 steps, 7 rounds], disguise [14 hours], evil eye [–4, 10 rounds], hag's eye [14 minutes/day], nightmares, vision

Witch Spells Prepared (CL 14th; concentration +21)

7th—*chain lightning* (DC 24), *power word blind, greater scrying*

6th—*legend lore, mislead* (DC 23), *slay living* (DC 23), *summon monster VI*

5th—*baleful polymorph* (DC 22), *cloudkill, mirage arcana* (DC 22), *suffocation** (DC 22)

4th—*black tentacles, moonstruck** (DC 21), *phantasmal killer* (DC 21), *scrying*

3rd—*bestow curse* (DC 20), *deep slumber* (DC 20), *dispel magic, major image* (DC 20), *pain strike** (DC 20), *stinking cloud*

2nd—*blindness/deafness* (DC 19), *cure moderate wounds, hold person* (DC 19), *mirror image, pox pustules** (DC 19), *web* (DC 19)

1st—*animate rope, cause fear* (DC 18), *command* (DC 18), *ill omen*, inflict light wounds* (DC 18), *ray of enfeeblement* (DC 18)

0 (at will)—*detect magic, light, read magic, touch of fatigue* (DC 17)

Patron Trickery

* New spell found in the *Pathfinder Roleplaying Game Advanced Player's Guide*

STATISTICS

Abilities Str 7, Dex 11, Con 10, Int 25, Wis 19, Cha 16

Base Atk +7; **CMB** +5; **CMD** 15

Feats Brew Potion, Craft Wand, Extend Spell, Great Fortitude, Greater Spell Penetration, Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Spell Penetration

Skills Craft (alchemy) +28, Craft (fetish) +24, Heal +21, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (local) +21, Knowledge (planes) +24, Knowledge (religion) +21, Perception +7, Spellcraft +30, Survival +15, Use Magic Device +20

Languages Common, Tulita (island, mainland, other); Sahuagin, Abyssal, empathic link

SQ witch's familiar (spider monkey named Fleus), scry on familiar

Combat Gear *amulet of natural armor +3, oil of shillelagh, potion of blur, scroll of daze monster, reduce person, and glitterdust, wand of color spray* (23 charges); **Other Gear** *bracers of armor +2, headband of mental superiority +4, wand of unseen servant* (43 charges), incense (100 gp), specially marked bones (25 gp), unholy water font (100 gp), pouch with 110 gp, an old *blood debt* scroll (expended).

FLEUS, FAMILIAR CR —

XP —

Male spider monkey familiar (*Pathfinder Roleplaying Game Bestiary* "Familiar, Monkey")

N Tiny magical beast

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 21, touch 14, flat-footed 19 (+2 Dex, +7 natural, +2 size)

hp 36 (14d8)

Fort +4, **Ref** +6, **Will** +10

Defensive Abilities improved evasion; **SR** 17

OFFENSE

Spd 30 ft., climb 30 ft.

Melee bite +11 (1d3–4)

Space 2 1/2 ft.; **Reach** 0 ft.

STATISTICS

Abilities Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 5

Base Atk +7; **CMB** +9; **CMD** 13

Feats Weapon Finesse

Skills Acrobatics +10, Climb +10, Craft (alchemy) +15, Craft (fetish) +15, Heal +15, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (planes) +15, Knowledge (religion) +15, Perception +7, Spellcraft +15, Survival +12, Use Magic Device +11**; Racial Modifiers** Acrobatics+8

Languages empathic link, speak with animals of its kind, speak with master

SQ deliver touch spells, share spells

Development

While the witch proves willing to sell her *blood debt* and transfer control of Jacob Razor to the PCs for the right price, she is not willing simply to tell them how a *blood debt* works. She holds the secret workings of the *blood debt* close, forcing the PCs to pay high prices to learn each aspect of the ritual.

GMs should extract additional payment for each of the following tidbits, never simply telling PCs how every facet of a *blood debt* works:

- How to summon the spirit for 10 minutes of questions
- The exact words that force the spirit to answer truthfully
- The exact phrase for manifesting the spirit to fulfill its task
- The fact that the spirit is more powerful when manifest
- The words to transfer the blood debt to another
- The words to set the bound spirit free

Blood Debts

Blood debts are a potent type of *geas* practiced along the Razor Coast. Unlike most *geas* spells, the *blood debt* is a willing pact between two individuals, overseen by a pact-maker (or in some cases one of the individuals pledging the *blood debt* may also be the pact-maker). Typically, geased individuals earn some great reward in exchange for their willingness to fulfill the *geas*, and the *geas* is worded to ensure the individual provides a great service in exchange.

On the Razor Coast, as in other regions where life is short and hard, individuals may not live to fulfill their *blood debts*. The *blood debt* ensures payment if individuals fail to perform their *geas* in life, but also in death by binding indebted spirits to return from beyond the veil and make good on their pledges.

Similarly, whoever holds the *blood debt* – and received the promise of the *geased* individual – possesses the right to sell the *blood debt* to another for any reason, without limitation. The sale of the *blood debt* frees the spirit from the seller but enslaves it to the buyer. All the entailments of the original oath remain intact, exactly as if the geased individual had pledged their *blood debt* to the new owner in the first place. Those making *blood debts* should be extremely careful as to the wording of their oaths. Clever pact-makers often try to trick them into impossible tasks, so they might continually summon geased spirits from the land of the dead.

Blood Debt

School enchantment (compulsion) [language–dependent, mind–affecting]; **Level** Cleric 9, Sorcerer/Wizard 9, Witch 9

Casting Time 10 minutes

Components V

Range Close (25 ft. + 5 ft./2 levels)

Target One living creature

Duration permanent or until discharged (D)

Saving Throw Will negates; **Spell Resistance** Yes

Similar to a *geas*, a *blood debt* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand and agree to the conditions set during the spellcasting.

The indebted creature must follow the given instructions until the *blood debt* is completed, no matter how long it takes. If indebted individuals die before fulfilling the *blood debt*, their spirits rise as ghosts in order to make good on the pact. Because the *blood debt* is accepted willingly, it cannot be broken by any means, including magical means short of a *wish* or *miracle*. The *debt* only ends when paid in full.

Spirits bound by a *blood debt* may be summoned forth as a shade and subjected to questions once every 24 hours, provided the summoner invokes the ghost using words and phrases from the original pact. Questioning lasts for no more than 10 minutes. During questioning the restless shade must answer up to five simple questions truthfully, after which it dissipates. If the shade does not know the answer to a question, it cannot verbalize an answer. Summoned in this manner, a shade remains completely ethereal, vaguely resembles its former self, and cannot attack or perform any other interactions beyond flickering with ghostly light and whispering.

Once per year, the possessor of the *debt* may use words from the original agreement to implore the indebted ghost to manifest in full and perform terrifying tasks and acts, so long as such acts might lead to fulfillment of the promise sworn in the original pact. For example, the *debt* holder cannot summon the ghost to send as an assassin against some unrelated person, unless a specific trick of wording in the original pact allows for it. While manifest in full as a ghost, the spirit may call to itself ghostly versions of the possessions, mounts, and equipment it bore in life.

Demanding a full manifestation requires *debt* possessors shed their own blood and scream aloud a summoning cry – again using the words of the original pact; although it is not necessary to utter the words in the original language used to forge the *debt* – demanding three times that the spirit come forth and live up to its pledge. Full manifestation only occurs if the possibility of fulfilling the oath actually exists.

Unscrupulous wizards and witches often use *blood debts* to imprison and enslave spirits. The most despicable casters go as far as to murder those with whom they have sealed a *debt* in order to manipulate them after death. The caster of a *blood debt* may sell or otherwise transfer the *debt* to another individual. Such sales transfer all the entailments of the *debt* to the buyer, exactly as if indebted individuals had made their oaths to the new owner in the first place. There is no limit on the number of times a *blood debt* may be sold.

Whoever holds the *blood debt* may also declare it filled by invoking the words of the original pact – even if the indebted individual has not yet fulfilled the original pledge – and free the spirit from its bondage.

Alternately, the holder of a *blood debt* may use the original words in a ceremony to declare the *debt* forever unfulfilled. This latter act involves burning the *debt*, either literally if the original document survives or symbolically if it does not. Burning the *debt* in this manner deprives the holder of the power to summon the bound spirit and dooms the ghost to remain a ghost, haunting the site of its death for all eternity.

By the time the witch finishes haggling, she squeezes a minimum of another 50,000 gp in cash, spells, and magic items from the party – plus all the dragonsmoke she can finagle. Only then will she transfer Jacob's *blood debt.*

Under no circumstances may a Knowledge, Spellcraft or other skill check learn the specific wording Jacob and Makana used to forge their *blood debt*, many years past. Certain spells might do the trick, but allow only one Perception check per adventuring party to overhear her uttering the words – and then only during the initial summoning, as discussed above. This is not the time or place to allow Perception check pile-on.

SHOWTIME ON *THE SARA BELLE* (CR 11)

After battling fel lycanthropes, investigating grisly crimes, and generally wading through blood, this light-hearted encounter adds a pinch of levity and a dash of comic relief to the campaign's often grim undertone. Not to say that **Showtime on *The Sara Belle*** is a cakewalk. Handled incorrectly, this encounter holds death for the PCs — even if they die chuckling.

Synopsis

On an uncharted, semi-deserted island in the Pearl Eye Atoll, the witch Old Makana summons the spirits of the deceased and questions them — for a price. When prospective clients arrive, all she asks for is 500 gp, a tin cup of rum, and a brick of *dragonsmoke* — a fair bargain for speaking to the dead.

However, if supplicants do not own these items, the wily Makana knows someone nearby who might. She directs them to a band of rowdy pirates living in a hidden cove on the other side of her island, insisting they possess what she demands.

Background

Captain Maurice Bravancello leads this band of **20 pirates**. He helms *The Sara Belle*, which currently sits in dry dock on the other side of Old Makana's island, having suffered extensive damage in an attempt to commandeer a merchant vessel and its heavily armed escort. The winds turned against *The Sara Belle* and her crew of seadogs. They gained no booty, their ship nearly sank, and they lost two brothers to the unforgiving seas.

A full store of rum, ample bricks of dragonsmoke and the perpetual good cheer of their insufferably peppy first mate, **Alastair Drimstar**, are all that buoy their flagging morale. While Captain Bravancello stews in what remains of his quarters, the effervescent Alastair determined not to let *The Sara Belle*'s sagging fortunes keep her crew down.

In their misery, they may crave nothing more than drowning their sorrows and numbing their minds with drink and drug, but Alastair plans to reinvigorate his downtrodden men by having them perform a few songs from a musical he wrote.

To state the bubbly first mate's crew lacks enthusiasm for the production might just be the Razor Coast's understatement of the year — on a par with dubbing Harthagoa a "bit of a nuisance." To make matters worse, even copious quantities of alcohol and brain killing drugs cannot hide the fact that Alastair's songs are simply, unbelievably awful. All hope seems lost for Alastair's musical until a "new cast" miraculously appears at his doorstep.

Setup

The unmistakable scents of burning dragonsmoke and spilled booze emanating from the pirates' makeshift camp make it obvious this is the right place. There is clearly enough rum to fill the witch's tin cup — and plenty of tin cups to be had — but the crew apparently consumes the last of the dragonsmoke as the party approaches. Because of their inebriated state, *The Sara Belle*'s men take little notice of the strangers in their midst and freely offer the PCs swigs of rum and a hardy welcome.

A hardy welcome from everyone except for the sober Alastair, that is, who sees an opportunity to bring his musical to life. After the PCs indulge in a few drinks or a few puffs, Alastair approaches them on behalf of *The Sara Belle*'s officers. He possesses a flamboyant and aristocratic demeanor and remains utterly determined to see his musical performed in all its glory.

ALASTAIR DRIMSTAR CR 7

XP 3,200

Male human fighter 4/rogue 4

LN Medium humanoid (human)

Init +7; **Perception** +8

DEFENSE

AC 20, touch 14, flat–footed 16 (+5 armor, +3 Dex, +1 dodge, +1 natural)

hp 52 (4d10+4 plus 4d8+4 plus 4)

Fort +7, **Ref** +9, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 handaxe* +12/+7 (1d6+4 /x3)

Ranged mwk throwing axe +11 (1d6+1)

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 12, Dex 16, Con 13, Int 13, Wis 12, Cha 15

Base Atk +7; **CMB** +8, **CMD** 22

Feats Deadly Aim[B], Dodge, Improved Initiative, Skill Focus (Perform [stringed instrument])[B], Vital Strike, Weapon Finesse, Weapon Focus (handaxe)[B], Weapon Specialization (handaxe)[B]

Skills Acrobatics +10, Appraise +8, Bluff +7, Climb +10, Diplomacy +6, Disable Device +8, Escape Artist +8, Intimidate +9, Knowledge (local) +6, Perception +8, Perform (stringed instrument) +10, Profession (sailor) +12, Sense Motive +8, Sleight of Hand +7, Stealth +8, Survival +8, Swim +8

Languages Common, Tulita

SQ armor training 1, rogue talents (ledge walker, surprise attack), trapfinding +2

Combat Gear *potion of cure moderate* wounds; **Other Gear** *+1 mithral chain shirt*, *+1 handaxe*, masterwork throwing axe (3), *amulet of natural armor +1*, *cloak of resistance +1*, masterwork guitar, safe key, small piece of *dragonsmoke*, vial of ink, score book for *Bite This Dajobas!*, 65 gp

Alastair offers the PCs everything they want — gold pieces, rum and dragonsmoke — if they agree to sing four songs from his musical. He insists it will take only a few hours to learn the musical numbers. After a brief rehearsal, they would then perform the show for his men. After the performance, Alastair assures them they are free to leave the campsite, payment in hand.

If the PCs agree to Alastair's terms, he gives them the musical score, asks them to review it, and requests they meet him in an hour for rehearsal. With an air of regret, Alastair refuses to give the PCs any gold or dragonsmoke if they refuse his offer, but he allows them to drink the rum without limit. His backup plan is to get the PCs drunk, take them prisoner, and then force them to entertain the crew.

The musical entitled *Bite This, Dajobas!* is utterly terrible and in despicably bad taste. It tells the story of a young angler who contracts lycanthropy from a minion of Dajobas and murders his beautiful wife and their young child. It features such memorable tunes as, "I Got a Mark from a Shark," "Feelin' Younger from the Hunger," "Don't Fear the Chompers," and "Blood is in the Air…and in the Water."

The GM should feel free to invent more songs or to spice up the production further with outrageous costumes and gonzo choreography. Nothing is too over the top for Alastair.

Action

After the preliminary introductions and initial preparations, the PCs must decide on a course of action. Acquiring the rum is as easy as pouring it into a tin cup, but the gold and dragonsmoke are a different matter. Alastair keeps 1,400 gp and five bricks of dragonsmoke in a concealed and locked iron safe in his personal quarters aboard the beached *Sara Belle*, and he is the only one with the key.

Stealing from Alastair

The adventurers' might steal Alastair's key, but they must still deal with the *alarm* spell protecting the safe. Captain Bravancello is the only crewmember who spends any time aboard the *Sara Belle*. The rest of the crew, including Alastair, mill about in the campsite when they are not looking for food, firewood or scavenging the nearby beach for any shipbuilding material that might wash ashore. However, should the *alarm* sound, both crew and captain rush to investigate. They immediately attack anyone suspected of attempting to open the safe.

Alastair's Safe: 2 in. thick; hardness 10, hp 60; Break DC 28; Perception DC 25.

ALARM TRAP CR 2

Type magical; **Perception** DC 26; **Disable Device** DC 26

Trigger magic (*alarm*); **Reset** none

Effect audible *alarm*

Performing in *Bite This, Dajobas!*

If the party pulls off a great performance — any member of the party succeeds on a DC 20 Perform (sing) or Perform (dance) check — Alastair refuses to attack them. Should any adventurer succeed at a DC 25 Perform (sing) or Perform (dance) check, Alastair warns them of Captain Bravancello's plan by knocking the poisoned rum from Maurice's hand.

Should one or more of the PCs deliver a "bring the house down" performance by succeeding at a DC 30 Perform (sing) or Perform (dance) check, Alastair does all of the above but also fights with the PCs against both captain and crew; although he deals only non-lethal damage when doing so.

Flattering Alastair

In lieu of a powerful performance, flattering Alastair also works wonders. Succeeding by more than 10 on a Bluff check to flatter the wannabe musician's musical greatness also induces Alastair to hand over a block of dragonsmoke in exchange for the compliment.

Grant the player making the Bluff check a +2 for every specific element of a specific song they resoundingly praise. For example, "It's the way you hit that second octave on the shark screech in 'Don't Fear the Chompers' — Alastair, it just fills me with elation. Your singing makes me want to be a better man."

However, give the party only one attempt to stroke Alastair's ego. Like many artists, Alastair craves praise but holds deep suspicions of anyone who heaps it on him.

Lying to Alastair

Finally, Alastair detests liars. If he learns of a PC plan to deceive him, he calls on his captain and the rest of the pirates to join him in attacking the party.

PIRATES (20) CR 4

XP 1,200

Male or female human warrior 6

CE Medium humanoid (human)

Init +5; **Perception** +2

DEFENSE

AC 18, touch 11, flat–footed 17 (+3 armor, +1 Dex, +4 shield)

hp 49 (6d10+6)

Fort +6, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk longsword +10/+5 (1d8+2 /19–20)

Ranged mwk light crossbow +8 (1d8/19–20)

STATISTICS

Abilities Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 8

Base Atk +6; **CMB** +8, **CMD** 19

Feats Improved Initiative[B], Power Attack, Shield Focus, Weapon Focus (longsword)

Skills Climb +9, Intimidate +6, Perception +2, Profession (sailor) +9, Swim +8

Languages Common

Gear masterwork studded leather armor, masterwork wooden shield, masterwork longsword, masterwork light crossbow with 40 bolts, 1+*1 bolts*, explorer's outfit, signal whistle, 4 cp

Wrap-Up

Once Captain Bravancello learns of the PCs' arrival, he formulates his own plan. In desperate need of a new ship, the crafty pirate knows that it is easier to take someone else's than fix his own. After the show, Captain Bravancello sings the party's praises and raves about their amazing performance in such a "stellar musical miracle." He offers the PCs rum spiked with oil of taggit poison (see the Pathfinder Role-Playing Game, "Appendices" for details).

When the first PC falls unconscious, he and his loyal crew attack the remaining PCs. After they dispose of the last PC, the Captain plans to leave the adventurers for dead, backtrack their path, and seize their vessel for his own.

CAPTAIN MAURICE BRAVANCELLO CR 7

XP 3,200

Male human expert 9

CE Medium humanoid (human)

Init +2; **Perception** +10

DEFENSE

AC 18, touch 14, flat–footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 62 (9d8+9)

Fort +4, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft.

Melee *+1 rapier* +6/+1 (1d6+2 /18–20)

Ranged dagger +8 (1d4+1 /19–20)

STATISTICS

Abilities Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 14

Base Atk +6; **CMB** +7; **CMD** 21

Feats Dazzling Display, Dodge[B], Mobility, Shatter Defenses, Weapon Finesse, Weapon Focus (club)

Skills Acrobatics +12, Climb +10, Diplomacy +10, Heal +10, Intimidate +14, Knowledge (geography) +13, Perception +10, Profession (sailor) +12, Stealth +9, Survival +11, Swim +12

Languages Aquan, Common, Tulita

Combat Gear healer's kit, oil of taggit (6 doses); **Other Gear** *+1 studded leather* armor, *+1 rapier*, 3 daggers, *ring of protection +1*, astrolabe, masterwork club, explorer's outfit, spyglass, vial of ink, 148 gp

Notes Captain Bravancello is not proficient with a rapier. He carries it as an affectation and symbol of rank. When pressed he drops it for the nearest simple weapon.

The only wild card in Captain Bravancello's plan is Alastair. Though he is a pirate, Alastair imagines himself an aristocrat among pirates. He is a man of his word, and if the PCs uphold their end of the bargain, he intends to keep his — even to the extent of defying his captain.

COMMANDER PERRIN AT THE CITY OF CYCLOPES (CR 11 – 13)

The party spots the *Albatross* partially beached in a shallow bay. The ship is vacant and upon closer inspection shows signs of repairs to a damaged hull left unfinished. Still, there are no signs of violence or treachery. As if the crew simply put down their tools and vanished – which they did in an ill-fated attempt to mutiny (see **Background,** below, for details).

In the ship's supply hold, the PCs find only a few sacks of grain and three barrels of water – not enough for a long voyage. They also find half a crate of mangos, but these are spoiled, perhaps two weeks old. Between the limited supplies, rotten fruit, and missing long boats, the evidence indicates the captain and crew traveled inland in search of supplies almost two weeks earlier.

Exploring the shore, the PCs find no tracks or traces of the crew along the beach. Anyone searching even a little farther inland discovers four longboats, all partially buried in the soil and covered with brush to keep them hidden. A secondary search reveals tracks headed even deeper into the surrounding jungle.

The party encounters no problem following these tracks and, after a few hours, reaches a brook. From there, the tracks turn upstream and head still deeper into the darkening jungle. Several miles along, one of the adventurers stumbles upon a great stone brick. Badly weathered and chipped from countless centuries, it seems entirely out of place in the jungle. Soon they stumble upon another, then more, then bricks partially stacked upon one another. Finally, peering through the jungle beyond, they spot a massive rise of vine-gowned ruins. Entangled with

vegetation and flowering lianas, covered in moss and soil, the remains of buildings lie heaped like the masonry bones of some gargantuan, primordial beast.

Background

The PCs have stumbled onto the ruins of Omargwato, an ancient civilization of jungle giants who worshipped terrible and bloodthirsty gods. To honor these gods they drowned infants for rain and bled each other dry for crops. While the Omargwato have long passed on, their shrunken descendants still live within these ruins.

Malformed, primitive barbarians of tremendous size that view the world through a single eye, the degenerate descendants of Omargwato believe it their fate to guard these sacred ruins and reenact their ancestors ancient rituals at every opportunity – preparing for the day foretold, when their more massive forefathers will return.

When Perrin and his men discovered the ruins, a patrol of degenerate cyclopes – the shrunken descendants of Omargwato – ambushed them. The ensuing rout split the crew of the *Albatross* into four groups. One group the monsters hunted down and slaughtered brutally, torturing the hapless crew by binding their limbs between trees and gutting their suspended bodies with crude stone knives. The cyclopes read the exposed entrails while their victims struggled, wept, and died. They dug their thick, stumpy fingers into gaping belly wounds, grunted excitedly over this string of fascia or that lump of adipose, and argued in their strange hooting tongue over a length of red, glistening mesenteric artery. Later, jungle birds flocked to scavenge from the gory remains.

The other three groups fled in different directions, each seeking shelter amidst the ruins. All three bands find themselves trapped, and it seems only a matter of time before they suffer the same horrid fate as their fellows.

Setup

Group 1

The PCs most likely encounter this group of survivors first. It consists of **7 sailors** led by Perrin's first mate, **Carlyle Jarvis**. Carlyle spends the better part of every day calming his people, trying to prevent them from revealing their location. His slowly starving followers teeter daily on the edge of panic. If the PCs do not calm or cow them upon their first meeting – a DC 20 Diplomacy or Intimidate check does the trick – these crewmembers abruptly freak out and attempt to flee, worried the PCs arrival gave away their location.

Which gives away their location.

As soon as any of them bolt from their hiding places, cyclopes rush from behind massive piles of masonry or from the thick bamboo jungle, slay the fleeing sailors, and drag off the bodies to perform strange rituals with their remains.

Group 2

Lt. Commander Trey Perrin heads the second band of survivors, giving orders from a makeshift stretcher. His orders often make sense, but not always as he battles bouts of fever-induced confusion. Incapacitated by injuries and fighting a powerful fever, Captain Perrin looks every inch the aging gentleman – on his deathbed. With 40 hard winters under his belt, a jaw squared by determination to do the right thing, and a graying moustache trimming his upper lip like a scalpel scar, one easily misses the glassy sheen glazing his green eyes—green like the ocean, green like a vine-covered grave.

Despite their travails, he and his **5 officers** remain calm. The commander's group holds a position near enough to the forest edge to make a break for the *Albatross*. Even edging into delirium, Perrin refuses to abandon the remainder of his people.

In lucid moments, he reinforces that order, and any attempts by the PCs to persuade the members of Perrin's group to abandon either their commander or other crewmembers prove fruitless. However, if the PCs can lead Carlyle's group to Perrin's men or visa versa, the united force stands a better chance against the cyclopes.

LT. COMMANDER TREY PERRIN CR 9

XP 6,400

Male human aristocrat 4/expert 7

LG Medium humanoid (human)

Init +1; **Senses** Perception +15 (+17 vision-based checks at sea)

DEFENSE

AC 21, touch 12, flat–footed 19 (+9 armor, +1 Dex, +1 dodge)

hp 50 (11 HD; 4d8 plus 7d8+7)

Fort +5, **Ref** +6, **Will** +11

OFFENSE

Spd 20 ft. (30 ft. unarmored)

Melee *+2 rapier* +13/+8 (1d6+4/18–20)

Ranged military pistol +9 (1d10/x3)

Enteric Fever

Type disease, ingested; **Save** Fortitude DC 15

Onset 3 days; **Frequency** 1/day

Effect 1d4 points of Str damage, 1d4 points of Con damage and sickened; **Cure** -

Enteric fever, also known as typhoid fever in temperate climates, breeds within contaminated foods, especially raw or undercooked meats. Symptoms include high fever, profuse sweating, and nausea. As the disease progresses, enteric fever victims become sickened and suffer from severe headaches, exhaustion, and abdominal pain, as rose-colored spots appear on the chest and abdominal areas. At that point, the victim is prone to dehydration and falls into bouts of delirium and nervous shakes.

STATISTICS

Abilities Str 14, Dex 13, Con 10, Int 17, Wis 14, Cha 15

Base Atk +8; **CMB** +10; **CMD** 22

Feats Combat Expertise, Dodge, Great Fortitude, Helmsman, Lightning Reflexes, Seaworthy, Weapon Focus (rapier)

Skills Acrobatics +6 (+8 balancing at sea), Climb +7, Diplomacy +15, Heal +13, Intimidate +7, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nature) +11, Knowledge (nobility) +11, Perception +15 (+17 vision–based checks at sea), Perform (wind) +7, Profession (sailor) +13, Sense Motive +15, Survival +15, Swim +11

Languages Aquan, Common, Elven, Tulita

Combat Gear *potion of cat's grace, potion of haste, potion of water breathing*; **Other Gear** *+2 rapier,* dagger, military pistol with 10 reloads of shot and powder, *+3 chainmail, ring of freedom of movement* (family signet ring), Dragoon's uniform, emerald green cloak with family symbol of a falcon soaring against the sun.

Commander Perrin suffers enteric fever, and already took 10 points of Strength and 6 points of Constitution damage. Rose-colored spots cover his chest and abdomen, and he is prone to fits of delirium and shakes.

Group 3

The third group faces the greatest danger. These crewmembers took shelter in a partially collapsed building. Rubble seals most of the structure's egresses. The cyclopes block the remaining two exits and keep everyone cornered. Sadistically, the monsters take their time. They toy with their prey, every so often fishing out one of the *Albatross*' compliment and sacrificing the unfortunate atop the ruins – within full view of all the other groups. As it stands, the monstrous descendants of Omargwato have whittled the third group down to **6 sailors**, a number that will drop to zero before many days pass.

Action

Ambushed by a One-Eyed Patrol (CR 11)

Unless they take preventative measures, shortly after the PCs arrive on the scene a patrol comprised of **2 degenerate cyclopes** spots them and attacks.

OMARGWATO CYCLOPS (2) CR 9

XP 6,400

Pathfinder Roleplaying Game Bestiary 2

NE Huge humanoid (giant)

Init +1; **Senses** low-light; Perception +12 (+0 vision-based checks)

DEFENSE

AC 21, touch 9, flat-footed 20 (+2 armor, +1 Dex, +10 natural, –2 size)

hp 85 (9d8+45)

Fort +11, **Ref** +4, **Will** +4

OFFENSE

Spd 40 ft.

Melee longspear +16/+11 (3d6+16/x3 plus poison)

Ranged longspear +5 (3d6+16/x3 plus poison)

Space 15 ft., **Reach** 15 ft. (30 ft. with longspear)

Special Attacks brutal throw

Spell–Like Abilities (CL 9th; concentration +8)

3/Day—*darkness*

STATISTICS

Abilities Str 33, Dex 13, Con 21, Int 10, Wis 13, Cha 8

Base Atk +6; **CMB** +19; **CMD** 30

Feats Blind–Fight, Intimidating Prowess, Power Attack, Skill Focus (Listen), Weapon Focus (longspear)

Skills Craft (primitive traps) +9, Intimidate +10, Perception +12 (+0 vision–based checks), Stealth +2 (+6 in jungle environments), Survival +8; **Racial Modifiers** +4 Craft (primitive traps), +4 Stealth

Languages Omargwato (corrupt)

SQ impaired sight, jungle hunter

Other Gear leather armor, 3 longspears

ECOLOGY

Environment tropical jungles

Organization solitary, pair, hunting party (3–6), tribe (20–50)

Treasure standard (leather armor, 3 longspears)

SPECIAL ABILITIES

Brutal Throw (Ex): Survival in the jungle requires brutal tactics. A cyclops can, as a full round action, throw his longspear even though it is not normally a valid ranged weapon. This special ranged attack has a range increment of 50 ft.

Impaired Sight (Ex): Due to its single eye, a cyclops has difficulty judging depth and suffers a –12 penalty on Spot checks.

Jungle Hunter (Ex): A cyclops is adroit at hunting in the jungles. It gains a +4 bonus on Stealth checks made in a jungle environment (in addition to its standard racial bonus). In addition, a cyclops makes use of the deadly poison dart frogs native to their area, coating the obsidian blades of their longspears in the deadly toxin. A cyclops never risks poisoning itself when applying this specific poison.

Skills: A cyclops gains a +4 racial bonus on Craft (primitive traps) and Stealth.

Tactics An Omargwato Cyclops generally makes use of its Power Attack feat. However, they're smart enough to cease using Power Attack if they consistently miss their target. Cyclopes keep their longspears coated in fresh dart frog venom, seeking to quickly disable foes. They particular enjoy making their early attacks against targets not wearing armor, as they've learned that such beings are typically capable of slinging dangerous spells but are also curiously susceptible to poison—if the damage from the longspear doesn't kill the target outright, of course.

New Poison: Dart Frog Venom

Type poison, injury or ingested; **Save** Fortitude DC 19

Frequency 1/round for 6 rounds

Effect 1d3 Con damage; **Cure** 2 saves

Cost 1,500 gp

The venom from this small tree frog is highly toxic, capable of killing a healthy human in a matter of seconds. When threatened, the frog excretes the toxin, making it unpalatable to predators. A well-trained handler can harvest two doses of the venom from a single frog per day, with a successful DC 20 Craft (poison) check.

This conflict with the Omargwato patrol alerts Carlyle to the PCs presence, if he has not yet met them. After the fight, should the adventurers not discover Carlyle's group, he seeks the party out and fills them in on the situation.

Recovering the Crew of the *Albatross* (CR varies)

The remainder of this set-piece works best when the PCs decide to help Perrin recover his crew and escape back to the *Albatross*. As things stand, the ships' compliment perishes if the PCs fail to intervene. The cyclopes devour or sacrifice 3 to 4 crew per day until only Perrin's band and the PCs remain.

The party might resolve the challenge posed by the Children of Omargwato through either fight or flight. If the party turns to stealth and flight, clever trickery may permit them to retrieve the trapped crew and escape. Should they decide to fight, the surviving ship's compliment – unarmored and wielding only light melee weapons – eagerly join the fray. However, it requires a minimum crew to sail the *Albatross,* and if more than five of Perrin's sailors perish he proves unable to sail his ship without either the PCs aboard or some other compensating factor at work.

Albatross Sailor (18) CR 5

Male or female human expert 7

N Medium humanoid (human)

Init +2; **Senses** Perception +14

DEFENSE

AC 15, touch 12, flat–footed 13 (+3 armor, +2 Dex)

hp 48 (7d8+21)

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

OFFENSE

Spd 30 ft.

Melee mwk sickle +8 (1d6), mwk dagger +8 (1d4/19–20)

Ranged mwk dagger +8 (1d4/19–20)

STATISTICS

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

Base Atk +5; **CMB** +5; **CMD** 17

Feats Alertness, Athletic, Great Fortitude, Iron Will, Weapon Finesse

Skills Acrobatics +10, Climb +11, Escape Artist +10, Knowledge (geography) +11, Knowledge (local) +7, Perception +14, Profession (sailor) +11, Sense Motive +12, Survival +11, Swim +11

Languages Aquan, Common

Other Gear masterwork sickle, masterwork dagger, masterwork studded leather armor, gold hoop earring (100 gp).

In addition to the cyclopes the PCs encountered when they first arrive, an additional **4 cyclopes** lie hidden throughout the ruins. The party must overcome each cyclops's Stealth (DC 28) to pinpoint them amidst the jungle foliage.

Omargwato Cyclopes (4): CR 9; AC 21/9/20; SVS 11/4/4; SPEED 40 ft.; MELEE longspear +16/+11 (3d6+16/x3 plus poison); RANGED longspear +5 (3d6+16/x3 plus poison); SA brutal throw (can throw longspear as a full round action, increment 50 ft.); SPACE 15 ft., REACH 15 ft. (30 ft. with longspear); CMB +19; CMD 30; 85 hp; SLA (CL 9th) 3/day—*darkness*; see above for full statistics.

Tactics While the NPCs remain holed-up, the cyclopes sneak about, stealthily changing positions and attempting to pick off crewmembers one by one, at range.. Additionally, the Omargwato frequently tie vines to their arrows. Any character hit by such arrows, the Cyclopes drag into the surrounding jungle.

An arrow *snags* any characters hit by an attack roll 5 or greater than a cyclops needs for a successful ranged attack. It takes three rounds of standard actions to remove a *snagged* arrow from struck flesh. A cyclops may make a combat maneuver check against a *snagged* opponent to drag the victim towards him at half the cyclops' speed. To complicate matters, the cyclopes have set a number of traps about the ruins. The Omargwato frequently make hit and run raids, hoping to lure their foes into following them – right into a wide-mouth pit filled with poisoned spikes.

Editor's Note: My PCs Aren't the Altruistic Sort

If your PCs seem disinclined to help Perrin's crew out of this jam, so be it. This decision could play out a number of ways.

Should your adventurers meet the surviving compliment of the *Albatross* on the site of the ruins, but then decide to abandon them, the enraged and panicked crew attack the PCs. Into this mayhem, the remaining Omargwato cyclopes wade, thrusting spears and hooting their terrible howls. Alternately if the adventurers sneak up on the ruins, assess the situation, and decide to abandon Perrin and his people, unseen, that's also fine.

However, the adventure works best when the party leaves the Isle of Cyclopes armed with certain information: namely that Barrison Hargrove is a member of – possibly leads – the Ring of the Kraken and that the Ring plans something horrible for Port Shaw.

Allow your party to discover the *Albatross'* logbook before they depart or, should they creep close enough, let them overhear Commander Perrin muttering in his delirium. The commander's ravings, the logbook, or both convey the information communicated when **Commander Perrin Shares His Tale** (below).

As an extra treat, should the PCs abandon the crew of the *Albatross* to their fate, consider waiting until Port Shaw fetes the adventurers for defeating Harthagoa. Then have the *Albatross* limp into port. Wasting away from fever and missing both an arm and a leg, the terror-haunted Lt. Commander Perrin accuses the PCs of abandoning them. This sours the party's victory – practically turns them into Bonedeuce reborn – and perhaps sets further ***Razor Coast*** adventures in train.

WIDE-MOUTH PIT FILLED WITH POISONED SPIKES CR 9

Type mechanical; **Perception** DC 25; **Disable Device** DC 30

Trigger location; **Reset** manual

Effect 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); DC 20 Reflex save avoids; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (dart frog poison, DC 19 Fortitude save resists, 1d3 Con/1d6 Con).

Development

If the PCs do not first defeat the Omargwato before trying to escape the island, then it is likely that they, Perrin, and his crew flee across the beach to the ship trailing a horde of angry cyclopes. When the fleeing group reaches the ocean, their pursuers may surprise them. Instead of chasing further, the monsters stand at the shore and hurl rocks and javelins at the *PCs'* ship – not at the *Albatross* – in an attempt to scuttle her.

Should the PCs ship anchor within 100 feet of shore, cyclopes leap into the water and swim to the vessel. On the way, they attempt to capsize any long boats in which the crew might still be escaping. If they reach the adventurers' ship, the cyclopes climb the sides and attempt to disable it – ripping out the wheel, snapping masts, etc. – before returning their attention, first to the PCs, then to all the other tasty little humanoids gibbering about.

Wrap-Up

Once the adventurers defeat the cyclopes and help Perrin and his crew back to their ship, they have the opportunity to sit down with the commander over dinner and share what they know or suspect.

Lt. Commander Perrin Shares His Tale

If the adventurers heal Perrin's disease, then he shares the information contained below over dinner. Should the PCs lack the ability or the desire to heal the Perrin, then communicate the information across the man's fever-addled deathbed.

In either case, the PCs learn that back in Port Shaw, alerted by Jalia Ramires but still not believing in Barrison Hargrove's complicity, Perrin began investigating Hargrove's personal associates – Gregory Bonedeuce among others – to see if they were manipulating the elder or otherwise plotting evil.

Based on his initial nosing about, Perrin soon suspected many in the town to have fallen under the influence of a criminal organization called the Ring of the Kraken. He began to suspect this group might even have ties with the ancient evil known as Harthagoa – the same creature that destroyed the Wave Riders so many years ago.

Shortly after Perrin shared his preliminary findings with Barrison Hargrove, the elder announced he'd discovered the true map to Garr Bloodbane's treasure and assigned Perrin to recover the hoard. Now suspicious of the elder, but forced to accept the mission or resign, Lt. Commander Perrin aborted his investigation and set sail.

Things went well at first. In Commander Perrin's words, "We followed the old chart into the Pearl Eyes. It proved itself true with great frequency. The soundings in particular aided our avoidance of hidden shoals and other dangers, uncharted on any modern map I've seen. I felt we were close to deciphering the exact location of Bloodbane's pox-ridden gold when the recent unpleasantness disabled my ship and stranded us on…that isle. That cursed isle. Damn all mutineers to the grave! To the grave, sirs!" Perrin belts back a drink, then slams the empty glass on the table. His straight spine abruptly deflates, "I have no idea where to go from here. I confess, none. None at all."

The map is a brilliant forgery, commissioned by Hargrove and penned by an unwitting Sagacious Samuel.

Perrin's Map

If the PCs have Durrell Ravenkith's map, they can compare it to Perrin's. It is readily apparent that the two are different, and a DC 18 Linguistics, a DC 25 Craft (cartography), or a DC 40 Profession (sailor) check confirms what the commander already suspects – the map is a fake.

A successful DC 15 Knowledge (local) check reminds a PC of Hargrove's reputation as a premier map collector who boasts an even greater reputation as an appraiser and cartography enthusiast.

If the adventurers do not possess Durrell Ravenkith's map, inform the PC with the highest Linguistics, Craft (cartography) or Profession (sailor) skill that there is something fishy about Perrin's map, without specifying what precisely. Ultimately, if no party member draws the conclusion first, Perrin will announce he now believes the map is a fake – or at least partially fake.

Given Barrison's reputation, it is highly illogical that Hargrove would unwittingly hand Perrin a fake map; thus, it quickly clicks in the Perrin's head that Hargrove set him up. Immediately and conclusively Perrin realizes Hargrove himself must serve either as the brains behind or as a major participant in the Ring of the Kraken. Based on his own investigations, Perrin believes (correctly) that the Ring was poised to make a major move even before his departure. If Hargrove and others in Port Shaw are part of the Ring, Perrin quickly adds, the port itself must be their target.

AMBUSHED BY *BONEDEUCE'S PRIDE* (CR VARIES)

Once the PCs leave the Isle of Cyclopes, Gregory Bonedeuce decides to put an end to them, once and for all. Having tailed the PCs all along – or simply because he hunted the *Albatross* himself – Gregory locates the PCs ship and attacks.

Setup

By now, the adventurers should realize that if Hargrove masterminds the Ring of the Kraken, his right-hand-man, Commandant of Dragoons Gregory Bonedeuce, may also play a part in this treachery. Even if the PCs fail to suspect Bonedeuce, the master of the *Pride* assumes the PCs have deduced his involvement.

As a result, once the PCs set sail for Port Shaw – perhaps half-crewed and guarding a limping *Albatross* – Bonedeuce gives chase, intent on catching them several hundred miles off the coast and sending them to the bottom. Under no circumstances does Bonedeuce allow the PCs to return to Port Shaw if he can help it. He would rather sacrifice himself before failing Harthagoa.

Action

Bonedeuce's Approach

How Bonedeuce initiates this attack, depends on the Dragoon commandant's relationship with the PCs. If Gregory established a friendship with the party or if he believes they will keep their ships' guns covered long enough to hear him out, then Commandant Bonedeuce opens with his strong suit – sneaky betrayals. Perhaps Bonedeuce signals congratulations for their having

rescued Perrin (whether they did or not) and invites the PCs to dine aboard the *Pride*. It's a meal they are destined never to eat. After making the offer Bonedeuce sails close as if to offer a more convenient crossing, abruptly runs out his guns, and unleashes a full broadside at point blank range. Then he veers the *Pride* off, tacks in a half circle, and fires a second broadside from his ship's other battery.

Alternately, if antagonism between Gregory and the PCs runs open and virulent, the commandant may arrive unheralded, *Pride's* cannon blazing away. Either way, Dragoon Commandant Gregory Bonedeuce trades in his false smiles for grapeshot and boarding parties.

Commandant Gregory Bonedeuce, male human Rog5/Ftr4/Due5: CR 13; AC 23/23/23; SVS 8/15/8; SPEED 40 ft.; MELEE *+2 speed rapier* +20/+20/+15/+10 (1d6+3/18–20); SA parry, precise strike +5, riposte, sneak attack +3d6; CMB +13; CMD 32; 93 hp; See **Chapter 1** for full details.

Defending the *Pride*

In most cases, the PCs find themselves outmatched by the *Pride* in whatever ship they sail. After weeks at sea and following their ill-fated exploration of the Isle of the Cyclopes, the *Albatross* and her weary crew prove more liability than ally. Unable to fight, the *Albatross* is a sitting duck. If not defended by the PCs, a single broadside from the *Pride* starts Perrin's ship sinking.

Outgunned by the *Pride*

After foully tricking the party into allowing him close and delivering a brutal opening salvo, Bonedeuce tries to get in another. Succeed or fail, he next prefers to sail off and pound the party's ship from a distance – especially if his guns outrange theirs. If Bonedeuce can stand off, safely out of range, and bombard the PC's ship to matchsticks, he does just that. Barring another means of stopping him, the adventurers must drive their ship close to Gregory's, all the while suffering withering fire, and board the *Pride*.

Development

Bringing Bethany to Bear

If Bethany is present, her ship and crew excel at just these sorts of close boarding actions. She points *Quell's Whore* directly for the *Pride*, sacrificing crew and ship to put the PCs closer to the foe. As Bethany puts it, "Go! My *Whore* can't take this pounding for very long. I'll fight the ship. Korg, prepare to repel boarders. You lot – when I drive in swing 'cross and get that bastard, Bonedeuce!"

Editor's Note: Rules, Rules Everywhere

To resolve this battle GMs may use any rules for Age of Sail ship-to-ship combat they like; for example, the ones provided in the Pathfinder Roleplaying Game or in the ***Skull and Shackles*** Adventure Path, also from **Paizo Publishing**.

However, consider using ***Razor Coast's*** own ***Fire as She Bears*** rules, as these have been specifically tailored for just such an encounter. If the party chose a ship not detailed in ***Razor Coast*** or ***Fire as She Bears***, GMs may need to generate more detailed statistics for whichever ship the PCs command.

Regardless of rules, be sure to allow Bonedeuce and the PCs a chance to duel it out in full pirate style. You might choose to avoid a three-way battle, as these tend to drag out. For example, if the PCs split their crew to help the *Albatross* along, the encounter proves more fun with the *Albatross* a dead weight the PCs must concern themselves with protecting.

Summoning Jacob Razor

If the PCs summon Jacob Razor, read or paraphrase the following:

> Black clouds form on the surface of the water. Slowly they rise into a great, impenetrable swirling mass. Then a low ocean breeze, cutting contrary to the prevailing wind, gentles the clouds apart. From within emerges the tremendous gray hulk of the *Razor's Edge*. Shimmering and translucent as if trapped between worlds, its ghostly sails hang limp and tattered. Its mast and rigging sag beneath long ropey seaweed. A lone ghostly figure stands, one leg raised upon the vessel's prow, and stares at you intently. For a breath, this apparition of a ship lies still. Then the grim and vengeful spirit of Captain Jacob Razor raises his cutlass and salutes you. He lowers his blade to point at the *Pride* and an eerie, shrieking wind fills his tattered sails. The *Razor's Edge* cuts the waves and arrows straight for her inveterate foe.

The *Razor's Edge* glides right up to the *Pride*, and Bonedeuce can do nothing to stop it. Jacob's ship unloads a single broadside and then melts away to sea foam, but not before the ghost of Jacob Razor – fully manifested – leaps across the intervening gap and onto the *Pride's* deck. The ghostly broadside shatters the *Pride's* rudder, smashes all her cannon on the one side to scrap iron, and starts the *Pride* sinking. In 15 rounds Bonedeuce's ship rolls, then vanishes beneath the waves.

The Ghost Can't Win Alone

Once Jacob reaches the *Pride*'s deck, he bellows for the PCs to join him and starts cutting a swathe through Bonedeuce's crew. At first, the appearance of his old nemesis' ghost horrifies Bonedeuce. He takes no action for 3 rounds, but in the end pulls himself together, shakes off his superstitions, and with a roar treats the ghostly Jacob as he would any other foe.

If the PCs fail to intervene, Bonedeuce eventually defeats Jacob's ghost, shouting "Ha! I killed you once, I can kill you again!" although Gregory loses half his remaining crew in the interval. Should the party intervene and assist Jacob Razor in reaching Bonedeuce – by boarding the *Pride* themselves or by some other means – the outcome is different.

Outwitting the *Blood Debt*

On reaching Bonedeuce with the PCs assistance, Jacob spreads wide his arms. Momentarily nonplussed, Bonedeuce swiftly recovers and runs Jacob through. Instantly, the ghost vanishes – into Gregory Bonedeuce. Confused at first, Commander Bonedeuce spends a round convincing himself he slew the ghost. Then he turns and focuses his ire on the adventurers, attacking them single-handed.

From this point forward, Bonedeuce suffers a –2 to his AC and a –4 on all skill checks, attack rolls and saving throws. GMs should narrate any of Bonedeuce's failed rolls as the ghost of Jacob Razor, bound inside his flesh, interfering with his actions.

If the PCs slay Bonedeuce while Jacob Razor's ghost possesses him, they also slay Jacob Razor. By significantly inhibiting Bonedeuce's actions, Jacob helps slay himself, fulfilling his *blood debt* to the witch. When Bonedeuce dies, the PC who slew him – and Bethany Razor if she is present – witnesses Jacob's ghost vanish into the ether, grateful and freed from torment at last.

If the party slays Jacob-bound-to-Bonedeuce without Bethany present, she receives a vision of Jacob's freedom when Gregory dies. Either way, the PCs receive one Victory Point (see **Chapter 2** and **The Kraken Strikes** for more details on Victory Points) and, assuming she still lives, Bethany sides with the party against Harthagoa.

Wrap-Up

Defeating Bonedeuce and the *Pride*

After *Razor's Edge* fires its broadside or it otherwise grows clear that the *Pride* will sink, the remaining crew and Bonedeuce himself attempt to board the PC's vessel. First Gregory attempts to ram his now sluggish ship into the PCs' and leaps across the moment the gap closes. If he cannot bring his ship closer, he jumps overboard and tries to reach the PCs by swimming.

Ultimately, the Dragoon commandant does not fear death, as he believes Harthagoa will save him should all of them drown. If Bonedeuce believes he cannot win, he tries to take as many of his foes with him as possible. If the battle drops Bonedeuce below 20 hp, he attempts to flee by plunging himself into the briny depths – after delivering this sardonic warning as a free action:

Read or paraphrase the following:

> "You have yet to see the last of me! Return to Port Shaw – it's a pile of ash by now. I shall personally ensure the Great Kraken's curses fall upon you. You shall serve me as slaves in Harthagoa's kingdom! Please, I entreat you. Return to Port Shaw, the jewel of His Empire. You shall number among the first to witness Him ascend the throne to which all the world shall one day bow!"

Unless stopped, Bonedeuce punctuates his message by grabbing the nearest heavy object – a small anchor, a ballast bag, or a cannon ball – and launching himself into the ocean from which he does not intend to emerge. If Bonedeuce escapes in this manner, Harthagoa saves him and a rescued, but much reduced Bonedeuce re-appears to bedevil the PCs during the final Act of **The Kraken Strikes**.

The *Pride* Victorious

In the unfortunate event that Bonedeuce sinks the PCs' ship, this forces them to do whatever it takes to survive. Despite his competence as a naval commander, Gregory remains a vainglorious ass – especially when victorious. As the PCs' ship sinks, Bonedeuce throws a party within rescuing distance of his defeated foes. Rum flows as freely as the seawater over his enemy's gunwales, but in their

drunken revelry his crew fails to hunt down and slay all the survivors. This allows the PCs, any important NPCs, and a few crew the chance to escape. If they survive – for example by floating upon the flotsam of their shattered ship or by magical means – they may swim or float to the nearest island and from there beg, borrow or steal transport back to Port Shaw.

Yet More Proof

If at any time the PCs search Bonedeuce's cabin on the *Pride* or seize his body – dead or alive – they find a copy of orders instructing the Dragoon commandant to find and destroy the *Albatross*, the PCs ship, and any vessels in aid or comfort of them both. The order is signed:

"By the Ring and in Harthagoa's name. Soon may He rise. Long may He reign. – Barrison Hargrove."

Act Three
The Defense of Port Shaw

Approaching the Harbor

The PCs return to Port Shaw by ship. Approaching, yet still days away, they spot alarming signs of an active siege: coils of black smoke curling above the port by day, the rumble of distant explosions and flashes of flame igniting the horizon by night.

Drawing near the harbor, the PCs witness more alarming sights across the bay. Through momentary breaks in the thick charcoal smoke that hangs over the city like an immense jellyfish, they glimpse all manner of foul creatures. Four-armed fish mutants jam tridents and thrust serrated swords into foes at every turn. Hulking scrags dragging bloody anchors clamber over the bodies of Tulita and Dragoons stacked waist high. Skum toss ordinary folks from windows above the dockside warehouses. The sea-floor monstrosities clearly outmatch the scattering of Dragoons and Tulita still valiantly swinging blades, fighting back-to-back at last. Now and then, musket flashes pop yellow-orange in the thick, rolling smoke – but so few, so infrequent. Fires continue to rage through the city, and so many corpses hang over the wall above the boardwalk that, from this distance, the bodies seem the frills and folds of an immense, obscene tablecloth – and the sea wall above some monstrous table's edge.

While tumult rages beyond docks, the harbor itself appears eerily silent and still; however, the signs of recent

violent struggles float everywhere. The ever-present waves of the harbor slosh a thick, sickly dark brown, bloated bodies bobbing among the flotsam. Anything in the water for more than a moment collects a halo of rusty foam.

The bay itself flickers in the fire and shadows cast by burning ships, scattered about the waters beyond the harbor entrance.

Narrated Moments

ALL IS LOST

Read or paraphrase the following:

Pushing through the black smoke that clogs Port Shaw's streets, you come across a band of fisher folk – people you recall helping on the Night of the Shark. Seven-foot sea beasts armed with wickedly barbed tridents have them backed against a wall. One man screams as a creature leaps up and rams the three tines of its weapon down through his chest, pinning him to the building at his back. Yet no one moves.

Knuckles whiten across broken bottles and skinning knives. They push the young among them to the back and huddle closer. Yet no one moves. A hulking fish-thing chortles through a cavern of jagged teeth. Its laughter sprays slime on its fellows, who all laugh as the speared man screams again. And still no one moves – until a squat, wheezing merchant spots you behind the monstrosities.

Her eyes widen in recognition. The chortling fish-thing catches her expression, spins to look. That's all it takes. Like an anchor dropped, the merchant slaps forward "FOR PORT SHAW!!!" and rams her skinning blade into the monster's side. As one, all the citizens surge forward. They shout your names as their rallying cry. Blood and black ichor spray, and one by one the monstrosities from the deep fall or fall back.

EVERYTHING ON A KNIFE'S EDGE

Read or paraphrase the following:

Everywhere Dragoons stand locked in mortal combat with sahuagin, kapoacinths, scrags and things you cannot name–should not have to name. Dirt, blood, and slime stain white uniforms black. The battle reduced most Dragoons to swinging their muskets like clubs or, having left a bayonet stuck in green-gray flesh, swinging their rapiers in desperation. Things roll their bulky shoulders, grin. Heavy, serrated swords rise, fall, rise again blood red. Here an invader ducks beneath a clumsily swung musket and jams a trident through a hapless Dragoon. There a Dragoon boot-slams some sea creature back against a wall and jabs a bayonet through its throat. To one side a platoon of Dragoons sets their bayonets, a desperate attempt to guard another few prying open a keg of powder.

With your arrival, the Dragoons take heart. In particular, the sight of you stiffens the back of one smoke-smeared sergeant, "Fall back!" He swings his arm, pulling in the men. "Defend the powder!"

Miraculously they hear. More miraculously, the Dragoons obey. Soldier after soldier slams the wooden stock of their weapon down and angles their bayonets out, while behind them muskets flip up. Powder pours. Ramrods rattle and slide.

Now the monstrosities roar in desperation. They smash forward, gnashing teeth and ripping their foes with 6-inch claws — but the bayonet line holds.

The sergeant snaps up his arm, "PREsent ARMS! First rank TAAAKE aim!" He slaps his arm down. "Front LINE DOWN." As one, the front line of bayonet wielding Dragoons drops to a knee. At the corner of the line, one horrendous claw breaks through, snags a throat, splashes blood across white knees. A single Dragoon gargles and topples flat. His fellows, wet with his sprayed life, do not move. They hold.

"First RANK—" The sergeant's fist shoots up. And down again "FIRE!" A crack like lightning. Shoulders rock beneath hardwood stocks. For a moment, white smoke obscures everything. When it clears, monstrosities layer the cobblestones, groaning and writhing across every inch of paving stone, dead and dying.

The sergeant steps through the carnage. With one hand he absently jabs a bayonet into a flailing foe and leaves the musket quivering upright in the body. He draws near. Through the smoke and blood that stain his face, you recognize him. A pause, and he salutes.

"Sir! Couldn't go down with you there watching, now could I? Too damn embarrassing...Sir!" He snaps his fist down to his side, salute complete, and grins.

VICTORY IS OURS

Read or paraphrase the following:

As the last of the invaders slip back into the harbor, this teenager in a Dragoon uniform standing beside you lets loose a mighty whoop! He drops his musket and embraces you, "We did it! We did–"

Suddenly aware of just who he's hugging, the young man steps back, as abruptly embarrassed as he was exuberant moments before. "Er...sorry 'bout that...sir. Just be getting a little enthused is all... didn't mean...er...maybe I can–"

The hunk of dock smashes him to pulp and sprays you in blood and shredded uniform. Thanks to Harthagoa, you never learn what he thought he could have done. Half a boat, a handful of bodies, and the back wall of a warehouse crash through the pier around you. A splinter the size of your forearm takes a Tulita worker through the chest.

In the harbor, the water churns. The Krakenfiend rises.

Precarious Situations

THE ENEMY THREATENS A BELOVED NPC (CR 10)

In the smoke and chaos, the PCs stumble across a beloved NPC, overwhelmed and about to die at the hands of a fearsome, **four-armed foe**.

SAHUAGIN GENERAL CR 10

XP 9600

Advanced half-fiend mutant sahuagin (*Pathfinder Roleplaying Game Bestiary* "Half-Fiend," "Sahuagin")

LE Large outsider (monstrous humanoid, aquatic, native)

Init +6; **Senses** blindsense, darkvision; Perception +13

OFFENSE

AC 25, touch 15, flat-footed 19 (+6 Dex, -1 size, +10 natural)

hp 110 (7d10+70)

Fort +14, **Ref** +11, **Will** +8

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 21

Weakness light blindness

DEFENSE

Speed 30 ft., flight (60 feet, good), swimming (60 feet)

Melee Bite (Half-Fiend) +18 (2d6+12/x2) and

Claw x4 (Half-Fiend) +18 x2 (1d8+12/x2) and

Space 10 ft.; Reach 10 ft.

Special Attacks smite good (1/day)

Spell-Like Abilities *Darkness* (3/day), *Desecrate* (1/day), *Poison* (3/day), *Unholy Blight* (1/day) — all from Half-Fiend heritage

STATISTICS

Str 35, **Dex** 23, **Con** 30, **Int** 20, **Wis** 17, **Cha** 17

Base Atk +7; **CMB** +20; **CMD** 36

Feats Bolstered Resilience, Enforcer, Great Fortitude, Multiattack

Skills Acrobatics +12, Bluff +10, Climb +22, Diplomacy +9, Fly +8, Handle Animal +9, Intimidate +13, Perception +13, Ride +12, Sense Motive +10, Stealth +12, Survival +13, Swim +30

Languages Aboleth, Abyssal, Aquan, Common, Sahuagin; speak with sharks

SQ blood frenzy (1/day)

Other Gear *banded mail +1*

SPECIAL ABILITIES

Blindsense (30 feet) (Ex) Sense things and creatures without seeing them.

Blood Frenzy (1/day) (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.

Bolstered Resilience Increase DR against a single attack

Darkness (3/day) (Sp) From Half-Fiend heritage allows exuding 20-ft. radius of supernatural shadow.

Desecrate (1/day) (Sp) Half-Fiend heritage allows *desecration* as per the spell.

Enforcer Deal nonlethal damage with a melee weapon, make a free Intimidate check to demoralize.

Poison (3/day) (Sp) Half-Fiend heritage allows touch to deal 1d10 points of Constitution damage, repeats in 1 minute.

Smite Good (1/day) (Su) +3 to hit, +7 to damage, +3 deflection bonus to AC when used.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet.

Unholy Blight (1/day) (Sp) Half-Fiend heritage harms and sickens good creatures (3d8).

Wrap-Up

Defeating the General earns the PCs 1 VP.

KEEP MOVING, NOTHING TO SEE HERE (CR 11)

As the party passes the mouth of an alley, they notice someone blocked this end with a great stack of wooden crates, from which hangs a large empty sack. In front of the crates squats a hairy, toad-headed behemoth, clutching a battleaxe and apparently snoozing. It opens one eye, swivels a pupil in their direction and briefly focuses on the adventurers. It blinks once, closes the eye and a few moments later – it snores. PCs who take the time to listen carefully, hear weeping children somewhere beyond the crates.

This is **Gargo**, a cleric of Demogorgon who also worships Harthagoa. Gargo is lazy. He came late too the battle, wandered about Port Shaw – only slaying folks who just would *not* get out of his way – until he stumbled over the orphanage. There he filled his sack with children. Locating a likely dead-end alley, Gargo tossed the sack to the back of the lane and intimidated a few skum into stacking crates to block the exit.

Gargo believes hard work deserves rewards, so he decided to settle in for a nap. Later he'll eat lunch – provided lunch quits its mewling long enough for him to catch that snooze. If not, the orphans might just force him to eat first and grab some shut-eye later. Gargo hopes the PCs just keep moving. He's tired. If not, and the adventurers insist on botherinTTg him, he'll kill and eat them too.

GARGO CR 11

XP 12800

Male advanced saltwater merrow cleric of Demogorgon 5 (*Pathfinder Roleplaying Game Bestiary 2* "Merrow, Saltwater"

NE Huge Humanoid (aquatic, giant)

Init +5; **Senses** low-light vision; Perception +17

DEFENSE

AC 23, touch 13, flat-footed 18 (+5 Dex, –2 size, +10 natural)

hp 200 (12d8+132)

Fort +20, **Ref** +8, **Will** +12

OFFENSE

Speed 40 ft., swimming (40 feet)

Melee 2 claws +10 (1d8+4/x2 plus grab) or *+1 giant-bane undercutting axe* +11/+6 (3d6+9/x3) and claw +5 (1d8+2x2)

Space 15 ft.; **Reach** 15 ft.

Special Attacks bleeding touch 2 rounds (7/day), grab, touch of darkness 2 rounds (7/day)

Spell-Like Abilities (CL 5th):

7/day—*Bleeding Touch* (2 rounds), *Touch of Darkness* (2 rounds)

Cleric Spells Prepared (CL 5th):

3rd—*Deadly Juggernaut*, *Deeper Darkness*[D], *Inflict Serious Wounds (DC 17)*

2nd—*Death Knell*[D] *(DC 16), Hold Person (DC 16), Disfiguring Touch (DC 16), Dread Bolt (DC 16)*

1st— *Air Bubble, Cause Fear*[D] *(DC 15), Entropic Shield, Murderous Command* (DC 15), *Protection from Good,*

0 (at will)—*Bleed (DC 14), Stabilize, Read Magic, Detect Magic*

[D] domain spell; **Domains** Darkness, Death

STATISTICS

Str 27, **Dex** 20, **Con** 32, **Int** 13, **Wis** 19, **Cha** 13

Base Atk +8; **CMB** +18 (+22 Grappling); **CMD** 33

Feats Blind-Fight, Iron Will, Power Attack -3/+6, Quicken Spell, Snatch, Vital Strike, Weapon Focus (Claw)

Skills Acrobatics +5 (+9 jump), Climb +12, Diplomacy +5, Fly +1, Handle Animal +5, Heal +8, Intimidate +7, Perception +17, Sense Motive +15, Spellcraft +16, Stealth +0 (+4 in water), Survival +8, Swim +16 Modifiers +4 stealth in water

Languages Abyssal, Giant

SQ amphibious, aura, cleric channel negative energy 3d6 (4/day) (dc 13), domains (loss, murder), spontaneous casting, variant channeling (murder variant channeling [±2 profane])

Other Gear *+1 giant-bane undercutting axe* (1/day) as swift action, invoke *maximized ray of enfeeblement* on creature struck (11 point Str penalty, 7 rounds, Fort DC 16 for half).

SPECIAL ABILITIES

+4 Stealth in water (Ex) Gargo gain a bonus to Stealth Checks under the listed conditions.

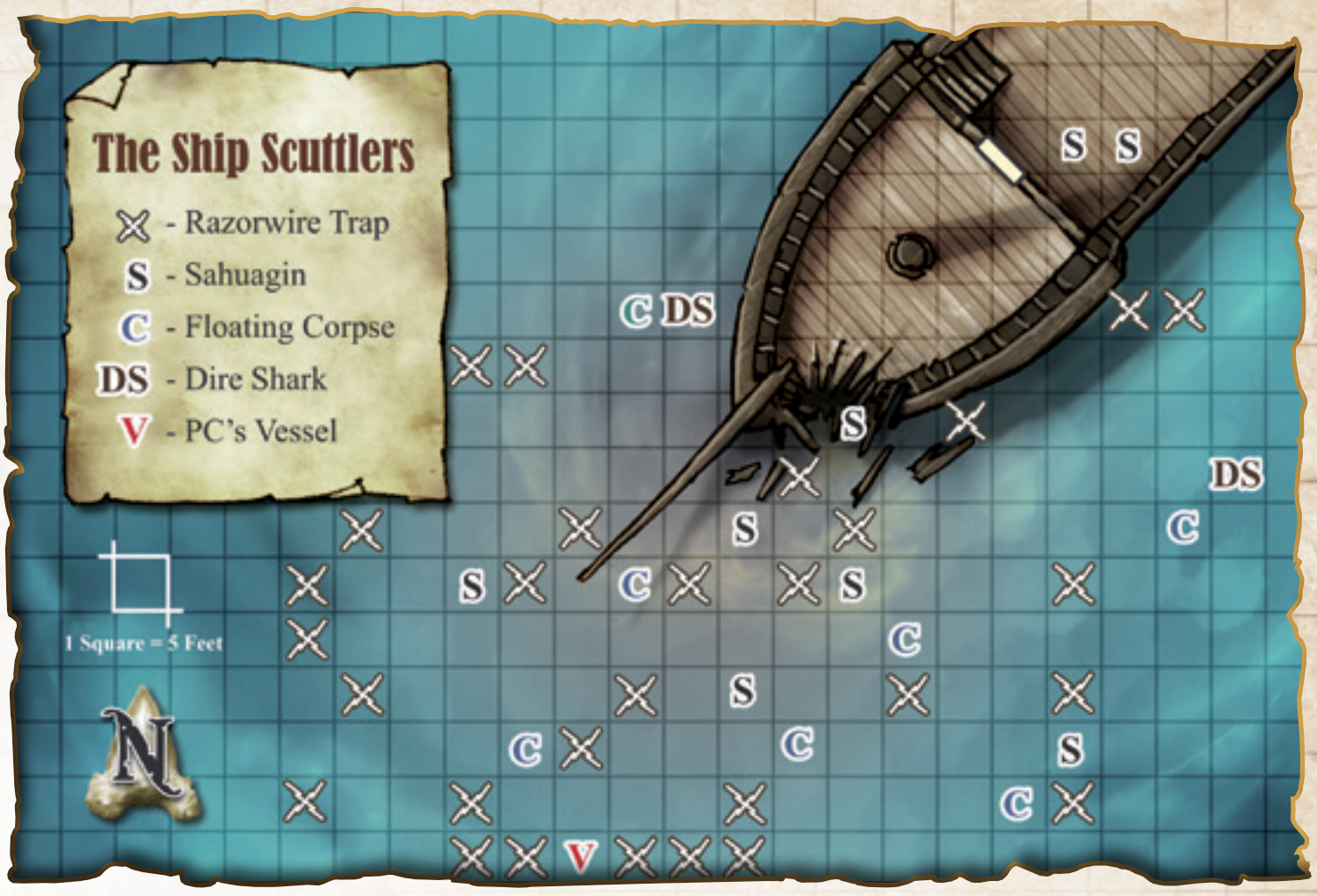
Bleeding Touch 2 rounds (7/day) (Sp) Melee touch attack deals 1d6 bleeding damage.

Cleric Channel Negative Energy 3d6 (4/day) (DC 13) (Su) channel negative energy to injure the living and heal the undead.

Grab (Huge) (Ex) Gargo can start a grapple as a free action if he hits with his axe.

Murder Variant Channeling (±2 Profane) Bleed effect

Quicken Spell Cast another spell in the same round you cast this one. +4 Levels.



Snatch You can start a grapple if you hit with a claw or bite attack.

Touch of Darkness 2 rounds (7/day) (Sp) With a melee touch attack, target suffers 20% miss chance

Wrap-Up

Defeating Gargo earns the PCs 1 VP

BURN BABY, BURN! (CR 10)

The PCs fight foes throughout the city when an odd lull in the battle overtakes them – a lull shattered when a nearby building bursts into flame. Citizens rush to their balconies, eager to escape the conflagration, but only a few manage to leap to the ground. The rest are stuck as the flames roar higher and threaten to consume the remaining inhabitants. At the base of the structure a small, cloaked figure cackles, it's hands wreathed in flame.

Meet Ed. Ed is a sorcerer. For many years, unsuspecting folk thought Ed the sorcerer was human, but over time his skum bloodline bore through. Eventually, like all children fathered by skum, he returned to the sea.

Unfortunately for Ed, his sorcerous heritage – gifted him by his mother's side of the family – runs to elemental fire. Even more ironically, Ed suffers from pyromania. The man desires nothing more than to burn down everything good around him, even at risk of burning to cinders himself. Needless to say, living beneath the ocean for the last century left Ed's pyromania a little frustrated.

Never very stable to begin with, unleashed in Port Shaw and finally able to burn things, Ed went entirely off his rocker.

PYRO ED CR 10

XP 9,600

Male skum sorcerer 7 (*Pathfinder Roleplaying Game Bestiary* "Skum")

LE Medium monstrous humanoid (aquatic)

Init +8; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 15, flat-footed 12 (+4 Dex, +2 natural, +1 dodge)

hp 116 (2d10 plus 7d6+60)

Fort +7, **Ref** +9, **Will** +8

Resist cold 10, fire 10

OFFENSE

Speed 20 ft., swimming (40 feet)

Melee Bite (Skum) +11 (1d6+5/x2) and Claw (Skum) +11 (1d4+5/x2)

Special Attacks elemental ray (6/day)

Sorcerer Spells Known (CL 7th):

3 (5/day) *Protection from Energy, Fireball (DC 16), Hydraulic Torrent*

2 (7/day) *Burning Gaze, Scorching Ray (bloodline energy type), Pyrotechnics (DC 15), Spontaneous Immolation (DC 15)*

1 (7/day) *Burning Hands (bloodline energy type) (DC 14), Damp Powder, Flare Burst (DC 14), Hydraulic Push, Magic Missile, Magic Weapon, Snapdragon Fireworks (DC 14)*

0 (at will) *Mage Hand, Flare (DC 13), Breeze, Drench (DC 13), Jolt, Scoop, Spark (DC 13)*

Bloodline elemental (fire)

STATISTICS

Str 20, **Dex** 18, **Con** 20, **Int** 11, **Wis** 11, **Cha** 17

Base Atk +5; **CMB** +10; **CMD** 25

Feats Combat Casting, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Multiattack, Sorcerous Bloodstrike (1/day), Toughness +10

Skills Acrobatics +4 (+0 jump), Bluff +9, Intimidate +8, Perception +6, Spellcraft +12, Stealth +9 (+13 underwater), Survival +4, Swim +18, Use Magic Device +9 Modifiers +4 perception underwater, +4 stealth underwater

Languages Aboleth, Common

SQ amphibious

SPECIAL ABILITIES

Elemental Ray (6/day) (Sp) Ranged touch attack deals 1d6+3 Fire damage.

Sorcerous Bloodstrike (1/day) Regain a bloodline power when reducing creature to 0 or fewer hit points

Tactics Ed casts all his spells with any energy descriptor as fire, whether or not that makes sense in any given situation.

Wrap-Up

Defeating Pyro Ed earns the PCs 1 VP.

Major Encounters

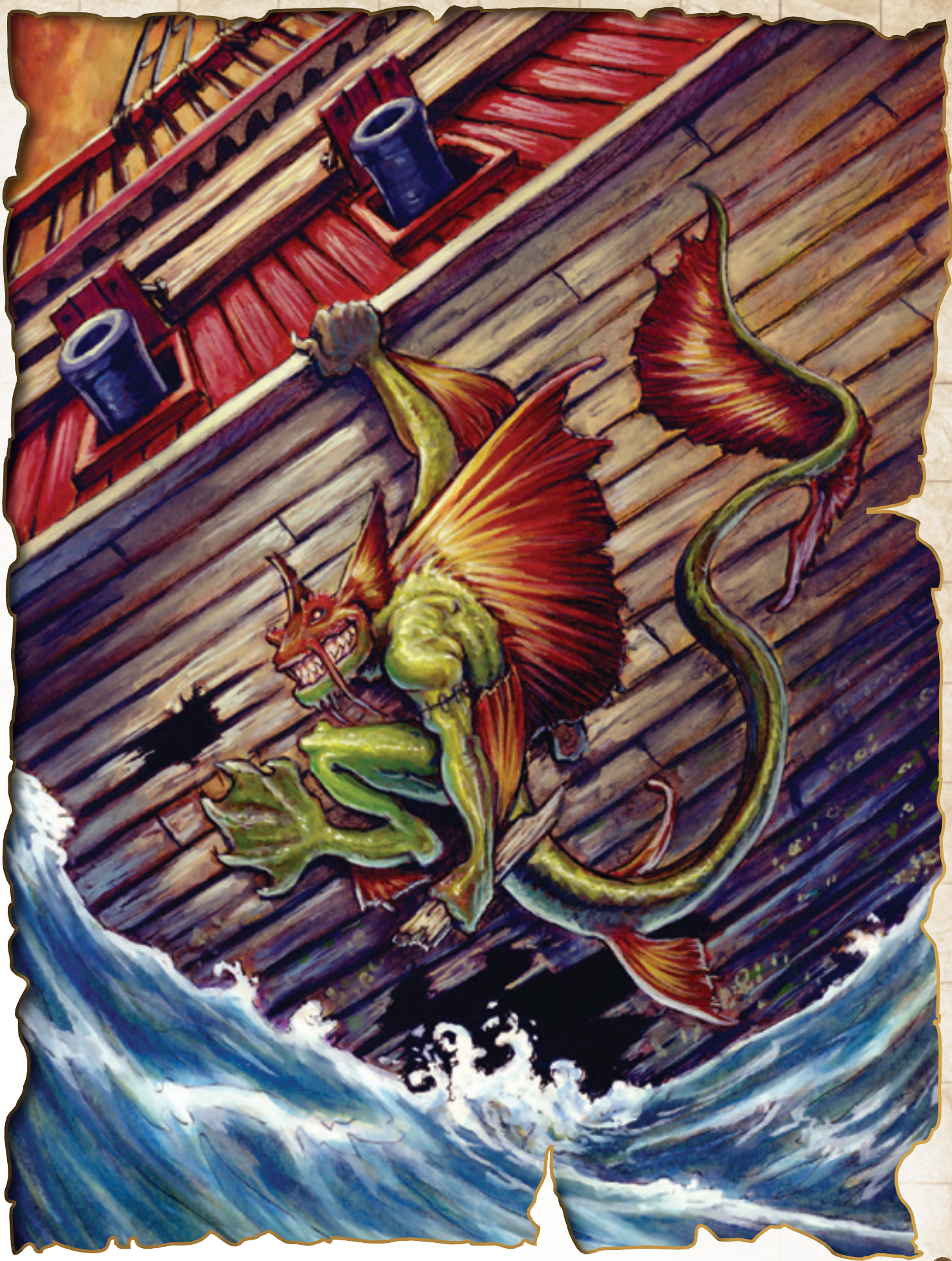
Major Encounter 1: The Ship-Scuttlers (CR 12)

The PCs find it simple to enter the harbor, as Harthagoa's forces are only concerned with preventing people from fleeing. However, the scene is grisly. As the adventurers sail into Port Shaw harbor, read or paraphrase the following:

> Flames streak across the shoreline, leaping like rabid dogs from rooftop to rooftop. Shanties and warehouses, inns and shops spew thick clots of greasy black smoke, shrouding everything in hellish fog. The smoke rolls across the docks and thins on its way out into the harbor, over waters churned to reddish-brown foam and littered with flotsam and floating corpses.
>
> At a glance the practical, everyday cut of the clothes clinging to the sodden, bobbing bodies bespeaks dock workers or similar laborers. With dull thuds, the floaters bump against the ship's sides. Elsewhere, vessels in the harbor blaze with their own fires, while piscine horrors clamber from the foam-blood waters to rend helpless deckhands and toss them into the slowly churning sea.

Setup

To ensure newly arriving ships cannot flee Port Shaw harbor, the Krakenfiend's troops laid a trap. Three hundred feet from shore they sank razor line, moored it to rocks and similarly heavy objects along the harbor bottom, and set it to entangle the keels and rudders of ships. The sahuagin bash holes in vessels held by the wire, scuttling them to the bottom of the bay. Typically, the sahuagin ship-scuttlers do not bother to board the trapped craft but instead hide underwater, wait for crews to abandon ship, and attack them in their long boats or while they swim for shore.



RAZOR LINE **CR 10**

Type mechanical; **Perception** DC 35; **Disable Device** DC 30

Trigger touch; **Reset** none

Effect ropes beneath the water entangle ships and swimmers, holding them in place until disabled. The razors set into the ropes slash anyone pulling upon them – including attempting Disable Device checks – dealing 2d6 points of damage; DC 20 Reflex for half. Injuries leak blood into the water attracting **2 dire sharks**.

Action

The PCs Leave Their Ship

8 sahuagin float among the bobbing corpses of the fisher folk and dock workers, disguised in their torn, waterlogged clothing, playing dead. They remain unnoticed unless a PC specifically wishes to determine whether anything lies in ambush among the corpses, at which point it requires a DC 26 Perception check to notice them among the floaters.

These sahuagin attempt to subtly direct the PCs life rafts or longboats into the razor wire, while their companions attack the PCs ship. Once the PCs boats or rafts are jammed in the wire, any disguised sahuagin who remain unnoticed surprise their trapped foes.

When surprising an enemy, the sahuagin add their Swim skill to their CMB for attempts to pop up and slam down on the backs of the rafts and longboats. A successful maneuver catapults the adventurers and their companions through the air and – splash! – into the razor wire traps. At which point, the sahuagin call the sharks – if the blood in the water did not do it for them already – dive beneath the water and attack.

Once they have successfully trapped their foes in the razor wire and summoned their **dire shark** companions, the sahuagin back off to a safe distance and pepper their trapped enemies with crossbow and trident.

While the first group of sahuagin trap the PCs boats in razor wire, a second group of **8 sahuagin** swim up to the PCs' ship, leave the water to clamber up the sides, and attack everyone they can reach.

These sahuagin target any PCs who stayed behind, as well as Lt. Commander Trey Perrin (if present) and any crew whom the PCs befriended. Once these monsters invade their ship, the PCs only have a few rounds to return and intervene. Otherwise, the sea demons gut their friends among the crew and add their corpses to the hundreds of others bobbing like fleshy driftwood in the harbor.

Of course, while the PCs struggle to return to their boat, the dire sharks attack them, coming up from below and dumping any longboats in which the PCs and their allies might be traveling. Read or paraphrase the following:

> Moments after you splash into the blood-filled harbor waters, a shark fin rises slowly from the murk. Another fin soon follows.

The PCs Sail to the Rescue

Alternately, the PCs may decide to stick with their ship, avoid the water, and save other vessels by sailing directly to the distressed boat. If so, read or paraphrase the following:

> The distressed fishing sloop tilts downward at an increasing slope, its prow bouncing beneath the brine with every new wave. Green-foamed ocean pours through a hole smashed through her side, near the prow, and beside the opening a grey-green monstrosity clings, nails jammed into the wooden hull, its free, webbed hand packed with shards of hull. Panicked arms grasp through the gap, as the doomed crew desperately strive to abandon ship, but every time a head or torso makes it out, the creature smashes its claws down, grinning as blood sprays the water. Nearby, fins cut the waves, drawn to the sting of death.

In this scenario, the **8 sahuagin** and the **2 dire sharks** remain out of sight, beneath the waves, while the **8 sahuagin** disguised as floaters attempt to subtly direct the PCs main vessel into the razor wire as it moves to rescue an imperiled boat. They add their Swim skill to their CMB for this maneuver and oppose it to the highest Profession (sailor) skill on deck.

Once the disguised sahuagin capture the PCs vessel in the razor wire, 6 of them start tearing holes in the side of the trapped ship. It takes them 3 rounds to rip holes large enough to start the ship sinking.

Meanwhile the other 10 sahuagin (8 undisguised and 2 disguised) swarm up the sides to attack the PCs and their crew. The 6 who ripped holes in the ship remain, positioned to foil repair attempts, and both dire sharks circle the PCs' ship, hungry and eager for food.

Sahuagin (16): CR 2; AC 16/11/15; SVS 4/4/4; SPEED 30 ft., swim 60 ft.; MELEE trident +4 (1d8+3), bite -1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2); SA blood frenzy (1/day when wounded, +2 Constitution, +2 Strength, -2 AC); RANGED crossbow +3 (1d10/19-20); CMB +4; CMD 15; 15 hp; See the *Pathfinder Roleplaying Game Bestiary* "Sahuagin" for full details.

Tactics Whenever possible sahuagin attacking on deck attempt grapple, bull rush or other maneuvers to toss crew to the waiting sharks.

Dire Sharks (2): CR 9; AC 23/8/21; SVS 14/13/8; SPEED swim 60 ft.; MELEE bite +17 (4d10+15/19–20 plus grab); SA swallow whole (2d6+15, AC 17, 11 hp); SPACE 20 ft., REACH 20 ft.; CMB +25 (+29 grapple); CMD 37; 112 hp; See the *Pathfinder Roleplaying Game Bestiary* "Shark, Dire" for full statistics.

Development

Attempting Repairs

Should the PCs venture below deck to repair the holes the sahuagin ship-scuttlers smashed in their hull, they meet stern resistance. The 6 sahuagin clinging to the side of the ship and the 2 dire sharks enter through the openings to attack the PCs and crew inside the flooding hold.

Trying to Free Their Ship

If the PCs swim to the razor wire and attempt to disentangle their vessel, 6 sahuagin follow them from the deck into the water. They are joined by the 2 clinging to the sides of the ship. The eight sahuagin then attempt to tangle the PCs in the razor wire, calling for the dire sharks as they do so.

Making for Shore

In the event the PCs choose to abandon ship and make for shore in longboats or rafts, GMs should send a group of **8 sahuagin** against every three longboats or every three groups of at least six swimmers making for land. This should give the PCs enough time to fight off their attackers before the sahuagin destroy more than a quarter of their NPC companions.

Blood Calls the Sharks

Anytime blood hits the water it attracts the **2 dire sharks**, which swim over regardless of what the sahuagin may have told them to do. They attack bleeding, thrashing crew first, but always leave sahuagin alone. If no thrashing, bleeding crew are present, the sharks attempt to empty longboats, as described above, to get themselves some thrashing, bleeding crew.

Wrap-Up

Defeating the ship scuttlers and gaining entrance to Port Shaw earns the PCs 1 VP. Doing so without losing more than three-quarters of their crew earns them 2 VP, instead.

Major Encounter 2: *Orca Zombie* (CR 13)

You spy a large whaling vessel bound to the docks. Its latest catch floats behind it: the bloody carcass of a great and terrible-toothed orca. Several sahuagin swarm the carcass, having just finished carving mystic symbols into its greasy black flesh. They take direction from a huge four-armed fish-beast – yet another sahuagin draped in long strands of kelp and cowries – which stands aboard the vessel's deck, gesticulates wildly and utters the last of a foul and guttural incantation.

Action

The four-armed creature is a sahuagin priest of terrible power, while the **4 sahuagin** flesh carvers scuttling on the back of the orca are his disciples. The priest just finished animating the killer whale carcass, and if not stopped shall unleash the great beast and command it to destroy what remains of the harbor docks and boardwalk.

Slidobolao, male mutant sahuagin Clr10: CR 10; AC 17/12/15; SVS 12/10/16; SPEED 30 ft., swim 60 ft.; MELEE 4 talons +12 (1d4+3); RANGED *+1 heavy crossbow* +12 (1d10+1/19–20); SA blood frenzy (1/day when wounded, +2 Constitution, +2 Strength, -2 AC), channel negative energy 2/day (DC 14, 5d6), cleric spells, destructive aura (+5, 10 rounds/day), destructive smite (+5, 9/day); CMB +12; CMD 24; 107 hp; See **Chapter 5** for full details.

Advanced Orca Fast Zombie CR 8

XP 4,800

Pathfinder Roleplaying Game Bestiary "Dolphin, Orca," "Zombie"

NE Gargantuan undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +0

Defense

AC 16, touch 9, flat-footed 13 (+3 Dex, +7 natural, –4 size)

hp 93 (17d8+17)

Fort +5, **Ref** +8, **Will** +10

Immune undead traits

Offense

Speed swim 80 ft.

Melee bite +18 (3d6 +13), slam +18 (4d6 +19)

Space 20 ft.; **Reach** 15 ft.

Special Attacks quick strikes

Statistics

Str 37, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +29; **CMD** 42

Feats Toughness[B]

Skills Swim +21

Special Abilities

Quick Strikes (Ex): Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Sahuagin Greater Acolytes (4) CR 7

XP 3,200

Male or female sahuagin cleric of Kunulo 8 (*Pathfinder Roleplaying Game Bestiary* "Sahuagin")

CE Medium monstrous humanoid (aquatic)

Init +5; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +10

Defense

AC 19, touch 11, flat–footed 18 (+3 armor, +1 Dex, +5 natural)

hp 82 (10 HD; 2d10 plus 8d8+28)

Fort +8, **Ref** +8, **Will** +11

Weaknesses light blindness

Editor's Note: Recycling Redux

Earlier in ***Razor Coast***, we offered some tips on how to alter a stat block to make an NPC feel fresh and new with minimal effort —changing weapons, swapping simple feats, etc. These sahuagin acolytes are a great opportunity to act on that suggestion. For practical purposes, we only included one stat block, even though there are four acolytes. In practice, all four probably don't have the exact same spells selected, which is a quick and easy way to make each one feel different. If you're interested in recycling this single stat block to create four different acolytes, swapping out a few spells for each—and maybe tossing in a quick weapon change—helps make them all feel unique. Best of all it shouldn't take more than five to ten minutes of your prep time!

Here's another recycling opportunity: if the PCs slew Slidobolao earlier in the adventure, substitute the Great Priest Sarseliss, a replacement sahuagin emissary, and use Slidobolao's statistics, lightly altered as described above.

Sarseliss holds a particular hatred for whichever PC slew Slidobolao, attacking them in particular while calling them "Flatulent murders!" or "Uncivilized barbarian removers of fins!" and "Ill-mannered murderous wretches, most pompous!" Sarselliss' Common is not his most fluent.

Offense

Spd 30 ft., swim 60 ft.

Melee 2 claws +8 (1d4), bite +8 (1d4)

Special Attacks blood frenzy, channel negative energy 4/day (DC 15, 4d6), scythe of evil (4 rounds, 1/day)

Domain Spell–Like Abilities (CL 8th; concentration +10)

5/day—*bleeding touch* (4 rounds), *touch of evil* (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +10)

4th—*poison* (DC 18), *summon monster IV*, *unholy blight*[D] (DC 16)

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *dispel magic*, *magic circle against good*[D]

2nd—*cure moderate wounds*, *darkness*, *death knell*[D] (DC 16), *hold person* (DC 14), *sound burst* (DC 14)

1st—*cause fear*[D] (DC 15), *command* (DC 13), *divine favor*, *doom* (DC 15), *obscuring mist*, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

[D] domain spell; **Domains** Death, Evil

STATISTICS

Abilities Str 11, Dex 13, Con 15, Int 10, Wis 15, Cha 12

Base Atk +8; **CMB** +8; **CMD** 19

Feats Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Spell Focus (necromancy), Spell Penetration

Skills Knowledge (religion) +11, Perception +10, Spellcraft +11, Survival +8, Swim +8

Languages Aquan, Common; speak with sharks

SQ aura, death's embrace

Combat Gear *wand of bless, wand of cure light wounds*; **Other Gear** *bracers of armor +3*

SPECIAL ABILITIES

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

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

Wrap-Up

If the PCs kill the sahuagin high priest, the undead orca swims out to sea, as the priest had yet not given it general instructions to demolish the port.

Eliminating the Orca threat earns the PCs 2 VP. Eliminating the Orca threat and killing the sahuagin high priest earns the PCs 3 victory points.

MAJOR ENCOUNTER 3: WAVE RIDERS' LAST STAND (CR 12)

Place this encounter anywhere within Port Shaw, either as an encounter into which the PCs blunder or when they specifically seek out the Wave Riders for assistance. The encounter revolves around a showdown between the

last of the Wave Riders and Harthagoa's most gruesome followers, deep-sea trolls known as **angler scrags**.

Setup

The scrags have them wounded near death and pinned within a tangled section of narrow alleys. Hedged in on all sides, the fighting proceeds three dimensionally, as combatants use the streets, but also walls, balconies, window ledges and roofs as well.

Balconies stand 10 feet off the ground. Rooftops are 20 feet to 30 feet above the ground. Wherever an alley is less than 5 feet wide, a DC 25 Climb check allows a character to use both sides of the alley to climb at half their normal movement rate.

In this environment, when attacks miss their intended targets, they deal damage to the city around them. Eventually such misses cause enough destruction to collapse nearby buildings. Poor fisher folk, Tulita and similarly downtrodden people inhabit these structures, and this combat places their lives at risk. The PCs must work quickly to defeat the scrags before they destroy both the Wave Riders and the four dozen residents living to either side of the tangled alleys.

Read or paraphrase the following as the PCs near the site:

> The streets narrow into tight tangles of dirty alleys. Ahead the bone-chilling sounds of raw combat echo above the screaming voices of helpless citizens.

Action

When PCs attempt to reach the commotion, either by stealth or by charging straight in, read or paraphrase the following:

> In a small, cramped tangle of alleyways, a horde of aberrant creatures from the ocean depths corners the last of the Wave Riders. With no avenue of escape, the aging heroes muster their remaining strength for a final stand. A hideous, gilled troll from the ocean floor leads the charge against them. Monstrous in size, it wields a brutally sharpened rusty anchor on the end of a 20-foot chain. Behind it lope more of its grotesque kin, their dark rubbery flesh trailing black muck from fathoms unknown. The sea beasts gnash and claw through the battle, snatch bystanders in their claws, gnaw them on the run, and toss aside the screaming, warbling remains.
>
> Behind this horrid entourage trails a hunched, scarred creature, missing an eye. Its fellows relegated it to gathering fallen bodies; punching great hooks through their chins and dragging them along behind like a dozen gutted fish.

Editor's Note: The Cinematic Style at Work

Three-way battles are boring. Let all rolled combat be between the PCs and the angler scrags. Instead of rolling for the Wave Riders, narrate them cinematically. Picture the fallen heroes rising to extreme heights of bravery, briefly reclaiming their former glory, and then getting murder-f#$%ed as they sacrifice themselves for both the PCs and the bystanders.

It is important that the Wave Riders not achieve glory for slaying the scrags, but rather attain glory for self-sacrifices, such as jumping in front of a scrag's whirling chain and taking the full blow of the anchor to save a chimney sweep or waitress.

Narrate how the Wave Riders fight brilliantly against insurmountable odds, but by battle's end their wounds are beyond repair, as they cough out their last in a PC's arms, thanking them for the opportunity to rise again. Or perhaps the Wave Riders die in the rubble of a collapsing building, preferably saving its occupants. After the battle, a PC might command construction workers to leave that building unrepaired, its rubble a monument to passing greatness. The more your PCs care about an NPC, the more dramatic the demise you should craft. Never spare an NPC whom your PCs enjoy. Target them…with relish.

Angler Scrags (4) — CR 8

XP 4,800

Male scrag barbarian 2/fighter 2 (*Pathfinder Roleplaying Game Bestiary* "Troll")

CE Large humanoid (aquatic, giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

AC 16, touch 11, flat–footed 12 (+3 Dex, +1 dodge, +5 natural, –2 rage, –1 size)

hp 170 (10 HD; 6d8 plus 2d12 plus 2d10+112); regeneration 5 (acid or fire [while in water only])

Fort +22, **Ref** +7, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1, uncanny dodge

OFFENSE

Spd 30 ft., swim 40 ft.

Melee *+1 keen spiked chain* +19/+14 (2d6+16/19–20), bite +17 (1d8+15)

Ranged mwk javelin +11 (1d8+10)

Space 10 ft., **Reach** 10 ft. (20 ft. with spiked chain)

Special Attacks rage (15 rounds/day), rage powers (knockback), rend (2 claws, 1d6+7)

STATISTICS

Abilities Str 30, Dex 17, Con 32, Int 8, Wis 8, Cha 4

Base Atk +8; **CMB** +19; **CMD** 31

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (spiked chain)

Skills Climb +14, Intimidate +8, Perception +7, Swim +18

Languages Giant

SQ amphibious, fast movement

Gear *+1 large keen spiked chain*

Tactics Enraged at any interruption to their feeding, the Angler Scrags fight to the death. When not raging, the barbarian's **Base Statistics** are AC 18, touch 13, flat-footed 14; hp 154; Will +5; +1 keen spiked chain +17/+12 (2d6+16/19–20), bite +15 (1d8+15); Str 26, Con 28; CMB 17, CMD 31; Climb +12, Swim +16

Development

If during combat a scrag misses a Wave Rider, PC, or similar target and that attack beats an AC 12, it slams into one of the many shanty shacks and small buildings crowded into the back alleys. In this case, roll damage as normal and apply it to the structures in the area. While the shacks are composed of different materials (driftwood, lumber, brick, etc.) and in various states of decay, for simplicity treat everything as having hardness 5 and 15 hit points per 10-foot by 10-foot section.

Once a section of wall suffers 15 points of damage, it has been breached. Each time a breach occurs there is a 20% chance that something strikes a civilian on the other side of the wall, instantly killing them. When three breaches occur in a single building, a wall collapses, killing 1d3+3 bystanders. After six breaches, an entire building collapses and kills an additional 3d6 bystanders. Breaches count as difficult terrain for the purpose of navigating them after something makes one.

Wrap-Up

PCs who defeat the scrags with 10 or fewer dead bystanders earn 3 Victory Points.

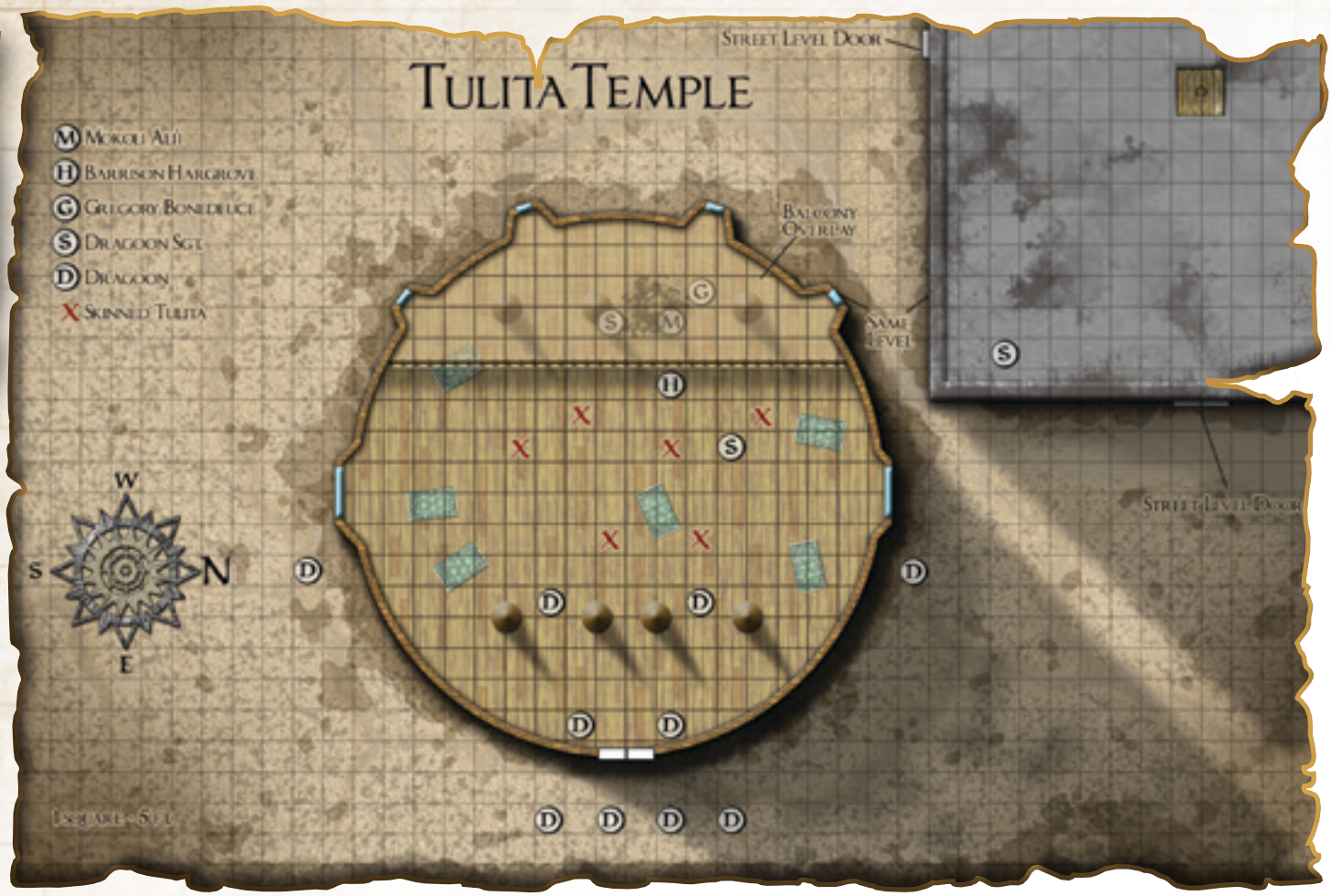
If more than 10 people die before the PCs defeat the scrags, then they only earn 2 Victory Points.

If more than 20 people die, then the PCs earn 1 Victory Point. If more than 30 people die, the PCs earn no Victory Points.

Major Encounter 4: The Slaying of Mokoli Ali'i (CR 13)

Harthagoa understands the significance of the Tulita, including their importance to the future of the Razor Coast, so he sends one of his primary agents to track down and slay their most prominent leaders. This encounter assumes Harthagoa sends **Barrison Hargrove**, backed by a rescued Gregory Bonedeuce, now a hideous **dread lacedon**.

If Hargrove is dead, choose a suitable replacement. Unless the PCs themselves disposed of Gregory's body, his newfound ghoulish charm makes Bonedeuce a likely alternative. If the PCs personally destroyed Gregory's corpse, consider substituting a similarly ghoulish version of Hargrove to lead the troops. Or use another ambitious Dragoon pledged to Harthagoa. GMs who replace Hargrove as the primary antagonist should alter the read aloud text to reflect the change.



Background

At the beginning of Harthagoa's assault, Hargrove tracked down Mokoli Ali'i (or whoever leads the Tulita faction) and offered him a one-time invitation to join the Ring of the Kraken. Of course Hargrove expects rejection and once refused, plans to sacrifice the Tulita leader to Harthagoa.

Setup

Placing Mokoli Ali'i's Headquarters

Mokoli Ali'i headquarters in a Tulita temple on the edge of Jade District; however, if the GM decided differently following the **Night of the Shark**, substitute that location.

The temple is a modest structure, almost unidentifiable among the other buildings on the outer edge of Jade. It is big enough for up to two dozen congregants to lay their grass prayer mats upon the plank floor, place meager offerings, and burn votives before the wooden statues of Dolphin, Tortoise and Whale.

Learning About the Abduction

The PCs learn of Mokoli Ali'i's capture from a dying Tulita warrior who narrowly escaped Hargrove's (or his replacement's) Dragoons, then rushed through the siege searching for help. To initiate this encounter, read or paraphrase the following:

> A boy-faced Tulita warrior pushes through the crowds. Stumbling and landing at your feet, he spits blood.
>
> "Hargrove betrayed us all," he sputters. "He called the Krakenfiend upon us. He tries to make Mokoli Ali'i bow before Harthagoa, but the Ali'i is a great man. He will not yield. Even now, Barrison takes him prisoner. He sought us out and demands the Ali'i and that the Tulita people submit or die. I alone fled for help. Hargrove must be stopped."

At Mokoli Ali'i's Headquarters

When the PCs arrive at the temple, a small force of Dragoons surrounds the building. From inside drift the sounds of argument.

Should the PCs find a way to peer within undetected, read or paraphrase the following:

> Hargrove holds Mokoli prisoner, bound to a chunk of old ship's mast they drove into the floor. Nearby Dragoons surround a half dozen Tulita commoners strung from the rafters. They have already flayed one Tulita. He hangs with bloody skin stripped from his torso. The wounded Tulita moans piteously. What was once Gregory Bonedeuce stands beside Mokoli, newly risen as a hideous undead vestige of the sea and barely recognizable as himself. The blood running down Bonedeuce's chin indicates that he took several bites out of the captured chieftain. The elder's skin is pale. He lies inches from dying – and perhaps turning into a ghoul himself.
>
> Hargrove paces between the swinging prisoners and Mokoli. He accuses the chieftain of forcing him to use drastic measures.
>
> "You are either with us or against us. Harthagoa's reign is here. These," he says gesturing to the bound Tulita," represent all your people. Today, this instant, you decide whether the Tulita people live or die."
>
> Hargrove grabs Mokoli's hair, yanks his head up, and forces him to look at the hostages.
>
> "I care not what you choose really. I will happily skin your people alive and feed their corpses to the angry sea. Still, Harthagoa requested I offer you a choice. So choose. Do you submit to the will of Harthagoa?"

When Mokoli refuses – likely by spitting in Barrison's face – Hargrove calmly wipes himself off then in a voice dry as a withered corpse intones, "Very well… skin them."

Action

If no one interrupts then within 2 rounds Hargrove's most barbarous Dragoons finish skinning one of the hostages. At the start of the third round, these brutal Dragoons start in on the second hostage, over the frightened yowls of the remaining victims.

After the second skinning victim dies, Hargrove promises his Dragoons shall continue until Mokoli submits – or they run out of victims and skin Mokoli himself. If at any time the PCs interrupt the event, Hargrove leaves his playthings swinging behind him and focuses his persuasive powers on the PCs.

Confronted, he attempts to reason with the adventurers first, telling them to hold and listen. He offers them the same opportunity to swear allegiance he extended to Mokoli. "Even better," Hargrove claims, "Harthagoa will grant you great power and positions of authority within the new world order." Hargrove offers to make the PCs generals and to provide them wealth, armies, and subject kingdoms. "For only under his wing shall we finally be safe from," his hand swings toward the dangling, mewling victims and his lip wrinkles in disgust, "these." When the PCs decline, Hargrove and his men attack.

Dragoons (6 outside, 4 inside), male or female human Ftr3: CR 2; AC 15/12/13; SVS 4/2/3; MELEE rapier +5 (1d8+1/ 18-20); RANGED long–barreled musket +4 (2d6/ x3); CMB +4; CMD 16; 28 hp; see the **Appendix** for complete statistics.

Dragoon Sergeants (1 outside, 2 inside), male or female human Ftr6: CR 5; AC 17/11/16; SVS 10/3/3; MELEE mwk longsword +12/+7 (1d8+4/19-20); CMB +9 (+13 grapple); CMD 20; 64 hp; see the **Appendix** for complete statistics.

Barrison Hargrove, male human Rog14: CR13; AC 18/14/18; SVS 6/13/9; MELEE *+3 shocking burst brilliant energy dagger* +18/+13 (1d4+3 plus 1d6 electricity/17–20, additional 1d10 electricity on a critical); RANGED mwk gentleman's pistol +15 (1d10/19–20); SA sneak attack +7d6; CMB +10; CMD 24; 77 hp; See **Chapter 1** for complete statistics.

THE NEW GREGORY BONEDEUCE, DREAD LACEDON CR 8

XP 4,800

Male dread lacedon (*Pathfinder Roleplaying Game Bestiary* "Ghoul"; *Advanced Bestiary* 78)

CE Medium undead (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 23, touch 13, flat–footed 23 (+0 Dex, +3 deflection, +10 natural)

hp 90 (12d8+36); **DR** 5/good

Fort +10, **Ref** +7, **Will** +12

Defensive Abilities channel resistance +2, Harthagoa's blessing; **Immune** undead traits

OFFENSE

Spd 30 ft., swim 60 ft.

Melee bite +16 (1d8+7 plus disease and paralysis), 2 claws +16 (1d6+7 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 21), sneak attack +3d6

STATISTICS

Abilities Str 25, Dex 11, Con —, Int 13, Wis 13, Cha 17

Base Atk +9; **CMB** +16; **CMD** 29

Feats Blind–Fight, Combat Expertise, Greater Trip, Improved Trip, Power Attack, Stealthy

Skills Acrobatics +10, Climb +20, Escape Artist +2, Intimidate +16, Perception +14, Sense Motive +14, Stealth +17, Swim +15

Languages Common

ECOLOGY

Environment aquatic

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 19; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 3 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Harthagoa's Blessing (Su): Harthagoa affords many protections upon dread lacedons created in his name. It receives its Charisma bonus as an insight bonus to initiative, a deflection bonus to AC, and as a resistance bonus to saves.

Paralysis (Ex): Those hit by a dread lacedons bite or claw attack must succeed on a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based and includes a +2 racial bonus.

Development

What if the PCs side with Barrison Hargrove? If the party accepts Barrison's offer, Hargrove requests they prove their acceptance by convincing Mokoli to submit to the Krakenfiend. At a gesture from Hargrove, Dragoons hand over the skinning knives and Barrison orders the PCs to complete the sacrifices.

If the PCs agree and perform their gruesome task, Harthagoa grants them an audience after the siege. While amused by their gesture, the Krakenfiend scoffs at them for fools and sentences them to a grisly death by drowning. His troops whip the PCs bloody, bind them to nets filled with hundreds of pounds of rock, and toss them into the ocean depths. Of course, the PCs are free to dispute their sentence and attack the Krakenfiend and his court.

If the PCs defeat or drive off Hargrove but fail to save Mokoli, they earn 2 Victory Points. If they defeat Hargrove and save Mokoli, they earn 3 Victory Points.

Final Showdown

The Krakenfiend Rises (CR Varies)

Once the PCs gain 20 Victory Points, the tide of the battle turns in their favor. The defenders of Port Shaw cry victory, and their exuberance rings through the streets. Their celebration is short lived. The harbor waters darken, churn and broil. Then a monstrous being bursts to the surface. Thick tentacles grab and smash all in their wake as the Krakenfiend heads straight for the Lodge, the political seat of Port Shaw, rallying his forces as he progresses. Should he reach the Lodge, Harthagoa will use it like a fort, making himself nearly invulnerable.

The details below assume the PCs are in Tide District, allowing them to witness the fiend's emergence. It also assumes it takes Harthagoa 12 rounds to reach the Lodge.

Setup

The battle with **Harthagoa** starts almost anywhere the GM likes. The GM may also place the Lodge anywhere that makes sense. GMs who established the location of the Lodge early in the campaign may justify moving it by claiming it was destroyed during the **Night of the Shark** then rebuilt while the PCs were at sea.

Action

When Harthagoa arrives, read or paraphrase the following:

> Without warning the harbor waters roil, slowly at first, then churning madly. Bloody waves lash the shore and violently slam nearby ships into the docks. Shattered deck planking and dock timbers fly. As if triggered by the shattering wood, the sky darkens

The Battle for Port Shaw

and black clouds spit torrents of rain. Then, from the bubbling waters a gargantuan leviathan erupts in a hideous, lashing mass of massive rubbery tendrils.

Within seconds this towering thing tears the remaining ships to splinters and sunders the stone jetty in a shower of rock. Then it rises above the harbor, its flesh dripping black slime from the ocean depths, and unleashes a horrific bone-numbing howl. For an instant, every creature pauses. Then the dark followers of Harthagoa fall back to their butchery with a renewed and terrible intensity, chanting "Kraken! Kra-ken!" with every new swipe of blade and tear of tooth.

Harthagoa: CR 15; AC 28/8/26; hp 325; SVS 22/9/19; SPEED fly 20 ft. (average), swim 20 ft., jet 280 ft.; MELEE 2 tentacles +28 (2d8+7/19–20 plus grab), 6 arms +30 (1d6+14 plus grab), bite +30 (4d6+21), 2 claws +30 (2d6+21); SA constrict 2d8+14 or 1d6+7, smite good 5/day ; SPACE 20 ft., REACH 20 ft., 60 ft. with arm, 40 ft. with tentacle; CMB +38; CMD 50; 347 hp; DR 10/magic; SR 26; SLA Spell–Like Abilities (CL 21 unless otherwise noted): 3/day—*darkness*, *poison* (DC 20), *quickened poison* (DC 20), *unholy aura* (DC 24); 1/day—*blasphemy* (DC 23), *contagion* (DC 19), *control weather* (CL 9), *control winds* (CL 9), *desecrate, destruction* (DC 23), *dominate animal* (CL 9, DC 19), *horrid wilting* (DC 24), *resist energy* (CL 9), *summon monster IX* (evil outsider only), *unhallow, unholy blight* (DC 20); see **Chapter 1** for complete statistics.

Tactics Prior to his appearance, the Krakenfiend unleashes several of his spell-like powers. He starts with *darkness* and *unholy blight*, darkening the harbor waters around him. Next, he uses *control weather* to launch devastating and dramatic weather effects. Once the weather rages above him, he slowly rises from the ocean, terrifying and violent.

Harthagoa leaves the water in a destructive rage, smashing docks and ships to splinters. His tentacles strike at random. As he moves, the Krakenfiend plucks defenders from the shore and devours them whole, grabs smaller craft and hurls them into the city. As mentioned, he heads straight for the Lodge, crushing or devouring anyone brave or foolish enough to oppose his behemoth-cephalopod potency.

Every round he rampages through Port Shaw, the Krakenfiend kills or maims its citizens. He flies low, at his full speed, smashing through buildings or other obstructions as a bird might wing through clouds. He stops only when the PCs attack him. As Harthagoa moves, he *summons* demons to his aid and casts other spells.

See **Development** below for additional tactics.

Development

If the PCs fully commit to attacking Harthagoa in the first three rounds, the Krakenfiend never *summons* demonic allies and, instead, fights the PCs unaided.

If Harthagoa successfully reaches the Lodge, he gains the equivalent of 100 hp of *stoneskin*, an abstraction representing his newly acquired and highly defensible position. The PCs best hope for defeating the Krakenfiend is to prevent him from rallying his troops and reaching the Lodge.

Harthagoa lost battles in the past and survived. He prefers fighting another day to allowing mortals to slay him. With both a supernaturally long lifespan and patience, he possesses the time and intelligence to rid himself of mortal pests another time. If the PCs reduce him to 60 hp or less, the Krakenfiend abandons his minions and returns to the dark ocean depths to brood on new plans for enslaving the Razor Coast.

Wrap-Up

The Krakenfiend Defeated!

If PCs defeat the Kraken, Port Shaw heralds them as the saviors of the entire Razor Coast. With Hargrove vanquished and the old, corrupt system torn apart, the position of Lodge Elder opens. The PCs can appoint their allies to take this position (folks such as Perrin, Bethany, or one of the Wave Riders make good choices), or they may take the positions themselves. Whoever becomes a Lodge Elder honors the PCs by building them a replica of the *Pride*, offers them positions as Dragoon Lords of the Razor Coast, with a mandate to combat piracy in all its aspects, and grants them a commission to detain and inspect all vessels along the Coast.

If the PCs slew the Kraken, the threat he posed to Port Shaw fades into the annals of history; however, if Harthagoa escaped, celebration proves premature. The port must quickly pull itself together, organize stronger and more elaborate defenses, and encourage its citizens to remain – despite the certain knowledge that such a creature lurks beneath the neighboring seas.

In either event Port Shaw suffered greatly and craves rebuilding, particularly Tide District, shredded into splinters and ash. Bodies need dredging from the harbor, corpses must be disposed of before plague arises, and someone must tend to those still suffering the Kiss of Dajobas.

Failure — Port Shaw Falls to the Kraken!

If the PCs fail, the Lodge becomes the Kraken's throne and Port Shaw the capital of his new empire. Harthagoa's ambitions are extreme. He immediately sets out to subjugate the entire Razor Coast. The Krakenfiend demands absolute authority. He rounds up land dwellers who refuse to submit and turns them into food or slaves. Many who do submit he slays ritually and transforms into lacedons or worse. When Harthagoa's actions wreck Port Shaw's precarious economy, a bewildered Hargrove complains to his master. Harthagoa laughs and exiles Hargrove to the Blacksink swamp, amused by the thought of the great Barrison Hargrove sloshing around the muck, hunted by Karikanti.

Should the PCs survive Harthagoa's victory, the Krakenfiend learns of their continued existence and places a steep bounty on their heads. He wants them alive for torture. His agents scour the Razor Coast, hunting the PCs like dogs and mercilessly torturing any who offer them aid or shelter.

Editor's Note: Fight Your Krakenfiend

In the Age of Sail they spoke of captains 'fighting' their ships; that is to say, sailing them into battle and working their sails and guns to the enemy's defeat. How then should a GM fight his Krakenfiend? This round-by-round guide details a 'for-instance' illustrating how GMs might direct the action. Provided as an example only, by no means must the battle unfold this way:

Round 1: Harthagoa casts *control winds* and spins a hurricane around himself, an eye of calm at its center. Protected by the hurricane he moves through Port Shaw wreaking destruction as he goes.

Round 4: Harthagoa summons **1d4+1 vrocks** with *summon monster IX*. The vrocks remain at the eye of the storm with Harthagoa and act as bodyguards. They attack any who penetrate the storm and reach the calm within it.

Vrock: CR 9; AC 22/11/20; SVS 13/10/6; SPEED 30 ft., fly 50 ft. (average); MELEE 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5); SPACE 10 ft., REACH 10 ft.; SA dance of ruin, spores, stunning screech; CMB +12; CMD 23; DEFENSIVE ABILITY protective slime (1d8 acid, Reflex DC 18); SLA (CL 12th) At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18); 1/day—*heroism, mirror image, summon* (1 vrock, 35%); 112 hp; DR 10/good; SR 20; See the *Pathfinder Roleplaying Game Bestiary* "Demon, Vrock" for full details.

Round 5: Harthagoa casts *unholy aura* on himself and his vrock bodyguard.

Round 7: If she survives, Harthagoa's consort, Trayani, joins him. If she befriended the PCs she appears and warns them not to let Harthagoa reach the Lodge, before fleeing for her life.

Round 10: Harthagoa casts *resist energy* on himself.

Round 12: Harthagoa reaches the Lodge.

Round 13: Harthagoa settles into his defensive position and receives the benefit of a 100 hp *stoneskin*. He casts *desecrate*, then targets the PCs most powerful spellcaster with *destruction*. From this point forward Harthagoa wields his weather and wind control to defend himself and attack the PCs. He sends his vrocks after any PC not in range of his tentacles. He also rips up and throws chunks of nearby buildings at the adventurers.

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Appendix 1
Everything New Except Monsters

We collected the new creations of Razor Coast here in one place, for easy reference. Included are items from the Heart of the Razor adventures, so GMs who do not own those volumes from Frog God Games may still add them to their campaigns. This section does not repeat new items from **Appendix 7 –** The Book of Indulgences.

New Disease

Grindblight

Type disease, injury or inhaled; **Save** Fortitude DC 19

Onset 1 day; **Frequency** 2/day (every 12 hours)

Effect 1d4 points of Constitution damage and 1d2 points of Charisma damage. The target also has trouble speaking (see below) — after 2 consecutive failed saves the target is nauseated until at least 1 save is made; **Cure** 3 consecutive saves

DESCRIPTION

Grindblight is a supernatural ailment spread by undead spirits and fiends of disease. It causes fevers and powerful pain in the stomach. Grindblight compels the victim to constantly grind their teeth, making it difficult to speak (all communication takes twice as long, and spells with a verbal component are 50% likely to fail). If a target's Constitution falls below 4, speech is impossible and the victim utters a single word over and over. The word is something of importance to the undead that first spread the grindblight, often providing a clue sharp adventurers may use to find the spirit originating the disease.

New Drugs

Dragonsmoke

Type inhaled; **Addiction** moderate, **Fortitude** DC 20 (or voluntary to feel the effects); **Price** 25 gp

Effects 1 hour; +1d8 temporary Wisdom, +2 alchemical bonus on Fortitude saves verses fatigue. The smoke deals 1d4 points of Intelligence damage and causes delusions.

DESCRIPTION

The effects of dragonsmoke alter the user's thoughts and perception of reality, causing disorientation and hallucinations accompanied by intense euphoria and a pervasive sense of well-being. While affected, the character suffers as if from *lesser confusion*, although the effect is Extraordinary and not magical. Will save negates the secondary effect for that round. With extended use, dragonsmoke blackens addicts teeth and eventually rots them out.

Maht, also called "Granpappy Blackskull"

A thick black root, named for the island of its origin, maht may be dried then chewed like jerky or smoked. Burning maht smells like anise.

Unlike most addictions, an addiction to maht is both a disease and a curse. The addiction itself can be cured as normal, either through spells such as *remove disease* or simply making the appropriate Fortitude saves.

However, if the curse aspect is not removed then 72 hours after the addiction is cured – or 72 hours after an addict last consumed maht – the afflicted character's addiction to the drug resurges, accompanied by deep, soul-rending cravings.

While craving the drug, the addict suffers a –2 penalty to all six ability scores until he gets a new fix of maht. The penalties accumulate daily (–4 on the second day, –6 on the third day, etc.) and cannot be cured by any means other than breaking the addiction completely or consuming more maht.

Maht

Type inhaled or ingested; **Addiction** severe; Fortitude DC 27

Price n/a

Effect 10 hours; user gains maht-crazed template

Effect after 10 hours the user becomes exhausted for 1d4 hours.

Damage 1d3 Con and 1d4 Int damage

New Magic Items

Bowsprit of the Fallow Seas

Aura strong abjuration; **CL** 20th

Slot none; **Price** 90,000 gp; **Weight** 750 pounds

DESCRIPTION

This exquisitely carved bowsprit requires 2 days for a shipyard to properly attach to a ship. Once attached, the ship and all its occupants are more difficult to locate with divination spells such as *scrying* and *locate object*. Any caster attempting to use such a spell on the ship (or any of its occupants) must succeed at a caster level check (1d20 + caster level) against a DC of 25 (as if the creator of the item had cast *nondetection* on himself).

Simple Template: Maht-Crazed (CR +1)

Creatures with the maht-crazed template turn feral. In this state they gain a surge of strength while their minds devolve into a state of violent, reckless frenzy.

Quick Rules: +3 on all attack and damage rolls; User gains the Feral and Smell Blood special abilities listed below.

Rebuild Rules: Ability Scores +6 to the Strength ability score and –6 Intelligence ability scores (to a minimum score of 2); User gains the Feral and Smell Blood special abilities listed below.

Feral (Ex): A maht user reverts to a feral state in which she can barely communicate beyond using grunts and gestures. In this state, the individual forgoes using spells and ranged weapons. Furthermore for the duration of the effect, the individual's unarmed attacks deal lethal damage and she gains a bite attack based on her size.

Smell Blood (Ex): A maht user can smell freshly spilled blood within a 60-ft radius as if she had the scent special ability.

CONSTRUCTION

Requirements Craft Wondrous Item, *nondetection*; **Cost** 45,000 gp

Bowsprit of Nondetection

Aura strong abjuration; **CL** 20th

Slot none; **Price** 150,000 gp; **Weight** 500 pounds

DESCRIPTION

This exquisitely carved bowsprit requires 4 days for a shipyard to properly attach to a ship. Once attached, the ship and all its occupants are more difficult to locate with divination spells such as *scrying* and *locate object*. Any caster attempting to use such a spell on the ship (or any of its occupants) must make a caster level check (1d20 + caster level) against a DC of 35 (as if the creator of the item had cast *nondetection* on himself).

This item is favored by pirates and smugglers who prefer to remain untraceable to law enforcement or adventuring parties who might otherwise seek to track them down.

CONSTRUCTION

Requirements Craft Wondrous Item, *nondetection*; **Cost** 75,000.

Captain Bloodscupper's Locker

Aura strong conjuration; **CL** 17th

Slot none; **Price** 82,000 gp

DESCRIPTION

This graying wooden chest is worn and crusted with barnacles, its rusted hasp held fast only by a wooden pin. Anyone opening the chest finds only sand, dried seaweed and old bones. Yet those brave enough to chant the command rhyme inscribed inside the lid call forth the wrathful incarnation of Captain Bloodscupper himself, a wicked and bloodthirsty bone devil dressed in full pirate regalia and wielding a large cutlass.

Old Bloodscupper
He died in he locker
And was tossed to the bottom of the sea
But the Kraken won't keep 'im
And the devil don't need 'im
So he there waitin' for me

Captain Bloodscupper manifests from the chest and attacks targets designated by the rhyme singer. The called bone devil remains for 17 rounds before disappearing. The chest has five charges, after which it ceases to function and all the bones within turn to sand.

CONSTRUCTION

Requirements Craft Wondrous Item, *gate*; **Cost** 41,000 gp

Fate's Cruel Twist

Aura Strong evocation; **CL** 17th

Slot none; **Price** 50,320 gp; **Weight** 2 lb.

DESCRIPTION

This *+2 wounding rapier* also grants its possessor the supernatural ability to reroll any one die roll per day. In addition, once per day, the wielder of the blade may also force one opponent within sight to reroll any one die roll. In both cases, the choice to reroll must be made before the result of the first roll is announced and the second roll must be accepted even if it is less favorable than the first. Finally, this potent magical item also grants its wielder an inherent +2 luck bonus on all saving throws.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bestow curse, divine favor, mage's sword*; **Cost** 25,320 gp.

Manik Gutbeard's Cutlass of the Crazed Seas

Aura moderate transmutation; **CL** 13th

Slot none; **Price** 53,515 gp; **Weight** 3 lbs.

DESCRIPTION

The blade of this *+2 vicious cutlass* is decorated with exquisite etchings of waves and the hilt inlaid with mother-of-pearl and gold. It is a fine weapon under normal circumstances, but it really shines when aiding seafarers. Eponymously named for an insane pirate infamous for his boarding actions, *Manik Gutbeard's Cutlass of the Crazed Seas* grants several bonuses to its owner, but only grants them when carried or wielded while at sea.

First, the owner gains a climb speed of 15 feet, but only when navigating the masts and rigging of a ship. He can fight aboard any ship at sea without having to attempt Acrobatics checks to balance for any reason, including rough seas or while standing on a small surface such as a sail boom. In addition, the owner gains a +20 bonus to Acrobatics checks made to jump from one vessel to another.

Secondly, for one hour per day, the wielder can breathe normally in salt water. This time need not be used consecutively.

Finally, as a standard action, the wielder can utter a command word and cause a special manacle to drop from the sword's hilt. This manacle magically latches onto any cannonball the cutlass' wielder touches it to. When this cannonball is subsequently fired, the cannonball instantly reduces to a streak of ash in the barrel. So long as the wielder of *Manik Gutbeard's Cutlass of the Crazed Seas* is holding the cutlass and standing within 5 feet of the cannon when this happens, the wielder flies along the path the destroyed cannonball would have travelled. The cutlass's owner takes no damage from being shot in this fashion, nor from landing. During this special flight, he is considered to have a fly speed of 400 ft., though he can only travel along the trajectory the cannonball would have travelled.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *cat's grace, jump, overland flight, spider climb, water breathing*; **Cost** 26,915 gp

Navigator's Cap

Aura moderate transmutation; **CL** 8th

Slot head; **Price** 12,400 gp; **Weight** ½ lb.

DESCRIPTION

This stylish captain's hat grants the wearer enhanced acumen in all nautical arenas, adding +4 competence bonus on all Profession (sailor) and Survival checks at sea. It also allows the wearer to act as if they had the Helmsman feat (See **Appendix**) if they do not already.

CONSTRUCTION

Requirements Craft Wondrous Item, Helmsman, crafter must have 4 ranks in Profession (sailor); **Cost** 6,200 gp

Ring of Acquisition

Aura faint transmutation; **CL** 3rd

Slot finger; **Price** 7,000 gp

DESCRIPTION

This simple gold band is featureless, save for the initials of the current wearer, which always appear inscribed upon it. Whenever the bearer of this ring picks up an item, any personal markings (monograms, engravings, even an *arcane mark*) vanish from it and are immediately replaced with the wearer's initials.

CONSTRUCTION

Requirements Forge Ring, *erase*; **Cost** 3,500 gp.

Sharkward Talisman

Aura moderate transmutation; **CL** 12th

Slot neck; **Price** 14,000 gp; **Weight** 1/4 lb.

DESCRIPTION

This talisman appears to be nothing more than a necklace of sharks' teeth. It gives off no magical aura if *detect magic* is cast upon it unless it is within 60 ft. of a living shark. When a shark draws near, the talisman's potent magic activates granting the wearer a +4 deflection bonus to armor class and granting blindsense out to 60ft.

CONSTRUCTION

Requirements Craft Wondrous Item, *polymorph, shield of faith*; **Cost** 7,000 gp

Tarp of Obscurement

Aura faint illusion; **CL** 5th

Slot none; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

Commonly, wealthy smugglers use these magical sheets of hemp to conceal contraband within their holds. When the tarp is spread over a 10 foot by 10 foot area, it masks objects within that area, blending them into the surrounding terrain, and imposing a –10 penalty on any Perception checks to notice them. If draped around a creature the tarp grants a +10 competence bonus on Stealth checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*; **Cost** 4,000 gp.

Minor Artifact: Teeth of Dajobas

Aura strong conjuration, necromancy and transmutation; **CL** 20th

Slot none; **Weight** 1 lb. each

DESCRIPTION

These *+2 keen wounding punch daggers* are fashioned from the teeth of a dire great white shark. The weapons have a way of finding their way into the possession of the being chosen by Dajobas to serve as his Chosen Champion—even if the possessor is unaware of the selection. Non–evil creatures may wield these weapons, but when they do so they hear horrible whisperings in their mind, driving them to commit great atrocities in the name of Dajobas.

The possessor of one of these teeth can *bestow curse* (DC possessor's Wisdom bonus +12, or 16 for Jalamar) on a struck opponent as a free action once per day. If both teeth are possessed this ability can be used twice per day. When brought together by a lycanthrope the *Teeth of Dajobas* can create a *blade barrier* (the blades are actually whirling shark's teeth) once per day. The Save DC for the *blade barrier* effect is equal to the possessor's Wisdom bonus +16 (20 in Jalamar's case). Both of these abilities are at caster level 12.

If the possessor has 12 class levels (not counting racial Hit Dice, including the bonus animal Hit Dice from the fel lycanthrope template), the weapons improve to *+3 keen wounding punch daggers*. If the possessor has 15 class levels, they further improve to *+4 keen icy burst wounding punch daggers*. If the possessor is a lycanthrope or fel lycanthrope, at 12th level his DR increases by 5 points; at 15th level, he gains resistance to cold 10; at 20th level, his DR changes from silver to silver and good.

DESTRUCTION

To destroy the *teeth of Dajobas*, each weapon must first be sundered into three pieces. Regardless of the level of the possessor, treat the weapons as having a +5 enhancement bonus for the purposes of determining hardness and hit points. Once the weapons are sundered, one piece of each weapon must be fed to a dolphin, a turtle, and a whale.

Token of Quell

Aura moderate abjuration and transmutation; **CL** 7th

Slot neck; **Price** 21,600 gp; **Weight** ½ lb.

DESCRIPTION

This special holy symbol of Quell is adorned with a vial of water collected from the deep reaches of the ocean where the might of the Sea God is most potent. The bearer of this token may cast *water breathing* once per day at a caster level equal to their Hit Die. Also, once per day the token may be used to automatically dispel a spell effect with the water descriptor or dismiss a creature from the Elemental Plane of Water back to its home (no dispelling check or saving throw).

CONSTRUCTION

Requirements Craft Wondrous Item, *banishment, dispel magic, water breathing*; **Cost** 10,800 gp.

Urthlan Fiendbinder's Guide to the Diabolic

Aura faint transmutation; **CL** 9th

Slot —; **Price** 2,800 gp; **Weight** 1 lb.

DESCRIPTION

This leather bound book features the image of a screaming demon on its front cover. Any creature that spends at least 24 hours reading the book must succeed at a DC 10 Intelligence check. Success grants the reader a continual +2 competence bonus to all Knowledge (arcana) and Knowledge (planes) checks. A creature can make only one attempt to read the book.

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*; **Cost** 400 gp

New Rules (Optional)

Black Powder

Many NPCs in Razor Coast make use of black powder weapons. For PCs playing this campaign, black powder may be new. Since firearms are common among the seafarers of the Razor Coast, generally these weapons are considered martial, not exotic. A good provisionary rule is to allow any PC of a class proficient with all martial weapons to automatically receive proficiency with all black powder weapons upon gaining their next level, subsequent to acquiring one.

Simplified and Optional

We included these simplified, optional rules in your appendix in case you do not wish to use the new options in the **Book of Indulgences**, the ***Fire as She Bears*** ship-to-ship combat subsystem (available at www.froggodgames.com), the rules in *Pathfinder Roleplaying Game: Ultimate Combat*, or the *Skull and Shackles* rules from Paizo Publishing in your game.

Later in the appendices, you'll find the **Book of Indulgences.** This includes additional rules and options you may wish to include in your campaign.

If your campaign uses **Indulgences** or other supplements, then Indulgence and supplement rules from **Frog God Games** always trump rules found in this **Appendix.**

Black powder weapons are powerful, but are also difficult to load quickly in combat. Similar to a heavy crossbow, a black powder weapon requires a full round action to reload (though Rapid Reload applies for any character proficient with black powder weapons).

Artillery requires at least two people to properly load, aim and fire. A two-man team using a cannon takes 2 full rounds to reload the weapon. A three-man firing team can do it in 1 full round.

Powder is kept in watertight horns, barrels or casks. Each horn holds enough powder for 5 shots from a pistol or musket. A cask has enough powder for 20 shots or one artillery shot. A Barrel holds enough powder for 100 shots from either pistols or musketts, and 5 shots from artillery.

Dueling

Opponents engaging in duels in Razor Coast may wish to use these optional rules. Typically, the opponent challenging the other to the duel offers his or her opponent the chance to choose their weapon. Traditional dueling weapons used on the Razor are limited to the rapier and the pistol. If facing off with rapiers, opponents typically fight with their own personal swords, but if pistols are the order of the day, the challenger usually supplies a pair of dueling pistols (Gentleman's or Military). The challenger always allows their opponent to select which pistol they will use in the duel.

Pistols

Combatants fight pistol duels by marching an agreed-upon number of paces in opposite directions (to be counted out by the adjudicator of the duel) before they turn and fire upon one another. Range proves a decisive factor,

Conventional black powder weapons available along the Razor Coast are listed below:

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
One–Handed Ranged Weapon							
Gentleman's Pistol	30 gp	1d4 S	1d8	x3	20ft.	2 lbs.	Bludgeoning
Military Pistol	50 gp	1d8	1d10	x3	30ft.	5 lbs.	Bludgeoning
Double Pistol2	150 gp	1d8/2d8	1d10/2d10	x3	30ft.	8 lbs.	Bludgeoning
Two–Handed Ranged							
Long Barreled Musket	120 gp	1d10	2d6	x3	60 ft.	15 lbs.	Bludgeoning
Double Barreled Musket[2]	30 gp	1d10/2d10	2d6/4d6	x3	60 ft.	25 lbs.	Bludgeoning
Artillery							
4–pound cannon	400 gp	4d6		x3	100ft.	80 lbs.	
6–pound cannon	800 gp	6d6		x3	150ft.	240 lbs.	
9–pound cannon	1500 gp	10d6		x3	200ft.	600 lbs.	

Name	Cost	Dmg[3]	Weight
Powder			
Horn	5 gp	2d6	1 lb.
Cask	20 gp	4d6	5 lbs.
Barrel	100 gp	10d6	30 lbs.

Name	Cost	Weight
Shot		
Pistol or Musket (10)	1 gp	½ lb.
4–pound ball	5 sp	4 lbs.
6–pound ball	1 gp	6 lbs.
9–pound ball	2 gp	9 lbs.

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

[2] May fire both barrels at one time or fire them separately. Each barrel requires a full round action to reload.

[3] Damage given is if the source of powder is ignited.

as does reaction time. Opponents with high initiative modifiers usually win, unless they miss due to long range or obfuscation (fog or dim light, for example).

Common pace numbers include: 10 paces (opponents ending up 20 ft. from one another), 20 paces (40 ft. distance) 30 paces (60 ft.), or in rare cases of exceptional talent, 50 paces (100 ft. distance from each other). Duelists skilled with the pistol possess above average Dexterity and often have Far Shot and Improved Precise Shot.

Once they walk the declared number of paces, each opponent rolls initiative. Neither is caught flatfooted as they are prepared for action. The winner of the initiative roll fires first, attempting to hit their opponent. If they miss, the loser fires. If both miss, they reload, reroll initiative, and fire until a pistol shot hits one of them. Neither opponent moves during reloading or firing. The first hit settles the duel.

Rapiers

All rapier duels are fought unarmored. In some cases, duelists use a secondary dagger for balance and defense. Combatants traditionally fight duels with rapiers in one of three fashions: to the death, to first blood, or to decisive victory. To the death is self-explanatory: the duel begins when both opponents are ready, and they cross swords until one dies. These duels are rare, as few value honor higher than their lives.

First blood duels are common among skilled duelists who value their lives, yet wish to test their abilities against other fine swordsmen. A duel to first blood ends when one opponent scores a palpable hit upon the other, inflicting a wound from which blood freely flows. Typically, opponents dueling to first blood fight defensively and make liberal use of Combat Expertise.

When a combatant is struck in the duel, they may also attempt a Reflex save (DC 15 plus damage dealt) to turn a palpable hit into a mere scratch, allowing the contest to continue. This does not reduce the damage they are dealt in any way, but allows them to come away with torn clothing, strains, and a scratch instead of a free-flowing wound.

Decisive victory duels end when one opponent is disarmed, killed, or yields. A duelist who strikes an unarmed or yielding opponent is disgraced in the eyes of their peers and may even find themselves the target of rivals seeking the death of such a coward.

Simplified Ships of the Razor

Quell's Whore

Gargantuan Ship
Hardness: 5
Hit Points: 300
AC: 16
Speed: 60 ft.
Special: Spell Resistance 25 and +5 on Profession (sailor) checks.

Bonedeuce's Pride

Colossal Ship
Hardness: 5
Hit Points: 1200
AC: 6
Speed: 50 ft.
Armaments: 8 long nines (stern and aft), 40 sixers (port and starboard broadside batteries).
Crew: 30 sailors
Compliment: 40 Dragoons, 2 Dragoon officers, and 4 Dragoon sorcerers

Albatross

Gargantuan Ship
Hardness: 5
Hit Points: 800
AC: 7
Speed: 50 ft.
Armaments: 4 long nines (stern and aft), 20 sixers (port and starboard broadside batteries), and 4 four pounders (upper skirmish deck).

Vintage

Large Ship
Hardness: 3
Hit Points: 80
AC: 10
Speed: 30 ft.
Special: Lists to port (–5 on all Profession (sailor) checks).

New Spell

Blood Debt

Blood debts are a potent type of *geas* practiced along the Razor Coast. Unlike most *geas* spells, the *blood debt* is a willing pact between two individuals, overseen by a pact-maker (or in some cases one of the individuals pledging the *blood debt* may also be the pact-maker). Typically, geased individuals earn some great reward in exchange for their willingness to fulfill the *geas*, and the *geas* is worded to ensure the individual provides a great service in exchange.

On the Razor Coast, as in other regions where life is short and hard, individuals may not live to fulfill their *blood debts*. The *blood debt* ensures payment if individuals fail to perform their *geas* in life, but also in death by binding indebted spirits to return from beyond the veil and make good on their pledges.

Similarly, whoever holds the *blood debt* – and received the promise of the *geased* individual – possesses the right to sell the *blood debt* to another for any reason, without limitation. The sale of the *blood debt* frees the spirit from the seller but enslaves it to the buyer. All the entailments of the original oath remain intact, exactly as if the geased individual had pledged their *blood debt* to the new owner in the first place. Those making *blood debts* should be extremely careful as to the wording of their oaths. Clever pact-makers often try to trick them into impossible tasks, so they might continually summon geased spirits from the land of the dead.

Blood Debt

Description

School enchantment (compulsion) [language–dependent, mind–affecting]; **Level** Cleric 9, Sorcerer/Wizard 9, Witch 9

Casting Time 10 minutes

Components V

Range Close (25 ft. + 5 ft./2 levels)

Target One living creature

Duration permanent or until discharged (D)

Saving Throw Will negates; **Spell Resistance** Yes

Similar to a *geas*, a *blood debt* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand and agree to the conditions set during the spellcasting.

The indebted creature must follow the given instructions until the *blood debt* is completed, no matter how long it takes. If indebted individuals die before fulfilling the *blood debt*, their spirits rise as ghosts in order to make good on the pact. Because the *blood debt* is accepted willingly, it cannot be broken by any means, including magical means short of a *wish*. The *debt* only ends when paid in full.

Spirits bound by a *blood debt* may be summoned forth as a shade and subjected to questions once every 24 hours, provided the summoner invokes the ghost using words and phrases from the original pact. Questioning lasts for no more than 10 minutes. During questioning the restless shade must answer up to five simple questions truthfully, after which it dissipates. If the shade does not know the answer to a question, it may not verbalize an answer. Summoned in this manner, a shade remains completely ethereal, vaguely resembles its former self, and cannot attack or perform any other interactions beyond flickering with ghostly light and whispering.

Once per year, the possessor of the *debt* may use words from the original agreement to implore the indebted ghost to manifest in full and perform terrifying tasks and acts, so long as such acts might lead to fulfillment of the promise sworn in the original pact. For example, the *debt* holder may not summon the ghost to send as an assassin against some unrelated person, unless a specific trick of wording in the original pact allows for it. While manifest in full as a ghost, the spirit may call to itself ghostly versions of the possessions, mounts, and equipment it bore in life.

Demanding a full manifestation requires *debt* possessors shed their own blood and scream aloud a summoning cry – again using the words of the original pact; although it is not necessary to utter the words in the original language used to forge the *debt* – demanding three times that the spirit come forth and live up to its pledge. Full manifestation only occurs if the possibility of fulfilling the oath actually exists.

Unscrupulous wizards and witches often use *blood debts* to imprison and enslave spirits. The most despicable casters go as far as to murder those with whom they have sealed a *debt* in order to manipulate them after death. The caster of a *blood debt* may sell or otherwise transfer the *debt* to another individual. Such sales transfer all the entailments of the *debt* to the buyer, exactly as if indebted individuals had made their oaths to the new owner in the first place. There is no limit on the number of times a *blood debt* may be sold.

Whoever holds the *blood debt* may also declare it filled by invoking the words of the original pact – even if the indebted individual has not yet fulfilled the original pledge – and free the spirit from its bondage.

Alternately, the holder of a *blood debt* may use the original words in a ceremony to declare the *debt* forever unfulfilled. This latter act involves burning the *debt*, either literally if the original document survives or symbolically if it does not. Burning the *debt* in this manner deprives the holder of the power to summon the bound spirit and dooms the ghost to remain a ghost, haunting the site of its death for all eternity.

Appendix 2
Recurring NPCs

Various points throughout the adventure refer to stat blocks. While we have placed the first occurrence of a stat block in the text itself, some NPCs simply appear too frequently to make this practical. Rather than reprinting frequently recurring stats every time, we placed the short form in the text and gathered the long form of the stat blocks here for reference.

Dragoons

Dragoon CR 2

XP 600

Male or Female human fighter 3

LN Medium humanoid (human)

Init +1; **Perception** +3

Defense

AC 15, touch 12, flat–footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 28 (3d10+6)

Fort +4, **Ref** +2, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1

Offense

Speed 30 ft.

Melee rapier +5 (1d8+1/18–20) or dagger +4 (1d4+1/19–20)

Ranged long–barreled musket +4 (2d6/x3) or dagger +4 (1d4+1/19–20)

Statistics

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 10

Base Atk +3; **CMB** +4; **CMD** 16

Feats Alertness, Athletic, Dodge, Iron Will, Weapon Focus (rapier)

Skills Acrobatics +4, Climb +8, Intimidate +5, Perception +3, Sense Motive +2, Swim +7

Languages Common

SQ armor training 1

Gear rapier, dagger, masterwork studded leather armor, guardsman's cloak (see "Old Fish's Supplies" for details), long–barreled musket and 5 reloads of powder and shot, blue coat and Dragoon uniform, purse with 5 gp

Dragoon Sergeant CR 5

XP 1,600

Male or female human fighter 6

LE Medium humanoid (human)

Init +5; **Perception** +4

Defense

AC 17, touch 11, flat–footed 16 (+6 armor, +1 Dex)

hp 64 (6d10+24)

Fort +10, **Ref** +3, **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

Offense

Speed 30 ft.

Melee mwk longsword +12/+7 (1d8+4/19–20) or unarmed +9/+4 (1d3+3)

Ranged dagger +7 (1d4+3/19–20)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Abilities Str 17, Dex 12, Con 16, Int 10, Wis 8, Cha 10

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 20

Feats Cleave, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +6, Intimidate +8, Knowledge (local) +3, Perception +4, Sense Motive +2, Swim +6

Languages Common

Gear masterwork longsword, guardsman's cloak (See "Old Fish's Supplies" for details), masterwork chainmail, dagger, blue coat and Dragoon uniform, purse with 25 gp

Dragoon Sorcerer CR 3

XP 800

Male or female human sorcerer 4

LE Medium humanoid (human)

Init +1; **Perception** +1

DEFENSE

AC 11, touch 11, flat–footed 10 (+1 Dex)

hp 26 (4d6+8)

Fort +2, **Ref** +2, **Will** +5

Defensive Abilities +2 vs. poison; **Resist** electricity 5

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6/18–20) or
dagger +1 (1d4/19–20)

Ranged mwk pistol +4 (1d10) or
dagger +3 (1d4/19–20)

Sorcerer Spells Known (CL 4th; concentration +6 [+10 casting defensively]):

2nd (4/day)—*glitterdust* (DC 14)

1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13)

0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic*

Bloodline abyssal

STATISTICS

Abilities Str 11, Dex 13, Con 10, Int 12, Wis 13, Cha 15

Base Atk +2; **CMB** +2; **CMD** 13

Feats Combat Casting, Eschew Materials[B], Martial Weapon Proficiency (pistol), Martial Weapon Proficiency (rapier)[B]

Skills Bluff +8, Diplomacy +4, Intimidate +6, Knowledge (arcana) +8, Profession (officer) +8, Spellcraft +6

Languages Common, Tulita

SQ bloodline arcana

Combat Gear *potion of invisibility*; **Other Gear** rapier, dagger, masterwork pistol with 10 reloads of shot and powder, blue coat and Dragoon uniform, light blue "sorcerer's" cape, purse with 20 gp

Generic

Pirate Captain CR 5

XP 1,600

Male human rogue 6

CE Medium humanoid (human)

Init +3; **Perception** +12 (+14 vision–based checks at sea)

DEFENSE

AC 16, touch 13, flat–footed 13 (+3 armor, +3 Dex)

hp 39 (6d8+6)

Fort +2, **Ref** +8, **Will** +7

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 rapier* +8 (1d6+2/18–20)

Ranged military pistol +7 (1d10/x3)

Special Attacks sneak attack +3d6

STATISTICS

Abilities Str 12, Dex 16, Con 11, Int 10, Wis 16, Cha 13

Base Atk +4; **CMB** +5; **CMD** 18

Feats Acrobatic, Iron Will, Helmsman, Seaworthy, Weapon Finesse

Skills Acrobatics +14 (+16 balance onboard a seafaring vessel), Climb +10, Diplomacy +10, Intimidate +10, Perception +12 (+14 vision–based checks at sea), Profession (sailor) +14, Sense Motive +12, Stealth +12, Swim +10

Languages Common

SQ rogue talents (bleeding attack +3, finesse rogue, ledge walker), trapfinding +3

Gear *+1 rapier*, flintlock pistol with 5 reloads of shot and powder, masterwork studded leather, a fine diamond ring worth 600 gp

Tulita

Tulita Tribesman CR 2

XP 600

Male human fighter 3

CG Medium humanoid (human)

Init +1; **Perception** +1

Defense

AC 11, touch 11, flat–footed 10 (+1 Dex)

hp 22 (3d10+6)

Fort +4, **Ref** +4, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

Offense

Speed 30 ft.

Melee unarmed +4 (1d3+1) or
kukri +4 (1d4+1/18–20) or
sharkstooth club +5 (1d6+1)

Statistics

Abilities Str 12, Dex 13, Con 13, Int 10, Wis 13, Cha 10

Base Atk +3; **CMB** +4; **CMD** 15

Feats Athletic, Deflect Arrows[B], Improved Unarmed Strike, Lightning Reflexes[B], Weapon Focus (sharkstooth club)[B]

Skills Acrobatics +3, Climb +8, Handle Animal +4, Intimidate +4, Swim +9

Languages Common, Tulita

Gear simple kappa clothing, sandals, 2 kukri knives, sharkstooth club

Tulita Warrior CR 5

XP 1,600

Male human barbarian 2/fighter 4

NG Medium humanoid (human)

Init +5; **Perception** +9

Defense

AC 15, touch 10, flat–footed 13 (+5 armor, +1 Dex, +1 dodge, –2 rage)

hp 77 (6 HD; 2d12+4d10+34)

Fort +12, **Ref** +2, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee *+1 greatsword* +13/+8 (2d6+10/19–20)

Ranged mwk longbow +8/+3 (1d8/x3)

Special Abilities rage 9 rounds/day, rage powers (intimidating glare)

Base Statistics When not raging, the barbarian's statistics are AC 17, touch 12, flat-footed 15; hp 69; *+1 greatsword* +10/+5 (2d6+7/19–20); Str 16, Con 16; CMB +9, CMD 21; Climb +8, Swim +8

STATISTICS

Abilities Str 20, Dex 13, Con 20, Int 12, Wis 10, Cha 8

Base Atk +6; **CMB** +11; **CMD** 23

Feats Cleave, Dodge, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +6 (+10 jump), Climb +10, Intimidate +8, Knowledge (nature) +5, Perception +9, Survival +9, Swim +10

Languages Common, Tulita

SQ armor training 1, fast movement

Combat Gear *potion of bull's strength, potion of cure light wounds*; **Other Gear** *+1 greatsword,* masterwork longbow, 20 arrow, *+1 hide armor*, silver and malachite choker (50 gp), leather pouch with 9 gp.

Weresharks

Dragoon Sergeant (Human Form) CR 9

XP 6,400

Male or female human fel lycanthrope fighter 6

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** blindsense 60 ft., keen scent, low–light vision; **Perception** +18

DEFENSE

AC 19, touch 11, flat–footed 18 (+6 armor, +1 Dex, +2 natural)

hp 125 (13 HD; 7d8+6d10+58)

Fort +15, **Ref** +10, **Will** +6; +2 vs fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee mwk longsword +18/+13/+8 (1d8+6/17–20) or unarmed +14/+9/+4 (1d3+3)

Ranged dagger +12 (1d4+3/19–20)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Abilities Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 10

Base Atk +11; **CMB** +14 (+18 grapple); **CMD** 25

Feats Alertness, Great Fortitude, Improved Critical (longsword), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will[B], Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +6, Intimidate +19, Knowledge (local) +3, Perception +18, Sense Motive +4, Stealth +10, Swim +14

Racial Modifiers +8 Swim

Languages Common

SQ alternate form, armor training 1, shark empathy

Gear masterwork longsword, a guardsman's cloak (See **Old Fish Supplies** for details), masterwork chainmail, dagger, blue coat and Dragoon uniform, purse with 25 gp

DRAGOON SERGEANT (HYBRID FORM) CR 9

XP 6,400

Male or female human fel lycanthrope fighter 6

CE Large humanoid (human, shapechanger)

Init +6; **Senses** blindsense 60 ft, keen scent, low–light vision; **Perception** +17

DEFENSE

AC 17, touch 11, flat–footed 15 (+2 Dex, ,+6 natural, –1 size)

hp 138 (13 HD; 7d8+6d10+71)

Fort +16, **Ref** +11, **Will** +6; +2 vs. fear

Defensive Abilities bravery +2; **DR** 5/silver

OFFENSE

Speed 30 ft.

Melee mwk longsword +20/+15/10 (1d8+9/17–20), bite +16 (1d8+6) or

unarmed +16/+11/+6 (1d4+6), 2 claws +16 (1d6+6), bite +16 (1d8+6)

Ranged dagger +12 (1d4+6/19–20)

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

Special Attacks weapon training (heavy blades +1)

STATISTICS

Abilities Str 23, Dex 14, Con 18, Int 10, Wis 10, Cha 10

Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 30

Feats Alertness, Great Fortitude, Improved Critical (longsword), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will[B], Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +10, Intimidate +19, Knowledge (local) +3, Perception +17, Sense Motive +4, Stealth +8, Swim +17

Languages Common

SQ alternate form, armor training 1, shark empathy

Gear masterwork longsword, a guardsman's cloak (See **Old Fish Supplies** for details), masterwork chainmail, dagger, blue coat and Dragoon uniform, purse with 25 gp

DRAGOON SERGEANT (SHARK FORM) CR 9

XP 6,400

Male or female human fel lycanthrope fighter 6

CE Medium humanoid (aquatic, human, shapechanger)

Init +7; **Senses** blindsense, keen scent, low–light vision; **Perception** +18

DEFENSE

AC 17, touch 11, flat–footed 15 (–1 size, +2 Dex, +6 natural)

hp 138 (13 HD; 7d8+6d10+71)

Fort +16, **Ref** +11, **Will** +6; +2 vs. fear

Defensive Abilities bravery +2; **DR** 5/silver

OFFENSE

Speed swim 60 ft.

Melee bite +16 (1d6+9)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 23, Dex 14, Con 18, Int 10, Wis 10, Cha 10

Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 30

Feats Alertness, Great Fortitude, Improved Critical (longsword), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will[B], Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +10, Intimidate +19, Knowledge (local) +3, Perception +18, Sense Motive +4, Stealth +8, Swim +25; **Racial Modifiers** +8 Swim

Languages Common

SQ alternate form, armor training 1, shark empathy

Gear masterwork longsword, a guardsman's cloak (See **Old Fish Supplies** for details), masterwork chainmail, dagger, blue coat and Dragoon uniform, purse with 25 gp

DRAGOON SORCERER (HUMAN FORM) CR 7

XP 3,200

Male or female human fel lycanthrope sorcerer 4

LE Medium humanoid (human, shapechanger)

Init +5; **Senses** blindsense 60 ft., keen scent, low–light vision; **Perception** +16

DEFENSE

AC 13, touch 11, flat–footed 12 (+1 Dex, +2 natural)

hp 62 (11 HD; 7d8+4d6+15)

Fort +9, **Ref** +9, **Will** +10

Defensive Abilities +2 vs. poison; **Resist** electricity 5

OFFENSE

Speed 30 ft.

Melee rapier +7/+2 (1d6/18–20) or

dagger +7/+2 (1d4/19–20)

Ranged mwk pistol +9 (1d10) or dagger +8 (1d4/19–20)

Sorcerer Spells Known (CL 4th; concentration +6 [+10 casting defensively])

2nd (4/day)—*glitterdust* (DC 14)

1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13)

0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic*

Bloodline abyssal

STATISTICS

Abilities Str 11, Dex 13, Con 12, Int 12, Wis 15, Cha 15

Base Atk +7; **CMB** +7; **CMD** 18

Feats Combat Casting, Eschew Materials[B], Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Martial Weapon Proficiency (pistol), Martial Weapon Proficiency (rapier)[B], shapechange casting

Skills Bluff +8, Diplomacy +4, Intimidate +13, Knowledge (arcana) +8, Perception +16, Profession (officer) +9, Sense Motive +4, Spellcraft +8, Stealth +12, Swim +13; **Racial Modifiers** +8 Swim

Languages Common, Tulita

SQ alternate form, bloodline arcana, shark empathy

Combat Gear *potion of invisibility*; **Other Gear** rapier, dagger, masterwork pistol with 10 reloads of shot and powder, blue coat and Dragoon uniform, light blue "sorcerer's" cape, purse with 20 gp

Dragoon Sorcerer (Hybrid Form) CR 7

XP 3,200

Male or female human fel lycanthrope sorcerer 4

LE Large humanoid (human, shapechanger)

Init +6; **Senses** blindsense 60 ft., keen scent, low–light vision; **Perception** +16

DEFENSE

AC 17, touch 11, flat–footed 15 (+2 Dex, +6 natural, –1 size)

hp 73 (11 HD; 7d8+4d6+26)

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

Defensive Abilities +2 vs. poison; DR 5/silver; **Resist** electricity 5

OFFENSE

Speed 30 ft.

Melee rapier +9/+4 (1d6+3/18–20), bite +9 (1d8+3) or dagger +9/+4 (1d4+3/19–20), bite +9 (1d8+3)

Ranged mwk pistol +9 (1d10) or dagger +8 (1d4+3/19–20)

Sorcerer Spells Known (CL 4th; concentration +6 [+10 casting defensively])

2nd (4/day)—*glitterdust* (DC 14)

1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13)

0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic*

Bloodline abyssal

STATISTICS

Abilities Str 17, Dex 15, Con 14, Int 12, Wis 15, Cha 15

Base Atk +7; **CMB** +11; **CMD** 23

Shapechange Casting

You have learned to harness magical energies irrespective of your current physical form.

Prerequisites: Must possess the alternate form (or similar) ability, caster level 1st

Benefit: You can complete the verbal and somatic components of spells while in an alternate form. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

Furthermore, you can use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in an alternate form if that form cannot naturally speak.

Feats Combat Casting, Eschew Materials[B], Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Martial Weapon Proficiency (pistol), Martial Weapon Proficiency (rapier)[B], shapechange casting

Skills Bluff +8, Diplomacy +4, Intimidate +13, Knowledge (arcana) +8, Perception +16, Profession (officer) +9, Sense Motive +4, Spellcraft +8, Stealth +9, Swim +16

Languages Common, Tulita

SQ alternate form, bloodline arcana, shark empathy

Combat Gear *potion of invisibility*; **Other Gear** rapier, dagger, masterwork pistol with 10 reloads of shot and powder, blue coat and Dragoon uniform, light blue "sorcerer's" cape, purse with 20 gp

Dragoon Sorcerer (Animal Form) CR 7

XP 3,200

Male or female human fel lycanthrope sorcerer 4

LE Large humanoid (aquatic, human, shapechanger)

Init +6; **Senses** blindsense 60 ft., keen scent, low–light vision; **Perception** +16

DEFENSE

AC 17, touch 11, flat–footed 15 (+2 Dex, +6 natural, –1 size)

hp 73 (11 HD; 7d8+4d6+26)

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

Defensive Abilities +2 vs. poison; DR 5/silver; **Resist** electricity 5

OFFENSE

Speed swim 60 ft.

Melee bite +9 (1d8+4)

Sorcerer Spells Known (CL 4th; concentration +6 [+10 casting defensively])

2nd (4/day)—*glitterdust* (DC 14)

1st (7/day)—*cause fear, mage armor, magic missile, sleep* (DC 13)

0 (at will)—*dancing lights* (DC 12), *detect magic, light, mage hand, mending, read magic*

Bloodline abyssal

STATISTICS

Abilities Str 17, Dex 15, Con 14, Int 12, Wis 15, Cha 15

Base Atk +7; **CMB** +11; **CMD** 23

Feats Combat Casting, Eschew Materials[B], Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Martial Weapon Proficiency (pistol), Martial Weapon Proficiency (rapier)[B], shapechange casting

Skills Bluff +8, Diplomacy +4, Intimidate +13, Knowledge (arcana) +8, Perception +16, Profession (officer) +9, Sense Motive +4, Spellcraft +8, Stealth +9, Swim +24; **Racial Modifiers** +8

Languages Common, Tulita

SQ alternate form, bloodline arcana, shark empathy

Combat Gear *potion of invisibility*; **Other Gear** rapier, dagger, masterwork pistol with 10 reloads of shot and powder, blue coat and Dragoon uniform, light blue "sorcerer's" cape, purse with 20 gp

RAZORTOOTH ENFORCER (HUMAN FORM) CR 6

XP 2,400

Male human fel lycanthrope fighter 3

CE Medium humanoid (human, shapechanger)

Init +6; **Senses** blindsense 30 ft., keen scent, low–light vision; **Perception** +15

DEFENSE

AC 18, touch 13, flat–footed 15 (+3 armor, +2 Dex, +1 dodge, +2 natural)

hp 61 (10 HD; 7d8+3d10+13)

Fort +11, **Ref** +10, **Will** +6; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +11/+6 (1d8+1/19–20), dagger +9/+4 (1d4+1/19–20)

Ranged dagger +10 (1d4+1/19–20)

STATISTICS

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 12, Cha 10

Base Atk +8; **CMB** +9; **CMD** 22

Feats Alertness, Athletic, Dodge, Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack, Weapon Focus (longsword)

Skills Climb +10, Intimidate +9, Knowledge (geography) +4, Knowledge (local) +4, Perception +15, Sense Motive +8, Swim +11

Languages Common

SQ alternate form, armor training 1, shark empathy

Gear masterwork longsword, dagger, studded leather armor

SPECIAL ABILITIES

Alternate Form (Su): Razortooth Enforcers can assume the form of a Large Shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Enforcers can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Enforcers can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

RAZORTOOTH ENFORCER (HYBRID FORM) CR 6

XP 2,400

Male human fel lycanthrope fighter 3

CE Large humanoid (human, shapechanger)

Init +8 **Senses** blindsense 30 ft., keen scent, low–light vision; **Perception** +15

DEFENSE

AC 20, touch 14, flat–footed 15 (+4 Dex, +6 natural, –1 size)

hp 71 (10 HD; 7d8+3d10+23)

Fort +12, **Ref** +12, **Will** +6; +1 vs. fear

Defensive Abilities bravery+1; **DR** 5/silver

OFFENSE

Speed 30 ft.

Melee bite +11 (1d8+4), 2 claws +11 (1d6+4)

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

STATISTICS

Abilities Str 19, Dex 18, Con 14, Int 10, Wis 12, Cha 10

Base Atk +8; **CMB** +13; **CMD** 28

Feats Alertness, Athletic, Dodge, Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack, Weapon Focus (longsword)

Skills Climb +13, Intimidate +9, Knowledge (geography) +4, Knowledge (local) +4, Perception +15, Sense Motive +8, Swim +14

Languages Common

SQ alternate form, armor training 1, shark empathy

Gear masterwork longsword, dagger, studded leather armor

SPECIAL ABILITIES

Alternate Form (Su): Razortooth Enforcers can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Enforcers can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Enforcers can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

RAZORTOOTH ENFORCER (ANIMAL FORM) CR 6

XP 2,400

Male human fel lycanthrope fighter 3

CE Large humanoid (aquatic, human, shapechanger)

Init +8 **Senses** blindsense 30 ft., keen scent, low–light vision; **Perception** +15

DEFENSE

AC 20, touch 14, flat–footed 15 (+4 Dex, +6 natural, –1 size)

hp 71 (10 HD; 7d8+3d10+23)

Fort +12, **Ref** +12, **Will** +6; +1 vs. fear

Defensive Abilities bravery+1; **DR** 5/silver

OFFENSE

Speed swim 60 ft.

Melee bite +11 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 19, Dex 18, Con 14, Int 10, Wis 12, Cha 10

Base Atk +8; **CMB** +13; **CMD** 28

Feats Alertness, Athletic, Dodge, Great Fortitude, Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack, Weapon Focus (longsword)

Skills Climb +13, Intimidate +9, Knowledge (geography) +4, Knowledge (local) +4, Perception +15, Sense Motive +8, Swim +22; **Racial Modifiers** +8 Swim

Languages Common

SQ alternate form, armor training 1, shark empathy

Gear masterwork longsword, dagger, studded leather armor

SPECIAL ABILITIES

Alternate Form (Su): Razortooth Enforcers can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Enforcers can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Enforcers can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

RAZORTOOTH RAIDER (HUMAN FORM) CR 7

XP 3,200

Male human fel lycanthrope rogue 4

CE Medium humanoid (human, shapechanger)

Init +7; **Senses** blindsense, keen scent, low–light vision; **Perception** +16

DEFENSE

AC 18, touch 13, flat–footed 15 (+3 armor, +3 Dex, +2 natural)

hp 66 (11 HD; 7d8+4d8+15)

Fort +9, **Ref** +12, **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +12/+7 (1d6/18–20), dagger +11/+6 (1d4/19–20)

Ranged light crossbow +11 (1d8/19–20), dagger +11 (1d4/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 10, Dex 17, Con 12, Int 12, Wis 15, Cha 10

Base Atk +8; **CMB** +11; **CMD** 21

Feats Agile Maneuvers, Alertness, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will[B], Point Blank Shot, Stealthy, Weapon Finesse

Skills Acrobatics +13, Bluff +8, Climb +10, Disable Device +13, Escape Artist +12, Intimidate +8, Knowledge (local) +7, Perception +16, Profession (sailor) +8, Sense Motive +12, Stealth +15, Swim +11

Languages Aquan, Common

SQ rogue talents (bleeding attack +2, finesse rogue), trapfinding +2

Gear masterwork rapier, dagger, light crossbow with 5 bolts, studded leather armor

SPECIAL ABILITIES

Alternate Form (Su): Razortooth Raiders can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Raiders can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Raiders can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

RAZORTOOTH RAIDER (HYBRID FORM) CR 7

XP 3,200

Male human fel lycanthrope rogue 4

CE Large humanoid (human, shapechanger)

Init +9; **Senses** blindsense, keen scent, low–light vision; **Perception** +16

DEFENSE

AC 20, touch 14, flat–footed 15 (+5 Dex, +6 natural, –1 size)

hp 77 (11 HD; 7d8+4d8+26)

Fort +10, **Ref** +14, **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/silver

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+3), 2 claws +12 (1d6+3)

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

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 16, Dex 21, Con 14, Int 12, Wis 15, Cha 10

Base Atk +8; **CMB** +14; **CMD** 27

Feats Agile Maneuvers, Alertness, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will[B], Point Blank Shot, Stealthy, Weapon Finesse

Skills Acrobatics +15, Bluff +8, Climb +13, Disable Device +15, Escape Artist +14, Intimidate +8, Knowledge (local) +7, Perception +16, Profession (sailor) +8, Sense Motive +12, Stealth +13, Swim +14

Languages Aquan, Common

SQ rogue talents (bleeding attack +2, finesse rogue), trapfinding +1

Gear masterwork rapier, dagger, light crossbow with 5 bolts, studded leather armor

SPECIAL ABILITIES

Alternate Form (Su): Razortooth Raiders can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Raiders can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Raiders can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

RAZORTOOTH RAIDER (ANIMAL FORM) CR 7

XP 3,200

Male human fel lycanthrope rogue 4

CE Large humanoid (aquatic, human, shapechanger)

Init +9; **Senses** blindsense, keen scent, low–light vision; **Perception** +16

DEFENSE

AC 20, touch 14, flat–footed 15 (+5 Dex, +6 natural, –1 size)

hp 77 (11 HD; 7d8+4d8+26)

Fort +10, **Ref** +14, **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/silver

OFFENSE

Speed swim 60 ft.

Melee bite +12 (1d8+6)

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

Special Attacks sneak attack +2d6

STATISTICS

Abilities Str 16, Dex 21, Con 14, Int 12, Wis 15, Cha 10

Base Atk +8; **CMB** +14; **CMD** 27

Feats Agile Maneuvers, Alertness, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will[B], Point Blank Shot, Stealthy, Weapon Finesse

Skills Acrobatics +15, Bluff +8, Climb +13, Disable Device +15, Escape Artist +14, Intimidate +8, Knowledge (local) +7, Perception +16, Profession (sailor) +8, Sense Motive +12, Stealth +13, Swim +22

Languages Aquan, Common

SQ rogue talents (bleeding attack +2, finesse rogue), trapfinding +1

Gear masterwork rapier, dagger, light crossbow with 5 bolts, studded leather armor

SPECIAL ABILITIES

Alternate Form (Su): Razortooth Raiders can assume the form of a Large shark. Changing to or from animal or hybrid form is a standard action. If slain, they revert to their humanoid form, although they remain dead. Separated body parts retain their animal form, however.

Shark Empathy (Ex): In any form, Razortooth Raiders can communicate and empathize with normal or dire sharks. This gives then a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Keen Scent (Ex): Razortooth Raiders can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Appendix 3
Bestiary

This Bestiary contains monsters advanced for Razor Coast or unique to the book, new monsters from Heart of the Razor, as well as four new monster templates. This section does not repeat new monsters or templates from **Appendix 7 –** The Book of Indulgences.

Advanced and Templated Monsters

Advanced Orca Fast Zombie CR 8

XP 4,800

Pathfinder Roleplaying Game Bestiary "Dolphin, Orca," "Zombie"

NE Gargantuan undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 16, touch 9, flat-footed 13 (+3 Dex, +7 natural, –4 size)

hp 93 (17d8+17)

Fort +5; **Ref** +8; **Will** +10

Immune undead traits

OFFENSE

Speed swim 80 ft.

Melee bite +21 (2d8+13), slam +21 (2d8+13)

Space 20 ft.; **Reach** 15 ft.

Special Attacks quick strikes

STATISTICS

Str 37, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +29; **CMD** 42

Feats Toughness[B]

Skills Swim +21

SPECIAL ABILITIES

Quick Strikes (Ex): Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Dread Lacedon CR 8

XP 4,800

Pathfinder Roleplaying Game Bestiary "Ghoul"; *Advanced Bestiary* 78

CE Medium undead (aquatic)

Init +3; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

AC 23, touch 13, flat–footed 23 (+0 Dex, +3 deflection, +10 natural)

hp 90 (12d8+36); **DR** 5/good

Fort +10; **Ref** +7; **Will** +12

Defensive Abilities channel resistance +2, Harthagoa's blessing; **Immune** undead traits

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +16 (1d8+7 plus disease and paralysis), 2 claws +16 (1d6+7 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 21), sneak attack +3d6

STATISTICS

Str 25, **Dex** 11, **Con** —, **Int** 13, **Wis** 13, **Cha** 17

Base Atk +9; **CMB** +16; **CMD** 29

Feats Blind–Fight, Combat Expertise, Greater Trip, Improved Trip, Power Attack, Stealthy

Skills Acrobatics +10, Climb +20, Escape Artist +2, Intimidate +16, Perception +14, Sense Motive +14, Stealth +17, Swim +15

Languages Common

ECOLOGY

Environment aquatic

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 19; *onset* 1 day; *frequency* 1/day; *effect* 1d3 points of Constitution and 1d3 points of Dexterity damage; *cure* 3 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Harthagoa's Blessing (Su): Harthagoa affords many protections upon dread lacedons created in his name. It receives its Charisma bonus as an insight bonus to initiative, a deflection bonus to AC, and as a resistance bonus to saves.

Paralysis (Ex): Those hit by a dread lacedon's bite or claw attack must succeed on a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based and includes a +2 racial bonus.

GIANT ADVANCED KELP DEVIL CR 12

XP 9,600

The Tome of Horrors Complete 394

NE Gargantuan plant (aquatic)

Init +3; **Senses** blindsight 30 ft.; **Perception** +22

DEFENSE

AC 25, touch 8, flat–footed 24 (+17 natural, –3 size, +1 dex)

hp 162 (12d8+108)

Fort +16; **Ref** +5; **Will** +9

Defensive Abilities underwater concealment; **DR** 10/ slashing or piercing; **Immune** electricity, plant traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 50 ft.

Melee 6 fronds +18 (2d6+12 plus grab)

Space 20ft., **Reach** 20 ft.

Special Attacks charm

STATISTICS

Str 34, **Dex** 9, **Con** 23, **Int** 9, **Wis** 16, **Cha** 10

Base Atk +9; **CMB** +22 (+30 grapple); **CMD** 34

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (fronds)

Skills Perception +22, Stealth –1 (+14 among natural seaweed), Swim +20; **Racial Modifiers** +15 Stealth among natural seaweed

Languages Common

SPECIAL ABILITIES

Charm (Su): Twice per day, on a successful hit with a frond, a kelp devil can affect the opponent as by *charm monster* (caster level 12th). The creature can attempt a DC 20 save to resist the effects. The save DC is Constitution-based.

Underwater Concealment (Ex): The main body of a kelp devil remains submerged even when attacking. This grants it concealment (20% miss chance) against all attacks.

Tactics Kelp devils are patient creatures. They lie perfectly motionless until potential prey moves within 10 feet. Once their prey is within range, they strike quickly with their pseudopods, attempting to grab an opponent. Grappled creatures are dragged underwater and drowned. Slain creatures are devoured by the kelp devil.

Giant Advanced Whale Skeleton CR 6

XP 2,400

Pathfinder Roleplaying Game Bestiary "Skeleton," "Whale"

NE Huge undead

Init +6; **Senses** darkvision 60 ft; Perception +8

DEFENSE

AC 13, touch 10, flat–footed 11 (+2 Dex, +3 natural, –2 size)

hp 54 (12d8)

Fort +4; **Ref** +6; **Will** +8

DR 5/bludgeoning; **Immune** cold, undead immunities

OFFENSE

Speed swim 80 ft.

Melee bite +17 (2d8+15)

Space 20 ft., **Reach** 15 ft.

STATISTICS

Str 31, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +21; **CMD** 33

Feats Improved Initiative[B]

Skills Perception +8, Swim +18; **Racial Modifiers** +8 Perception

Huge Shark CR 4

XP 1,200

Giant advanced shark (*Pathfinder Roleplaying Game Bestiary* "Shark")

N Huge animal (aquatic)

Init +6; **Senses** blindsense 30 ft., low-light vision, keen scent; **Perception** +10

DEFENSE

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, –2 size)

hp 40 (4d8+16)

Fort +10; **Ref** +6; **Will** +4

OFFENSE

Speed swim 60 ft.

Melee bite +7 (2d6+9)

Space 15 ft.; **Reach** 10 ft.**STATISTICS**

Str 23, **Dex** 14, **Con** 19, **Int** 1, **Wis** 16, **Cha** 6

Base Atk +3; **CMB** +11; **CMD** 23

Feats Great Fortitude, Improved Initiative

Skills Perception +10, Swim +14

New Monsters

Achimayen

This twisted, distorted creature is about the size of a halfling. It has the features of an infant, with long, gangly limbs extending from a tiny body, twisted around a distended belly. Its mouth is full of short, jagged teeth, and its skin is covered in oozing boils.

Achimayen CR 8

XP 4,800

NE Small aberration

Init +5; **Senses** darkvision 60 ft., scent; **Perception** +19

DEFENSE

AC 22, touch 17, flat–footed 16 (+5 Dex, +1 dodge, +5 natural, +1 size)

hp 85 (10d8+40)

Fort +7; **Ref** +10; **Will** +9

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee bite +13 (1d4+3 plus poison)

STATISTICS

Str 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17

Base Atk +7; **CMB** +18; **CMD** 24

Feats Alertness, Dodge, Lightning Reflexes, Stealthy, Weapon Finesse

Skills Acrobatics +14, Bluff +13, Escape Artist +15, Intimidate +14, Knowledge (arcana) +13, Perception +16, Sense Motive +13, Spellcraft +13, Stealth +20

Languages Common, Abyssal

ECOLOGY

Environment any

Organization solitary, twins (2), or brood (5–20)

Treasure none

SPECIAL ABILITIES

Maddening Cry (Su): An achimayen can unleash a terrible, piercing cry that is a mockery of the wailing of a true child. Creatures within 60 feet (other than other achimayen and undead) that can hear the cry must succeed on a DC 18 Fortitude save or be permanently deafened, and a DC 18 Will save or be confused for 1 round. A creature that succeeds on its save cannot be affected by the same achimayen's maddening cry for 24 hours. The save DC is Charisma-based.

Poison (Ex): Bite—injury; *save* Fort DC 19; *frequency* 1 round; *effect* 1d3 points of Dexterity, Intelligence, and Wisdom damage; *cure* 1 save.

Notes Achimayen are horrific aberrations spawned by supernatural disease and an accursed vengeance wreaked on some mortal agent. The creatures grow in the boils of a cursed host, who can produce as many as 3 achimayen a day, though the total number of achimayen in existence at any one time can't exceed the host's Hit Dice. The achimayen serve whomever their host wronged, though they also seek to spread chaos and misery where they can. If the brood's host is destroyed, all members of the brood also die.

ANTHROPOPHAGI (FAH-JEE)

"Do we dare grant them humanity, these shrunken fiends who devour man's flesh, by calling them cannibals?" – Alexandre Grevo

"Huh? Undead cannibal whatmies?" – Nicolas Logue

Though more civilized races call these foul creatures anthropophagi, most of the Razor Coast knows and fears them by their shortened moniker – the fah-jee. As Grevo translated, fah-jee self-identify as "People Who Beat the Grave".

Editor's Note: Yes!

Undead cannibal pygmies for the win. I am now content.

Some sages claim cannibal tribes feasting on undead flesh gave rise to the first fah-jee by dark happenstance, while other experts claim the existence of complex and wicked incantations that transform entire aboriginal tribes into these savage undead abominations. Whatever the original cause, today's fah-jee populate – and often swiftly *depopulate* – isolated jungle islands, particularly among the Pearl Eye Atoll, the Darkols and other archipelagos of the Razor. Always a threat to ships taking shelter in their jungle-lined bays, fah-jee also leave these island sanctuaries to raid neighboring peoples for fresh bodies to twist, modify and induct into their undead community. Recent whispers tell tales of humans who seek out the anthropophagi to learn their secret rituals of undeath and transform themselves into fah-jee. If the fah-jee do not simply eat them, these converts become respected additions to the tribe and the fah-jee hunas claim them as omens from the whispering gods.

Fah-jee pride themselves on their undeath, often performing strange rites of passage wherein they prove their ability to live chained to the bottom of the sea, consume foul poisons or fast for eternity. Anthropophagus hunas – the chiefs of the tribes – claim the passage into undeath is the surest way to escape the grave. To create its tribe, the fah-jee huna butchers living creatures, boils them in a necromantic iron cooking pot and stitches the shrunken pieces back together, mixing dozens of different parts throughout individual bodies. Sages who have studied the fah-jee and escaped with their lives claim the hunas regard this mixing of body parts as a religious sacrament representing the essential equality and unity of undeath.

Fah-jee

Short in stature and long in savagery, this small primitive humanoid reeks of death. A too-wide mouth, choked with filed teeth, splits the creature's face.

FAH-JEE CR 3

XP 800

NE Small undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 30 (4d8+12)

Fort +4; **Ref** +3; **Will** +5

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+3 plus latch), slam +6 (1d3+2)

Special Attacks latch

STATISTICS

Str 14, **Dex** 15, **Con** —, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 17 (21 vs. grapple)

Feats Defensive Combat Training, Weapon Focus (bite)

Skills Acrobatics +5, Climb +8, Intimidate +8, Perception +8, Stealth +13

Languages Common, Tulita

SQ savage bite

ECOLOGY

Environment jungle

Organization solitary, pair, band (3–10), or tribe (12–24 plus one Fah-jee huna)

Treasure standard

SPECIAL ABILITIES

Latch (Ex) With its oversized, detachable jaws, a fah-jee can lock itself onto a foe and grapple the victim. The fah-jee receives a +4 bonus on checks to grapple an opponent and a +4 bonus to its Combat Maneuver Defense when the victim attempts to break the grapple. In addition, when fah-jee assist in a grapple, they provide a +4 bonus (instead of the normal +2) to the fah-jee who first initiated the grapple. Finally, fah-jee grapple as though they were one size category larger than they actually are.

Savage Bite (Ex) A fah-jee's jaws are powerful and deadly, and as such, the creature's bite damage is increased as if it were one size larger. In addition, the fah-jee can latch onto its victim as a swift action on a successful bite attack.

Fah-jee stand just under 3 feet tall. Withered and dry, their compact bodies weigh between 20 and 40 pounds.

Fah-jee always hunt in packs, swarming along the jungle floor under its darkened canopy, raiding nearby villages or defending their territory from aggressors. Considering their small size, fah-jee use numbers to their advantage and know their chieftains can always add to those numbers by creating new members of the tribe. Fah-jee in combat are fast and headstrong, fully confident they can take down any opponent. The strongest fah-jee in the group attacks first, using its latch ability. As soon as it is grappling the opponent with its strong jaws, other fah-jee join the struggle. The creatures remain latched onto their victim until the creature expires.

Fah-jee Huna

A tattered headdress adorns the skull of this withered humanoid. Teeth filed to points fill a wide mouth stretching from ear to ear. Festooned in animal bones, dangling bits of dried flesh and vine, it is hard to tell where the creature's dead skin ends and its foul jewelry begins.

FAH-JEE HUNA CR 5

XP 1,600

NE Small undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 59 (7d8+28)

Fort +6; **Ref** +4; **Will** +8

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+1 plus bleed and latch), slam +7 (1d3+1)

Special Attacks bleed (1d4), latch

Spell-Like Abilities (CL 8th; concentration +12):

At will—*bleed* (DC 14), *cause fear* (DC 14), *detect magic*, *inflict light wounds* (DC 14), *message*, *pass without trace*

3/day—*greater magic fang*, *inflict moderate wounds* (DC 16), *shield*, *speak with dead* (DC 17), *spectral hand*, *vampiric touch*

1/day—*bestow curse* (DC 17), *desecrate*, *poison* (DC 18), *tiny hut*

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 15, **Wis** 16, **Cha** 18

Base Atk +5; **CMB** +5 (+9 grapple); **CMD** 19 (23 vs. grapple)

Feats Alertness, Combat Casting, Defensive Combat Training, Weapon Focus (bite)

Skills Acrobatics +7, Climb +8, Intimidate +14, Perception +15, Sense Motive +13, Spellcraft +12, Stealth +16

Languages Abyssal, Common, Tulita

SQ create spawn, savage bite

ECOLOGY

Environment jungle

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) When a fah-jee huna kills a living humanoid of Medium size or smaller with its bite attack (or when using its latch ability), it may prepare the body to be transformed into a fah-jee. A fah-jee huna must begin the process within 1d4 days of killing its victim. While some suspect other forms exist, a fah-jee huna can create either a fah-jee, a fah-jee huna, or a fah-jee totem warrior. A fah-jee huna can create up to 4 Hit Dice of fah-jee undead each day; each Hit Dice worth of a creature created takes one hour of butchering, boiling, and reassembling the pieces to suit the desired form. Any creation must be finished within a week's time or the huna's effort collapses in a pile of putrescence. Once finished, the newly created fah-jee can act of its own accord, yet created fah-jee show great reverence to their creator and often form tribes around the fah-jee huna.

Latch (Ex) With its oversized, detachable jaws, a fah-jee can lock itself onto a foe and grapple the victim. The fah-jee receives a +4 bonus on checks to grapple an opponent and a +4 bonus to its Combat Maneuver Defense when the victim attempts to break the grapple. In addition, when fah-jee assist in a grapple, they provide a +4 bonus (instead of the normal +2) to the fah-jee who first initiated the grapple. Finally, fah-jee grapple as though they were one size category larger than they actually are.

Savage Bite (Ex) A fah-jee's jaws are powerful and deadly, as such, the creature's bite damage is increased as if it were one size larger. In addition, the fah-jee can latch onto its victim as a swift action.

Fah-jee hunas hold sway over their tribe not only as leaders and tyrants, but also as their creators. Ordinary fah-jee tribesmen see their creator, in the flesh, every day. Without the fah-jee hunas, the tribe would not be. Fah-jee hunas use their ability to manufacture undead and their powerful cook pots to expand the tribe, spawning more fah-jee hunas and forging fah-jee totem warriors or other variants. As a rule, Hunas despise the creation of mindless undead, but if forced into it they will raise zombies, skeletons, and the like in defense of their tribe. Once the threat passes, the entire fah-jee tribe turns on their undead assistants and slaughters them.

Fah-jee hunas claim to hear the dead whispering from the night sky, often claiming atmospheric disturbances and weather patterns reflect the mood of the dead. The hunas follow the movements of the stars and other celestial bodies closely, interpreting heavenly perorations as messages from their alien gods beyond the stars – messages the dead alone hear before whispering them to the hunas. When sky-listening, fah-jee hunas enter a form of trance divination, sometimes abetted by chewing the hallucinogenic residue that cakes their unwashed cook pots. The hunas claim this trance opens them to the whispering spirits. Later, minds awash in the incoherent and inconceivable ramblings of their trances, the hunas interpret and relate the whispers to the tribe. Some sages report that fah-jee hunas blame any failures in the predictive value of the sky whispers on the failure of the dead to properly carry the word of the star gods.

While under trance, the strongest warrior in the tribe wears the huna's headdress and acts in its stead. Fah-jee hunas claim that during the trance ritual a portion of their psyche leaves their body and transfers to the warrior, temporarily transforming the warrior into a true huna. True or not, reports indicate the chosen warriors act as if they were true hunas, and Grevo reports witnessing elevated warriors employing huna abilities. A tribe usually supports only one huna, though Grevo also reports an obscene alliance of husband and wife hunas leading his study group. Of course, since Grevo vanished into the Pearl Eye Atolls with the avowed intent of becoming a fah-jee, his testimony remains suspect.

Fah-jee hunas stand just under 3 feet tall and their withered frame weighs between 20 and 40 pounds.

Fah-jee Totem Warrior

This tower of body parts reeks of death, the stench filling the jungle. A massive stack of arms, legs, torsos, and dangling viscera looms above. Embedded within this tower of flesh, at least three stacked heads rotate wetly in place, eye different foes, gnash pointed teeth or shout battle cries. The totem warrior waves its amalgam of stitched arms, slamming opponents and bathing them in gore.

FAH-JEE TOTEM WARRIOR CR 9

XP 6,400

NE Large undead

Init –1; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE

AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)

hp 110 (13d8+52)

Fort +8; **Ref** +3; **Will** +9

DR 10/good; **Immune** undead traits; **SR** 20

OFFENSE

Speed 20 ft.

Melee 4 slams +13 (1d8+5 plus grab)

Ranged fling +7 (1d6+5 plus disease)

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

Special Attacks bathed in blood, fling

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** 2, **Wis** 13, **Cha** 18

Base Atk +9; **CMB** +15 (+17 bull rush, overrun); **CMD** 24 (26 bull rush, overrun)

Feats Alertness, Blind-Fight, Improved Bull Rush, Improved Overrun, Point–Blank Shot, Power Attack, Precise Shot

Skills Intimidate +8, Perception +20

ECOLOGY

Environment jungle

Organization solitary

Treasure none

SPECIAL ABILITIES

Bathed in Blood (Ex) A regularly fed fah-jee totem warrior stores blood and other mortal juices within its massive body. Every 1d4 rounds, as a standard action, a fah-jee totem warrior can erupt in a fountain of blood, bathing all creatures within 15 feet in slippery red ichor. Any creatures in this area must succeed on a DC 17 Reflex save or fall prone. This spray of gore remains slick afterwards, requiring affected creatures to attempt a DC 15 Acrobatics check every round to move normally within the area. Affected creatures can spend a full-round action to clean themselves off, drawing an attack of opportunity but permitting them to move normally within the area thereafter. Fah-jee totem warriors are unaffected by their own ability, but other fah-jee remain vulnerable to the slick, gruesome mess. The save DC is Dexterity–based

Disease (Ex) Fah-jee rot: Fling—injury; *save* Fort DC 20; *onset* 1d2 days; *frequency* 1/day; *effect* 1d6 points of Constitution and 1d6 points of Charisma damage; *cure* 4 consecutive saves. The save DC is Charisma-based.

Fling (Ex) A fah-jee totem warrior can rend rotten parts from its body – wriggling arms, kicking legs, mummified heads, and other viscera – and throw them at its enemies as weapons. As a full-round action, a fah-jee totem warrior can make three ranged touch attacks at a range of 90 feet with no range increment. Each attack deals 1d6+5 points of damage and the creature struck risks contracting fah-jee rot.

Leaking gore and glaring down on all who surround them, fah-jee totem warriors are twice as easy to detect by scent as a standard fah-jee. Fah-jee totem warriors stand 12 feet tall and weigh upwards of 1,500 pounds.

This horrid creation serves as both a revered member of the fah-jee tribe and its best protection. Fah-jee totem warriors are only found at the center of a fah-jee tribe's village. Composed of dozens, sometimes hundreds, of different body parts, fah-jee totem warriors represent the pinnacle of tribe's passage into the unity of undeath. Fah-jee totem warriors reek of slaughter and rot. Their scent blows through the trees near fah-jee villages, warning living creatures away lest they end up in a fah-jee cook pot.

Slow to move, fah-jee totem warriors usually let their enemies come to them. They rely on their many slam attacks to bludgeon and grapple foes and enjoy ripping enemies apart if possible. Against clever foes who keep their distance, fah-jee totem warriors tear their own limbs and non-functional heads from their towering body and pelt invaders. Fah-jee totem warriors display a basic animal intelligence. They follow the orders of their fah-jee huna with unswerving dedication, though the huna must be extremely clear in its commands.

Fah-jee Variants

Fah-jee possess an impressive understanding of their undead bodies and frequently perform modification rituals to enhance their dead flesh with parts from non-human creatures. Apply the following two variants to ordinary fah-jee and fah-jee hunas only, as the fah-jee totem warrior is itself a modification.

Aquatic Fah-jee

Flippers from a sea turtle or the sweeping fins of a shark replace arms or legs in this mash-up of humanoid body parts and chunks of whichever creatures swim near fah-jee infested islands. To make an aquatic fah-jee, give the creature a swim speed of 40 ft. The fah-jee gains the aquatic subtype. This modification does not increase the base creature's CR.

Brachiating Fah-jee

Using the long arms of monkeys and apes, fah-jee hunas modify some members of their tribes to better hunt the jungle canopy. To make a brachiating fah-jee, give the creature a climb speed equal to its current land speed. If ape arms are used, increase the damage for the creature's slam attack to 1d4. This modification does not increase the base creature's CR.

In addition to these two common modifications, GMs may create modifications that are more aggressive by using the giant simple template or the advanced simple template. This method works best for a quick variant, but fah-jee typically advance by taking class levels, with warrior NPC levels the most common. Fah-jee hunas never allow fah-jee tribesmen to pursue spellcasting classes, and fah-jee tribesmen who do follow that path face death, their bodies torn apart and embedded in totem warriors or other abominations.

Fah-jee Magic Items

Advanced fah-jee hunas often take levels in classes that allow them to craft magic items. Here are two items they frequently craft and employ.

MINOR ARTIFACT: FAH-JEE COOK POT

Aura moderate necromancy; **CL** 17th

Slot none; **Weight** 300 lb.

DESCRIPTION

Some fah-jee hunas use a massive cook pot as the vessel for making and modifying their tribes. Extremely rare, these artifacts are ages old and either passed from huna to huna or stolen from a warring neighbor.

Fah-jee have been known to trade for iron, not only to make simple tools, but also to craft these foul devices. This massive cook pot, boiling with necromantic energy, is composed entirely of cast and hammered iron. When filled with corpses, various local herbs, and stagnant seawater this vessel holds the power to create the voracious undead known around the Razor Coast as fah-jee. While many believe fah-jee hunas are the only creatures able to use these vessels, those familiar with necromantic rituals stand a chance to activate this minor artifact.

For a fah-jee huna, this device simplifies creation of his tribal brethren. The cook pot amplifies a fah-jee huna's create spawn ability, allowing it to create 8 Hit Dice of fah-jee. In addition, the cook pot reduces the amount of time spent assembling body parts to 10 minutes per Hit Dice created. Newly spawned fah-jee crawl from the cook pot fully formed and cognizant of their surroundings.

When faced with the loss of a fah-jee huna, ten normal fah-jee can perform a long and complex ritual to transform one of their number into a huna. These fah-jee must chant and drum without interruption for 24 hours while boiling the applicant in at least 20 gallons of blood, 20 gallons of seawater, and 500 gp worth of crushed red coral, shark teeth, and rare herbs.

To operate a cook pot and create a fah-jee, a non-fah-jee must succeed at a DC 30 Spellcraft check. They must also murder and butcher one Medium creature (or two Small creatures) and then simmer them in the cook pot with 10 gallons of seawater, 10 gallons of blood, and 500 gp worth of red coral, shark teeth, and rare herbs. After 24 hours, the creature using the cook pot must succeed at a DC 25 Knowledge (religion) check or the grotesque soup fails to produce a fah-jee from the stewing body parts. If the ritual succeeds, a fully formed and cognizant fah-jee emerges from the cook pot – shrunken, voracious and ready to eat living flesh. Non-fah-jee users must protect themselves against these vile undead, or convince them of their intention to raise a tribe and transform into a huna.

DESTRUCTION

Those who seek to destroy a *fah-jee cook pot* must deal 300 hit points of damage, at least 60 points of which must be from divine energy; for example, from a *flame strike* spell. To complete the cook pot's destruction, attackers must sunder it with a good-aligned weapon within an hour of dealing the requisite damage. A cook pot has 300 hit points and a hardness of 15.

SEPTUM FETISH

Aura moderate transmutation; **CL** 8th

Slot none; **Price** 4,500 gp; **Weight** —

DESCRIPTION

This intricately carved bone is taken from humanoids, jungle predators or the jawbone of a shark. It fits through a wide piercing in the nose, jutting out from either nostril, and is covered in flaring depictions of vicious animals and abstract line art.

While the item occupies no item slot, in order to use this magic item possessors must pierce their own nasal septums with the large fetish. Piercing the septum with an item of this size deals 1d4 points of damage, and the foul rites related to this item's creation cause the wound to bleed for 1d2 points of bleed damage each round unless the victim receives magical healing.

After wearing the *septum fetish* for 24 hours, its owner receives a daily choice of benefits. The *septum fetish* holds three charges that refresh every 24 hours. Charges can be expended as a swift action as follows:

1 charge – For one round, gain a +4 circumstance bonus to a single ability.

1 charge – Grant a +5 circumstance bonus on a single skill check to the user or another creature touched. This bonus persists until discharged.

2 charges – Gain an additional standard action this round, not including casting a spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *haste*, *heroism*; **Cost** 2,250 gp

Shrunken Head

Aura faint divination and transmutation; **CL** 8th

Slot neck; **Price** 9,800 gp; **Weight** 1 lb.

Description

Often, the *shrunken heads* swinging from the bone necklace of a fah-jee huna grind their little jaws and speak in sky-whispers, giving the fah-jee purpose and guiding their path on hunts. Three times per day as a standard action, a creature wearing a *shrunken head* can ask the withered, endlessly gnawing skull a question and receive results as if from an *augury* spell. With half the response the whispered repeating of foul, far-off gods and the other half spat from the spirit bound to the withered head itslef, responses can prove unreliable. The chance for getting a reliable result always remains at the base 70%.

In addition to the twisted divination provided by the shrunken head, the item also grants it wearer a +5 to Stealth checks when in dense, jungle vegetation.

Construction

Requirements Craft Wondrous Item, *augury*, creator must have 5 ranks in Stealth; **Cost** 4,900 gp

Children of Omargwato

The lumbering brute stands at least 18 feet in height, its brown skin seamlessly blending with the tree bark. Its most distinctive feature is the single, massive eye in the middle of its face. It wears poorly cured and ill-fitting leather armor and wields a massive longspear, its point made from sharpened obsidian.

Omargwato Cyclops CR 9

XP 6,400

NE Huge humanoid (giant)

Init +1; **Senses** low–light; **Perception** +12 (+0 vision–based checks)

Defense

AC 21, touch 9, flat–footed 20 (+2 armor, +1 Dex, +10 natural, –2 size)

Hp 85 (9d8+45)

Fort +11; **Ref** +4; **Will** +4

Offense

Speed 40 ft.

Melee longspear +16/+11 (3d6+16/x3 plus poison)

Ranged longspear +5 (3d6+16/x3 plus poison)

Space 15 ft., **Reach** 15 ft. (30 ft. with longspear)

Special Attacks brutal throw

Spell–Like Abilities (CL 9th; concentration +8):

3/day—*darkness*

Statistics

Str 33, **Dex** 13, **Con** 21, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +19; **CMD** 30

Feats Blind–Fight, Intimidating Prowess, Power Attack, Skill Focus (Perception), Weapon Focus (longspear)

Skills Craft (primitive traps) +9, Intimidate +10, Perception +12 (+0 vision–based checks), Stealth +2 (+6 in jungle environments), Survival +8; **Racial Modifiers** +4 Craft (primitive traps), +4 Stealth

Languages Cyclopes

SQ impaired sight, jungle hunter

Gear leather armor, 3 longspears

Ecology

Environment tropical jungles

Organization solitary, pair, hunting party (3–6), tribe (20–50)

Treasure standard

SPECIAL ABILITIES

Brutal Throw (Ex) Survival in the jungle requires brutal tactics. A cyclops can, as a full round action, throw his longspear even though it is not normally a valid ranged weapon. This special ranged attack has a range increment of 50 ft.

Impaired Sight (Ex) Due to its single eye, a cyclops has difficulty judging depth and suffers a –12 penalty on Spot checks.

Jungle Hunter (Ex) A cyclops is adroit at hunting in the jungles. It gains a +4 bonus on Stealth checks made in a jungle environment (in addition to its standard racial bonus). In addition, a cyclops makes use of the deadly poison dart frogs native to their area, coating the obsidian blades of their longspears in the deadly toxin. A cyclops never risks poisoning itself when applying this specific poison.

Among the ruins of the Omargwato – an ancient civilization of jungle giants devoted to bloodthirsty gods – their shrunken descendants lurk. Malformed, primitive barbarians of tremendous size and but a single eye, they believe it a sacred charge to watch over the holy ruins of their forebears, to re-reenacting the ancient rituals whenever possible, and bide until their more massive Omargwato ancestors return.

An Omargwato cyclops generally makes use of its Power Attack feat. However, they're smart enough to cease using Power Attack if they consistently miss their target. Cyclopes keep their longspears coated in fresh dart frog venom, seeking to quickly disable foes. They particular enjoy making their first attack against a target not wearing armor, as they've learned that such beings are typically capable of slinging dangerous spells while also being susceptible to poison—if the damage from the longspear doesn't kill the target outright, of course.

New Poison: Dart Frog Venom

Type poison, injury or ingested; **Save** Fortitude DC 19

Frequency 1/round for 6 rounds

Effect 1d3 Con damage; **Cure** 2 saves

Cost 1,500 gp

The venom from this small tree frog is highly toxic, capable of killing a healthy human in a matter of hours. When threatened, the frog excretes the toxin, making it unpalatable to predators. A well–trained handler can harvest two doses of the venom from a single frog per day, with a successful DC 20 Craft (poison) check.

Dire Electric Eel

Measuring up to six feet in length, this eel's toothy maw is almost as fearsome as the crackling arcs of electricity that course about its writhing body.

Dire Electric Eel CR 5

XP 1,600

N Medium animal (aquatic)

Init +8; **Senses** blindsense 30 ft., low-light vision; **Perception** +12

DEFENSE

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

hp 58 (9d8+18)

Fort +8; **Ref** +12; **Will** +5

Resist electricity 20

OFFENSE

Speed swim 50 ft.

Melee bite +9 (1d8+4 plus grab)

Special Attacks constrict (1d8+6), electric discharge

STATISTICS

Str 17, **Dex** 18, **Con** 15, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 23

Feats Alertness, Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Stealthy

Skills Escape Artist +6, Perception +12, Sense Motive +4, Stealth +17 (+21 in underwater rock formations), Swim +11; **Racial Modifiers** +4 Stealth (+8 in underwater rock formations)

ECOLOGY

Environment salt water aquatic

Organization solitary or nest (3-8)

Treasure none

SPECIAL ABILITIES

Electric Discharge (Ex) Once every 1d4 rounds, a dire electric eel may release the electric charge it builds up in its body, dealing 2d6 points of electricity damage to all creatures within 10 feet of the eel. A DC 16 Reflex saving throw halves the damage. The save DC is Constitution-based.

Dire electric eels are larger, fiercer versions of normal electric eels. They are highly aggressive and extremely territorial, attacking any creature that intrudes upon their lair.

Dire electric eels attempt to bite and constrict foes and then release their electric discharge to finish off a squirming meal.

FLAMETOOTH

Dark–skinned and gaunt, this filthy, nearly naked humanoid's distended belly and loose skin is well illuminated by the flames licking out from its oversized, chattering mouth full of gnashing, burning teeth.

FLAMETOOTH CR 7

XP 3,200

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

AC 17, touch 11, flat–footed 16 (+1 Dex, +6 natural)

hp 90 (12d8+36)

Fort +7; **Ref** +5; **Will** +10

DR 10/bludgeoning; **Immune** undead traits

OFFENSE

Speed 40 ft.

Melee bite +17 (1d8+10 plus 2d6 fire)

STATISTICS

Str 25, **Dex** 13, **Con** —, **Int** 7, **Wis** 14, **Cha** 16

Base Atk +9; **CMB** +16 (+18 for disarm); **CMD** 27 (29 vs. disarm)

Feats Following Step*, Improved Initiative, Power Attack, Step Up, Step Up and Strike*, Weapon Focus (bite)

*See *Pathfinder Roleplaying Game Advanced Player's Guide*

Skills Perception +13, Stealth +13, Swim +14

Languages Common

SQ foul, quickness, roasting, torchmouth

ECOLOGY

Environment jungle

Organization solitary, glut (2–6), or feast (7–12)

Treasure standard

SPECIAL ABILITIES

Foul (Su) A flametooth is corrupted and cursed by the cannibalistic acts of depravity that led to its creation. If a flametooth is caught in the area of a *purify food and drink* spell or similar magic effect that restores or preserves food, it is staggered for 1 round.

Quickness (Su) A flametooth is supernaturally quick. It can take an extra move action during its turn each round.

Roasting (Su) Flameteeth are not immune to fire damage — indeed they often show signs of burns where they have attempted to gnaw on themselves and each other. When one does take fire damage, its flesh emits a powerful scent of spiced and roasted pig for 1 round. Any creature with an Intelligence of 3 or higher adjacent to the flametooth, that can both see and smell it, must succeed on a DC 19 Fortitude save or be nauseated for 1 round due to the conflict between the delicious smell and the horrific reality. This save DC is Charisma-based.

Torchmouth (Su) The burning teeth of a flametooth cast normal light in a 60–foot cone and increases illumination levels for 60 feet beyond that by one step (to a maximum of normal light), like a bullseye lantern.

Flameteeth are the product of humanoids that turned to ritual cannibalism in direct contravention of their own religious laws and taboos. After consuming the undercooked flesh of their fellows, they grew sick and died before rising within 1d4 days as flameteeth. Flameteeth are powered by their own shame at having broken their food taboos, coupled with an unending hunger for the flesh of living humanoids.

The flametooth's teeth are long, yellow, and significantly larger than they were in the creature's life. They are also constantly aflame, automatically cooking anything the flametooth bites into. They are largely immune to the types of damage dealt by most eating implements (with damage reduction against all slashing and piercing weapons), and

have the foul and roasting special qualities as a direct result of the cultural taboos they violated.

A flametooth rushes any humanoid it sees in an effort to consume the creature's flesh. Their constant gnawing hunger drives them to move with great speed, often allowing them to close with potential meals before their foes are prepared. Flameteeth prefer to attack lightly armored targets (to more easily access their flesh), and use Following Step and Step Up and Strike to stay near such targets. They are offended by slashing and piercing weapons (which they perceive as cooking implements and thus a constant reminder of their own failures) and make at least one attempt to disarm a foe using such tools. Bludgeoning weapons, which cause more harm to the flameteeth, do not offend them and are almost never the focus of a disarm maneuver.

HAWANI — FORSAKEN OF HAWANAPOKI

This gaunt, feral humanoid has blood red eyes, leathery skin and wicked claws. It moves with a simian gait and has a mouth full of oversized, pointed teeth. Despite its monstrous appearance, it is not unimaginable that the creature may have been human at one time.

HAWANI CR 3

XP 800

CE Medium monstrous humanoid

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 34 (4d10+8 plus 4)

Fort +3; **Ref** +6; **Will** +4

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6+3), bite +5 (1d4+3 plus Hawanapoki's dark dream)

Special Attacks blind rage

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 5, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 19

Feats Power Attack, Toughness

Skills Climb +10, Intimidate +5, Perception +7, Stealth +9, Survival +6, Swim +10

Languages Abyssal, Common; telepathy 100 ft. (qlippoths only)

SQ thrall

ECOLOGY

Environment any (usually Dolentla Island)

Organization solitary, gang (2–5), tribe or (10–40)

Treasure none

SPECIAL ABILITIES

Blind Rage (Ex) Stripped of reason and rational thought, hawanis can fly into an animalistic fury. A hawani can enter a blind rage as a free action. While in blind rage, a hawani gains a +6 morale bonus to Strength. In addition, it takes a –3 penalty to Armor Class. There is no limit to the number of rounds a hawani may spend in blind rage, however, a hawani takes 1d3 points of nonlethal damage every round it remains in a blind rage. Blind rage usually ends when a hawani falls unconscious from nonlethal damage, though it may voluntarily end it if there are no opponents left to fight.

Hawanapoki's Dark Dream (Su) A hawani's bite saps consciousness from any victim it strikes. The first time a hawani hits a foe with its bite attack, the victim takes 1d4 points of Wisdom damage and falls into a deep sleep as if affected by *deep slumber* unless he succeeds on a DC 13 Will save. A creature that successfully saves is not subject to the same hawani's dark dream for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Thrall (Ex) Hawanis gain immunity to all mind-affecting effects but are under the complete domination of their qlippoth master, as if under the influence of *dominate monster* spell. In addition, hawanis can communicate telepathically with any qlippoth within a 100-foot range. A hawani can be freed of its servitude with a *break enchantment*, *miracle*, or *wish* spell. If successful, the hawani immediately flies into blind rage and attacks the nearest living creature until it is incapacitated or falls unconscious. Once freed, the hawani is immune to any qlippoth's mind-affecting effects for the next 24 hours.

The oppressive yoke of a qlippoth's mental domination transforms humanoids into monstrous creatures devoid of inhibition and possessing only the weakest self-determination. In simplest terms, a hawani is an impulsive being of pure violence and id. Hawanis are created when a qlippoth deals enough Wisdom damage to reduce a creature's Wisdom score to 0 or lower. When the victim regains consciousness, it rises as a monstrous thrall under the qlippoth's complete domination. Unfortunately, they remain humanoid enough to breed.

Hawanis typically give birth to broods of three to five young at a time, and they reproduce at a remarkable rate,

giving birth to two or even three broods per year. Hawanis remain fertile until they die. Their offspring mature rapidly, reaching adulthood in six years, though few survive to that age. The hawanis' dark master feasts on the life force of the living and the very young its hawanis produce give it the most of the energy it needs.

Hawanis lack any societal structure or political hierarchy other than performing their master's bidding. In the absence of a qlippoth master, the hawanis devolve into beasts of mindless rage with a tendency to tear each other apart and, oddly, lose their ability to reproduce.

The hawanis attack with unbridled ferocity, inflicting as much damage as possible with their claw and bite attacks. They fight to the death, as their own demise feeds their insidious master.

KARIKANTI

This lumbering scaled horror has the head of a gator atop its humanoid body. A long heavy tail trails from its lower torso, and its eyes glow an unnatural dark crimson.

KARIKANTI (AKA GATORFOLK) CR 4

XP 1,200

CN Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

AC 16, touch 12, flat–footed 14 (+2 Dex, +4 natural)

hp 69 (8d10+24)

Fort +5; **Ref** +8; **Will** +9

OFFENSE

Speed 30 ft., swim 40 ft.

Melee slam +13 (1d6+4). bite +12 (1d6+2). tail slap +10 (1d8+6)

Special Attacks death throes (DC 17), drowning curse (DC 16)

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 16, **Cha** 15

Base Atk +8; **CMB** +12, **CMD** 24

Feats Improved Initiative, Multiattack, Power Attack, Weapon Focus (slam)

Skills Acrobatics +5, Perception +13, Stealth +12 (+20 in marshy terrain), Survival +13 (+21 in marshy terrain), Swim +12; **Racial Modifiers** +8 Stealth in marshy terrain, +8 Survival in marshy terrain

Languages Aquan, Common

SQ amphibious, man eater, marsh hunter, smell lies

ECOLOGY

Environment Warm Marsh, Aquatic, or Underground

Organization Solitary, band (5-10) or tribe (20-100)

Treasure Standard

SPECIAL ABILITIES

Death Throes (Ex) When slain, a karikanti thrashes about in a frenzy dealing 2d6 points of damage to any creature within five feet. A DC 17 Reflex save halves this damage. The save DC is Constitution-based.

Drowning Curse (Su) Once per day a karikanti may target any foe within 30 ft. with their drowning curse as a free action. The target must succeed on a DC 16 Will save or take -10 to any Swim checks thereafter. A *remove curse* or like enchantment cures this effect. The save DC is Charisma-based,

Man Eater (Su) A karikanti can spend 1 minute devouring a medium sized humanoid foe to regain 5 hit points, or gain 5 temporary hit points if they are already at full hit points. Temporary hit points gained in this manner persist for 1

hour. A karikanti cannot gain more than 30 temporary hit points using this ability.

Marsh Hunter (Ex) A karikanti moves through marshy terrain with ease, ignoring difficult terrain in marshy environs.

Smell Lies (Ex) The karikanti cannot be deceived; they smell lies like foulness on the water, and all Bluff checks against them automatically fail. This ability has no effect on other uses of the Bluff skill, such as feinting in combat.

Gatorfolk are rumored to be the cursed descendants of a once glorious Tulita tribe that ruled from the Blacksink Marsh. These twisted monsters are fiercely territorial and defend their homeland savagely against any intrusion. Tribal by nature, they respect strength above all else and may be persuaded to ally themselves with particularly powerful foes whom they deem worthy allies.

Gatorfolk stand six feet tall on average, are broad shouldered and heavily muscled, and weigh about 250 pounds. Gatorfolk speak Aquan, though many among them have had contact with other humanoids and speak dialects of Tulita.

Gatorfolk are dangerous opponents, especially in the waters of their homeland. They are skilled hunters and often ambush their prey. They make liberal use of their drowning curse ability to incapacitate their enemies, dragging them half-drowned from the water afterward. Fanatical in their defense of their territory, gatorfolk often fight to the death and their death throes usually claim the lives of their slayers.

ROACHLORD SWARM

A scuttling wave of bristling legs and antennas stems from a mass of ovular dark brown bodies that course with terrifying speed across the ground.

ROACHLORD SWARM CR 3

XP 800

N Diminutive vermin (swarm)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +0

DEFENSE

AC 17, touch 17, flat–footed 14 (+4 size, +3 Dex)

hp 33 (6d8+6)

Fort +6; **Ref** +5; **Will** +2

Defensive Abilities swarm traits; **Immune** mind–affecting effects, weapon damage

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee swarm (2d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14)

STATISTICS

Str 1, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +4; **CMB** —; **CMD** —

Feats —

Skills Climb +11, Perception +0, Stealth +23, Swim +11; **Racial Modifiers** +8 Stealth, may use Dexterity (instead of Strength) for Climb and Swim

ECOLOGY

Environment aquatic, Underground, or Urban

Organization solitary, infestation (2-4 swarms) or colony (7-12 swarms)

Treasure none

SPECIAL ABILITIES

Disease (Filth Fever) Swarm-Injury; save Fort DC 14; onset 1d3 days; frequency 1 day; effect 1d3 points of Dexterity and 1d3 points of Constitution damage; cure 2 consecutive saves.

A roachlord swarm is a mass of cockroaches devouring whatever lies in its path.

NECROWORM

This bloated white worm's tail, rupturing from the back of a lurching corpse, ends in a vicious stinger. Needle-like fangs fill its mouth, lurking behind rotting human teeth.

NECROWORM CR 2

XP 600

NE Small aberration

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

DEFENSE

AC 18, touch 16, flat–footed 13 (+1 size, +5 Dex, +2 natural)

hp 13 (3d8)

Fort +3; **Ref** +6; **Will** +3

Immune acid, cold, disease, poison

OFFENSE

Speed 20 ft., swim 20 ft.

Melee stinger +8 (1d4 plus inject acid), bite +8 (1d4 plus 1d4 acid)

Special Attacks inhabit corpse, inject acid

STATISTICS

Str 10, **Dex** 20, **Con** 10, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 16

Feats Alertness, Great Fortitude, Weapon Finesse[B]

Skills Climb +6, Perception +8, Sense Motive +2, Stealth +15, Survival +6, Swim +14

Languages Aklo, Undercommon

ECOLOGY

Environment underground

Organization solitary, gathering (4-6) or nest (10-20)

Treasure none

SPECIAL ABILITIES

Inhabit Corpse (Su) A necroworm may take a standard action to burrow into any Medium or Large size corpse. After this, it may animate the corpse and control it from within. Corpses animated by a necroworm fight as zombies of their size and type with two exceptions: they are not limited to a single action per round, and the necroworm may extend its tail and stinger out of the zombie's mouth or back and make an attack with it (in addition to the zombie's attacks) each round. Damage dealt to the zombie has no effect on a necroworm inhabiting it, except that critical hits scored against the zombie deal their extra damage to the worm inside, and sneak attack damage may also be dealt to the worm. This is an exception to the rule that undead are immune to critical hits and sneak attacks. If a necroworm is killed while inhabiting the zombie, the corpse becomes inert instantly. Zombies animated by necroworms may not be affected by channeled energy. A necroworm must also use a standard action to exit a corpse downed in combat (this provokes an attack of opportunity), but not if the zombie was utterly destroyed (via a *disintegrate* spell for example). For convenience, the stat block for a human corpse animated by a necroworm is included here. Use this stat block for all inhabited corpses mentioned in **Chapter 3**.

HUMAN CORPSE INHABITED BY NECROWORM CR 2

XP 600

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

AC 13, touch 11, flat–footed 12 (+1 size, +1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0; **Ref** +1; **Will** +2

DR 5/slashing **Immune** cold, channel energy, undead traits

Weakness susceptible to critical hits and precision damage

OFFENSE

Speed 30 ft.

Melee stinger +8 (1d4 plus inject acid) and +2 slam (1d6+1)

Special Attacks inject acid

STATISTICS

Str 13, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 13

Feats Toughness

SPECIAL ABILITIES

Inject Acid (Ex) A successful attack made by a necroworm's stinger that deals damage also injects acid into the target. The acid continues to burn in the wound, dealing 1d4 extra points of acid damage on the round the hit occurs and for an additional 1d4 rounds thereafter.

Inject Acid (Ex) A successful attack made by a necroworm's stinger, which deals damage, also injects acid into the target. The acid continues to burn in the wound, dealing 1d4 extra points of acid damage on the round the hit occurs and for an additional 1d4 rounds thereafter.

Necroworms are the creation of the arch necromancer Tarath-Vreen. These dangerous aberrations possess

the ability to inhabit dead corpses and animate them. Necroworms exist for two purposes: to defend and feed their queen. They animate corpses in order to bring them to the queen and amass a feeding pile for her. If a queen is ever slain, the necroworms scatter and flee. Eventually one consumes enough corpses to transform into a queen itself and the others flock to her and recognize the new queen as their master.

Necroworms fight from the safety of an inhabited body whenever possible. If the corpse they inhabit is felled, they seek a new husk to animate. The worms rarely fight naked, except in defense of their queen, so if a worm denuded of its corpse cannot find a nearby body to inhabit, it flees. Necroworms press their attack with their stingers, delighting in injecting acid into foes and watching them melt away. Necroworms enjoy nothing more than sucking up the soupy paste of a recently melted enemy.

NECROWORM QUEEN CR 7

XP 3,200

LE Large aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE

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

hp 90 (10d8+20)

Fort +7; **Ref** +6; **Will** +8

Immune acid, cold, disease

OFFENSE

Speed 20 ft.

Melee bite +13 (1d8+9 plus 1d6 acid)

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

Special Attacks spit acid (DC 18)

Spell–Like Abilities (CL 10th; Concentration +10):

1/Day—*suggestion* (DC 14)

STATISTICS

Str 23, **Dex** 16, **Con** 14, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +14; **CMD** 27

Feats Ability Focus (*suggestion*), Alertness, Great Fortitude, Stealthy, Weapon Focus (bite)

Skills Climb +19, Escape Artist +5, Intimidate +13, Perception +18, Sense Motive +15, Stealth +16, Swim +19

Languages Common; telepathy 100 ft.

SQ spawn necroworm

SPECIAL ABILITIES

Spawn Necroworms (Su) A necroworm queen can take a standard action to release 1d4 necroworms from its posterior sac. The worms may immediately take action upon their release. The necroworm queen can only release necroworms once every 1d6 rounds, and only 3 times per day total.

Spit Acid (Ex) Once every 1d4 rounds, a necroworm queen can spew forth a 30 ft. cone of acid which deals 4d6 points of damage to anyone in range (Reflex save DC 18 for half damage). The save DC is Dexterity–based.

QUALMAGA'S WHALE

The water ripples as if a mighty earthquake opened the ground beneath the ship. A huge whale hurtles towards the ship at breakneck speed, almost literally parting the sea in two as it churns through the open water. The creature seems intent on crashing headlong into the ship.

QUALMAGA'S WHALE CR 7

XP 3,200

N Huge magical beast (augmented animal)

Init +2; **Senses** blindsight 120 ft., low-light vision; **Perception** +25

DEFENSE

AC 20, touch 6, flat–footed 20 (–2 Dex, +14 natural, –2 size)

hp 114 (12d10+48)

Fort +12; **Ref** +6; **Will** +4

OFFENSE

Speed swim 40 ft.

Melee tail slap +20 (3d6+15) or bite +20 (3d6+15)

Space 15 ft.; **Reach** 15 ft.

Special Attacks capsize

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

Constant—*locate object* (Whale's ambergris only)

STATISTICS

Str 30, **Dex** 6, **Con** 19, **Int** 10, **Wis** 11, **Cha** 7

Base Atk +12; **CMB** +24; **CMD** 32 (can't be tripped)

Feats Diehard, Endurance, Improved Bull Rush, Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Perception +25, Swim +33; **Racial Modifiers** +4 Perception

SQ hold breath

Decades ago, Qualmaga, a Tulita druid, imbued the whale with sentience and wielded it like a weapon against the ships of the newcomers. The Tulita wars are long lost, Qualmaga slain and his ashes scattered, but the whale

fights on.

When the whale spots the ship, it charges towards the vessel in an effort to capsize it. If the whale cannot capsize it, it uses its tail slap or bite to strike the boat and destroy it. The whale does not attack individual creatures. It is on a mission to destroy or capsize ships. Once the whale accomplishes that mission, it leaves as suddenly as it appeared.

Editor's Note: Bwah? What's This For?

As mentioned previously, when converting the material from 3.5 we worked very hard to keep the challenge ratings and encounter levels the same. For most NPCs, that was as simple as adding one more class level. For monsters, it involved a few more tweaks but still wasn't too far off base. Some things, though, just don't convert to the same challenge rating. The "lycanthrope" template is one such example. The standard 3.5 version adds the animal's Hit Dice to the NPC's; The Pathfinder Roleplaying Game greatly simplified the template, and removed the animal Hit Dice; however, part of the simplification reduced the increase to the CR. In some cases, that's still not too bad—more class levels solve those problems too. Except there are NPCs—such as the Dragoons—who interact with the PCs one day and the next are infected with lycanthropy. Adding multiple new character levels to those NPCs doesn't make a lot of sense. So to accomplish the conversion for those NPCs, we've designed this template, and simply applied it to many of the lycanthropes in the adventure. You'll find that this template hews closer to the 3.5 version of the template.

Paizo has since published its *Skull and Shackles Adventure Path*, in which they introduced weresharks of their own. GMs should feel comfortable substituting the **Paizo** weresharks where the CRs are equivalent. Otherwise, we strongly suggest you stick with the fel lycanthrope template.

New Monster Templates

Fel Lycanthrope

Dajobas blesses his subjects with abilities beyond those of a normal lycanthrope, all the better to help conquer the world.

Creating a Fel Lycanthrope

"Fel Lycanthrope" is an acquired template that can be added to any humanoid, hereafter referred to as the base creature.

CR: By class level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3 HD to 5 HD, +3; 6 HD to 10 HD, +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

Size and Type: The base creature's type does not change, but it gains the shapechanger subtype. The fel lycanthrope takes on the characteristics of some type of carnivorous or omnivorous creature of the animal type (referred to hereafter as the base animal).

This animal can be any predator, scavenger, or omnivore whose size is within one size category of the base creature's size (Small, Medium, or Large for a Medium base creature). Fel lycanthropes can also adopt a hybrid shape that combines features of the base creature and the base animal. A fel lycanthrope's hybrid form is the same size as the base animal or the base creature, whichever is larger.

A fel lycanthrope uses either the base creature's or the base animal's statistics and special abilities in addition to those described here.

Senses: A fel lycanthrope gains low–light vision, if the base creature does not already have it. If the base animal has additional senses (such as blindsight or blindsense), the fel lycanthrope has those abilities in all forms.

AC: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the fel lycanthrope's natural armor bonus is equal to the natural armor bonus of the base animal or the base creature, whichever is higher.

Hit Dice: Add the base animal's Hit Dice to the base creature's. These additional Hit Dice are completely normal, and affect the base creature's statistics and abilities normally, such as base attack bonus, base saves, feats, skills, and so on. These additional Hit Dice are animal Hit Dice, and use the class skills of the base animal.

Speed: Same as the base creature or the base animal,

depending on which form the fel lycanthrope is using. Hybrids use the base creature's speed.

Attacks: Same as the base creature or base animal, depending on which form the fel lycanthrope is using. A fel lycanthrope in hybrid form gains two claw attacks and a bite attack as natural weapons.

These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Hybrid Size	Claw	Bite
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d4	2d6

Damage: Same as the base creature or base animal, depending on which form the fel lycanthrope is in.

Abilities: All fel lycanthropes gain +2 to Wisdom. In addition, when in animal form, a fel lycanthrope's physical ability scores improve according to its kind. These adjustments are equal to the animal's normal ability scores –10 or –11. A fel lycanthrope in hybrid form modifies its physical ability scores by the same amount.

In addition, a fel lycanthrope may also gain an additional ability score increase by virtue of its extra Hit Dice.

Feats: A fel lycanthrope gains Iron Will as a bonus feat. In addition, its additional animal Hit Dice may give it extra feats above and beyond those the base creature would normally have.

Skills: In any form, a fel lycanthrope has any racial skill bonuses of the base creature and the base animal, although conditional bonuses only apply in the associated form.

SQ: A fel lycanthrope retains all the special qualities of the base creature and the base animal, and also gains those described below.

Alternate Form (Su): A fel lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the fel lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A fel lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain fel lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Damage Reduction (Ex): A fel lycanthrope gains damage reduction 5/silver in hybrid or animal form.

Lycanthropic Empathy (Ex): In any form, fel lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Girallon-Sired Orc

Rumors abound of terrible white, four-armed orcs, and the image is so strong in some cultures that it must be more than just a tale. Not all subspecies of girallons can mate with other creatures, and although rumors abound of couplings with other races—sometimes even the common humanoid races—producing progeny, mercifully only greenskin orcs (see *The Tome of Horrors Complete* 468) of the Veiled Isle have so far been reported as being capable of bearing girallon-fathered young. Normal girallons would simply tear apart another race rather than see any breeding potential in them.

Most births result in the death of the offspring, and often the Veiled Isle girallons simply regard such young as a lucky meal, the eating of which blesses them for a year. Some tribes however allow such offspring to live, and a still smaller group regard them as living demigods.

Creating a Girallon-Sired Orc

"Girallon-sired orc" is an inherited template that can be added to any creature with the orc subtype. A girallon-sired orc retains all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +1.

Senses: The creature gains low-light vision and scent.

AC: The creature's natural armor improves by +4. If the base creature does not have a natural armor bonus, it gains a +4 bonus.

Speed: A girallon-sired orc gains a climb speed 10 ft. less than its standard move. This gives it a +8 bonus to any

Climb checks and allows it to take 10 on a Climb check even if rushed or threatened while climbing.

Attacks: A girallon-sired orc retains all of the attacks of the base creature and gains 4 claw attacks if it did not already have them. The base creature retains the ability to use weapons (including natural weapons). These claw attacks deal damage as indicated on Table 3-1 of the *Pathfinder Roleplaying Game Bestiary*.

Special Attacks: A girallon-sired orc has four arms and, as a result, gains the following ability:

Superior Two-Weapon Fighting (Ex) A girallon-sired orc fights with a weapon in two of its four hands. It does not take a penalty on attack or damage rolls for attacking with two weapons.

Abilities: Str +4, Dex +4, Con +4, Int –2, Cha –4.

Girallon-Sired Greenskin Orc

There is no color to this hirsute thing, its albino fur hanging in dirty clumps while its face is a travesty of ape and orc. Jagged teeth jut from a wide ape mouth, while red-rimmed, clever eyes stare at you. It has four muscular arms and would resemble an orc but for its apelike physique.

GIRALLON-SIRED GREENSKIN ORC CR 4

XP 1,200

Advanced girallon-sired greenskin orc warrior 4 (*The Tome of Horrors Complete* 468)

CE Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

DEFENSE

AC 26, touch 16, flat-footed 20 (+4 armor, +6 Dex, +6 natural)

hp 46 (4d10+20)

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

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 morningstars +11 (1d8+6), 2 claws +5 (1d4+3) or 4 claws +10 (1d4+6)

Ranged longbow +10 (1d8/x3)

Special Attacks superior two-weapon fighting

STATISTICS

Str 23, **Dex** 23, **Con** 20, **Int** 9, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 26

Feats Iron Will, Weapon Focus (morning star)

Skills Climb +15, Perception +8, Stealth +9 (+13 in temperate and warm forests); **Racial Modifiers** +2 Perception, +4 Stealth in temperate and warm forests

Languages Orc

Gear hide armor, 2 morningstars, longbow, 20 arrows, mummified fingers and toes of ancestors, small shiny stones, bugs and spiders ready to eat

SPECIAL ABILITIES

Superior Two-Weapon Fighting (Ex) A girallon-sired orc fights with a weapon in two of its four hands. It does not take a penalty on attack or damage rolls for attacking with two weapons.

Half-Medusa

Half-Medusa's are the rare result of crossbreeding between humanoid and medusa.

Creating A Half–Medusa

"Half–medusa" is an inherited template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature). The half–medusa uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature + 2.

AL: Usually lawful evil.

Senses: The creature gains darkvision out to a range of 60 feet if it didn't already have darkvision.

Armor Class: A half–medusa's natural armor bonus increases by +2. If the base creature didn't already have a natural armor bonus, it gains a +2 bonus.

Defensive Abilities: A half–medusa gains a +2 bonus on Fortitude saves to resist poisons and toxins.

Special Attacks: The half–medusa gains the gaze attack its mother is infamous for.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude negates. The save DC is Charisma-based.

Abilities: Dex +4, Wis +2, Cha +4.

Sample Half-Medusa

SSALCENA CR 12

XP 19,200

Female half–medusa sea hag rogue 7 (*Pathfinder Roleplaying Game Bestiary* "Sea Hag")

LE Medium monstrous humanoid (aquatic)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

Aura horrific appearance (60 ft.)

DEFENSE

AC 28, touch 17, flat–footed 22 (+5 armor, +1 deflection, +6 Dex, +6 natural)

hp 90 (4d10 + 7d8+34)

Fort +9; **Ref** +16 (+17 vs. traps); **Will** +10; +2 vs. poisons and toxins

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft., swim 40 ft.

Melee *+1 frost short sword* +14/+9 (1d6+6/19–20 plus 1d6 cold), *+1 short sword* +14/+9 (1d6+3/19–20) or 2 claws +14 (1d6+5)

Special Attacks evil eye (DC 18), petrifying gaze (DC 20), sneak attack +4d6

STATISTICS

Str 20, **Dex** 22, **Con** 16, **Int** 10, **Wis** 12, **Cha** 22

Base Atk +9; **CMB** +14; **CMD** 31

Feats Ability Focus (petrifying gaze), Acrobatic, Improved Two–Weapon Fighting, Great Fortitiude, Iron Will, Two–Weapon Fighting, Weapon Focus (short sword)[B]

Skills Acrobatics +23, Bluff +19, Diplomacy +15, Escape Artist +14, Intimidate +14, Knowledge (local) +8, Perception +15, Sense Motive +15, Sleight of Hand +14, Stealth +19, Swim +20

Languages Common, Giant

SQ amphibious, rogue talents (bleeding attack +4, surprise attack, weapon training), trapfinding +3

Combat Gear *dust of disappearance, 2 potion of cure light wounds*; **Other Gear** *+1 frost short sword, +1 short sword, +1 mithral chain shirt, amulet of natural armor +1, ring of protection +1, vest of resistance +1*, pearl earrings (500 gp), purse with 31 gp.

ECOLOGY

Environment temperate aquatic

Organization Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)

Treasure NPC

SPECIAL ABILITIES

Evil Eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 18 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 18 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 87 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, DC 20 Fortitude negates. The save DC is Charisma-based and includes a +2 bonus from Ability Focus.

Imandwa

Imandwa are powerful undead created when a diseased body is disposed of without ceremony in a defiled place that was once holy. Usually a single powerful spellcaster is the first imandwa to be created in a place, but the evil often spreads from there. If an entire village or culture has turned from their traditional religious beliefs, a single imandwa often becomes a scourge. Using the *animate dead* spell and a ritual that takes 8 hours and costs 50 gp per Hit Die, an imandwa spellcaster can turn other unconsecrated corpses into imandwa.

Luckily, the very nature of imandwa tends to localize the spread of these undead. An imandwa able to create others of its kind rarely risks creating other imandwa as powerful as itself, or others able to create their own imandwa. While a master imandwa has no magical control over those it creates, normally it is able to command their obedience through sheer power (and by giving them orders that meet their own desire to spread chaos and pain). Further, the fact imandwa wish to remain close to the place of their birth or death (to allow them to regenerate if dropped to 0 or fewer hp) makes distant travel unlikely.

Imandwa are creatures of shadow and disease and exist to spread and glorify infection and darkness. They often live mocking parodies of their true lives, engaging in perverted blasphemies of old rituals, hunting, possibly even crafting, and gathering in social circles. But beneath their desire to mimic their living activities is an even more powerful urge to cause pain, spread disease, and put out the light of the world. An imandwa may also be obsessed with unfinished business from its mortal life. An imandwa killed before its wedding wishes to perform a perverse ceremony with its intended spouse (living or dead), an imandwa wronged in life seeks vengeance, one driven to hunt some great prey is obsessed with destroying both its original target and all creatures like it.

Because imandwa are most common on the islands of the Razor Sea, they often take over one entire island, and

never risk leaving its shores. These places become known as haunted lands, too dangerous to visit and beyond the redemption of even the most powerful shaman.

Creating an Imandwa

"Imandwa" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). An imandwa retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Chaotic evil. Imandwa delight in causing misery, confusion, betrayal, and death.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: An imandwa gains darkvision 60 ft. and scent.

Move: An imandwa can spread wings of shadow, and gains a fly speed equal to 30 feet if it does not already have one.

Armor Class: An imandwa gains a deflection bonus equal to its Charisma bonus or the base creature's deflection armor bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, imandwas use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: An imandwa gains channel resistance +4, immunity to acid and fire (in addition to those granted by its undead traits), and regeneration 5. If reduced to 0 hit points in combat, an imandwa assumes shadow form (see below) and attempts to escape. It must reach the place of its birth or the place of its death and rest there (in solid form) within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to an imandwa forced into shadow form has no effect, but if killed while at rest it is utterly destroyed.

Once at rest, the imandwa is helpless until sundown. (If forced into shadow form at night, once at rest it remains helpless throughout the night and all the next day, only regaining its power when the sun goes down again.) At sundown, the imandwa gains 5 hp and is no longer helpless.

Attacks: An imandwa grows two shadow arms that end in long talons. In normal or less illumination the imandwa gains two claw attacks. These claws deal 2d6 points of damage (Small) or 2d8 points of damage (Medium). Because the shadow arms are separate from the imandwa's normal arms, it can make both these attacks as a swift action, and can do so even when grappled or bound. The claws cannot make combat maneuvers, and cannot be used in bright illumination.

Special Attacks: An imandwa gains the special attacks described below. Save DCs are equal to 10 + 1/2 imandwa's HD + imandwa's Charisma modifier unless otherwise noted.

Disease Aura (Su): Living creatures of less than 5 HD in a 30–foot radius of the imandwa must succeed on a Fortitude save or become nauseated. Creatures with 5 HD or more must succeed at a Fortitude save or be sickened for a number of rounds equal to the imandwa's Hit Dice. A creature that successfully saves cannot be affected again by the same imandwa's aura for 24 hours. A creature that rolls a natural 1 against this aura (the d20 shows a "1") catches grindblight (see **Appendix 1: New Diseases**).

Festering Damage: Any creature damaged by an imandwa (even by a spell cast by the imandwa) must succeed on a Fortitude save or catch grindblight (see **Appendix 1: New Diseases**). There is no onset period for this form of the disease, and the save DC is based on the imandwa's special attack save DC, rather than the normal DC for the disease.

Special Qualities: An imandwa gains the following:

Blood Scent (Su): In addition to normal scent, an imandwa can determine if two creatures are related to each other by scent. An imandwa gains a +8 bonus to track by scent when tracking a creature that has a relative the imandwa is closely familiar with. The imandwa can smell out the general location of relatives of a creature it is familiar with at a range of up to 100 miles, though once within a 5–mile radius it must get within normal scent range to pinpoint such a creature's location.

Shadow Form (Su): As a swift action an imandwa can become a piece of living shadow. It gains full concealment (50% miss chance) and becomes incorporeal. An imandwa's aura of disease is 50% likely to affect those within its area each round, even when incorporeal.

Unheard Alarm (Su): If an imandwa's place of birth or death is threatened, or another imandwa senses an impending threat to them, the imandwa instinctively knows it. Most imandwa rush back to defend the places where they can regenerate.

Weaknesses: An imandwa gains the following:

Call Home (Ex): If a creature holds a handful of earth from the place an imandwa was born or the place it died, it can command the imandwa to come forth, even into bright sunlight. The imandwa must be within range to hear such a command, unless it is given through magic means (such as a *sending* spell). The imandwa must heed the call for one hour from hearing it (moving toward the creature to the best of its ability, or staying within 60 feet of the creature once the imandwa arrives), and is then free to act normally. An imandwa need only obey the first such call it hears each day.

Light Sensitivity (Ex): Imandwas are dazzled in areas of bright sunlight and within the radius of a daylight spell.

Ability Scores: Dex +4, Int +2, Cha +2. Being undead, an imandwa has no Constitution score.

Skills: Imandwas have a +8 racial bonus on Intimidate, Perception, and Stealth checks. Otherwise, skills are the same as the base creature.

Sample Imandwa

The following imandwa ravager is created from a human champion of his tribe. Such an imandwa might rise on its own if his accomplishments are not properly venerated at his death, or may be one of the first servants created by a powerful imandwa spellcaster.

IMANDWA RAVAGER CR 9

Male human imandwa barbarian 4/fighter 4

CE Medium undead

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +21

Aura Disease (30 ft., DC 16)

DEFENSE

AC 19, touch 16, flat–footed 15 (+3 armor, +4 Dex, +3 Cha)

hp 73 (4d12+4d10+16); regeneration 5

Fort +10; **Ref** +4; **Will** +6 (+8 when raging)

Defensive Abilities trap sense +1, superstition (+3 to saving throws vs. magic when raging), uncanny dodge, channel resistance +4; **Immune** acid, fire, undead immunities

Weaknesses call home, haunted, light sensitivity

OFFENSE

Speed 40 ft., fly 30 ft. (average)

Melee *+1 longspear* +14/+9 (1d8+9/x3), 2 claws +9 (2d8+4), plus festering damage

Special Attacks festering damage (DC 16, grindblight), rage (12 rounds/day), strength surge +4 (1/rage)

STATISTICS

Str 18 (22 when raging), **Dex** 18, **Con** —, **Int** 12, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +12; **CMD** 26

Feats Cleave, Cleaving Finish, Combat Reflexes, Furious Focus, Iron Will, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear)

Skills Acrobatics +12, Climb +12, Intimidate +21, Perception +21, Sense Motive +6, Stealth +21, Swim +11
Languages Common, Elven, Tulita

SQ armor training 1, blood scent, shadow form

Gear *+1 longspear*, masterwork studded leather

SPECIAL ABILITIES

Disease Aura (Su): Living creatures of less than 5 HD in a 30–foot radius of the imandwa must succeed on a DC 16 Fortitude save or become nauseated. Creatures with 5 HD or more must succeed at a Fortitude save or be sickened for a number of rounds equal to the imandwa's Hit Dice. A creature that successfully saves cannot be affected again by the same imandwa's aura for 24 hours. A creature that rolls a natural 1 against this aura (the d20 shows a "1") catches grindblight (see **Appendix 1**, "New Diseases").

Festering Damage: Any creature damaged by the imandwa must succeed on a DC 16 Fortitude save or catch grindblight. There is no onset period for this form of the disease, and the save DC is 16, rather than the normal DC for the disease

Old enemies rise from the deep and even more ancient gods stir from their slumber to lust for blood once more. Meanwhile, Pele, ever fickle, fumes over the invasion of her children's home, threatening a deluge of magma and fiery death at any moment.

The Razor Coast keeps the secrets of thousands of souls, all gone to the depths, bathed in god-fire, or torn apart by unwholesome things in the night. Naturalists plying the waves strive their best to catalogue the thousands of monstrous oddities lurking in her bosom, and cartographers descend on her treacherous waters every year to coax her curves and secrets onto parchment. Even so, hundreds of islands remain uncharted on the Razor's surface, and the horrors inhabited by them are better kept from the world.

Here follows all I can share.

- Malza Trintos, naturalist and explorer of the Razor Coast

Appendix 4

Gazetteer of the Greater Razor Coast

An archipelago of fire-blackened stone and volcanic earth rises from the bloody waters of the Razor, a slash of islands like a jagged wound on the surface of the sea. This coast was once a sprawling kingdom, ruled by the mighty chiefs of the Tulita. With a wave of their hand, these chiefs commanded the fires of Pele's fury and the winds of the fiercest storms. They danced darkly with old inscrutable gods. Their ancient powers now wane, and a new mandate has come to their home. Foreign ships of wood and canvas prowl the Razor, shedding the blood of the oldest gods with cruel steel harpoons and peeling back their sacred flesh with hook and blade.

These areas of the Razor Coast mega-campaign have deliberately been left lightly or entirely undeveloped, and are presented here as inspiration for GMs.

On the Mainland

Blacksink Marsh

These dreary wetlands house all manner of poisonous creatures as well as tribes of Karikanti who prey on any explorers foolish enough to brave the Blacksink. Beneath the marsh lies the ruins of an ancient Tulita culture and some believe the Karikanti gatormen are the cursed descendants of this once august people.

Blacksink was not always a mired wasteland. In ancient times, this stretch of land was a fertile paradise where red jack, moltado fruit, and other exotic wonders grew by the dozen on lush green trees. Taro farms, well tended by the Tulita tribes of the Razor, produced more largess than the people could eat, and the sonorous cries of the gold-plumed kovalo bird put even the finest minstrels to shame. Beneath the life-giving shade and gentle rains of this peninsula, the Tulita practiced the old ways, revering their gods with powerful chants and dances. Their obeisance to Great Pele, the goddess of fire and wrack, kept their enemies at bay with searing flames, while the three totems of Dolphin, Whale and Turtle kept careful watch over the people and provided for all their needs. There was no Tulita word

for disease in this age, and the peninsula known today as Blacksink was a paradise.

Nothing lasts forever. In that long ago age, the wars began. Brother turned on brother and the Tulita fractured, the many tribes taking up arms against one another. The waters of Kai Bay ran red with Tulita blood, desperate gambits to control the coast pushed tribes to engage in escalating atrocities, and the three totems left for the deep waters in disgust.

When the first sharks came to feed in the bloody, corpse-strewn waters of once-sacred Kai Bay, the embattled Tulita marveled at these creatures' power. They devoured all things, heedless of harpoon or spear, and fearlessly tore swimmers to shreds. A terrible force of fear and carnage, many tribes saw the sharks as an exemplar of the warrior spirit. In the time of the Great Wars, tribes claimed the shark as their new totem and so Dajobas, He Who Eats the World, came to the Razor Coast.

Of all the Tulita tribes who worshipped his voracity, none pleased Dajobas more than the Karikanti. Most tribes made sacrifices to the Shark God, but the Karikanti splayed every enemy captive with a sharkstooth blade – and then ate them. Practicing the darkest cannibalism, they even fed their own sons and daughters to Dajobas' gory maw.

Pleased, the Shark God offered the Karikanti a great boon. The first gators came to the Razor Coast, children of the Shark God, possessed of his dread appetites, but gifted with legs to walk on land. These scaly-hided hunters came to the Karikanti Tulita and served them in battle, striking down the tribe's enemies upriver and inland, where no shark could prowl. Brother to gators, empowered by Dajobas gift, the Karikanti devoured their foes, spread, and claimed the fertile peninsula as their own. They erased entire tribes from existence in gory sprees of slaughter.

Faced with the terror of the Karikanti – true disciples of the Shark – many tribes foreswore the wars of retribution and returned to the old ways. They practiced the ancient chants and dances in secret, calling across the waves with sacred drums and pleading with their totems to return. After decades of dark slaughter Dolphin, Whale, and Turtle returned to the Razor, coaxed by shamanic efforts. Together, Totem and Tulita, they cast the Shark God back into the deeps.

The Karikanti faced grave judgment at the hands of their old gods, and Dajobas' gator children remained a blight on the land. Companioned to the Karikanti tribe, bred and nurtured by them, these foul abominations could not simply be cast back into the sea. In anger, the old gods cursed the Karikanti Tulita to resemble the hideous scaly predators they had fostered, like a plague, throughout the Razor.

The Karikanti's glorious ziggurats and temples sank into the marsh. The peninsula was drowned by the gods' fury, salty brine corrupting the once lush forests and leaving the formerly fertile soil a barren wasteland, where only marsh weed and fungus grow. The gods turned the trees black and twisted, and made them weep blood-red sap as a constant reminder to the transformed Karikanti that the savage slaughter and consumption of their Tulita brethren had brought them to this fate.

For more information on Blacksink Marsh or to take a trip there, see the Still Waters Indulgence, an adventure for four to six 6th level characters by Richard Pett. Also, the Shrine of Frenzy Indulgence, an adventure for four to six 7th level characters by Brendan Victorson and David Posener.

Dreadsmoke Mountains

West of the waves and beaches, the Dreadsmoke Mountains loom high into the sky, their talon-like shadows scratching at the outskirts of Port Shaw. Ominous enough, these shadows cannot compare to the menace promised by the sulfurous smoke clouds staining the night sky crimson. Magma brewing beneath the Dreadsmoke Range threatens to wipe the city of Port Shaw off the map any day.

Myths and legends shroud these slumbering volcanic behemoths. Some say their fires are the fires of creation, and that they gave birth to the first Tulita, forged by Pele even before the islands sprang from the sea. Others claim the gods erected the mountains to choke and burn away offending newcomers with fire and ash. The latter view may yet hold some credence.

Though the volcanoes have not erupted in recent history, on the day of the last Tulita army's defeat fifty years ago Mount Harbinger began to spew black smoke into the heavens. The clouds thicken with each passing year, and in the past few months smog has darkened the sky. On particularly ill-humored days it even hazes out the sun, turning noon to night. Fire cults have sprung up among the young Tulita, all praying for a cataclysm of magma and flame to purge the newcomers from their land forever.

Mount Harbinger stands closest to Port Shaw. The magma welling in its crater and the rivers of lava burrowing beneath threaten to tear the land apart. Some view the volcano's recent activity as evidence of Pele's displeasure, but

the eldest and wisest among the Tulita are quick to remind youngsters that Mount Harbinger is not Pele's chosen home – she resides at Fiery Heart. More than one adventuring party ventured to Mount Harbinger in recent years to investigate its rumblings and tremors, but none returned save a few singed lunatics claiming demons live in the mountain.

Whether demons dwell in the depths of Harbinger or not, one thing is certain - the mountains are home to all manner of fearsome predators. The myriad tribes of fire giants inhabiting the smoldering innards of Dreadsmoke are doubtless the most powerful force in the immediate region. Mount Redmaw stands at the center of the fire giants' power, where their tribal council holds warmoots and their elders decide the course of destiny.

The giants of Redmaw never troubled the Tulita in the past. They and the Tulita share the blood of the old gods, and this common ancestry protects the Tulita from annihilation. Elders claim Pele birthed both races. With the newcomers' seizure of power, the giants may become restless. When rumors of a war party in the making reach the ears of concerned citizens in Port Shaw, the Dragoons prepare barricades and cannonades in case the giants make good on their threat.

Fiery Heart, the largest mountain in the range, is the domicile of Pele, Goddess of Fire and Wrack, Mother of the Razor Coast. None but Tulita elders dare approach this mountain. The journey alone is harrowing. Venturing through the burning haze of Dreadsmoke's valleys, braving the ever-hungry jaws of fire worms and tribes of zealous giants, proves fatal to most who dare. Fiery Heart itself is home to a vortex of elemental chaos impossible for a mortal mind to grasp, much less for a mortal body to withstand.

The Jolohai, the dread sisters of Pele, jealously guard their elder. The breath of these accursed horror-hags burns a man's soul away while leaving his body unscathed. Guardians of living magma with great searing fists the size of a man-o-war prowl the enormous mountain's deadly heights, obliterating any trespasser. Furies, a bleak sisterhood of fire giant oracles obsessed with death and madness, also make their home in Pele's embrace, and the sick torments these withered crones wreak upon mortal encroachers are best left unwritten. These are but a few of the dread denizens of Pele's demesne.

Ho'oka'la, Cove of the Dead Gods

This forlorn cove of still water and black sand once housed resplendent altars and temples to the Tulitas' eldest gods. Their names are forgotten now, erased by the scouring of time, negligence and salt wind. Black wooden idols carved in their fearsome visages still rise from the sand on the beaches here, though no one remembers to what dread pantheon the terrifying faces belonged.

The cove, however, is not aptly named. The gods in residence here are not dead, merely forgotten, and their rage at abandonment simmers in the still air. No sound rings out on the beach, and even the ocean's caressing waves scorn this rancorous place. The Ho'oka'la's waters are deadly calm, and no fish swim here.

Ho'oka'la was once a place of refuge, and the gods here looked after criminals and outcasts, safeguarding them from the brands and spears of those who sought vengeance. No one knows why it was abandoned, but a dread curse has lain on the cove ever since. Those who trespass become the playthings of Ho'oka'la's dead gods, who seek to expand their dark influence into a world that scorns them. Some say the cove's idols possess the weak minds of mortals and send them back to the world, either to sow murder and horror or to rekindle the forgotten gods' dark worship among outcasts and criminals once more.

Nagshead Hill

This large inland sand dune perseveres by the grace of some dread confluence of winds, whose fierce breath carries sand from the coast and deposits it beyond Port Shaw's city limits. At its peak, depending on the winds, the dune reaches heights of over 600 feet – dwarfing the smaller mountains at the base of the Dreadsmoke range.

Hideous, thousand-pincered insects burrow in the warm sand here. These chitinous titans, called Rippers, rarely stray from the bowels of the dune but sometimes creep forth on moonless nights to feed. On occasion, they also feel the unwholesome urge to reproduce by spewing thousands of eggs into nearby waters. These eggs are too small for the human eye to observe, and more than one fisherman has swum in Ripper-taint or drank river water infused with the eggs of these strange horrors. The eggs take root in the bowels and a fast spreading sickness results, bloating the victim beyond recognition in hours. Ripper-spawn burst forth shortly thereafter and immediately slink towards Nagshead Hill, unless another suitable lair is readily available.

Rumors say Barrison Hargrove even keeps three Rippers as pets, churning through gigantic piles of loose dirt surrounding his plantations. The downtrodden whisper

that he regularly feeds them slaves too infirm or diseased to continue their labors.

An expanding band of dangerous outlaws also makes their home upon Nagshead Hill, hiding amongst the sands and unimaginatively calling themselves the Horse Beacon Killers. Their favorite ploy is to light a bright whale-grease lantern and hang it around a horse's neck, while marching the beast around the top of the dune. Merchant vessels often mistake the light for Moonwatch Lighthouse located below Fort Stormshield and set course inland only to smash on the treacherous shoals off the coast. The outlaws then row small vessels out to the wreckage, knife all survivors, and loot any cargo washed up on the shoals.

Lost Colonies

Ruins and abandoned sites dot the coast and pepper islands – all failed attempts to expand 'civilization' into the Razor. Several governments and private organizations have attempted colonial expansion but so far have met with nothing but failure. Gatormen, giants, or other hazards have overrun some colonies and forts; other colonies just vanish into the jungle leaving behind vacant buildings full of unanswered questions. Enterprising scavengers will pick an abandoned site clean within days of discovery, so often there nothing left to point to the true fate of the colonists. There are ruins and abandoned sites all along the coast and islands of the Razor.

On the Razor Sea

Small islands and atolls abound off the Razor Coast. Many are famous fishing sites, once well kept secrets of the Tulita, now visited daily by the sloops of Port Shaw's anglers. Others are rumored to be perfect locations to dive for salt-water pearls. Motley communities of pirates and outcasts inhabit a token few islands off the coast, while some serve as secret bases for notorious pirate captains like Falken Drango and Smitty Gayden. Still others host strange tribes, long ago cast out by the Tulita, who worship soul-sucking night terrors as their gods. Some islands hide insane mages who conduct experiments too abominable for any civilized realm to tolerate, and others offer refuge to bizarre cults from foreign lands seeking a place to worship their strange deities away from prying eyes.

Anchor Bay

Anchor Bay is the site of the Siege of Dralnor Crackhull, among the greatest of piratical battles and recorded both in song and by the quills of dozens of sages. Here, two great pirate kings and their armadas fought over an unknown but much sought artifact of obscene power rumored to lie beneath the waves of this solitary bay. Legends purport over forty ships clashed, rending each other asunder in the close quarters of the bay. The water ran red with the blood of hundreds of men hacking each other to bits with axe and blade.

During the high point of the bloody siege, an explosion blasted water a mile into the air, and waves of fire coursed across the surface of the bay, incinerating flesh and ship alike in a blossom of white-hot energy. The only evidence these two pirate armadas existed now lies on the bottom of the bay – hundreds of misshapen, half-melted anchors, scored by tendrils of some sinister arcane fire.

The source of the all-consuming explosion is unknown, but horrifying theories abound. One such theory suggests the contested artifact is the cause. Ancient lore speaks of a great black helm adorned with skeletal wings once worn by a demon king named Zaldronagus. Zaldronagus led an army of fiends in a gambit against the heavens, but tasted only the bitter bile of defeat.

Supposedly, when a chorus of angels destroyed Zaldronagus, his helm fell from the sky to an unknown location on the surface of the Known World. Some claim the helm fell to the floor of this bay. More than one sage suggests the helm lured the pirate armadas there, whispering promises of power and glory, and then consumed their life force in the blast. Sated for now, Zaldronagus' ancient helm harbors his wrathful spite-blackened soul and may yet call others to their doom. Other sages purport the demon assembles a new body for his helm – one of shipwrecks and molten man-flesh, with great cannons for eyes, a back bristling with masts, and the faces of a thousand dead mariners screaming out its hellish visor.

Bainwright Island

This sliver of forested hell-by-the sea was claimed by a robed man with jaundiced skin and freakishly long rotting fingers named Bainwright. He pays heaps of silver to any slaver with fresh chattel. What he does with these slaves is unknown, but the mysterious man employs some of the coast's best naturalists as well, and those who have worked with him speak of shuddering experiments, lurching beast-men and spastic golems - part man, part animal, and part monster. Ships passing near the isle report inhuman howls tearing from the isle's interior and sightings of misshapen silhouettes skulking along the tree line.

Beacon Island

A small island, Beacon Island served as an outpost for Port Shaw decades ago. A lighthouse was constructed here to guide merchant ships safely through the network of hazardous shoals surrounding Kai Bay. Five years ago, the last lighthouse keeper and his family disappeared; and since then, this accursed lighthouse stands unmanned. Passing ships report spotting a clutch of wyverns circling the top of the lighthouse. Beacon Island and its environs figure prominently in the **Night of the Shark** plot arc.

Bonedown of the Ancients

Long has Whale watched the shores of the Razor, fed men and protected them from the terrible secrets of the sea's deep reaches. When the whales' long lives of diligent service near their ends, these tireless sentinels come to Bonedown to find their rest eternal. The bones of thousands of whales litter the sea floor here. Their ribs reach up towards the light in silent homage to the oldest gods.

Tulita elders claim whales slain before their time rest uneasy and their murders taint the seas. Tulita who find whale remains always painstakingly carry them to this distant reach of sea and lay them to rest with their ancestors.

With the arrival of foreign whaling fleets, this task is proving impossible. Whales, slaughtered by the hundreds, now lie festering on dozens of beaches or roll about the shallows of coves claimed by innumerable whalers and their ships.

Carcass

South of Port Shaw across the Razor Sea, at the mouth of the steaming Sea of Bile, lies the single most repulsive community of pus-ridden pirate scum the world has ever seen. Ruled only by the mind-crushing enchantments of the Mage Kings, Carcass is home to slavers, demons, necromancers, cannibals, trolls and worse. Much of the city is built on the broken but still floating remains of over a dozen attack fleets – a massive raft of wreckage held together by weaves of animate kelp and by the several thousand writhing tentacles of some nameless horror beholden to the Mage Kings. Carcass is the single most hideous cesspool in existence, and no half-sane captain steers within 20 leagues of this festering port of sorrow.

Darkol Island

More than a few unnamed islands in the Razor serve as penal colonies, where pirates, fools and murderers are dropped with a few casks of water and left to fend for themselves. Darkol Island remains the most infamous of them all.

This island's many mines yield silver, iron, and even the odd deposit of adamantine. Most criminals consider a life sentence to Darkol to be far worse than any other fate. The slave-masters of the island prison are notorious for doling out terrible abuses, mutilations and rape as punishment for misbehavior, and the strange monsters that prowl the mines feast on the very souls of the criminals laboring in their depths.

Dragon's Dredge Rift

The Tulita elders remember the reign of Lakano Mua, the Red Misery, through the old chants passed down the generations. The red dragon's wings blotted out the sun for a hundred years, and his fire reduced entire tribes to cinders. Finally, Lakano Mua boasted his flames could singe Pele's hair from her head, and the goddess of fire and wrack responded with a volcano's fury.

Their savage struggle raged across the Razor for two moons and a day, before Pele finally cast the great wyrm down. Lakano Mua plummeted into the waiting embrace of Father Sea and sank into cold darkness. So hard was the wyrm's fall he shredded through the water and smashed deep into the ocean floor. The crater left behind is now called Dragon's Dredge and is one of the deepest rifts in the sea's depths. The crushing cold of the place squeezes the life of everyone who braves it. Hideous leviathans, misshapen by pressure and the icy clutch of the sea's darkest secrets, roam freely in the rift, occasionally rising from the inky depths to engage in terrifying sprees of violence. Sages whisper of a more frightening secret in the Rift: the dread spirit of Red Misery lives on, awaiting the right time to rise from his grave and reassert his rule of the Razor.

To meet the Children of Lakano Mua and live some of her story, try **Angry Waters**, an adventure for 10th level characters by Richard Pett found in Heart of the Razor.

Face of the Frozen God

The foreigners believe this strange collection of floating icebergs and glacial islands is nothing more than a climactic aberration cast adrift from the frozen black seas and the frozen grasp of the Ebon Shroud, far to the north. They tell themselves this twenty-mile wide flotilla of ice will melt with the summer heat.

In truth, this cryptic formation of ice islands has occupied the same reach of the Razor for as long as anyone can remember. Tribal elders claim the ice is the face of

an old god, and the strange drifting of the islands are its ancient spirits' ways of communing with the world. Far above the floating atoll, a race of icy-winged predators haunts the cloud. Ever circling, they read the dreaming god-speak spewed by frothing waters through the frozen mouth and icy jaws of a thousand toothy icebergs. This god gazes skyward with crystal eyes the size of islands, speaking prophecies of frozen doom – or perhaps revealing secrets lost to the ages.

Halgrin's Rest

Legend speaks of an impossibly huge giant, a being who dwarfed even the Dreadsmoke range. He sailed the seas in a canoe of earthen stone long before the first volcano rose above eternal Father Sea. Halgrin they named this giant, and in an age before time his jilted lover the Storm Goddess slew him, for he chose the freedom of the sea over marriage to her.

She capsized his canoe here, and now strange, gargantuan jags of rock crest the waters of the ocean. Supposedly, a giant skeleton as tall as the Everpines of distant Krajin rests in the deep waters below.

As his last act before the drowning sea invaded his massive lungs, Halgrin buried his spear deep in the ocean floor, where it still rests. His last thrust quelled the sea's wrath, and so long as this spear pierces deep into the heart of the sea floor, Father Sea cannot drown the world. Sages claim the fiercest storms are Father Sea struggling to pull the spear from his insides and rage free upon the land once more.

Isle of Grey Whispers

Sailors avoid this mist-shrouded isle, claiming the tendrils of fog call to those who draw too near, promising carnal delights, glory and power. These whispering voices persuade listeners that rewards await them on the island's shores. However, as ships draw closer to shore, the fevered utterances change, swearing the promised delights and rewards lie not on the island, but rather in the guts of their fellow crewmates. More than one ship has emerged from the mists festooned in the innards of its crew with a few gibbering survivors cackling into the wind, playing with slippery entrails as if they were piled gold, or embracing hunks of gore as they would lovers.

Rumors abound that Garr Bloodbane buried his treasure on the Isle of Grey Whispers, and that the mists are a curse left by the pirate king's greedy spirit. Tulita elders tell any who listen how the mists circled the isle long before Garr Bloodbane was born. They say the mists are alive, the breath of an old god who betrayed the world in a bid to rule it. As punishment, this fell deity was imprisoned on the island for all time, and its name was obliterated from the Book of Existence.

Demented aboleths frolic in the deeps around Grey Whispers. These freakish intellects hold court around whatever filthy god now lies imprisoned here. Some Tulita elders claim the slimy abominations are deformed children of the lost god, consigned to circle his prison for the rest of eternity. Morlocks and other hateful monsters still bow to this nameless power as well, occasionally rowing out on moonless nights to seize sacrifices for their forgotten god. An army of skum roils beneath the waves near the island, souls claimed from various settlements and warped by the aboleths' dark caresses.

Isle of Maht

This island is named for a deadly black root that grows all over it. Maht — also called 'Granpappy Blackskull' — creates a terrifying transformation when chewed or smoked. Users' skin shrivels tight to their bones. Their faces sink and cling to their skulls. Their hair falls out. Eyes weep blood and fingers recede to skeletal claws.

The frenzy ensuing from the herb's work on the body soars beyond any barbarian's rage or transcendental tribal dance. The change the root inflicts is permanent if addiction occurs and is irreversible except by the application of potent magic. Even those returned from the experience never forget the terrifying heights of wrath and power they felt under its influence, and most do anything for another taste of maht.

The tribe inhabiting this island uses maht to create mad berserkers to defend it from interlopers. Maldraht maht (roughly translated as "one claimed by the maht") may be pinioned by fifty arrows and not slow their stride until they have chewed the head off the offending archer.

The blood worship of the Maldraht maht defies understanding. Their temples are charnel houses of wholesale slaughter, the only veneration their faceless gods crave. Rumors abound of strange slave ships, floating sacrificial ziggurats, reaping the Coast's other tribes and leaving a tide of gore in their wake. Recent sightings of these floating shrines are on the rise.

See **Appendix 1, New Drugs** for the statistics on maht and the Maldraht maht template. Maht features in two adventures in Heart of the Razor – **Sinful Whispers** from Tom Knauss and **Jungle Fever** by Owen K.C. Stephens.

Kakeou

The Tulita tribes who still inhabit this island cling fiercely to the old ways. Offering obeisance to Whale, Turtle and Dolphin, they have staved off foreign invasion; but even so, sharks prey upon their fisher folk with increasing frequency, and more warriors go missing on patrols of the island with each passing week. Friends of these tribes speak of a taboo cove, a forbidden place where an ancient shrine of sacrilege still stands, and of dark shapes moving in its waters.

Koa Islands

These islands once numbered among the Tulitas' most sacred sites. Here, groves of koa trees lie nestled in secluded glens. The wood from the koa is taboo for anyone but chiefs to use, and they craft clubs and war canoes from the trunks of these majestic trees, only culling one tree each year, per tribe. Now, the foreigners plunder these sacred groves with abandon, hacking down thousand-year-old forests, chopping them to lumber and shipping the precious wood far across the sea for a hefty profit in gold.

Recently though, axe-wielding crews of plunderers have been vanishing in the shaded glens. Survivors claim an unseen beast, silent as shadow, devours those who trespass in the ancient groves. Several merchant captains offer a steep reward to anyone who can eliminate the predator. Those foolish enough to try never return.

Kraken's Reef

This complex of reefs and caverns deep below the waves is the court and home of Harthagoa, the Demon Below. A sprawling nest of sea serpents, demons, hag queens, aboleth abominations and hordes of sahuagin, Kraken's Reef is the single most dangerous stronghold of evil on the Razor – a place where heroes do not dare. Harthagoa's redoubt is a center of blasphemy and pain, where sick obeisance paid to Demogorgon corrupts the water and befouls the coral with a cold evil. As the Demon Below grows stronger and his influence spreads, so too does this poisonous corruption of the sea. Soon enough, the water will curdle men's blood in their veins at a touch and end entire civilizations. This location may play an important role in the **Kraken Strikes** plot arc.

Moonfall Atoll

An age ago, a shining star plummeted to the Razor Coast. Wreathed in fire, this heaven's stone slammed through the sea and dug into the ocean floor like a tick. The tip of the giant meteor still breaches the surface, glittering like a small island of blue steel off the coast. A circle strange, iridescent coral grew up, entirely enclosing it.

Ancient Tulita lore speaks of a second moon shining silver in the sky, which disappeared the night this strange meteor fell to earth. Destroyed by some unknown force of impossible power, the second moon broke into a dozen pieces, all of which now lie scattered about the Known World. Moonfall Atoll is said to hold one of the twelve pieces of this shattered moon.

Pearl Eye Atolls

The Pearl Eyes consists of nine major islands, all tropical and volcanically formed, but scattered throughout these major landmasses lie an extraordinary number of massive coral ridges and fluorescent atolls in every color of the rainbow. Piercing the waters between islands, the unique and vibrantly colored coral of these atolls often surrounds volcanoes, creating formations like luridly painted eyes. The archipelago is also known as Bloodbane's Knuckles for its many dormant, but smoking volcanoes.

Birthed by an undersea volcanic range, each of the nine major islands has a high point – a bluff, plateau or peak – to which adventurers can climb and from where, weather permitting, one can view both their island and a few surrounding islands.

Most of the Pearl Eye islands hold sources of fresh water, gatherable fruit and wild game. A few of the islets cradle tiny settlements, called cargo pits, populated by either indigenous tribes or the descendants of early explorers. Most cargo pits eagerly trade food and water for woefully scarce mainland goods, such as metal tools and weapons.

This series of small atolls is the source of the Razor's largest and most lustrous pearls. Sought after across the Known World, they adorn the necks of queens and ladies in courts East and West. The Pearl Eye Atolls are sacred to the Tulita. In the past, to ensure these holy treasure troves remained unspoiled, the tribes never allowed a visitor to claim more than one pearl per season.

Now, under new custodianship, pearl-hungry foreigners – dozens of bands of pearl divers and buccaneers – plunder the Atolls daily. Often small, intercine wars break out over control of this territory, but the Dragoons are happy to ignore the conflicts as long as someone is handing over a hefty supply of the pearls claimed from the depths. Lately, shark attacks in this region have grown to a staggering rate, causing all but the greediest divers to give up this once lucrative profession.

The Pearl Eye Atolls and its environs figure prominently when concluding your Razor Coast campaign

Sammerlock Sails

This island was once a mighty fortress maintained by a distant elven kingdom from far across the sea. An age ago, these sylvan lords gazed across the ocean at the rich natural wonder of the Razor with envious eyes and arrogance in their hearts. The thought that others might be divinely entrusted to safeguard the glory of the sparkling ocean and lush forested coast unsettled the elves. They dispatched legions of sylvan mariners and gossamer-sailed warships to take possession of the coast. They made the island of Sammerlock Sails their stronghold and soon crossed mithral blades with the warclubs of Tulita chieftains.

In the end, Pele intervened on her people's behalf, raining molten fire down on the elven keep, blanketing the ocean with waves of shimmering heat and scouring the elven armada from the coast. Pele's wrath reduced every last elf to smoke on the wind, and now only charred ruins remain where once a silver-spired mile-long fortress stood.

Passing ships claim something haunts the island now. Some say the hate-fueled spirits of elven warlords cry into the wind for vengeance. Others claim an elven priestess robbed of life and love when the Pele's fire's came wanders the ruins of the fortress as a banshee, her wails striking deckhands dead.

Shark's Folly

Nine atolls crest the waves, forming a coral circle of power dedicated to the valiant guardian spirit of the old gods – the Dolphin. Fearless in the face of predators, and striking foes with sharp jabs from their snouts to drive them from the Razor Coast, schools of these majestic creatures held back tides of terror in the distant past. No shark dares come within three leagues of this circle of atolls. The Tulita consider the cerulean waters encircled by the islets to be a sacred refuge. Schools of dolphins dance among the waves here, patrolling this holy site, ever vigilant against intruders.

Skull Sargasso

The sea's dead number in the tens of thousands: scallywags blasted from their deck by cannonades; unpopular captains hurled overboard in the dead of night by mutinous crew; the unwary knifed on the docks for a few sullied coppers and swallowed by the tides. These dead men vanish into the deeps, and most are never seen again. Their skulls, however, find a home among tangles of the Skull Sargasso. This strange weed bed stretches over three miles wide, nothing but floating skulls yawning askance amidst putrid swells of rotting seaweed.

Legend says the skulls of the sea-claimed dead all find their way here eventually. Shamans of the Tulita speak of "dead water," a horrid patch that draws the souls taken by the sea's killing clutches. The source of this forbidding sargasso remains a mystery, but the crew of any ship who passes into its skull-bobbing waters always emerges headless.

The oldest crusty dogs to ever helm a ship whisper yet more terrifying tales. They aver the sargasso did not always float in its present location, but that it used to prowl the Razor, a leviathan of seaweed and yellowed bone, preying on anything to cross its putrescent path. Some whisper it is only a matter of time until the sargasso awakens from its temporary torpor and resumes its prowling, unwholesome predations.

Sloth-Eye's Doldrum

A pirate captain of old, Galgros Sloth-Eye, once called this stretch of still water and mudflats home. His fleet of deadly vessels raided passing freighters and retreated to these treacherous sucking fen-waters when pursued by powerful warships. Talons of craggy rock loom beneath the dark water here, ravaging the hulls of unwary captains' ships, and the Doldrum's mud wallows and shallows make navigation a constant vexation.

Some stretches of quick-mud can slurp a freighter-sized vessel below the slimy brown sea-crud of the Doldrum in seconds, usually taking all hands to suffocating doom. Rumors of Galgros' buried treasure lure some adventurers to explore this dread stretch of mire, while others are drawn by stories of ancient ships of pure mithral and silver – dreadnoughts of the sylvan fleets of Sammerlock, sails armed with magical treasures unlike any found in today's Known World, lying perfectly preserved in the sludge of the Doldrum.

The Witch's Teeth

These vicious shoals present one of the sea's most fearsome threats to mariners. The shoals are a labyrinth of coral reefs, jagged rocks, leviathan bones and shipwrecks, all shrouded in a persistent fog called "witch's breath." The winds around the teeth are treacherous as well, turning ships against course every time a helmsman strives to correct. Most vessels that brave the Teeth end up smashed like eggs on the rocks.

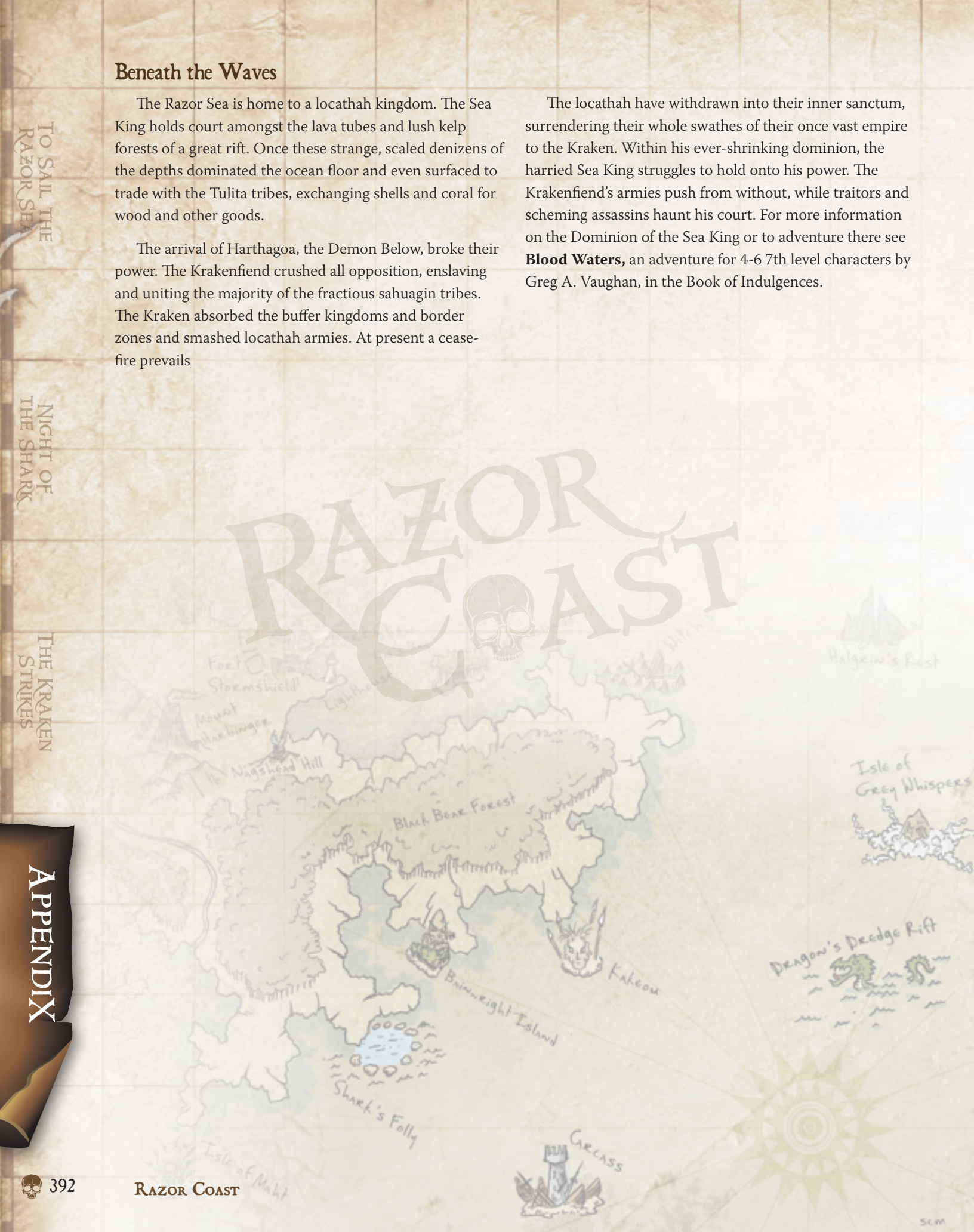
Garr Bloodbane often prowled the Teeth, and it is a testament to his skills as a captain that his ship never splintered apart. Today, the only mariner who braves the Teeth from time to time is a fearsome pirate lord named Witch Sader.

Beneath the Waves

The Razor Sea is home to a locathah kingdom. The Sea King holds court amongst the lava tubes and lush kelp forests of a great rift. Once these strange, scaled denizens of the depths dominated the ocean floor and even surfaced to trade with the Tulita tribes, exchanging shells and coral for wood and other goods.

The arrival of Harthagoa, the Demon Below, broke their power. The Krakenfiend crushed all opposition, enslaving and uniting the majority of the fractious sahuagin tribes. The Kraken absorbed the buffer kingdoms and border zones and smashed locathah armies. At present a cease-fire prevails

The locathah have withdrawn into their inner sanctum, surrendering their whole swathes of their once vast empire to the Kraken. Within his ever-shrinking dominion, the harried Sea King struggles to hold onto his power. The Krakenfiend's armies push from without, while traitors and scheming assassins haunt his court. For more information on the Dominion of the Sea King or to adventure there see **Blood Waters,** an adventure for 4-6 7th level characters by Greg A. Vaughan, in the Book of Indulgences.



The Book of Indulgences

In the beginning, there was Hunger and the World could not abide. Hunger ate the Land, drank the Sea, devoured all Things before they could Become. Even Nothing was afraid Hunger would eat it too, and the Gods agreed something must be done. So they locked Hunger in a cage of flesh and fin they called Dajobas, but the Hunger ripped free, tearing open a terrible maw in his cage's flesh, framed with rows of razored teeth. The Hunger could not be controlled, and he turned on those who imprisoned him. He ate the Gods, but as he did, their will was done. The World was born while Dajobas feasted on their divinity. When he returned, Dajobas found Land and Sea and All Things thrived and grew faster than He could eat them. Dajobas eats the World for all eternity. He will not stop, cannot stop, until he swallows Time itself.

Chapter 1
Campaigning

Dajobas, Devourer of Worlds

An Introduction to the Devourer of the Gods by Nicolas Logue

Sharks prowl the sea. Perfect hunters who do not sleep and never cease to feed - no creature's killer instinct compares. They scent their prey miles away. They know the taste of blood before they are born. Their teeth shear flesh, strip muscle, and crush bone. To the native Tulita tribes of the Razor Coast, these murderous beasts are not just the killers of the sea. They are a constant reminder of their people's darkest hour.

Twenty generations past, the forefathers of the Tulita warred for supremacy. Their war canoes sailed the Kai Bay and Razor Sea, and their mightiest warriors tore each other apart with spear, adze, sharkstooth clubs, and their bare hands. The seas ran crimson and sharks flocked to Kai Bay by the thousands drawn by the taste of carnal slaughter. The Tulita came to know these hunters of the sea and the warlike tribes gaped at the fearsome power of the shark. Many cast aside their idols, banished their old totems, and befouled their once sacred shrines with bloody sacrifices to a new god, a terrible devourer spirit they called Dajobas. The shamans abandoned their watcher spirit, the Whale, spurned their protector, the Dolphin, and forgot the healing arts Grandfather Turtle taught them. They embraced the Shark instead.

War turned to genocide, whole tribes were butchered, their children beheaded. Crops and fields forgotten as cannibalism spread madly among the Tulita, the land withered, trees hacked down and fed to the raging cook fires day and night. Atrocity piled atop atrocity until no act, no matter how brutal, even gave the Tulita pause.

One tribe in particular, the Karikanti, dominated in the latter years of the war. They blessed the altars of Dajobas with the blood of twelve entire tribes, and erased their family names from existence for all time. Their god sent them a special gift, another of his hungry servants — a reptilian thing, with a yawning maw of gnashing teeth, and cascades of ugly black and green bumps on their leathery hide. Alligators — Teeth Who Walk, Dajobas' new servants came to the Karikanti and devoured their foes by the hundreds.

Dajobas' hunger might have ended the Tulita entirely. But a handful of shamans refused to bow before the shark

god. They hid their idols to Whale, Dolphin, and Turtle deep in the jungles or in secret sea caves, unknown even to the sharks. There they sang the old songs, danced to the old drums and called across the waves to their gods. Their prayers took years to reach the old gods, but finally, they returned. The Whale drew the sharks from Kai Bay, the Dolphin drove their schools deep into the Razor, and the Turtle began the long and grueling healing of Dajobas' massacre.

The Karikanti were punished for their obeisance to the shark and gator. Their bodies twisted, their skin sloughed away and replaced by the leathery ridges of Dajobas swamp lurking alligators, and their faces freakishly elongated into snout-like maws of ripping teeth. Their kingdom sank. The tides laid siege to their land, poisoning the earth and slushing rock and sand to fetid mud and brackish salt water. Their kingdom, henceforth called Blacksink Marsh, remained a blight on the Razor Coast, and a constant reminder to the surviving Tulita what their worship of Dajobas cost their people.

Now Dajobas, imprisoned deep in the sunless chasms of the undersea strains his bonds, awaiting the Red Feast, a slaughter so devastating that the entire sea runs red with spilled blood and draws him once more to the shallows where men, foolishly thinking themselves safe from his gory maw, dangle their feet in the waves.

Dajobas

Portfolio: Cannibalism, carnage, hunger, the ocean, war, blood, sharks, alligators, swamps, ruin

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Hunger, Water

Symbol: Open shark's jaws

Garb: Blood-stained tatters of whatever was being worn before transforming into wereform. Scars from the infecting bite are prominently displayed among weresharks.

Favored Weapons: Sharkstooth club or punch dagger fashioned out of a large shark's tooth.

Form of Worship and Holidays: Blood moon (the full moon when a group victims of newly infected by the Kiss of Dajobas make their first transformation into weresharks). Worship usually takes place in the form of ritual infection of new populations of victims or wanton slaughter and devouring of such populations. There is little organized worship.

Typical Worshippers: Weresharks, sahuagin, sharks, cannibalistic pirates

Cast off by his worshippers, Dajobas was hurled into the black depths of the ocean's deepest rift where the night-waters flow cold and the only sustenance are cold bloodless things, tube worms, and wretched slimy sacs of spur-like bone. There he wallows, his hunger raging, and dreams darkly of revenge and slaughter. His bloody dreams streak through sea and mist, cling like barnacles to passing ships, or crawl a-land, spewed out by the sea like venomous humors. These cancerous thoughts, born from Dajobas' rage and hunger sometimes take hold in the hearts of sahuagin warlords, hunting dire sharks, blood-drenched corsairs and vikings, and priests of other sea gods, led astray by the Shark God's promise of terrible power.

Most sharks that prowl the waters now are mindless things, cast off husks of Dajobas' power, and degenerate children of their once gloried god of slaughter. Some though, know the taste of men's flesh, and revel in carnage. These baleful sharks, their flesh turned charcoal-black and eyes gone crimson, swim the seas in great reeving schools, sinking ships in the dead of night and feasting on the screaming sailors cast into the brine. These are the true children of Dajobas and as the god's essence swims closer to the world, more sharks return to his fold, and turn into feral hunters of man.

The sahuagin tribes were the second of Dajobas' children. Shark-like men, fearsome in battle, they served as shock troops in the armies of those Tulita who willingly bowed before their god, and slaughtered infidels who refused their master's red blessing. When Dajobas fell from the world, the sahuagin scattered. Petty feuds and territorial disputes ripped their great host asunder, splintering them into tiny tribes of scavengers and hunters, many of which were driven from the Razor Coast by the locathah warriors of the Coral Kingdom. Others fell under the sway of Harthagoa, the Demon Below, and serve the kraken as fodder in his constant war to bring

the seas under his command. Now, as Dajobas returns to the world, the sahuagin answer his call. Many flee the demon kraken's banner and gather in great tribes once more, preparing for the Red Feast.

Red-bearded corsairs, oft considered mere buccaneers out for plunder, in the days of old were some of the first men and women to swear their bloody blades to Dajobas. The shark god promised these predators ferocious power in exchange for cannibalistic rites and human sacrifices. Many corsair ships sported bloody razortooth-studded altars in the crimson times of Dajobas' reign. These marauders sent ships to the sea's floor, holds still brimming with gold and silver. The corsairs' true plunder was the flesh of the sailors and passengers, offered to their god in gory sacrifice.

All of the above are nothing more than reavers and killers. What Dajobas needs now is a dark master to lead his burgeoning forces, a priest whose rites can summon the shark god's full power back into the world of men. Always a predator, Dajobas hunts his priests from the flocks of other sea gods, turning them to his worship with an infectious bite and seductive power. Those chosen for his service rarely resist the call, and become his Dalangs, shamans devoted to blood and carnage, gifted with the killer instincts of the fiercest shark and the ability to turn others to Dajobas' worship with a bite. See the Dalang of Dajobas prestige class below for details on these shamans.

Sometimes when Dajobas is roused from his dark slumber, more powerful servants of his hunger are unleashed on the world, such as the dreaded drolsharg, his heralds, sent to the seas of man to initiate the Red Feast.

Hunger Domain

Deity: Dajobas

Granted Power: Once per day you may eat the flesh of a slain foe as a ritual, and recover a spell slot of up to the foe's hit dice in level. You also gain the Chosen of the Shark God feat as a bonus feat.

Touch of Blood (Sp): As a melee touch attack, you leave a smear of blood upon your target that cannot be washed off unless first dispelled. Any follower of Dajobas or shark attacking an individual bearing this blood smear gains a +1 profane bonus on attack rolls. In addition, any creature with the scent or keen scent ability or blood sense (see "New Feats" below) can unerringly track this individual while they are in the same body of water, regardless of distance. The blood smear wears off after 1 hour per caster level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Eyes of the Shark (Su): At 8th level, your eyes become dead black orbs like those of a shark. This grants you blindsense 30 ft. or extends your blindsense by an additional 30 feet if you already have that ability. In addition, the eyes grant a +10 bonus to all Intimidate checks. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—*enlarge person*, 2nd—*death knell*, 3rd—*vampiric touch*, 4th—*blight*, 5th—*insect plague*, 6th—*disintegrate*, 7th—*creeping doom*, 8th—*sympathy*, 9th—*energy drain*.

Servitors of Dajobas

Drolsharg

A dark green giant of fin, scale, and teeth rises from the surf. This towering humanoid's arms end in five talons, studded on all sides with shark's teeth. The thing's massive chest is a field of shark maws spasming insatiably for prey. The Drolsharg's face is squashed, its dark beady eyes squinting over a yawning mouth filled with countless rows of razor teeth.

DROLSHARG CR 8

XP 4,800

CE Large monstrous humanoid (aquatic)

Init +8; **Senses** blindsight 30 ft., blood sense, darkvision 90 ft.; **Perception** +14

DEFENSE

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, –1 size)

hp 105 (10d10+50)

Fort +8; **Ref** +11; **Will** +10

Resist cold 10

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +15 (1d8+6/19–20), 2 claws +16 (1d6+6 plus grab), shark-mawed tail +13 (1d8+3 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with shark-mawed tail)

Special Attacks accelerated lycanthropy, frenzy, hundred maws (2d6+9), pounce

STATISTICS

Str 22, **Dex** 19, **Con** 20, **Int** 6, **Wis** 16, **Cha** 12

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 31

Feats Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Weapon Focus (claws)

Skills Intimidate +8, Perception +14, Stealth +9 (+17 underwater), Survival +8 (+16 underwater), Swim +14; **Racial Modifiers** +8 Stealth underwater, +8 Survival underwater

Languages Sahuagin

SQ amphibious

ECOLOGY

Environment aquatic or coastal

Organization solitary

Treasure none

SPECIAL ABILITIES

Accelerated Lycanthropy (Su) Anyone damaged by a drolsharg's bite or shark-mawed tail is infected with a particularly aggressive and virulent strain of lycanthropy that immediately transforms them into a wereshark unless they make a DC 19 Fortitude save. Failure on the save causes them to transform as a full round action into hybrid form and then savagely attack anything nearby except the drolsharg. After 5 rounds, the afflicted collapse and return to humanoid form, but unless a remove curse is applied in 24 hours the lycanthropy persists. Drolshargs have no influence over weresharks they create. The save DC is Constitution-based.

Blood Sense (Su) A drolsharg can detect the blood of a living creature within 240 feet, and can pinpoint creatures by the smell of their blood up to 60 feet away. A drolsharg can smell blood in the water up to a mile away, and track by the scent of it as well.

Frenzy (Ex) A drolsharg enters frenzy when it taste blood (through any of its maws) and gains a +2 bonus to all saves, but suffers a –2 penalty to AC. The frenzy lasts until the drolsharg dies or all foes within 240 feet are slain.

Hundred Maws (Ex) A drolsharg's torso is nothing but sinew and gaping maws. The blood-hungry mouths of over a dozen sharks spasm and snap from the drolsharg's chest, yearning to taste flesh. Any foe grappling a drolsharg suffers the maws burrowing into their flesh and shredding them to gory bits, inflicting 2d6+9 points of damage.

Drolshargs are hunger made flesh, the perfect killing machines and ground zero for a plague of Dajobas' design. These nightmares only appear when Dajobas' slumber is disturbed or the shark god draws closer to the mortal world. Drolshargs hunt the open ocean but seek humanoid prey above all else. They follow in the wake of ships, board them and devour the crew, usually leaving a few alive as weresharks to spread mayhem when the vessel drifts ashore or is discovered by another ship.

Gifts of Dajobas

Dajobas rewards those who bow to his bloody service both with great power and terrible weapons of power. Below are some of the options available to those who pledge their faith to the shark god.

New Feats

Blessed by Dajobas

The mouth of this creature is enormous and bristling with jagged teeth.

Prerequisite: Improved Natural Attack, must worship Dajobas.

Benefit: The creature's bite attack is increased by one size category and the critical threat range is doubled.

Special: This feat can stack with further Improved Natural Attacks and Improved Critical feats.

Blood Hunter

You can sense living foes by smelling the blood in their veins.

Prerequisite: Chosen of the Shark God.

Benefit: You gain a blood sense that allows you to detect living foes within 60 feet regardless of whether or not you can see them. If a living creature is bleeding from an open wound, you can detect them up to 120 feet away. You can pinpoint the square of invisible living opponents up to 30 feet away. If an opponent is bleeding from an open wound they do not gain the benefit of concealment regardless of whether they are *invisible*, *displaced* or otherwise obscured.

Chosen of the Shark God

You hear the savage call of Dajobas, his hunger is yours now. You can only feed it with blood of your foes.

Prerequisite: Must worship Dajobas, base attack bonus +3.

Benefit: Whenever you kill a foe (not just drop them below 0 hp) in melee, you gain 5 temporary hit points. These hit points only last 1 minute. If you do not kill another living creature of at least one Hit Dice per level you possess every day, you suffer 1d2 points of Constitution damage.

Predator Not Prey

You are a hunter. You feed on lesser creatures. Nothing can feed on you.

Prerequisite: Chosen of the Shark God.

Benefit: You cannot be fed upon and do not suffer Constitution damage from attacks or spell effects. A creature with blood drain (such as a vampire) simply cannot feast on your blood. A *wounding* weapon does not inflict Constitution damage on you, and neither do poisons (though poisons affect other attributes as normal for your character).

Quick Change

You may change forms in the blink of an eye, flesh flowing like quicksilver.

Prerequisites: Must possess the alternate form ability, or the ability to change shape (such as the doppelgangers shapechange ability, a polymorph spell, or a druid's wild shape class feature).

Benefit: You may change shape or form as a swift action as opposed to a standard action.

Reaver's Frenzy

When you taste the blood of a foe, the fury of Dajobas pounds through your veins and grants the power to shred your enemies to pieces.

Prerequisite: Chosen of the Shark God, rage or blood frenzy class ability, or frenzy racial ability.

Benefit: When you activate rage, blood frenzy or frenzy you also gain an additional melee attack at your highest attack bonus for the first four rounds of the rage or frenzy. This ability does not stack with *haste*, a *speed* weapon or any like effect.

New Magic Items

WONDROUS ITEM: SNAPPING JAW

Aura faint conjuration; **CL** 3rd

Slot none; **Price** 16,000 gp; **Weight** 5 lbs.

DESCRIPTION

This item is either made from a leathery preserved baby alligator head or a pried-open shark's jaw filled with two rows of razor teeth. When activated the user designates a target within 30 feet, and the *snapping jaw* flies unerringly at them, viciously biting every round on the user's turn. The jaw uses the base attack bonus plus Wisdom bonus of the creature that unleashed it as its attack modifier. The jaw deals 1d6 damage and also distracts its target, penalizing them –2 on attacks, saves and skill checks, and requires Concentration checks for spell casters for as long as it harries them. The user need not be holding the jaw to activate it. As long as they are within 30 feet of the jaw, they can command it. The jaw can only be used for 10 rounds total per day; these rounds need not be consecutive. The jaw functions as a thrown weapon for purposes of sundering or otherwise defending against it.

CONSTRUCTION

Requirements Craft Wondrous Item, *spiritual weapon*;
Cost 8,000 gp

MINOR ARTIFACT: TEETH OF DAJOBAS

Aura strong conjuration, necromancy and transmutation;
CL 20th

Slot none; **Weight** 1 lb. each

DESCRIPTION

These *+2 keen wounding punch daggers* are fashioned out of the teeth of a dire great white shark. The weapons have a way of finding their way into the possession of the being chosen by Dajobas to serve as his Chosen Champion—even if the possessor is unaware of the selection. Non–evil creatures may wield these weapons, but when they do so they hear horrible whisperings in their mind, driving them to commit great atrocities in the name of Dajobas.

The possessor of one of these teeth can *bestow curse* (DC possessor's Wisdom bonus +12) on a struck opponent as a free action once per day. If both teeth are possessed this ability can be used twice per day. When brought together by a lycanthrope the *Teeth of Dajobas* can create a *blade barrier* (the blades are actually whirling shark's teeth) once per day. The Save DC for the *blade barrier* effect is equal to the possessor's Wisdom bonus +16. Both of these abilities are at caster level 12.

If the possessor has 12 class levels (not counting racial Hit Dice, nor the bonus animal Hit Dice from the fel lycanthrope template), the weapons improve to *+3 keen wounding punch daggers*. If the possessor has 15 class levels, they further improve to *+4 keen icy burst wounding punch daggers*. If the possessor is a lycanthrope or fel lycanthrope, at 12th level his DR increases by 5 points; at 15th level, he gains resistance to cold 10; at 20th level, his DR changes from silver to silver and good.

DESTRUCTION

To destroy the *teeth of Dajobas*, first each weapon must be sundered into three pieces. Regardless of the level of the possessor, treat the weapons as having a +5 enhancement bonus for the purposes of determining hardness and hit points. Once the weapons are sundered, one piece of each weapon must be fed to a whale, a turtle, and a dolphin.

Dalang of Dajobas

Dajobas eats the faithful flock of others now, just as he once devoured the gods themselves. His chosen ones are most often devotees to an erstwhile deity of the ocean or a divine stormbringer, visited in fever dreams by Dajobas and imbued with his insatiable appetite for carnage. Thus, clerics are changed. On occasion, Dajobas chooses other servants — great reavers who prey on man as his own favorite children do, cannibal corsairs with a taste for human flesh and an appetite for destruction.

Role: A Dalang of Dajobas is a force of destruction, chosen by Dajobas to slaughter in his name. A Dalang of Dajobas is often found as the head of a cult dedicated to the worship of the Shark God, leading men and weresharks on bloody raids of civilized lands. The Dalang of Dajobas feels no loyalty to his followers, however.

Alignment: By their very nature, a Dalang of Dajobas must be evil.

Hit Die: d8

Requirements

To qualify to become a Dalang of Dajobas, a character must fulfill all the following criteria.

Alignment: Any Evil.

Base attack bonus: +4

Skills: Swim 4 ranks

Feats: Chosen of the Shark God, Iron Will

Religion: Must worship Dajobas.

Special: Must have been reduced to below 0 hp by a shark attack.

Class Skills

The Dalang of Dajobas' class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

DALANG OF DAJOBAS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+1	Conversion, fear no brine, razor tooth maw
2	+1	+1	+1	+1	Devourer, shark master
3	+2	+2	+1	+2	Blood frenzy 1/ day, the red kiss
4	+3	+2	+1	+2	Shark god made flesh
5	+3	+3	+2	+3	Blood frenzy 2/ day, eater of the world

Class Features

All of the following are class features of the Dalang of Dajobas prestige class.

Weapon and Armor Proficiency: A Dalang of Dajobas gain no proficiency with any weapon or armor.

Conversion (Su): Beginning at 1st level, a Dalang of Dajobas who was a divine spellcaster before submitting to the Shark God's hunger continues to advance in their divine spell casting ability as if they gained a new level in their original class; however they immediately lose access to whatever domains they had before and instead gain access to two of the following domains: Chaos, Destruction, Evil, Hunger, or Water. Spellcasters who were not granted domains from their original class (such as a ranger) as well as non spellcasters rise from water clouded with their own blood with access to two of these domains, plus divine spellcasting as a cleric whose level is equal to their Dalang level.

Fear No Brine (Ex): A Dalang of Dajobas gains a swim speed equal to their highest natural mode of speed or 60 feet (whichever is higher), and gains a +8 racial bonus to Swim checks. They may also take 10 on Swim checks even when circumstances should otherwise prohibit this. The Dalang gains the ability to breathe and survive underwater as if they were an aquatic creature. Finally, they gain a +4 bonus on Fortitude saves made underwater.

Razor Tooth Maw (Ex): At first level, the Dalang's change into a shark servitor of Dajobas begins. Henceforth, at will as a free action, their face may split wide, ear-to-ear and rows of razored teeth grow from their oversized mouth. This ability affords the Dalang a natural bite attack that inflicts 1d6 points of damage for a Medium Dalang.

Devourer (Su): A Dalang feeds on the flesh of fallen foes to gain great power. In one minute, a Dalang can completely devour a fallen foe of Medium or smaller size, bones and all, leaving nothing behind. For the first foe eaten, the Dalang gains a +2 enhancement bonus to attacks, saves, and caster level and 10 temporary hit points. Devouring additional foes does not grant additional enhancement bonuses, but it does gain 10 more temporary hit points for each foe ingested, to a maximum of 30 temporary hit points. Both the bonus and temporary hit points last for one hour.

Shark Master (Su): A Dalang can commune with sharks telepathically within 100 feet. Additionally he can rebuke or command sharks, alligators, crocodiles, weresharks and karikanti as if they were undead. The range of telepathic communication with those under his command is one mile, and the Dalang may perceive using the senses of a commanded creature in range at will by making a DC 20 concentration check.

Blood Frenzy (Ex): Once a Dalang of Dajobas tastes the blood of an enemy they may enter a blood frenzy. This ability is identical to a barbarian's rage in every way (though it stacks with rage), except the Dalang may not choose to end the effect prematurely and cannot break off from battle until the frenzy runs its course. A blood frenzy is invigorating to a Dalang, and does not leave them fatigued afterward.

The Red Kiss (Su): At 3rd level Dalangs gain the dread ability to turn those they bite into slavish servitors of their hungry god. Henceforth, anyone bitten by the Dalang may contract fel lycanthropy (Fortitude DC 10 + Dalang's class level plus Wisdom modifier), becoming a fel wereshark if they do not resist. Infected weresharks are subject to a Dalang's Shark Master ability and zealously devote themselves to the worship of Dajobas until they are cured – even after the Dalang who infected them is slain.

Shark God Made Flesh (Su): At 4th level, a Dalang gains the power to turn into a living avatar of his ravenous god. The Dalang gains the ability to assume a form similar to the hybrid form of a wereshark (use the Large shark as the base creature). They gain low-light vision, scent, keen scent, and blindsense of a shark and a +2 to Wisdom in both forms. In hybrid form, they gain a +6 bonus to Strength, a +2 bonus to Dexterity, a +2 bonus to Constitution and damage reduction 10/silver. The Dalang can change forms at will as a move action.

Eater of the World (Su): At 5th level a Dalang's devourer ability becomes far more potent. They may now completely devour a foe as a full round action, and in addition to the bonuses detailed above a Dalang also gains a +4 divine bonus to Strength (this bonus does not stack) for 1 hour, and the limit on their temporary hit points increases to 50.

The Red Raider

Some turn to cannibalism in desperation, others do so because they hear the call of Dajobas in their predatory heart. Varog Gorebeard ate the heart of a rival captain to steal his strength and prove himself most ruthless among the pirate lords of the Razor Coast. The moment the corsair tasted the hot blood of his own kind, Dajobas took hold of his soul forever. Varog still prowls the Razor now, but he seeks no plunder, only fresh offerings for his master's voracious maw. His service does not go unrewarded. The Hunger granted Varog power over the savage sharks of the Razor, and they now follow his ship in ravenous schools. Wherever the winds take him, Gorebeard leaves sorrow and death in his crimson wake.

VAROG GOREBEARD (HUMAN FORM) CR 7

XP 3,200

Male human fel lycanthrope barbarian 4/dalang of Dajobas 4

CE Medium humanoid (human)

Init +4; **Senses** blindsense 30 ft., low-light vision, keen scent; **Perception** +13

DEFENSE

AC 11, touch 8, flat-footed 11 (+3 armor, –2 rage)

hp 91 (4d12+20 plus 4d8+20 plus 4)

Fort +11 (+13 underwater); **Ref** +2 (+3 vs. traps); **Will** +9

Defensive Abilities uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft., swim 60 ft.

Melee *+2 keen glaive* +15/+10 (1d10+11 /19–20/x3), bite +13 (1d6+6)

Special Attacks blood frenzy 1/day, devourer, rage (19 rounds/day), rage powers (powerful blow +2, strength surge +4), red blessing (DC 16)

Cleric Spells Prepared (CL 4th):

2nd—*bear's endurance, death knell* (DC 14), *hold person* (DC 14), *shatter*[D] (DC 14)

1st—*bane* (DC 13), *command* (DC 13), *cure light wounds, entropic shield, protection from good*[D]

0—*bleed* (DC 12), *detect magic, detect poison, resistance*

[D] Domain spell. **Domains** Destruction, Evil

STATISTICS

Str 22, **Dex** 10, **Con** 20, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +7; **CMB** +13; **CMD** 23

Feats Extra Rage, Improved Initiative, Iron Will, Chosen of the Shark God, Reaver's Frenzy

Skills Acrobatics +6 (+10 jump), Climb +13, Intimidate +12, Perception +13, Sense Motive +10, Stealth +7, Survival +13, Swim +14

Languages Common; telepathy 100 ft. (sharks only)

SQ conversion, fear no brine, razor tooth maw, shark god made flesh, shark master, fast movement

Combat Gear *potion of cure serious wounds*; **Other Gear** masterwork studded leather, *+2 keen glaive*

SPECIAL ABILITIES

Keen Scent (Ex) Varog can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Notes

Base Statistics When not raging, Varog's statistics are AC 13, touch 10, flat-footed 13; hp 83; +13/+8 *+2 keen glaive* (1d10+8/19–20/x3), bite +13 (1d6+4); Str 18, Con 16; CMB 11, CMD 21; Climb +11, Swim +12

VAROG GOREBEARD (HYBRID FORM) CR 7

XP 3,200

Male human fel lycanthrope barbarian 4/dalang of Dajobas 4

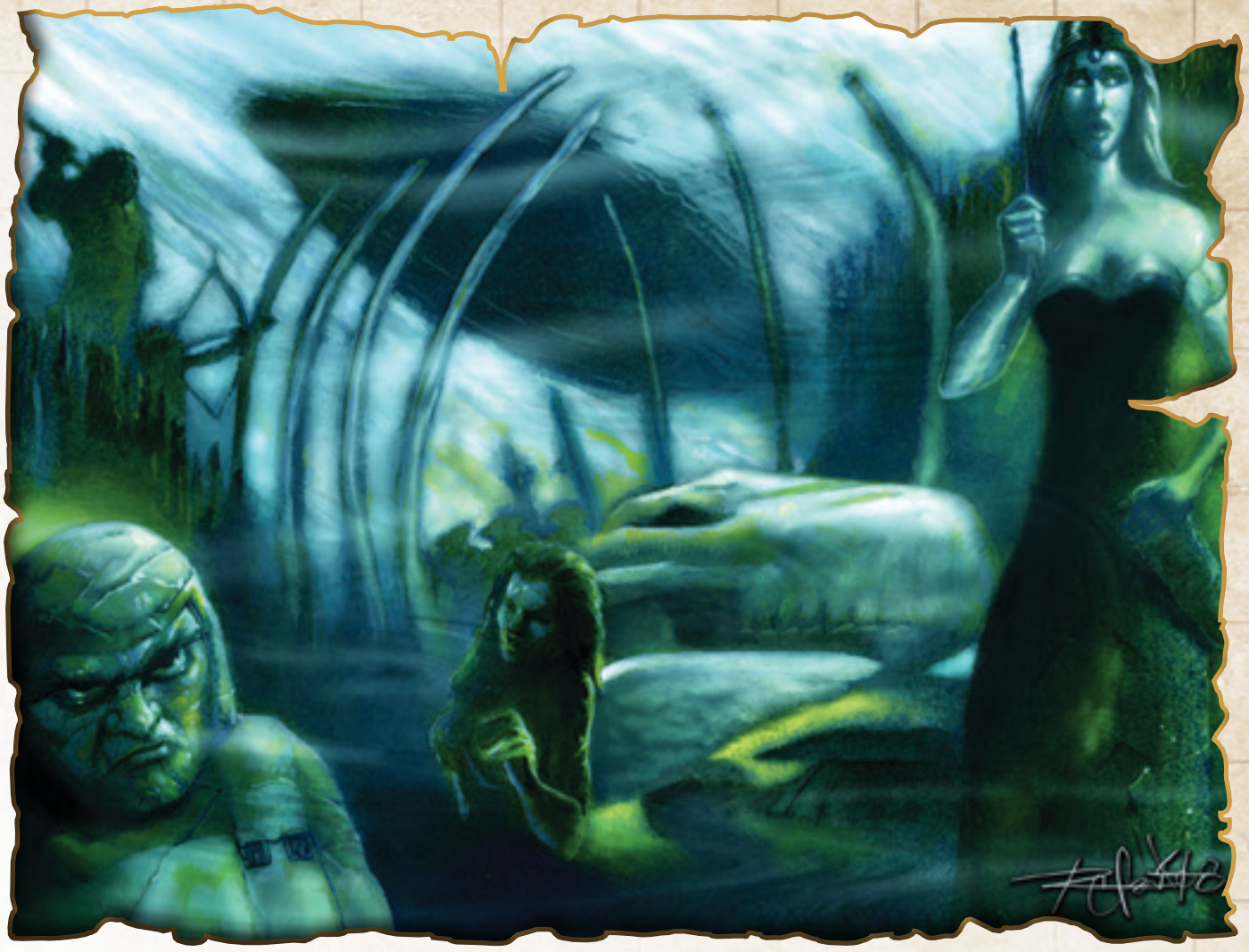
CE Medium humanoid (human)

Init +5; **Senses** blindsense 30 ft., low-light vision, keen scent; **Perception** +13

DEFENSE

AC 12, touch 9, flat-footed 11 (+3 armor, +1 Dex, –2 rage)

hp 99 (4d12+24 plus4d8+24 plus 4)



Fort +12 (+14 underwater); **Ref** +3 (+4 vs. traps); **Will** +9

Defensive Abilities uncanny dodge, trap sense +1; **DR** 10/ silver

OFFENSE

Speed 40 ft., swim 60 ft.

Melee *+2 keen glaive* +18/+13 (1d10+15/19–20/x3), bite +16 (1d6+9)

Special Attacks blood frenzy 1/day, devourer, rage (20 rounds/day), rage powers (powerful blow +2, strength surge +4), red blessing (DC 16)

Cleric Spells Prepared (CL 4th):

2nd—*bear's endurance, death knell* (DC 14), *hold person* (DC 14), *shatter*[D] (DC 14)

1st—*bane* (DC 13), *command* (DC 13), *cure light wounds, entropic shield, protection from good*[D]

0—*bleed* (DC 12), *detect magic, detect poison, resistance*

[D] Domain spell; **Domains** Destruction, Evil

STATISTICS

Str 28, **Dex** 12, **Con** 22, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +7; **CMB** +16; **CMD** 25

Feats Extra Rage, Improved Initiative, Iron Will, Chosen of the Shark God, Reaver's Frenzy

Skills Acrobatics +7 (+11 jump), Climb +16, Intimidate +12, Perception +13, Sense Motive +10, Stealth +8, Survival +13, Swim +17

Languages Common; telepathy 100 ft. (sharks only)

SQ conversion, fear no brine, razor tooth maw, shark god made flesh, shark master, fast movement

Combat Gear *potion of cure serious wounds*; **Other Gear** masterwork studded leather, *+2 keen glaive*

SPECIAL ABILITIES

Keen Scent (Ex) Varog can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Notes

Base Statistics When not raging, Varog's statistics are AC 14, touch 11, flat-footed 13; hp 91; +16/+11 *+2 keen glaive* (1d10+15/19–20/x3), bite +16 (1d6+9); Str 24, Con 18; CMB 14, CMD 25; Climb +14, Swim +15

Death Beneath the Waves

An Essay on Underwater Adventuring
by Wolfgang Baur

Underwater adventuring has been unfairly maligned for many years in fantasy RPGs: people argue that it's dull, it's complicated, the movement rules are terrible, and everyone drowns. However, a well-built underwater adventure is wildly different from a land-based one, but it can be just as exciting if not more so if you know how to set it up and you provide the players with some cool toys that they just wouldn't get on land.

Into the Depths

The first trick to underwater adventuring is convincing the party that it's worth the bother. The party must either be lured by enormous sunken treasure to be had (not that difficult, given the ocean's reputation for swallowing up ships laden with gold) or convinced that some grave threat from the sea must be dealt with on its inky home turf below the waves.

Luring Them

Luring a group with treasure requires no elaboration here; a few rumors or a map to a sunken treasure fleet and your players do the rest. For a slight variation on this, you might lure a party into the water with stories of secret lands under the waves, merfolk magic unknown anywhere else, or other hidden knowledge. In these cases, the treasure is magic or the thrill of discovery rather than gold, but the principle is very similar. Make it sound enticing, and the players will pursue that loot to the ocean depths. Perhaps the PCs seek knowledge over gold, hunting a long lost shipwreck to discern what secrets went down with her crew. The wreck of the *Razor's Edge* in Razor Coast is perfect opportunity send the party into the deeps in search of answers as much as in search of sea-claimed silver.

Luring the PCs to adventure with threats and fear is another matter. You really need to sell the threat to convince the party, and give them time to prepare whatever countermeasures they think they need to go diving to the depths. One option is the old "invasion from the sea" approach, which has been done every so often going back to the TSR days. But I think you're probably better off with a smaller-scale threat - how believable is it that aquatic monsters will rule the land? About as believable as air-breathers conquering the seabed. Still, creatures of fell power such as the twisted offspring of a kraken and a demon might have dire plans for any land-dweller communities clinging to the coastline.

Let's look at an example of a lesser threat. Consider a twisted aquatic giant with webbed hands who terrorizes the shore. He may rape women, he may steal cattle, and he may sack monasteries just for the amusement value. But land-based knights or heroes cannot defeat him, because every time he sees a foe coming, he walks into the sea where no one can touch him. In this sense, the ocean is like the Under Realms - a place where only heroes venture, and where evil breeds and festers. The sea giant knows this, and skulks onto land on dark days or at night, when he can strike and retreat to safety before any response is organized. But beneath the waves, the monster is certain he is safe.

Perhaps your villain is a raider from a submerged kingdom of lightless death, or an enchantress from below the foamy seas, forcing the party into a confrontation in that alien environment. The watery terrain itself is the party's first challenge, but not the last. If you convince them they must delve the deep, they'll take precautions and venture out far from shore. Then you need to be ready to make the action so much fun (or the loot so appealing) that they'll be less hesitant next time out.

Sinking Them

Some heroes are reluctant to get into the water, no matter how big the threat or how rich the loot. In these cases, I think it's perfectly acceptable to sink their ship out from under them and railroad them into the adventure. Once they fail their Swim checks and make the first couple drowning checks, things will get desperate. Ask them if they want to hold onto their swords and shields and armor. Let at least one PC start drowning. Then hit them with a devil's bargain: Have a sahuagin priest with a *potion of water breathing* show up, or an aboleth with his water-breathing slime.

This is, of course, a completely cruel and sadistic thing to do to a party of heroes, but you can make sure that they recover some of their toys (and their dignity) later. Show no mercy; sink them and have them enslaved or at least beholden to some watery villain… Then it is even more satisfying when they get to turn the tables on their evil "benefactor" later.

Watery Spells and Gadgets

The Pathfinder Roleplaying Game does a good job of bolstering rules for underwater adventuring, but there remains room for expansion. Consider the drowning rules (see the "Drowning" section in Chapter 13), which have a nasty reputation among designers because they kill all heroes equally. I'm not sure this is such a bad thing, necessarily, but it's a reason PCs have to avoid the water. You need to help them get past their reluctance with the lures or sinking mentioned above, and then provide some tools so that your game doesn't become an endless stream of drowning checks.

Most players overcome their hesitation when characters can use appropriate magic. That is, they wait until they have

both the 3rd level *water breathing* and the 4th level *freedom of movement* spells available to them. Another sometimes-overlooked option for underwater use is the 2nd-level spell *alter self*, which gives the recipient the abilities of the creature whose form is adopted. In the case of underwater campaigns, the form of a merfolk or a sea elf makes movement much easier. In addition, like *alter self* any spell of the Polymorph subschool that grants a swim speed also grants the target an ability to breathe water.

These spells remove many of the dangers and restrictions of underwater adventuring, which makes play easier but takes away some of the fun as well. However, players can easily grow too reliant on magical help; any underwater spellcaster worth his saltwater knows that *dispel magic* is a powerful offensive spell against magically protected surface dwellers. It's not a trick you can play often, but a standard dispel (or *greater dispel*) will definitely make your players sweat.

The game offers underwater combat rules (see the "Aquatic Terrain" and "Underwater Combat" sections in Chapter 13 of the Pathfinder Roleplaying Game) which simply negate the usefulness of ranged attacks and fire, limit slashing and bludgeoning attacks and halve their damage, and generally make the terrain hostile to the party. While *freedom of movement* negates these penalties, its 10 minute/level duration means that it eats up a lot of 4th level spell slots. Some DMs may be tempted to hand out *water breathing* and *freedom of movement* items like candy, with easy potions, scrolls, and even permanent items providing the spells that turn underwater into just another type of scenery.

Resist this temptation! It's bad for the game for two reasons. First off, it's just not logical for an aquatic native to make spells and potions for the air-breathers; the undersea civilizations don't need that stuff. Second, part of the challenge of the environment is forcing players to devote precious resources to just overcome the environment. Every 3rd and 4th level spell slot devoted to breathing water is a slot that doesn't turn into a *fireball* or *black tentacles*. The party should be using up a substantial part of its daily spell allotment to keeping up movement and breathable air, or they should be forced to surface every so often. Underwater is hostile terrain, and making it too easy takes away some of the sense of overcoming adversity that makes for real heroes.

Piercing Weapons: While bludgeoning or slashing weapons suffer penalties underwater, piercing weapons do not unless the individual is both unable to swim *and* lacks firm footing. It's worth giving the party a magical piercing weapon or two in the adventure before you plan to send them underwater. Even if it is a simple spear or trident, it can make a big difference to fighters who have nothing but enchanted swords and greataxes, let alone something interesting like a harpoon.

Custom Armor: You can simplify Swim checks with the use of masterwork or other special armor that characters bring from shore, which allows them to take 10 on their Swim checks. Wooden armor (from the *Pathfinder Roleplaying Game: Advanced Player's Guide*) has no Swim check penalty; neither does armor made from the Oil Shark (Tome of Horrors Complete). Better yet, they might buy specially made swimming armor, complete with weights and air bladders to control buoyancy, which might provide a +2 or +3 equipment bonus to Swim checks. As an added feature, these might feature an "air bladder helmet" with an emergency bit of air as insurance against a foe's dispelling a water breathing spell. Undersea denizens would surely sell these helmets for a steep markup.

Shark Arrows: These enchanted arrows are tipped with dire shark teeth and ignore the usual range and damage penalties for ranged fire underwater. They fly through the water with a hiss for normal damage. Part of the fun of putting big restrictions in place is then lifting them. Players love having the edge.

Magic Pearls: You might consider creating a new category of magical items to replace potions or scrolls (which dissolve in water, or are awkward at best). I'd recommend replacing them with black pearls, which can be easily swallowed for the same effect.

Depth and Pressure

So right, the heroes have some cool gear and they are packing their own created items for *water breathing* spells when underwater adventure beckons. Assume that the PCs are high enough level that they can brush aside the need for air and free motion with their own created items and spell resources. How can you make the environment challenging if they move through water as if it were air?

Well, the thing about the oceans is that they are very deep and very dark. Oceanic trenches can easily be as deep and dark as Mt. Everest is tall and airless. So put some of your biggest and baddest villains deep in the lightless depths, where the freakish hagfish, tubeworms, and vampiric squid live. One such creature is the Benthic Serpent presented below.

For characters who venture into that deep water, having air isn't enough. The pressure crushes any submarine vessel, and just moving water in and out of lungs is hard work. The party must make frequent checks against the cold (use the rules for exposure in any cold-environment book; the water is actually just below freezing at a few thousand feet down, but kept liquid by the intense pressure). See "Water Dangers" in Chapter 13 of the Pathfinder Roleplaying Game for additional rules on cold and pressure underwater.

As a change-up, you can also relieve some of the pressure of the hostile environment (and give your players a

palpable sense of relief), by setting your finale encounter in a half-water, half-air-filled cavern. Sure, the heroes still have movement penalties, but they'll be extremely grateful when he can bring out the dwarven greataxes and magical maces again without attack and damage penalties.

Deep Dive

School transmutation; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (A manganese nodule from the seafloor [50 gp])

Range touch

Target one creature per two levels

Duration 1 hour/level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

This spell grants the target creature(s) immunity to the effects of deep water, including immunity to all normal cold (resist cold 10) and immunity to, pressure, the bends, and surfacing effects. Targets are also granted darkvision up to 120 feet.

Buoyancy

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (A piece of nautilus shell [20 gp])

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level

Saving Throw Fortitude negates (see text); **Spell Resistance** yes

This spell makes the target creature either more or less buoyant in water. At the caster's discretion, the target creature moves up to the surface by 20 feet per round, becomes neutrally buoyant, or sinks by 40 feet per round. It provides no protection against the bends or against the cold of the depths, and can be used offensively to sink foes into the oceanic abyss. In this case, the target creature may attempt a saving throw to negate the effect. Even if it fails, it may swim to partially counteract the rising or falling movement of the spell.

If a friendly creature with heavy gear is given neutral buoyancy, it will not to sink to the seafloor.

Waterborne Tactical Mapping

So, given that most of the existing rules are about restricting choices for players, how can you make it more fun? Make the three-dimensional nature of underwater combat work for you!

Like aerial combat, part of the challenge with fighting underwater is strictly about bookkeeping. How deep is that monster? How much higher in the water column is the sorcerer? Can the spell range reach? It's annoying to track this in the middle of an otherwise exciting combat.

My solution is to ignore most, but not all of it, by simplifying the water depth. That is, divide the water into two, three, or more layers, and only worry about who is within that layer for combat. For instance, a fight near the shore might just have two layers, creatures on the surface and creatures in the shallow waters below it. Travelling up or down requires a full action for any creature with Swim speed less than 20 feet, and a move action for any creature with Swim speed 20 feet or more.

Want a deeper environment? Add more layers. Somewhere out on the open ocean, a merfolk city might be in the last lighted layer before the oceanic abyss. So characters fighting or chasing something there might have the choice of 4 or even 5 layers: surface, shallows, mid-depth, last lighted, and deep abyss. Moving from one to another is the same as before, and combatants must be within the same layer to engage in melee or spell attacks. If you like, use Legos or colored paper to mark which character is in which layer.

The upside of this approach is that you can stop worrying about feet and have normal fights within a marine layer. Give the creatures the option to attack from above or below a foe (or flank that way), and call it good. Your goal for these combats is to provide some sense of the water and swimming up and down, but not to perfectly simulate a scientific dive team. Keep it heroic by keeping it simple. Your players have enough to worry about with the gigantic benthic serpents trying to eat their heads.

Benthic Serpent

A serpent easily the length of the grandest frigate to sail the seas rises from the churning brine. Its sinuous body is marked with a white lateral line, its spine a strange luminous green hue. The titanic dragon's eyes are enormous, fully four feet across, and surrounded by small glowing tentacles that ripple hypnotically.

Benthic Serpent CR 11

XP 12,800

CE Gargantuan dragon (aquatic)

Init +0; **Senses** darkvision 120 ft., low-light vision, scent; **Perception** +15

Defense

AC 26, touch 6, flat-footed 26 (+20 natural, –4 size)

hp 174 (12d12+96)

Fort +16, **Ref** +8, **Will** +8

Immune fire, magic paralysis and sleep, dragon traits

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +19 (4d8+10), 2 claws +18 (2d6+10)

Special Attacks capsize, deepwater stare

Space 20 ft.; Reach 15 ft.

STATISTICS

Str 30, **Dex** 10, **Con** 26, **Int** 9, **Wis** 10, **Cha** 18

Base Atk +12; **CMB** +26; **CMD** 36 (can't be tripped)

Feats Cleave, Great Cleave, Improved Bull Rush, Power Attack, Snatch, Weapon Focus (bite)

Skills Appraise +8, Diplomacy +19, Intimidate +19, Perception +15, Sense Motive +9, Swim +33

Languages Common, Draconic

ECOLOGY

Environment temperate aquatic or coastal

Organization solitary

Treasure triple standard

SPECIAL ABILITIES

Capsize (Ex): A submerged benthic serpent that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Deepwater Stare (Su): A benthic serpent's deep yellow-green eyes have a hypnotic quality that allows them a gaze attack in a 60 foot cone. Creatures in this area must make a DC 20 Will save (or grant the serpent concealment or total concealment if they avert or close their eyes) each round. If the save fails, the creature is *dominated* as the spell. A benthic servant can dominate only one creature per combat; once that creature is dominated, the gaze attack no longer applies to others. The save DC is Charisma-based.

Notes Benthic serpents are aquatic dragons of the deep ocean trenches, dark grey creatures that surface only rarely. Normally they feast on whales, dolphins, walrus, seals, and merfolk, whatever they can catch. Sometimes, however, their lust for treasure drives them to attack ships or even coastal lands. When they prowl the surface or shallows, their lust for gold is as great as any land dragon's: they often destroy all shipping in a huge region.

Tactics Benthic serpents like to lurk below their prey and surge up from the depths to ambush them. They prefer to attack by capsizing and crushing any vessel they encounter. When hungry, they may sweep a deck, swallowing half a dozen sailors in an instant (using Great Cleave). Their deep-water stare also helps them lure large warships onto reefs and rocks, usually by *dominating* the sailor at the helm during a long night watch. Benthic serpents are far from mindless and flee if their food proves too troublesome.

Olaus the Grey, a Benthic Serpent Villain

The new sea serpent present above can easily be part of your game, and can even be a recurring villain. Here's a quick timeline of how he can appear and reappear.

First Meeting: Olaus should first appear when the party is low-level, and he might roar at the captain of their ship. The captain probably throws a goat or sheep overboard, the sea serpent eats it, and that's that. This works fine at 1st or 2nd level, just to make it clear that Things Live In the Water.

More: The next time the heroes see Olaus, he's just as big and hungry, but this time he speaks, demanding "more tribute!" The captain has to make a quick decision: the goat is not enough. Should he sacrifice a sailor? If so, who? It's clear the captain doesn't want to consign anyone to that horrible fate, so he hesitates, and the serpent chooses for him. If the party attacks, let them. Arrows and spells don't bother Olaus much, and he casually eats the captain. This is fine anytime around 3rd level. The PCs might be clawed by Olaus, but not bitten, and survive.

Constant Danger: The next couple trips are dangerous, as Olaus's appetites grow and grow. He may charm a PC on watch or the steersman of their boat, to sail the party's ship onto the rocks. He may sweep the deck with his Great Cleave, eating up most of their crew. He may knock a hole below the waterline, hoping to eat everyone on board. Any seaborne voyage runs at least a 75% chance of meeting the nasty bugger, and the players should be relieved when he doesn't show up. This works until about 6th level.

Sporadic Resistance: At 7th level and up, the party likely can get underwater and ask the local sahuagin and merfolk where the serpent lives, what its weaknesses are, and try to fight him. Olaus refuses to fight except on his terms, and capsizes the PCs' ship every time he can. The party can probably do decent damage to him, even to drive him away, but never enough to finish him. This is a good stage for 7th or 8th level.

Into the Water: If the party goes to pursue Olaus, they won't have an easy time of it. The benthic serpent lives too deep in the water to fight easily, and avoids any combat that isn't going well. Eventually the party finds a way to get there, and do what they've wanted since they first met the monstrosity: face Olaus in combat and win. The party needs to be at least 9th level for this to really work.

Sahuagin of the Razor Sea

A Look at the Ecology of the Sahuagin by David Schwartz

Though his goal is simple and his success inevitable, even Dajobas, Devourer of Worlds, needs servitors to be his eyes and nose, his hands and feet in this World the gods have created. As Dajobas set to his task, each tooth torn from his bloody gums became a shark, each patch of flesh shed from his flanks, an alligator. Then, as his children consumed, they fed Dajobas's body and mind.

The other gods also created servitors, creatures with soft limbs and blunt teeth. Though inferior to Dajobas's children in every way, these humanoids possessed something his spawn did not: the ability to make new things. The offspring of Dajobas could destroy, but they could not create.

Inspired, Dajobas birthed a second litter of children. His new spawn would combine the resilience and strength of sharks and alligators with the adaptability and craft of humanoids. Like Dajobas himself, these new beings would subsume as well as consume, taking on the worthy characteristics of those they defeated. Thus, Dajobas created the sahuagin.

Physiology

The sahuagin are a frightful mix of man and beast. A typical sahuagin is humanoid in form but lacks the obvious sexual characteristics that differentiate mammalians. An adult male stands around 7 feet tall and averages 250 pounds. A sahuagin's muscular tail is roughly half the length of its body; it provides propulsion while swimming and balance when standing.

Coin-sized scales cover the sahuagin's flesh, each nail hard and rough textured. Beneath its scales, bone plates protect the sahuagin's vital organs. Most sahuagin are green in color, darker on the back and lighter toward the belly. Younger sahuagin display colored stripes or splotches – considered attractive for sahuagin of both genders – which fade with age. Spiny ray-fins project from limbs and tail.

A sahuagin's webbed hands and feet end in sharp claws, and large jaws dominate the sahuagin's face. Like a shark's it contains several rows of triangular teeth. The sahuagin's large, round eyes sit near the top of its head, protected by bony ridges. Sahuagin possess excellent vision in even the darkest depths, but are extremely sensitive to bright light. Only small pits mark the sahuagin's nostrils and ears, though the organs function extremely well. The sahuagin also possess an enhanced sensitivity to minute electrical currents in the water. Taken together, these additional senses grant sahuagin an exceptional sense of their surroundings even when otherwise unable to see.

Though aquatic, a sahuagin moves about on its legs and tail as easily as any land-bound humanoid. Underwater it breathes through gills in its neck, and a typical sahuagin can survive out of water for up to six hours before it begins to dehydrate.

Sahuagin dwell exclusively in saltwater, and a sahuagin submerged in freshwater becomes sluggish.

These details, however, describe only the typical sahuagin. As many as one in a hundred sahuagin are born with a mutation, ranging from extra limbs to a completely alien appearance. Several mutations are described below.

Society

Born from the flesh of Dajobas, it's no wonder the sahuagin view the world as capricious and cruel. Possessing the insatiable hunger of their divine patron, one would expect the sahuagin to be savage and nihilistic. Yet many sahuagin are civilized, even honorable in their own way. They follow a strict regimen of social and personal rituals. Though unwilling or unable to modulate their innate savagery – especially in the throes of blood frenzy – sahuagin rituals help them be more than mindless hunters.

Sahuagin society is hierarchical, a meritocracy that favors strength and guile. A sahuagin's aptitudes determine his caste early in life, while future status is earned through skilled work and the ability to dominate both physically and socially. Status can also be lost, and any sign of weakness invites formal challenges from ambitious underlings. The Sahuagin respect hunters and warriors most, though accomplished craftsmen and visionary priests often earn high regard.

No sahuagin is born into a position of leadership. As with everything in sahuagin society, titles must be earned – usually by defeating the previous holder in a duel of honor. Though not inherited, sahuagin titles often translate into Common as feudal titles, such as knight or baron. The highest position a sahuagin can attain is monarch: the ruler of a sahuagin nation. To become monarch a sahuagin must first challenge the reigning monarch and defeat him or her in mortal combat.

Throw any group of sahuagin together and they instantly form a hierarchy – sometimes swiftly, sometimes violently. Even when working with other races, sahuagin demand a clear chain of command. A leader must continually defend his position, as sahuagin do not bow to empty promises or empty threats. They never tolerate ineffective or unsuccessful leadership.

Dajobas created the sahuagin to be a servant race and, though the vicissitudes of time have separated many sahuagin from their god, this instinct remains strong within them. The pinnacle of any sahuagin hierarchy – even above the sahuagin monarch – is a powerful and invariably evil entity. Since the exile of Dajobas, sahuagin tribes have served immense undersea monsters, scheming devils, savage gods, and even near-epic mortals.

Ritual Culture

Only dogma keeps this vicious society from falling into disarray. Intricate social rituals allow sahuagin to resolve their conflicts without too much bloodshed. Formal contests or duels decide questions of status and disagreements between peers. Except for the most important decisions of justice or succession, sahuagin rarely fight these combats to the death. Surprisingly, sahuagin value courtliness; though, what they practice might not always resemble what others call courtliness. In the battle of wits at court, Sahuagin enjoin the principle they call "up to the line." Take every insult and move in the game of court right up to it – but not over. They value control. Excessively rude or unnecessarily bloodthirsty sahuagin earn the derision of their peers.

Scrupulous personal customs also hold passion in check, preventing the sahuagin from succumbing to frenzy among themselves over the slightest provocation. Routines such as strict schedules, choreographed exercises, and repeated mantras are common. A sahuagin denied its daily rituals grows agitated – some become withdrawn, others overly frank – and it may even enter blood frenzy without physical provocation.

Eating is one of the most sacred aspects of a sahuagin's existence, governed by the belief that they consume not just the flesh, but also the spirit of whatever they ingest. It is important to a sahuagin that it eats only the worthiest prey. Fare deemed unsuitable to the sahuagin's station is left to lesser sahuagin or to non-sahuagin scavengers. Sahuagin consider it a mark of respect to eat a fallen enemy, though few other races see it that way. Of course, such distinctions are far from the mind of a sahuagin in the midst of blood frenzy. If during a frenzy the sahuagin consumed a being unworthy of his station, afterwards the sahuagin may feel the need to perform a cleansing ritual.

Life Cycle

Mating is just as ceremonious as other aspects of sahuagin society, and the intricate courtship rituals allow suitors to display their discipline and prowess. A suitable mate is almost as important as a worthy diet, and many couplings are born of political maneuvering. Bloodlust, however, is not the only passion difficult to restrain, and relationships across caste and station (and sometimes without proper courting) are not unknown.

Mating produces a clutch of fertilized eggs that are laid in specialized hatcheries, where they are buried in mud until hatching two to three weeks later. When first hatched, newborn sahuagin appear as tiny fish-like fry. Within a few weeks they grow to fingerlings, tadpole-like creatures that spend most of their time consuming each other. Fewer than one in ten sahuagin survive beyond this stage. Those that do are placed with the rest of the community when they reach the size of a human toddler. From there, they grow to adolescence and adulthood. Sahuagin reach maturity only a few years earlier than humans do.

Though a sahuagin can live for nearly a century, few do. Instead, most succumb to violence – whether in external warfare or internal dissension – well before reaching their final years. Death is a not a fearsome prospect for the sahuagin, but a mere continuation of the cycle of consumption.

History of the Razor Coast Sahuagin

The Rise and Fall of Dajobas

Though in ages past sharks were not unknown in the Razor Sea, a great and bloody war among the Tulita attracted these predators in record numbers. With the sharks came the Shark God, and soon Dajobas displaced the traditional gods of the Tulita.

The sahuagin acted as the Devourer's evangelists, teaching the Tulita horrific, bloody arts. They led the converted in battle against worshippers of the old gods, and when no tribe stood against Dajobas, the Devourer set his loyal Tulita against each other to keep the blood flowing.

It seemed Dajobas and his minions would exterminate the people of the Razor Coast. Yet in their darkest hour, the gods of the Tulita returned. Whale's strength repulsed the sahuagin horde, and Turtle's healing broke their spell over

the Tulita. Yet the sahuagin say that the greatest indignity came from Dolphin. Unable to kill Dajobas (and eat him, as is right and proper in the eyes of the sahuagin), the old god forced the Devourer into exile and barred him from return with deceitful magic.

The loss of their creator and patron affected the sahuagin greatly. Some succumbed to ennui, others to frothing madness. Infighting spread, and without a divine mandate no sahuagin monarch could keep order. The once unified sahuagin nation sundered along tribal lines. Some tribes survived by hunting and scavenging, others by raiding the conclaves of merfolk and locathah.

The Krakenfiend Wakes

Plagued by the raids of feral sahuagin tribes, the then nascent Coral Kingdom organized a response and broke whatever hold the sahuagin still held beneath the Razor Sea. Some sahuagin left the region altogether, spreading into the wider world. Others migrated to the lightless trenches cut deep into the sea floor. The locathah and their allies avoided the deeps, for that was the home of Harthagoa, the Demon Below.

It remains unknown whether the sahuagin's exploration awoke the immense kraken, or whether ageless Harthagoa expected their arrival. Even Harthagoa was surprised at how easily he enslaved the sahuagin. The sahuagin were lost without their god, and all it took was a show of power and a few honeyed words for the sahuagin to place themselves in the kraken's tentacled grasp.

The sahuagin flourished under Harthagoa's patronage. Within a generation or two, the Kraken had united many of the sahuagin tribes and an army of sahuagin hunters emerged from the depths. Aided by deep-sea squid and less recognizable slaves of the kraken, these sahuagin conquered in Harthagoa's name. As their successes mounted, other sahuagin rejoined with their returned brethren to serve under Harthagoa's banner. Despite their fecundity, the kraken dictated that no monarch should rise from among the sahuagin. Instead, the sahuagin follow numerous generals, who each answered only to Harthagoa.

Face of the Malenti

The first target of the kraken's wrath was the eternal Kingdom Eternal—the sea elves. Though the elves may have all but forgotten their kingdom's involvement in defeating Harthagoa many ages past, the kraken had not. Harthagoa commanded the sahuagin to annihilate the aquatic elves, a task they took to with pleasure.

After a period of small sniping attacks, the sahuagin assaulted in earnest.

Though outnumbered by the sea elves, Harthagoa's army quickly gained a foothold in their territory. The sea elves possessed many experienced warleaders, yet the sahuagin always seemed to know where the elves would strike and where their defenses were weakest. The elves employed abjurations and ciphers, yet still the sahuagin stayed one step ahead. More and more of the elven kingdom fell to the voracious sahuagin, until after many years of war, only the capital, Inarentis, and a few besieged bastions remained.

A failed assassination attempt against the elven queen at last revealed the sahuagin's secret: embedded into elven society were Malenti spies who superficially resembled sea elves but were sahuagin through and through. While elven wizards sought to discover what magic could create such perfect disguises, paranoia spread through the High Court. Who was an elf and who a Malenti? In the end, the siege of Inarentis did not end on the tip of a sahuagin trident. Instead, a series of bloody witch-hunts brought down Inarentis from the inside. As the sahuagin moved in to mop up the pieces, the surviving elves scattered.

Conquest of the Coral Kingdom

Many of the elven survivors found refuge in the Coral Kingdom, a sprawling collective of undersea races. Through fair trade and peaceful treaties, the locathah had spread their culture and governance to merfolk, nereid, tritons, and others. Even as the elven kingdom faded, the Coral Kingdom entered a golden age.

There was some fear that the sahuagin would march coastward and immediately continue their war of conquest. When this didn't happen, the peoples of the Coral Kingdom grew complacent. The locathah blamed the fall of the Kingdom Eternal on the decadence of the sea elves, dismissing the might of the sahuagin. The locathah leaders made a show of rooting out unrelated sahuagin bandits, but did little else to bolster the kingdom's defenses.

Some years later, when Harthagoa's army mustered at Kraken's Reef in alarming numbers, the locathah rulers responded as always – they sent diplomats and traders. The sahuagin showed their respect for the Coral Kingdom by eating the delegation. The survivors returned with a message: in light of that generous (and delicious) offering, the sahuagin would make the sea peoples' enslavement to Harthagoa as painless as possible.

Horror struck the rulers and citizens of the Coral Kingdom. Quickly, laborers were conscripted into militias, craftsmen turned out arms and armor, even spells and prayers were put to martial ends. As the war commenced, the diversity of the Coral Kingdom's citizenry proved advantageous, each race providing a unique style of military and magic. The sahuagin were relentless in their attacks, but remained unable to undermine the Coral Kingdom as they had the High Court at Inarentis.

Eventually, attrition drained the locathah kingdom's resources. When outlying areas could no longer be profitably sustained, they were surrendered to the Krakenfiend's horde. Ultimately, the king could not

guarantee the safety of trade routes, which cut the lifeblood of the Coral Kingdom.

Today, what was once a thriving nation has withdrawn into itself. Harthagoa holds most of the kingdom's former border zones and buffer settlements in thrall.

The Great Rift, once demarking the capital of the Coral Kingdom, is now the last bastion of the locathahs' former empire. Presently a cease-fire prevails, and locathah spies hear whispers that something unknown calls sahuagin away from Harthagoa's army.

The Sahuagin Race Today

Return of Dajobas

The sea peoples would not be so thankful if they knew what new power contested the Krakenfiend's tyranny. The Red Feast approaches, as Dajobas returns. Even now, the Devourer's fin cuts the dark waters of exile, and his dark desires infiltrating the dreams of depraved souls along the Razor Coast. Though many sahuagin remain loyal to Harthagoa – they forget Dajobas's many victories and remember only his last failure – a significant number heed the call of their erstwhile creator. Eschewing service to the Krakenfiend or a life of petty savagery, these sahuagin gather once again, the seeds of a new and terrible nation.

In his precipice fortress, King Michintlachi claims the position of sahuagin monarch, a title none has ventured since the Devourer's defeat. Whispers say that Michintlachi is a four-armed mutant of uncommon size and that Dajobas speaks to the king in his dreams. The imagery of the dreams, however, is so confused and maddening that Michintlachi employs dozens of Dajobas's priests to interpret their master's message. While the Shark God's current plans remain a mystery, they no doubt involve great bloodshed beneath and above the Razor Sea.

The Devil and the Deep Blue Sea

A third attitude exists among the sahuagin of the Razor Sea. Some sahuagin reject Dajobas, Harthagoa, and any other would-be god. Local sailors know these independent sahuagin by many names, the least crude of which is 'sea devils.'

During the centuries of Dajobas's absence, many sahuagin lived as raiders, attacking Tulita canoes and foreign trade ships. Years of interacting with surface races – stealing from merchants, trading with smugglers, and, of course, eating people – brought these sahuagin a different perspective. Not content to be the servants of dark powers, the sea devils seek to forge their own destiny.

Most sea devils operate in bands exclusively comprised of fellow sahuagin, coming to land only to trade their ill-gotten gains. Increasingly, however, lone sahuagin join the crews of surface pirates, where their physical strength and unique talents prove lucrative. Though they bow to no god or monarch, sea devils still have the sahuagin need to know their place in the pecking order. They continually test the worthiness of their comrades and leaders, a quality that does not endear them to other races.

Removed from the social rituals of their kin, many sea devils fill the void with elaborate personal rituals. These individual regimes quell the sahuagin's hunger such that it can operate in a civilization not its own. Many sea devils find the mind-calming art of Mai'kal (see "The Warrior's Way") particularly suited to their needs. A minority of sea devils, on the other hand, revel in their bestial nature. To these sahuagin, blood frenzy is not a curse, but a blessing, and their reverence for the state resembles the veneration in which many barbarian tribes hold "raging."

Sahuagin Mutants

There is a human saying, "You are what you eat." For sahuagin, this is religious doctrine. Just as in some legends Dajobas attained godhood by consuming the gods, so do the sahuagin believe they gain power by consuming the strong. The relatively high rate of mutation among sahuagin supports this belief.

Along with nutrients, sahuagin claim to absorb the essence of those they eat. While this has little apparent effect on the individual, every tribe of sahuagin bears some number of mutant children. These sahuagin mutants display characteristics of the consumed, in addition to their native sahuagin features. As many as one in a hundred sahuagin display mutant features at birth. Though the sahuagin attempt to increase the number of mutants born with rituals, the frequency and timing of mutant births remains stubbornly random, as uncontrolled and unpredictable as Dajobas himself.

Sahuagin treat their mutant offspring as they would any child – strictly and cruelly. Rumors persist, however, of a mutation too monstrous for even the sahuagin to let live.

The following mutations are among the most prevalent beneath the Razor Sea.

Four-Armed (polymelia)

Alongside shark and alligator, the sahuagin servitors of Harthagoa revere the giant squid. Though rarely seen by surface dwellers, these immense creatures number among the great hunters of the ocean, using their serrated tentacles to draw other fish into their unbreakable beaks. Only toothed whales and sahuagin tribes prey on giant squids.

Polymelia is unusually common among the Krakenfiend's minions. Nearly one in two hundred sahuagin are born with an elongated torso that accommodates a second set of fully functional arms, situated below the sahuagin's primary arms. In some four-armed mutants, a hard beak and

muscular, toothed tongue (or radula) replaces the typical shark's gape.

Extra arms give these mutants a distinct advantage over other sahuagin. Young four-armed sahuagin often serve as elite hunters and warriors, and older mutants quickly ascend the ranks of leadership.

(Full stats for four-armed sahuagin appear in *Pathfinder Adventure Path #56: Raiders of the Fever Sea.*)

Gulper

Gigantism is arguably the most common mutation among sahuagin. While many chiefs stand head and shoulders above their cohort, rare cases of true gigantism produce sahuagin who stand half again or even twice the normal height. Such mutants appear more often (though still uncommonly) among the followers of Dajobas, and sometimes sport other mutations.

Gulper sahuagin always grow to Large size (and rumors speak of even bigger specimens). Though clearly of sahuagin stock, a gulper's body is less humanoid and more reptilian, with splayed limbs and clawed hands unsuited for fine manipulation. The most striking difference is the gulper's mouth: instead of a shark's maw, the mutant possesses the elongated jaw and distensible belly of a gulper eel (see The Tome of Horrors Complete). These mutants often display bioluminescent features, and sometimes their normal-sized relatives possess these as well.

Despite their monstrous appearance, gulper sahuagin are no less intelligent than their smaller brethren. In addition to the giant simple template, a gulper sahuagin gains the grab (bite) and swallow whole abilities, and Improved Natural Attack (bite) as a bonus feat. Each round, the swallowed creature takes bludgeoning damage equal to the sahuagin's bite damage plus acid damage equal to its Constitution bonus.

Malenti

During the fall of the Kingdom Eternal, the wisest sea elves sought to unravel the secret of the sahuagin's spies in their midst. Yet the infiltrators' disguises were not the result of magic or artifice, but mutation. Not even the sahuagin knew what caused 1 in 100 of their progeny to bear the face of their enemy. Although he could not predict when and where Malenti would be born, the sahuagin were quick to see the advantage of nigh undetectable spies. As the Kraken envisioned, the Malenti proved the Kingdom Eternal's undoing.

Though superficially indistinguishable from sea elves, these mutants' internal organs retain the ichthyic characteristics of other sahuagin. Of particular note, they retain the sahuagin's sensitivity to bright light. During the latter days of the sea elven kingdom, inquisitors used flashes of light to test suspected sahuagin. Other sahuagin can tell mutant from sea elf thanks to the combination of an attuned sense of smell and their electrical sensitivity.

Today, malenti mutants outnumber surviving sea elves within the Razor Sea. The people of the former Coral Kingdom are slow to trust a sea elf, afraid (with good reason) that he or she might in fact be a sahuagin mutant. Though no longer useful as spies below the waves, the malenti find it easier than other sahuagin to hide among the surface races.

(Full stats for malenti sahuagin appear in *Pathfinder Adventure Path #56: Raiders of the Fever Sea*)

Narekhin

Unique to the water's depths are many wonders, both fair and foul. Alchemists and poisoners eager for exotic ingredients journey to the water's edge to trade with the sea devils. The sahuagin bring unusual plants and animals – mostly venomous – exchanging them for gold and goods from the surface world.

Some tribes of sea devils even consider these toxic creatures worthy of consumption. These sahuagin believe that if they can survive the poison's effects, they gain improved strength and resilience. While the efficacy of this practice is debatable, it has resulted in yet another mutation among the sea devils.

Nearly one in two hundred sea devils are born with the bright striations and elongated spines of a lionfish, and like those fish, the narekhin's spines are envenomed. Any character who attacks the narekhin with an unarmed attack or light weapon, or grapples with the sahuagin, has a chance of being poisoned.

Narekhin Poison (Ex) spines—contact; *save* Fort DC 13, *frequency* 1/round for 6 rounds, *effect* 1d2 Dex, *cure* 1 save

A character need only make one saving throw per round, regardless of the number of attacks he or she attempts.

Sharkin

The surface races only recently encountered this mutation, which appeared among the independent sahuagin within the last few decades. Less than one in hundred sea devils is born with this mien. Sailors of the Razor Coast know them as 'sharkin' or 'soggies' (the latter may be a corruption of the word 'sahuagin' or merely descriptive).

Sharkin resemble human men and women, save their skin is dull grey and sandpapery like that of a shark. The rough texture results from countless tiny denticles that reduce water resistance when the sharkin swims.

Both genders of sharkin possess square, masculine features, and their wide jaws hold a surprising number of pointed teeth. Sharkin's hands and feet are webbed, but they lack the claws of typical sahuagin. Though physically and mentally weaker than their parent race, the more human-looking sharkin can survive out of water indefinitely, allowing them to more easily integrate with surface races.

Sharkin Racial Traits

+2 Strength, +2 Wisdom, –2 Charisma: Sharkin are strong and possess keen senses, but are often tactless.

Medium Humanoid: Sharkin lack the monstrous characteristics of typical sahuagin; spells that affect only humanoids have full effect on sharkin.

Normal Speed: Sharkin have a base speed of 30 ft. In addition, they have a swim speed of 30 ft.

Darkvision 60 ft.

Amphibious: Sharkin can breathe both air and water.

Rough Skin: A sharkin deals an additional +1 damage with his unarmed strikes.

Aquatic Affinity: Sharkin gain a +2 racial bonus to Handle Animal and wild empathy checks when interacting with aquatic creatures.

Automatic Languages: Sharkin begin play speaking Common and Sahuagin. Sharkin with high Intelligence scores can choose from the following: Aquan, Draconic, Elven, Infernal, Orc, Tulita.

Sahuagin Weapons

The warlike sahuagin use a variety of weapons. The twisted helicasta could only have come from the equally twisted mind of a sahuagin, while the island hook is a native tool and weapon that has gained favor among the sea devils.

Helicasta

Carvers extract and sharpen the interior portion of a conch shell to create the spiraling blade of the helicasta, or shell spear. Each shell has a right- or left-handed orientation; if you are not ambidextrous (with the Two-Weapon Fighting feat), you suffer off-hand penalties when employing the wrong orientation of spear.

When properly wielded – by slotting the butt of the spear into a whale or dolphin-gut wrist sling and launching it at foes – the helicasta spear spins as it thrusts, screwing the point into the foe's flesh. This rotation also reduces water resistance. Those proficient with the helicasta, suffer only a –1 attack penalty for each 5 feet of range (instead of –2 as normal) when releasing the weapon underwater.

Island Hook

This weapon consists of an oversized, bone fishhook at the end of an arms-length haft. The lens-shaped hook has a sharpened point at its nadir and another at its recurve, allowing the wielder to stab with a thrust or a pull. The common name derives from the legend of a native ancestor-god who – the story goes – raised the islands of the southern ocean with a giant fishhook.

For those proficient with the island hook, it counts as a free hand when climbing ropes or surfaces requiring a DC 15 or lower Climb check (such as a tree). You cannot attack with the island hook while using it to Climb.

Chapter 2
Player Options

Art of the Duel

A Treatise on Swordplay by Craig Shackleton

Alfonse paused and took a breath, willing himself to relax even though his stomach churned. None of the rabble must see his distress. A gentleman is never distressed. Not that anyone here was important enough to affect his reputation, but here among the commoners, he represented all gentlemen. He looked out across the river pretending to enjoy the scenery and after a few minutes, his desire to vomit faded. The warehouse where the duel would take place was near. Alfonse had never been there even though he owned it. The irony brought a brief smile to his face. He would never dirty his hands with the banal day-to-day matters of the warehouse, but now he would stain them in blood.

As he approached the building, the reality of what was about to happen returned. He was about to die. He had fought duels before. He had been injured in one, a brutal thrust through his shoulder that still ached in the winter. Once, years ago, he had killed a jumped-up bravo with a murderous lunge through the man's heart. But today was different, and these memories seemed like a mummers' farce in light of what faced him within.

Alfonse was a close match for his opponent in skill, though it hardly mattered. This was a deadly affair. Alfonse recalled the words of his first maestro, Marko Delterrari: "When blades cross only a man who is willing to kill his opponent without hesitation proves victorious." Alfonse wondered if he had it in him today. He tried to remember exactly how things spun so out of control.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
One-Handed Melee								
Island Hook	10 gp	1d6	1d8	x3	–	4 lbs.	Piercing	Trip
Two-Handed Melee								
Helicasta	30 gp	1d8	1d10	x3	20 ft.	8 lbs.	Piercing	Trip

Suddenly Ernesto was there, removing his hat and bowing slightly — it was a sign of respect to remove his hat first when he was of higher standing than Alfonse, although of course he never lowered his eyes. Alfonse returned the greeting.

Ernesto spoke. "They are inside. All is prepared. Have you any final arrangements should the worst happen?"

Should the worst happen, Alfonse would be there to make the arrangements himself, but it would not do to say so to an old and trusted friend who was about to watch him die. "I am prepared, as I am sure he is. Let us go in."

Ernesto looked at him intently, quelled a desire to speak further, shook his head slightly and opened the door. Alfonse stepped inside and allowed his eyes a moment to adjust to the dim interior. It was clear that everyone was ready. Alfonse moved forward to the place they left for him. If he delayed now, he might not be able to go on.

His opponent turned to face him. The other man looked pale but determined, and Alfonse fought the urge to flee from the room. Instead, he drew his rapier and saluted his eldest son, the man who would kill him in a few moments.

The Rapier and the Duel

No blade is more loaded with history and culture than the rapier. It is a refined killing tool, a murderous brush applied to the canvas of death. Any oaf can heft a broadsword and hack at a man, but consistently plunging your rapier's point into an inch-wide target with the grace of a pouncing leopard takes years of dedication to the art of the sword.

The rapier was historically a civilian weapon, specifically associated with a gentle social class, especially in the halcyon days of the Renaissance. In the sixteenth and seventeenth centuries, a gentleman was expected to wear a rapier in public and know how to use it. The rapier was an essential symbol of class; if a man wore a rapier, he was clearly a gentleman. If a man was a gentleman, he never set foot out of doors without his rapier hanging at his side.

The rapier's purpose was primarily to defend one's life and/or honor in a duel with another gentleman. These were typically formal affairs rather than wild melee sparked in a tavern or alley. The law tolerated dueling to a greater or lesser degree in different times and places, but among gentlemen, dueling was vital in maintaining one's social standing.

Occasionally, duels were used as a means to murder someone without real consequences. A highly skilled bravo could intentionally instigate a duel against an opponent, citing honor as their cause when dubious ulterior motives – the desire to rid oneself of an enemy for example – lurked beneath. More than a few noble families throughout history snatched land and power by burying their sword point in a rival's heart. Likewise, some duelists provoked fights with famous gentlemen in order to cut their name into history.

Contrary to popular belief however, most duels were probably not intended to be deadly. Usually the intent of the duel was to demonstrate a willingness to risk your life for your words or deeds, or to stand against the word of your opponent. Since there are no accurate records of the statistics of duels, we cannot know how many men lived or died engaging in these tests of honor, but certainly fatal wounds occurred. For most disagreements between gentlemen, fighting until one man sustained an injury was sufficient. In fact, a famed English fencing master named George Silver lamented specifically that duels became more deadly with the advent of the rapier, and the further development of the murderous smallsword (or foil) in the Restoration period eventually resulted in stringent laws against the practice. The lethality of these new weapons turned a vital display of honor into a deadly affair far too often.

The rapier was also a gentleman's means to defend oneself from ruffians and the like, but this was generally seen as undignified, and a gentleman would certainly not engage a commoner in a duel. Truth be told, it was uncommon for a gentleman to be dealing with low-class ruffians at all, and if so, drawing a rapier might only invite later derision upon a gentleman so accosted.

Of course, in a fantasy RPG, the "realism" of dueling may take a back seat in some campaigns leaning more towards the swashbuckling side. The process of finding seconds, negotiating terms, setting a time and place, and conducting a formal duel may be interesting in some adventures, but just as many players are more excited by the prospect of shouting a challenge across a crowded room and fighting from tabletop to tabletop.

As a civilian weapon, the rapier was not a useful weapon for war. The techniques taught for its use and the specific limitations of the weapon made it a bad choice for prolonged combat facing multiple opponents and tactical situations.

Of course, many gentlemen engaged in war felt it important to carry the symbol of their class, and used them on the battlefield regardless. Military experts across Europe repeatedly wrote against this practice, their vitriol-filled reports indicating how frequently it happened.

Most rapier instruction focused on the use of the single rapier as the foundation for other combat skills. Many duelists, especially early on, relied upon a secondary weapon in their off hand. The dagger and buckler were popular choices, depending upon the time and place, but occasionally other weapons were used. Early rapiers were long and heavy, and parrying effectively with these cumbersome blades proved difficult. Secondary weapons were used for defense and the rapier for attacks. As technology improved and rapiers became lighter, the rapier could be relied upon for primary defense, and more options became available for secondary weapons. Bucklers fell out

of style since their use was largely defensive, and daggers became more popular, as with one in hand a duelist could defend or threaten a foe as needed. Continued advances in sword technology and techniques, and the advent of the smallsword eventually led to the abandonment of secondary weapons entirely.

New Equipment

The standard rapier (Pathfinder Roleplaying Game, Chapter 6, "Equipment") assumes a simple hilt design, of which there were many variations. The rapiers described below are suggestive of special hilts designed to give specific advantages in combat. They are treated like normal rapiers in all other regards.

Cup-Hilt Rapier: The cup-hilt rapier has quillons as well as a large bell-shaped guard over the hand. When used defensively in combat (fighting defensively, using total defense, or using Combat Expertise and taking a penalty of at least –2 to your attack), a cup-hilt rapier grants an additional +1 dodge bonus to AC. This bonus stacks with the bonus for using a cup-hilt dagger. When using a cup-hilt rapier and using the Attack with Opposition or Stop-Thrust feats (see "New Feats" below), you gain a +2 bonus to AC against your opponent during that action. **Price:** 75 gp

Swept-Hilt Rapier: The swept-hilt rapier has a complex guard made up of heavy wire forming a swirl-patterned basket. These wires are neither simply decorative nor just protection for the hand. They are specifically designed to entrap an opponent's blade. When using a swept-hilt rapier, you get a +2 bonus on combat maneuver checks made to bind or disarm an enemy wielding a one-handed sword, rapier, scimitar, or a similar bladed weapon. **Price:** 50 gp

Case of Rapiers: These twin rapiers elegantly fit in one sheath. Their owner draws and wields in concert. They are lighter than standard rapiers and less sturdy, suffering –2 penalty on Combat Maneuver Defense to avoid all bind, disarm, and sunder maneuvers. They also deal 1d4 points of damage as a Medium weapon. A Case of Rapiers cannot be made Small. However, they may be wielded as if both were light weapons by anyone with the Weapon Finesse feat, thus allowing them to be used in both hands with reduced penalty. **Price:** 250 gp

These specialized daggers below are usually made to match a rapier and used in the left hand. They are treated as normal daggers in all other ways.

Cup-Hilt Dagger: Sometimes called a *main-gauche*, this dagger actually has a large triangular hand-guard and quillons. When used defensively in combat (fighting defensively, using total defense, or using Combat Expertise and taking a penalty of at least –2 to your attack), a cup-hilt grants an additional +1 dodge bonus to AC. This bonus stacks with the bonus for using a cup-hilt rapier. **Price:** 50 gp.

Swept-Hilt Dagger: The swept-hilt dagger has a complex guard made up of heavy wire forming a swirl-patterned basket, designed to entrap an opponent's blade. When using a swept-hilt dagger to bind or disarm an opponent, it is considered a one-handed weapon rather than a light weapon. **Price:** 40 gp.

New Combat Maneuver

Bind

As a melee attack, you may attempt to gain control of your opponent's weapon. Make a combat maneuver check against your opponent's combat maneuver defense, including all appropriate modifiers. If you succeed on your check, you bind his weapon. If you fail to meet or exceed your opponent's CMD, you fail to bind his weapon.

While bound, you and your opponent may not use the bound weapons and do not threaten any squares with these weapons. On his turn, the opponent may attempt to free his weapon with combat maneuver check of his own, or he can drop it as a free action. If the opponent does not free or drop his weapon, he may not move out of your threat range.

While binding your opponent, you suffer the same limitations, except that you may end the bind as a free action. If you attempt to disarm your opponent or sunder the bound weapon, you do not provoke an attack of opportunity, and you receive a +4 bonus to the combat maneuver check and to the damage of the sunder attempt.

You can only bind the weapon of an opponent who is no more than one size category larger than you, and attempting to bind a foe while unarmed imposes a –4 penalty on the attack.

Designer's Note: Why Use Bind?

Binding is a sword-fighting technique near and dear to my heart, and one that provoked many discussions of historical techniques and sword design in my sword-fighting classes. It is also a technique seen in movies all the time. Binding is a core element of the oldest known manual of swordplay, written around A.D. 1300 (although in that case it often simply means actively blocking your opponent's weapon) and the technique was developed and perfected throughout history. But what use is it in game? At first glance, it seems that it is easier to simply attempt to sunder or disarm your opponent. Binding offers several advantages, however. First, it bypasses the attack of opportunity both these techniques provoke, giving an alternative to the "improved" feats. Second, a bind may hamper your opponent longer if they try to free their weapon and fail.

New Feats

Feat Name	Prerequisites	Benefit
Cloaked Duelist	Dex 15, Dodge, Defensive Parry, Responsive Duelist	Use your cloak to defend yourself
Dagger Defense	Dex 13, Two-Weapon Defense, Two-Weapon Fighting	Fight defensively with off-hand only
Duelist's Lunge	Base attack bonus +1	Attack as though using a reach weapon
Responsive Duelist	Dex 13, Dodge, Weapon Finesse, base attack bonus +5	Chosen opponent's attacks provoke counter-attacks
↳ Attack with Opposition	Dex 13, Dodge, Responsive Duelist, Weapon Finesse	+4 bonus to AC vs. attacks of opportunity and counter-attacks
↳ Defensive Swordplay	Dex 13, Dodge, Responsive Duelist, Weapon Finesse	+4 bonus on bind, disarm, and sunder combat maneuvers as counter-attacks
↳ Defensive Parry	Dex 13, Dodge, Responsive Duelist, Weapon Finesse, base attack bonus +8	Negate attack with counter-attack
↳↳ Come to Grips	Dex 13, Dodge, Defensive Parry, Responsive Duelist, Weapon Finesse	Grapple or trip your opponent after a parry
↳↳ Stop-Thrust	Dex 13, Dodge, Responsive Duelist, Weapon Finesse	+4 dodge bonus against opponent you hit with counter-attack

Attack with Opposition (Combat)

You are skilled at controlling your opponent's weapons to avoid attacks of opportunity and counter-attacks.

Prerequisites: Dex 13, Dodge, Responsive Duelist, Weapon Finesse.

Benefit: When fighting with a slashing light weapon or a rapier, if an opponent makes any attack of opportunity or counter-attack against you, you gain a +4 dodge bonus to AC against that attack.

Historical Note: This action had many names historically, including *jam* and *prix de fer* ("taking the iron").

Cloaked Duelist (Combat)

You use the very cloak on your back against an enemy, befuddling their attacks.

Prerequisites: Dex 15, Dodge, Defensive Parry, Responsive Duelist.

Benefit: When fighting with a cloak on and at least one hand empty, you may sweep your cloak into your free hand as a swift action to aid you in a fight. You may make bind combat maneuvers and defensive parries with your cloak. If you fight defensively, the cloak grants you a +1 shield bonus to AC. If you opt for total defense, your cloak grants you a +2 shield bonus to AC.

Come to Grips (Combat)

You are trained at tripping and grappling while fighting with a sword or rapier. **Prerequisites:** Dex 13, Defensive Parry, Dodge, Responsive Duelist, Weapon Finesse.

Benefit: When fighting with a slashing light weapon or a rapier, after making a successful parry or bind combat maneuver, you may immediately make a trip attempt or initiate a grapple as a free action that does not provoke an attack of opportunity.

Historical Note: Wrestling was often used as a foundation for weapon training, and many sword instructors integrated swordplay with wrestling, especially in Germany and Italy.

Dagger Defense (Combat)

You may use your dagger to assist your rapier attacks.

Prerequisites: Dex 15, Two-Weapon Defense, Two-Weapon Fighting.

Benefit: When fighting with a slashing light weapon or a rapier in one hand and a dagger in the other, you may choose to fight defensively with your dagger while fighting normally with your primary weapon. The penalty for fighting defensively applies to all attacks with your dagger only, and you still gain the bonus to AC. You may not use Combat Expertise or total defense in this manner, although you may still apply Combat Expertise to all of your attacks, in which case the bonuses and penalties stack.

Duelist's Lunge (Combat)

You can use your expert footwork to attack at great range.

Prerequisite: Base attack bonus +1.

Benefit: When wearing light armor or no armor, you may treat any one-handed piercing weapon as a reach weapon. Reach attacks made using this feat provoke attacks of opportunity from anyone who threatens you. After the attack, you may choose to make a free 5-foot step towards the enemy you attacked.

Historical Note: The exact origins of the lunge are debatable, but most 16th-century fencing manuals include a similar type of attack. Notably, Camillo Paladini advises against the long lunge, because it gives your opponent the opportunity to counter. By the 17th century, the lunge was widespread, although in 1610 Ridolfo Capo Ferro calls it "the incredible increase of the long thrust."

Defensive Parry (Combat)

You may use your weapon to defend yourself against an opponent.

Prerequisites: Dex 13, Dodge, Responsive Duelist, base attack bonus +8.

Benefit: You may use a counter-attack to parry a single melee attack made against you. Make an attack roll using all applicable modifiers. This roll receives a cumulative –4 penalty for each size category larger the attacker's weapon is than yours. If your attack roll is greater than your opponent's attack roll, the attack is negated. Essentially, your attack roll becomes your Armor Class if it is higher than your regular AC.

Defensive Swordplay (Combat)

You are adept at striking your opponent's weapons as they attack.

Prerequisites: Dex 13, Dodge, Responsive Duelist.

Benefit: When you use a counter-attack to disarm or sunder, you do not provoke an attack of opportunity and you gain a +4 bonus on your combat maneuver.

Responsive Duelist (Combat)

You can respond to your chosen opponent's attacks, answering them steel for steel.

Prerequisites: Dex 13, Dodge, Weapon Finesse, base attack bonus +5.

Benefit: When fighting with slashing light weapon or a rapier, any attack made by a single enemy you have designated provokes an attack of opportunity from you. This special attack of opportunity is called a counter-attack. You may not counter-attack your opponent's counter-attack. Any counter-attack uses one of your attacks of opportunity for the round.

Riposte (Combat)

You may attack after a successful parry.

Prerequisites: Dex 13, Defensive Parry, Dodge, Responsive Duelist, Weapon Finesse

Benefit: After a successful parry, you may immediately attack the enemy whose attack you just parried. This uses one of your attacks of opportunity for the round, but is not considered a counter-attack.

Stop-Thrust (Combat)

You are able to avoid your opponent's attack while responding with a counter-attack of your own.

Prerequisites: Dex 13, Dodge, Responsive Duelist, Weapon Finesse.

Benefit: If you hit with a counter-attack, you gain a +4 dodge bonus to AC against the attack that provoked your counter-attack.

Historical Note: This action covers a variety of historical fencing actions including the thrust from the left, *passata sotto*, arrest, *inquartata*, and *reassmblement.* The names refer either to the counter-attack itself, or how the fencer moves their body out of the way of the initial attack.

The Ultimate Swashbuckler

Consider adding some of these nautical and piratical Razor Coast feats to build your ultimate swashbuckler – wherever seawater might flow.

Iron Stomach

You can stomach with ease those situations, food, and creatures that make others queasy.

Prerequisites: +2 base Fortitude save.

Benefit: You are never nauseated and are immune to any creatures' abilities that rely on stench. In addition, you gain a +2 circumstance bonus to any Fortitude saves against ingested poisons or toxins.

Piratical Nerve

You have faced down the fury of the sea, mere men and monsters cannot inspire fear in you.

Prerequisites: Profession (sailor) 3 ranks, Iron Will. In addition, you must have faced near certain death at the hands of the sea (either an aquatic monstrosity, a storm of epic proportions, or a similar calamity).

Benefit: You gain a +4 to Will saves against mind–affecting fear effects. In addition, you cannot be coerced or shaken through the use of the Intimidate skill under any circumstances.

Seaworthy

You have spent a great deal of your life on the high seas and a seafarer's life is second nature to you.

Benefit: You gain a +2 competence bonus to all Profession (sailor) checks. In addition you gain a +2 circumstance bonus to all Acrobatics checks made to balance while onboard a seafaring vessel of any kind, and a +2 circumstance bonus to all vision–based Perception checks made at sea.

Sewer Pirate

"You spend a majority of your time in the sewers and have mastered the nuances of this dark, winding, and unpleasant smelling environment."

Benefit: When in a sewer, you gain a +4 circumstance bonus on Perception and Survival checks. In addition, whenever you make a Survival check to avoid getting lost, you may roll twice and take the better of the two results.

Stepping Feint

You are skilled at using footwork in harmony with your attacks in order to trick an opponent as you close with them.

Prerequisite: Int 13, Combat Expertise, Improved Feint.

Benefit: You may feint as part of a move action spent to move up to your base speed, allowing you to close the distance to your opponent and feint at the same time. You may not use Stepping Feint on a move action in which you are drawing a weapon, as part of a charge, or as part of an attempt to Get the Drop (see the Sinister Indulgence Brace of Pistols for more on this feat) on your foes.

Normal: Using Improved Feint allows you to feint as a move action.

The Warrior's Way

An Ethnography of the Tulita by Nicolas Logue

Kala's skull bounced off the jagged rock. All he could hear was his own bones grinding on unforgiving basalt. Thoughts of a counter-attack or of breaking Mauko's grip on his throat spat through his jumbled wits. Kala couldn't grab an idea fast enough to act on it, not that it mattered - Mauko gave him no time.

The bigger boy pulled Kala up with one hand, never releasing his throat. The world closed in and the edges of his vision began to blur. The bright blue of Kai Bay turned a hazy gray as unconsciousness closed in for the kill. Suddenly the choking hand vanished and light returned to Kala's world, slowly. Old Kimo stood over him. The leather-faced warrior's one good eye stared ponderously down.

"Get up, boy." The old teacher's voice, like grinding stones, cut through the buzzing in Kala's ears. He staggered to his feet against a spinning world conspiring to plant him on his face. "You are defeated... again." There was no disappointment in Old Kimo's voice – just cold, hard fact.

"Mauko is stronger. He's bigger. He fights like a mad boar with a drakmaht root up its ass. How can I fight that?" Old Kimo looked over at Mauko. The meaty boy already stood taller than most of the men in the Ridge Back tribe. He would be a giant in two more summers. His arms were already thick as the grasping tree serpents of Blacksink, who could snap a man's neck in an instant. Kala wasn't wrong about the bigger boy's warrior spirit either. He fought like a wrathful thrashing whale. The fires of Dreadsmoke Mountain burned fiercely in that one's heart.

"Mauko is Pele's child. A fire burns in him. His heart is lava. His fists are the black stone of the mountains," said Old Kimo down at Kala. The boy was the scrawniest among his novices. He trained harder than most, ate heartily, but simply could not put on the thick muscle his peers displayed in abundance. But the boy had other gifts. Even as Mauko bears down on him, Kala never panics. He remains calm, almost thoughtful, even as he is choked into oblivion or pummeled unconscious. Kimo sighed deeply. "You are a child of Father Ocean, Kala. Your strength is your clarity: the flowing of your waves, and the deep currents running within you. You shall become like the sea, and those enemies who seek to grasp you shall find you slip between their fingers. Those foes who would break you find you yield before the force of their blow. You shall wash them away, and grind their stone to sand with patience and skill."

Kala was silent in thought for a moment before he spoke again, "But how, teacher?"

Old Kimo smiled. Kala had never seen his teacher's face wear anything but a frown before. "I will teach you."

Born Where the Fire Meets the Sea

In the beginning, there was the sea. The Great Eternal Ocean flowed on into the horizon forever. But Pele was not pleased. The goddess rose up from below the waves and at her whim great mountains with hearts of fire breached the ocean's surface and cast flaming lava high. Smoke rose above the water and wove itself into the sky, and where the fire met the sea, lava rock steamed into being, creating thousands of islands and the jagged coast. At the heart of her new kingdom, Pele stood alone. The Goddess of Fire and Wrack yearned for children, and birthed from her smoldering womb a great race of giants, with flames for hair and black coal for skin. They bowed to her command and served Pele well, but they feared the sea and would not stray near the coast. Pele was dismayed. She wanted her children to caress the sea as she once did, to enter the waves and they once entered her. And so she hurled smoking rock into the sea, and from the smoking stones the first Tulita came. Their people were born where the fire meets the sea, and they possess both in their hearts - the burning power of their mother, and the ancient changeless wisdom of the Great Eternal Ocean.

- Creation Chant of the Tulita

The Tulita of the Razor Coast

The Tulita are the children of the Goddess of Fire and Wrack, born from the ancient power of the sea. Their ancestors plied the waves thousands of years before the foreigners crawled from their caves. The great war chiefs of old hurled titans from the sky, bathed in the fires of Dreadsmoke Mountain, and wrestled tsunamis for sport. They are a proud race of warriors and mystics whose traditions are wrought over thousands of years. The foreigners dismiss the Tulita as a conquered race of savages. They mistake the natives' hospitality and patience for weakness. Visiting priests of distant religions claim the Tulita are coddled children of idle gods, living in isolation with no knowledge of the world's many terrors. This couldn't be further from the truth. The Tulita have seen darker times than most peoples and prevailed. When the Shark God laid claim to their coast, the sea was changed to bloody brine and the land burnt to ash. Still the Tulita live on. They cast the Hunger from them, and someday too they shall rise again and bring harmony to the Earth, Sea, and Sky once more.

The Warrior's Way

The warrior tradition of the Tulita is a mystery to most foreigners. They wield no steel, scorn the foul-smelling smoke of gunpowder, and many carry no weapons but their bare hands or simple knives or clubs. Yet the few foreigners who have witnessed a Tulita's *hamala'kal*, or heart of fire, knows just what these proud warriors can do. A Tulita trained in the Warrior's Way is as implacable as the volcano's fury or as elusive as a drop of water in the ocean.

Tulita Tattoos

The Tulita art of tattooing is as ancient as the ocean. Most among the tribes bear the legacy of their family or the record of their own great deeds inscribed upon their skin. Some of these tattoos are more than mere decoration or history. Shamans use potent alchemical inks ground from various herbs and plants at specific times of the day or year, and employ old scrimshaw needles filled with the mana of their tribe to inscribe powerful tattoos into the flesh of a warrior with an ancient rite. Tulita wise men and women are the only persons who know the ancient rituals necessary to properly inscribe these pictograms.

Wearers may only activate the magic of these tattoos three times per day. A creature may only bear one of these tattoos. When a Tulita PC reaches 7th level, instead of taking their bonus feat for this level, they may opt to gain a tattoo instead as a rite of passage. If they do not choose to do so at 7th level, they may do so at 9th level or higher in lieu of a bonus feat. Some sample tattoos are described below.

Invoking the power of a tattoo is a swift action.

Ridge-Backed Whale: This tattoo allows wearers to either cast *bull's strength* on themselves, or make all unarmed strikes in one round as if they were one size category larger and possessed the Awesome Blow feat (even if they do not possess the prerequisites for this feat).

Viper's Fang: This tattoo allows the wearer to ignore the effects of one dose of poison, or inflict an additional 1d4 points of Con damage with all unarmed strikes made in one round.

School of Dolphins: This tattoo allows its recipient to cast *aid*, or add a +2 to attack and +2d6 to damage on all attacks made against any shark, wereshark, Dajobas worshipper, or any other monster related to Dajobas in a single round. For more information on Dajobas, see **Chapter 1**, "Dajobas, Devourer of Worlds."

Turtle: This tattoo grants the wearer a +4 natural armor bonus for 10 rounds, or the ability to cast *shield other*.

Volcano: This tattoo allows its bearer to inflict an additional 2d6 points of fire damage with all unarmed strikes for one round, or gain immunity to fire for three rounds.

Crescent Moon: As a free action this tattoo allows its recipient to generate as many *+2 icy burst shurikens* as they can hurl in one round and throw them that round as if they were proficient with shurikens even if they are not, or it allows them to gain immunity to cold for three rounds.

During the Kai uprising, twelve unarmed Tulita warriors routed a full brigade of Dragoons armed with rifle and saber in a matter of minutes. Witnesses claim these warriors were "everywhere and nowhere at once. Their skin scorned shot and fire, and they tossed armored Dragoons from the docks as a man might scatter a halfling child from his path."

Many pirates and Dragoons who have tangled with the Tulita curse their ways, claiming witchery or demon blood is the source of their martial power. The truth is that the Warrior's Way is drawn from the rocks and shoals, from the waves and the creatures who call them home, and from the searing heart of the Razor Coast's dread volcanoes.

The Warrior's Way is evolved from a thousand years of warfare, self-cultivation, and quiet observance of the raw and unforgiving power of the earth itself. Those trained in its mysteries are no longer men or women; they become a force of nature instead.

Training in the Warrior's Way

Teachers of the Way are called *kumu*, and they are notorious for their intense adherence to discipline and tradition, not to mention their fierce dispositions. Training in the Way begins before a child can walk. The student is hurled into the sea and snatched back again wailing only moments before the waves claim him for good. Many of the best initiates are drowned by their *kumu* and revived with secrets of the old chiefs. It is said that a boy or girl thus claimed by the sea forgets the meaning of fear, and that the water cannot harm them thereafter. As soon as the students can walk, smoking coals from the cook fires are pressed to their palms and the bottoms of their feet. Before the burns heal, they dance the old dances while carrying great stones.

As a child matures, true training begins. They wear gauntlets to catch the spears hurled at them from all sides. Practice intricate dances for a dozen grueling hours, with no break for food or water. Spar and wrestle interminably on the most treacherous of ground, including atop jagged rocks, among the sucking tides of Drowned Gull Cove, or balancing on vine ropes 30 feet above the jungle floor.

Music and dance play a great role in the Warrior's Way. The dances make the body supple and strong, and the beat of the drum teaches students to gauge their foe's rhythm in combat. Some astute warriors can even hear the beating of an enemy's heart quicken a moment before they attack. Trances entered during dance and music also give warriors the ability to act without thought and turn aside blows that would stagger a giant.

Instruction varies widely from tribe to tribe, but most focus on unarmed techniques in the early years and then incorporate weapons as they grow towards manhood. A warrior's training culminates with the *hamala'kal Mak*, or the test of their heart of fire. During this test, the petitioner journeys into the searing reaches of Dreadsmoke and test their mettle against Pele's firstborn — the fire giants who dwell within the volcano's core. They return a master of the Way, and become *kumus* in their own right if they wish.

Weapons of the Tulita

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Gauntlet, Conch	20 gp	1d4	1d6	19–20	—	2 lbs.	B or S	Fragile
One-Handed Melee Weapons								
Club, Sharkstooth	5 sp	1d4	1d6	x3	—	3 lbs.	P	—
Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Weight**	**Type**	**Special**
Light Melee Weapons								
Bracers, Coral	30 gp	1d4	1d6	x3	—	2 lbs.	S	Bonus to AC, rake (see below)
Spined Sea Whip	25 gp	1d3	1d4	x2	—	1 lb.	S	Trip
Urchin Spine Bracers	50 gp	1d4	1d6	x3	—	2 lb.	P	Bonus to AC, rake (see below)
Ranged Weapons								
Urchin, Throwing	10 gp	1d4	1d6	x2	10 ft.	1 lb.	P	(see below)

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
[2] A weapon with two types is both types if the entry specifies "and," or either type (wielder's choice) if the entry specifies "or."

The Tulita make use of the weapons of the natural world. They forge no blades, mix no alchemical gunpowder, and rely on no steel plating. They trust instead in the vicious items and creatures that share the Razor Coast with them, fashioning weapons from urchins, coral, conch shells, sharks' teeth, and the bones of mighty whales. Instead of steel, most weapons are fashioned from bone, obsidian, or coral. Armors are made of various hides (gatorhide, whale hide, sharkskin) or scrimshaw bones, and most shields are made of shells (turtle shells most often). The following are a few examples of the Tulitas' more dangerous handiwork.

Conch Gauntlet: These gauntlets are fashioned from hard conch shells, their backs studded with sharp ridges.

Coral Bracers: These bracers made of jagged coral strapped to tanned whale hide are wrapped around the wielder's forearm. Anyone trained in their use gains a +1 shield bonus to their AC while they are equipped.

However, when a wearer of coral bracers takes the flurry of blows action and two or more attacks in the flurry succeed, she receives an additional rake attack against the same foe as a free action. The –2 flurry penalty applies to this attack. If successful, the coral of the bracers drags across the enemy's flesh, leaves gouges, and inflicts an additional 1d6 points of slashing damage. A *Mai'kal* (Tulita monk) may wear these bracers (and gain the shield bonus) without losing their class abilities.

Sharkstooth Club: These clubs, also called *leiomano* by the Tulita, are usually made of koa wood, which is incredibly sturdy but lightweight. The sides of the club are then studded in ridges or rows of sharks' teeth. Any feats the wielder possesses that apply specifically to the club (such as Weapon Focus) also apply to the sharkstooth club.

Spined Sea Whip: This weapon is roughly a 7-foot long braid of seaweed. Embedded in the end are anywhere from 12 to 18 sea urchin spines. This weapon is a light exotic weapon, deals 1d4 damage for Medium creatures, and — unlike a standard whip — can affect creatures wearing armor as normal. Any feats that apply to a standard whip (such as Exotic Weapon Proficiency) also apply to the spined sea whip. Unlike the standard whip, the spined sea whip does not have reach — it threatens at 5'.

Throwing Urchins: The carcasses of dozens of giant barbed sea urchins wash up daily in Kai Bay. Intact urchins are coated in koa resin and left to bake in the sun for days. Thereafter they make vicious throwing weapons. The spines of one of these urchins splinter in the flesh of a foe, causing terrible pain. Anyone struck with a throwing urchin suffers a –1 penalty to attacks, saves and skill checks until receiving a DC 20 Heal check to painstakingly remove the shards (which takes one minute), or the application of curative magic. This penalty may stack from multiple urchin spine wounds, but never exceeds –4.

Urchin Spine Bracers: These bracers are identical to coral bracers except they are studded with dozens of sea urchin spines. The spines of one of these urchins splinter in the flesh of a foe, causing terrible pain. Anyone struck with the bracers suffers a –1 penalty to attacks, saves and skill checks until receiving a DC 20 Heal check to painstakingly remove the shards (which takes one minute) or curative magic is applied. This penalty may stack from multiple urchin spine wounds, but never exceeds –4.

New Combat Maneuver
Throw

When you are grappling an opponent your size or smaller and make a successful grapple combat maneuver check, you can choose to throw your opponent instead of one of the usual options (Move, Damage, Pin…). You may throw the target prone in any square adjacent to their starting square. This movement does not provoke attacks of opportunity, and you cannot throw the creature into a space occupied by other creatures. For every 5 by which your attack

New Feats

Feat Name	Prerequisites	Benefit
Behemoth Slayer	Improved Sunder, Power Attack	Ignore the natural armor of your foes
Blinding Strike	Improved Unarmed Strike, Stunning Fist, base attack bonus +9	Your stunning fists also blind your foes
Dance of Ruin	Dodge, Dex 15	Foe attacks terrain instead of you
Dolphin's Jab	Improved Grapple, Improved Unarmed Strike, Base attack +5	Strike a foe who grapples you and force them to release you.
Ebbing Tide	Dex 15, Escape Artist 3 ranks	Impose a greater penalty on foes using Power Attack and escape grapples with ease.
Fire Dancer	Perform (dance) 2 ranks, proficient with spear or quarterstaff	You may light your spear or quarterstaff aflame and wield it to devastating effect.
Fist of Basalt	Improved Unarmed Strike	You gain +2 to damage with your unarmed attacks.
└ Mountain Breaking Fist	Fists of Basalt, Improved Critical (unarmed strike), Improved Unarmed Strike, base attack bonus +13	Ignore enemy's damage reduction and enhance your critical strikes.
Lokana's Grasp	Improved Grapple, Improved Unarmed Strike	Throws opponents as a standard action and throw them farther.
Orca's Tail	Improved Trip, Improved Unarmed Strike, base attack bonus +9	Potentially trip all foes who threaten you
Trance Dancer	Still mind class feature or Iron Will, Wis 15, Perform (dance) 2 ranks)	Enter a trance and gain immunities
Tsunami Strike	Improved Bull Rush, Improved Unarmed Strike, Power Attack, base attack bonus +9	Knock your foes about with your unarmed strikes

exceeds your opponent's CMD you can throw the target an additional 5 feet. If your opponent ends up in a square you threaten you may choose to continue the grapple.

Behemoth Slayer (Combat)

You are skilled in waging battle against opponents with incredibly thick hides and deliver your attacks with the precision and focused force to penetrate their tough skin.

Prerequisites: Improved Sunder, Power Attack.

Benefit: You may ignore up to 4 points of natural armor bonus of any creature larger than you when attacking with a piercing or slashing melee weapon or an unarmed strike. This benefit cannot reduce your target's natural armor bonus below 0.

Blinding Strike (Combat)

There is a saying among the Tulita: "Fight a foe without attacking his eyes, and you'll be fighting all day." To this end, many practitioners of the Warrior's Way are capable of lashing out quickly to blind a foe with a punishing strike to their temple or eye.

Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +9.

Benefit: When you employ a Stunning Fist attack against a foe and they fail their save they are blinded as well as stunned. The blindness persists for one round following the round they are stunned.

Dance of Ruin (Combat)

You lure your foes into attacking you, but step aside at the last moment and watch as their attack splinters or shatters an object nearby.

Prerequisites: Dodge, Dexterity 15.

Benefit: When you are standing adjacent to or on top of an object or piece of terrain, you may take a –4 to your AC for any one attack an opponent makes against you to lure their attack toward the nearby target. If they miss you, they must immediately make a Sunder combat maneuver check on the object or piece of terrain. If successful, shards from the Sundered object or terrain inflict 1d4 points of damage on the attacker (no save).

Dolphin's Jab (Combat)

Like the noble dolphin that wards off the greatest shark with a jab to its nose or gills, you are trained in battling gigantic predators or grappling foes and escaping their crushing grasp or deadly maws by employing a quick unexpected strike to disrupt them.

Prerequisites: Improved Grapple, Improved Unarmed Strike, base attack bonus +5.

Benefit: When you are grappled and you attack your foe, if the attack succeeds your opponent must make a Reflex save (DC 10 + damage dealt) or immediately release you.

Ebbing Tide

You are as elusive as the swell and flow of the waves, as ungraspable as water. Those seeking to hold you fast or strike you find that you flow like water around the force of their attacks.

Prerequisites: Dex 15, Escape Artist 3 ranks.

Benefit: You gain a +2 dodge bonus to your AC against foes using Power Attack against you. In addition, you gain +4 bonus on combat maneuver checks made to escape a grapple.

Fire Dancer

You are trained in the fire twirling dances of the Flame Chiefs. You coat a spear or staff with palm oil and light it aflame, whirling these deadly weapons about you heedless to the searing fire.

Prerequisites: Perform (dance) 2 ranks, proficient with spear or quarterstaff.

Benefit: You may soak the ends of a spear or staff in palm oil and light them; the ends burn for 5 rounds, during which time attacks with the weapon inflict an additional 1d4 points of fire damage. This does not stack with the *flaming* or *flaming burst* weapon properties. Preparing a weapon in this way a full-round action that provokes attacks of opportunity.

Fists of Basalt (Combat)

Years of smashing your fists against volcanic rock and driving them into bowls of pebbles have turned them into terrible weapons capable of raining punishing blows upon an enemy.

Prerequisites: Improved Unarmed Strike

Benefit: As long as both your hands are free, you gain a +2 bonus on all damage rolls you make using your unarmed strikes.

Lokana's Grasp

Lokana was one of the greatest *kumus* of the Warrior's Way, and he perfected the ability to hurl his opponents about by manipulating their joints painfully and disrupting their center of gravity. You excel at his techniques, which were handed down through the ages to your own teacher.

Prerequisites: Improved Grapple, Improved Unarmed Strike

Benefit: You gain a +4 bonus on combat maneuver checks made to throw an opponent. In addition, anyone you throw suffers your unarmed attack damage as well.

Mountain Breaking Fists (Combat)

Your fists become so hardened through training in the Warrior's Way that they may shatter stone to shards.

Prerequisites: Fists of Basalt, Improved Critical (unarmed strike), Improved Unarmed Strike, base attack bonus +13

Benefit: You score a critical threat on a natural 18 or higher with your unarmed attacks.

Orca's Tail (Combat)

With a great sweep of your body, you knock the legs out from under all the opponents who dare approach you.

Prerequisites: Combat Expertise, Improved Trip, Greater Trip, Improved Unarmed Strike, base attack bonus +9

Benefit: When you make a trip combat maneuver against a foe, if you succeed you may attempt to trip another adjacent foe as well at -2. You may trip as many adjacent foes as possible as long as you continue to successfully make combat maneuver checks, adding an additional -2 to each trip attack.

Trance Dancer

The call of the drums takes you far beyond this place and time. The fight is just a dream unfolding in slow motion around you and your mind and body cannot be overwhelmed.

Prerequisites: Iron Will or Still Mind class feature, Perform (dance) 4 ranks

Benefit: As a full-round action you can attempt to focus your thoughts to resist the effects of negative physical conditions, including becoming dazed, exhausted, fatigued, or stunned. Furthermore, you can stave off the personal effects of enchantment magic. Your immunity to these enchantment conditions lasts for as long as you can maintain the dance, and it is possible to outlast enchantment magic by dancing longer than the duration of the effect. However after the trance ends, you suffer the remaining full effects of any conditions or enchantments. You can attempt to perform the dance with a successful perform (dance) skill check. The DC of this check is equal to the DC of the effect targeting you +1 per each additional round you attempt to fight the effect. A failed check ends the performance.

Tsunami Strike (Combat)

Your attacks batter opponents like the slap of a great wave. With a casual swat or snapping kick, you send enemies careening from your presence with disdain.

Prerequisites: Improved Bull Rush, Improved Unarmed Strike, Power Attack, base attack bonus +9.

Benefit: Any opponents hit by your unarmed strike are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check. This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.

New Archetype

The Mai'kal

The Tulitas' monks are called *Mai'kal*, warriors who devote their entire existence to becoming one with the wind, sea, and volcanoes. They exceed all others in their practice of the Warrior's Way. All of the weapons listed in this article are considered monk weapons for the *Mai'kal*. They may also use clubs, daggers, handaxes, javelins, quarterstaffs, slings, and spears. The following are alternate abilities available to Tulita *Mai'kal* in place of the standard monk abilities.

Bonus Feats: At 2nd level a *Mai'kal* adds Lokana'a Grasp and Tsunami Strike to his list of available bonus feats. At 6th level, he also adds Dolphin's Jab and Fists of Basalt. At 10th level, he adds Mountain Breaking Fists and Orca's Tail. These feats are in addition to the standard list of bonus feats available

Shadow of the Water (Ex): At 12th level, a *Mai'kal* gains the ability to move so quickly from place to place that they appear five feet from their actual location as per *displacement*. The *Mai'kal* may use this ability a number of rounds equal to their monk level per day. The rounds need not be consecutive.

This ability replaces abundant step.

Crashing Wave (Ex): At 15th level, a *Mai'kal* gains the devastating ability to turn their foes' violence back upon them. Once per round when a foe attacks the *Mai'kal* in melee and misses, as an immediate action the *Mai'kal* may roll with the attack and spend a ki point to cause the foe to become the target of their own attack. The *Mai'kal* might reverse the enemy's blade with a touch, cause them to fall upon their own axe, duck and send their spiked chain spiraling back at them, etc. The attacker rolls damage for the attack normally and takes this damage themselves.

This ability replaces quivering palm.

Pele's Heart (Su): At 19th level, a *Mai'kal* gains the ability to transform their body to living magma for 1 round per monk level. In this form, they are immune to fire and their unarmed attacks inflict an additional 4d6 points of fire damage (8d6 to inanimate objects). In addition, they may melt any object they touch, even to the point of walking through walls (melting stone and burning wood away in their path if they deal sufficient fire damage to it). Anyone grappling a *Mai'kal* using Pele's Heart suffers 4d6 fire damage per round. This ability replaces empty body.

Chapter 3
Adventures

The adventures presented in this chapter are not an inherent part of the Razor Coast campaign but were first presented as **Indulgences** by **Sinister Adventures**. However, they were always intended – and remain – adventures with which GMs may expand their Razor Coast campaigns. Not merely as a convenient means to gain both experience and treasure, but as short stand-alone adventures designed to allow players to explore different facets of the Razor Coast not explicitly required by the campaign.

Blood Waters (7th Level)

"Blood Waters" is a deep sea adventure of murky intrigue and death by Greg A. Vaughan designed for four to six 7th-level characters. Tie it directly into Razor Coast *to expand the campaign, or run it as a stand-alone delve into the depths.*

This adventure takes place beneath the waves of the Razor Sea, and as such requires the PCs have water-breathing magic or the aquatic subtype themselves. If the PCs do not possess these resources, provide them at the beginning of the adventure. For useful info on running underwater adventures and facing aquatic dangers, see "Death Beneath the Waves" in **Chapter 1** *of this appendix.*

Adventure Background

The seaside city of Port Shaw that makes Kai Bay brim with mast, sail and cannon is not the only power that holds sway along the Razor Coast. Not far away rests a sprawling kingdom largely beyond the knowledge of the land-bound folk. In the kelp-forested depths of the Great Rift reigns the Court of the Sea King. The Coral Kingdom was once a powerful force on the floor of the Razor, a nation of locathah that kept the peace beneath the waves and held at bay the more fearsome predators of the Far Deeps. Through the Sea King's benevolent guidance, his people spread far and wide, annexing other peaceful undersea communities such as the Merfolk Triperium, the triton clans of Murdrak Hold, and even the frivolous Nereid Sisterhood. So powerful was the Coral Kingdom's royal influence they were even able to conduct trade and make treaties of alliance with several tribes of the indigenous Tulita natives dwelling along the Razor Coast.

Then came Harthagoa, the Demon Below. This Krakenfiend from the Far Deep cowed the savage sahuagin shark riders, and even intimidated the inscrutable aboleths into his service. The Demon Below rallied all manner of barbaric and villainous creatures from the deepest reaches of inky darkness. With this army under his tentacles, Harthagoa began his own conquest of the waves. The sea elves fell to his crushing grasp, and he spewed misery upon the Kingdom Eternal. Other underwater nations fell before the kraken one after the next. Only the locathah continued to resist, striking out from their labyrinthine Coral Kingdom and hiding under the shroud of their dense kelp forests.

Unable to take the Court of the Sea King by force, the kraken's servitors nevertheless pressed at their borders in a constant low-grade war of attrition. The locathah held firm but were spread too thin to defend all of their holdings and allies. One by one the communities and territories of the Sea King's allied peoples fell away into the dark embrace of the Demon Below never to be seen again, until even the Sea Kingdom itself was whittled down to a splinter of its former glory. Now the kingdom encompasses little more than the locathah stronghold of the Court of the Sea King nestled deep in the well-protected Great Rift.

Though the locathah held firm and seem to have carved some breathing room for themselves from the constant onslaught of the Demon Below's dark servants, their position is far from stable. In fact, the relative peace they enjoy in recent tides is not born from their valiant resistance, but is rather the rotting fruit of the Demon Below's latest stratagem. Two great-tides ago, the Sea King's beloved mate suddenly died after an unfortunate encounter with a rare sea urchin. After a suitable period of mourning, Gla'gool, the current reigning Sea King announced he would take a new wife in the tradition of his ancestors, in order to renew and cement old alliances. He named as his bride the mermaid lass Avareth, a breathtaking beauty and one of the only survivors of Harthagoa's brutal assault on the Merfolk Triperium. Unfortunately for the Sea Kingdom, Avareth is more than she seems. The mermaid is no mermaid at all, but rather a deadly sea hag who serves the Demon Below as a deep-cover agent. Her dowry is the destruction of the locathah people. She plans to bring the realm of the Sea King to its knees from within.

Adventure Summary

The PCs travel willingly or are lured into the depths where they encounter Jab'roth, the wave-cursed retainer of one of the Sea King's sons who recently disappeared. At his urging, the PCs must find a way into the palace in the Court of the Sea King where Jab'roth believes his prince's betrayal took place, and where he fears his master is being held under guard. By utilizing resources within the Sea King's court, the PCs are able to infiltrate the inner recesses of the undersea palace – a wonder of coral and cooled magma, sculpted from ancient lava tubes by Gla'gool's ancestors when the sea was young. There they unravel the truth of the Sea King's new bride and confront her in the secret throne room she established as part of her impending coup. It is up to the party to end the menace she represents or abandon the locathah peoples to the cold mercy of the Demon Below.

Adventure Hooks

There are several ways that the PCs can become involved:

Some of these hooks incorporate material from the ongoing plots to be found in Razor Coast, and link directly to that campaign. Choose one of the following or create your own hook to draw the PCs into the machinations of the Sea King's court. If the PCs do not possess the means to adventure beneath the waves on their own power, Old Edigar provides them with this ability as described below.

Sunken Treasures

The party chartered a vessel and set out to plumb the depths of the Seafarer's Graveyard and a king's ransom worth of treasures lost there over the years. In this hook, the PCs have taken on Old Edigar as a member of their

crew, relying on his expertise to aid them in dives down to the wrecks of the lost ships below.

Reclaiming the Beacon

The Elders Council of Port Shaw takes an interest in reclaiming the lighthouse of Beacon Island for use in better protecting its shipping lanes. They provide the PCs with transport out to Beacon Island, warning the party to beware of the restless spirits of the former light keeper's family that may haunt it as well as the hungry wyverns that are known to nest in its lamp tower. However, as the PCs journey out to the island, their ship is beset by tumultuous storms and runs aground on a reef near its shores. They are rescued and brought to land by Old Edigar who lived on the island as a hermit for the last several years. Edigar avoids the lighthouse, "Nothing but shadows and whispers live there, ain't fit for the living no more."

The PCs are free to explore the haunted lighthouse if you wish (see **Chapter 5** of Razor Coast for details), but when the party elects to return to Port Shaw they will need to brave the waves to do so, possibly with Old Edigar's assistance.

Trading Troubles

The PCs are hired as part of the Sea Spider Trading Company to serve aboard a rich cargo vessel bound for Port Shaw. While still a few days out from port, a ship flying the Municipal Dragoon colors stops their vessel.

The ship claims to be a customs vessel of the Port Shaw Municipal Dragoons and boards the PCs' ship to search it for contraband. During the search, a scuffle breaks out between a customs inspector and member of the adventurer's crew who hid some ivory totems in the covers of his bunk. In the course of the scuffle the inspector's shirt tears, revealing a large circular scar like the mark from the tentacle of a giant octopus on his chest. The inspector immediately orders his soldiers to execute the man and all witnesses.

The PCs and other crewmembers battle desperately only to find, just as they fight their way to the top deck, that the customs ship has pulled away and opened fire. Shot and ball splinter their hull, and the PCs watch helplessly from their sinking vessel as the other ship sails away. Not even their lifeboats survived the treacherous broadside. As their ship slips beneath the waves, the PCs find that they are the only survivors, along with a grizzled crewmember named Old Edigar.

Razor's Revenge

One dark night a masked man approaches the PCs and claims to be a relative of Captain Jacob Razor, a murdered hero of the Pirate War that almost destroyed Port Shaw a decade past. The masked man wishes to hire the PCs' to prove to the government of Port Shaw that Captain Razor's murder was also treachery and wants the party to root out the corrupt Municipal Dragoons responsible for the great captain's death.

The masked man plans to sail to the site where he believes Captain Razor's ship, the *Razor's Edge*, went down, use magic to contact the deceased captain's spirit, and learn the truth of his death. One of the members of this clandestine expedition is Old Edigar who will help them reach the sunken wreck of Jacob's ship, the *Razor's Edge*.

Old Edigar

Old Edigar is a plot device that allows the PCs to adventure beneath the waves if they do not have the capabilities to do so on their own. He is not intended to join them on the adventure, though you can stat him out completely to have him do so if the challenges presented seem to be beyond what the party can handle on its own. Old Edigar is a Neutral Good male aquatic half-elf druid 15. He is a wizened individual with grizzled gray hair and a long beard despite his elven heritage. He wears simple brown, home-spun robes belted with a piece of lanyard and eschews the wearing of shoes ("a bizarre custom of you land dwellers I'll never understand"). Long a devotee of the open ocean, this sea druid spends most of his time in solitude on or beneath its waves. If the PCs need assistance in traversing the depths, he can cast *mass countenance of the deeps* for them and provide them with general information about adventuring underwater (see side bar below).

Old Edigar is actually the great uncle of the sea captain Bethany Razor and has his own reasons for helping the PCs in whatever endeavors they are undertaking in this side trek. He does not reveal this relationship to his infamous grand-niece both for her protection and his, though if you choose, he can become a recurring NPC in the Razor Coast mini-campaign to serve as a constant source of aid and information to the PCs and possibly to eventually reveal his familial ties.

Adventuring Underwater

Chapter 13, "Environment" in the Pathfinder Roleplaying Game provides rules for combat while underwater. This side box provides only a brief summation of these rules. For more detailed information on adventuring in the deeps, see **Death Beneath the Waves** in **Chapter 2**. Thrown weapons are ineffective underwater, and all other ranged weapons have a –2 penalty to attack rolls for each 5 feet of water they pass through. Slashing and bludgeoning weapons also have a –2 penalty to attack rolls and deal half damage. Creatures with a swim speed do not suffer these penalties when attacking with natural weapons.

Fire spells do not function unless the caster makes a DC 20 + spell level Spellcraft check. Even then, the spell creates a burst of damaging steam rather than fire but otherwise works as described.

Part One: A Cry For Help

Whatever the PCs' reason for entering the waves, not long afterward a small, swimming form approaches them — a wave-cursed halfling named Jab'roth (LN male wave-cursed halfling rogue 3). He approaches the PCs in peace, obviously unarmed. If allowed to speak, he does so in Aquan if the PCs speak it or stumbling Common if they don't.

> The strange halfling approaches, the incandescent light reflected off the coral reef nearby revealing his mottled complexion, a slight touch of blue to his skin, subtle webbing between his finger and toes, and gaping red gills like slash wounds on the sides of his neck. He bows as he bobs with the current and speaks with a torrent of bubbles.
>
> "Greetings, landlings. I see you have adapted well to our ways beneath the waves. Please allow me to vent my gills for an eddy if you have the time. I am Jab'roth, First sworn Finman to Cal'la'joola, Seventh Prince of the Court of the Coral Kingdom. I come to you on behalf of my master, Prince Cal'la'joola, who went missing these past seven tides. It is believed, and the Sea King has publicly declared to his subjects, that the Honorable Prince Cal'la'joola was surely lost in the border wars with the Demon Below and such is a great tragedy to the allied peoples of the Undersea. However, I know that my master left the fighting at the front to return and report to the Sea King at his palace before he went missing, so it is impossible he was lost in battle. I fear some treachery within the palace itself waylaid my master and deceived his father, the King of the Seas. Unless you would have the waves froth with blood foam to taint even to your dry shores, I beseech you to help me find my prince before news of the treachery gets out and rends the Sea Kingdom from within. I would not see my realm reduced to blood waters, and I fear that outsiders such as yourselves may be the only hope to stem this red tide."

While Jab'roth is an excellent manservant and information gatherer, he is not much of an adventurer. Therefore, he cannot gain the PCs access to the palace itself. However, he can help them make contacts with certain individuals who can as described below. If the party agrees to help Jab'roth, he offers them an armband of rare golden coral inset with rough diamonds worth 2,500 gp if they can locate Prince Cal'la'joola and rescue him if still alive. He explains that the armband belonged to the prince and was gifted to Jab'roth as a reward for years of faithful service. He will part with it, his most prized possession, if it will bring his master to safety.

Entering the Coral Kingdom

The rim of the Great Rift, a tall ridge of coral encrusted basalt, is now the heavily defended border of the tattered remnants of the Coral Kingdom. Though the kingdom is not currently under siege, agents of Harthagoa and other dangerous predators lurk just beyond the border. Locathah patrols roam on sea cat back, skirmishing with sahuagin shark raiders. The water here is misted with blood and the torn carcasses from casualties on both sides draw dangerous scavengers. As Jab'roth leads the PCs past the border into the kelp forests and coral canyons of the Great Rift, roll d4 from the options below or simply choose the encounters you like and toss them the PCs' way.

1. SAHUAGIN SHARK RAIDERS (CR 8)

A band of **10 sahuagin** and their **3 black-finned baleSharks** roam the border seeking locathah patrols to devour. The PCs make a fine substitute, especially when the leader of the sahuagin, a fat bloated specimen of his vile race named Kartanga, spots Jab'roth and recognizes the wave-cursed halfling as the right hand man of one of the Coral Kingdom's Sea Princes. If the sahuagin detect the party before they themselves are detected they hide in a thick swash of kelp under a coral outcropping and suddenly surge out to attack.

Katanga and his fellow sahuagin raiders (10): CR 2; AC 16/11/15; SVS +4/+4/+4; MELEE trident +4 (1d8+3), bite –1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2); RANGED heavy crossbow +3 (1d10/19–20); CMB +4; CMD 15; 15 hp (23 for Katanga); see *Pathfinder Roleplaying Game Bestiary* "Sahuagin" for full details.

BALE SHARK (3) CR 3

XP 800 each

Pathfinder Roleplaying Game Bestiary "Shark"

N Large animal (aquatic)

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

DEFENSE

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

hp 30 each (4d8+12)

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

OFFENSE

Speed swim 60 ft.

Melee bite +7 (1d8+7)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

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

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

Feats Great Fortitude, Improved Initiative

Skills Perception +10, Swim +13

SPECIAL ABILITIES

Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

2. YARROWDALG THE SOUL RENDER (CR 11)

Formerly a sea giant warlord and despicable demonist, Yarrowdalg betrayed his people to Harthagoa by opening up their enclave's dragon turtle shell dome to the kraken's legions. Yarrowdalg proved an apt lickspittle and formidable commander in the Demon Below's hordes, but was slain in furious battle with a cantankerous benthic serpent (see **Death Beneath the Waves** in **Chapter 2**) who refused to yield his territory to the Krakenfiend without a fight. Harthagoa begged his demonic sire to restore his servant, offering the blood of an entire merfolk village in sacrifice. Yarrowdalg rose from the depths again as a hideous undead servitor of the Demon Below who now terrorizes the locathah holding the border of the Great Rift, sating himself on their souls day and night.

Yarrowdalg the Devourer: CR 11; AC 25/12/22; SVS +9/+7/+12; MELEE 2 claws +18 (1d8+9 plus energy drain); CMB +20; CMD 33; 133 hp; see *Pathfinder Roleplaying Game Bestiary* "Devourer" for full details, but change the fly speed to a swim speed; its Swim modifier then becomes +14, and it loses its bonus to Fly.

3. LOCATHAH PATROL (CR 8)

Brave warriors whose loyalty is unquestionable, this band of **4 locathah** reconnoiter the dangerous eddies on the edge of the Great Rift along with Mab'lil'kar, their trusty **orca** whale companion. When they see the party, the leader, a female locathah named Blool'dra, hails them and asks Jab'roth to explain why he's bringing outsiders into the kingdom. Blool'dra is on the lookout for spies of the Demon Below, and carefully inspects Jab'roth, trying to discern if perhaps he is an illusion, an enemy in disguise, or under the influence of some foul enchantment magic. Jab'roth attempts a DC 20 Bluff check to pass (but his Bluff is only +3). The PCs can attempt their own check or aid Jab'roth's as they wish. If the check fails, the locathah attack in a paranoid frenzy. If the party succeeds, the locathah let them pass and may engage them in idle conversation, during which Blool'dra confides in Jab'roth that the king is sadly absent from daily affairs now and spends his days sequestered in some secret reach of the palace out of sight, entreating with no one except his new bride.

LOCATHAH WARRIORS (4) CR 3

XP 1,200

Male and female locathah warrior 5 (*Pathfinder Roleplaying Game Bestiary 2* "Locathah")

N Medium humanoid (aquatic)

Init +5; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 41 each (2d8 plus 5d10 plus 5)

OFFENSE

Speed 10 ft., swim 60 ft.

Melee longspear +7/+2 (1d8/x3)

Ranged light crossbow +7 (1d8/19–20)

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 13, **Wis** 14, **Cha** 11

Base Atk +6; **CMB** +6; **CMD** 17

Feats Alertness, Improved Initiative, Lightning Reflexes, Weapon Focus (longspear)

Skills Intimidate +8, Knowledge (local) +4, Perception +8, Sense Motive +4, Stealth +3, Survival +7, Swim +16

Languages Aquan

SQ amphibious

Combat Gear *potion of cure light wounds*; **Other Gear** longspear, light crossbow, with 20 bolts

Ma'lil'kar, Orca whale: CR 5; AC 16/10/14; SVS +9/+8/+5; MELEE bite +13 (2d6+12); CMB +16; CMD 28; 67 hp; see *Pathfinder Roleplaying Game Bestiary* "Dolphin, Orca" for full details.

4. STINGING MANTA-CORE (CR 5)

These dangerous predators, with a stingray's body and fins, a sea cat's head and claws, and a cluster of sinewy spine-flinging tails are a constant menace in and around the Great Rift. When the **manta-core** spots the party, it hides behind a giant clam's shell (giving it cover) and then barrages them with its tail spines.

MANTA-CORE CR 5

XP 1,600

Male wave-cursed manticore (*Pathfinder Roleplaying Game Bestiary* "Manticore")

LE Large magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

Weaknesses ichthyic flesh

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy), swim 15 ft.

Melee bite +10 (1d8+5), 2 claws +10 (2d4+5)

Ranged 4 spikes +8 (1d6+5)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)

Skills Fly –3, Perception +11, Survival +2 (+6 when tracking), Swim +13; **Racial Modifiers** +4 Perception, +4 Survival when tracking

Languages Common

SQ amphibious

SPECIAL ABILITIES

Ichthyic Flesh (Ex) Ichthyic flesh requires moisture to remain supple. If a creature with ichthyic flesh does not spend at least 10 minutes per day immersed in water, its skin grows dry and cracks, dealing 1d4 points of Dexterity damage for each day it goes without immersion and cannot be healed naturally without exposure to the necessary water requirement.

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

The Usual Suspects

Once the Jab'roth and the PCs draw near the Sea King's Palace, they'll need to devise a means of entry. Queen Avareth manipulated her beloved king into sealing the palace up tight "to prevent dangerous agents of the Demon Below from gaining entry, of course!" Additionally, Jab'roth already searched the palace up and down for his master, but cannot locate him. He knows the Queen ordered a sub-level built recently as a redoubt for the royal family in case of a siege, but Jab'roth cannot locate the entrance to this level. Jab'roth's recent snooping has not escaped notice, and many suspect he is a spy, or worse, that he contributed to his master's death on the frontlines. The poor wave-cursed halfling is now *persona non grata* in the palace grounds.

Since he cannot grant the PCs access to the palace or reveal the prince's whereabouts, he instead points them towards some people who might. Following is a list of three individuals that he may suggest that the PCs speak to if they meet the prerequisites as described below. All dwell in the Great Rift near the palace, and he can set up introductions on short notice. The PCs can speak to one or all of them as they see fit.

Draveross Untillion, King's Door Warden

If the PCs ask about an official who controls access to the palace or keeps records of visitors, Jab'roth nods and says: "Draveross, the King's Door Warden. He monitors the comings and goings of the palace!" If a PC makes a DC 15 Knowledge (nobility) check they remember tales of the Sea King's Door Warden as well and recall legends of his unwavering allegiance to the King. It is easy to gain an audience with **Draveross** (LE male aquatic elf aristocrat 7), and he listens gravely to any concerns they express over the prince. If they reveal their mission, he leans in conspiratorially and whispers that he too fears disloyalty haunts the palace, and will tell all he knows - but not here. He asks the PCs to meet him at dark tide (midnight) at an inconspicuous location where he can fill them in on what he knows. A Sense Motive opposed by his Bluff (+12) detects duplicity in his words. He is actually a servitor of the queen, and his directions lead the PCs into an ambush with a force identical to that found at **Area 1** in **Part Two**. If his subterfuge is detected, he retreats behind the protection of his **12 gate guards** (N male locathah warrior 5) who can summon equal reinforcements in 2 rounds. The PCs will be unable to gain further contact with Draveross.

Ffluesh'pa Makko, Master Cellarer

If the PCs ask about anyone who might have free access throughout the palace grounds or knowledge of the palace's staff, Jab'roth suggests Makko. Likewise, a DC 15 Profession check (innkeeper, cook, vintner, brewer, or related profession) suggests that cellarers work in palaces, and further, that they likely know the servants' ways in and out of the stronghold.

Getting to see Makko requires a DC 12 Diplomacy check or a DC 16 Bluff check. Makko (N male locathah expert 3) is an old friend of Jab'roth and helpful but knows nothing in particular about the prince. He does know that a new lower level has been secretly added onto the palace beneath the throne room and that the Sea King and his queen spend quite a bit of time there. He suspects a secondary entrance to these chambers lies on the southwest side of the palace. If the PCs pursue this line of questioning and make a DC 10 Diplomacy check he remembers that a local drunk named Keb sometimes roots through the palace refuse near that area.

Keb, Local Derelict

Keb comes up if the PCs ask about any local riff-raff that hangs around the palace and might have seen or overheard anything in regards to the prince's disappearance. In addition, he might come up in conversation with the master cellarer or with a DC 20 Knowledge (local) check. A DC 18 Diplomacy check to gather information locates Keb (CN male aquatic lizardfolk). Keb is dead drunk when found and uninterested

in dealing with the PCs. His attitude can be changed with a DC 15 Intimidate or Diplomacy check provided it includes a bribe worth at least 10 gp. Though largely incoherent, he relates that he knows of a new secret entrance to the palace (the one mentioned by Makko) and that he saw some fishy thugs (not sure what kind) carrying a locathah-sized bundle into it at dark tide within the last tide-cycle (week) — he cannot be more precise in his current state and will not sober up soon. He can give precise direction to the back door at **Area 1** in **Part Two**, though.

Part Two: Palace of the Sea King

The Sea King's palace is a majestic construction built in and among the fanciful spires, tubes, and coral reefs of an ancient, picturesque lava flow. Several portions of it are festooned with thick kelp forests serving as the royal gardens. The palace is a massive affair inhabited by hundreds of undersea races and guarded by three companies of veteran locathah warriors, fiercely loyal to the Sea King. Fortunately for the PCs, most of this side trek takes place in only a small isolated corner of the palace.

Features

The palace is comprised largely of ancient lava tubes of basalt and colorful igneous rocks — deep purples and smoldering reds are most common, with mineral streaks of gold and blue interspersed. The lava tubes are circular in cross section and average around 15 feet in diameter. The kelp forest surrounding the palace is quite dense and grows as high as 50 feet. Creatures within have total concealment beyond 5 feet, and the tangled kelp hampers movement through the area, costing 2 squares for each square traveled through. In places, paths have been cut through the kelp forming swaying tunnels that shift with the currents. These are typically 10 to 20 feet in diameter and let in little if any light.

1. Back Door (CR 7)

The swaying forest of kelp has a small break in it here at the lower corner of the great basalt ridge in which the palace has been constructed. Someone hacked an opening in the dense seaweed to create a dark tunnel. Occupying a makeshift camp at this

tunnel entrance are four misshapen fishmen. These hideous squat creatures with hunched backs and twisted arms and legs each sprout a muscular fluke-like tail from their lower torso.

This back door into the new lower reaches of the palace has recently been constructed by Queen Avareth to expedite her coming and going at will.

Creatures

Guarding this entrance are **four skum**. These creatures serve Avareth at the command of their aboleth masters. They typically hide within the kelp but have grown lazy of late since no one ever comes this way and are caught by the PCs lounging out in the open. They eye the PCs warily and attack if they approach. They make one attack each and then retreat back into the mouth of the kelp tunnel to lure the PCs within range of a **wave-cursed otyugh** that serves as their garbage disposal, waiting hidden in the kelp beside the entrance with total concealment. The otyugh unleashes a belch of brackish slime and lumbers forward to attack as soon as it hears the sounds of battle nearby.

Skum (4): CR 2; AC 13/11/12; SVS +3/+4/+2; MELEE trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1); RANGED trident +3 (1d8+2); CMB +4; CMD 15; 20 hp; see *Pathfinder Roleplaying Game Bestiary* "Skum" for full details.

WAVE-CURSED OTYUGH CR 4

XP 1,200

Pathfinder Roleplaying Game Bestiary "Otyugh"

N Large aberration (aquatic)

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 39 (6d8+6 plus 6)

Fort +3, **Ref** +2, **Will** +6

Immune disease

Weaknesses ichthyic flesh

OFFENSE

Speed 20 ft., swim 10 ft.

Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacles)

Skills Perception +9, Sense Motive +3, Stealth +2 (+10 in lair), Swim +12; **Racial Modifiers** +8 Stealth in lair

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Ichthyic Flesh (Ex) Ichthyic flesh requires moisture to remain supple. If a creature with ichthyic flesh does not spend at least 10 minutes per day immersed in water, its skin grows dry and cracks, dealing 1d4 points of Dexterity damage for each day it goes without immersion and cannot be healed naturally without exposure to the necessary water requirement.

2. FALSE PRISON (CR 8)

The kelp passage widens here to reveal a side hollow. At the back of the hollow, a humanoid struggles in bonds of living kelp that hold it in place. It is a mermaid, and the green tendrils wrap around her supple body and pin her arms. They are likewise secured over her mouth forming an effective gag. Brilliant green eyes stare at you imploringly over these unnatural fronds.

Creatures

This small chamber is the lair of a **kelpie** named Kritha, a demented thing that lives only to feed on others. When she hears the sounds of battle without, Kritha takes the form of an imprisoned mermaid. The kelpie is comprised of both the mermaid herself and the kelp bonds that seem to hold her. PCs can make a Perception check opposed by her Disguise check to see through the ruse, but as they do so she attempts to captivate one of them into helping her. When she has grasped a creature or her ruse has been unmasked, she telepathically calls **2 breath takers** that lurk in the kelp forest behind the PCs to come to her assistance. They arrive in 1 round.

ADVANCED KELPIE CR 5

XP 1,600

Pathfinder Roleplaying Game Bestiary 2 "Kelpie"

NE Medium fey (aquatic, shapechanger)

Init +9; **Senses** low-light vision; **Perception** +15

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 52 (7d6+28)

Fort +6, **Ref** +10, **Will** +8

Resist fire 10

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 slams +8 (1d6+4 plus grab)

Special Attacks captivating lure

STATISTICS

Str 19, **Dex** 20, **Con** 19, Int 12, Wis 16, Cha 21

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 22

Feats Alertness, Deceitful, Improved Initiative, Weapon Finesse

Skills Acrobatics +15 (+19 jump), Bluff +17, Diplomacy +15, Disguise +17, Perception +15, Sense Motive +15, Stealth +15, Swim +12

Languages Aquan, Common, Sylvan; telepathy (1 mile, previously touched creatures only)

SQ amphibious, change shape (hippocampus or horse, *beast shape IV*; Small or Medium humanoid, *alter self*)

SPECIAL ABILITIES

Captivating Lure (Su) Once per day, a kelpie can use a powerful mental attack to lure in a single creature within 60 feet. The target must make a DC 18 Will saving throw or become captivated by the kelpie, thinking it is a desirable woman in mortal danger or (if in hippocampus or horse form) a valuable steed. A victim under the effects of the captivating lure moves toward the kelpie using the most direct means available. If the path leads it into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril; the victim does not consider water a dangerous area, and will enter the water even if it cannot swim or breathe. A captivated creature can take no actions other than to move toward the kelpie and defend itself, even if it is drowning. A victim within 5 feet of the kelpie simply stands and offers no resistance to its attacks. This effect continues as long as the kelpie is alive and the victim is within 1 mile of the kelpie. This is a mind-affecting charm effect. The save DC is Charisma-based.

BREATH TAKER (2) CR 5

XP 1,600 each

Dead Man's Chest 79

CE Medium undead (aquatic)

Init +8; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 52 each (8d8+16)

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

Immune undead traits

OFFENSE

Speed 20 ft., swim 50 ft.

Melee 2 claw +10 (1d4+1) or touch +10 (air–stealing)

Special Attacks air-stealing

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 22

Feats Ability Focus (air-stealing), Dodge, Improved Initiative, Weapon Finesse

Skills Climb +12, Escape Artist +12, Perception +11, Stealth +15, Swim +9

Languages Common

SPECIAL ABILITIES

Air-Stealing (Su) As a standard action, a breath taker causes a ghostly incorporeal hand to emerge from its own hand with 10-foot reach to make a melee touch attack. If the attack is successful, the hand plunges into the chest of a living opponent requiring the target to make a (DC 16) Fortitude save or take 1d4 points of Constitution damage and become fatigued. The breath taker must make a new touch attack each round to maintain its connection, and as long as it does so the target must make a new Fortitude save each round. On a second failed save, the target takes non-lethal damage equal to its remaining hit points and is unconscious. On a third failed save, the target dies. To escape the touch of a breath taker, the target must succeed on its saving throw or succeed on an opposed grapple check against the breath taker and move out of its reach. The save DC is Charisma-based.

3. CROSS CURRENT (CR 10)

A lave tube crosses your path here perpendicularly, sloping from the west down to the east. A strong current flows through in the direction of this slope. The lava tube you have followed splits in two on the opposite side after surmounting ledges about 10 feet high.

A constant current flows from an opening high to the west down through a passage descending to the east. Moving across this current at half speed requires a DC 15 Swim check; otherwise, the swimmer is swept along to the east at 40 feet per round and takes 1d6 points of damage each round from bouncing along the rough walls. Swimming against the current at half speed requires a DC 20 Swim check, or they can pull themselves along the wall of the tube with a DC 20 Climb check.

Creatures

Clinging to the roof of the crossing tube here at the intersection is a **giant octopus**. It always keeps two

tentacles lodged in place, which prevents it from having to make a Swim check each round but also keeps it stationary (it cannot attack with those two tentacles). It attacks any who try to cross the current. On the far side a group of **6 locathah warriors** guard the two tunnel exits from the ledges, three in each opening. They have been charmed by Avareth and ordered to permit entry to no one. The octopus ignores them. Using ranged attacks through the current is the equivalent of strong winds as described in the Pathfinder Roleplaying Game: Core Rulebook (–2 on attack rolls).

Giant Octopus CR 8; AC 18/11/16; SVS +11/+12/+7; MELEE bite +13 (1d8+5 plus poison), 6 tentacles +11 (1d4+2 plus grab); CMB +15; CMD 27 (can't be tripped); 90 hp; see *Pathfinder Roleplaying Game Bestiary* "Octopus, Giant" for full details. **CR 8**

Charmed Locathah Warriors (6): See Area 3 in **Part One** for stats.

4. Queen's Boudoir (CR 11 or 12)

The water grows warm, then hot, as you proceed down the tunnel. Before you sprawls a cavernous chamber, created when a giant bubble formed and hardened in the ancient lava flow. In its center, an upwelling of magma continues its slow percolation, gradually creating a new sea mount and bathing the entire chamber in a lurid red glow. Floating beyond this super-heated vent is a tall and regal looking male locathah wearing a crown of gold. At his side, a mermaid, her gorgeous body and features sculpted as if by the gods themselves, lounges on a giant conch shell, wearing a crown composed of coral and emeralds atop her brow. Swimming overhead is a massive shark, almost 20 feet long, with bits of its last meal clinging to its rows of jagged teeth.

Avareth constructed this chamber in the new throne room for when she assumes control of the Sea Kingdom. The magma upwelling moves at an extremely slow pace and cools very quickly. However, anyone within 10 feet of its hot center (red on the map) takes 3d6 fire damage per round. In the west wall is a secret door (DC 20 Perception check) closing off a holding cell. Within is a bound and gagged Seventh-Prince Cal'la'joola, whom Avareth intends to soon sacrifice to the Demon Below's father by slowly roasting him over the magma vent.

Creatures

Occupying this room are **Queen Avareth** and her pet **dire shark**. Likewise, any locathah that survived **Area 3** have retreated here to defend their queen to the death. **Gla'gool the Sea King** is also present, though he has been thoroughly charmed by Avareth and defends her unless the PCs realize he is befuddled and free him via *dispel magic*, *protection from evil* or other magic. He is aware of the secret side chamber where his son wallows, but Avareth convinced him his son was hatching seditious plans to usurp him. Though it pains Gla'gool greatly, he has agreed that his son must pay with a burning death for his "crimes."

The locathah warriors are affected by Avareth's horrific appearance, but the dire shark is not. When Avareth employs her horrific appearance, all the locathah (including the king) get a free additional save against her *charm*. Even if they fail the save they take no actions for one round before attacking the PCs anew.

King Gla'gool CR 9

XP 6,400

Male locathah aristocrat 4/ranger 6 (*Pathfinder Roleplaying Game Bestiary 2* "Locathah")

LG Medium humanoid (aquatic)

Init +4; **Senses** low-light vision; **Perception** +11

DEFENSE

AC 23, touch 13, flat-footed 20 (+7 armor, +3 Dex, +2 natural, +1 shield)

hp 90 (2d8+4 plus 6d10+12 plus 4d8+8 plus 6)

Fort +11, **Ref** +10, **Will** +8

OFFENSE

Speed 10 ft., swim 60 ft.

Melee *+1 shocking returning trident* +10/+5 (1d8+1 plus 1d6 electricity), *+1 keen sickle* +10/+5 (1d6+1 /19–20)

Ranged *+1 shocking returning trident* +16 (1d8+1)

Special Attacks favored enemy (animals +2, monstrous humanoids +4)

Ranger Spells Prepared (CL 3rd)

1st—*entangle* (DC 13), *summon nature's ally I*

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 11, **Wis** 15, **Cha** 13

Base Atk +10; **CMB** +10; **CMD** 24

Feats Alertness, Endurance[B], Improved Two-Weapon Fighting[B], Leadership, Persuasive, Two-Weapon Defense, Two-Weapon Fighting[B], Weapon Focus (trident), Weapon Focus (sickle)

Skills Craft (coral works) +7, Diplomacy +15, Handle Animal +11, Intimidate +9, Knowledge (nature) +13, Knowledge (nobility) +9, Linguistics +4, Perception +11, Ride +11, Sense Motive +12, Swim +5

Languages Aquan, Common

SQ amphibious, favored terrain (water +2), hunter's bond (companions), track +3, wild empathy +7

Combat Gear *potion of cure serious wounds*; **Other Gear** *coral slate +2 scale mail, +1 shocking returning trident, +1 keen sickle*, golden crown encrusted with black pearls (500 gp)

Tactics When intruders are detected, King Gla'gool casts *summon nature's ally I* (dolphin) and orders it to help him defend his beloved Queen. During combat, Gla'gool is more interested in protecting Avareth than he is in killing the PCs. He viciously attacks anyone who harms his loving wife, laying waste with his trident and sickle. When Avareth reveals her horrific appearance, he gets a new save against her *charm*. Even if he fails the save, he takes no actions for one round as he reels from his love in horror. Thereafter, Avareth claims he is seeing "a foul illusion created by these interlopers!" If he failed his save Gla'gool buys this and renews hostilities against the PCs.

Gla'gool fights to the death unless he is freed of Avareth's enchantment. If freed he is dazed for 2 full rounds. With her hold finally broken, Gla'gool's mind crumbles as he realizes the grotesque lie he's been living under for weeks. He grabs a jagged piece of coral from the floor and gouges his eyes out to ensure he does not fall prey to Avareth's witchery again. Blood billows from his vacant eye sockets in a great rust-colored cloud. His ragged coughing voice croaks out two words in Common - "Never again." Any surviving locathah warriors immediately cease fighting and bow down to their monarch. All of them turn their attacks against the Queen and aid the PCs from here on out.

QUEEN AVARETH CR 11

XP 12,800

Female sea crone (half-mermaid / half sea hag) cleric of Demogorgon 8 (*Pathfinder Roleplaying Game Bestiary* "Merfolk,""Sea Hag")

CE Medium monstrous humanoid (aquatic)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

Aura horrific appearance (60 ft.)

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 130 (4d10+20 plus 8d8+40 plus 12)

Fort +15, **Ref** +15, **Will** +17

Defensive Abilities evasion; **SR** 15

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 claw +13 (1d6+3)

Special Attacks channel negative energy 8/day (DC 19, 4d6), destructive aura (+4, 8 rounds/day), destructive smite (+4, 7/day), evil eye, scythe of evil (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th)

7/day—*touch of evil* (4 rounds)

Cleric Spells Prepared (CL 8th)

4th—*death ward, poison* (DC 18), *summon monster IV, unholy blight*[D] (DC 18)

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *cure serious wounds, rage*[D], *searing light*

2nd—*bear's endurance, death knell* (DC 16), *hold person* (DC 16), *shatter*[D] (DC 16), *sound burst* (DC 16)

1st—*bane* (DC 15), *cause fear* (DC 15), *doom* (DC 15), *entropic shield, protection from good*[D], *shield of faith*

0 (at will)—*detect magic, detect poison, guidance, light*

[D] Domain spell; **Domains** Evil, Destruction

STATISTICS

Str 17, **Dex** 18, **Con** 20, **Int** 12, **Wis** 18, **Cha** 20

Base Atk +10; **CMB** +13; **CMD** 27

Feats Ability Focus (horrific appearance), Alertness, Combat Casting, Deceitful, Improved Initiative, Improved Lightning Reflexes, Toughness

Skills Bluff +21, Diplomacy +13, Disguise +13, Intimidate +13, Perception +17, Sense Motive +6, Spellcraft +10, Stealth +15, Swim +11

Languages Aquan, Common, Giant

SQ amphibious, aura, soulbound

Combat Gear *necklace of steam bursts (type V)* (this item is identical to a *necklace of fireballs* except that the explosions produce bursts of steam with the same area of effect and damage as a *fireball)*; **Other Gear** *cloak of resistance +3, ring of evasion*, coral and emerald crown (3,500 gp), gold and coral armlets (200 gp each), pearl nipple ring (100 gp)

SPECIAL ABILITIES

Evil Eye (Su) Three times per day, Avareth can cast her gaze upon any single creature within 30 feet. The target must succeed on a DC 17 Will save or be charmed as the *charm monster* spell for three days, although *remove curse* or *dispel evil* can restore its right mind sooner. Creatures with immunity to charm effects are not affected by the sea crone's evil eye. The save DC is Charisma-based.

Horrific Appearance (Su) When angry (a free action of the sea crone's choice) or while involved in combat, Avareth's beauteous appearance dissolves and is replaced by the revolting form of a sea hag with a large circular scar on her left breast as the symbol of her membership in the Ring of the Kraken. Anyone who sets eyes upon her must succeed on a DC 19 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to a Strength of 0 is helpless. Avareth can resume her comely mermaid appearance as a free action once

she is no longer in battle. Creatures that are affected by this power or that successfully save against it cannot be affected again by her horrific appearance for 24 hours. Creatures with immunity to fear effects are not affected by the sea crone's horrific appearance. The save DCs are Charisma-based.

Soulbound (Su) Upon death, Avareth's soul travels to the Abyssal layer of Demogorgon. Resurrection spells can return her to life, but she is otherwise confined there for eternity serving at the whim of her Abyssal master.

Tactics When she becomes aware of a threat, Queen Avareth casts *protection from good, shield of faith, entropic shield, bear's endurance*, and *death ward* on herself, in that order. The effects of these spells are not included in her stat block.

Avareth opens combat by hurling her most powerful *steam bursts* from her necklace at the PCs. Doing so likewise unleashes her horrific appearance, and she chooses a rogue or arcane spellcaster for its deadly effects. She tries to remain at a distance from the PCs, using *bestow curse, searing light, blindness/deafness* and *sound burst*. In melee she uses *inflict moderate wounds* in combination with her *touch of evil* domain power. She'll cast her *summon monster IV* spell to bring forth 1d3 sharks if she feels more combatants on her team will dispatch the PCs.

Avareth knows that if she fails the Demon Below she will be destroyed and sent to an eternity of agony at the tentacles of Demogorgon in the Abyss. Therefore, she fights to the death to overcome the PCs.

Dire Shark: CR 9; AC 23/8/21; SVS +14/+13/+8; MELEE bite +17 (4d10+15/19–20 plus grab); CMB +25 (+29 grapple); CMD 37; 112 hp; see *Pathfinder Roleplaying Game Bestiary* "Shark, Dire" for full details.

Tactics The dire shark takes the offensive immediately, and attempts to bull rush PCs into the magma vent if able. The shark fights until slain.

Concluding The Adventure

If the PCs manage to defeat Avareth without slaying Gla'gool, the king is grateful even though he is newly blinded and horribly shaken from his ordeal. The Sea King rewards them with not only all of Avareth's possessions but 10,000 gp in pearls as well. They are also named as Protectors of the Court of the Sea King and can come to him for aid whenever they need to do so. The Demon Below still threatens from all around, but now the "Blind King" can redirect the sea peoples' efforts effectively against his menace without distraction. The Sea Kingdom may yet survive after all, and the PCs have gained new allies in their fight to save the Razor Coast from Harthagoa's grasping tentacles.

If the PCs kill the king and Avareth survives, and the PCs do not find and free the Prince, her work is done for her. Playing the part of the bereaved widow with panache, she wins the hearts and minds of the Coral Kingdom's subjects, maneuvering them into horrible danger and opening their borders to agents of the Demon Below. The seas belong to Harthagoa in this case, and the sea-fiend turns his smoldering gaze upon the distant shores of the Razor Coast with a burning hate, and a hunger for fresh souls to feed his demon father's insatiable appetite.

If the PCs slay both Avareth and the king, but manage to free the prince from bondage, he is distraught to see his father dead at the party's hands, and may apprehend them and order them executed unless the PCs succeed at a DC 30 Diplomacy check (+10 if they point out they were trying to rescue him, and remind the prince that the king was complicit in his imprisonment). In this case he banishes the PCs instead. They have gained no ally among the locathah this day, and when the time comes for Harthagoa to move against Port Shaw, the party faces annihilation alone.

Appendix

New Spells

Included in this appendix are two new spells and a new creature template that are used in this adventure.

Countenance of the Deeps

School transmutation; **Level** druid 5

Casting Time 1 standard action

Components V, S, F (A small, water-stained, salt-encrusted jade statuette of a hideous fishlike, humanoid being [often thought to be Dagon] worth no less than 500 gp that must be immersed in salt water when casting.)

Range Touch

Target Willing living creature touched

Duration 1 hour/level (D)

Saving Throw none **Spell Resistance n**o

Any living creature upon whom this spell has been cast gains the wave-cursed template (see **New Monsters** in Appendix 3). The recipient gains all of the extraordinary abilities of the template. If a creature does not qualify for the template, then the spell has no effect.

Countenance of the Deeps, Mass

School Transmutation; **Level** druid 8

Range Close (25 ft. + 5 ft./2 levels)

Target One or more willing living creatures, no two of which can be more than 30 ft. apart

Duration 1 day (D)

This spell functions like *countenance of the deeps*, except that *mass countenance of the deeps* affects a number of creatures equal to your level or less. If there are more potential targets than you can affect, you choose them when the spell is cast.

Mysteries of the Razor Sea (1st Level)

The Razor Coast swallows ships and souls by the thousand. Dangerous shoals, benthic serpents, terrible nor'easters, dark shapes beneath the waves the size of atolls, cannibal pirates, corrupt dragoons, and of course the voracious predations of Harthagoa the Krakenfiend are but a few of the terrors awaiting those who sail the open ocean.

Most salty dogs who sail the seas can tell enough tales of death and danger to fill every night of a month long voyage. The most terrifying are not stories of grasping tentacles from the deep, nor the savage war chants of the cannibals of Mal'Drakmaht echoing across the waves. Rather, the tales that quickest unscrew a man's courage are of ghost ships. The Razor Sea is prowled by vessels with no man at their helm, their rigging tangled in wild knots like the hair of some crazed hag and not a single living soul aboard. The fates of their crews are known to none but the gulls and waves. The dark holds of these creaking derelicts are now home to restless spirits and nameless terrors. Some say the ships take on an unnatural life of their own.

Here follows the Tale of the Seabear, another ship claimed by the Razor's many mysteries…

"The Tale of the Seabear" is an adventure by Nicolas Logue for four to six 1st-level characters, perfect for introducing your players to the dark horrors that await them in Razor Coast *or on any ocean.*

There are powers on the Razor Coast best left undisturbed. Rancorous idols of forgotten gods seethe on the beaches of long abandoned coves. Once honored as fierce guardian spirits, these cracked, wind blasted idols are now attended only by a congregation of tangled seaweed, driftwood, cawing gulls, and a host of skittering crabs. When a ship washes ashore in these forlorn coves, a wise crew gets their vessel seaworthy and heads for the open ocean again as fast as possible. Those who linger on these accursed beaches earn the ire of hate-filled gods, and those who take these idols with them taint the entire sea with an ancient evil best left buried in the sands.

Adventure Background

The *Seabear* was a proud freight-hauling cog whose well-salted bow had crested the Razor Sea for over one hundred years. The tough old ship scorned the deeps' embrace on more voyages than most elves have years and her helm outlasted no less than seven captains. The *Seabear* was not an impressive ship to behold, but everyone knew her. She was lucky, and any man who earned a berth on the cog slept a little easier out there on the Razor, knowing full well she'd come home safely near a thousand times before. When the freighter was reported missing over six months ago after it failed to turn up in Port Shaw, more than a few people held out hope. The captain of the ship was an old sea trader by the name of Mortimer Cray, who knew the Razor as well as any man could. They took on a load of fleece and a small cache of expensive tea from distant Port Shaw. No one ever expected the *Seabear* to flounder.

During the voyage, a sudden storm rose up nearly swallowing the freighter and her crew in a flurry of towering waves. Mortimer's excellent seamanship alone saved the vessel, but its timbers lay ravaged by the squall. Unable to answer her helm, the *Seabear* ran ashore several leagues down coast of Port Shaw in a cove the Tulita call Ho'oka'la, an ancient ceremonial place of holy refuge, where fierce gods, older than any worshipped by their people today, once dwelt.

The refuge was a sacred burial ground and a place of asylum. The old ways dwindled an age ago, and now the refuge is long abandoned. Still the dark idols oversee the ancient burial mounds, their fearsomely carved visages leering out at any who draw near. These gods, forsaken by their people and left to ignominy, roil with a malice no mortal could ever hope to understand.

The *Seabear* shored at the refuge behind schedule and short on supplies. Captain Mortimer Cray decided there was no time to head inland and find suitable timber for a new main mast to replace the one battered to splinters by the storm. He opted instead to cut down one of the koa wood idols to serve as the *Seabear's* new main mast. Mortimer never cared much for the ridiculous superstitions of the Tulita. This was his only mistake as a sea captain, and his last.

As they put to sea once more, a ferocious menagerie of demonic faces rising from their center deck, the crew grew uneasy. When the morning watch found a host of dead seagulls on deck, it was decided by most of the seamen operating the freighter that the *Seabear* was cursed. The vengeful spirits of the Tulita idols worked their dark magic on the mind of Mortimer and his crew. Mistrust, fear and paranoia spread among the men like an illness until finally they turned on one another. No member of the *Seabear's* crew survived. Their blood painted the deck red.

The dark idol's thirst for revenge can never be sated. One horrific death for the defilers was not enough to satisfy its rage. A living part of ship now, the Tulita god sails the sea in search of others to serve as vessels for Mortimer and his crew. Anyone who encounters the ghost ship becomes a plaything for the idol. The evil artifact infests the newcomers' bodies with the spirits of Captain Cray and his crew – puppets of flesh and blood to dance at its whim, reenacting the horrible massacre of the *Seabear's* occupants once more to the idol's sick delight.

The last crew to encounter the *Seabear* was a pirate vessel, named the *Kingfisher*, captained by an unsavory pirate by the name of Vincent Crane. Shortly after boarding the ghost ship, the *Kingfisher's* crew succumbed to the idol's curse. Imprinted with the personas of Captain Cray and his men, the pirates soon slaughtered one another. The only member of the crew unaffected by the curse was a stubborn-minded sailor named Thalios Dondrel, son of Mordekai. As paranoia rose while the pirates searched the *Seabear* for booty, Thalios, though unaffected by the spreading distrust, was beaten unconscious by his mad crewmates, stripped to his skivvies and clapped up in the brig of the *Seabear*. He listened, trussed up in the darkness as his former compatriots slaughtered one another. The ship maintains its dread mission, prowling the waves of the Razor with a wild hunger for men's souls. It happens upon the PCs vessel in the dead of some dreary drizzling night.

Editor's Note: There's Just Something About That Guy

As a point of interest, I ran this adventure in concert with another low-level ocean adventure to kick off my campaign, and Thalios Dondrel became a recurring and beloved NPC to my players.

Ghost Ship Off the Port Bow

The PCs encounter the cursed ship two days after the pirates boarded her. Just before dusk, the party's own ship crosses their path. Read or paraphrase the following:

> A dark fog settles over the water, muffling the ocean's churning waves. No birds fly here, and the air is still and heavy. Without warning, a dark shape looms out of the thick fog ahead. A freighter cog crosses your path, her hull worn and beaten by years under the waves' battering assault, boards stripped of varnish showing through like splintered ribs in places, and her sails hanging in rags like flayed flesh. A strange black wood mast rises from her warped deck, its surface inexplicably carved with hideously

inhuman faces leering in the fog, fangs bristling from the gouges of their maws. The ship's rigging sways directionless and no one helms her. She is adrift. Chipped painted lettering shows on the side of her prow, reading "Seabear."

Getting the PCs Aboard

While curiosity and the desire to discover what strange fate brought the *Seabear* to this dread state may be enough to spur many PCs to board the derelict, feel free to use any of the following hooks as well:

1. Tales of Treasure

One of the most common rumors for why the *Seabear* may have floundered and been lost at sea is that the ship carried a secret treasure somewhere on board. A few even suggested Captain Mortimer Cray recently learned the location of the Pirate King Garr Bloodbane's lost hoard. More than a few salty mariners and sea sages claim the crew probably came to blows over how to divvy up the loot and murdered one another. There may be no truth to this tale, or you may decide that Captain Cray did have a small cache of personal treasure aboard (perhaps he was saving for his own ship), either way, rumors of lost gold are often enough to convince PCs to brave the warped deck and dark hold of a mysterious derelict.

2. Friend of the Crew

Perhaps one or more of the PCs was an old friend or even relative of one of the *Seabear's* crew. They may wish to discover the fate of this crewmember or maintain hope that they still live huddled in the dank hold of the ship.

3. The Secret Letter

One of the PCs was expecting an important missive or letter from Port Shaw, a message from a mentor, patron or contact that would reveal a traitor in their organization's ranks, or tell them the name of their long lost daughter, or some other information of burning importance to the PC. The last they heard, the secret missive was entrusted to an honorable Captain Cray who was making the voyage around Carcass to Port Shaw and offered to deliver the letter. The writer of the letter was assassinated shortly after handing it over, and now this piece of parchment is the only source of this information.

4. Ramming Speed!

The *Seabear* emerges from the fog suddenly. Pushed on by some unholy speed, the derelict's prow smashes into the starboard broadside of the PCs' own vessel. The PCs' ship is pinioned on the prow of the *Seabear* and begins to take on water. Their vessel breaking up and sinking beneath them, the party has no choice but to seek shelter from the waves embrace aboard this strange ghost ship, lest they wish to drown.

Editor's Note: Ship-to-Ship Combat Rules

GMs who use Ship-to-Ship combat rules like those found in ***Fire as She Bears*** may wish to play out this encounter. The only unacceptable outcome is that the *Seabear* sinks rapidly. A very slow sinking could add a measure of suspense. Regardless of the outcome, when all is said and done the PCs likely choose to explore the strange ship that crashed or nearly crashed into them.

Curse of the Dead God

As the PCs explore the *Seabear*, the idol senses their presence. In its own time, the idol pulses its sinister power through the ship's hull, spreading malevolence like a cancer through the vessel's boards and bulkheads. Anyone spending longer than 10 minutes on board must make a DC 15 Will save. The GM should roll these saving throws secretly. Those who fail grow mistrustful of their companions. The GM should take aside the players that fail and feed them some fake "evidence" of suspicions they have against their fellow party members. If pre-existing mistrust or suspicion exists, play upon it. Also, anything that happens during their excursion to the *Seabear* suddenly becomes someone in the party's fault (see each area below for details and ideas).

Feel free to invent false information, as the curse sows strange seeds of doubt and imagined betrayals into the victims' minds. Take PCs aside and tell them the party rogue is the reason they are missing their spellbook, or that the party barbarian is the one who caused the crates to fall on them in **Area 7**.

After another 10 minutes passes, make another secret Will save. Characters who fail two saves in a row are imprinted with the spirit of one of the *Seabear's* original crew (see below). Characters who fail one save simply become paranoid as described above. Every 10 minutes thereafter all PCs receive new saves. If they make their save they come to their senses for those 10 minutes, if they fail they sink deeper into the curse (taking on a persona if they haven't already, or falling deeper into the persona's paranoia).

Alternatively, instead of using a hard time limit of 10 minutes, you may wish to choose dramatically appropriate times to call for a save. You may wish to also call for a save at particularly perilous times, or when a PC is about to take murderous action against another character.

The Lost Crew Of The Seabear

Those imprinted with the spirits of the original crew take on their personality and fears, but also gain access to

some of the skills and abilities the men possessed in life. As soon as the party boards the *Seabear*, choose one of the following crew members to try and possess each PC. When the PC fails their first Will save they take on a couple of the possessing persona's attributes and habits and grow paranoid of the others (as described above) but retain their own sense of self. When they fail the second save, they believe they are the crew member detailed here and act accordingly. If three PCs are fully possessed, then other PCs failing their second save just stay paranoid – but if a spirit is ejected from one of the other PCs, it will find in them a comfortable home.

Every area of the ship detailed below has a "Ghosts" subsection that details how possessed characters may interact with this area.

Captain Mortimer Cray

Captain Cray was a career seaman. He never married, and joked that the ocean was cruel enough of a mistress without a wife to please as well. His crew always respected him. Once the curse takes effect, he believes his "men," actually the rest of the party now, are planning to mutiny at any minute. A streak of bad luck, the storm tossing them in that forbidden place, and now the fearsome image of those idols leering at them from the masts have set his men on edge. They blame Cray for it all, and he hates them for doing so. He will tolerate no insubordination from his crew and plans to be ready if his men turn on him…in fact he might even have to kill one or two first to keep the others from rising up against him.

He'll never let them have his ship. He'll smash it to splinters on any nearby shoals or rocks before he lets her fall into mutineers' hands.

The PC imprinted with Cray's personality gains 6 ranks in the Profession (sailor) skill and the Alertness feat.

Artillery Sergeant James Riggs

Riggs was a young man who just made sergeant in the merchant guild marines. He was engaged to a beautiful woman named Scarlet who meant the world to him, putting a ring on her finger and a kiss on her lips only a few hours before setting sail on the *Seabear*. Shortly after the *Seabear* took on the accursed idols, Riggs lost his hand in a cannon explosion that occurred during a routine firing drill. Now in the grips of his paranoia, he is certain that it was no accident. He won a great deal of silver from his crewmates in a dice game the night before the accident and he distinctly remembers Kalae Manu muttering "You sure do roll remarkably when you throw with that damned left hand." Riggs is sure that Kalae, and possibly the other crewmembers, wanted revenge and over-filled the powder in the cannon before the drill.

The PC imprinted with Riggs' spirit believes he is missing his left hand and acts accordingly, even showing the "stump" to the others accusingly.

The character imprinted with James' spirit gains Point Blank Shot, Precise Shot, Far Shot and Two-Weapon Fighting (ah, the irony).

First Mate Tristan Dawson

Tristan was a handsome man with a sly tongue. He was one of those pompous dandies with a pretty face, always very popular with the ladies. Under the effects of the curse, he knows the others hate him for his luck with women. What's more, he has also carried on with several of the others' wives behind their backs. He always thought his silver tongue could turn any suspicion aside, but now he sees the look in their eyes. They know. They know, and they are going to kill him unless he kills them first.

The PC imprinted with Dawson's spirit gains 6 ranks in Bluff and Diplomacy. He also gains Combat Expertise and Improved Feint.

Ensign First Class Kalae Manu

As a half-Tulita and an experienced sea hand, Kalae was secretly against tearing down the idols in order to repair the *Seabear*, but he was afraid to challenge the captain's orders. Now, under the effects of the curse, he knows that the rest of the crew is doomed for defiling the refuge and angering the gods. He must make it right by sacrificing the defilers to the dark idols, bathing the old gods in his crewmates' blood. Only then will the idols be appeased and release him.

A PC imprinted with Kalae's spirit receives Power Attack, Cleave, and Improved Bull Rush as well as 5 ranks in Knowledge (religion) and Stealth. The character also gains the ability to speak and understand Tulita.

AREA 1. THE MAIN DECK (CR 5)

The long, even-timbered deck of the *Seabear* shows signs of damage from the storm. The most distinctive feature of the deck is the *Seabear's* newly acquired mast:

> Rising from the center of the deck of the ship is a towering dark koa wood mast. Adorned with fearsome visages and fanged animalistic faces, the dark eyes seem to pierce right through the darkness of the sea around you. The faces leer horribly; the sculptor responsible for their expression no doubt channeled a lifetime of spite and cold fury into their rendering.

Creature

This dark idol is the cause of the curse afflicting the *Seabear*. Its evil has sunk into the old timbers of the freighter now as well, and the only way to end the curse is to destroy the ship. The mast ignores the PCs unless they attack it. It is far more interested in seeing the party tear itself apart than it is in smashing them to pulp. Attacking the mast only serves to anger the spirits who respond by

animating sections of the ship to attack the PCs. Every round thereafter the boards beneath their feet spring up and lash out at them. Hatchways slam shut on their appendages breaking bones like twigs. The timbers directly below a PC on the deck may suddenly open wide, swallowing them into the cargo hold below. Any PC attacked in this manner takes 1d6 damage and may fall into the cargo hold below (at the GM's discretion) or be knocked off the deck into the cold waters. A DC 20 Reflex save halves the damage and negates the fall. In addition, if the PCs attack the mast, the corpses of the old crews in **Area 11** animate and attack any living occupants of the ship. If the mast is broken or otherwise destroyed the ship's timbers cease their attack, but the curse of paranoia and possession continues unabated until the *Seabear* is destroyed or sunk.

There is a cannon on deck here facing aft. It can be moved with a DC 15 Strength check. If readied (with powder from the powder room below deck) and loaded with a ball (there are twelve balls on deck next to the cannon) it may be fired. When fired the cannonball flies in a line for 500 feet and inflicts 6d6 damage on the first target it hits. Loading the cannon takes 2 full round actions, though if a pair of PCs act in concert they can reduce this to one full round action.

TULITA IDOL MAST CR 5

XP 1,600

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

DEFENSE

AC 14, touch 8, flat-footed 14 (–1 Dex, +6 natural, –1 size)

hp 68 (currently 35) (7d10+30)

Fort +2, **Ref** +1, **Will** –3

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 0 ft.

Melee 2 slams +12 (1d8+9 plus grab)

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

Special Attacks constrict (1d8+9)

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 23 (can't be tripped)

Ghosts

Anyone possessed by Kalae's spirit feels the need to come above deck and make obeisance to the idol. If possible they try to capture another PC alive, drag them up here and sacrifice them to the mast. They are certain this is the only way to stop the idol's evil reign of terror and believe attacking the idol only leads to folly.

Paranoia

Any PC affected by paranoia thinks the others are staring strangely at the mast as if it were communicating with them telepathically.

AREA 2. THE CAPTAIN'S QUARTERS

This well-appointed cabin is filled with a large featherbed pushed up against the portside wall, a mahogany desk to starboard, and the aft wall is adorned with several mementos from journeys far and wide: a pair of strange hunting knives made from the broken carapace of a monstrous scarab, paintings from the magnificent white-treed elven kingdom of Sarefein, a scaly-hide horsewhip with a peacock feathered handle, and other like oddities.

A pipe and a pouch of fine smoke sit idly on the desk, as if the occupant of this cabin still planned on enjoying it later.

This is where Captain Mortimer Cray lived for most of his life. The captain was a true seaman who couldn't abide being on land for more than a few days at a time. This cabin was his only real home.

Anyone who searches the desk finds the captain's log therein. It describes the journey of the *Seabear* in detail, including the encounter with the storm and the defiling of the Tulita burial ground. All entries after the desecration are tainted with paranoid delusions as described in the "Captain Mortimer Cray" entry above.

Treasure

The remainder of the crew's pay and the expenses for the trip are stored here in a locked box beneath the bed (DC 15 Perception check to find it by searching). It contains 200 gp in all. The mentioned items on the wall are curios worth at least 50 gp apiece (total of 150) in any specialty shop in Port Shaw.

SIMPLE WOODEN LOCK BOX

Hardness 5; hp 20; Break DC 20, Open Lock DC 20.

Ghosts

Anyone possessed by Cray (or even failing their first Will save) is compelled to come here, claim his pipe and smoke it (he's been craving some smoke for a good long while now).

Paranoia

Anyone affected by the paranoia of the curse believes another member of the party pocketed some of the treasure found here; they are sure they saw a tiny ruby-studded golden hawk among the treasure but then it goes missing. The rats (see side box below) then plant an idol like this in a PC's pack or among their belongings later (100 gp value).

AREA 3. THE CREW'S QUARTERS (CR 1)

This cluttered cabin is crowded with four bunks. Three of the bunks are in disarray, their simple home-spun blankets messily piled atop them, but one of them is spotless and well-made as if it were never slept in. One of the disheveled bunk's sheets and pillow are discolored and caked with red grime. Chipped and cracked strong boxes rest at the foot of each bunk, a rusted lock on one, the others left unlatched.

This is where James, Tristan and Kalae kept their quarters. The fourth bunk was for a seaman named Randal Kamm, who took violently ill just hours before the *Seabear* set sail. He cursed his luck, as the promised pay for the seemingly simple expedition was hefty, never knowing how the gods favored him with that bout of stomach troubles.

Creature

James Riggs was a good natured enough man before a cannon took his hand and a curse stole his wits, but he had his strange predilections too. On one voyage while ashore, a large centipede crawled into his coat and stung him, but instead of mashing the thing, he took to feeding and caring for it (much to the dismay of his bunkmates). The centipede, large as it was, turned out to be a young specimen of a truly gigantic breed called Mopaka'mu'loa by the Tulita, or "Many Legged Dog Killer." It never bit Riggs again once he took to caring for it, but the others weren't so lucky, and after a time he was ordered by every captain, he served under to keep the thing locked in his strong box.

Shortly after Riggs lost his mind, he took a cook's cleaver to Tristan's neck while the man was sleeping. After the first hack opened his neck, the dandy shot Riggs through the chest with a small pistol he'd taken to sleeping with. Riggs finished the gruesome job of beheading the First Mate and his last act before succumbing to the sucking chest wound the pistol left him was to toss Tristan's pretty little golden-haired head into his strong box for his Mopaka'mu'loa to enjoy. The centipede has been feeding on Tristan's rotting brains and succulent cheeks for weeks. What's worse, it laid

its eggs in Tristan's ruined throat and recently gave birth to a few tiny friends.

When someone opens the strongbox the overpowering smell of rot assails them, and they are greeted with the macabre sight of a dead man's grin. Most of Tristan's face is chewed away, revealing caked blood and skull beneath. His succulent eyes were the first dish Mopaka'mu'loa treated itself too. Below the bloody head lays a leather satchel that belonged to Riggs. Anyone who picks up or otherwise disturbs the head riles the centipedes inside and they skitter out of Tristan's vacant eyes, rotted ears and ruined stump of a neck to attack.

Mopaka'mu'loa: CR 1/4; AC 16/14/13; SVS +2/+3/+0; MELEE bite +4 (1d4–2 plus poison); CMB –2; CMD 11 (can't be tripped); 3 hp; see *Pathfinder Roleplaying Game Bestiary* "Centipede, Giant — sewer centipede" for complete stats.

Poison (EX) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Baby centipedes (4): CR 1/8; AC 18/16/14 SVS +2/+4/+0; MELEE bite +6 (1d3–3 plus poison); CMB –3; CMD 12; 1 hp; see *Pathfinder Roleplaying Game Bestiary* "Centipede, Giant — house centipede" for complete stats.

Poison (EX) Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Treasure

Anyone searching Kalae's bunk finds a set of three small carved idols in the shapes of a dolphin, a turtle, and a whale. These simple protective charms are worn or carried by many Tulita and any PC possessing at least one of them receives a +2 on their Will save versus the *Seabear's* Curse. Tristan Dawson's strong box is the locked one, containing a silver cigar box inlaid with pearls hidden amongst his clothes (DC 15 Perception check to locate). The box is worth 100 gp.

Ghosts

Anyone imprinted with Tristan's spirit feels the need to come here and collect his silver cigar box. If someone else already took it, that PC is compelled to try and retrieve it, resorting to violence if necessary. A PC imprinted with Kalae's personality comes here to find his small wood carvings (which actually helps this PC break the curse). Anyone imprinted with James Riggs' personality comes here to check on Mopaka'mu'loa. The centipede doesn't recognize "James," however, and attacks the PC.

Paranoia

Anyone under the paranoia who opens the strong box containing the moldering head of Tristan believes someone else made them do it (if there is a spellcaster in the party, they are sure the caster used an enchantment to compel them). Anyone under the paranoia who didn't open the strong box thinks the person who did and picked up the head did it on purpose trying to get them all killed.

AREA 4. MAP ROOM (CR 1/2)

A large table takes up the center of this room. Several sheaves of parchment depicting nautical charts and maps are strewn atop it, along with instruments for tracking course and heading. Lockers sit set into the aft wall of the chamber.

The charts here are disheveled, and Captain Cray tore several of them to bits after the paranoia took hold, hoping to damn the crew to sail the Razor endlessly if their mutiny against him succeeded. Anyone making a DC 20 Knowledge (geography) or Profession (sailor) check though is able to piece them together and discern the ship's travels up until they went adrift. The charts show that they washed up in Ho'oka'la, and anyone who succeeds on a DC 15 Knowledge (local) or Knowledge (history) check knows the place is a ceremonial burial ground and place of refuge thought to be cursed by dark forces since it was abandoned by the Tulita years ago. They also know the place is where idols to dark gods lay forgotten, and recognize the idol above as one of the totems left there.

Creature

The locked full-length cabinets here contain more charts and armaments (in case the ship came under attack by pirates), but another nasty surprise has been stuffed into the starboard locker. Tristan, his head hacked off, was animated as a zombie by the idol and menaced Kalae and Captain Cray before they were finally able to lock the horrid thing in one of these lockers. It gave up pounding on the sturdy oak door and now slumps within, but as soon as someone opens the door to the cabinet, the headless First Mate lurches out to attack the nearest creature. The zombie pummels foes and if it manages to down a creature it spends a full-round action (provoking attacks of opportunity) pulling the poor victim's head off and trying to jam it onto its own ruined neck (unsuccessfully).

Headless Tristan: CR 1/2; AC 12/10/12; SVS +0/+0/+3; MELEE slam +4 (1d6+4); CMB +4; CMD 14; 12 hp; see *Pathfinder Roleplaying Game Bestiary* "Zombie" for complete stats.

Ghosts

Anyone imprinted by Tristan's persona does not attack the zombie, gibbering madly to themselves instead. When it is slain, they try to claim its reeking half-rotten clothes for their own and wear them. They also go and retrieve the head from **Area 3** and place it with the body of the zombie, awakening the centipedes

if they haven't already been dealt with. Anyone imprinted with James' persona continues to hack or otherwise attack the body of the zombie after its fallen, and must succeed at a DC 15 Will save to stop. If they succeed at the save or are forced to stop by another PC, they snap out of their possession for the next 10 minutes.

Paranoia

Anyone under the effects of the curse's paranoia becomes certain somebody in the party is responsible for tearing up the charts while they weren't being watched.

AREA 5. THE WETS (CR 3)

A few casks of water and grog are stacked along the wall in this cramped little chamber, one lays broken in splinters on the floor, and a large clay cistern stands at the room's center. The room smells rank like curdled ale and the walls here are patched with dark spots where fungus has taken hold.

The Wets is where the crew of the *Seabear* stored their grog and fresh water, close at hand and easy to reach. The water has long ago gone stale, and the cistern in the center of the room is filled with dark brackish water.

Creature

A common hazard on the Razor is a fungus, called black curdle, which grows when ale or grog goes bad. Most crews put the alcohol away too fast for these menaces to spawn from it, but when casks of grog are laid in the baking heat for days on end, a dark fungus thickens within, eventually spreading or even bursting the confines of its cask and slouching about the ship. Once a black curdle comes about, only burning the wood it infests rids a ship of it for good (if the curdle is slain a new one will spawn between the bulkheads before long if the infestation isn't dealt with). A black curdle grew inside the now broken cask of grog and now clings to a dark corner of the ceiling where it festers and spreads into the timbers of the ship. Anyone inspecting the pieces of the broken cask and succeeding at a DC 15 Knowledge (nature) or Profession (sailor) check sees the traces of black curdle mold growing in the wood bits and knows all about these dangerous menaces.

Black Curdle: CR 3; AC 15/9/15; SVS +7/+0/+1; MELEE 2 tentacles +4 (1d4+1 plus rot); CMB +4; CMD 13; 30 hp; see *Pathfinder Roleplaying Game Bestiary* "Fungus, Violet" for complete stats, with the following changes:

The black curdle has only two tentacles

Burrow Through Wood (Ex): Black Curdles can burrow through wood and creep in the dark spaces between bulkheads, eating through sturdy timbers as it does. Treat this as a burrow speed of 10 feet that only applies to wooden structures.

Mottled Black (Ex): Black Curdles blend into shadows and dark wood with ease making them difficult to root out. A Black Curdle has a +10 racial bonus to Stealth checks made below deck of a ship or in any wooden structure's interior.

Development

The black curdle's self-preservation instincts are particularly strong, especially for a fungus. If reduced to less than 10 hp it burrows into the wood of the ship. It harasses the PCs for the rest of the adventure by coalescing on bulkheads and rafters to lash out at them with a tentacle peeling away a strip of tasty flesh, and then trying to flee back into the wood before they can mount a counterattack.

Ghosts

Cray died of thirst eventually. Anyone imprinted with his spirit tries to drink the stagnant befouled water here (taking 1d4 points of Constitution damage). If another PC tries to stop them, they assume the greedy PC wants all the "fresh" water for themselves.

Paranoia

Anyone under the effects of the curse's paranoia assumes this water was fresh until one of the party members corrupted it with a spell. Or, they assume the party cleric can purify this water, and if the cleric cannot, they assume the cleric is lying and plans to return alone, purify the water and then drink it down themselves.

AREA 6. MESS HALL

This long chamber is filled with a thick wooden table, its surface cracked and chipped from decades of wear. Atop the table a few dishes and pieces of crockery lay in disarray, more than a couple of which have smashed to pieces on the floor as well. The stink of rotted food is heavy in the air.

This room has seen many good times. Ten separate crews over the past hundred years have called the *Seabear* home, and this is where they caroused together, shared their bread and told a tale or three about wenches, ghosts or the sea. When the dark idol's curse struck, the first sign of unrest was a terrible brawl that broke out here between Kalae and Tristan, which soon escalated into a four way slugfest. The room is in shambles now.

Creature

The only occupant of the room now is the captain's pet cat Alabaster. The poor thing is half starved and terrified, spending most of its time hiding in the corner of the room behind a toppled chair. Alabaster hides when the PCs enter, hissing if they approach. If befriended via wild empathy (+5 on the check if they feed the poor dear), Alabaster eventually comes out from hiding. If any PC can speak

with animals, Alabaster has some horror stories to tell, otherwise, she simply nuzzles whoever will feed her, but flees at the first sign of trouble. Her name is carved into a simple silver collar the Captain had made for her (worth 5 sp).

Alabaster: CR 1/4; AC 14/14/12; SVS +1/+4/+1; MELEE 2 claws +4 (1d2–4), bite +4 (1d3–4); CMB +0; CMD 6 (10 vs. trip); 3 hp (currently 2); see *Pathfinder Roleplaying Game Bestiary* "Familiar, Cat" for full details.

Ghosts

A PC imprinted with Cray's ghost takes in Alabaster, and knows her name, saying it aloud for the other PCs to hear. The cat responds to the name as well, no doubt raising questions in the other party members' minds as to how this imprinted PC knows the cat's name.

Paranoia

If anyone knows the cat's name, they know other things about the ship they aren't letting on!

AREA 7. THE CARGO HOLD (CR 2)

The massive hold that comprises the belly of this ship is filled with rotting perishables in the way of exotic fruits and vegetables. The rancid stink of rotting fruit and food fills the air. Tiny flies buzz incessantly throughout this large cargo hold. Barrels of water and grog are stacked aft, crates of putrid, corrupted consumables litter the hold. At the port wall stand three crates the flies avoid.

The stench of this hold is not caused by the rotten food alone. Below in **Area 11** are the corpses of the crew of the *Seabear* and the pirates who visited two days past. Decay has set in and the stink of their corrupted flesh wafts into the hold above. A DC 20 Survival check allows a PC to realize that the rotten smell is not just fruit and food, but also the more sinister decay of human flesh. A DC 20 Perception check is required to locate the secret trapdoor beneath a couple of the food crates that leads to **Area 11**.

Creatures

The plentiful rats infesting the *Seabear's* lower decks are all now the pawns of the dark idol. These rats are controlled as if they shared a hive mind, doing the bidding of the evil gods slavishly. Small throngs of rats prowl the whole ship, watching the party and getting up to nasty tricks. The rats are capable of much more than a common rat thanks to the evil intelligence now festering in their tiny minds. If possible they plant the ruby-studded idol on a PC, or steal a spellcaster's spell book. Consider the collective of rats to have a Sleight of Hand check of +10 against the PCs' Perception for the purpose of these minor malfeasances. When the party enters this area a large **swarm** of these rats surge out together to attack them, showing unnatural fearlessness (especially when so much alternate food lies nearby). Anyone making a DC 15 Knowledge (nature) check immediately knows something is very unnatural about these rats, and any one making a DC 15 Perception check sees their eyes burn with a hellish gleam in the dark.

Rat Swarm: CR 2; AC 14/14/12; SVS +4/+5/+2; MELEE swarm (d6 plus disease); CMB —; CMD —; 16 hp; see *Pathfinder Roleplaying Game Bestiary* "Rat Swarm" for full details.

Treasure

The three crates avoided by the flies carry some items unaffected by the increased length of the trip. Two of the crates are filled with exquisite quality fleece and fetch 400 gp a crate back at port. The third box is filled with dried tea leaves, which may be sold, to a ship's chandler or other small shop back at a port for 200 gp.

Paranoia

A PC under the effects of the curse's paranoia assumes things like falling crates, tripping over coils of rope, or food gone bad constitute another party member's attempts on their life.

AREA 8. POWDER ROOM

This small room is filled to the brim with barrels of powder for the cannon on the *Seabear's* deck. As it saw no action on the voyage over, and training drills were cancelled after the accident, there is almost a full stock of powder (20 casks). This provides the PCs with a way to destroy the cursed ship. There are plenty of fuses here as well and the characters can set the *Seabear* to blow and attempt to escape. As soon as they do, the ship animates and hinders their escape by attacking as described above in **Area 1**. The ship's first action is to close the hatch to the staircases leading down to **Area 7** and lock the party below deck with the piratical undead. If anyone inflicts 5 hp fire damage on one of these casks, it blows up inflicting 5d6 fire damage on anyone within 10 feet. Additionally a cask of powder allows the cannon on the deck (**Area 1**) to be readied and fired.

AREA 9. THE BRIG

This small simple cell is locked. The key is on one of the pirate corpses in **Area 11**. Within the cell is a salty sea dog and buccaneer by the name of Thalios Dondrel, son of Mordekai. He is the only survivor of the crew of the *Kingfisher*. He has been stripped of all his belongings, even his clothes, and trapped in the dank, darkness of the brig for two days. If he hears noises outside his cell, he calls out: "Who be there! If 'n ya release me, I do swear that I, Thalios Dondrel, son of Mordekai, will serve ye better than any man. No one knows the helm of a ship better than meself. Thalios Dondrel is the scourge of the Nine Seas!" He will continue to tout his skills as a seaman and pirate loudly for hours if the party doesn't let him out.

The lock on the cell isn't very sturdy and a couple of blows from a solid weapon breaks it off (hardness 3, hp 10, Break DC 15). If freed Thalios lurches out of the cell muttering "Pardon me nakedness, captains."

Thalios Dondrel, Son of Mordekai CR 1

XP 400

Male human rogue 2

CN Medium humanoid (human)

Init +3; **Perception** +10

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 12 (2d8)

Fort +0, **Ref** +6, **Will** +7

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +2 (1d3+1)

Special Attacks sneak attack +1d6

STATISTICS

Str 13, **Dex** 16, **Con** 10, **Int** 10, **Wis** 20, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 15

Feats Improved Unarmed Strike, Iron Will[B]

Skills Acrobatics +8, Appraise +5, Bluff +6, Climb +6, Knowledge (geography) +1, Knowledge (local) +4, Perception +10, Profession (sailor) +10, Stealth +8, Survival +7, Swim +6

Languages Common

SQ rogue talents (ledge walker), trapfinding +1

Other Gear his lucky coin necklace (actually a *periapt of wisdom +4*—as *headband of inspired wisdom +4*, but it takes up the neck slot) that his father gave him, though he has no idea it is magical)

Tactics Thalios hides if able to surprise his foe. During combat the pirate does his best to flank an enemy with the PCs and delivers punishing bare-knuckle punches unless armed by someone. Thalios is determined to get revenge for his crewmates. He'll do everything in his power to destroy the idol.

Development

Thalios is the last in a long line of pirates. He is deeply gracious for being freed from his predicament. He also immediately informs the PCs of the danger of the ship. He suggests they "put our keel to this accursed ship and the sooner the better." If allowed to accompany the PCs he serves them well, but, being a pirate, will eventually seek to steal their ship from them without harming them if possible. He attempts to convince the party to allow him to guard the ship at some point further on the voyage while the party investigates something in the water and then he sets sail for the high seas and all the booty he can imagine. If asked why he hasn't succumbed to the curse or why he isn't affected by the madness induced by the *Seabear*, he shrugs and then tells a tale about how his father, Mordekai, took him before all the wise men of his village when he was wee, so they could all spit on him (said to warn off the curses of the sea). Whether this is true or not, no one knows, but Thalios remains impervious to the curse (it may have more to do with his lucky coin necklace).

Area 10. Guest Cabin (CR 1/3)

The door to this chamber has been smashed off its hinges and now lays half in the room. These simple quarters contain a small bunk and a cracked wooden writing table. A leather cloak hangs on a peg on one wall.

These quarters are reserved for the occasional guest who took passage on the *Seabear*.

Creature

Before the end, after Riggs and Tristan murdered each other, Captain Cray lost his mind. Kalae hid from the mad captain back here in the aft guest cabin, but Cray busted down the door, broke Kalae's neck and ate the Tulita slowly over the course of the next few weeks. He stuffed the poor man's bones under the bunk here to hide his vile sin. The captain died of thirst shortly thereafter and he rose as a ghoul, eventually preying on the pirates who dared to board his vessel. Now Cray and his new ghoulish crew hide below in **Area 11.**

Kalae's gnawed bones don't rest easy here. When he detects someone entering, the shreds of his soul still hanging on believe they are Cray returning to eat him again. Kalae's skeleton waits for people to come near the bunk, then grabs them tries to pull them underneath and claw them to death.

Kalae's Skeleton: CR 1/3; AC 16/12/14; SVS +0/+2/+2; MELEE 2 claws (1d4+2); CMB +2; CMD 14; 4 hp; see *Pathfinder Roleplaying Game Bestiary* "Skeleton" for full details.

Ghosts

Anyone imprinted with Kalae's persona does not attack the skeleton, and once defeated this PC is compelled to wrap it in blankets, performing a burial chant over it in traditional Tulita fashion.

Paranoia

Anyone under the effects of paranoia believes the leather cloak on the peg is magical, and anyone who tells them

otherwise is a filthy liar who wants the precious garment for themselves.

AREA 11. THE SMUGGLING HOLD (CR 4)

> Half flooded with a putrid mix of congealed blood and other less savory bodily juices and bilge water, this damp dank hold is empty save the moldering remains of four sailors, all bloated with rot and brine.

This secret bilge hold is used only when the *Seabear* is carrying goods or passengers it would prefer others don't find when touring or inspecting the vessel. Now it serves as watery grave to both the *Seabear's* crew and a few unfortunate pirates, who mistook the drifting vessel for easy salvage.

Creatures

Within are the sorry remains of Captain Cray, James Riggs (who also animated as a ghoul) and two pirates from the *Kingfisher*. These wait below until the party passes overhead, and makes their way to the brig. If the PCs didn't investigate this hold first, the ghouls creep out and infest the ship (have them attack when and where you wish in this case, in concert or singly). If the mast is attacked or the PCs take any action to destroy the ship, the ghouls become instantly aware of it (the idol pulses out calling for their aid in defending the vessel).

Cray, Riggs and Ghoulish Pirates (4): CR 1; AC 14/12/12; SVS +2/+2/+5; MELEE bite +3 (1d6+1 plus disease and paralysis), 2 claws +3 (1d6+1 plus paralysis); CMB +2; CMD +14; 13 hp; see *Pathfinder Roleplaying Game: Bestiary* "Ghoul" for full details.

One of the ghouls is missing his right hand (formerly James Riggs) and loses one claw attack.

Treasure

The gear of all these dead pirates and sailors is at the bottom of the disgusting bilge water and includes two masterwork short swords, a masterwork rapier, and six daggers. Their leathers and armor are mold-ridden and useless now.

Concluding the Adventure

If the PCs destroy the *Seabear* they put the curse of the dark idol to rest. If, on the other hand, the PCs merely escape back to their own vessel, or otherwise flee the ship, it continues to prowl the waves and spread death and hate. It's possible the *Seabear* seeks the party, or another mariner who boards it is possessed by one of its crew and seeks the party out for vengeance.

Survival Horror On The High Seas

This adventure makes a great kick off to any high seas campaign, and is an ideal opener to Razor Coast. At the same time **The Tale of the** Seabear also makes a fantastic survival horror one-shot in which most or all of the PCs are not expected to live through the harrowing experience. If you wish to run the adventure this way, simply call for Will saves against the curse more often and do not pull any punches once the ghouls are unleashed from the Smuggler's Hold (**Area 11**). In this case, the point of the adventure no longer becomes victory, or even escape, but rather the party may end up with no option left but to try and destroy the entire ship (and themselves) before the horrid undead cannibalize them.

If you or your players are not fans of this adventure genre, you may wish to soften the power of the Tulita idol's curse, or dispense with it altogether. If your players do not appreciate having their characters controlled by the GM, you may wish to ensure the party shows up at the *Seabear* with a few NPCs onboard to serve as hosts for the personalities of the dead crew. As always, you know your players' preferences better than any game designer could and you may wish to tailor the horror elements of this adventure to their tastes.

Other Mysteries of the Razor

The Coast is home to a thousand tales, legends and unspeakable perils. The *Seabear* is a great introduction to the terror and mystery the PCs are likely to experience on the Razor Sea, but included below are a few other encounters awaiting heroes brave enough to set sail from Port Shaw or other locales.

Most of these are not intended for a 1st-level party; rather they are here to help lend a "Razor Coast" flavor to your campaign beyond the early levels.

1. THE PLAGUE SHIP (CR 2)

> A small dory bobs gently upon the waves. Within sit four emaciated men in ragged clothes, their sun burnt bodies peeling and pocked with small lesions. They wave frantically, yelling and screaming for help.

These men claim to have been set adrift by pirates. Starving and dehydrated, they beg for food and passage back to shore, eagerly offering their aid as crewmembers.

While they are truly starving, a successful DC 20 Sense Motive reveals they've left out a few details to their tale. While they were set adrift by pirates, they fail to mention that they

are pirates themselves who came down with a foul disease after a shore night spent in a dockside brothel. In addition to their lesions, all men have slight shakes and twitches, a trait they attribute to sunstroke. While they remain true to their word and eagerly provide aid, anyone they come into physical contact with is at risk of contracting the shakes.

SHAKES

Type disease, contact; **Save** Fortitude DC 13

Onset 1 day; **Frequency** 1/day

Effect 1d8 Dex damage; **Cure** 2 consecutive saves

One of the pirates has a small scrawny cat with him. He refused to let the others eat his beloved "Twiggles" (though they tried!). Unbeknownst to all, Twiggles is actually a quasit named Boils, whose poisonous tail also infects those stung with the shakes. Boils is the source of the plague. The foul little thing has moved from ship to ship for years in various guises (sometimes as a gull, sometimes as a little terrier, others as a pet weasel) spreading disease and malfeasance. This insidious demon has single handedly wrought the downfall of over thirty ships, and the PCs are next.

Boils the Quasit: CR 2; AC 16/14/14; SVS +1/+5/+4; MELEE 2 claws +7 (1d3–1 plus poison), bite +7(1d4–1); CMB +0; CMD +12; 16 hp; see *Pathfinder Roleplaying Game Bestiary* "Demon, Quasit" for full details.

2. THE BLACK TIDE (CR 7)

The surface of the water glimmers with the viscous oily sheen of a pulpy layer of black sea fungus.

Black tides form when sea fungi build upon the surface of the water. Black tides typically fill quarter-mile to five-mile stretches of water along the coasts. When black sea fungus encounters wooden hulls, it begins to crust over and eat away the wood beneath. Each day the fungus remains, it weakens the wood's hardness by 1 point. Once the wood's hardness reaches 0 it gains the fragile condition, springing leaks and breaking apart and sinking after 1d4 days (unless sunk by damage earlier). Removing the fungus is simple and requires no more than a brisk 5 minutes brushing per every 20-square-foot of hull.

Alternatively, a black tide encountered is a huge Black Curdle (see **The Tale of the *Seabear*** above), one that fermented in the hold of a frigate and preyed on the crew for months. Eventually the thing's putrid tentacles infested the entire vessel reducing it to the spongy mass of black mold that now floats on the water. This new advanced breed of Black Curdle is far more dangerous than the one encountered in the *Seabear.*

Giant Black Curdle: CR 7; AC 3/3/3; SVS +9/+2/–2; MELEE slam +8 (2d6+4 plus 2d6 acid plus grab); CMB +12 (+16 vs. grapple); CMD 17 (27 vs. bull rush; can't be tripped); 105 hp; see *Pathfinder Roleplaying Game Bestiary* "Black Pudding" for full details.

3. THE ALBATROSS

A great white albatross wings across the horizon. Arching against the breeze, the seabird suddenly flies towards your ship and lands in the crow's nest.

The albatross claims the crow's nest, using it as its aerie for the next week. During the day, it alternately dives for fish and squid, then returns to its perch to sloppily devour the meals, spilling the fish entrails to the deck below. It squawks obnoxiously, hits crewmembers with its droppings and viciously pecks at anyone attempting to shoo it off (use stats for "Familiar, Hawk" in the *Pathfinder Roleplaying Game Bestiary*). However, should anyone kill or injure the albatross, they bring its curse upon the entire ship. Weather turns foul, the supply of water begins to turn brackish, and waves suddenly pull crewmembers overboard. Additionally, every crew member suffers as if afflicted by a *bestow curse* spell (caster level 7th.)

4. THE BOTTLE (CR 7 OR 12)

A small wine bottle floats past. It appears to have a map inside.

As soon as anyone uncorks the bottle, a gout of swirling smoke gushes forth materializing as a pirate's ghost. The ghost claims to be the capricious Captain Mad-Grog Bludknuckles, bent on the vengeful destruction of his craven crew of mutineers that chained him to a cannon and dropped him into the deep waters 5 miles off the coast. He claims the map inside leads to a treasure he once buried in the hills overlooking a small cove and promises to lead anyone there provided they deliver a locket he placed within the chest to his illegitimate daughter. Whether or not she is his illegitimate daughter or whether a more complex ruse is at play are details left to the GM.

The treasure is buried only a few miles in from shore and while easy enough to find, it was recently dug up and expropriated by a greedy athach named Muggle-Sog. Now decked out head-to-toe in gaudy jewelry and other pirate spoils, he parades about and bashes in the heads of any who fail to address him as "Your Highness."

Mad-Grog Bludknuckles: CR 7; AC 17/17/15; SVS +7/+5/+7; MELEE corrupting touch +6 (7d6, Fort DC 18 half); CMB +5; CMD 22; 75 hp; see *Pathfinder Roleplaying Game Bestiary* "Ghost" for full details.

Muggle-Sog, the Athach "Prince:" CR 12; AC 26/9/25; SVS +16/+5/+7; MELEE 2 slams +19 (1d8+11), bite +19 (2d6+11 plus poison) or heavy mace +19/+14 (3d6+11), bite +17 (2d6+5 plus poison); RANGED rock +10/+5 (2d6+16); CMB +23; CMD 34; 161 hp; see *Pathfinder Roleplaying Game Bestiary 2* "Athach" for full details.

5. FLOTSAM AND JETSAM

Drifting in a small tangle of sargasso weed, float the shattered planks of a ship's hull along with several sealed crates. The transom plate reads "Queen Alcia."

The flotsam came from a privateer's ship from distant Alcaldor ruled by Queen Leonore-Alcia. All the crates bear the Queen's Brand along with a date. The barrels contain sugar and other spices impounded from several pirate ships, each one worth 50 gp on the open market. Anyone caught carrying these cratesis immediately arrested in connection with the missing privateer's ship.

6. SEA-CURSED SLAVES (CR 4 AND 11)

A foul smell drifts on the water. In the calm ahead float a dozen or so bloated corpses, their graying flesh sloughing off in the brine. Seagulls and smaller birds swoop and perch atop the corpses, pulling off bits of flesh and flying away.

The corpses are human, though they wear the clothes of wild savages. Their remaining features are too waterlogged to identify. These poor creatures were once slaves pitched into the sea for disposal when they failed to please their evil master. However, a dark turn of events raised them from the depths to take vengeance as zombies.

Worse, one of these undead monstrosities has a strange jade collar with a blood stone set in it around its moldering neck. This is the lost phylactery of a terrible lich slave lord, Taldrao the Jaundiced. If someone claims it, a short time thereafter the lich is slain by a paladin and his entourage hundreds of miles away. The Jaundiced's vile soul flits across the dark waves and finds its phylactery where it infests the body of the possessor and turns them into Taldrao over the course of a few hours.

Undead Slaves (12): CR 1/2; AC 12/10/12; SVS +0/+0/+3; MELEE slam +4 (1d6+4); CMB +4; CMD 14; 12 hp; see *Pathfinder Roleplaying Game Bestiary* "Zombie" for full details.

Taldrao the Jaundiced: CR 12; AC 23/14/21; SVS +6/+7/+11; MELEE touch +5 (1d8+5 plus paralyzing touch); CMB +5; CMD 25; 111 hp; see *Pathfinder Roleplaying Game Bestiary* "Lich" for full details.

7. THE SCREAMING FOG (CR 10)

A thick low rolling fog billows towards the ship, blotting out the horizon. In minutes, visibility becomes severely limited and it's almost impossible to see your hand in front of your face. Slowly, from deeper in the fog rises the sound of tortured screams.

Hiding within the fog is an ancient sea demon that devours anything it encounters. Natives from a nearby island appease the being with sacrifices they lash to timbers and drift into the mist. In this way, they hope to dissuade the beast from devouring their island. The current sounds come from a crude timber raft lashed with half a dozen prisoners. The prisoners have been lacerated so that they drip blood into the sea to attract the creature's attentions. For the sea demon use a fiendish dire shark, or if you have **Shrine of Frenzy** or **Dajobas Devourer of Worlds** you might substitute the shark for an Iku-Tursas (the dreaded Spawn of Dajobas) or a Drolsharg.

FIENDISH DIRE SHARK CR 10

XP 9,600

Pathfinder Roleplaying Game Bestiary "Fiendish," "Shark, Dire"

CE Gargantuan animal (aquatic)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +25

DEFENSE

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, –4 size)

hp 112 (15d8+45)

Fort +14, **Ref** +13, **Will** +8

DR 10/good; **Resist** cold 15, fire 15; **SR** 15

OFFENSE

Speed swim 60 ft.

Melee bite +17 (4d10+15 /19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks smite good 1/day (swift action, +0 attack, +15 damage), swallow whole (2d6+15 acid damage, AC 17, 11 hp)

STATISTICS

Str 30, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +25 (+29 grapple); **CMD** 37

Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +25, Swim +18

8. THE LEAKY BILGE (CR 7)

A rancid smell rises from below deck. It seems the bilge has backed up a bit and stagnant sewage from the bilge floods the cabin floor.

The sewage is about 1 inch deep and seems to be rising at the slow rate of 1 inch per hour. While the ship isn't at risk of sinking, the bilge water threatens to damage important goods or anything else on the cabin floor. Anyone touching the bilge water must wash off within the hour or the

extended exposure leads them to contract slimy doom. Additionally, the cause of the flood is an amphibious phasm, a disgusting alien thing from the deeps that squirmed its way in through the bilge and now infests the ship. It is an amorphous creature that can assume the guise of almost any other creature or object. In its natural form is about 5 feet in diameter and 2 feet high at the center, swirls of color indicating its sensory organs. In this form it slithers about like an ooze attacks with a pseudopod. The phasm begins murdering crew and replacing them shortly after it comes on board.

PHASM CR 7

XP 3,200

CN Medium aberration (shapechanger)

Init +6; **Senses** scent, tremorsense 60 ft.; **Perception** +26

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 112 (15d8+30 plus 15)

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

Defensive Abilities amorphous

OFFENSE

Speed 30 ft.

Melee slam +13 (1d3+1)

STATISTICS

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

Base Atk +11; **CMB** +12; **CMD** 25 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Skill Focus (Perception), Toughness, Weapon Finesse

Skills Bluff +17, Climb +7, Diplomacy +17, Disguise +17 (+27 when using change shape), Intimidate +17, Knowledge (any one) +21, Perception +26, Survival +20; **Racial Modifiers** +10 Disguise when using change shape

Languages Common; telepathy 100 ft.

SQ change shape (*greater polymorph*)

ECOLOGY

Environment underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Resilient (Ex) A phasm has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics block).

Tactics When faced with potential danger, the phasm is equally likely to retreat, parley, or attack, as its fancy strikes. If pursued or harassed it transforms into the most fearsome creature it knows, in this case a marsh giant (*Pathfinder Roleplaying Game Bestiary 2* "Giant, Marsh") and attacks. When seriously hurt, it changes to a sea gull to escape over the side, where it then transforms into a shark to make its escape.

9. DUNES OF THE VENOM CRAB (CR 3)

As you navigate along the coast, suddenly you hear a loud grinding noise, then a small racket of creaking boards and straining rigging as the ship slams to a halt.

The ship strikes a long sandbar and wedges fast. To free it, crewmembers need to jump overboard and push the ship free. This action takes about 10 minutes after which it requires a DC 20 Strength check for success. While the PCs are doing their best to free the ship, a gigantic venom crab emerges from the silt to menace them.

Venom Crab: CR 3; AC 16/9/16; SVS +7/+1/+1; MELEE 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison); CMB +8 (+12 grapple); CMD 18 (30 vs. trip); 37 hp; see *Pathfinder Roleplaying Game Bestiary* "Scorpion, Giant" for full details.

10. THE LIVING ICEBERG (CR 12)

Drifting slowly in the open sea, you spot a huge mountainous ice chunk three times the size of a war frigate.

This iceberg is a dread sentinel dispatched by the Snow Witch Ketrelda. The mountain of ice is alive, and it patrols the seas preying on any ship that draws too close to the witch's floating ice palace now drifting a few leagues off in a dense fog. As it draws nearer, the iceberg's terrifying face with giant cavernous maw, capable of swallowing ships whole, becomes visible. To add more mystery to this fearsome encounter, frozen deep within the iceberg stand strange rune-covered menhirs that bear ominous warnings of a coming apocalypse.

LIVING ICEBERG CR 12

XP 19,200

Icy elder water elemental (*Pathfinder Roleplaying Game* "Elemental, Water"; *Advanced Bestiary* 150)

NE Huge outsider (cold, elemental, extraplanar, water)

Init +5; **Senses** darkvision 60 ft.; **Perception** +19

Aura cold aura (10 ft., 2d6 cold damage, DC 32 Fort save halves)

DEFENSE

AC 23, touch 14, flat-footed 17 (+5 Dex, +1 dodge, +9 natural, –2 size)

hp 184 (16d10+96)

Fort +16, **Ref** +17, **Will** +5

DR 10/—; **Immune** elemental traits

Weaknesses fire

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +24 (2d10+10 /19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks drench, exude ice, icy touch, water mastery

STATISTICS

Str 30, **Dex** 20, **Con** 23, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +28; **CMD** 44

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack

Skills Acrobatics +29 (+25 jump), Climb +15, Escape Artist +24, Knowledge (planes) +19, Perception +19, Stealth +16, Swim +37; **Racial Modifiers** Acrobatics +5 (–4 jump), +5 Climb

Languages Aquan

SQ ice mastery

SPECIAL ABILITIES

Cold Aura (Ex) The living iceberg emits an aura of cold that can wound nearby creatures. Any creature within 10 feet of it takes 2d6 points of cold damage per round that it remains within range. A successful Fortitude save (DC 32) halves the damage for that round. An icy creature can suppress or resume the use of this ability as a free action. The save DC is Constitution-based.

Drench (Ex) The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Exude Ice (Su) At will as a full-round action, the living iceberg can exude a circle of slippery ice in a 20-ft-diameter spread centered on its body. This ice remains in the affected area, melting away as normal for the ambient temperature. Creatures walking on the ice must spend 2 squares of movement to enter any square covered by it. The DC for any Acrobatics or Climb checks made in the area increases by +5.

Ice Mastery (Ex) An icy creature gains a +1 morale bonus on attack and damage rolls if its foe is touching ice. In addition, the icy creature never slips or slides on natural or supernatural ice unless it wishes, and it can always climb ice and icy surfaces as though affected by a *spider climb* spell.

Icy Touch (Ex) The living iceberg is chilling to the touch. Any creature that makes a successful touch attack against it takes 1d6 points of cold damage. Each of the icy creature's natural melee attacks (including successful grapple checks made during its turn) and attacks with metallic melee weapons deals +1d6 points of cold damage. Any creature damaged by the living iceberg's icy touch must succeed on a Fortitude save (DC 32) or be paralyzed for 1d4 rounds.

Water Mastery (Ex) The elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. This elemental is a serious threat to any ship that crosses its path. The living iceberg can easily overturn crafts of up 120 feet in length and stop crafts of up 240 feet in length. Ships larger than 240 feet can be slowed to half speed by the iceberg.

11. THE THERMAL VENTS (CR 6)

The waters here seem unusually warm. A low haze creeps across the surface of the sea and in several places the waters curl into small spinning vortices.

Beneath this section of sea opens a series of geothermal vents. They keep the waters tepid and full of life, exception those occasions when a vent suddenly ruptures, spitting forth a geyser of hot water, steam and noxious gases.

Single eruptions usually trigger several more geysers in the surrounding area. Any ship passing through an eruption site risks getting splashed with scalding water and chemicals. Thankfully, passing ships rarely suffer a direct hit, however even indirect splashes can be painful (1d6 fire and 1d6 acid damage, A DC 20 Reflex save halves both). Direct hits deal 6d6 fire damage and 4d6 acid damage to the ship and her crew (DC 20 Reflex halves both).

More dangerous are the strange predators these thermal vents attract. A rare breed of aquatic fire worms wriggle about in these vortices of superheated water. They view any intrusion as a threat to their favored territory and attack, searing holes right through ship's bulkheads and often lighting them aflame.

Aquatic Thoqquas (4): CR 2; AC 15/11/14; SVS +5/+4/+2; MELEE slam +4 (1d6+1 plus burn); CMB +4; CMD 15 (can't be tripped); 22 hp; see *Pathfinder Roleplaying Game Bestiary 2* "Thoqqua" for full details. These thoqqua also have a swim speed of 30 ft. and the aquatic subtype.

Shrine of Frenzy (7th Level)

The Razor Coast has always been dangerous to those who ply the waves. Peril comes in many forms out there on the open ocean, whether pirate, beast, gods, or the unforgiving sea itself, the Razor Coast has earned its dread reputation. Now a new terror rises from the waves, one that has not cursed the Razor in many hundred years. A recent earthquake churned the waters and left them changed, the seas seem

swelled with a frenzy not known in recent history. Some say a sleeping god has woken and set its red gaze on the Razor once more.

The sea itself whirls with serrated teeth and coarse fins, shark attacks have been on the rise as if something is calling these killers to the coastline... three weeks past when the earth shook, a long forgotten shrine to shark god Dajobas rose from beneath the waves. Dajobas' forgotten shrine re-emerged and is calling his servants to do what they do best... to feed and frenzy.

"Shrine of Frenzy" is an aquatic dungeon crawl for four to six PCs of 7th level by Brendan Victorson and David Poessner. Due to the probable nature that sea creatures including sharks may be involved it may benefit a group to have a druid or ranger in the party. The adventure is a perfect interlude for a GM seeking a short adventure in an aquatic background or as the PC's play through Razor Coast*. This is also a good opportunity for any PC who wants to introduce a Tulita character to the group as the adventure begins with an encounter with the native people of the Razor Coast.*

Adventure Synopsis

The PCs first attend a gathering of three Tulita tribes where they must convince the elders to allow them to break taboo and investigate strange goings-on at the Cove of the Dead God. The PCs travel to the Shrine of Frenzy to not only face remnants of the shark god's shrine, but also stop the sacrifice of one of the tribal elder's sons. If they can prevent the sacrifice they may be able to stop Ka'noa – a recent convert to the shark god – from summoning a spawn of Dajobas, and hoepfully expunge his vile cult from the Razor Coast.

Adventure Background

Spread throughout the Razor Coast are dozens of smaller land formations dotting the sea. These tropical islands, along with the main coastline itself, are home to the human tribes collectively known as Tulita. The Tulita are the indigenous people of the Razor Coast, practicing their ancient religion to the beating of old drums and the chants passed down to them from their ancestors. They have long prayed to the Whale, Dolphin and Grandfather Turtle, bringing harmony between the earth and sea. However, in a dark time forgotten by most Tulita, there was another totem prayed to on the Razor, a god of teeth and hunger, imprisoned by the other gods of the sea to quell its great frenzy and keep it from destroying their human kin. He was Dajobas and before his imprisonment, in a dark time

of near constant war, he counted most Tulita tribes among his followers. Shrines dedicated to his worship sprang up like lesions all across the Razor, shrines where ancient blood magic called forth twisted spawn to serve the Devourer of Worlds.

The spawn of Dajobas were his avatars, the dark god's flesh given life by the blood of the Tulita. Now with the return of his dread Shrines of Frenzy, Dajobas' agents can once more call forth his spawn to feed upon the world. Not far from Blacksink marsh, one island in particular once knew the carnage of Dajobas and his followers of the Karikanti tribe. This island, Kakeou, was once at the heart of a great kingdom of twelve sacred tribes of Tulita. That was until the Karikanti decimated and devoured each of these nearly to the last tribesman. Called the Red Feast, this genocide brought Dajobas to a new height of power, and he blessed the Karikanti for slaughtering their brethren. There on Kakeou in a sheltered cove the Karikanti raised a shrine of stone and blood to sacrifice to the Shark God and bring forth his spawn. Dajobas sent them a horror beyond any the seas had ever known.

However, when the ancient gods Whale, Dolphin, and Turtle answered the Tulita shamans' prayers, Dajobas was thrown into a deep abyss allowing the Tulita on Kakeou to vanquish the Karikanti and drive them from their island back to the land now known today as Blacksink marsh.

The three sea gods sent a great wall of water, submerging the entire northern part of the island with a massive tidal wave and casting the Shrine of Frenzy back into the sea. The three tribes who resettled Kakeou labeled the hidden cove that once held the shrine to Dajobas as taboo, shunned by all members of the tribe. The punishment for trespassing there was to be flayed alive and left for the gulls.

Within seven generations, all but the elders of the remaining tribes forgot why the hidden cove at the furthest end of the island was forbidden. For the place of taboo known only as the Cove of the Dead God was a dark place, inhabited by fierce monsters. This secret of the hidden cove, passed down with the greatest care from elder to elder in sacred rituals became part of the tradition of the Tulita tribe.

Washing away the memory of the dark time of Dajobas helped begin the healing of the Tulita people, but now the dead god stirs anew beneath the waves. The arrival of the foreigners with their dread ships spewing smoke and their harpoons piercing the sacred flesh of Whale and spilling hundreds of gallons of his blood into the Razor Sea has lured Dajobas back from his exile. Three weeks ago, the Shark God roared in the deeps, the earth shook and the Shrine of Frenzy rose from the depths once more.

Long since forgotten and believed dead along with the rest of the Cult of the Shark, the reemergence of the shrine caught the attention of a young Tulita by the name of Ka'noa. Temporarily exiled to the far side of the island after breaking tribal law, Ka'noa was planning to spend his punishment drunk on fermented coconut milk. The fates had something else in store.

No sooner did he paddle out of sight of the village than a black shadow the length of his canoe glided silently beneath him. Frightened at the size of the beast, Ka'noa dipped his paddle into the foam and rowed as never before. The shadow followed all the way to the other side of the island where Ka'noa maneuvered into a silent cove hoping to lose the ancient hunter. His fear was quickly replaced by awe when he gazed upon an ancient stone shrine covered in years of coral, algae and seaweed. Fear crept into his heart again as he realized he had broken taboo and entered a cove forbidden to all of his people. This would mean his death, but this realization was short lived when the beast that chased him here, a shark the color of night with stripes as crimson as blood, burst from the water and snatched Ka'noa from his canoe. The black shark sunk his teeth deep into Ka'noa's flesh and drank deep of his blood. This would have surely been his death but Ka'noa was surprised when the shark suddenly loosened its vice-like grip and cast him away. Released from imminent danger, Ka'noa crawled into the shrine to die.

Ka'noa collapsed, his blood running in streams from the wounds on his chest. But he did not die. Instead he experienced visions of tribal members covered in blood, thousands of shark teeth in snapping jaws, frothing crimson waters, Tulita warriors battling, and other horrifying images of death and hunger. After several days, Ka'noa woke from his feverish dreams to find himself injured but alive. A new servant of Dajobas was born.

Ka'noa pledged himself to the Shark God, resurrecting the ancient cult and gaining followers from his own people, outcasts like himself seeking new purpose. With his discovery of the shrine, he has also rediscovered the ancient rite of creating the spawn of Dajobas on a scrimshaw plate secreted within the lost temple. He plans to ingratiate himself with the Shark God by bringing an iku-tursas into the world and unleashing it upon his people in retribution for daring to exile him.

Adventure Hooks

There are several ways that the PCs can become involved with the Tulita of Kakeou Island and the Shrine of Frenzy, some of these hooks and the adventure itself can be tied to the ongoing events surrounding the Razor Coast. Using these as links, the GM can draw the PCs into the world of the Razor Coast.

1. Fortune and Glory

Reports from old sea dogs and smugglers that have plied the waves of the Razor Sea for decades now contain stories of an ancient sea shrine raised from the depths in a

forbidden cove on Kakeou Island. Some claim it is shrine to a long dead god, while others claim it belongs to the ancient ancestors of the Tulita that once ruled a utopian society. Whatever the story, the mysterious structure is said to hold the treasures of the nine lost tribes of the Tulita who were murdered in a terrible atrocity. The treasure is sure to be priceless and could make a simple adventurer as wealthy as any king.

2. Filial Duty

Friends or family members of the PCs who live among the Tulita on Kakeou Island claim that since the earthquake, the waters around the island are far more dangerous and many fear it has something to do with the rumors surrounding the forbidden cove. The three tribes are planning a big meeting to make a decision, but the PCs friends or family believe the elders can't see past their own fears and strict taboos against going to the cove. They beg the PCs to come to the meeting and speak on their behalf.

3. The Job

Life on the high sea has always been dangerous, especially around the Razor Coast, but since the earthquake, life aboard ship has been even worse with stories of the savages, dark gods and seas filled with sharks told far and wide. The Municipal Dragoons are not equipped to deal with the constant reports of terror and blood on the Razor. Commandant Gregory Bonedeuce at Fort Stormshield is looking for volunteers to meet with a tribe of locals on Kakeou Island and look into rumors of a hidden cove and an ancient sea shrine. They wish to discover whether it is all just silly native superstitions or if there is something more sinister at work. The Municipal Dragoons are willing to offer a hefty reward of 5,000 gp to anyone who can calm the situation and deal with any dangers on the seas.

Part One: The Natives Are Restless

Whatever the situation that initially draws the PCs interest to the rumors of the Shrine of Frenzy, they are referred to a local Tulita guide who is a known commodity on the docks of Port Shaw.

Tulita Joe

Tulita Joe, as he is commonly called by the city folk, is a native ranger banished from his island tribes who came to live among the sailors and mariners of Port Shaw many years ago. When the PCs ask around about the Shrine of Frenzy, he is the one who approaches the PCs. Tulita Joe wears the clothes of a common sailor but his dark bronze skin and tattooed face betray his ancestry among one of the tribes of the Razor Coast. With a big macaw perched on his shoulder, he approaches the PCs.

> "Joe hear your name around the dock. You be those adventurers? They say you look for Joe. Well, Joe look for you too! Uncle be elder of Tulita tribe, and they have big problem. Some lads go missing and sharks a prowlin' the bay in schools. Many say this because all you outsiders coming here to the Razor, but Uncle think that something bad coming, and not just Tulita in danger, but everyone. Big meeting between three tribes of Kakeou coming up and Uncle need help convincing other tribes that evil coming from taboo place and not from outsiders like you. Uncle need someone brave to help to find out what going on in place where Tulita cannot go."

If the PCs need some persuading to assist him in his cause, he offers the PCs 25 gp each just to go to his island and speak with his uncle. If the PCs don't ask for any money at the outset, Tulita Joe gives each of them the 25 gp when they get to island. If the PCs try negotiating for more, Tulita Joe grows angry and storms off saying he'll hire a bunch of pirates instead; they have more honor. If the PCs are pirates and point this out, Joe spits back he'll hire honorable pirates!

If the PCs agree to speak with Tulita Joe's uncle, he charters a boat and takes the PCs to Kakeou Island. The journey takes only a couple days and no encounters of note ensue, though the PCs spot sharks off the bow and dark shapes moving below the waves.

Once they arrive at Kakeou Island, Tulita Joe gives them a seashell with intricate symbols of sea animals carved into the surface. He explains to the PCs that this is the missive of his uncle Tal'ou, elder of the Ridge Back Tribe and this will afford them safe passage to meet the elders.

The Gathering

The natives of the Razor Coast have spent the last twenty generations forgetting the bloody past and trying to reclaim their heritage. However, a new threat to their once insular world has come in the form of foreigners in seagoing vessels. The once secluded Kai Bay has become the wealthy trading post Port Shaw. The wealth of trade has also brought pirates, fleets of bloodthirsty whalers, and other undesirable elements, all of this driving the village elders to fear for the future of their people. However, now with rumors of the Shark God once more adrift on the waves, the elders of the Tulita tribes have tried in many ways to cope and find their way in this new world.

The tribal elders of the Kakeou are no different. They have refused to trade or do business with "outsiders" except for other Tulita tribes and have actively squashed rumors about the Shark God. They do not wish their island's dark history to bring disaster upon them, however, little can be

done. The foreign vessels have opened their once insular island life and now one of their own has begun to see images of the dark god.

When the PCs arrive on Kakeou, the islanders greet them with suspicion and fear, but the missive they have from Tal'ou gives them access to the village and safe passage under heavy guard of 10 Tulita warriors (N human ranger 3). Entering a clearing at the center of village of houses built on stilts and covered in pili grass, they find a public discussion going on between elders of the three tribes of Tulita that dwell on Kakeou. A DC 15 Knowledge (local) or Knowledge (nobility) tells the PCs who the tribal elders are and which tribe they represent.

The Whistle Tops are the keepers of the shrine to Dolphin and are led by tribal elder Honalu, a deeply pious man whose vanity is only overshadowed by his pride in the glorious shrine to the Dolphin his people tend. Only the piety of a devoted servant of the gods impresses Honalu.

Hard Shells are the keepers of the shrine to Grandfather Turtle and are led by tribal elder Lai'kua, a brave warrior woman who takes pride in her martial talents and her warriors. She is impressed with martial prowess.

Ridge Backs are the keepers of the shrine to Whale and lead by tribal elder Tal'ou. Tal'ou is an intelligent and sensitive old man who takes in the whole picture before speaking his mind.

The arrival of PCs causes quite a commotion among all in attendance. If the PCs don't ask to speak to Tal'ou when they arrive, he steps from the forefront of one group of villagers and walks over to the PCs. He greets the PCs, then turns to the gathered villagers, and asks that the gathering break so he can speak with their "honored guests." He takes them aside and speaks to them in flawless Common.

"We don't have much time and my people are facing a desperate future. If my visions prove true then Dajobas the dark god is trying to return to the world. The only way to be sure is for someone to journey to the forbidden cove and see if the rumors of the shrine's reemergence are true. I would ask you to journey there and see for yourselves since it is a forbidden place for us and to merely look upon the cursed place would mean our death. You are not of our tribe and you can enter, but we need the agreement of all three tribes. That is what this gathering is about. My tribe is behind me and knows that Whale is speaking to me, but the other leaders need convincing. Tomorrow morning we will hold council and make our decision. Maybe if you speak to the other tribal elders they may see what is happening in the rest of the Razor Coast and know that we all face a new threat from the Shark God.

"I know all too well what danger we face. I've lost my son to it already. Pe'koa, my son, blood of my blood, went out fishing a few weeks ago, and he did not return. His splintered canoe washed up on the beach with bite marks all through it. I grieve for him, but soon I fear all our people shall grieve unless we root out this threat at the forbidden cove."

Tal'ou concern for his son is eclipsed by his fear that Dajobas is returning to the world. He has not been able to even speak the grief chants yet, so busy has he been conducting negotiations with the other tribes' elders and hearing reports of Tulita telling of dark things roving the waves. Tal'ou tells the PCs the following about the elders of the other two tribes.

"The Whistle Top elder, Honalu, believes that the gods are angry with our straying from the olds ways and that has caused these present woes. He believes we need to sacrifice more to the ancient shrines of Whale, Dolphin, and Turtle."

"The Hard Shells believe that there is nothing to worry about from the gods and that the cause of these latest problems are due to the foreigners in their waters attracting the sharks with their fishing fleets. They are already calling for the organization of battle chants and building war canoes. It is Lai'kua's wish that we war with the outsiders and drive them from our coast. Old Turtle is a healer, but he is also a great warrior and protector god. The recent unpleasantness allowed Lai'kua to gain control of her tribe, whereas in the past shamans and healers used to lead the Hard Shells."

As long as the PCs stay civil and do not make any outwardly hostile action, they are allowed to move about the village without a guard. While they are waiting for the next gathering to take place the following morning, the PCs may gain some knowledge that helps them sway the other tribes to allow them to visit the cove. Both of the other elders start at unfriendly and need one DC 29 Diplomacy check (assume each elder has a +4 Charisma modifier, and the PCs need to move their attitude two steps) for each elder to change their minds and allow the party to head to the Cove of the Dead God. The PCs can increase their chances to gain the trust of the elders in the following ways.

1. Defilers!

A DC 25 Sense Motive reveals that elder Honalu is beginning to believe elder Tal'ou but fears disturbing the forbidden cove will cause him to lose favor with the gods. If the PCs can make assurances that they pay the proper respect to the sea gods then they will get a +5 circumstance bonus to their Diplomacy check. There are a couple of ways to assure Honalu of this. If Honalu witnesses a PC casts a divine spell or otherwise uses an effect that grants a divine bonus, after seeing this display of faith, he believes the PCs capable of traveling to the forbidden cove without angering the gods.

2. Dueling Drums and Dances

The Whistle Tops revere music as much as they do the sea. Most of the most famous and impressive chants and dances are born from the Whistle Top tribe. After nightfall a great bonfire is lit and the Whistle Tops gather round to play drums, pipes, conch shells and chant into the night. Any PC who makes a DC 20 Perform (any) check immediately earns the respect of the Whistle Tops and gains a +5 on their Diplomacy check against Honalu at the Gathering the next day. If they score less than 10 on the check, the party suffers a –5 penalty on the Diplomacy check. More than one PC may attempt a Perform check and the bonuses (or penalties) stack.

3. Warrior's Heart

Lai'kua's warriors engage in battle drills and play games with scrimshaw blades and axes deep into the night. More than a few Tulita engage in wrestling matches. If a PC wrestles one of the Tulita and wins, the party gains a +5 on their Diplomacy check against Lai'kua. The warrior they face is a hulking Tulita named Kaikila'ma. Kaikila'ma has a CMB of +12 to grapple and a CMD of 23. The PC must pin Kaikila'ma to gain the bonus on the Diplomacy check. If Kaikila'ma pins them instead the party suffers a –5 on their Diplomacy check against Lai'kua. More than one PC may try to best Kaikila'ma. If more than one succeeds the bonuses to the Diplomacy check stack (though failures result in stacked penalties, too).

4. Dreams of the Lost Brother

A DC 20 Diplomacy check to gather information will tell the PCs that Lai'kua's twin brother was killed in an unfortunate fishing accident involving a foreign fishing vessel, thus creating her distrust of foreigners. Since the accident she has been cursed with haunting dreams of her lost twin, and hasn't gotten a single restful night. If a PC casts *remove curse*, *calm emotions*, or similar magic on Lai'kua she sleeps well that night, and they gain a +5 on their Diplomacy check made at the Gathering.

If a PC mentions how Tal'ou lost his son in the recent troubles and the old wise man believes the source of the troubles lies in the Cove of the Dead God, Lai'kua looks past her own recent troubles to see just how steadfast Tal'ou has remained. She begins to be swayed to the old man's side, giving the PCs an additional +5 on their Diplomacy check.

If the PCs can gain the trust of one or both the elders of the other tribes, the next morning at the Gathering a decision is made in favor of seeking out the truth about Dajobas in the hidden cove. The tribes agree to allow the PCs to enter the Cove of the Dead God without incident. The PCs are promised a canoe and a guide to the other side of the island. Once there the guide will point out the cove entrance and leave them, from there the PCs are on their own.

If the PCs fail to convince the tribes that their quest is worth violating the taboo, they are asked to leave the village and not return. Tal'ou, saddened by this failure, secretly begs the PCs to journey to the cove on their own, giving them a map carved on a piece of wood. If the PCs journey to the cove against the wishes of Lai'kua and Honalu, they encounter a war party of 10 Tulita warriors who have converted to the worship of Dajobas when they draw near the cove. The warriors demand the party turn back, and resort to violence if necessary. If the party slaughters these Tulita they make eternal enemies of Lai'kua and Honalu, and the tribes hunt them.

Dajobas Worshipper (10): CR 1; AC 15/11/14; SVS +5/+2/+4; MELEE mwk trident +8 (1d8+3); CMB +6; CMD 17; 25 hp; see **Area 1** for full details.

Part Two: Cove of the Dead God

In a cove hidden from man and god, a shrine carved from hewn limestone has arisen out of the sea. The once azure waters of the cove are tainted with a reddish hue now, obscuring the coral forest from sight. Dark shapes gliding just below the surface are the only things visible through the murky waters.

THE COVE

When the Tulita once thrived throughout the Razor Sea this cove was a sacred place of worship dedicated to all the gods of the ocean. When Dajobas came to the coast, his agents corrupted the water with sacrifices of blood and raised a shrine in his honor. Built upon mighty coral reefs, the shrine seemed to float above the water, but when Dajobas was overthrown, the gods of the sea sent a mighty wave and drowned the cove, casting the shrine deep below the waves. The cove of the dead god, forbidden by the Tulita people, became a smugglers' haven in years past as foreign powers descended upon the Razor Coast. Teeming with sharks and ancient shipwrecks of those that came before, the hidden cove on the Tulita island seems a perfect place for pirate and smuggler alike to hide from the eyes of Port Shaw's Dragoons or enemy bands of raiders. Since the earthquake though, the cove is now avoided by seafarers

Cove of the Dead Sea God
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The Shrine of Frenzy
One square = 10 feet

as well as Tulita, because of the "spooky heathen shrine" that arose from the sea, and the increased predations of dire sharks and other horrors capable of tearing a ship to driftwood.

A high stone cliff face that descends into deep jungle surrounds the cove. The stone wall itself is pockmarked from years of weathering sea storms. The cove is actually a natural deep-water harbor with a draft capable of allowing small trading cogs and caravels in without fear of running aground. There are, however, several sizeable coral formations that lie no more than a foot or two below the water, depending on the tide. A couple wooden hulks lie impaled upon these coral spires, bitter warnings to those seeking the shelter of the cove to mind these undersea obstacles. However, what is most astonishing is the stone shrine and archway that seemingly arose from the depths of the cove itself where it has lain hidden for centuries.

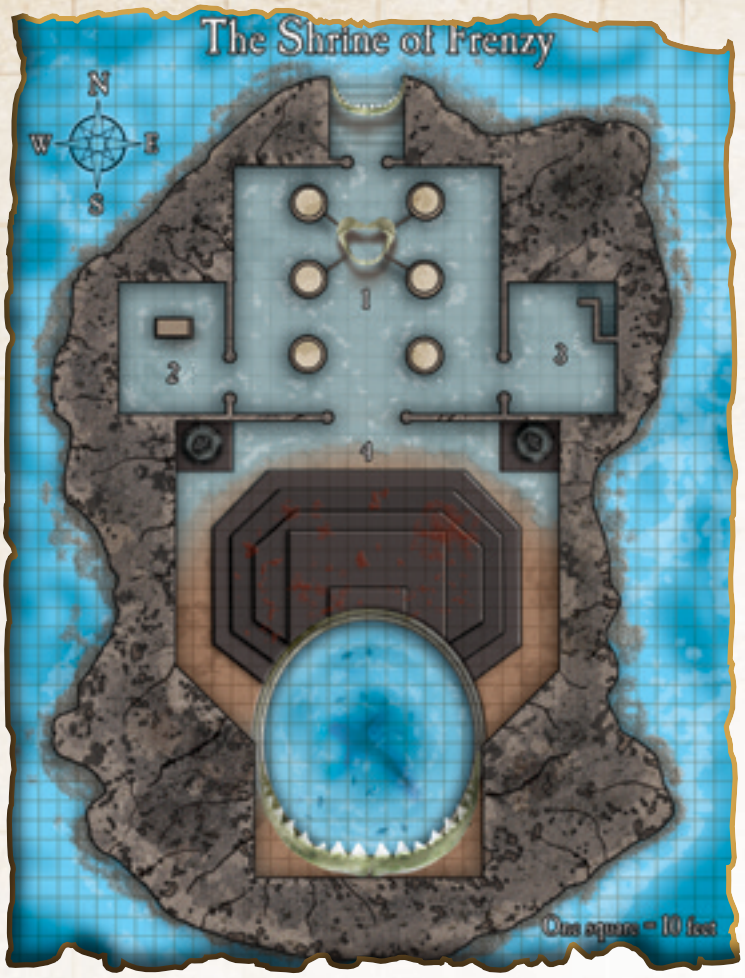
The archway yawning into the shrine looks to be half of some primordial shark's jaw sporting huge teeth, set deep into the stone. Large enough to sail a canoe through, the razor-toothed arch was once a gate beckoning the faithful of Dajobas to his Shrine of Frenzy. The shrine, made from quarried limestone, still bears the reminders of its years beneath the waves. Barnacles and swaths of sunbaked seaweed cling to its ridges and roof. Carvings of great sharks devouring everything in their path cover the shrine, telling the story of Dajobas' Great Hunt and the predations of his beloved progeny. Besides the shrine, a small sand beach is the only patch of dry land in the cove. The walls of the small rocky island the shrine rests within are pock-marked with the openings of small caves used by smugglers and pirates to hide their illicit goods.

The cover is no longer safe for any vessel to broach. Dajobas' children prowl the waters here now. **Four large sharks** hunt the waters here. These predators are unnaturally aggressive. They attack swimmers, ships, or anything that enters their territory. As soon as the PCs enter the cove, the sharks ram their canoe to capsize it, then close in for the kill.

Sharks (4): CR 2; AC 14/10/13; SVS +7/+5/+2; MELEE bite +5 (1d8+4); CMB +7; CMD 18; 22 hp; see *Pathfinder Roleplaying Game: Bestiary* "Shark" for full details.

Treasure

A DC 30 Perception check made by anyone to search on the beach reveals a small cache of bottles buried under the sand. Eleven of the bottles are rum; the twelfth is filled with a *potion of cure moderate wounds* (enough for two doses).



Part Three: Shrine of Frenzy

1. Antechamber (CR 6)

The smell of sea foam and rotten fish seems to have soaked into the stone itself as the hewn tunnel opens into an antechamber slick with sea silt and algae. The tropical rays filter in through an opening high above the floor, yet the carved relief and stone murals give the feeling of being several fathoms below the surface. The air is humid and stale and the water flowing from the interior chamber has turned a darker shade of red.

This short entryway opens into the shrine's antechamber. A vaulted ceiling held aloft by six mighty limestone pillars depicts sharks and other predators of the deep feasting on all manner of beings. Suspended by the first two pillars is a massive set of jaws that belongs to some immense shark. Two of the PCs could easily fit in the gaping maw. The room is filled with water from high tide and is about 1 foot deep throughout the chamber, making it difficult terrain. All manner of objects litter the floor, from the broken bones of aquatic sea life to remnants of Tulita warriors.

Trap

The hanging shark jaw belongs to a dire shark and is actually a trap. Stepping on a pressure plate located right within the entrance of this area causes the jaws to swing forward and snap shut.

SHARK JAW TRAP CR 3

XP 800

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

Trigger proximity; **Reset** manual

Effect Atk +15 melee (2d8), anyone bitten is held fast by the jaws (hardness 5, hp 20, Break/Pry Open DC 20 or Escape Artist DC 30).

This chamber was once the gathering and preparation hall for the faithful of Dajobas. Now a bizarre abattoir has been prepared to fend off intruders. **Six Tulita warriors**, who have forsaken the tribes and joined Ka'noa, wait here to defend the shrine while the ceremony is underway.

DAJOBAS WORSHIPPER (6) CR 1

XP 400

Male and female human warrior 3

CE Medium humanoid (Tulita)

Init +5; **Perception** +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 25 each (3d10+6 plus 3)

Fort +5, **Ref** +2, **Will** +4

OFFENSE

Speed 20 ft.

Melee mwk trident +8 (1d8+3)

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 17

Feats Improved Initiative, Iron Will[B], Weapon Focus (trident)

Skills Acrobatics +1 (–3 jump), Climb +6, Intimidate +4, Swim +7

Languages Common, Tulita

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork hide armor, masterwork trident, purple coral bracers (20 gp), 10 sp

Tactics Tulita warriors work well in small groups and will use their speed and fervent devotion to Dajobas to the fullest. They position themselves throughout the hall, hiding behind pillars. They wait until the PCs have sprung the shark maw trap and then rush into battle. They prefer to prove themselves by taking on warrior types. However, The Tulita will change tactics if they find they are having trouble injuring or killing one of the PCs. If the Tulita cannot take down a warrior by himself, they pair off to engage enemies from the front while others will try to slip behind to attack from the rear. These warriors are new converts to Dajobas and fight to the death to prove themselves.

2. TREASURE ROOM (CR 7)

A curved archway beckons into darkness like the maw of some great behemoth from the deep. Brackish water, ankle-deep, ebbs and flows in concert with the sound of waves echoing from the antechamber outside. However, the sound of lapping seawater is punctuated with thick splashing sounds like a wet haunch of meat slapping stone.

This chamber was once a treasury and coffer for some of the riches of the shrine. It now only contains a few scattered coins (3 gp, 14 sp and 22 cp) and a large coral reliquary that holds one of the idols of Dajobas.

A **shark** currently occupies this chamber. It passed through the shrine during high tide, and the receding water stranded it. The shark is slowly suffocating, but the dying shark is still dangerous and will lash out at any who comes close to it.

Shark: CR 2; AC 14/10/13; SVS +7/+5/+2; MELEE bite +5 (1d8+4); CMB +7; CMD 18; 22 hp; see *Pathfinder Roleplaying Game Bestiary* "Shark" for full details.

Trap

The room is also a clever trap designed to capture and kill would-be thieves. Stepping anywhere in the area around the reliquary triggers a pressure plate causing the archway to slam shut and sea water to pour into the room. This is quite a relief to the shark, but not so much to others caught in it.

WATER FILLED ROOM TRAP CR 6

XP 2,400

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

Trigger location; **Reset** manual

Effect The room floods completely with sea water in 3 rounds. A DC 25 Strength check is necessary to force the archway open (a successful DC 25 Disable Device check also opens the door).

Treasure: Locked within the reliquary lies a length of whalebone carved in the likeness of a shark with ancient scrimshaw art depicting the story of Dajobas, devourer of worlds. The carved ivory piece is worth about 2,000 gp or maybe much more to a zealot.

3. Priest Chamber (CR 5)

The wall on the eastern side of this room directly across from the treasure room is completely devoid of any marking except a single shark's tooth made from obsidian. Depressing the obsidian shark tooth causes a portal like that of a shark maw to yawn wide. The portal offers access to the chambers of the priest of Dajobas.

The room the portal opens into is dank and dark, and filled with the putrid scent of sea brine mixed with dead fish. In the center of the room is a large shallow stone basin. The basin is filled with seawater and a dark form lies beneath the water.

Two scrags who once made their homes in the hidden cove now serve Ka'noa as personal guards, watching over him as he sleeps in his basin of seawater and accompanying him when he leaves the shrine. After witnessing the power that Dajobas conveyed upon Ka'noa, they anticipate with relish the carnage and bloodshed the Shark God's return shall bring. At this time, only the female **scrag** is in the chamber, lying in the basin of seawater.

Scrag: CR 5; AC 16/11/14; SVS +11/+4/+3; MELEE bite +8 (1d8+5), 2 claws +8 (1d6+5); CMB +10; CMD 22; 63 hp; see *Pathfinder Roleplaying Game Bestiary* "Troll" for full details.

Tactics The female scrag will attack anyone other than Ka'noa who enters the chamber. After bursting from the water and attacking the PCs, the next round the scrag will call for her mate to join the battle. If the female scrag drops below a quarter of her hit points, she flees along the quickest way to the sea.

Treasure

Near the foot of the stone basin in a small metal chest is a *folding boat*; its activation word is "Riptide" and is written on the inside of the chest.

4. Deep Sanctum and Spawn Pool (CR Varies)

Stepping into this chamber feels like entering the gullet of a massive fish. The only light comes from large basins cut into the limestone walls filled with deep sea fish. These demonic looking fish, with their strange glowing adaptations, give off the faint green light barely illuminating the dim chamber. The alien green glow plays off the vaulted ceiling and the two massive coral statues of shark-like humanoids that stand sentinel near the entryway. The overpowering smell of brine mixed with a heavy odor of decaying flesh and rotting sea life stand as a reminder to all that they are but food for the hunger of some terrible waiting maw.

Rising in the center of the room is a tiered altar that glistens with black ichor and bloody viscera, overlooking a pool shaped like a shark's maw. The pool is filled with more deep sea fish glowing green, and a large shadow can be seen moving below the surface. Swimming back and forth in almost choreographed movement, the hidden beast seems to be waiting for something.

A still more horrible sight lies atop the altar — a Tulita man thrashes weakly, bound to the slab, his arms gnawed to short stumps. His eyes shine an unnatural black as he gnashes his blood stained shark's teeth. A bit of cloth shirt hangs wetly from the teeth—cloth from his own shirt, snagged on his jagged incisors when he ate his own arms.

Ka'noa stands on the altar next to a stone slab that hangs over the lip of the spawn pool. Tal'ou's son, Pe'koa, lies bound to the slab. Pe'koa was not eaten by sharks; rather Ka'noa and his cultists attacked him, wounded him, and dragged him here as a special sacrifice.

Having heard the battle outside, Ka'noa begins the ceremony to summon the spawn of Dajobas. Speaking words in a long forgotten tongue, Ka'noa stands poised to thrust a shark tooth ceremonial dagger into the helpless Pe'koa. Once he does, the ritual to call forth a spawn of Dajobas finishes. The Iku-Tursas requires 4 rounds to finish spawning, after which it attacks any PCs that remain in the room. If no one remains in the room, it leaves the shrine through the spawn pool's underwater entrance.

Ka'noa CR 9

XP 4,800

Male human ranger 6/dalang of Dajobas 3 (see **Chapter 1**)

CE Medium humanoid (human)

Init +3; **Perception** +15

Defense

AC 23, touch 14, flat-footed 20 (+5 armor, +1 deflection, +3 Dex, +3 natural, +1 shield)

hp 100 (9 HD; 6d10+3d8+51)

Fort +11, **Ref** +9, **Will** +9; +4 Fortitude underwater

Offense

Speed 20 ft., swim 60 ft.

Melee *+2 sharktooth club* +10/+5 (1d6+3/x3), mwk spined sea whip +8/+3 (1d4), bite +9 (1d6+1)

Special Attacks blood frenzy 1/day, devourer, favored enemy (humans +4, magical beasts +2), the red kiss

Cleric Spells Prepared (CL3rd)

2nd— *death knell* (DC 15)D, *hold person*, *shatter*

1st— *bane* (DC 14), *command* (DC 14), *enlarge person*[D], *protection from good*

0— *bleed* (DC 13), *detect magic*, *detect poison*, *resistance*

[D]domain spell. **Domains** Evil, Hunger

Ranger Spells Prepared (CL 6th)

2nd—*cat's grace, cure light wounds*

1st—*entangle* (DC 14) (2), *longstrider*

STATISTICS

Str 12, **Dex** 16, **Con** 18, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +8; **CMB** +9; **CMD** 23

Feats Endurance, Exotic Weapon Proficiency (whip), Improved Two-Weapon Fighting, Iron Will, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (club), chosen of the shark god

Skills Acrobatics +4 (0 jump), Bluff +6, Climb +4, Handle Animal +7, Knowledge (geography) +5, Knowledge (nature) +5, Perception +15, Stealth +13, Survival +15, Swim +13

Languages Common, Tulita; telepathy 100 ft. (sharks only)

SQ favored terrain (water +2), fear no brine, hunter's bond (companions), razor tooth maw, track +3, wild empathy +6

Other Gear *+1 gator-hide armor, +2 sharktooth club**, masterwork spined sea whip*, *ring of protection +1, belt of natural armor +3, fishook of the hunter*, 4 red coral bracelets (50 gp each), red and blue coral ring (150 gp), 33 gp

*See **Appendix Chapter 2, The Warrior's Way**

SPECIAL ABILITIES

Blood Frenzy (Ex): Once a dalang of Dajobas tastes the blood of an enemy they may enter a blood frenzy. This ability is identical to a barbarian's rage in every way (though it stacks with rage), except the dalang may not choose to end the effect prematurely and cannot break off from battle until the frenzy runs its course. A blood frenzy is invigorating to a dalang and does not leave them fatigued afterward.

Devourer (Su): A dalang feeds on the flesh of their foes to gain great power. In one minute a dalang can completely devour a foe of Medium or smaller size, bones and all, leaving nothing behind. For every foe they eat, the dalang gains 10 temporary hit points and a +1 to attacks, saves, and caster level. The bonus to attacks, saves and caster level does not stack if more than one creature is devoured, but a dalang may gain up to 30 temporary hit points from feasting on foes (they cannot gain more than this at one time). Both the bonus and temporary hit points last for one hour.

Fear No Brine (Ex): A dalang of Dajobas gains a swim speed equal to their highest natural mode of speed or 60 feet (whichever is higher), and gains a +8 racial bonus to Swim checks. They may also take 10 on Swim checks even when circumstances should otherwise prohibit this. The dalang gains the ability to breathe and survive underwater as if they were an aquatic creature. Finally, they gain a +4 on Fortitude saves made underwater.

Razor Tooth Maw (Ex): At first level, the dalang's change into a shark servitor of Dajobas begins. Henceforth, at will as a free action, their face may split wide, ear to ear and rows of razor-sharp teeth grow from their oversized mouth. This ability affords the dalang a natural bite attack that inflicts 1d6 damage for a Medium dalang.

The Red Kiss (Su): At 3rd level a dalang gains the dread ability to turn those they bite into slavish servitors of their hungry god. Henceforth, anyone bitten by the dalang is infected with lycanthropy (Fortitude DC 10 + dalang's class level plus Wisdom modifier), becoming an infected wereshark if they do not resist the foul disease (use the Medium shark as the base animal). Infected weresharks are subject to the dalang's Shark Master ability, and zealously devote themselves to the worship of Dajobas until they are cured, even after the dalang who infected them is slain.

Tactics Ka'noa is nearly complete with the ritual of creating a spawn of Dajobas. He has but to disembowel Pe'koa

and let the blood and viscera spill into the spawn pool to initiate the transformation. When the PCs enter, he will summon fiendish crocodiles using his *fishhook of the hunter* to keep the PCs busy while he makes the killing stroke. Once finished, he joins battle with the crocodiles as the spawn is formed. If the PCs entered from the Sea Caves below and slew the shark therein, Ka'noa instead uses his *fishook of the hunter* to summon another shark to use for the ceremony.

Disemboweling Pe'koa takes Ka'noa a full round action. If Pe'koa is saved by the PCs, Ka'noa instead plunges a ceremonial dagger into his own heart and falls into the pool, completing the ritual in Pe'koa's place.

If the PCs make it by his crocodiles, Ka'noa casts *entangle*, using the seaweed and algae in the area to slow up the PCs. He then wades in, weapons drawn. If he is severely injured, he will spend a round to cast *cure light wounds* in the hope of hanging around just a while longer.

If Ka'noa is successful in completing the ceremony, he may choose to flee the shrine and let the spawn deal with the PCs. If he is not successful, Ka'noa will use his final action to devour his own arms and fling himself into the spawn pool to complete the ritual and bring fourth the Iku-Tursas, the Spawn of Dajobas.

Pe'koa is at –8 hp after being disemboweled and will expire the second round after he is tossed in the pool. The PCs might be able to save him with healing magic or at least stabilize him to keep him from dying, either way, once his blood is in the water the ritual begins.

The moment that either Pe'koa or Ka'noa's lifeblood flows into the pool of glowing seawater, it begins to bubble and the dire shark beneath the surface thrashes madly. The bubbling water soon turns crimson and the entire pool begins to froth with red foam. The green glow cast by the deep-sea creatures becomes a kaleidoscope of red light as Dajobas' infernal power begins to ignite the pool. The whole process from the minute the blood of a Tulita enters the pool until a spawn has fully formed requires 4 rounds. Once the ceremony completes, the shrine quake and pieces of the roof cave in. The temple collapses the following round killing anyone that remains inside, and the most likely means of escape (unless the PCs have some quick teleportation magic on hand) is by diving into the spawn pool, where the **Iku-Tursas** awaits them. Once the shrine collapses, the only way out is through the Coral Sea Caves below. The Iku-Tursas will flood the area with its quickened control water ability before attempting to swallow its opponents. It will thrash if engaged by multiple melee opponents. The Iku-Tursas always fights to the death.

If healed, Pe'koa's eyes, teeth, and mind return to normal, but he is armless and is weak and traumatized by his experience.

Iku-Tursas, Spawn of Dajobas: CR 11; AC 27/11/24; SVS +17/+13/+11; MELEE bite +27 (3d8+18/19–20 plus grab); CMB +30 (+34 grapple); CMD 43 (can't be tripped); 200 hp; see "New Monsters" appendix for full details.

New Magic Item

Fishhook of the Hunter

Aura moderate conjuration and transmutation; **CL** 8th

Slot neck; **Price** 20,000 gp; **Weight** —

This necklace is woven from tough fibrous cord tied to an ancient Tulita fishhook carved from whale bone. The *fishhook* grants the wearer a +4 enhancement to his Constitution. Once per day the wearer can summon a large fiendish shark or 1d3 fiendish crocodiles as per the spell *summon monster IV*. If the bearer enters a body of water, the *fishook* attracts nearby sea creatures of an amount up to the wearer's Hit Dice; these sea creatures are friendly to the wearer and will do his bidding.

Requirements Craft Wondrous Item, *bear's endurance, summon monster IV;* **Cost** 10,000 gp.

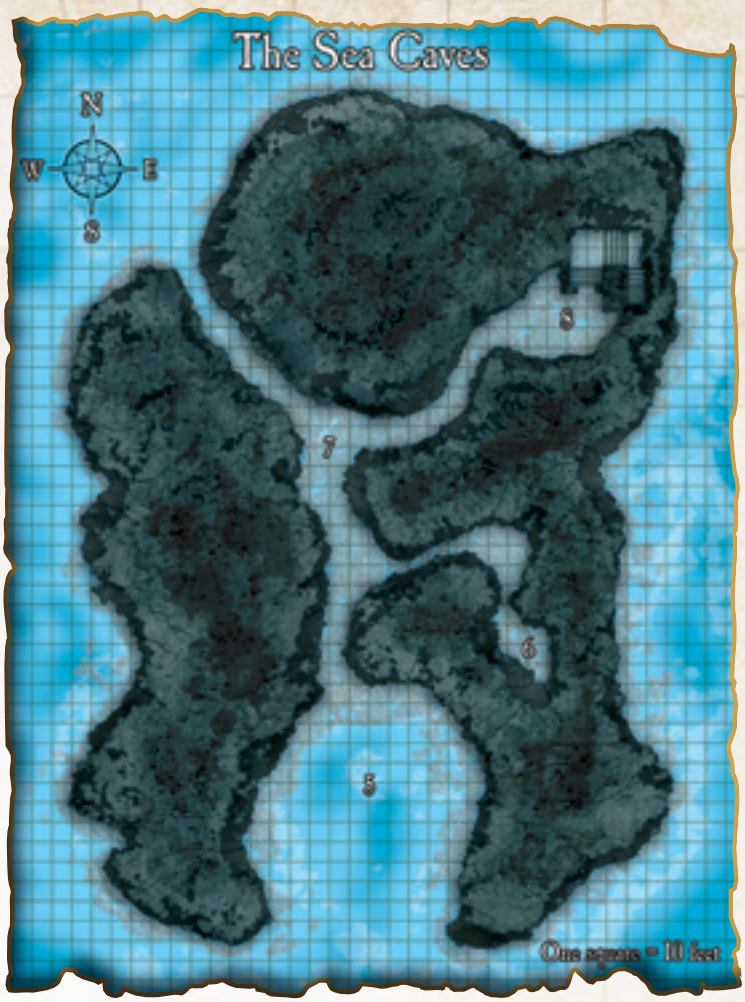
Part Four: The Coral Sea Caves

The shrine to Dajobas was built on a coral formation that rose from the sea. The coral proved to be perfect foundation for the structure and afforded it many ways to enter the shrine above and below the water. The coral formation is riddled with openings and sea caves. At one time, caves ascended all the way through the formation and connected with the Shrine itself to allow Dajobas' agents quick access to water. Currently the caves are little used by Ka'noa and his fellow cultists, but his scrag bodyguards prefer to lurk in the salty brine here. They avoid the cave of the spawn due to the ill temper of the dire shark who lives there. The scrags recently discovered a chuul nesting in the caves and look upon the vicious thing as their pet, feeding it scraps of flesh and chum.

5. Cave of the Spawn (CR 9 or 11)

Red coral walls the color of blood expand out creating a massive underwater chamber opening to an air filled chamber above. The pool is lit with a greenish light that comes from strange deep sea fish bobbing about.

The cave below the spawn pool is a large natural sea cave with two entrances. The one furthest toward the back of the cave is large enough to for a Huge creature to navigate



without trouble. Another smaller sea cave entrance branches from the other side of the cave and lead into a series of tunnels beneath the shrine. The entrance is only big enough for a Medium creature to pass through easily, though a Large creature could squeeze through.

The **dire shark** called by Ka'noa to complete the ceremony to bring forth a spawn of Dajobas is a ferocious thing missing one eye and with a jagged scar down one side of its body (from a close encounter with a ship's keel). The creature eagerly awaits the dark blessing to become an even greater killing machine in Dajobas' service. If the PCs happen upon this chamber before they have gone to the deep sanctum, the dire shark will leave them alone as long as they don't attack it.

Dire Shark: CR 9; AC 23/8/21; SVS +14/+13/+8; MELEE bite +17 (4d10+15/19–20 plus grab); CMB +25 (+29 grapple); CMD 37; 112 hp; see *Pathfinder Roleplaying Game Bestiary* "Shark, Dire" for full details, or if the ceremony is already complete:

Iku-Tursas, Spawn of Dajobas: CR 11; AC 27/11/24; SVS +17/+13/+11; MELEE bite +27 (3d8+18/19–20 plus grab); CMB +30 (+34 grapple); CMD 43 (can't be tripped); 200 hp; see "New Monster" appendix for full details.

6. DEAD END

The sea cave seems to narrow even more and the warm waters of the cove cool unnaturally. The water just seems to sit like dead liquid waiting to congeal.

This cave narrows slightly making it difficult for Large creatures to pass by squeezing but still allowing Medium creatures to move unhindered. Unlike the rest of the tunnels, the sea caves under the shrine this passage has no pockets of air and ends at a solid limestone wall. This passage is a dead end and still holds the remains of an unlucky pirate salvager who drowned in the caves long ago.

Treasure

Little remains of the forgotten pirate except brittle bone, a burnt out sun rod, and, attached to a rusted chain belt, a *+1 returning net.*

7. SEA CAVES (CR 7)

Warm current moves through the naturally formed caves that lie below the shrine. Porous coral walls coated with slick algae leave just enough room for a man to move through without much trouble.

There is no light in the caves and the passages are narrow. Medium creatures will have no problem moving about, but Large creatures must squeeze to pass. Using weapons is difficult due to the close quarters. Piercing weapons suffer no penalty but slashing or bludgeoning weapons suffer a –2 to attack (in addition to the normal underwater combat penalties). The sea caves are not totally without air. Small pockets in the stone above the water line have formed allowing breathable air to be trapped in the ceiling of the sea cave. Throughout the sea cave there is a pocket of air every 20 feet. Each pocket of air contains enough air for two Medium creatures to refill their lungs once or one Large creature to do the same.

Wandering through the sea caves is a **chuul** that found this cove just recently and enjoys the gory leavings the sharks' feeding frenzies bring. Although it is a Large creature, its aquatic nature and familiarity with the sea caves allow it to move unhindered through the area.

Chuul: CR 7; AC 22/12/19; SVS +7/+6/+9; MELEE 2 claws +14 (2d6+7 plus grab); CMB +15 (+19 grapple); CMD 28 (32 vs. trip); 85 hp; see *Pathfinder Roleplaying Game Bestiary* "Chuul" for full details.

8. SUBMERSION CHAMBER (CR 5)

Lit by blue glowing algae smeared across the ceiling of the small cave, this chamber holds a small stone platform that descends into the warm waters below the shrine. Small piles of bones lie about the platform.

Opening up from the sea caves, a small cavern just above water level holds the chamber the priest of Dajobas used to enter and leave the shrine in secret. Ka'noa has little use for this room at this time, so he has given it over to his scrag bodyguards.

One **scrag** can always be found here guarding the stairway that leads up into the priest's chambers (**Area 3**). The horrid looking scraggily-haired troll squats on the platform, chewing on a squirming eel. The minute the scrag sees someone come into the chamber it dives into the water to engage the target. If it hears its mate battling foes above, the scrag clambers up to join the fray.

Scrag: CR 5; AC 16/11/14; SVS +11/+4/+3; MELEE bite +8 (1d8+5), 2 claws +8 (1d6+5); CMB +10; CMD 22; 63 hp; see *Pathfinder Roleplaying Game Bestiary* "Troll" for full details.

Tactics If the scrag notices the PCs entering the chamber by the sea caves, he slips off the platform and engages the PCs in the water. If he starts to have trouble with the PCs, he will bellow for his mate to join the battle. The scrag flees to his mate if reduced to a quarter of his hit points.

Treasure

If the PCs search the room they find a well picked skeleton at the bottom of the chamber gripping a scroll made of inscribed sea shells with the divine spells *water breathing* and *control water* on them.

Concluding the Adventure

If the PCs defeat Ka'noa and destroy Iku-Tursas, the spawn of Dajobas, they have averted disaster for now. Dajobas is far from finished with the Razor Coast, but now the Tulita tribes realize what is at stake and begin to prepare for the return of the Shark God. Tal'ou along with other elders award the PCs 4,000 gp worth of precious polished shells and obsidian. They also offer the PCs a small chest that contains sea charts for the Razor Coast that add a +5 to Knowledge (geography) checks to ply the waters of the Razor Coast. If they managed to save Pe'koa from his fate and return him to the tribe, they are also given the title *tamari*, "friend of the tribe." They are considered allies and allowed to come and go as they please to the island and will receive discounts for services and items from members of the tribe.

Still Waters (6th Level)

You sink into the slime, who dare
To knock upon their door,
While down the grinning gargoyles stare
And noisome waters pour.

Beside the rotting river-strand
The drooping willows weep,
And gloomily the gorcrows stand
Croaking in their sleep.

– J.R.R. Tolkien – The Mewlips

Something has risen from the mire and walked clumsily onto the lands of men. This broken creature from a bygone age of slaughter wants to praise its dead god the only way it knows how—by drowning the children of his enemies in a mournful temple sunk beneath the bog—a stinking wet hell of weed, silt and slime where hungry things crawl and the dead refuse to lay buried.

"Still Waters" is an adventure by Richard Pett suitable for four 6th level PCs. The adventure takes the PCs through the living mire of Blacksink Marsh and into the drowning remains of an ancient temple to the shark god Dajobas, where one of his ancient worshippers plans a watery sacrifice.

Adventure Synopsis

When several villagers go missing and plantation slaves disappear into the night, the only evidence is a few strange eyewitness accounts of monsters lurching from the swamps and dragging wriggling human-sized sacks back into the darkness with them. The constabulary of Port Shaw needs heroes to brave the many terrors of Blacksink Marsh and discover the fate of these hostages.

In the mire, the PCs face all manner of dread predators: true gators the size of horses, a girallon half-mad from the rusty blades of the Karikanti, and of course the terrifying gatormen themselves. After braving these terrors and tracking the kidnappers through the marsh, the PCs arrive at the Hungermire, a sucking black abyss of swamp that eats any who brave its depths. There they face a dread slough shade, the spirit of a dozen mourning mothers who watched their children sacrificed on the Shark God's altar. If they survive this wet hell of mud and murder, the PCs come to the Drowning Temple wherein Karikanti, undead monkeys, and the Caller of Crooked Forms await. Worse, the captives collected by the Caller are trapped within a wickerwood maw, a cage poised to be sunk into the sucking mire, the first such offering to Dajobas in centuries.

Adventure Background

Blacksink Marsh has always had an ill reputation. The thorns that grow there are poisonous, beasts and changed things rove the waters lurking in wait for foolish travelers, and the twisted descendants of an accursed tribe hunt beneath the dark canopy of black willow trees. Explorers tell

of strange crumbling buildings suddenly happened upon at dusk that vanish with the last red rays of the sun, and gators who walk on two legs and drown men from afar with a mere glance.

Blacksink was not always a mired wasteland. In ancient times, this stretch of land was a fertile paradise where red jack, moltado fruit, and other exotic wonders grew on lush green trees. Taro farms, well tended by the Tulita tribes of the Razor, produced more largess than the people could eat, and the sonorous cries of the gold-plumed kovalo bird put even the finest chant-singers to shame. Beneath the life-giving shade and gentle rains of this peninsula, the Tulita practiced the old ways, revering their gods with powerful chants and dances. Their obeisance to Pele, the goddess of fire and wrack, kept their enemies at bay with searing flames, and the three totems of Dolphin, Whale and Turtle kept careful watch over the people and provided for all their needs. There was no Tulita word for disease in this age (today there is, a word synonymous with "foreigner"). The area known today as Blacksink was a paradise.

Then the wars came, and brother turned on brother. The Tulita fractured, their many tribes taking sides and taking up arms against one another. The waters of the Kai Bay ran red with Tulita blood, and desperate gambits to control the coast pushed tribes to engage in escalating atrocities. Murdering the children of an enemy before they could become warriors became a widespread practice.

Facing annihilation, tribes turned away from the old gods, who were believed to have turned their backs on their children when the wars began. Pele fumed at the arrogance of her children. Fury and violence were hers alone to dole out, and so she spewed magma and ash upon the Tulita in hopes of quelling their ridiculous wars, but the tribes, entangled in feud and spite, fought on even as fire rained from the sky and laid waste to their lands. Grandfather Turtle fled his beaches, and the healing powers of the shamans vanished overnight. The Turtle would not watch his gifts be squandered on fools who would throw their blessed lives away on enemy spears. The Dolphin and Whale left the bay, fleeing deep into the ocean, and with these guardians' departure, other things came to the waters of the Razor.

When the first sharks came to feed in the bloody, corpse-strewn waters of the once glittering Kai Bay, the Tulita marveled at these creatures' dread power. They devoured all things, heedless of harpoon or spear, and fearlessly tore swimmers to shreds. A terrible force of terror and carnage, many tribes turned to the sharks as an exemplar of the warrior spirit. In these bloody times of the Great Wars, many tribes claimed the Shark as their new totem, and so Dajobas, He Who Eats the World, came to the Razor Coast.

Of all the tribes who worshipped at his voracious maw, none pleased Dajobas more than the Karikanti. Most tribes made sacrifices to the Shark God, but the sheer number of victims the Karikanti bled on his altars made the other tribes' offerings seem paltry by comparison. The Karikanti splayed every enemy captive with a sharkstooth blade, and even fed their own sons and daughters to Dajobas' gory maw. The Shark God was pleased, and offered the Karikanti a great boon. The first alligators came to the Razor Coast, children of the Shark God, possessed of his dread appetites but gifted with legs to walk on land. These scaly-hided hunters came to the Karikanti and served them in battle, culling the tribe's enemies on land and in the rivers where no shark could prowl. The Karikanti claimed the fertile peninsula as their own and erased entire tribes from existence in gory sprees of slaughter. They erected great ziggurats to Dajobas' glory. They drowned the land in blood, painting these great temples red with gore and sacrificing men, women and children to the Shark God without respite in a desperate attempt to appease his unending hunger.

Faced with the terror of the Karikanti, many of the other tribes returned to the old ways. They practiced the old chants and dances in secret, calling across the waves with sacred drums and pleading with their totems to return. Finally after decades of dark slaughter, the Dolphin, Whale, and Turtle returned to the Razor, coaxed by these shamans' efforts. Together, they cast the Shark God back into the deeps.

The Karikanti faced grave judgment at the hands of their old gods. For one, their slaughter of the other children of the coast was a blasphemy beyond comprehension. Perhaps even more terrible was the infestation of Dajobas' gators. These foul abominations could not simply be cast back into the sea. They creep in rivers all along the Razor even to this day. In anger, the old gods cursed the Karikanti to resemble the hideous scaly predators they had brought, like a plague, to the land. The Karikanti's glorious ziggurats and temples sank into the marsh. The land was drowned by the gods' fury, salty brine corrupting the once-lush forests and leaving the once-fertile soil a barren wasteland where only marsh weed and fungus grow. The trees turned black and twisted, weeping thick blood-like sap as a constant reminder to the Karikanti of their savage slaughter of their Tulita brethren.

When Dajobas fell from grace, the Caller of Crooked Forms, a Karikanti shaman, fled into the swamp hoping to find some sign of his now-silent god. As he wandered aimlessly through the corrupted marsh, the Caller questioned if his god would ever answer his dark prayers. At last, some festering disease of the swamp took him, and whilst wandering the Blacksink Marsh, a pack of undead wights, once children the Caller had offered to Dajobas' altar with his own sharkstooth blade, found the dying shaman. For three nights they chased him, visiting misery and despair upon the old shaman in recompense for the brutal torments they suffered under his knife. In time, they tired of their quarry, and decided to feast upon him. The chase slowed, became a dance, and the wights moved in for the final kill…

The Caller stumbled into the waters of the Hungermire, a living bog haunted by a creature called a slough shade, a dark monster of the deep who loves to drown children and keep them as her own. It saw the wights taunting the Caller and grew hungry for their joyful souls; it thought the undead were children coming to play in its embrace and die. Even as the wights took to the black mire in pursuit of their own prey it sighed hungrily and moved closer, but when it saw what they truly were the slough shade quaked with fury—it did not thrive on unlife, unlife was its gift and its children sang dolefully to it in the night from the deeps. The wights didn't see the blackness of the waters until it was too late, and the singing screams of the shade masked their own cries as they were dragged into the deeps to be punished.

The Caller took the slough shade for a sign from his lost god. The shaman stumbled into a drowning ruin at the edges of the bog, a former temple to Dajobas, and fell into a final sleep. The swamp took him then, and he sank deep into the mire. There he remained for hundreds of years. A recent earthquake finally shook the Caller of Crooked Forms from the reverie of death. He awakened a wight and clawed his way up through the mire for weeks before he emerged from the foul-smelling mud. The shaman did not fall into madness at his new undead existence but instead saw his strange rebirth as another sign from Dajobas – who he felt ate his old life away and gave him new purpose. His grip on this thought enabled him to retain most of what he was before his awakening into undeath. The ruin would be his temple, and the slough shade guardian his protector in the task ahead – to create a holy site worthy of the Eater of Worlds here in the stinking swamp of Blacksink where insect feeds upon insect, animal feasts upon animal and all flesh eventually fails, feeding the land's decay. Blacksink is a dark place feasting upon itself for all days. The perfect place for Dajobas to be reborn…

Adventure Hooks

Drawing the PCs into this adventure is a simple matter of involving them in the chaos left in the wake of the recent disappearances. As the PCs are going about their business in Port Shaw or just passing through on their other adventures, the port town is abuzz with fear and despair. Every street corner is alive with talk about the taking of slave children from the Hargrove Plantation, and with stories of other missing folk. Whet the PCs' appetite with a rumor or two and lure them into the events of this adventure. If you want, use one or more of the following hooks to connect the PCs more personally to the events of "Still Waters".

Suffering of the Tulita

Take the opportunity to introduce a few Tulita NPCs to the PCs while they are in Port Shaw. In particular a four-year-old Tulita boy named Kaliki – the son of an indentured couple working the Hargrove plantation – finds the PCs enchanting. He follows them around, pretending to be an adventurer. Little Kaliki's parents cannot take care of the boy, as they are slaves worked day and night by their overseers at the plantation. The boy is destined for the same as soon he grows old enough to work the fields, but for now, he slips away to the city often, scampering and playing about with other street urchins. Kaliki is enamored of the party and plans to become a brave hero too, someday, so he can help his people throw off Port Shaw's yoke. After a while, Kaliki goes missing. A group of Tulita indentured servants from the Hargrove Plantation are loading up barrels of flour onto a wagon at the port a few days after the boy vanishes. One of them bumps into the PC and in a terrified whisper says "Please sir, you must help us—something is taking the children from the Hargrove Plantation. Please, sir, they don't care for us—no one will help." The party soon learns that Kaliki numbers among the missing.

The Angry Mob

The PCs arrive in Port Shaw as an angry mob gathers outside a watch station of the Municipal Dragoons, demanding action to prevent any more disappearances. But the Dragoon captain says he has no men to spare to go off on a wild goose chase in the swamps. Pressured by the crowd, the captain offers a reward of 500 gp to anyone willing to brave the Blacksink and find the source of these disappearances.

The Missing

One of the PCs' relatives or old friends has gone missing as well. Perhaps they were visiting Port Shaw, or wandered into Blacksink to find the missing townsfolk themselves and were taken.

Dark Dreams of the Drowning Temple

A cleric or religious PC receives strange visions from her god in her dreams. It shows her a forlorn, creeper-choked ruin deep in the Blacksink Marsh. In the dream, the ruins open like a maw and the land drains away into its abyss. The entire coast, the entirety of the ocean, and even the PC's distant homeland in Akados (if she is not a native of Port Shaw) disappears into the ravenous maw in the swamp before she awakens in a cold sweat.

Part One: The Hargrove Plantation

The huge plantation lies on the very edges of the suburbs of town, and consists of about 3,000 acres of pineapple fields, toil, sweat and misery. The plantation has no fences and a single dirt road leads to the Grand House. The Grand House is a three-story timber construction with about

thirty rooms and designed in the grand local colonial style–white timber slat boards with a stone flagged roof. Three dormitories house the scores of indentured servants whose debts Hargrove purchased. Now their lives are forfeit. These slaves work from dawn till dusk and visitors aren't welcome in the foul-smelling, cramped, and dirty sheds. Generally, at least three overseers watch each dormitory at night; the others watch the laborers work during the day.

Hargrove employs about 30 overseers to watch his slaves, who mostly consist of refugees who couldn't pay their boarding fees on the ships that brought them to Port Shaw, displaced Tulita whose ancestral lands were stolen away by foreigners, and a handful of minotaurs from the island of Kortaro. The overseers (NE male human fighter 3) are an unpleasant bunch and not much for small talk. Master Quynn, an imposing man with a twitch who serves as Hargrove's butler, greets PCs arriving at the house. Quynn's family has served the Hargrove's for generations, and he is fiercely protective of the old plantation owner. Quynn will only allow important visitors to see the Master, or those who make a Bluff or Diplomacy check (DC 17). Allow the PCs a +2 favorable circumstance if they mention the disappearances and show an interest in bringing the missing laborers back.

Barrison Hargrove

Hargrove is a rail-thin man in his early sixties. He dresses in light, practical clothing and talks in a slow measured drawl. He has a habit of forgetting names and usually refers to everyone as sir or madam accordingly.

Hargrove is a tricky customer, he feigns a doddering grandfatherly disposition, but in truth his mind is razor sharp, and he's murdered more men in his quest for control of the Razor's most fertile lands than most warriors do in a lifetime of campaigning. He first presents a concerned front, hoping no ill has come to his "faithful servants." He pretends to care deeply for the Tulita under his care, claiming "they are like the children I never had." He condescends to any PC questioning his motives or treatment of the natives, claiming he "elevates their thinking" and blustering "I teach them to make the best use of this land" and "when their indenture is up I offer each a plot of their own" (this is true, though usually these plots are lifeless stretches of over-harvested land that produce next to nothing, and Barrison requires them to pay for the privilege of planting on "his" land).

The Blacksink Marsh Disappearances

If anyone wishes to make a Diplomacy check to gather information or Knowledge (local) check to learn more about Blacksink consult the following:

DC	RESULT
5	These dreary wetlands are home to all manner of poisonous creatures as well as cannibal tribes of Karikanti who prey on Tulita and any explorers foolish enough to brave the Blacksink. It could be that the gator-men are responsible, but no tracks have ever been left by these creeping predators and no one knows where these accursed creatures lair.
10	The Blacksink is a dead place overgrown with marsh weeds and strangling vines. Before the colonists arrived, when the Tulita still ruled the Razor Coast, criminals whose offenses were particularly loathsome earned a sentence of exile into the marsh—a fate deemed worse than death by most.
15	Beneath the marsh lie the ruins of an old tribe of Tulita, the rumored ancestors of the cursed gator-folk. Legend holds the Blacksink was a powerful kingdom, ruled by the Karikanti tribe, whose shamans forsook their deities and instead bowed to a ravenous god of hunger and brutality who claimed mastery over the sea. The shamans were betrayed. The evil god's power could not hold back the salty tides. The proud land turned to mush and poisoned mud as the sea invaded the shore. The kingdom sunk into the earth leaving a fetid marsh as legacy of the Karikanti's folly. The only survivors of the land's death were forever transformed into hideous gator-men and doomed to serve as guardians for the sunken ruins of their forgotten kingdom. More than a few eye witnesses claim the gator-men are responsible for the nightly abductions, and those brave enough to enter the Blacksink Marsh report strange lights near an old ruined structure by a particularly dark and desolate region of the swamp, a place called Hungermire.
20	The disappearances were frequent, but have not occurred for the last two nights. The Hargrove Plantation, which lies right on the outskirts of the Blacksink Marsh, has been very badly hit. They say that the indentured servants there used to deal with a trio of kindly poachers who would bring them food, but the poachers were the first to be taken. Old Hargrove is a difficult man to deal with. His family has controlled much of the plantation land along the Razor for generations, and he has long held great influence and power in the region.

Regardless of what the PCs think of Hargrove, he does want the servants back and is willing to help the PCs with information besides offering a reward of 500 gp for the return of his faithful servants. He informs the party that several of his workers have disappeared over the past couple of weeks — many of them youngsters. No tracks have been left and although a few of his overseers went out with hounds, they found nothing. However, up until two days ago attacks have been occurring nightly, he reasons therefore that the attacker must be local and the proximity of his lands to Blacksink Marsh spawns suspicions of gator-men behind the attacks. Whilst he is happy that the attacks have suddenly stopped, he can't help wondering why, and if they might just as easily begin again. Hargrove is a keen businessperson and doesn't like surprises. He plans to find the source of these disappearances and pull it out by the roots.

Hargrove has questioned the slaves himself and they know very little, but he will welcome any attempt to stop the disappearances. If the PCs mention the reports of activity around the Hungermire, Barrison tells them he sent a group of men out to the Hungermire not more than a week ago but that when they returned they reported nothing amiss.

Barrison Hargrove

The Lying Overseers

Mugg, Clayne and Barran were the three overseers who, acting upon instructions from Hargrove, went out to the Hungermire. They reported that they saw nothing. This is a lie, they saw plenty. They arrived at the Warn Tree (see **Part Two**) and saw the signs there. Terror gripped all three, and they decided to return, claiming there was nothing amiss in Blacksink. Mugg and Clayne are good liars (Bluff +10) but Barran, who they are careful not to leave alone, is not as gifted in deception (Bluff +1). All three stick to their story, fearing not only being sent into the swamp again but also that Hargrove may fire them. Any PC making a DC 15 Sense Motive check notices that Barran is particularly quiet as Mugg or Clayne tell their tale, only nodding and adding the occasional "ayep" to the conversation. If separated from the other two and questioned closely, Barran gives up the facade and tells the truth about what they saw at the Warn Tree.

> "There's a tree out there in the swamp, a twisted old thing the locals call the Warn Tree. Something that lives in the swamp hangs animal carcasses there, people too sometimes. We got to the tree and there was blood all over it. Bits o' people hung all over the thing, and strange signs carved into the wood. We didn't dare go no further. If you're smart, you won't either. It ain't called the Warn Tree for nothing. Something uses that tree to tell people not to come around. If I were you, I'd pay attention."

All three of the overseers will be dismissed if the PCs share their discovery with Hargrove. They will bear a grudge against the PCs for their actions as they head to Port Shaw to try to find work.

Talking to the Slaves

The slaves do not find discussing things easy and fear retribution. A Bluff, Diplomacy or Intimidate check (DC 20) will reveal that the slaves have heard things in the night.

Far away screams from the direction of the dreaded Hungermire, a place of ill omen and with a reputation for swallowing up over-curious children.

A trio of poachers who used to trade with the slaves for food (the slaves are careful not to mention what they traded) have stopped coming.

A man has been seen on the edges of the swamps — a badly deformed man — bent as though he has rickets and walking with the aid of a great bent staff topped with a scythe blade.

The slaves will be able to give PCs approximate direction to the Hungermire but warn PCs to be careful—"the marsh is a bad place." Most staff at the plantation know about the Hungermire, and they can give the PCs directions.

When giving directions, they add that the overseers have already searched the place.

Dajobas

For more information on Dajobas, see **Chapter 1 Dajobas, Devourer of Worlds** and Razor Coast. If any PC wishes to know more about Dajobas, they may make a Knowledge (religion) or (history) check and consult the following:

DC	RESULT
10	Dajobas, called He Who Eats the World, is a god of endless hunger who plagued the Razor Coast centuries ago.
15	The tribe of Karikanti, foul reptilian men who mated with alligators in ancient times, still worship the god in the dark recesses of the Blacksink Marsh.
20	Dajobas is a shark god, but he is the father of the scaled and greedy gators as well.
25	The Hungermire was once the site of a great temple to Dajobas' glory, but it sunk into the swamp ages ago. There sacrifices were made to the God of Hunger by feeding victims to the mire's drowning embrace.

Part Two: Into the Blacksink

The Hungermire lies about 3 miles from the plantation, and is reached by following a narrow twisting trail which follows a particularly foul-smelling brook whose banks often collapse. The earth here has turned to mush and rot long ago, and swallows unwary travelers whole. A 3-mile journey shouldn't take the party too long under normal circumstances, but the sloughing, sucking mud and tangles of vines throughout the trail make it slow going. Treat the entire area as difficult terrain during any encounters.

Voracious Vermin (CR 5)

Insects abound in the Marsh, and every few seconds the PCs will have to fight off a cloud of biting hungry mosquitoes.

This punishing assault is unrelenting, though anyone who makes a DC 15 Survival check soon finds a purplish weed called Lala'paka which, if crushed against the skin, releases a disgusting smelling paste that keeps all but the most savage mosquitoes at bay. Those uncoated by Lala'paka become fatigued if they fail a DC 15 Fortitude save, made haggard by the mosquitoes' and stinging flies' constant onslaught.

Beetles and spiders of great size inhabit this corrupted landscape as well. After an hour or so of travel, the PCs cross the path of a **Jabala beetle** the size of a large wagon. The vermin has burrowed into the soft cool mud along the bank of the brook to digest its last meal (a wild boar). A DC 25 Perception check notes the creature's presence beneath the mud of the trail, spotting an antenna twisting up from the mud tangled in thick vines, and a bit of carapace that might just appear like a dark stone stuck in the mud. If the PCs do not notice the Jabala beetle and step on it, it suddenly burstts from the bank of the trail, surprising the PCs.

Jabala Beetle: CR 5; AC 17/9/17; SVS +7/+2/+2; MELEE bite +8 (2d8+6 plus disease); CMB +10; CMD 20 (28 vs. trip); 45 hp; see *Pathfinder Roleplaying Game Bestiary* "Beetle, Giant Stag" for complete stats, plus add the following:

Bloating Bite (ex): The bite of a Jabala carries a strange infection called Jabala'ha, which causes a disgusting swelling of the victim's abdomen, face and extremities. Anyone bitten by a Jabala beetle and failing a DC 15 Fortitude save contracts Jabala'ha. The victim shows no sign of infection until the disease incubates, but a DC 20 Heal check reveals their glands are swollen and their neck slightly bulged. Those who succumb to the Jabala'ha eventually rupture (when reduced to 0 Dex), polluted blood and diseased innards bursting from them. The save DC is Constitution-based.

Jabala'ha (Ex) Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d3 Dex and 1d4 Cha; cure 2 consecutive saves.

Skinned Poachers (CR 7)

Three poachers named Vartag, Solomon and Dakar, all formerly farmers who were forced off their plots by Hargrove, make their homes on the outskirts of Blacksink. Since then they have poached wild boars from the plantation owner's private preserve, often smuggling some of the meat to his mistreated indentured servants. Sadly, the poachers ran afoul of the Caller of Crooked Forms and his Karikanti minions. The karikanti skinned the men and hung them in a tree, but the Caller decided to gift them with undeath as a cruel parting jest. These skinned wights, oozing foul, congealed blood, still hunt the lands, but now their preferred prey is human. Though they retain only vestiges of their former life, they still know how to set a snare and now leave their snares on the trail where people might pass. The poachers lay in ambush in a thicket alongside the trail and leap out to menace the party after they trip the snare or circumvent it.

Snare Trap CR 4

XP 1,200

Type mechanical; **Perception** DC 20; **Disable Device** DC 15

Trigger proximity; **Reset** manual

Effect Victim is snared by a loop of vine and dragged 20 feet into the air, hanging from the limb of a large cypress tree; single target; DC 20 Reflex save avoids.

Skinned Poachers (3): CR 3; AC 15/11/14; SVS +3/+2/+5; MELEE slam +4 (1d4+1 plus energy drain); CMB +4; CMD 15; 45 hp; see *Pathfinder Roleplaying Game Bestiary* "Wight" for complete stats, plus add the following:

Accursed Blood (Ex): The blood of these wights is polluted with Dajobas' foul power. Anyone striking one of these wights in melee, grappling them, or otherwise touching them is splattered by the blood suffering 1d6 unholy damage as the disgusting fluid takes root on their flesh and festers (a DC 14 Reflex save halves this damage). The wights can also fling the blood at a foe as a ranged touch attack with an increment of 10 feet; on a successful hit, the target suffers 1d6 unholy damage (no save). The save DC is Charisma-based and includes a +2 racial bonus.

TO A WAITING MAW (CR 3)

As the PCs make their way along the bank, one of the Blacksink's giant alligators spots them and prowls alongside. Anyone making a DC 25 Perception check sees a dark shape moving silently in the river below, and what first might be dismissed as an old leather sack floating on the water. The "sack" is the scaly ridged head of the gator biding its time to strike. If the **gator** is discovered it surges out of the water to attack. If not, it shadows the party until they reach a weak section of the bank that buckles under the lead PC's weight, and then it snatches this person up in its maw.

Collapsing Bank

CR 1; natural hazard, proximity trigger, no reset, DC 20 Reflex save or the victim falls into the water of the river below; Perception or Survival DC 20 notices the hazard, Disable Device or Survival DC 20 allows a PC to circumvent it.

Blacksink Gator: CR 2; AC 14/10/13; SVS +6/+4/+2; MELEE bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2); CMB +7 (+11 grapple); CMD 18 (22 vs. trip); 22 hp; see *Pathfinder Roleplaying Game Bestiary* "Crocodile" for complete stats.

THE WARN TREE (CR 5)

After a harrowing trip through the mire, the party finally reaches the Warn Tree.

> The Warn Tree is a twisted cypress tree that dragged itself from the swamp. It is sick and old, its limbs failing, its boughs rupturing from some sort of fungal sickness. Nailed to the tree are various animal corpses and the tree is so covered in carvings and crude writings and symbols that it is almost a living totem.

A **girallon** was caught recently by the Karikanti and left hung on hooks at the top of the tree in the belief that it was dead and they could return to feast on the hung, rotting meat later. However, the creature recovered slowly and has been trying to free itself from the hooks that bind it. The arrival of the PCs spurs it on. The tormented creature believes the party are the Karikanti returning to finish it off and flies into a rage. The lumbering gorilla monster pulls itself off the hooks in a spray of blood, roaring as it leaps down to defend itself. The thing is a terrifying vision of pain and misery. Its once silver-black fur is now rent with ugly gashes and matted with blood, it's missing one eye, and one of its arms, the bone shattered, flops limply about as it charges.

Wounded Girallon: CR 5; AC 18/12/15; SVS +9/+8/+5; MELEE bite +10 (1d6+4), 3 claws +10 (1d4+4 plus rend); CMB +12; CMD 25; 73 hp (currently 45); see *Pathfinder Roleplaying Game Bestiary* "Girallon" for complete stats, but the creature loses one claw attack.

Development

Anyone examining the carvings and making a Knowledge (religion), Knowledge (history) or Linguistics check (DC 15) will recognize symbols of Dajobas—the Maw of the Deep, He Who Eats the World.

The carvings, corpses and cuts are all recent, and anyone making a Perception or Survival check (DC 10) notes that Karikanti tracks abound here, leading off towards the Hungermire. Following these tracks requires only a DC 10 Survival check. The tracks of the overseers are also mingled in here, but these will require a DC 20 Survival check to distinguish; they stop at the Warn Tree and head back to the plantation. The Hungermire lies approximately a half mile upstream from the Warn Tree, a quick jaunt even through the laborious quagmire of the marsh.

THE HUNGERMIRE (CR 7)

> The mire eventually becomes little more than greenish bog the consistency of soup. All possibility of continuing on foot ends at a small rotting jetty. The remains of two coracles lie drowned at its side, whilst far away you can make out a clump of bent trees that appear to be strangling a building — you can just make out horribly fractured gables, a collapsed wall, peeling statues, and, nearby, a curiously strangled spire which rises from the waters.
>
> Between you and this choked carcass of a structure lies a quarter mile of ooze; stagnation assaults your senses here. The surface of this mire is not still however, and you can make out small eddies and the sound of sucking coming from beneath the waters. Cypress and willow trees bend on the banks as if in worship of the awful place. A horde of a thousand insects buzz about you.

The Hungermire is full of strange sucking undercurrents and although it appears calm, it requires a DC 15 swim check to

cross. Hidden in bushes some 50 feet from the jetty are three coracles used by poachers up to a few weeks ago when the ruin began to be reoccupied and they became dinner for the Karikanti. Although the tracks to the boats have long since gone, a faint trail through the marsh exists, and can be seen on a DC 15 Perception or Survival check. These coracles are somewhat moldy but perfectly water tight, as anyone making a DC 10 Profession (sailor, boater or fisherman) can testify. For more information on these boats, and rules for improvising other rafts, see the side box.

The Mire contains the soul of a living creature — a dread monster known as a **slough shade**, a wraith of the marsh, spawned from the agony of the mothers whose children were offered up to Dajobas in sacrifice. Their misery spurs the horrid thing on to horrid acts. This creature lives to drown children — children it then regards as its own. These children come out of the waters at night and sing mournful nursery rhymes on the bank to their hag-like mother. At night, therefore, travelers encounter them on and around the edges of the mire. The slough shade currently has **5 slough born** children with it in the mire.

Slough Shade: CR 6; AC 21/12/18; SVS +5/+6/+8; MELEE 2 slams +13 (1d6+7); CMB +14; CMD 27; 67 hp; see "New Monsters" appendix for complete stats.

Slough Born (5): CR 1; AC 17/11/17; SVS +4/+3/+0; MELEE slam +5 (1d6+3); CMB +3; CMD 13; 13 hp; see *Pathfinder Roleplaying Game Bestiary* "Elemental, Water (Small)" for complete stats.

Part Three: The Drowning Temple

Once the PCs successfully navigate the Hungermire, read or paraphrase the following:

> Here the walls rise like fractured limbs from the dank waters at their feet. Chaos, collapse, and damp overpower your senses. Ivy and boughs above, weeds beneath, both strangle the building and its nearby spire. This is a building approaching the welcome embrace of collapse.

General Features

Every section of the temple sank into the murk and is now flooded. Unless stated, waters are 4–5 feet deep, and the floors are covered in silt. Corridors and rooms, except where stated in the text, have vaulted ceilings 12 feet high, generally leaving 7 feet above water, however, at every location where there is a door, the waters lie but 1 foot below the lintel, and characters passing through on rafts or coracles must do so lying down. The doors have long since rotted into murk.

Floors are tiled but uneven (a result of the upheavals in the sinking building) and there are frequent fissures and pits shown on the map. As a rule these are 10 feet deep unless marked in the text, and are spotted on a DC 10 Perception check. Characters swimming will not of course sink, but those walking will, although taking no damage from such a fall, the PC must swim out.

As water plays such a large part in this adventure, it is recommended that you read the relevant rules in Chapter 13, "Environment" of the Pathfinder Roleplaying Game — pay particular attention to the sections "Underwater Combat," "Aquatic Terrain," and "Water Dangers." Consider the water stagnant and murky, offering a mere 10 feet of underwater visibility.

Ever-present Danger of Collapse

The structure is in danger of collapse at any moment and you may wish to consider the use of collapses both as a weapon and as a penalty if PCs use certain spells such as *fireball*. Such a decision rests with you but as a rule of thumb, if you decide to use this option consider that for each d6 of area of effect damage inflicted there is a 10% chance of collapse. See Chapter 13, "Environment" of the Pathfinder Roleplaying Game for rules regarding cave-ins.

Cruel Hands

At places marked with X on the map, the temple occupants have driven rusty butcher's hooks they found in the ruins into the floors. Treat such areas as being covered with caltrops, bearing in mind that the water is murky and a DC 15 Perception check is required to see the hooks through the silt and murk.

Caller of Crooked Forms and the Broken Temple

The Caller has been busy working on his temple, and in his work recruited three followers — descendants of his tribe, now warped into horrid monsters by the old gods' curse. In addition, the Caller carefully fed his guardian, the slough shade in the great mire outside. He and his followers are now able to move in and out of the ruin unmolested by the creature for now.

Two weeks ago, the Caller dreamed Dajobas commanded him to consecrate the temple by sacrifice — a sacrifice through drowning, to be followed by a great feast, at which he would bless his followers with the gift of undeath and then taste the flesh of the drowned.

To prepare for this event, the Caller created the Hollow God — a great figure of wicker and wood in the likeness of Dajobas, into the belly of which would go the sacrifices. It spent the last few days gathering waifs and tramps, the homeless and a few slaves to fill the belly of its god. Now the belly is full, and the pleading of those already eaten by Dajobas goes unheeded, the Caller needs only time to prepare itself to begin– the sacrifice must begin soon.

For the past two nights all has been still as the Caller prepares the great sacrifice.

Coracles and Rafts

Small boats will be useful in this adventure. Coracles are generally for a single Medium or two Small occupants, however, up to two Medium and four Small characters can sit in such boats, at the cost of increasing DCs for Acrobatics checks by 5. To build a coracle or raft requires a DC 10 Craft check (carpentry or weaving), you may also consider that anyone with Profession (boater, fisherman or sailor) will also be able to improvise a raft with the same DC check. The check should take about 4 hours; materials (wood, reeds, twine) are available on site. Make the DC check once the boat is launched on water, not before.

Fighting on these rafts is a precarious affair. PCs using piercing or missile weapons need only make a DC 5 Acrobatics check before each attack to avoid falling into the water, but those with slashing and bludgeoning weapons must make a DC 10 check every time they use the weapon. Using two-handed weapons is not possible from rafts or coracles. Spellcasters do not need to make Acrobatics checks unless you deem it necessary.

A favorite tactic of the gatorfolk is to try to upend the boats from underwater — to do this they make a standard melee attack to hit (rafts and coracles are Medium vehicles and are AC 5, hardness 2, 10 hit points). If successfully attacked, deal damage to the boat normally, however, passengers aboard must make an Acrobatics check (DC equals damage to the boat) or fall in.

Tipped boats can be righted by a full-round action. Boats that are taken to 0 hit points begin to sink. A destroyed raft takes 2 rounds to sink completely.

1. The Gasping Spire (CR 4)

A spire here reaches out of the water like a drowning man's hand. Ivy and choking limbs of trees strangle it. The spire rises some forty feet out of the waters, and branches have stabbed into the heart of the structure, fracturing a gaping hole in it near the top.

The spire became home to a creature the Caller attacked when he first crawled out of the mire a few weeks ago — a monkey that dragged itself here to die and lived on as a wight. It has been here for days and often at night can be seen staring into the waters of the mire looking in vain for fish that it no longer needs to eat. During the day the monkey broods within the skeletal structure of the spire, where it is at its most advantaged if attacked. The spire is straightforward to Climb (DC 15), with a narrow opening 35 feet up. This entrance is narrow, and Medium creatures must succeed at an Escape Artist check (DC 10) to enter. Within, the spire is like the skeleton of a vast creature — a lattice of beams and boughs and ivy — it is hard to see anything within. The **monkey wight** lurks in the cover of ivy, and will wait until someone either gets stuck as they enter, or more than 3 creatures enter the room—then it will scream and attack. The monkey is a terrible sight, a mangy creature covered in horrible wounds, a terrible gash is opened up in the side of its head and one eye is white. It is alive with flies, with maggots crawling in its mouth and open sores.

Monkey Wight: CR 4; AC 15/11/14; SVS +3/+2/+5; MELEE slam +4 (1d4+1 plus energy drain); CMB +4; CMD 15; 45 hp; see *Pathfinder Roleplaying Game Bestiary* "Wight" for complete stats, but replace the skills as follows: Acrobatics +8 (treat as a class skill), Climb +8, Perception +8, Stealth +8

Tactics The monkey wight uses its Climb and Acrobatics to try to sneak up on opponents and pick off lone PCs. Because of the tough nature of this encounter, the CR has been increased by 1.

Development

The rest of the spire lies below water. Some 30 feet below the surface is a wide doorway leading to a partially collapsed masonry tunnel, this leads to the Fracture (**Area 4**), but the tunnel is a narrow squeeze at the point marked X, and Medium characters must make an Escape Artist check (DC 10) to pass through there.

Movement Within the Spire

The area inside the spire is equal to heavy undergrowth and provides partial concealment with a 20% miss chance and increases the DC of Acrobatics checks to tumble and Stealth checks to move silently by 5, but grants a +5 bonus to Stealth checks made to hide. Consider that so many boughs and beams crisscross the spire, they make both vertical and horizontal movement possible. Horizontal movement requires a balance check each round (DC 10); vertical movement requires a Climb or Jump check (DC 10). Failure on any check results in the PC plummeting to the water-filled bottom of the spire and striking their head on a beam or two on the way (1d6 damage). Unconscious opponents will fall into the water (lower the amount of damage for such a fall by 1d6) and will begin to drown unless rescued.

2. The Green Row (CR 6)

A large broken doorway lies above the waters here. The lintel stone fell in two but vegetation still supports the opening, which is broad enough to allow a coracle or raft through. Beyond, the waters enter a

wide chamber where a frightening crack runs along one wall, whilst at the far end is a similar opening. The surface here is cloyed with weed and algae.

Two Karikanti lurk in the waters here guarding the entrance. They always crawl just beneath the surface and try to attack by surprise. When they move to attack, read or paraphrase the following description:

The waters stir and the weeds sway, suddenly a whorl becomes a rush and a thing bursts from the waters: a green disjointed creature like a reptile but with too many elbows and joints. It shambles uneasily as it leaves its stagnant home, stinking weeds clothing it; its elongated mouth of broken teeth yawns greedily.

KARIKANTI, ALSO "GATORMEN" CR 4

XP 1,200

CN Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

AC 16, touch 12, flat–footed 14 (+2 Dex, +4 natural)

hp 69 (8d10+24)

Fort +5, **Ref** +8, **Will** +9

OFFENSE

Speed 30 ft., swim 40 ft.

Melee slam +13 (1d6+4), bite +12 (1d6+2), tail slap +10 (1d8+6)

Special Attacks death throes (DC 17), drowning curse (DC 16)

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 16, **Cha** 15

Base Atk +8; **CMB** +12, **CMD** 24

Feats Improved Initiative, Multiattack, Power Attack, Weapon Focus (slam)

Skills Acrobatics +5, Perception +13, Stealth +12 (+20 in marshy terrain), Survival +13 (+21 in marshy terrain), Swim +12; **Racial Modifiers** +8 Stealth in marshy terrain, +8 Survival in marshy terrain

Languages Common, Karikanti

SQ amphibious, man eater, marsh hunter, smell lies

SPECIAL ABILITIES

Death Throes (Ex): When slain, a gatorfolk thrashes about in a frenzy inflicting 2d6 damage to any creature within five feet. A DC 17 Reflex save halves this damage. The save DC is Constitution-based.

Drowning Curse (Su): Once per day a gatorfolk may target any foe within 30 ft. with their drowning curse as a free action. The target must succeed on a DC 16 Will save or take –10 to any Swim checks thereafter. A remove curse or like enchantment cures this effect. The save DC is Charisma–based.

Man Eater (Su): A karikanti can spend 1 minute devouring a medium sized humanoid foe to regain 5 hit points, or gain 5 temporary hit points if they are already at full hit points. Temporary hit points gained in this manner persist for 1 hour. A karikanti cannot gain more than 30 temporary hit points using this ability.

Marsh Hunter (Ex): A karikanti moves through marshy terrain with ease, ignoring difficult terrain in marshy environs.

Smell Lies (Ex): The karikanti cannot be deceived; they smell lies like foulness on the water, and all Bluff checks against them automatically fail. This ability has no effect on other uses of the Bluff skill, such as feinting in combat.

Notes This lumbering scaled horror has the head of a gator atop its humanoid body. A long heavy tail trails from its lower torso, and its eyes glow an unnatural dark crimson.

Tactics Gatorfolk are dangerous opponents, especially in the waters of their homeland. They are skilled hunters and often ambush their prey. They make liberal use of their drowning curse ability to incapacitate their enemies – for example, when their enemies are in boats – dragging them half drowned into the water afterward. Fanatical in their defense of their territory, gatorfolk often fight to the death and their death throes usually claim the lives of their slayers.

3. THE RUSTY CAGE (CR 4)

This chamber is in a bad state of repair, the roof sags and a trio of large crows roost in what is left of the chimney.

The well shown on the map is 60 feet deep and originally used to draw water for the inhabitants of the building. The Karikanti have placed a cruel trap at the top of the well. A rusty iron cage lies flush with the top and anyone stepping on it falls through as this corroded mesh crumbles underfoot. The victim then plummets to the bottom of the well.

RUSTY CAGE TRAP CR 4

XP 1,200

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

Trigger location; Reset repair

Effect 60-foot steady fall onto hooked barbs for 6d6 points of damage, extricating oneself from the barbs requires a DC 20 Escape Artist check or the victim suffers an additional 1d6 points of damage; single target; DC 15 Reflex save avoids.

4. THE FRACTURE (CR 6)

This chamber is literally broken in two with both ends sunk into green water, while a central section hemorrhaged up out of the bog and nearly touches the roof 30 feet above, making for a narrow squeeze under the ceiling, if such a decaying and broken structure is worthy of the name. Between you and that lofty spot is a slick tiled floor festooned with many cracks.

The Fracture resulted from a buildup of marsh gases, which have erupted upwards, forcing the floor into the ceiling. The floor rises steeply up to the ceiling, which in this chamber is 30 feet high and consists of heavy stone slabs gripping onto rotting timberwork. The steep floor is 60 feet long and requires a Climb check (DC 15) to clamber up; those failing by 5 or more will slip down the slope and take 1d4 points of damage per 10 feet they slide. The narrow space beneath the ceiling requires an Escape Artist check (DC 10) to get through. Destroying the ceiling (which is made of stone slabs, hardness 8, 30 hit points) will cause a collapse. Beyond the tight squeeze, the wall slopes down and again a Climb check (DC 15) is required to descend.

Two karikanti lurk in the waters keeping watch on **Area 3**.

Karikanti (2): hp 60, see **Area 2** above.

Tactics Like those in Area 2, these beasts seek to gain advantage of their terrain by using their drowning curse and then attempt to upend any boats and attack from their own environment.

5. THE COLONNADE (CR 6)

This colonnade lies entirely under water as it is only five feet high. The entrance door lintel is just visible above the waters. Things hang in the water near the surface of the colonnade – bloated faces and white bodies of the drowned, lashed to rusted hooks and sconces in the walls, their pale, wasted limbs wreathed with weeds like green wedding veils.

Three victims of the Caller were not fortunate enough to be either placed in the Hollow God or simply eaten. This trio of unfortunates have become **wights**, and have been instructed to remain here as guards should the 'temple' be violated.

Wights (3): CR 3; AC 15/11/14; SVS +3/+2/+5; MELEE slam +4 (1d4+1 plus energy drain); CMB +4; CMD 15; 45 hp; see *Pathfinder Roleplaying Game Bestiary* "Wight" for complete stats.

Tactics The wights, who have no need to breathe, will seek to trap characters in the colonnade. One will block the exit ahead, whilst the other two seek to split the party, facing back to back if possible to avoid being flanked.

6. THE THROAT

The Throat is an opening in the floor of the building leading to a narrow water-filled vent some 180 feet deep. The Throat has its own peculiar undercurrents, which increase the DC of Swim checks within it to DC 15. Characters who fail their Swim checks are drawn downwards at a rate of 10 feet per round. At the foot of the Throat lays the skeletal remains of a warrior — his metal breastplate beaten and still shining slightly in the murk, his skeletal jaw hanging slack and filled with weeds.

Treasure

the skeleton wears *+2 breastplate*, and has a leather satchel which contains the mushy, illegible remains of some maps in leather scrollcases, a small knife with an ivory handle engraved with bats with tiny rubies for eyes (worth 300 gp), and 23 pp scattered in the base.

7. THE HOLLOW GOD (CR 8)

A vaulted chamber kneels dying at the end of the frightful colonnade, crippled by the breaking of its back – a single huge beam which is now fractured in two places, and which barely supports the stone-flagged roof, itself barely held aloft by the boughs of trees invading the room. The entire floor is covered in weeds and algae, and bits of broken architecture jut from the water like green teeth – parts of statues and pillars, a fallen wall and a splintered beam.

A single structure dominates the broken chamber. It is a giant pair of crocodile jaws made from wood and wicker, a colossus of sharpened teeth-like branches that binds its victims tight within its iron grip. Thick ropes tie the structure to various parts of the chamber, keeping it, for the present, precariously above a dark hole in the water. The clamped wicker jaws are filled with people, all of who cry out in terror.

Thirteen of the missing townsfolk are in the belly of the Hollow God, a great wicker-and-bough maw created by the use of *wood shape* by the Caller. They are bound tightly and cannot move to aid themselves unless cut free. Combat and area effect spells within the chamber are incredibly risky to the victims (see side box), who will begin to scream loudly if they perceive any chance of help.

A deep well lies directly beneath the Hollow God, a vile sucking mire with undercurrents similar to those encountered in the Hungermire outside. Anyone navigating the water here must succeed on a DC 15 Swim check or be dragged down. The Well itself is 120 feet deep and 15 feet across.

At various sections on the map are finger-like pillars and stones jutting from the water; these provide dry areas from which the PCs may attack. To climb from the water onto these surfaces requires a DC 10 Climb check. Each one sticks up three feet above the water.

The Caller of Crooked Forms is within the chamber along with his three most faithful **Karikanti** followers. The Caller is a horrid dead thing shuffling about and leaning on an enormous staff of aged elm topped with a gleaming scythe blade. The thing is emaciated and a blackened robe clings to its bony form. The Caller's eyes are deep set and leathery skin hangs off its frame like a coat.

THE CALLER OF CROOKED FORMS CR 8

XP 4,800

Male advanced wight druid of Dajobas 6

NE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

AC 27, touch 15, flat-footed 23 (+6 armor, +1 deflection, +4 Dex, +6 natural)

hp 91 (4d8+16 plus 6d8+24 plus 6)

Fort +10, **Ref** +7, **Will** +15; +4 vs. fey and plant–targeted effects,

Defensive Abilities resist nature's lure; **Immune** undead traits, **Resist** cold 10

Weaknesses resurrection vulnerability

OFFENSE

Speed 20 ft.

Melee mwk scythe +14/+9 (2d4+7 /x4) or slam +12 (1d4+7 plus energy drain)

Special Attacks energy drain (1 level, DC 16), icicle (1d6+3 cold damage, 9/day), wild shape 6 hours/day

Preventing or Aiding the Sacrifice

The Hollow God is 20 feet high and 10 feet across. The structure has hardness 5 and 100 hit points. For every 10 hit points delivered to the structure, assume that one victim is able to escape the Hollow God (the remaining four are released only when it is totally destroyed).

Eleven ropes (AC 14, hardness 0, 4 hit points) hold the Hollow God out of the mire. The structure will remain above water provided at least one rope remains; however, as soon as they are all cut, the structure drops into the Well. Unfortunately, the weight of the structure is such that, once half the ropes are cut, there is a chance that the others snap due to the weight. With six or less ropes remaining, there is a 20% chance that another snaps every round.

Worse, those using slashing weapons and area effect spells risk cutting ropes accidentally. Every time a character using a slashing weapon standing adjacent to a rope misses an attack against a foe there is a 50% chance they sever the rope near them instead, if their attack roll would hit the rope's AC. Area spell effect damage is applied to all ropes in the area of the spell.

Clever PCs may seek to make use of spells that can help release the sacrifices. Spell like *warp wood* and *wood shape* will certainly free those trapped within the Hollow God, and other spells may partially release them or prevent the god from sinking — damage-dealing spells which can be targeted on a single section of the god may release single victims, *wall of ice* may be large enough to fit across the Well itself, or other ice spells may freeze the waters of the temple area at your discretion. As ever, the GM has the final say in the effect of these spells or other pieces of improvisation on the part of your cunning players.

The fallen Hollow God sinks at a rate of 10 feet per round; the townsfolk are bound within various portions of the statue but assume that once it sinks 10 feet everyone begins drowning. The townsfolk all have a 10 Constitution, and since they are all struggling, that means they have 10 rounds after sinking before they start to drown (see the "Drowning" section in Chapter 13, "Environment" of the Pathfinder Roleplaying Game). For simplicity you can assume that once their 10 rounds are up, half of the victims fall unconscious each round and half of any unconscious victims die each round.

Druid Of Dajobas Spells Prepared (CL 6th)

3rd—*call lightning* (DC 19), *poison* (DC 19), *spike growth* (DC 19), *water breathing*[D]

2nd—*barkskin, flaming sphere* (DC 18), *fog cloud*[D], *heat metal* (DC 18), *spider climb*, *summon swarm*

1st—*entangle* (DC 17) (2), *faerie fire, longstrider, obscuring mist*[D]

0 (at will)—*detect magic, flare* (DC 16), *read magic, stabilize*

[D] Domain spell; **Domain** Water

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 17, **Wis** 22, **Cha** 19

Base Atk +7; **CMB** +12; **CMD** 27

Feats Blind-Fight, Chosen of the Shark God, Improved Initiative, Natural Spell, Weapon Focus (scythe)

Skills Intimidate +15, Knowledge (nature) +5, Knowledge (religion) +16, Perception +19, Sense Motive +17, Spellcraft +16, Stealth +21, Survival +19, Swim +14; **Racial Modifiers** +8 Stealth

Languages Aquan, Common, Druidic, Tulita

SQ create spawn, nature bond (Water domain), nature sense, wild empathy +10, woodland stride, trackless step

Combat Gear *staff of swarming insects* (10 charges); **Other Gear** *+2 hide armor*, masterwork scythe, *ring of protection +1*

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Tactics As soon as the inner temple is violated, the Caller casts *barkskin* and cries out to his followers to "make the sacrifice," at which point his followers rush to the support ropes and begin cutting them unless distracted by attackers. For more details on what happens afterwards, see the Preventing or Aiding the Sacrifice side box.

During combat the Caller will use *summon nature's ally II* to bring a crocodile into combat, backed up by *summon nature's ally I* (small vipers) and *summon swarm* (rats) to keep his enemies at bay while hurling *magic stones*, and backing this with *faerie fire* if he's having trouble hitting. If a PC gets to within 10 feet of the Hollow God, he will

cast *entangle*, and then use *insect plagues* from his *staff of swarming insects* before moving around the room himself to engage with his enemies in melee, picking off the PC closest to the Hollow God first then attacking those with the least armor next. The Caller received a vision from his god. He will not flee from here.

Karikanti Followers of Crooked Ways (3): hp 69 each, see **Area 2** above.

Treasure

Someone propped up a large shark skull as a temporary altar against the far wall of this chamber. Scattered around this and liberally doused in sacrificial blood are the following: 212 sp, 304 gp, a pair of fine jet gemstones (worth 150gp each), some dead, mummified crows, 11 corn dolls and a fine enameled picture held in a platinum case depicting a rosy complexioned beauty and inscribed "To KC – Loved" (worth 500 gp).

Concluding the Adventure

The slaying of the Caller effectively ends his reign of terror over the plantations, but he is only one of Dajobas' many faithful now returning to the world. If the PCs managed to free the townsfolk and save them all, consider giving them an extra story award of 1,000 XP. If they saved more than half of the villagers, grant the party a 500 XP award.

If the PCs defeat the Caller and its minions, but are unsuccessful in preventing the sacrifice, you may wish to consider staging another adventure in these ruins at a future date when the temple calls out to more deadly inhabitants of the Blacksink and forces them to bow to Dajobas' dark whims. If the sacrifice is averted, then these ruins sink away into the mire completely over the next few days and vanish into the sucking mud of Blacksink forever.

Regardless of the outcome, the plantation owners in the area, especially Barrison Hargrove, are quick to try to associate their names with these brave new heroes who dared to venture into Blacksink. Various propositions and gifts will come the PCs way over the next few days, the exact type or value of which is left to you to decide.

New Monsters

The following new monsters appear in these Indulgences.

Iku-Tursas, Spawn of Dajobas

This beast resembles an enormous shark whose endless rows of teeth have escaped its maw and now sheath its form, like a lodestone encrusted with needles. A deluge of sanguine, briny seawater oozes from the creature's flesh, forming a gory wake wherever it thrashes. Void- filled, edacious jaws promise swift oblivion.

IKU-TURSAS CR 11

XP 12,800

CE Huge magical beast (aquatic)

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent; **Perception** +29

DEFENSE

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, –2 size)
hp 200 (16d10+112)
Fort +17; **Ref** +13; **Will** +11
Resist cold 10; **SR** 22

OFFENSE

Speed swim 80 ft.

Melee bite +27 (3d8+18/19–20 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks hunger of the void, swallow whole (3d8+18 acid damage, AC 18, 45 hp), thrash (3d6+18)

Spell-Like Abilities (CL 16th)
At will—*create water*
3/day—*control water*

STATISTICS

Str 35, **Dex** 17, **Con** 25, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +16; **CMB** +30 (+34 grapple); **CMD** 43 (can't be tripped)

Feats Combat Reflexes, Critical Focus, Improved Initiative, Iron Will, Quicken Spell-Like Ability (control water, create water), Skill Focus (Perception), Weapon Focus (bite)

Skills Escape Artist +13, Intimidate +19, Perception +29, Swim +29

Languages Abyssal, Aquan, Common

ECOLOGY

Environment any aquatic
Organization solitary
Treasure none

SPECIAL ABILITIES

Hunger of the Void (Su): An Iku-Tursas is cursed to remain endlessly ravenous. Any swallowed opponents are subject to a disintegrate effect (CL 16th). A DC 21 Fortitude save partially negates this effect (as the spell). The save DC is Charisma-based. In addition, the Iku-Tursas may eat through a 10' cube of material of any type (including *wall of force* or *forcecage* spell effects) as a standard action.

Keen Scent (Ex): An Iku-Tursas can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Thrash (Ex): As a full-round action, an Iku-Tursas may make a thrash attack against every opponent within reach. It makes a single attack roll and compares the result to each target's armor class.

The Iku-Tursas dwarfs even the largest shark along the Razor Coast, and is the unnatural alpha hunter in its territory, stripping the sea and coast bare of life. Typically 30 feet long and weighing 8,000 lbs., it is covered in tooth-like spines from snout to tail, with the exception of the dorsal, pectoral and caudal fins which are bony, serrated blades. The bloody drool excreted from the Iku-Tursas' skin is too saline for human consumption.

Created by the Tulita tribes during vile, desperate exultations to Dajobas, the Iku-Tursas is tasked with taking revenge upon the tribe's enemies by flooding their towns and devouring them wholesale. Any alliance with an Iku-Tursas is treacherous, as the beast immediately attempts to supplant the tribe's leader.

The Iku-Tursas will flood the area with its quickened control water ability before attempting to swallow its opponents. It will thrash if engaged by multiple melee opponents. An Iku-Tursas always fights to the death.

Variants

Several variants of the Spawn are known to exist — the type described above reflects the local Tulita tribes' vision of Dajobas' avatar. Other variants reflect regional shark species (hammerheads, mako and tiger), as well as alligators, enormous rays and even swarms of piranha. These changes in appearance are superficial, and the statistics above can be used for any of the varieties.

Creation

The rites of transformation are held as one of the most horrific secrets of the cult of Dajobas. First, the "volunteer" is forced to fast for weeks, then the supplicant is purged by forced consumption of blood-laced seawater from sunset to sunset to induce vomiting. The dalang then begins a ritual where the volunteer is prepared for sacrifice. During this ritual, the supplicant's skin is engraved by a priest of Dajobas with dark, esurient runes, which are filled with ground black pearls worth 6,000 gp. At the end of the fast the petitioner's teeth, wasted from starvation and forced regurgitation, regrow as rows of vicious, triangular shark's teeth. The desperate hunger of He Who Eats Worlds fills him.

In the final ceremony, the supplicant feasts on his own arms until nothing remains but gory stumps – macabre semblances of a shark's pectoral fins. The cult leader then must summon one of Dajobas' children to a spawn pool (any shark). The dalang then eviscerates the sacrifice, spilling blood and guts into the spawn pool to complete the ceremony. The shark's tooth-filled gizzard expands outward and reverses to envelop its body to form the Shark God's harbinger. The preparation process of the sacrificial victim bonds the preparer to the victim. Once the ritual is prepared, either the victim or the preparer's blood can serve to incite the shark's transformation.

Slough Shade

A blackness crosses the waters, a darkness you first take for a shadow until you see purpose in its movements, there is a hideous sucking noise as the column of water rises, accompanied by a woman's scream. The vaguely woman-shaped thing before you is a horrid amalgamation of marsh weed, algae and flotsam littered with detritus of the swamp. A ragged doll hangs from it as does a child's jawbone.

SLOUGH SHADE CR 6

XP 2,400

NE Large undead (aquatic)

Init +7; **Senses** darkvision 60 ft.; **Perception** +14

Aura stench (DC 16, 1d6+4 minutes)

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)

hp 67 (9d8+18 plus 9)

Fort +5; **Ref** +6; **Will** +8

Immune undead traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +13 (1d6+7)

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

Special Attacks song of the mire, vomit water, whirlwind (9 rounds, 10 ft. high, 1d6+10, DC 21)

Spell-Like Abilities (CL 10th)
3/day—*dancing lights* (DC 12), *fog cloud, tongues*

STATISTICS

Str 24, **Dex** 16, **Con** —, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +14; **CMD** 27

Feats Ability Focus (song of the mire), Improved Initiative, Power Attack, Toughness, Weapon Focus (slam)

Skills Perception +14, Sense Motive +14, Stealth +11, Swim +24

Languages Aquan, Common

SQ birth

ECOLOGY

Environment warm marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Birth (Su): A child slain by a slough shade rises at the next dawn as a slough born (see below).

Song of the Mire (Su): Will DC 18 negates. The deep song of the slough shade charms those who hear it to the deeps. When a slough shade sings, all creatures within a 60 foot radius must succeed on a DC 18 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be charmed by the same slough shade for 24 hours. A captivated victim walks towards the slough shade, taking the most direct route available, even if that route is underwater. The save DC is Charisma-based.

Vomit Dead Water (Su): The slough shade is able to vomit dead water at an opponent once every 1d4 rounds. The waters form a 10-foot cone and everyone within must make a Fortitude save (DC 16) or take 1d4 Constitution damage. The save DC is Charisma-based.

Chant of the Iku-Tursas

From the ocean rose a giant/Dreadful Tursas, ever hungry/Spread the monster's mighty jaws/Round itself a dark corona/Rising above the ragged cliffs.

Far it stretches its voided maw/Swallows white-clouds in their courses/With razor teeth it rends the sunlight/With its spines impales the moonbeams/And the starlight dies in heaven

- A Tulita death chant translated by Guild Explorer Greyson Thornfield

The Slough Shade is a vile undead spawned from the souls of dozens of tormented mothers who watched their children ripped apart on Dajobas' razor-toothed altars. Now these spirits hate the land, and envy the cries of children which only serve to remind them of their lost loved ones. It wishes to add all their voices to its undead choir. A typical slough shade dwells in still waters and will seek to surround itself with dead children it lured to its mire. The hag-like thing acts as a mother to these children and will do her utmost to protect and add to her brood.

Unless her children are threatened the shade will generally cautiously approach any visitors in the hope of finding children to tempt into the water. The shade often mistakes small creatures for children. During combat, she will always seek to charm children to enter the water, and will try to stay in the waters to charm others in. If those who enter are not children, she forms a whirlwind and attacks. The shade has no morale to affect where her children are concerned, and will always fight to the death to protect them. Those sad shades without babes often fear combat and will flee as soon as they are injured.

An old nursery rhyme tells the tale of the Cailleach Brey — a dreadful Slough Shade who was once married to a giant. Her dark mire was a place called the Mother's Fen, and locals used to say they could hear her children singing at night, there were so many that they sounded "like a great temple choir."

Slough Born

The children taken and drowned by a slough shade give up their old form and become small water elementals (*Pathfinder Roleplaying Game Bestiary* "Elemental, Water") that still retain a likeness to the children they were in life. These creatures are Neutral Evil and have the ability to add to the slough shade's song of the mire ability by joining in the songs. For each two slough born within 60 feet of a slough shade that join in her song, add 1 to the save DC (maximum +5).

The slough shade seeks to defend her slough born at all costs, whilst the drowned young ones simply seek escape. The monster always singles out anyone she sees attacking the children.

Wave-Cursed Creature

The depths of the world's seas hold mystery and danger seldom fathomed by those that walk the lands above. However, some bear the kiss of both the world of air and light and that of the stygian depths. Such creatures are born either of a union between a land-bound race and one of the aquatic peoples — either their parents or at some point in the distant past with the latent genetic traits emerging once again in the bloodline — or as a result of magical manipulation such as the *countenance of the deeps* spell. The recipient of this template is at home both above and below the waves and takes on the gills and the somewhat ichthyoidal appearance of their aquatic forebears. These marks are often considered a blight and are shunned by land-bound creatures, and it is from this prejudice that the template gains its name. Aquatic creatures consider such individuals a curiosity but bear them no real animosity.

Creating A Wave-Cursed Creature

"Wave-cursed" is an inherited or acquired template that can be added to any aberration, animal, dragon, fey, humanoid, magical beast, monstrous humanoid, or outsider (referred to hereafter as the base creature).

A wave-cursed creature uses all the base creature's statistics and abilities except as noted here.

CR: Same as the base creature.

Size and Type: The creature gains the aquatic subtype. Its size, type, and any other subtypes remain unchanged.

Weakness: A wave-cursed creature gains the following:

Ichthyic Flesh: Ichthyic flesh requires moisture to remain supple. If a creature with ichthyic flesh does not spend at least 10 minutes per day immersed in water, its skin grows dry and cracks, dealing 1d4 points of Dexterity damage for each day it goes without immersion and cannot be healed naturally without exposure to the necessary water requirement.

Speed: A wave-cursed creature gains a swim speed equal to half its base land speed (rounded down to the nearest 5-foot increment) + 10 feet. So, a wave-cursed creature with a base land speed of 40 feet has a swim of 30 feet (half 40 feet = 20 feet + 10 feet = 30 feet). This is modified by any armor, magic, etc. possessed by the base creature as normal.

Special Qualities: A wave-cursed creature gains the amphibious special quality.

Amphibious: An amphibious creature can breathe equally well in or out of water.

Skills: a wave-cursed creature has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can move through water at its swim speed without making Swim checks. It can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Sample Wave-Cursed Creature

This abomination is a disturbing combination of a bloated sack of flesh with three legs and three tentacles around a cavernous, fanged maw. Slight webbing extends between the fleshy tentacles, and great, gaping gills cross the underbelly of this hideous beast, dragging a noticeable current of water in with each gasping breath.

WAVE-CURSED OTYUGH CR 4

XP 1,200

Pathfinder Roleplaying Game Bestiary "Otyugh"

N Large aberration (aquatic)

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 39 (6d8+6 plus 6)

Fort +3; **Ref** +2; **Will** +6

Immune disease

Weaknesses ichthyic flesh

OFFENSE

Speed 20 ft., swim 10 ft.

Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacles)

Skills Perception +9, Sense Motive +3, Stealth +2 (+10 in lair), Swim +12; **Racial Modifiers** +8 Stealth in lair

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Ichthyic Flesh (Ex) Ichthyic flesh requires moisture to remain supple. If a creature with ichthyic flesh does not spend at least 10 minutes per day immersed in water, its skin grows dry and cracks, dealing 1d4 points of Dexterity damage for each day it goes without immersion and cannot be healed naturally without exposure to the necessary water requirement.

Deep Waters

"The Razor Sea, the pirates' playground, is filled with the ancient curses of the Tulita islanders. It is an easy place to die, and a stretch of water where countless legends are born."

— Reiker Glassgrinder

"One of tay beauties of tay Sea is her hidden potential; anyting could lurk Below, anyting at all. And so it is with tay Tulita; we are deep waters."

— Aman the Speaker

The Razor Coast
Distance in Miles
0
100
Face of the Frozen God
Bonedown of the Ancients
Anchor Bay
Sammerlock Sails
Dominion of the Sea King
Beacon Island
Blood Steam Jungle
Moonfall Atoll
Valley of the Kala'a
Dreadsmoke Mountains
Redmaw
Fiery Heart
Crowe of the Whispering Viper
Sloth Eye's Doldrum
Cove of the Dead Gods
Pearl Eye Atolls
Darkol Island
Kraken's Reef
Halgrin's Rest
Blackstink Marsh
Kai's Bay
Koa Islands
Witch's Teeth
Port Shaw
Lighthouse
Fort Stormshield
Mnt. Harbinger
Bonegnaw's Cove
Nagshead Hill
Malicious River
Black Bear Forest
Isle of Grey Whispers
Godsmask Peninsula
The Devil's Bight
Kakeou
Rainwright Island
Dragon's Dredge Rift
Shark's Folly
Isle of Maht
Carcass
N
W
E
S
Skull Sargasso
SCM

Appendix 6
Deep Waters

by Frank Mentzer

This is a sea-story. It might be real; it probably isn't. Once these events conclude, no record will remain. There will be no golden doubloons to waste on wenches and wine, or arcane relics to brandish. Nothing comes of this...well, nothing but an undefined association with a being who might—or might not—be helpful at some other time. "A favor to be named later" is the classic phrase, common to adventurers everywhere. A favor is a doorway to the future, perhaps even to an alternate reality... and this one may sway the fate of the Razor and all who dwell there.

Deep Waters is an adventure designed for the Pathfinder Roleplaying Game for 4–6 characters of levels 8th–9th. While it is connected to the ***Razor Coast*** campaign, it does not take place specifically on the Razor Coast or the nearby seas. Rather, it takes place on the extreme edge of the Razor Sea where it becomes part of the great world-ocean Oceanus. This adventure involves five spirit-beings who dwell on the far fringes of the Razor Sea. They function as a type of angels, intermediaries between gods and mortals. They are called the Loa.

Adventure Background

The Tulita of the Eastern Sea

The legends of the origins of the Tulita peoples are many and convoluted. Seemingly every individual tribe has its own version of their creation at the hands of Pele and their own place of primacy in that tale. However, what scholars from these many tales have gleaned and the bits of anthropological evidence to be found are that the Tulita were originally a sea people that spread far and wide in their early migrations millennia ago. Whether they originated in the vicinity of the Razor Coast or just came across it as a habitable land in their migratory wanderings is open to debate. What is not open to debate is that they settled on what would become known as the Razor Coast and its many surrounding islands and made it the home of their people for countless generations. What is also not open to debate is that the Razor Coast is not the only place that they settled.

Far to the east of the Razor Coast, where the Razor Sea bleeds into and becomes a part of Great Oceanus, between the Razor Sea itself and the distant islands of the Pirate Confederacy, is an archipelago known to the cartographers of Akados and Libynos as the Aizanes Islands. The Tulita tribes that ultimately settled there and remained isolated for many centuries differ greatly from their western cousins, having developed a culture distinctly their own. Traders from the southern paramountcies of Libynos eventually reached the islands several centuries ago and brought their own mix of culture and customs, and more

TABLE 1: NAMES & TERMS

Name/Term	Pronunciation	Definition
Aizan	aye-ZAHN	mistress of Water and the Seas (Loa)
Captain's Mast		1 A formal hearing by the ship's commander, for the handling of legal matters involving his personnel. 2 A legendary magic item enabling total control of one's vessel
Damballa	dahm-BALL-ah	mistress of the Air (Loa)
Legba*	LEG-bah	important Loa who serves as the principal
Loa	LOW-ah	a spirit being (Aizanes-Tulita belief system)
Oggun	OH-gun	master of the Earth (Loa)
Samedi**	sa-MAY-dee	master of Death (Loa)
Tulita	too-LEE-tah	natives of the Razor Sea
Veve (also Vévé)	VEY-vey	semi-abstract line drawing, specific to a
Voudu (also Vudu)	VU-du	widespread belief system common to natives of the Caribbean in the real world and the eastern reaches of the Razor Sea in the world of Lloegyr

* Often 'Papa Legba'

** Often 'Baron Samedi'

recently captains from both the Razor Coast and the Pirate Confederacy have used various islands of the chain as their own ports of call. As a result, the Tulita of the Aizanes, while sharing cultural roots with their western cousins, have very different beliefs and socio-cultural systems. To the Tulita of the Razor Coast, the Tulita of the Aizanes are as different and mysterious as an entirely separate people and, in general, the Tulita and other settlers of the Razor Coast have little to no knowledge of the ways of the Aizanes Islanders. At best, a Knowledge (geography) or (local) check with a DC of 25 or better recognizes that distantly related Tulita tribes dwell in the Aizanes islands, but reveals no real knowledge of them. To understand the Aizanes-Tulita is to meet the Aizanes-Tulita and get to know them—whether the individual in question is of mainlander/colonial descent or western Tulita descent.

One of the biggest differences between the Tulita of the Razor Coast and Aizanes-Tulita is their religious belief systems. While the Tulita of the Aizanes revered Whale, Dolphin, and Father Turtle in antiquity, their separation from their cousins and their lack of involvement with the great religious struggles that took place on the Razor left them with a less-intensive version of the faith, supplemented heavily with ancestor worship. When the Libynos traders showed up centuries ago, they brought with them their own customs and religions and, as they established permanent trading communities, over the years their own tribal beliefs became incorporate into those of the Tulita. The culmination of this assimilation of cultures led to the discovery of the Loa, which is the religious faith that most defines the Aizanes-Tulita to this day.

Loa

Loa have vast powers by mortal standards, and are immune to almost all mortal spells and weapons. Yet they are minor—almost insignificant—when compared to true deities. They all have a fascination for mortals and mortal life, and choose to function as both caretakers and bringers of justice. Despite this, they rarely intervene unless properly invoked. All actions by Loa tend to be reparative or preventative, and they are almost never aggressive. Even the dread Baron Samedi obeys customs, only bringing doom to those who deserve it—even in his role as the purveyor of Death itself.

The Five

The five Loa primarily venerated in the Aizanes Islands are Aizan (for whom the islands were named by Libynos traders), Damballa, Legba, Oggun, and Samedi. They almost never reach beyond their respective realms (elemental or otherwise).

Aizan is the Loa with dominion over Water, especially the sea. Often considered a deity of commerce, her colors are gold, yellow, and white, and her symbol (or veve) is a palm frond. She is regarded as the archetypal Priestess (and her husband Loco is likewise 'the great Priest').

Damballa, ruler of Air, may be a super-Loa. She is considered by the Aizanes-Tulita to be the goddess of the sky, and is sometimes called the primordial creator of all life. Her colors are blue and white, and her symbol is a pair of serpents.

Legba (often "Papa Legba") is the intermediary between the Loa and humanity. The patron Loa of speech and understanding, he is the first and last spirit invoked in any ceremony involving the Loa, as his permission is required for such proceedings to succeed. He opens and closes the doorway to the spirit-world. His only color is white, and his symbol is either a dog or a crutch (or cane).

Oggun, lord of Earth, presides over hunting and metal. Some claim he has dominion over both politics and war. He is the patron Loa of smiths. His colors are brown and green, and his symbol is a blade (machete or sabre). He is the archetypal Military General (Fighter).

Samedi (often "Baron Samedi"), the Loa of Death, is also a spirit of Fire. The most fearsome of all the Loa, his is the realm most closely associated with the Aizanes-Tulita beliefs commonly called *voudu*, or death-magic. His colors are red and black, and his symbol is a coffin. His 'wife', the Loa "Maman Brigitte," is technically a cohort in his black arts, though more often his servant than partner.

Adventure Synopsis

The PCs receive a mysterious summons to the bottom of the sea where they encounter the Loa Papa Legba. He advises them that they have been chosen by Aizan to complete a quest to recover three personal objects for her from three other Loa. To assist in this, he provides them with a powerful artifact called the *Captain's Mast* that enables their ship to take to the air or land as easily as the sea.

Following this commission and using their new artifact, the PCs take ship to both the sky-realm of Damballa and the primeval forest of Oggun to recover the necessary items. When these tasks have been completed, they learn that they must enter the Realm of the Dead to recover the final item from Baron Samedi. The guidance they are provided takes them into the very heart of the volcano Mount Harbinger, where they enter Samedi's realm and recover the item only to learn that once the living enter the Realm of the Dead, they can never leave. Trapped among the dead, the PCs must contrive some way to convince Samedi to eject them from his realm in order to return to their ship and deliver the acquired items to Aizan. Doing so provides them with a boon that will come in handy as they continue their adventures on the Razor Coast.

Special Considerations

Two factors are primary in considering when and where to begin this adventure:

Reputation: The characters have had time to explore part of the Razor Coast, and have done some adventuring therein. This leads to their notoriety, and their notice by the Loa

Location: The characters are on a seagoing vessel with appropriate crew. It may be under their control, or quite the opposite. One or more of the crew should be Tulita, at least one of whom has a more-than-passing familiarity with the Aizanes Islands (having originally hailed from those islands).

Use a ship of your own design or one of the many options provided in the ***Razor Coast*** campaign. The details of the ship itself are not particularly important to this adventure as long as the PCs have free access to it. Below are sample stats if you need them for members of the crew and officers.

Crewmember: CR 1/2; AC 15/12/13; SVS 3/1/2; MELEE +2 (1d6+1); RANGED +2 (1d8+1/x3); CMB +2; CMD 14; 11 hp; see the *Pathfinder Roleplaying Game GameMastery Guide* "Shipmate" for complete statistics.

Officer: CR 7; AC 21/14/17; SVS 7/6/6; MELEE +15/+10 (1d6+6/17-20); RANGED +13 (1d10/19-20); CMB +10; CMD 24; 68 hp; see the *Pathfinder Roleplaying Game GameMastery Guide* "First Mate" for complete statistics.

Captain: CR 11; AC 25/11/24; SVS 11/5/8 (+2 vs. fear); MELEE +22/+17 (1d4+7/x3); RANGED +14/+9 (1d8+7/x3); CMB +16; CMD 27; 103 hp; see the *Pathfinder Roleplaying Game GameMastery Guide* "Captain" for complete statistics.

Starting the Adventure

When you are ready for this adventure to begin, run the following encounter while the PCs are at sea, aboard a ship with a crew including the aforementioned Aizanes-Tulita sailor.

Act I

The Wise Man and the Loa

A Message from Beyond

At some point when one or more of the PCs are wandering the ship (whether making rounds as members of the crew or ships' officers or just roaming about while bored en route to some other adventure), A DC 15 Perception check while the PC is in the crews' quarters (perhaps for a friendly game of cards or dice) notices a simple chalk-drawing on the bulkhead. It depicts a stylistically rendered palm frond about 4 inches square, chalked in shades of green and yellow. It is drawn above one of the crewmember's bunks, and is partially obscured by an old piece of stuffed sacking used as a pillow.

The PCs at this point should have no knowledge of the Aizanes Islands or their culture, so a Knowledge check is useless in determining its meaning. However, despite its seeming innocuousness, it gives off a compelling sense of purpose. In fact, any PC viewing it must make a DC 10 Will save or feel the overwhelming urge to find out more about it. Anyone failing this save who fails to follow up on this urge is sickened until such time as they do so. This is a supernatural effect that does not detect as magic but can be dispelled (CL 20th).

If the PCs ask the crew about the carving, those of mainlander descent know nothing of it and are not affected in the same supernatural way as the PCs. Those crewmembers of Tulita descent, however, are strangely reticent to speak of it. A DC 15 Diplomacy check (modified

as you see fit by how the PCs have treated the crew up to this point) is necessary to get one of these sailors to admit any knowledge of the mark or its creator, and if convinced to do so give only a name, "Aman," and that he is a Tulita who drew the symbol yesterday.

With this information, the PCs can locate **Aman**. When encountered, he is a 38-year-old Aizanes-Tulita man in good physical condition and of average appearance except for a pair of odd earrings (which depict a dog and a crutch, respectively). He is a part-time practitioner of Voudu, the religion of many eastern Tulita. His accent and mannerisms are somewhat strange to PCs accustomed to the Tulita of the Razor Coast, and a DC 20 Knowledge (geography) can place him as a Tulita from the Aizanes Islands far to the east across the Razor Sea.

If Aman is contacted during his assigned shift, watch, or other duties, he suggests a later time when he could discuss things in a more private setting. He is certainly not opposed to a reprieve from his work, but insists on prior approval by a supervisor (probably the first mate), as he is quite lawful. If encountered below decks while off duty, he is happy to converse with well mannered and non-threatening PCs as described under "Development" below.

AMAN CR 4

XP 1,200

Male human [Aizanes-Tulita] adept 3/expert 3

LN Medium humanoid (human)

Init +1; **Perception** +2

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 29 (3d8+3 plus 3d6+3)

Fort +3; **Ref** +3; **Will** +8

OFFENSE

Speed 30 ft.

Melee club +5 (1d6+2)

Spells Prepared (CL 3rd; melee touch +5, ranged touch +4):

1st—*bless, cure light wounds, protection from chaos*

0—*guidance, mending, stabilize*

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 16

Feats Athletic, Endurance, Sea Legs*, Skill Focus (Knowledge [religion])

Skills Acrobatics +6, Climb +9, Craft (ships) +3, Heal +6, Knowledge (geography) +4, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nature) +4, Knowledge (religion) +9, Profession (sailor) +11, Sense Motive +3, Survival +6, Swim +12

Languages Aizanes-Tulita, Common

Gear club, tribal and religious fetishes

*See *Pathfinder Roleplaying Game Ultimate Combat*

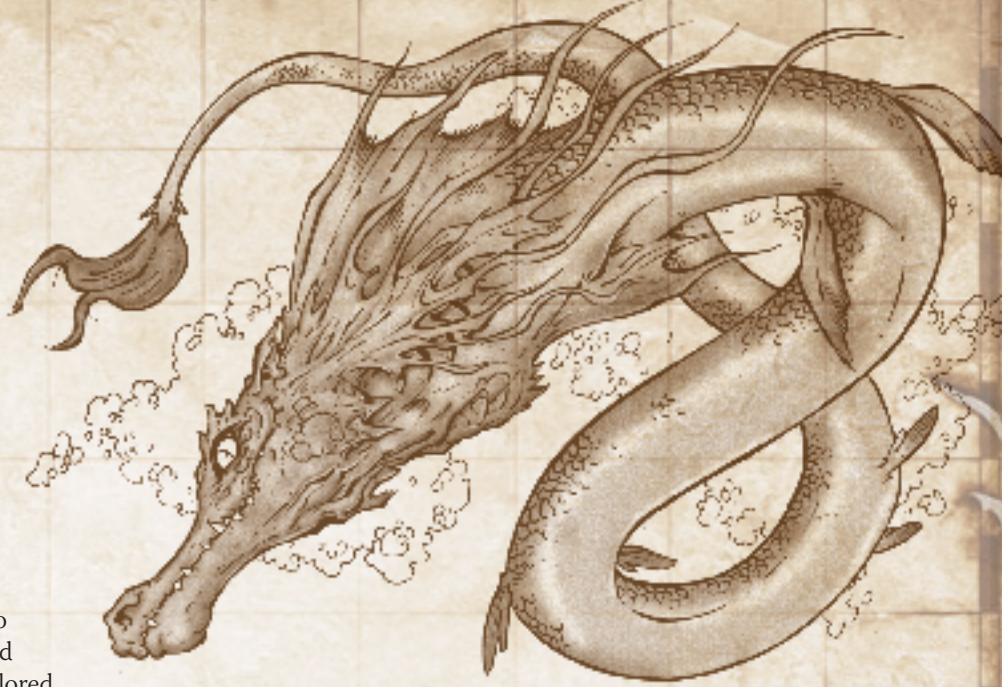
Development: Given a relatively quiet and relaxed setting, Aman will be quite forthcoming. He explains that he is from the Aizanes Islands where the Tulita revere the Loa of the spirit-world. He admits to having drawn the symbol (which he refers to as a veve) and identifies it as being the symbol of the Loa Aizan, Mistress of the Sea. After he answers the PCs' initial questions about the veve, he waxes lyrical.

> "One of tay beauties of tay sea be her hidden potential; anyting could be Below, anyting at all. You no see't until tay's upon you...like Life itself. So it 'tis wit me people, de Aizanes-Tulita. We be deep waters, most hidden. Some can see tay clues...gesture when enter some places, small symbols...an' tay other signs of our old, old fait'. Of teez realm, tay fait' be tay Loa. We all know tem, but tay legends be not consistent. All tay Loa have many, many forms, it seem, an' many power...off'n tose matching tay interests of tay story-tellers." He grins briefly and continues, "But all agree...tay Loa be far beyond we mortals, you and I. Tay be another life form, nearer tay gods. Tay have tere own interest, which be notours."
>
> Here he solemnly levels his gaze at you. "An' tey are *not* to be trifled wit'. Beware."

After his discourse, Aman explains more of his general beliefs about the Loa, even explaining that his earrings represent Papa Legba, without whose permission nothing involving Loa can even begin. Aman has a surprisingly practical view of his faith. He is well aware that it is not generally shared by Tulita outside the Aizanes and can describe it in very impersonal terms, but when performing religious functions he takes it quite personally with deep and true feeling (he is willing to refer to the rites only very generally). The Aizanes-Tulita often entreat to the Loa in various daily matters, but all such are akin to "hoping for luck" rather than serious pleas for divine assistance. Aman's main function is to ensure that the Loa hear their cries, for he specializes in service to…

> "Papa Legba, tay gate-keeper; not'ing come to pass wit'out his blessing!"

Aman will share that the reason he drew the veve of Aizan



was a premonition, a dream he had the night before. He will not elaborate, but insists that She, the mistress of the sea, has taken a personal interest in the ship, its journey, or someone aboard, he knows not which. What the PCs do with this information is up to them as there are no further clues, and divination attempts do not turn up any useful information. The ship simply continues on its course as planned with no seeming ill effects.

If the PCs wish to investigate Aman further, he will allow them to search his belongings to allay any misgivings that they may have if they treat him respectfully. His private stash, a kit of his "tools of his trade", is hidden in an out-of-the-way nook in the cargo hold. It consists of special themed earrings and necklaces (each specific to a different Loa), colored chalks, some dried animal parts (mostly feathers and claws), and a few packets of mysterious powders, but no written texts. None of his items are inherently harmful, valuable, or illegal under any known laws.

A WATERY GRAVE? (CR 10)

This encounter occurs at sunset on the day the party makes Aman's acquaintance, or the next day (if the party meets Aman after sunset). At some point when a PC is on watch or otherwise on deck, read the following.

> Inbound clouds are blocking the skies, and the ocean view—normally bright and clear in the moonlight—becomes dark and limited. Visibility drops, and the ship is slowed accordingly as the helmsman orders sails dropped to safely navigate the morass. There is something sinister and unsettling about the sea tonight.

Allow any PC on deck to make a DC 20 Perception check or DC 15 Profession (sailor) check to realize that the ship is sinking! The visible waters around the ship are rising against its hull. Seconds later, however, it becomes evident that what is really happening is that a hole is forming in the sea underneath the ship, and as the water level within this hole lowers, the ship descends as well. A DC 15 Knowledge (nature) confirms that this is no whirlpool or other natural phenomena as the water is not swirling—it simply appears that the ship is being lowered into the ocean like a bucket down a well, but no water is pouring in to the fill the hole above the ship.

The vessel drops gently into this great hole in the sea, watery walls rising ominously around it. Any crew in the rigging clamber down quickly and fearfully, shouting and howling warnings. Then, as the tips of the masts drop below the surface high above, the sky disappears slowly as the water converges above like a black dome. All is dark, except for onboard light sources...and then the black, watery roof begins to drop, coming down the masts.

At this point, the PCs can take what actions they wish. The ship is sinking at a rate of 20 feet per round, and the suction it is creating in the surrounding water is such that anyone attempting to swim away from the ship will fail unless teleportation magic is used. The captain of the ship (if other than one of the PCs) orders all hands below decks to try and take advantage of air pockets that are sure to form within the hull until a way to escape can be discovered. After two rounds, the airy dome over the deck of the ship shrinks away to nothing and the hull itself begins to fill. All nonmagical light sources are extinguished, engulfing the ship in inky darkness. Buoyant objects start to bob upward, getting caught in the sails. Air pockets have formed within the hull, but they are insufficient for everyone aboard to utilize, though the PCs may have magic that allows them to breathe underwater. Inevitably at least a few crewmembers (and possibly PCs) will find themselves bereft of air pockets or magical protection and begin holding their collective breaths.

A few rounds pass before the first crewman violently exhales, surrendering to the watery death, then another and another. And then…revelation. The "dead" are surprised, trying to talk, gesturing! Somehow they can breathe the sea, and did not drown. In the garbled sounds of trying to talk underwater can be heard the inevitable question, "How?" And soon someone adds to that chorus, "Why?" Everyone aboard the ship is under the effects of a supernatural *water breathing* effect that cannot be dispelled.

As the ship continues to sink, serpentine shapes — 15 feet long with vast, tooth-filled maws and red eyes— come swimming out of the darkness. A swarm of **4 fanged**

sea serpents has stumbled upon the sinking vessel, and are now attacking what they suppose to be a drowning and helpless crew. Crewmembers (including Aman) take cover below decks if not already there, while the sea serpents focus their attacks on PCs, breaking through bulkheads and decking as necessary to reach them. Remember to use the rules for underwater combat (see the Pathfinder Roleplaying Game, Chapter 13, "Environment"), and that unless there are magical light sources, the fight occurs in total darkness (not a problem for the serpents with their darkvision).

FANGED SEA SERPENTS (4) CR 6

XP 2,400

The Tome of Horrors Complete 530

N Large dragon (aquatic)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)

hp 76 (8d12+24)

Fort +9; **Ref** +7; **Will** +6

Immune paralysis and sleep, dragon traits

OFFENSE

Speed swim 30 ft.

Melee bite +12 (1d8+6 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d8+6), poison

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 5, **Wis** 11, **Cha** 6

Base Atk +8; **CMB** +13; **CMD** 24 (can't be tripped)

Feats Cleave, Great Cleave, Power Attack, Swim-By Attack[B], Weapon Focus (bite)

Skills Perception +9, Stealth +6, Survival +9, Swim +21

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Development: After 13 rounds, the ship suddenly lands with a great thump on the sea floor 260 feet below the surface, shuddering violently. The masts totter and start to slowly fall. Weird sounds fill the water as two great cracks appear in the deck, breaking the ship into three parts. The whole ship slowly collapses into wrack, irretrievably holed. It was never built for such a beaching. Anyone on deck must attempt a DC 15 Reflex saving throw or take 2d6 damage from the falling masts and rigging. Those below decks need only a DC 10 Reflex save to avoid 1d6 damage. Assume that the crew survives in general with only bumps and bruises.

AN UNEXPECTED AUDIENCE

This encounter occurs as the PCs and crew gather themselves in the wreckage of the ship after their strange descent.

> Everyone's eyes slowly adjust to the gloomy undersea conditions, and a greenish glow is soon seen emanating from the planks of the ship itself. The sea floor is remarkably uncluttered, composed almost entirely of sand with a few small rocky outcroppings. The usual small creatures, mostly crabs and small fish, dart about the place, giving no clue as to what has caused the strange events of the last few minutes.
>
> The moment of reverie is broken by a rush of bubbles and motion as the Aizanes Islander, Aman, suddenly bursts from where he had sought cover in the crew quarters and half swims, half leaps towards the broken remains of the cargo hold. The words he is shouting warp hauntingly in the watery depths.
>
> "He comes! I must entreat him. Prepare!"

Unless the PCs stop him, Aman heads into the hold and retrieves his kit as described under **A Message From Beyond**, above. If asked who is coming, he hurriedly answers, "Papa Legba, Papa Legba; he comes!" as he begins to put on the ceremonial items he has collected—a necklace of chicken claws, a headpiece made from the black feathers of a cock. He is very excited and, if pressed for details, confirms (or reiterates) that he believes that Papa Legba himself is near, and should soon arrive. Meanwhile, the ship's planking continues to glow with an increasing brightness until it creates a ghostly dome of light on the sea floor. Certainly it appears that *something* is about to happen.

Development: Aman believes that Papa Legba is approaching, and so he is. A DC 25 Perception check spots a small, dark figure approaching from the east before he reaches the perimeter of the ship's glow. If not spotted before then, he eventually steps into the green glow of the ship 50 feet away, a Tulita man of indeterminate but advanced age wearing a coarse jute wrap and straw hat, limping noticeably and using a simple crutch under his left arm. He looks like an old, discarded slave from a Port Shaw plantation. He limps toward the ship at a slow rate across the sandy sea floor, which affords plenty of time for actions by the party.

Aman is bursting with adoration and desire, but his lawful nature wins out, and he urgently requests permission to go and greet Papa. Ensuing actions at this

point vary once again by the party's choices, but the end result is essentially the same. Papa offers friendly greetings and talks freely (with a heavy native Aizanes accent). He wants everyone to come out and chat; he'd like to meet them all. The reactions of the crew are mixed: Tulita (even those of the Razor Coast) are quite willing (and nearly as excited as Aman), but others may be more cautious, especially those skeptical about the religious claims of Aman.

If attacked, Papa reacts with sadness but no retaliation. He easily shrugs off any damage or magical effects the PCs may throw at him. Assuming the PCs allow them to have discourse, when Aman meets Papa Legba, the Loa blesses him for his piety and constancy, and then speaks a few unintelligible words while gesturing over Aman's kneeling form. Aman is thereby promoted to full Priest, and given the official title "Aman the Speaker." If he survives, he may become a major religious figure amongst the oppressed Tulita of the Razor Coast as a blessing from their far eastern cousins.

After the initial greetings are over, Papa Legba turns to address the reason the PCs have been brought here to the ocean's floor. Proceed with the **The Commission**, below.

THE COMMISSION (CR VARIES)

The small Aizanes-Tulita man looks at you impassively, but his gaze carries an aura of incalculable power. He addresses you in a calm and even voice, but the water dares not distort its sounds, and his words carry the hint of great truths and secrets.

"You be wonderin' why Papa Legba be comin' te see ya. Aizan, tay Mistress of tay Sea, she tay one who callin' you down here tay talk wit' me. You tay ones who caught her eye, and now she be sendin' me te see ya te ask ya. Tis a triflin' ting. She has brought ya here and be protectin' ya from tay sea, since it be her own domain. But she has a task for ya if ya be worty for it tree tasks, really. Some of her friends an' fellow Loa, tey be prankin' herself. Tey took tree tings of hers tat she be wantin' returned. She could be goin' and gettin' tem on her own, but she has reasons tat she don't wanta' do it herself. So she choosin' ya te do it for herself.

"Tay tings she be wantin' back are her comb, an' brush, an' mirror. And tay ones who be keepin' tem from her be Oggun, Damballa, an' Samedi. Tey be made of tings of te sea sea urchin, an' coral, an' pearl, so ya will know tem when ya see tem. Tey won't be hard te recover; she jus' don' be wantin' to do it herself."

He stops and looks you over speculatively. Finally, after a moment's pause he finishes.

"Be you helping Aizan or be you not?"

Other than saying that each of the items in question are 3–5 feet long and giving the general description of their materials, Papa Legba has no further information to give the PCs in regards to the items they are to recover. He reiterates that they won't be hard to obtain, but Aizan cannot handle it personally; the reasons involve certain customs of her people—the Loa—and are not relevant.

It is likely to dawn on the PCs that they are completely at the mercy of Aizan, being stuck on the ocean floor and kept safe only by her goodwill. Even if they do have some means of escape, it is unlikely that they could rescue all of the crewmembers of their ship as well. In order to maintain her goodwill, at least long enough to get everyone safely to the surface, they are likely to agree to help the Loa. Although the characters will essentially be forced to help Aizan, their relationship is yet to be defined. They can, for example, quite legitimately ask, "What's in it for us?" (or some variation thereof), and skeptical crewmen will certainly broach that question. With forethought, some may also ask of Papa, "Can you do anything to help?" (Questions relating to transportation will be waived off, for the moment.)

Papa Legba is not sure the PCs are worthy of Aizan. Thus, in response to all such questions, he suggests that they prove themselves. Without waiting for anyone's approval or agreement, he gestures, and large shapes are seen arriving just outside the light, about 60 yards away. **Five rock crabs** emerge from the surrounding murk and attack the PCs. Aman and any crewman flee back into the hull of the ship as the crabs approach, and the crabs do not direct any attacks towards the ship unless the PCs flee there as well. If the PCs agree to help Aizan without any such question, Papa Legba does not call upon the crabs to test the PCs.

Rock Crabs (5): CR 2; AC 16/11/15; SVS 5/2/1; MELEE +4 (2) (1d4+2 plus grab); CMB +4 (+8 grapple); CMD 15 (27 vs. trip); 19 hp; see the *Pathfinder Roleplaying Game: Bestiary* "Crab, Giant" for complete statistics.

Development: If the PCs successfully defeat the crabs or agree to help Aizan without making any demands of their own, Papa Legba is convinced of their mettle, and turns to the topic of their reward.

"If ya retrieve Aizan's tree possessions and bring tem back to me for delivery to her, then she will assist ya in tay near future. When tay Spawn of tay Deep, bane of all life, riseth agin'. Tay Beast beyond you ken, and her boon ya need, te save tay world! Ten ya will have it."

Papa Legba does not give any more explanation in regards to the prophecy he just uttered, but it refers to when the Krakenfiend reaches forth at the conclusion of ***Razor Coast***. At that time, an alliance with the Loa can make a huge difference. See "Concluding the Adventure" for details.

Once the general deal is established (perhaps after a captain's mast involving all of the crew and PCs), some will press for more tangible rewards. Surprisingly, Papa Legba agrees. He gestures, and a great treasure chest emerges from the sea floor beside him. He reaches out with his crutch, and it opens with a touch. He reaches in and extracts a leather sack, after which the chest closes firmly, but not before the PCs catch a glimpse of vast numbers of gold and silver coins. The chest, sack, and the contents of each exist at the Loa's whim, and thus cannot be pilfered. Papa Legba unties the mouth of the sack, and reaches in. From the mouth of the sack he procures a handful of gold pins. There are just enough for him to give one to each of the PCs, Aman, and any ship's officers. The pins are 2 inches long and depict a stylized palm frond. They are worth 100 gp each. Papa Legba explains that this is the Veve of Aizan, and will be respected by Believers if they see it. After distribution, Papa comments, "You keep tese after, if she permit."

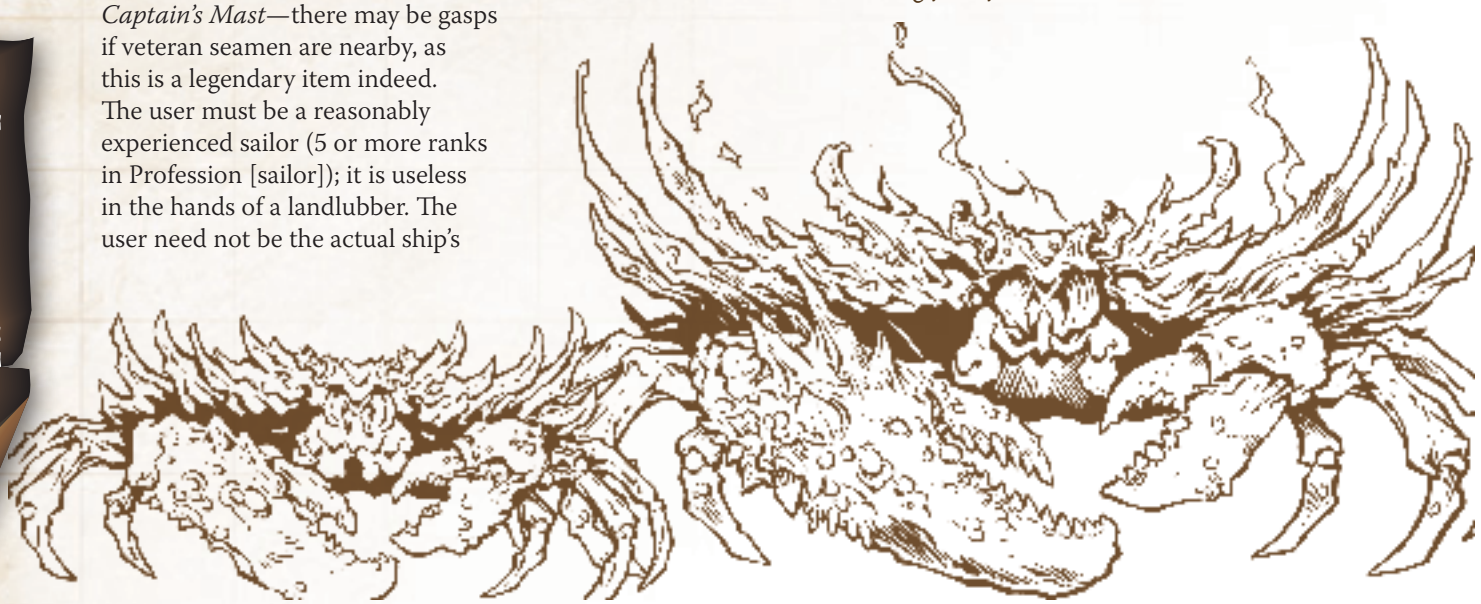
After distributing the pins, Papa Legba extracts an elongated box from the sack, and puts the sack down on the sandy floor. He opens the box, removes a wand, and drops the box (which floats gently down to the sack). Gesturing with the wand, he says, "Tis fix you ship." Papa Legba explains that, first and foremost, some *one person* must accept the responsibility for this wand, called the *Captain's Mast*—there may be gasps if veteran seamen are nearby, as this is a legendary item indeed. The user must be a reasonably experienced sailor (5 or more ranks in Profession [sailor]); it is useless in the hands of a landlubber. The user need not be the actual ship's captain, but the captain of a ship must permit the wielder of the wand to use it to affect his ship, or it will not function.

Once a recipient has been selected, Papa Legba glances at the box, which floats back up to him, and puts the *Captain's Mast* back inside. He then gives the box to the designated character, muttering a brief blessing. The PC instantly knows all its functions and procedures when it is first touched.

After presenting the *Captain's Mast*, Papa Legba suggests that the first task would be to reassemble the ship. The user of the mast can do so easily, and the process takes about 30 minutes. In conclusion, Papa Legba asks where the characters want to go next. Although three items must be recovered, one is especially tricky, and should be done last in his opinion. That 'problem' item is the *comb of Aizan*, held by a particularly powerful Loa, Baron Samedi. If this name is mentioned aloud, poor Aman will pale very noticeably, knowing that that opponent will be Death incarnate. The immediate choice is, thus, between the other two: The *mirror of Aizan*, held by Damballa in her domain of the Air or the *brush of Aizan*, in the earthen realm of Oggun. Whichever is chosen, Papa Legba nods wisely and offers a few brief words of encouragement as the PCs and crew board their vessel (all parts of which are still glowing brightly). Once the PCs have chosen which of the two they wish to recover first, read the following.

The ship seems to know where to go once everyone is aboard and you have chosen your destination. It rises smoothly from the sandy floor of the sea, as Papa Legba watches calmly from below. The glow of the ship starts to fade almost immediately, and it rises majestically through the waters.

Somehow it's morning, though it was dusk seemingly only an hour or two earlier, and the



Minor Artifact: The Captain's Mast

CAPTAIN'S MAST

Aura strong transmutation; **CL** 20th

Slot none; **Weight** 1 lb.

DESCRIPTION

This stout palm-wood wand is slightly longer than most wands, reaching nearly 18 inches in length, and approximately 1 inch in diameter. With a deep chocolate coloration and the fibrous texture typical of coconut palms, the *Captain's Mast* looks more like a piece of driftwood than a divine artifact. The *Captain's Mast* exists in the world by the will of Aizan, Mistress of Water and the Sea. Rarely given to mortals, she can gift or retrieve it with a moment's thought. If that occurs, all the mast's magical effects cease immediately.

The *Captain's Mast* is a powerful item in the hands of a veteran sailor and must be attuned to a specific ship. Once it has been attuned, attuning it to a different ship takes 24 hours. Its user must have at least 5 ranks in Profession (sailor) and either be the captain of the ship in question or have the explicit permission of the ship's captain in order to use its powers upon the ship. The following are the powers of the *Captain's Mast*:

Alter Ship: All parts of one vessel designated by the user of the *mast* will move about, individually and severally, to achieve a reintegration as envisioned by the user. This can entirely remodel a vessel as the user sees fit, though it cannot make it a larger size than it already is and cannot alter the configuration of metal objects, though they can be moved to different locations with the alteration (e.g. nails, cannon, etc.). No actual transmutation of material is possible; all materials and substances retain their normal nature, though all except metals may be subdivided at whim. Metals are the domain of Oggun, a different Loa, and are not subject to Aizan's powers.

Examples: The user may cause all or part of a vessel to 'morph' into a different type or shape of vessel, a bridge, a building, a floor, a shelter, specific tool(s), a construct, and so forth. The process takes anywhere from 1d4 rounds (for very minor alterations) to as long as 24 hours (for major rebuilds). This power can be used once per day and only on the vessel to which it is attuned.

Move Ship: The attuned vessel can be moved by the concentration of the user of the mast at the standard rate as if under normal sail with a favorable wind (Speed 10), regardless of environmental conditions. It cannot move, however, in elements that it is not otherwise capable of navigating (i.e. will not work on land, press through an iceberg, etc.). A vessel in altered form, and/or all parts thereof, can likewise be moved if within a range of 100 ft. Each round that this movement is maintained requires a full-round action on the user's part.

Elemental Essence: The user may imbue the vessel, and optionally crew (a one-time, all-or-none effect at the user's discretion), with the essence of any one energy type (air, earth, fire, water). One energy effect can be invoked per day, and each lasts up to 4 hours, or until discontinued by the user. All beings and materials so affected gain energy resistance 20 of the appropriate type (electricity, acid, fire, and cold, respectively). Certain logical movement effects are bestowed; a protected individual might 'swim' in fire, for example. Gravity applies normally in any event.

In addition to the bestowed energy resistance, the following benefits are received based upon the type of element chosen.

Air: The ship gains the ability of *overland flight*, but only at its normal sailing speed. Crew (if imbued) can likewise move aerially (though at the same abysmally slow rate).

Earth: The ship's hull becomes rock-like, and gains higher density and weight. Creatures affected similarly undergo the following physical changes: +4 bonus to natural armor (stacks with any other natural armor), no longer needs to eat, drink, or breathe, –10 ft. speed penalty, –4 penalty to Acrobatics and Stealth checks. Anyone and anything so affected will sink quickly—literally 'like a rock'—in air, fire, or water.

Fire: A light green fire flickers along every edge of the vessel, granting it total immunity to fire; it could sail on lava, for example. Those affected can even breathe fire or superheated air.

Water: Regardless of the condition of the vessel, sinking in water is impossible unless permitted by the user. Blessed by Aizan in this instance, all those affected will generally not be attacked by creatures with the aquatic or water subtypes (DC 25 Will save to attack).

DESTRUCTION

The *Captain's Mast* may only be destroyed by burying it in the geographic center of a desert of more than 10,000 square miles. Aizan may destroy it at will with merely a thought.

cerulean skies offer a welcome panorama as the ship broaches the surface of the Deep, the water streaming from every spar and reflecting the sparkles of a thousand sunbeams. Everyone is soon breathing air again, and the water in the hold mystically drains until all is right once again...if a trifle damp.

Depending on which item the PCs have chosen to recover first, proceed either to **Act II** for Damballa's mirror or **Act III** for Oggun's brush. The PCs may divert the vessel temporarily from these 'quests', but Aizan expects them to fulfill her mission. Thus, should a side jaunt be proposed, consider it from her point of view. For example, if the party wishes to first handle an encounter (random or otherwise) with a hostile vessel, they may do so. They will not, however, be permitted to go sailing about the Razor Coast region in search of adventure (in actuality, showing off their newfound powers).

Aman the Speaker is a special situation. He stays close to the PCs to provide them with advice and information about the Loa. He does not willingly engage in combat and always takes cover below decks when trouble comes. The PCs would do well to make sure that he survives any encounters, as he holds considerable knowledge that may be of use to them.

Act II
The Airship

The characters may start this Act either first (immediately after their meeting with Papa Legba), or after the land-journey to the realm of Oggun. In this portion of the adventure, the PCs journey vertically to the sky-realm of the Loa Damballa. However, she is offended at their intrusion and presents a champion to challenge them.

As the PCs journey toward where they hope to find Damballa's realm (they don't actually know where it is), the user of the *Captain's Mast* realizes that the ship wants to continue upward into the air. It is bucking, trying to lift its bow, but is unable to succeed unless he bestows upon it the elemental essence of air and commands it to fly (see the **Captain's Mast** in **Act One**).

Activating the elemental essence function of the mast and concentrating on the move ship ability, the user can send the ship flying into the air towards Damballa's sky-realm. If the user fails to concentrate, the ship does not fall; it merely stops in place and waits for the user's concentration to begin again. Remember that those affected by the mast's Air enchantment are likewise able to fly (albeit only slowly). If for whatever reason someone falls overboard, he discovers that he does not fall and can hover and maneuver as desired. Those not so enchanted, however, are pulled normally by gravity, and should stay below decks or hang on tight, lest they fall to the sea below.

The ship rises, water streaming from its sides and keel, and majestically floats upward toward the partly cloudy skies. The view becomes more and more amazing; few alive have ever seen the Razor Sea from this vantage, as islands take on the appearance of tiny discolored bubbles in a vast sheet of smooth glass.

Keep track of time, as each elemental effect lasts only 4 hours per day. The ship takes 45 minutes to reach an altitude of half a mile (2,600 feet), entering dense clouds shortly before that point. While within the clouds it levels off, which provides considerable comfort to any still hiding or hanging on to avoid falling. Sunlight illuminates the fog brightly, but visibility is obscured, providing total concealment beyond 50 feet. At this point the ship enters the realm of the Lady of the Skies, the Loa Damballa. See **Unfriendly Skies**, below.

Unfriendly Skies (CR 13)

After an hour of traveling, this encounter occurs.

The clouds part abruptly, revealing a panorama of the Razor Sea far below, and the brilliant warm sun shines down upon the ship. The experience is exhilarating and beautiful. You notice that a soft singing can be heard, as if a heavenly choir of angels was heralding your arrival. The source of the song must be invisible, though, for no figures can be seen—only a few small clouds passing lazily by, leaving the sunny sky virtually unblemished.

The scene is idyllic, but not for long. A DC 18 Perception check spots a small cloud nearby moving against the wind towards the ship. It slows at 100 feet, now clearly visible to everyone, and transforms into a symbol of a pair of entwined serpents, the veve of Damballa (as identified by Aman) drawn in wispy clouds. Then the choir goes silent, and a husky female voice booms out from the cloud, "This is *my* realm, not yours. BEGONE!"

Regardless of how the PCs respond to the voice of Damballa, the ship cannot leave fast enough to avoid her wrath. Another small cloud is spotted in the distance, but this time it's a dark, roiling mass. As the party watches, it starts to extrude dark tentacles and serpent-like necks, and grows in size as it approaches. It is a rare **sky kraken** conjured forth by Damballa that arrives in 3 rounds to attack anyone on the decks of the ship. If everyone attempts to hide below decks, it begins to start to tear out portions of the decking and hull to reach the morsels inside until someone comes out on deck to face it. The crew will generally cower and hide below decks unless ordered to attack it—preferably with the ship's weapons since this beast is a CR 13 encounter and likely beyond the PCs' capabilities without a little bit of help.

SKY KRAKEN CR 13

XP 25,600

Giant air-infused thunder child hydra cloud (*The Tome of Horrors Complete* 329; *Advanced Bestiary* 111, 237)

CE Huge outsider (air, augmented aberration, elemental, extraplanar)

Init +10; **Senses** all-around vision, cloud sight, darkvision 60 ft.; **Perception** +25

Aura electrical aura (10 ft., DC 22)

DEFENSE

AC 32, touch 19, flat-footed 22 (+6 Dex, +4 dodge, +13 natural, –1 size)

hp 133 (14d8+70)

Fort +9; **Ref** +12; **Will** +14

Defensive Abilities elemental traits; **DR** 10/silver; **Resist** cold 10

Weaknesses the *Captain's Mast*

OFFENSE

Speed fly 60 ft. (perfect)

Melee 3 bites +14 (1d6+5 plus 1d6 acid plus 1d6 electricity), 6 tentacles +11 (1d8+2 plus 1d6 electricity plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapons, constrict (1d8+5 plus 1d6 electricity)

Spell-like Abilities (CL 14th):

3/day—*fog cloud*, *gaseous form*, *sound burst* (DC 11)

STATISTICS

Str 20, **Dex** 23, **Con** 21, **Int** 6, **Wis** 16, **Cha** 8

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 37 (can't be tripped)

Feats Ability Focus (lightning), Flyby Attack, Improved Initiative[B], Iron Will, Lightning Reflexes[B], Multiattack, Power Attack, Quick Draw[B], Skill Focus (Perception), Weapon Focus (bite)

Skills Fly +10, Intimidate +11, Knowledge (nature) +9, Perception +27, Survival +7

Languages Auran, Common (can't speak)

SQ air born, gaseous form, lightning jump

SPECIAL ABILITIES

Air Born (Su) The sky kraken gains a +1 morale bonus on attack and damage rolls while in flight.

All-Around Vision (Ex) The sky kraken sees in all directions at once. It cannot be flanked.

Breath Weapons (Su) The sky kraken has two breath weapons. It can use each of them once every 1d4 rounds.

Cone of Wind: The sky kraken can breathe a 60-foot-long cone of wind that mimics a terrible windstorm. Every creature of size Huge or smaller within this area that is not flying must succeed on a DC 16 Acrobatics or Strength check to balance or fall prone. A flying creature of Huge size or smaller that fails is instead blown away from the sky kraken, moving a distance equal to 5 feet per point by which it failed the check. If the blown creature encounters a significant stationary object (such as a wall) during this movement, it takes 1d6 damage per 5 feet it is prevented from moving by the object. The save DC is Charisma-based.

Lightning: The sky kraken can breathe a 5-foot-wide line of lightning 170 feet long. If it wishes, it can breathe the line half as long but 10 feet wide. Every creature in the area takes 7d6 electricity damage (DC 24 Reflex save for half). The save DC is Constitution-based.

Cloud Sight (Ex) The sky kraken can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures do not gain concealment from the sky kraken due to such conditions.

Electrical Aura (Ex) The sky kraken emits an aura of electricity that can damage nearby creatures. Any creature within 10 feet of the sky kraken must succeed on a DC 22 Reflex save each round that it remains within range or take 1d6 electricity damage. The sky kraken can suppress or resume this aura as a free action.

Electricity (Ex) Each of the sky kraken's natural attacks deals 1d6 electricity damage.

Gaseous Form (Su) The sky kraken can use *gaseous form* as the spell (CL 14th), on itself once per day. It may use all of its supernatural and extraordinary abilities while in gaseous form.

Lightning Jump (Ex) When the sky kraken uses its lightning breath weapon, it may *teleport* with no chance of error to any location with the area of effect of the breath weapon as a free action. It must make this jump immediately after using the breath weapon.

Weakness to the Captain's Mast (Ex) The sky kraken respects the power of Aizan. It senses that the artifact's supernatural power comes from her, and will not challenge the owner. The user of the mast can attack the sky kraken with impunity, but the creature will not retaliate against that individual.

Development: The sky kraken battles until killed. Once it is reduced to 0 hit points, its form loses cohesion, and it quietly dissolves. What was once a huge and lethal monster suddenly becomes a wispy cloudbank, its former body parts now drifting aimlessly in the slight breeze.

DAMBALLA RETURNS

This encounter occurs five minutes after the sky kraken is defeated, so the PCs have time to cast spells to recover hit points and prepare for further trouble.

> The clouds are dispersing, and the brilliant sun returns. The cloud displaying Damballa's veve has been hovering a few hundred yards away the whole time, and now approaches once again. The same loud and strident voice returns as well. "We can *all* destroy; enough for now. What do you be wanting?"

Assuming the PCs are forthright in their request for *Aizan's mirror* (Damballa will know if they are not), the voice growls and then asks, "If I keep it, you have no recourse. I could demand *any*thing. What do you offer?"

This should elicit concern, and may inspire some discussion among the PCs and possibly Aman. Damballa will not debate the matter, and eventually she curtails the chatter by saying, "Oh, do be silent. You mortals drive me crazy. Never mind, this trifle isn't worth a fuss. Here, catch."

An object is ejected from the cloud, rotating end-over-end as it heads for the PC who said the most in the above dialogue (or the *mast*-wielder otherwise). It's the *mirror of Aizan*, of course. Shaped like a typical hand mirror, its silvered glass is mounted on a giant 'sand dollar' (flat sea urchin) 3 feet across, with a golden handle. In total it is 6 feet long and weighs 55 pounds. Someone should use a sail or net to entrap the object, but it can be caught with bare hands (any attempt to catch must hit an AC of 10). If it collides with the ship it will be utterly unharmed, but may inflict structural damage (though this is again easily repaired by using the mast).

The ill-tempered Loa does not respond to any further pleas or comments. As the PCs eventually depart, she merely adds one further taunt, as described below. Her current attitude is a result of events entirely unrelated to this adventure. Loa have important issues to handle, and mortal treasure hunts are unimportant. If encountered in the future, Damballa will be quite cordial. Yet for now, her final words (from a distance) are, "...and don't come BACK!"

The Air power bestowed by the mast should have sufficient duration remaining to enable the ship to descend safely to the sea once again. The half-mile descent takes 45 minutes. If PCs want to go sailing about Damballa's sky for overlong, she will intervene angrily, overriding the *mast* and sending the ship quickly back to its 'rightful place' on the seas—though other than a bumpy, vomit-inducing drop from the sky, no harm will be done to the ship of the crew.

Once the PCs have the mirror, they can proceed either to **Act III** to recover Oggun's brush (if they have not yet completed that quest) or to the final encounter in **Act IV** to recover Samedi's comb (if they have).

Razor Coast

Act III

Journey to the Center of the Earth

The PCs may begin with this Act immediately after their meeting with Papa Legba or after the aerial journey to the realm of Damballa. For this quest, the PCs must sail through the infamous Witch's Teeth at the edge of Kai's Bay. Thereafter, they reach the east end of the Godsmask Peninsula (the peninsula dominated by the Black Bear Forest). Using the Earth enchantment of the *Captain's Mast* enables the vessel to 'sail' on land and penetrate the mystic

realm of Oggun. There, the PCs can easily retrieve the *brush of Aizan*. However, their departure from this place involves a complication.

The journey to the Teeth may involve days of sailing, during which time the PCs may make short work of any intervening encounters due to the power of the *Captain's Mast*. Such events are part of the fun, so feel free to add anything appropriate as long as it does not disrupt the overall flow of the adventure. The party will lose the *Mast* soon enough, so give them time to play with it! A sample random encounter table is included below that you can use as you see fit, or use the Events and Encounters tables in **Appendix Two** of ***Dead Man's Chest*** by **Necromancer Games**.

TABLE 2: SEA ENCOUNTERS

d%	Encounters	Source	CR
1–35	See Ocean encounters and roll again	*Bestiary*, Appendix 14	varies
36–37	Ahuitzotl	*Bestiary 3*	6
38–44	1d4 bunyips	*Bestiary 2*	6
45–46	1d2 eyes of the deep	*TOHC* 275	6
47–51	1d3 globsters	*Bestiary 3*	7
52–56	1d3 brykolakas	*TOHC* 85	8
57–61	1d3+1 corpse candles	*TOHC* 120	8
62–64	Tylosaurus	*Bestiary 2* "Dinsoaur"	8
65–72	2d6 kapoacinths	*Bestiary* "Gargoyle"	9
73–79	1d10+6 spore rats (ship infestation)	*TOHC* 505	9
80–81	Dragonship	*TOHC* 238	10
82–86	1d3 gray nisps	*TOHC* 350	10
87–91	Sea giant	*TOHC* 321	10
92–95	Sapphire jellyfish	*Bestiary 3* "Jellyfish"	11
96–98	Sea spider	*TOHC* 536	11
99–00	Charybdis	*Bestiary 2*	13

TOHC = The Tome of Horrors Complete

Bestiary = Pathfinder Roleplaying Game Bestiary

Bestiary 2 = Pathfinder Roleplaying Game Bestiary 2

Bestiary 3 = Pathfinder Roleplaying Game Bestiary 3

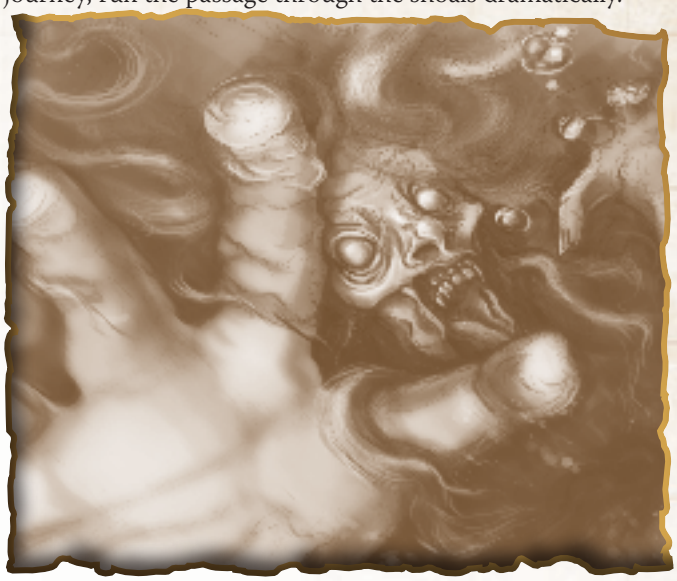
The Witch's Teeth

These vicious shoals located at the tip of the Godsmask Peninsula are a labyrinth of coral reefs, jagged rocks, and shipwrecks, all shrouded in a fog called "witch's breath." The winds are similarly treacherous. The PCs' ship with its Aizan-blessed *Captain's Mast* clearly 'wants' to go through the Teeth (as can be easily sensed by the user of the mast). Additionally, the ship clearly does not want to fly above the Teeth; they must be traversed in order to access the spirit-realm of Oggun.

This process of sailing through the Teeth would be fatal to almost any vessel or captain, save the legendary masters of the shoals—Garr Bloodbane (RIP) and Witch Sader. Both names are well-known to much of the crew, and their histories as the only captains to have ever successfully navigated the Teeth is common knowledge along the Razor. Upon sighting the Teeth, the crew becomes more than a little anxious, and they turn to the PCs for salvation. The key, of course, is the *Captain's Mast*.

No matter how carefully the captain steers the ship, the Witch's Teeth will claim their due. No power of the *mast* will prevent severe collisions in the Teeth, but the alter ship and move ship powers will prove crucial. The ship can be altered in form, minimizing either the collisions themselves (creating spider-like walker legs to carefully step from shoal to shoal, for instance) or the damage incurred thereby (creating a smaller, reinforced double-or triple-hulled craft, for instance). Using the Earth power of the mast to turn the ship's hull stony will not be useful at this point if it is still floating, as the weight of the stone ship would simply sink. Despite all this, damage will almost certainly occur, and the ship will start taking on water (if still floating) or risk breaking apart (if not). However, through liberal use of the alter ship ability to effect repairs—and if the players are reasonably creative in this attempt—they can keep the ship operational and moving. If their efforts are substandard or lackadaisical, feel free to require Reflex saves (DC 15–20) at appropriate intervals to avoid taking 2d6 damage from particularly jarring collisions to the ship. Assess the ingenuity that the players use in coming up with their plan to move through the Witch's Teeth, and assign it a score on a scale of 1–10 (10 being the highest). Remember this score for later, when it will become pertinent during their dealings in Oggun's realm.

Regardless of the preparations made by the PCs for this journey, run the passage through the shoals dramatically.



Strongly convey the extreme peril that the ship is constantly under and the sure destruction that it would face were it not for the use of the *mast*.

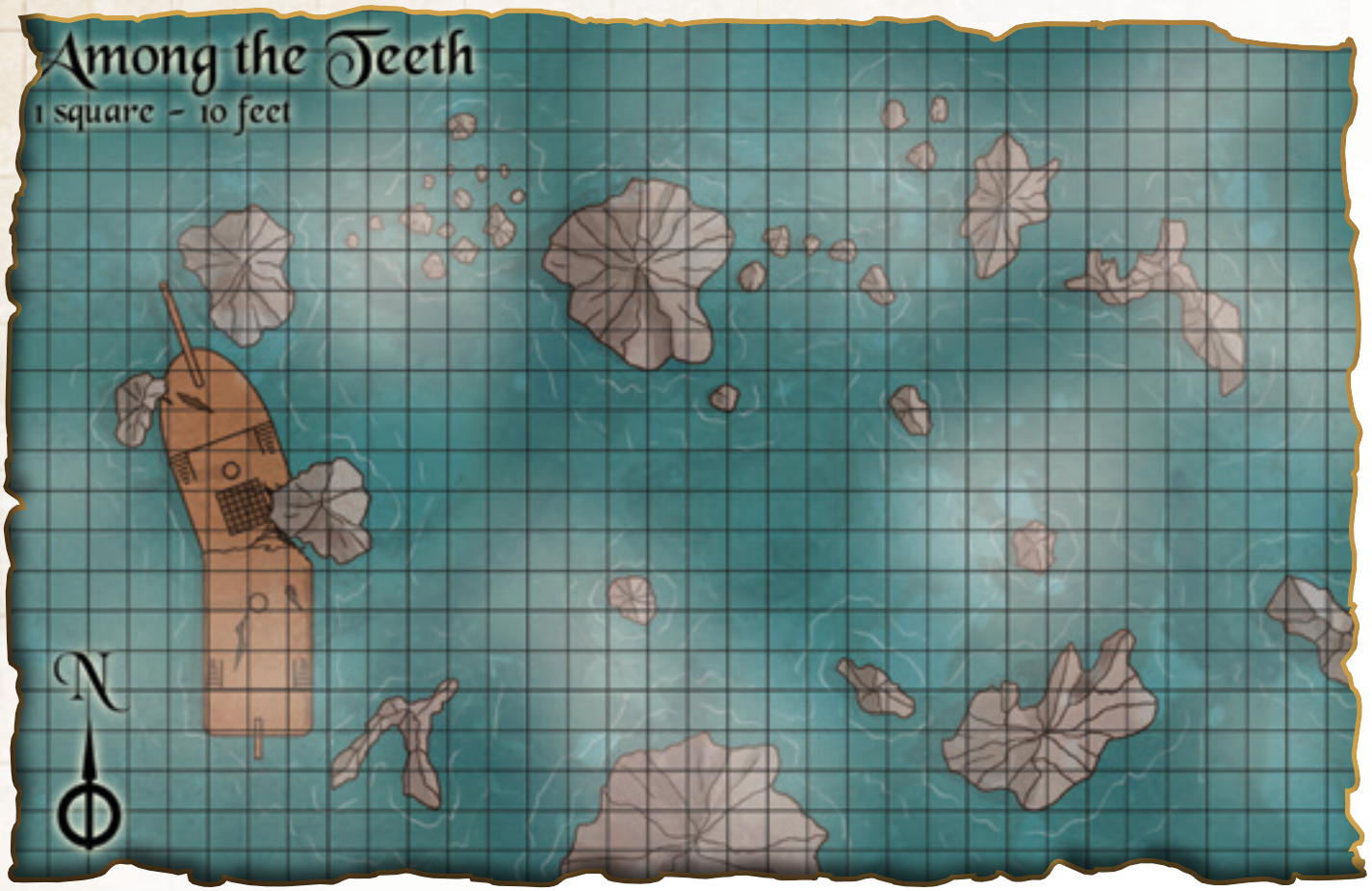
Among the Teeth (CR 10)

The encounter occurs when the ship is in the midst of the Witch's Teeth.

> Visibility is minimal as the mysterious mist known as witch's breath gathers round and seems to cling to the ship itself, like the greedy fingers of some ghostly giant. The looming shapes of jagged rocks and long-dead reefs can barely be seen through the fog. Just ahead sits the shadowed, broken silhouette of some unlucky merchantman that ran aground and was left to the mercy of the Witch's Teeth. Whether its crew ever made it home or whether they were stranded to die a lonely death upon the Teeth is something no one may ever know. However, the ghostly point of light that suddenly appears on the abandoned wreck's deck 50 feet ahead is sufficient to raise your hackles and wonder if all the dead from such a tragedy rest easy.

The PCs ship has stumbled through the domain of a covey of hags, the self-proclaimed witches of the Teeth. Two of the hags are not currently present, but the third member—an **annis hag**—remains here with some of their minions. They have spotted the approach of the PCs' ship and prepared an ambush. Currently standing upon the deck of the grounded vessel is a **cyclops**. It is shrouded in sailcloth to blend in with the mist (granting it +10 on its Stealth check to hide its general form from view). It holds a bulls-eye lantern that it is shining at the PCs' ship to capture their attention. While it does so, **2 hungry fogs** (invisible in the witch's breath until they attack) float up over the ship's rail and get into position to attack. Finally, a small coracle holds **4 spriggans** as they attempt to stealthily approach the PCs' ship and board with grappling hooks. If no one is keeping watch over the side, they have no warning of the spriggans' approach until their grappling hooks come hurtling over the ship's rail (hopefully while the hungry fog has the PCs distracted). The spriggans then enlarge themselves to try to climb at double speed (DC 10) up and onto the ship's deck. Once battle is joined, the hag uses her wand to allow the cyclops to fly over to the ship and join the attack. The hag herself stays back on the shipwreck and only attacks if someone attempts to board that ship.

Hungry Fogs (2): CR 6; AC 5/5/5; SVS 6/-1/-3; MELEE +5 touch (6d6 neg. eng.); REACH 15 ft.; CMB +5; CMD 12 (no trip); 59 hp; see the *Pathfinder Roleplaying Game: Bestiary 3* "Hungry Fog" for complete statistics.



Cyclops: CR 5; AC 19/8/19; SVS 9/2/4; MELEE +11/+6 (3d6+7/x3); REACH 10 ft.; CMB +13; CMD 22 (no trip); 65 hp; see the *Pathfinder Roleplaying Game: Bestiary* "Cyclops" for complete statistics.

Annis Hag: CR 6; AC 20/10/19; SVS 8/6/6; MELEE +13 (1d6+7), +13 (2) (1d6+7 plus grab); REACH 10 ft.; CMB +15 (19 grapple); CMD 26; 66 hp; see the *Pathfinder Roleplaying Game: Bestiary 3* "Annis Hag" for complete statistics.

SPRIGGANS (4) CR 3

XP 800

The Tome of Horrors Complete 566

CE Small fey

Init +4; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)

hp 22 (5d6+5)

Fort +2; **Ref** +8; **Will** +4

OFFENSE

Speed 20 ft.

Melee halberd +3 (1d8–1/x3) or short sword +7 (1d4–1/19–20)

Ranged heavy crossbow +7 (1d8/19–20)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 4th):

At will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12)

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +0; **CMD** 14

Feats Combat Reflexes, Weapon Finesse, Weapon Focus (halberd)

Skills Climb +7, Disable Device +9, Perception +10, Sleight of Hand +12, Stealth +16, Survival +5

Languages Common, Gnome

SQ size alteration

Gear chain shirt, halberd, short sword, heavy crossbow, quiver of 20 crossbow bolts

SPECIAL ABILITIES

Size Alteration (Su) At will, a spriggan can grow from Small to Large size or back again. Weapons, armor, and other inanimate objects on its person grow proportionately with it when it changes size. This is similar to the *enlarge person* spell. An enlarged spriggan gains +12 Strength, –2 Dexterity, +6 Constitution, and a –2 to AC. While enlarged, a spriggan cannot use its spell-like abilities or its innate sneak attack ability (though any other sneak attack it may have, such as from rogue class levels, is unaffected when it changes size).

ENLARGED SPRIGGANS CR 3

XP 800

The Tome of Horrors Complete 567

CE Large fey

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 15, touch 11, flat-footed 13 (+4 armor, +2 Dex, –1 size)

hp 37 (5d6+20)

Fort +5, **Ref** +6, **Will** +4

OFFENSE

Speed 20 ft.

Melee halberd +7 (2d8+7/x3) or short sword +6 (1d8+5/19–20)

Ranged rock +4 (1d8+7)

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

Special Attacks rock throwing (60 ft.)

STATISTICS

Str 20, **Dex** 16, **Con** 19, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Weapon Finesse, Weapon Focus (halberd)

Skills Climb +13, Disable Device +7, Perception +10, Sleight of Hand +10, Stealth +6, Survival +5

Languages Common, Gnome

SQ size alteration

Gear chain shirt, halberd, short sword, heavy crossbow, quiver of 20 crossbow bolts

Treasure

If the wrecked ship is searched, it is seen to serve as the lair of both the monsters encountered as well as at least two more hags of indeterminate type, and another dozen minions of various humanoid and giant races. They are not currently present, and there is no indication if they are returning soon or not (they are not, but this should encourage the PCs to move along as quickly as possible). A DC 23 Perception check locates a hidden smuggler's hold concealed in the ship's bulkhead. Within it is the covey's cache, consisting of 4,954 cp, 1,378 sp, 6,643 gp, 520 pp, 2 black pearls (600 gp each), 3 sapphires (800 gp each), a gold Tulita totem mask (450 gp), a gold chess set (500 gp), a silver plate inset with amethysts around its rim and engraved with a wood cut of the light on Beacon Island in its heyday (700 gp), a suit of *+1 mirrored scale mail**, a *rod of metal and mineral detection*, a pair of *haunted shoes**, a *potion of neutralize poison*, a *potion of cat's grace*, and a *divine scroll* (CL 7th: *divination*). This is the main treasure haul for the adventure, so don't feel bad allowing the PCs to

loot this cache with impunity. However, they must consider that there are two more hags out there that may hold a grudge and seek out those who stole from them.

*See *Pathfinder Roleplaying Game Ultimate Equipment*

LANDFALL

From the time they first enter the Witch's Teeth, the characters must pass several miles of shoals. The hills and forests of the peninsula are visible in the distance, ever nearing as the perilous journey progresses. The Teeth come to an end very near the shore—only 200 yards distant—and during this final uneventful jaunt any damage to the ship can easily be repaired (via the *mast*'s alter ship ability as usual). As the vessel approaches the eastern shore of the peninsula, it will 'want' to continue moving up on land. While floating on water, it can proceed only to the rocky shore, there coming to a grinding halt.

This is the time to activate the Earth power of the *mast*. Keep approximate track of time from the initiation of the Earth power. The party has 4 hours before it elapses. Aman will point out that it should be used to include the PCs and crew as well, since they are seeking to gain entrance to Oggun's earth-realm and may need to find his favor.

If the characters (possibly with some crew) proceed on foot, leaving the vessel at the coast, they will not find Oggun. The only way to penetrate the Veil (**Piercing the Veil**, below) is in a vessel that is 'earth-like', i.e., under the enchantment noted. If the party proceeds without the ship, mention to the user of the mast that it doesn't feel right, and try not to extend their fruitless woodland jaunt unnecessarily.

INTO THE BLACK BEAR FOREST

The Earth-based power of the mast enables the ship to sail up onto the rocky beach and beyond. PCs making a successful DC 20 Perception check notice that the great weight of the vessel is somehow supported by the ground (be it sand, rocks, soil, or other); its passage leaves only a track, not a great gouge. The traces indicate that a broad 'thing' of some sort passed along here, with a central 1-foot-wide channel only 6 inches deep indicating the path of the keel.

The great Black Bear Forest begins half a mile from the shore. The intervening terrain is a fairly flat plain filled with shore-grasses and little else, and is easily traversed, though at the ship's slow speed this takes about 45 minutes. En route, the watch will sound alerts about occasional large boulders in the ship's path. If these are avoided (with a DC 25 Knowledge (geography) or DC 20 Profession (sailor) check), they are of no consequence. If not avoided, the ship will violently lurch to one side or another with each impact, possibly throwing incautious crew overboard.

The forest itself is dense, its eastern edge being an irregular but unmistakable boundary. The ship in its normal form is too broad to pass between the trees, most of which are thick and old, yet the vessel 'wants' to continue into the woods. The minimal force of the magical movement is insufficient to plow through the trees, and the ship is unlikely to survive such an approach, so a shape alteration is definitely in order and, once again, will be a matter of the players' imagination. (One or more great 'walking devices' are certainly possible, for example, as are wagons or carts for ground travel.) The nearest trees are smaller than those farther west, standing 15–30 feet tall. Deeper into to the woods, great firs and spruces tower to 50–60 feet, but they are generally the tallest, though a few rare exceptions protrude from the canopy here and there.

The crew and characters soon spot wildlife fleeing from their inelegant passage. Handle all such matters as you wish, but a DC 25 Perception check notices a large **black bear** which, oddly, does *not* flee, merely watching the ship's passage from its location about 70 feet away. This is an opportunity, as an astute player may surmise. The bear has a wounded haunch, and nearly fell victim to some passing hunter a day earlier.

BLACK BEAR CR 3

XP 800

hp 32, currently 0 (*Pathfinder Roleplaying Game Bestiary* "Bear, Grizzly")

Development: If the PCs stop the ship and investigate, the bear's depleted condition leaves it unable to respond; it merely lies there, awaiting its fate. Its wound is obvious at close range. At that point characters may either slay it, bypass it, or help it (with magical curing and/or other means). If the latter occurs, it displays no gratitude; it merely rises and ambles off through the woods. Award XP as if the bear was defeated if the PCs help it.

Should conversation ensue through magical means, the bear will explain in very simple terms that nearby is the realm of the 'nature god' (referring to Oggun of course, though it does not know that name). It imparts no other information of note.

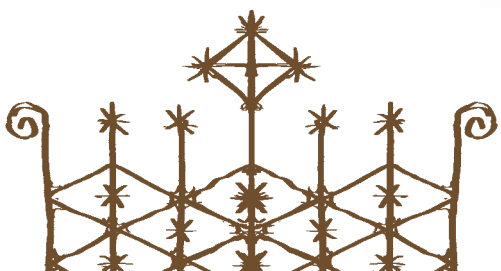
During this woodland journey, again evaluate the players' creative ingenuity on a scale of 1 to 10, but modify that for their treatment of the woodland beings, especially the bear. If any woodland creatures are attacked, deduct 1–4 points, but if the bear or any other forest creature is aided, adjust the total upward in similar fashion (10 maximum).

PIERCING THE VEIL

This encounter occurs 5 minutes after the PCs leave the bear behind.

> The ship continues through the forest when it suddenly pauses a moment as the forward end strikes something seemingly solid but apparently invisible. A great shimmering field of air flickers as it divides, producing an effect much like curtains parting. The forest beyond seems nearly identical to that previously passed, but possesses an unmistakable otherworldly quality. The shimmering barrier continues to part as the ship moves forward.

If the PCs stop the ship, it does not penetrate further, however, it will need to continue forward in order to enter Oggun's realm. The shimmering effect moves down both sides of the vessel as it advances, and vanishes completely once the ship is past it. Here the vessel parts the Veil, entering the mystic realm of Oggun. Observant characters notice Oggun's near-invisible veve, embroidered in light and air into the substance of the Veil. No other route will reach this destination. A DC 27 Perception check will notice his veve (a machete) etched in the bark of one great nearby tree.



THE LONE RANGER

At some point 1d6 x 100 yards later, the ship is hailed by a single humanoid figure standing peacefully 75 feet to starboard. Only those individuals who have been transformed by the mast's earth power can see and hear the figure. To any others there is simply no one there.

> "Hello the ship!" cries a deep masculine voice from the forest off to one side. A lone man stands there among the trees. He wears leather garb, boots, and a woodsman's cap, and is unarmored. However, a machete hangs at his belt while a sabre is suspended from a baldric over his shoulder.
>
> "You've obviously come a long way, and I like the cut of your jib—or whatever that thing is. You look like my kind of people. Are you looking for me?"

This, of course, is Oggun himself, as he will confirm if asked. Like the other Loa, he cannot be harmed or even perturbed by any aggressive actions the PCs may make, so he remains nonplussed even if threatened. He clearly sees the rock-like countenances of those PCs and crew affected by the *mast*'s Earth power, and finds them very appealing. It will take much to antagonize him.

Aman does not volunteer to approach Oggun. If asked, he demurs, explaining that he serves Papa Legba, not others. Oggun, likewise, takes absolutely no offense at this. If the PCs get around to asking about Aizan's brush, he laughs and responds:

> "Oh, that thing! I forget who dropped that off…it's around here somewhere. No interest, frankly. Glad to be rid of it!"
>
> He gestures casually, and a huge boar comes trotting out of the nearby woods. It amicably approaches, crosses its eyes, and falls over. A transformation begins, and the great pig shrinks slightly as it changes, its whiskered snout becoming the bristles of a huge brush, all else becoming its handle. The end result is about 6 feet long, and the handle appears to be a sawfish snout rather than a woodland creation. A small, but ornate palm frond veve is inscribed on the brush end, opposite the bristles.

The *brush of Aizan* weighs 40 pounds. The PCs are welcome to take it, and may board their ship and depart without hindrance. They are free to converse with Oggun, if they wish, but are under no compulsion of course, nor is the Loa willing to spend much time on them.

Development

If any party member is a professional woodsman (ranger, druid, or other class or archetype that fills that role well), the PC may want to interact with this powerful near-deity of Nature. However, that action involves a degree of risk. Oggun can, at will, view the character's entire life and career in his mind. If the character has always been utterly true to the forest and its denizens—*always*, without fail—then Oggun may give his Favor. Otherwise (for even the slightest flaw at any time in the past), Oggun bestows a *quest*. This matter is at the GM's discretion, but should be focused on reparations to a specific woodland. The recipient of such an effect cannot otherwise dispel or remove it; the task must be completed satisfactorily (but within a liberal time frame, perhaps months), at which time Oggun will reappear and bestow his Favor.

By contrast, a literally perfect nature-themed character may here receive Oggun's Favor. If the character has a palm-leaf brooch, it transforms into a tiny machete brooch. The PC immediately gains a spell-like ability to *speak with animals* 3/day (CL 12th). All normal animals and even woodland fey will be favorably inclined to the PC (gaining a +4 on all Diplomacy checks). If at any time that character is untrue to a woodland (as liberally interpreted by the GM), the brooch and the related power both vanish immediately, signaling Oggun's displeasure.

When the interview with Oggun has ceased, he simply hikes away into the trees and disappears from sight. The PCs will be unable to locate him again.

NOT OUT OF THE WOODS YET (CR VARIES)

This encounter occurs while the characters are still within Oggun's realm, before they have reached the Veil-boundary.

> The ship makes its way slowly through the primordial forest, traversing back to the Veil that will allow it to pass back into its own world and leave this god-realm behind. As it nears the point where you recall the Veil to be, a shout rings out from one of the crewmen on watch, "Repel boarders!"

Tiny rock-like creatures, heretofore unseen, are climbing aboard and heading for the occupants. These are **bronks** (bugs-not-rocks, though only Aman will know of either term), and are potentially quite dangerous. A bronk appears to be a mobile pebble about 1–2 inches across, rolling along of its own accord. It can 'unwrap' itself to become crab-like, acquiring small rocky legs and pincers, and able to climb at the same speed. It always attacks the part of a target that is closest, most likely the feet or ankles. The bronks form into swarms that stream over the sides of the ship onto the deck—overlapping in the limited space (and inflicting cumulative damage) if necessary. Refer to your previous notes on the PCs' score of 2–20 (for ingenuity and other factors). Subtract the result from 25 to get the number of bronk swarms appearing.

Bronk Swarms (varies): CR 4; AC 18/16/16; SVS 6/4/2; MELEE swarm (2d6 plus distraction); REACH 0 ft.; CMB —; CMD —; 438 hp; see **New Monster Appendix** for complete statistics.

If the players have been notably unimaginative in their use of the *mast*'s abilities and/or have behaved badly in the woods, they may be overrun by these nasty little critters. If, on the other hand, their score was exceptionally high, very few bronks attack. Such is fate in the realm of the Loa.

DEPARTURE

Soon after the bronks encounter, the ship and occupants again pierce the Veil at the boundary of Oggun's realm, emerging into normal woods (though they generally appear the same). The edge of the woods is only 5 minutes away, though the coastal plain will take some time to reach—45 minutes, once again. By this time the end of the ship's 4 hours in Earth-form is approaching, and may even be imminent. The PCs may wish to avoid the dread

Witch's Teeth, and can do so by reentering the water immediately and then sailing along the coast to the east or west.

Damage from the shoals can again be quickly repaired by the *mast*, whether or not they again pass the Teeth, and the crew will merely have to bail for hours to alleviate the flooding. In the worst case, however, time will run out while the ship is still distant from the waters. In this case the party may have to spend the rest of the day on land, camped near the stranded vessel until the next day when they can again use the Earth power of the *mast* to reach the sea and continue their adventures.

After this section, the PCs will proceed either to **Act II** (if they have not yet completed it) or to the final encounter in **Act IV** (if they have).

Act IV
And Death Awaits You

After acquiring Aizan's brush and mirror, only the comb remains to be recovered. In this Act, the characters proceed to a 'back door' to Mount Harbinger, the live volcano near Port Shaw. Therein they are caught by Baron Samedi, Loa of Death and Fire.

A Coffin to Guide Her By?

After successfully concluding the first two missions, the PCs should be eager to finish off their quest for Aizan. Unfortunately, unlike in their journeys to recover the mirror and brush, the *mast* offers no clues to where they should proceed in order to recover this final item. Apparently, they must go somewhere or do something before Aizan's artifact will offer a solution, but they know not where or what.

Allow the PCs to make whatever inquiries they wish toward which direction to proceed, be it with divination spells or talking to Aman or other Aizanes-Tulita familiar with the Loa—there are some few that dwell in the slums of Port Shaw and can be located with a DC 22 Knowledge (local) check. This is also an opportunity for the PCs to spend a few days gathering supplies or other resources in Port Shaw as they prepare for the final leg of their journey.

Even the most detailed divinations provide only the clue "Seek the carriage of the dead." If the PCs manage to make contact with an Aizanes-Tulita in Port Shaw and succeed on a DC 25 Diplomacy check (this check can be made multiple times), they receive the same clue. If this clue is presented to Aman, he gets a look of sudden inspiration on his face and tells the PCs to let him work on it for the night and he'll get back with them in the morning. Read the following when Aman seeks the PCs out the next morning.

Aman approaches you with an excited look on his face and some sort of contraption in his hands.

"Papa Legba; he show me where we go and how to make tees fo' ya! It be tay last carriage tat anyone would eva' need."

He holds up the item he has constructed. It consists of two thin wooden rods, each no more than a foot tall, with a spindle running between them and connecting them together. Mounted on this spindle is small block of wood shaped like a coffin—though closer inspection reveals that it is an actual coffin constructed from thin sheets of wood and held together by cobbler's nails. It stands no more than 8 inches tall. Inscribed on the face of the coffin where the decedent's own face would be if the coffin was open is a small line drawing of a coffin as well, the veve of Baron Samedi. The two side poles are painted red, with the coffin itself painted black. The veve on the coffin is painted in red.

The contraption is constructed so that when the two poles are held at their bases, the coffin itself can rock and spin freely between them. As Aman holds up the item and the coffin rocks a bit, you can hear the sound of something solid shifting inside it. You're not sure you want to know what it is.

Inspired and enabled by Papa Legba, Aman has constructed a talisman of voudu called the *night journey gris gris*. The coffin is nailed shut, and if the PCs insist on opening it, they find only the decomposing body of a ship rat sacrificed by Aman to complete the gris gris. As long as it is nailed shut again, it will function normally.

Allow the PCs time to react and interact. Aman explains that it is a sign indicating which way the ship should go; the talisman tilts toward the desired path. If placed upright and steady while turning slowly in a circle,

the coffin will tilt as described until it is pointing at the path that the ship needs to take. In this case, it points out to sea to follow a course out and around the Godsmask Peninsula to the south. Unless the PCs order otherwise, the captain has Aman sit by the ship's binnacle and hold the *gris gris* throughout the day to point the ship on its course.

Following the directions of the *gris gris* takes the ship along the south coast of the Godsmask Peninsula and eventually into The Devil's Bight just north of the Isle of Maht. It will ultimately guide them up the Malicious River to the foothills at the base of Mount Harbinger, but before they make it that far, proceed with **Mutiny at The Devil's Bight**, below.

New Magic Item: Night Journey Gris Gris

NIGHT JOURNEY GRIS GRIS

Aura strong divination and necromancy; **CL** 13th

Slot none; **Price** 234,000 gp; **Weight** 2 lb.

DESCRIPTION

Created by the practioners of voudu among the Aizanes-Tulita and some of the tribes of southern Libynos, this gris gris talisman honors Baron Samedi, the Loa of Death, and can only be used by someone whose religious faith is in the Loa. The night journey refers to the final travel of a mortal as his spirit makes the voyage to the realm of Baron Samedi for judgment in the afterlife. As such, it is designed as a small coffin mounted between two side poles. The coffin is able to rotate freely between the two side poles. The entire construction is no more than 12 inches long by 6 inches wide.

When used by a voudu believer, the *night journey gris gris* will show the way to the nearest physical portal leading into the spirit-realm of Baron Samedi. It confers no protection for such a journey, nor does it provide a means for an individual who has entered Samedi's realm to leave (usually a one-way trip). The *gris gris* functions as a *find the path* spell, with the coffin spinning to point in a direction and show the most direct navigable route to this entrance, but is not subject to the spell's normal duration. The *gris gris* can continue to guide its wielder for days or even weeks if necessary in order to reach his destination.

CONSTRUCTION

Requirements Craft Wondrous Item, *bless*, *detect undead*, *find the path*; **Cost** 117,000 gp

MUTINY AT THE DEVIL'S BIGHT (CR 11)

Throughout the voyage, Aman remains faithfully by the binnacle, even sleeping there with the *gris gris* tied to his hands to guide the helmsman. The voyage is strangely tranquil and uneventful, as if guided by some greater power. However, to the superstitious crew it becomes too serene. They realize that they are seeking the Land of the Dead and are unnerved by the eerie calm of the seas on their trip. If the PCs make a DC 15 Perception check, they begin hearing rumors of grumbling among the crew, nervous stares, signs against evil, and mutters of "being led about by a bloody coffin."

As the ship enters the jaws of The Bight, tempers are at a boil, and several members of the crew have decided that the voyage is cursed and they'll no longer go along with it. If the PCs have heard the mutterings among the crew and taken any actions to try and bolster morale, then assume that the attitude of the mutineers towards the PCs is unfriendly. If they were unaware of the crew's feelings or took harsh measures to try and quash them, consider the mutineers to be hostile. Proceed with the following read-aloud text.

This leg of the voyage seeking the Land of the Dead has been one long series of strange days and sinister nights. The sea is calm and still, barely even lapping against the hull, with just enough breeze to faithfully push the ship along on its journey. But the days are hazy, the horizon indistinct, and the sun little more than a brighter spot in the gray haze of the sky. Nights are worse, with no moon or stars visible through the ever-present miasma. Everyone is on edge as the tiny coffin at the binnacle continues to guide you unerringly towards who-knows-what.

The Isle of Maht slips by to the south, members of the crew lining the port rail hoping for at least a glimpse of a known landmark on this grim voyage of unnatural calm. The calm, however, is suddenly broken by a shout from the quarterdeck. A sailor stands by the helm, holding a pilfered cutlass to the helmsman's neck, while a huge, ugly fellow likewise threatens Aman with a blade where he sits by the binnacle. Several more stand nearby with blades to the throats of the ship's officers. It appears that the crew have broken into the weapons locker, and a mutiny is afoot.

The big bastard next to Aman snarls at you with a spray of spittle as he says, "The boys an' me hav'

'ad enough o' this cursed run, an' we be takin' over from 'ere. Just lay down them pigstickers an' sech an' throw them spell gewgaws overboard an' we'll let you go 'arter we get free o' Port Shaw's waters. Otterwise, I'll spill this 'ere witch doctors guts, an' you folk'll be next in line."

The other mutineers shout growls of agreement and encouragement to the ugly squab, while other members of the crew—obviously not in on the mutiny—look on in fear and confusion.

The mutiny is led by the large fellow, a fairly new signee to the crew (possibly at the last stop in Port Shaw) named **McCorry Finnegan**, and he is joined in the mutiny by **3 cronies** and fully a **third of the ship's crew** (the number varies based on the number of crew aboard the ship). Though the captain and officers will stammer threats and protests, they have been disarmed and effectively removed from the fight. The mutineers did break into the weapons locker, so all of the mutineers are armed while the regular crewmen remain unarmed.

McCorrey Finnegan: CR 11; AC 21/16/15; SVS 7/12/4 (+2 vs. fear); MELEE +19/+14 (1d4+6/17-20); RANGED +17/+12 (1d8+2/x3); CMB +12; CMD 28; 80 hp; see the *Pathfinder Roleplaying Game GameMastery Guide* "Pirate Captain" for complete statistics.

Mutinous Cronies (3): CR 5; AC 15/11/12; SVS 9/4/5; MELEE +12/+7 (1d8+7/x3); RANGED +9/+4 (1d8+3/x3); CMB +11; CMD 22; 67 hp; see the *Pathfinder Roleplaying Game GameMastery Guide* "Raider" for complete statistics.

Development: If the PCs launch an attack, McCorry makes a coup de grace attack on Aman before turning on the rest of the PCs. The same thing likewise happens to the helmsman and ship's officers by those crewman that stand beside them. Even if they are not all killed, their wounds will effectively remove them from the fight. Meanwhile, the PCs will have to fight McCorry and the rest of the crew without knowing for sure which members of the crew are mutineers and which remain loyal. The loyal crewman will fight back, but fully a half of them will be killed in the mass melee before calm can be regained.

A better option would be for the PCs to attempt to parley with the crew. If a Diplomacy check can be made to make the crew at least indifferent, then they will stand aside and let McCorry and a few of his hard-core cohorts deal with the PCs alone. Even if the mutineers are made friendly, they will not assist the PCs, merely standing aside to let the PCs deal with McCorry and his lot. In this situation, McCorry and his goons abandon their hostages and instead attack the PCs in an attempt to eliminate them and gain control of the ship. If the PCs defeat McCorry and his cronies, the rest of the mutineers lay down their arms and surrender themselves to the mercy of the PCs and ship's officers.

However, even as this happens, one final mutineer steals up the courage (propelled by his superstitious fear of the voyage they have undertaken) and places his blade at Aman's neck once again. The others see him, and a hush falls over the crew. The crewman has a readied action to strike Aman if he is attacked. The PCs can attack if they wish (at risk of Aman's life), but if they attempt to talk him down, read the following.

The sailor looks scared and confused as he looks back and forth between you and Aman, whom he holds at sword point.

"It weren't right of Finnegan to attack the captain and you fine gents like that, but he were right about one thing. This run be cursed! We're headin' to the Land o' the Dead like fools, an' no one comes back from there, leastwise not except on a cold slab. I can't let you take us there; I can't! I don't wanta' die, not on your swords and not in this Baron's house neither. I jes' wanta' go home!"

His hand shakes as he prepares to deliver the fateful blow to the Tulitas' neck and forever hide the route to Samedi's realm. However, before the blow can land, a sudden ray of light shines through the perpetual haze that has dogged your voyage these many days. It strikes Aman and the mutineer full in the face and parts the mists that lie before the ship. Aman's eyes suddenly light up and he shouts, "Mama Aizan happy, you do good! So she help; tay smartfeesh help!"

Looking over the bow of the ship you see the Bight illuminated under a beautiful, nearly cloudless sky, showing a clear course for you ahead. Ahead and to either side of the ship, several river dolphins can be seen swimming in the estuary and escorting your way forward. They are joined by more, until a pod of a dozen or more dolphins parallel your course as if guiding the ship along.

The sight of dolphins (river or otherwise) cavorting along in a ship's wake or along its course is universally viewed as a sign of good fortune by those who ply the waves, and the timely appearance of these is no exception. The last mutineer drops his cutlass with a cry and surrenders, and the rest of the crew gives a resounding cheer for the favorable omen. The mutiny is over.

Assuming the mutiny ended without the slaughter of all the mutineers, unless the PCs say otherwise the

ship's officers are content with the execution of Finnegan and his cronies as punishment for the mutiny. The other mutineers are forced to sign on for a year serving aboard the ship without pay in restitution for their disloyalty. For this show of mercy, they serve faithfully for the rest of their tenure.

River into Darkness

The dolphins continue to appear regularly as the ship sails north, reaching the mouth of the Malicious River in due course. The dolphins continue to escort the vessel even as it enters the river, and a freshening breeze from the south propels the craft along smartly, covering the entire 150-mile journey to the foothills near Mount Harbinger in only 6 hours.

The river journey is unhampered until the last hour. At that point, the river has narrowed significantly, and a narrowing of the ship's dimensions (via the *Captain's Mast*'s alter ship ability) is in order. The dolphins continue to accompany the ship as long as possible. As the jaunt nears its completion, Aman approaches the PCs once again, though this time with less positive news.

> The dolphins continue to caper along the ship's course up the river, keeping the crew in good spirits, and the *gris gris* coffin continues to point this as the correct course. All appears to be finally going well. For this reason, it comes as a surprise when Aman approaches with a somber look and draws you aside to speak privately.
>
> "You not know about tay Baron; I tell. If you enter he realm, tay dead-land, tay no way out. Tay be place souls go. No way out. I not go tay place where no way out... hogay?"

This may elicit concern and prod discussion, but there is no getting around it. Aman acknowledges that, by long-established custom and perhaps some sort of spiritual law, anyone who enters the Land of the Dead cannot leave it. He states that this entry will not occur without warning; entry must be a conscious decision. Exceptions to the rules are known for some who were not fated to die, entering by happenstance, but they are rare. In those instances they were allegedly thrown out, ejected from Samedi's realm, returning from whence they came. If the PCs hope to have any chance of success, they must try to become one of these rare happenstances; they must find some way to have themselves ejected by the will of Samedi himself. Don't outright tell them this, but this means they must behave in a way that is antithetical to Death—but they must discern exactly what that means. This will be made clear in **Escaping the Jaws of Death**, below.

This leg of the trip concludes at a tiny river cove on the Malicious River near the foot of Mount Harbinger. Aman's *gris gris* continues to point at the optimal route, which is now...uphill. The steep volcano towers above the ship, and deep rumbles occasionally shake everything quite ominously. At this point, the PCs can choose to disembark from the ship and proceed on foot or rely on the powers of the *Captain's Mast* to allow the ship to make the ascent.

Up We Go

Unless the PCs wish to proceed on foot, they must use one of the powers of the *Captain's Mast* to get the ship up the mountain. The PCs may think it more logical to just leave the ship behind, but Aman will offer another piece of advice: he states that Samedi's realm is known to be one of fire, so the ability of the *mast* to make the ship and its occupants impervious to fire will likely be extremely handy. Ultimately it is up to the PCs, though. The adventure assumes that they choose to take the ship with them. If not, simply modify the subsequent events as necessary.

With the *mast*, the ship can either be reconfigured to walk on land or be moved on land (as occurred in Act III) to ascend the mountainside, or it can be made to fly (as in Act II) and simply take a direct route to the top. If they choose to use the land route, they will need to activate the Earth essence of the *mast* to protect the hull from the extremely rough and sometimes steaming hot ground. Either way, the objective is the summit of the huge volcano. The distance by land is 2 miles (approximately 3 hours for the ship's movement), or by air it is 1-1/2 miles (2 hours and 15 minutes for the ship to fly). Whichever method is chosen, the ship arrives at the summit of Mount Harbinger in 2 or 3 hours. Read the following as they ascend.

> Mount Harbinger has belched forth smoke for the last two generations and has been know to spit fireballs and small rivulets of lava from time to time, but here on the western slope, the situation is clearly more severe. Great stony lava flows, many having obviously occurred within the last few years, mark the slope of the mountain and divide it into glossy black runnels and craggy cliffs and ridges. Clearly, the minor volcanic activities visible from Port Shaw are not all that the mountain has been up to. Despite these signs of recent lava flows, there are not currently any fresh ones, and the smoke belching forth from the peak has the same consistency as normal. All appears to be quiet on Mount Harbinger—or at least as quiet as it has been for the last 50 years.

After the ship reaches the summit and nears the edge of the caldera, the PCs quickly discover that the volcanic activity

within the cauldron makes it extremely hot within and directly above the cauldron—dangerously so, in fact. Since they will have already used the elemental essence ability of the ship once today (either Earth or Air) in order to reach the summit, they will not be able to use it again today to gain fire resistance for the ship and crew. As a result, they will have to perch the ship on the lip of the crater to consider their options and wait for the next day, when the elemental essence ability of the mast can be used again. This is covered under **The Big Dive**, below.

THE BIG DIVE (CR 11)

The ship can come safely to rest on the edge of the cauldron at the very top of the active volcano. Anyone or anything passing over the lip of the cauldron immediately experiences 6d6 fire damage per round of exposure. Actually coming into contact with the lava deals 20d6 fire damage.

> The heat is considerable, and the view is astounding. Several acres of liquid fire lie 200 feet below, encircled by a steep, rocky rim. Sporadic bursts create molten lava fountains that nearly reach the crater's lip. Pele does not sleep this day. Waves of great heat emanating from the orange hues not far below wash over the ship and crew, promising a fiery end to anyone that steps over the edge of the cauldron. Unfortunately, the coffin gris gris points directly down into that hellish inferno.

As mentioned, the ship will have to wait until the next day to be able to use the Fire ability of the elemental essence power in order to be able to withstand the heat of the magma lake below. Unfortunately, with only one use of the elemental essence per day, the ship will not be able to both gain fire resistance and fly down into the cauldron below. The PCs will just have to find some way to lower the ship down into the cauldron without using the power of the *mast* to do it. Fortunately, they have all night to think about it.

Anyone examining the slope down from above and taking at least 3 rounds of exposure to the intense heat (6d6 fire damage per round as mentioned above) can make a DC 20 Intelligence check or a DC 10 Knowledge (engineering) check to realize that while the slope down the inside of the cauldron is steep, it is not entirely un-navigable. In fact, if enough rock was dumped over the lip into the cauldron to create a sort of ramp, the ship could slide in relative safety all the way down to the lava lake below, thus mitigating the need for the Earth or Air powers to be used to get it down. Altering the ship into a more durable configuration (circular, for instance) with well-reinforced hulls all around would thus make the plummet manageable and would not cause too much damage to the vessel (at least not more than could be quickly repaired by the *mast*). Configuring the ship into some sort of a walker could also provide the ability for the ship to climb down the side, but the *mast* user would need to make a DC 20 Acrobatics check to safely balance the ship on its descent and keep it from rolling over—a doable, but very risky endeavor. The ramp is certainly the more sure method for a safe descent.

In order to create the ramp, the PCs will either need to use magic or put the ship's crew to work gathering up barrows of rubble from around the summit and pitching them over the lip at the specified place. This can be done without risk of accidental exposure to the heat if the crew is careful, and 80 man-hours of labor will complete the task (e.g. 10 crewmen working for 8 hours each, or more crewmen working in shifts). In short, the labor can be completed in a single night.

Unfortunately for the PCs, their efforts do not go unobserved. A **fire giant** scout and his pack of **6 hell hounds** spies the strange ship perched upon the lip of the volcano and goes to investigate. During the middle of the night (possibly while the labor continues) and while at least some of the PCs are asleep, the fire giant begins lobbing boulders at the ship from a position of cover 80 feet away. These bang against the hull of the ship doing damage that the *mast* user will have to repair, but the giant has concealment and cover and does not reveal himself to the PCs, hoping that they will instead move out to locate him. When anyone gets within 20 feet of the giant, the hell hounds leap from total concealment in a rock hollow and attack. The giant pounds anyone fighting the hounds with boulders until he himself is engaged. If he is reduced to 50 hit points, he attempts to flee east around the mountain and lose his pursuers. If cornered, he fights to the death.

Fire Giant: CR 10; AC 24/8/24; SVS 14/4/9; MELEE +21/+16/+11 (3d6+15); REACH 10 ft.; CMB +22; CMD 31; 142 hp; see the *Pathfinder Roleplaying Game: Bestiary* "Giant, Fire" for complete statistics.

Hell Hounds (6): CR 3; AC 16/11/15; SVS 6/5/1; MELEE +5 (1d8+1 plus 1d6 fire); CMB +5; CMD 16 (20 vs. trip); 30 hp; see the *Pathfinder Roleplaying Game: Bestiary* "Hell Hound" for complete statistics.

Development

Once the next day dawns and the ramp has been completed (if applicable), the *mast* user can activate the Fire power of the *mast* and move the ship forward to allow it to make its descent. If the ship has been safely reconfigured as mentioned above, everyone aboard that is not secured somehow must attempt a DC 10 Reflex save or take 1d6 damage from the bumpy ride down the slide. If the ship has not been reconfigured, then the DC is 15 and the damage is 3d6. If the *mast* user attempted to walk the ship down and failed the Acrobatics check, then the ship rolls over and the DC is 20 and the damage is 6d6. Either way, the ship arrives at the bottom of the crater's slope at least relatively intact

and hits the molten rock with a jarring splash. Though the lava is much denser than water, the fire-immune ship is able to float upon it normally, and the *mast* wielder can use the move ship ability to push on. The hopeful, fearful crew takes a moment to adjust to the sensations—one can feel the heat in a way, but it's as inoffensive as air itself. Everyone is able to breathe comfortably. No flammables (such as gunpowder or paper) ignite; they, too, are immune. However, this also renders any gunpowder useless for the duration of the fire immunity.

The *gris gris* points to a location on the far side of the caldera lake.

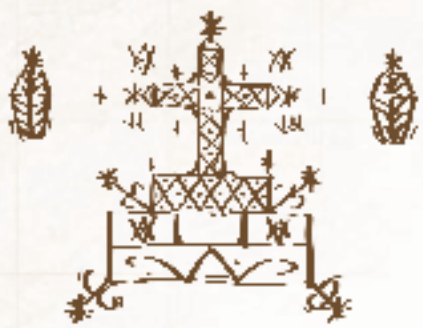
Treasure

The fire giant carries a bag holding 280 gp, 35 pp, and a pair of small rubies worth 300 gp each.

GATEWAY OF DEATH

The light is the red-orange of fire, though not flickering much, as the lava's glow remains fairly constant. The glimmers of greenish fire cast by the ship's own enchantment is almost lost in this furnace glow. It takes only minutes for the ship to traverse this lake of magma. Ahead, you see an opening in the rock of the crater wall. It is not a natural formation; the hole is in the shape of a coffin but slightly larger than man-sized—not large enough for a ship, however. A large and ornate veve is incised in the smooth rock above it. The *gris gris* points directly at this opening.

The portal stands only 20 feet away from the ship's closest approach while sailing on the lava. At this point, the crew has reached its limit. They have digested Aman's warning and will not voluntarily enter Samedi's realm, which is equivalent to suicide, they feel. They offer to wait for the party, remaining with the ship. And they hope the PCs return soon, because in a little less than 4 hours the magical protection runs out, and they'll have to abandon the crater somehow before then.



The PCs can easily disembark—wading in lava or ferried by a ships' boat—and approach the portal. There is no door; utter darkness lies within, not at all welcoming. A DC 20 Perception check finds faint lettering around the perimeter of the portal, depicting the classic, "Abandon All Hope Ye Who Enter Here" (If the Perception check is successful against DC 30, they also notice a small "SM" inscribed at the right upper shoulder of the final letter. This cryptic marking has no apparent relevance to the PCs.) They may gulp and hesitate, but there is no alternative. As they enter, the *night journey gris gris* dissolves, vaporizing in seconds.

DANCING WITH THE DEAD (CR VARIES)

You pass through a short passage in total blackness, and then suddenly everyone is in a great hall over 100 feet wide. It appears to be the venue for a festive party; dozens of pairs of dancers cavort to the echoing sounds of island griot music, though the performers cannot be seen. The ceiling is far above, shrouded in dancing shadows created by the dozens of flames that erupt almost constantly from cracks in the floor. Booths and tables, typical of a Port Shaw festhall, line most of the perimeter of the room.

Once they have arrived, the PCs can no longer find the portal by which they entered the room. Behind them is only blank wall. To add to their concern, closer inspection of the dancers immediately reveals them to be haggard and rather undead-looking—**64 juju zombies**, in fact. All are dressed in formal clothes, all their garb appearing quite fine, until further inspection reveals it to be funeral attire. The juju zombies continue to dance to the lively music and ignore the PCs unless attacked, leaving them to their own devices for a few moments more.

Juju Zombies (64): CR 2; AC 18/15/13; SVS 0/7/1; MELEE +5 (1d6+6); CMB +5; CMD 20; 15 hp; see the *Pathfinder Roleplaying Game: Bestiary 2* "Human Juju Zombie" for complete statistics.

Development

After the PCs have had a few minutes to take in their surroundings, read the following:

The music stops, and a charming male voice is heard from quite nearby, almost as if the speaker was standing at your elbow.

"Thank you all! Wonderful dance joyous. And now we take a moment to welcome our newest guests, right over HERE!" The voice then proceeds to name each of you by your first name as if it had known you your whole lives.

As your names are called out, fire from the floor suddenly flares up in your midst, effectively spotlighting you for the crowd. Most of the listless dancers turn to watch almost hungrily. A portion of the mob parts as a tall figure approaches. His top hat looms three feet over the dancers, but he is horribly thin, seven feet tall and skeletal, with hairless coal-black skin stretched tight over his bones beneath the folds of a fine suit that hangs loosely from his shrunken frame. Despite his strange appearance, his eyes are entirely human.

A broad grin of pearly teeth appears upon his face as he greets you, "WELcome, and thank you SO much for joining us, my new friends! What sort of dances do YOU prefer?"

Baron Samedi, Loa of Death, is the party's host...for all eternity if the PCs do not find a way out. He is a charming host; intelligent, considerate, and witty. He is averse, however, to shaking hands or otherwise touching anyone. He is, however, like the other Loa, completely immune to any attacks or magical effects the PCs might attempt to use on him, and he politely ignores any uncouth efforts by the PCs to attack him.

The music resumes at Samedi's command, and he invites the group to be seated at a nearby booth along the wall, which happens to have just enough seats for him and all of the PCs. A member of the wait staff comes by shortly, taking food and beverage requests, though they serve only uncooked meats and related fluids such as blood (certainly not anything water-based in this realm of fire). The Baron's chitchat is trivial, but he accepts any sort of dialogue the PCs initiate.

When the comb is brought up he says, laughing, "Ah yes, Mother Aizan's comb. It is a thing of beauty, but utterly out of place here in my humble home." Snapping his fingers for immediate service, he orders that it be brought to out, and adds wryly that they'll enjoy carrying it forever throughout the afterlife…so best to get used to it as quickly as possible!

Samedi will make no comment or answer in regards to the PCs' problem (their departure) at this time, and evades the subject if necessary. He is quite willing to explain that He maintains the gateway to the afterlife. Whatever fates await his visitors (very much including the PCs), they lie within or beyond this place, not back in the world of the living. There is thus no exit in that direction, for there is no need for such.

The comb soon arrives, carried to the table by two juju zombies in tuxedos. It is very beautiful in the flickering firelight, all silvery-opalescent nacre from the shell of a giant nautilus with wonderfully cut teeth. A full 8 feet long, it weighs 150 pounds. With the acquisition of the comb, the PCs have gained what they came for, and should be thinking of an urgent need to leave this realm before their fire immunity expires. Once the Baron has wasted enough time on the PCs, he rises, repeats his welcome, and departs to mingle. He cannot be stopped, though he can easily be followed if the PCs wish to continue to engage him in conversation or other activities. Otherwise, they are on their own to find a way out before the fire immunity wears off and dooms them to a slow and hellish death.

Land of the Dead

Within the Dead Realm, Samedi's rules apply. Undead cannot be turned or commanded, and are otherwise immune to channeled energy. *Protection from evil* does not function here, nor can the illumination be raised above the current dim conditions, even by magical light sources. This is a realm of Fire, the ambient heat of the atmosphere dealing 1d6 fire damage per minute (the PCs should still be under the immunity provided by the *Captain's Mast*). The dancers and, of course, Samedi himself are completely immune to fire damage and effects. Time passes normally within Samedi's realm, so that when the 4-hour duration of the *Captain's Mast* expires (in approximately 3 hours' time), the PCs will lose the fire immunity provided by its elemental essence.

Escaping the Jaws of Death (CR 12)

A search of the dance hall reveals that it is 200 feet square, all surfaces made of hardened lava or pure fire that is as unyielding as a wall of force. Tables and booths line three walls with a long bar occupying the fourth. Doors behind it lead into a kitchen that likewise has no exits. There are no exits anywhere in fact and, as mentioned, the initial portal through which the PCs arrived cannot be found in the hardened lava wall. No ability or magic that the PCs have can penetrate any of these barriers. A large (10 ft. x 20 ft.) sign hangs in each corner, diagonally hung and facing the center of the room. The four signs depict the four ornate veves of the Loa encountered previously: Aizan, Damballa, Legba, and Oggun. (Those nearest the veves were, in life, followers and/or worshippers of the being represented by each veve, though it now makes no difference in death.) A DC 20 Perception check reveals that on the floor beneath the feet of the dancers are two great iron doors the same color as the hardened lava flows that comprise the floor which apparently lead to the wine cellars of the dance hall. There is no sign of the griot performers that provide the dance music.

Papa Legba's Veve

Anyone opening either of the iron doors reveals only a small cavity in the igneous rock in which **2 guecubus** lie quiescently. As soon as the door is opened, they spring up and attack any non-undead they find in the room. There are 2 such creatures under each portal, so that once the first has been opened, the guecubus under the other portal swing theirs open and likewise join in the attack.

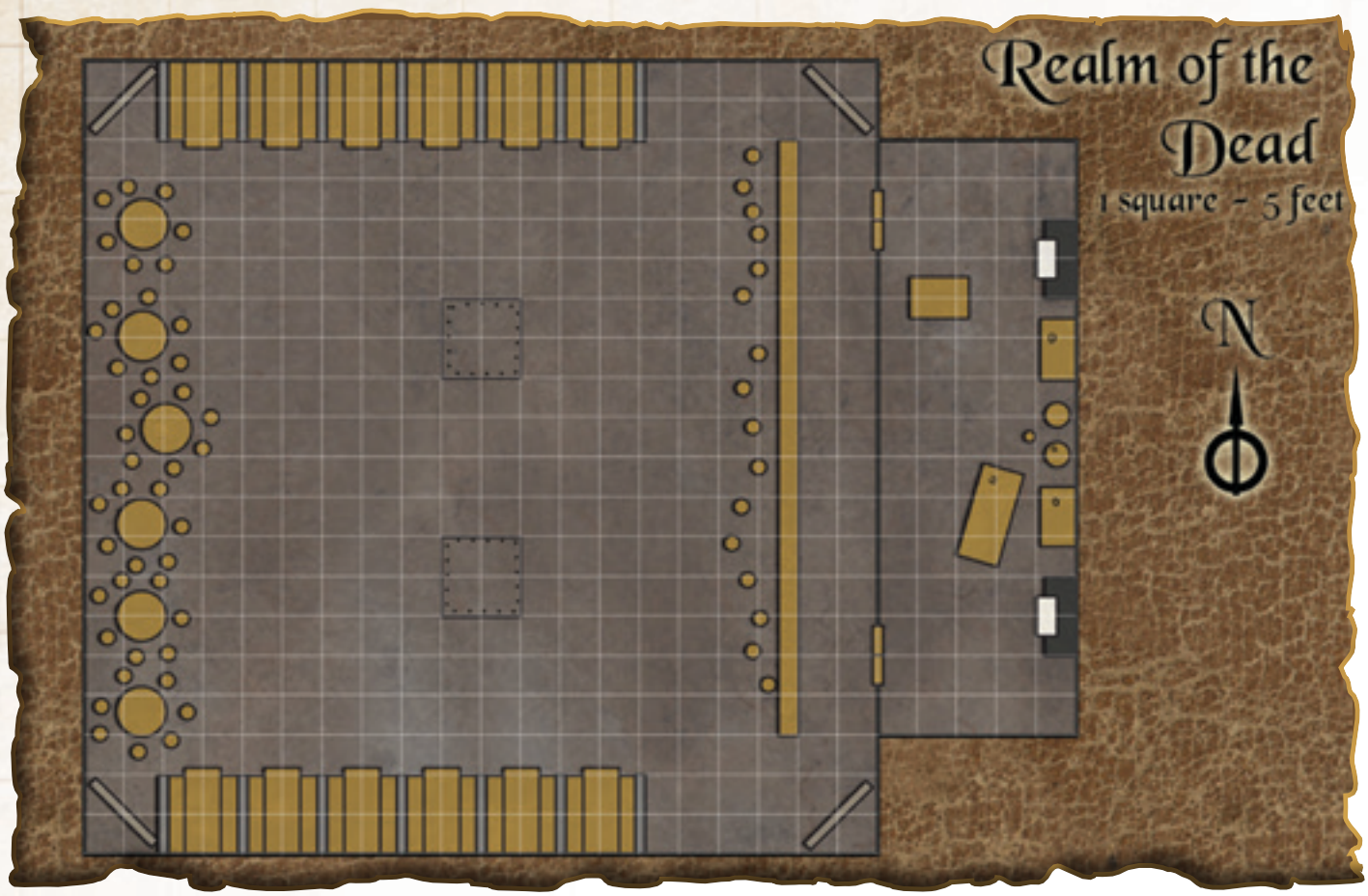
Guecubus (4): CR 8; AC 21/15/16; SVS 8/7/11; MELEE +14 (1d8+6 plus misfortune); CMB +14; CMD 29; 104 hp; see the *Pathfinder Roleplaying Game: Bestiary 3* "Guecubu" for complete statistics.

In addition to the guecubus, as mentioned there are 64 juju zombie dancers and waiters within this chamber. They generally ignore the PCs and do not get involved in any melees that do not involve them. The PCs may certainly start a fight with some of them if they wish, with 2d4 moving to help any of their fellows that are attacked. If the number in the dance hall is substantially reduced, more zombies will arrive (through the walls) by some mysterious means that the PCs cannot replicate. Any zombies slain wither into dust, their souls passing on to their final destinations in the netherworld. But they are replenished infinitely in this place. Any PCs slain fall normally, but will arise 10 minutes later, joining the ranks of the dancing dead. (At that point they are beyond the influence of their comrades, except for physical attacks.)

Juju Zombies (64): CR 2; AC 18/15/13; SVS 0/7/1; MELEE +5 (1d6+6); CMB +5; CMD 20; 15 hp; see the *Pathfinder Roleplaying Game: Bestiary 2* "Human Juju Zombie" for complete statistics.

Development: Despite any fights started, none of them disturb Baron Samedi or cause him to want to eject the PCs. PCs may try to irritate him through conversation, but that won't work as he doesn't rise to the bait, simply laughing off all such gambits as petty and irrelevant. He sips from a chalice of blood now and then, but declines other sustenance. The dances continue.

Should the PCs try any of the food or beverages available (at no cost), each bite or sip requires a DC 20 Fortitude save. With any failure, the victim decides that life is over, and that



acceptance of a future in the afterlife is the only sensible approach. (Such PCs will need to be rescued by their comrades in order to leave the Land of the Dead after that. However, he effect can be removed by *break enchantment* versus caster level 12th.

Among the Dead

At the GM's option, deceased individuals known to the PCs (if not sinless in life) may dance nearby and be recognized. Interaction is possible, if that seems advisable and fun. Dante used this to good effect in his *Divine Comedy*, but only an exceptional and well-prepared GM can implement this with finesse. Use NPCs (or even PCs) that the party has encountered and lost over the course of the ***Razor Coast*** campaign to provide flavor and possibly even campaign clues at your discretion. If the PCs are particularly stumped at escaping Samedi's realm, a friendly NPC could perhaps even provide a hint as to the means to do so as explained below.

Development

How Do We Get Out of Here?

Whatever damage the PCs inflict (if any), they will not make a dent in this place (Remember to account for the characters' handling of the huge 150-pound comb). Damage, death, and destruction are the 'meat and drink' of Baron Samedi, and as custodian of the gateway to the netherworld he thrives on such things. Ultimately violence only serves his purposes.

The most logical solution to becoming abhorrent to the Realm of the Dead is to sow life in this field of death. The use of any such magic in this place (producing healing of any sort) will irritate Samedi. Any sort of *raise dead* or other resurrection magic gets immediate expulsion and the subject of the spell is immediately sent back to the realm of the living.

The use of any curative magic on a juju zombie produces a startling and immediate effect. Its rotting form changes, life and hope returning to the face. Curing 10 hp of damage will transform a former zombie into a spiritual essence, which melts, ripples, and then flows upward into the fiery air—the opposite of the dusty disintegration accompanying a violent demise. If cured insufficiently (less than 10 hp), a juju zombie is left paralyzed, in a horrible limbo-state and unable even to dance.

As mentioned, a single example of resurrection magic will trigger Samedi's displeasure. Lesser healing will also produce this effect but only in proportion to the expenditure of healing resources used by the party. To gain this level of notoriety, the party must expend fully half of its available healing spells. If there is a cleric present, this also includes all of his ability to spontaneously cast cure spells as well. If no divine casters are present, then the use of half of all the healing resources (potions, etc.) is required to trigger the following confrontation with Samedi. When the necessary threshold is reached, read the following.

> The music stops abruptly, and the dancers part as Samedi comes to investigate. He stops nearby and shouts, "Insolent fools! I will send you to the nether regions; your fate awaits! STOP THAT IMMEDIATELY!"

The Baron is not to be appeased, but neither will he strike immediately. There is a pause in the action, and PCs may act. As long as they make one more effort at healing (even something as simple as a Heal check), Samedi gives in, shouting, "STOP and you may return. Get out of here! That's quite enough of this."

The word of a Loa is good. Baron Samedi gestures, and a curtain of fire parts, revealing the portal back to the caldera. Any resurrected individuals await therein. No parting words are required, and the Loa glares wordlessly; he is quite affronted. He will get over it, though he does give them parting admission: "I will see you again soon." Despite this, he is practical, and knows he cannot have them until their allotted lifetimes reach their fated ends.

Ad Hoc XP Award: Award each PC 10,000 XP for successfully escaping the Realm of the Dead.

LEAVING THE VOLCANO (CR 14)

The PCs return to their vessel, carrying the *comb of Aizan*, and they defeated Death in his own realm to acquire it! They have accomplished quite a task. The crew is intact, undisturbed in the interim (which seemed to be an hour at most, to them), but worried about environmental changes. The lava has become far more agitated, both in frequency and volume of lava ejected. An eruption may even be imminent!

Sufficient time should remain for the fire enchantment to protect everyone until they depart the lake of molten lava, but the method is problematic. The ship cannot fly until the morrow when a new elemental essence can be activated, and even if the fire resistance could last that long, the moment the Air power was activated in place of the Fire power, the ship would be incinerated. Likewise, the walls of the caldera are too steep for any sort of walking configuration of the ship to be able to scale—even up any ramp-slide that the PCs may have created to enter the crater. While it is possible the PCs may have the means to magically save themselves and even the crew, it seems unlikely that the vessel could be saved.

A DC 15 Knowledge (nature) or DC 25 Perception check reveals that the level of the lava lake is rising. Soon the

entrance to Samedi's realm is completely obscured below the level of the molten rock. As the agitated mountain continues to vent, a possible solution presents itself. At the southwest portion of the rising lake, great gouts of lava are sporadically spewing up and over the rim to form a lava flow down the mountain's western slope. If the ship were maneuvered into that area in time for one of these great spurts of lava, then it is likely that it could be carried up and over the edge as well. Once again, the ship will need to be configured into some kind of a reinforced arrangement that can withstand the forces involved, but the ascent should be no more rigorous than the sliding descent was. The PCs may divine another way of escape, but the adventure assumes they ride the lava tide, so adjust things accordingly if they use another method.

Development: As the ship is maneuvered into position to take advantage of these churning washes of lava, it comes near the edge of the crater where the tremors and volcanic activity have disturbed the sealed lair of a **volcano giant**. As the ship comes within 10 feet of the crater wall, the giant bursts forth from the newly uncovered cavern entrance and leaps to the deck of the ship (automatic success) where it attacks everything in sight in an orgy of violence. It fights until slain or forced over the edge of the ship into the lava lake where it sinks like a rock.

VOLCANO GIANT CR 14

XP 38,400

The Tome of Horrors Complete 323

CN Huge humanoid (earth, fire, giant)

Init +1; **Senses** low-light vision; **Perception** +18

DEFENSE

AC 29, touch 9, flat-footed 28 (+2 armor, +1 Dex, +18 natural, –2 size)

hp 201 (20d8+120)

Fort +18; **Ref** +7; **Will** +9

Defensive Abilities rock catching; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee Gargantuan longspear +24/+19/+14 (4d6+16, crit x3) or 2 slams +24 (2d6+11)

Ranged rock +15 (2d6+16 plus 1d6 fire)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon, rock throwing (120 ft.), trample (2d6+16; DC 31)

Spell-like Abilities (CL 20th):
1/day—*stone shape*

STATISTICS

Str 32, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +15; **CMB** +28; **CMD** 39

Feats Awesome Blow, Cleave, Diehard, Endurance, Improved Bull Rush, Improved Sunder, Intimidating Prowess, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +14 (+18 jumping), Climb +18, Intimidate +20, Knowledge (nature) +10, Perception +18

Languages Giant, Ignan

SQ oversized weapon use

Gear Gargantuan longspear, leather armor, bag with gold nuggets worth a total of 380 gp.

SPECIAL ABILITIES

Breath Weapon (Su) Three times per day, a volcano giant can exhale a cloud of warm and sulfuric gas in a 30-foot cone. Affected creatures must make a successful DC 26 Fortitude save or take a -4 circumstance penalty on attack rolls, checks and saves for 1 minute (10 rounds) due to fits of coughing and choking. The save DC is Constitution-based.

Oversized Weapon Use (Ex) A volcano giant wields a Gargantuan two-handed longspear without penalty.

Development

After the giant is defeated, the helmsman must bring the ship into position over the churning lava. This requires a DC 20 Profession (sailor) check by whomever is guiding the vessel. Once in position, the next great gout of lava surges upward and carries the vessel with it, depositing it over the rim in the ongoing lava flow making its way down the mountain's western face. If the Profession check was failed, the vessel tips over in the process and everyone on board must attempt a DC 18 Reflex save or take 4d6 damage from the collision. Either way, the vessel can be righted and reconfigured once over the top and use the lava flow to sail down the side of the mountain in just over an hour. Once at the bottom it is easy to move the ship back to the Malicious River for the return journey.

Despite the surge in activity in the volcano, Mount Harbinger does not erupt and from the perspective of Port Shaw all that occurred was a bit of rumbling and a few fireworks at the mountaintop. As usual, the main lava flows remain concealed on the mountain's back side.

Act V
The Delivery

When the PCs, crew, and ship return to the open waters of the sea bearing Aizan's three objects—the mirror, brush, and comb—the wielder of the *Captain's Mast* feels that the ship 'wants' to descend once again into the depths. He may choose to seek a bit of adventure while possessing the artifact, maximizing its use, but such activities are entirely at the GM's discretion, not the whims of the players. Avoid disrupting the core plot sequence of the ***Razor Coast*** campaign, but also remember that this will be the last opportunity for such dalliance.

When the characters are ready, the wielder can activate the Water power of the mast to begin the last phase of the adventure. At that time the ship's prow dips, and it smoothly sails down into the waters, flooding as it goes. As in the previous instance, all those enchanted can breathe the water easily. All parts of the ship start to glow faintly green, the intensity increasing as she descends ever deeper.

The ship reaches a clear area on the ocean floor about 250 ft. deep (as before), coming to a gentle stop on the sand—far less catastrophically than during its initial visit. Within minutes, a humanoid figure approaches on foot, but it is not Papa Legba. This old Tulita woman is adorned by a large palm leaf entwined about her simple garment, and carries a small primitive rattle.

Mama Aizan beckons for her visitors to disembark and approach. She thanks them for their outstanding service, and welcomes them to her undersea realm. If the characters have arranged for some of the crew to serve as bearers of her objects, they can be presented. In that case she steps forward, and each item vanishes at her touch. If they are not presented, she merely comments that she has retrieved them (and they instantly vanish from their location, be it in the ship's hold or elsewhere).

Concluding the Adventure

Aizan first entertains any questions the characters (and players) may have. You may here reveal a bit more about the Loa, emphasizing their recalcitrance to intervene in mortal affairs...yet their corresponding care for and about mortals, producing the resulting system of rituals, symbols, and other ways the Loa may be approached. She emphasizes that Papa Legba is the key to all such communication, and that the PCs' new ally Aman the Speaker can be a great asset in dealing with the native Tulita peoples of the Razor Sea.

Finally, as to the characters' promised reward, Aizan pledges to assist the characters through her personal intervention, just once, when they need such power in a just cause. (She reveals no details of the Krakenfiend, though she knows it well.) If the PCs have successfully completed this mission for Aizen, when the Krakenfiend rises they will find that the sea is their ally. In any combat with the Krakenfiend that occurs while the PCs are in or upon the water they are considered to have the effects of *freedom of movement* and *water breathing*. Furthermore, regardless of whether they are on land or upon the sea, they will receive a +4 divine bonus to their AC and a +2 bonus to all saves for the course of the entire battle as luck seems to side with them and all the little things just seem to go their way. Once the Krakenfiend has been defeated, these boons disappear.

The characters are permitted to keep their palm-frond pins, indicating their alliance with (not subservience to) the Loa Aizan. Any woodsmen who accepted a similar alliance with Oggun can similarly keep their variant pins.

At the conclusion of affairs, the characters and crew are told to return to their vessel, and their lives. In one final gesture, Aizan is seen suddenly holding the *Captain's Mast* and its case, having retrieved it with a thought. The Water enchantment does not change until the ship reaches the surface, and all are fully able to depart safely. The vessel again rises upward through the waters, though no longer under the command of the once-powerful character who held the *mast*, until it breaches the surface once more.

> The colorful skies offer a welcome panorama as the ship broaches the surface, the water streaming from every spar reflecting the sparkles of a thousand sunbeams. Everyone is soon breathing air—with no problems in the transition—and the water in the hold mystically drains, until all is right once again...if a trifle damp. A slight shiver of deja vu is shaken off, and the ship resumes her voyages.
>
> Now, where were you going, before you got sidetracked?

New Monster Appendix

A small stone unfolds itself, revealing a beetle-like creature that crawls forward with tiny pincers and claw-like legs. Dozens more of the nearby pebbles undergo the same transformation until there is a veritable swarm forming.

Bronk Swarm CR 4

XP 1,200

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60 ft.; **Perception** +0

Defense

AC 18, touch 16, flat-footed 16 (+2 Dex, +4 size, +2 natural)

hp 38 (7d8+7)

Fort +6, **Ref** +4, **Will** +2

Immune mind-affecting effects, weapon damage, swarm traits, vermin traits

Weaknesses swarm traits

Offense

Speed 30 ft., climb 30 ft.

Melee swarm 2d6 plus distraction

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), seek heart

Statistics

Str 1, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2

Base Atk +5; **CMB** —; **CMD** —

Skills Climb +2, Fly +8, Stealth +14

Ecology

Environment any

Organization solitary, pair, or avalanche (3–8 swarms)

Treasure none

Special Abilities

Seek Heart (Ex) Once per round while a swarm occupies an opponent's square, a single bronk may break off from the swarm and seek a living opponent's heart. If the swarm was able to deal damage to the target in that round, the individual bronk immediately crawls into the body at the wound dealing an additional 1d3 damage and starts crawling through a vein, heading for the heart. Although this has visible effects and appears quite horrible (the lump moving slowly up the leg, at first), it inflicts only 1 point of additional damage per round. Shielded by muscle and sinew, it gains total concealment once within the victim. It can be killed by a blow aimed directly at the visible lump (divide the rolled damage between the victim and the bronk). If the bronk's progress is not impeded, the target must make a DC 15 Fortitude save or the bronk slays its victim upon reaching and punching a hole through the wall of the heart. It then stays within thereafter, snacking on internal body fluids. A single bronk has 1 hp. A creature immune to critical hits is immune to this attack b a bronk.

A bronk swarm appears to be a pile of mobile pebbles about 1–2 inches across, rolling along of their own accord. Each individual bronk can 'unwrap' itself to become crab-like, acquiring small rocky legs and pincers, easily able to climb and attack larger creatures. A bronk swarm initially resembles a small avalanche; a mass of pebbles swarming towards their prey. They are only known to be found in the divine-realm of Oggun but some scholars believe that they may be spreading outward.

The Razor Coast
Face of the Frozen God
Bonedrow of the Ancients
Anchor Bay
Sammerlock Sails
Deadly Reef
Beacon Island
Moonfall Atoll
Blood Steam Jungle
Valley of the Kala'a
Deadsmoke
Redman
Whispering Tree
Grave of Hal
Sloth-Eye's Doldrum
Cove of the Dead Gods
Pearl Eye Atolls
Darkol Island
Blacksink Marsh
Fiery Heart
Witch's Teeth
Halgrim's Rest
Port Shaw
Kai's Bay
Kon Islands
Fort Stormshield
Lighthouse
Mount Harbinger
Nagshead Hill
Isle of Grey Whispers
Black Bear Forest
Dragon's Dredge Rift
Kakeou
Bainwright Island
Shark's Folly
Skull Sargasso
Isle of Mist
Carcass
scm

Beacon Island

If you are reading this then it is possible I have died by your hand. Know this is not your fault, for I was forced to play your assassin. Though your skill is substantial, if I wanted you dead, you know within your heart it would be so. You are to me as my own child; yet waste no time on sentimentality, for though I am dead, with my life I have bought you precious time, if little of it. Hargrove paid my purse to slay you, for what reasons I am unsure. Perhaps he was testing my own loyalty, perhaps there was a deeper motive. Regardless, had I refused him and not convincingly attacked you, he would have had me slain and sent other assassins to finish you. Thus was my fate sealed either way. I name Hargrove as my assassin, not you. Avenge me and avenge yourself for I believe, even as you read this letter, he plots to finish the job which I could not – nay – would not.

I have left you my dark art, my life's work, and all I own. I enjoin you to do better with it for you and yours than I have done for myself.

Old Fish

Apologies for my brevity, but at this juncture, time is not one of our luxuries–
Show this letter to no one, and burn it after finishing.

If you read this, then I have not returned. I am at present aboard the Albatross, commanded by Lt. Commander Trey Perrin. Prior to our hastily ordered departure, we'd been investigating a smuggling operation run by a group known as The Ring of the Kraken.

Yestereve, I and some others accompanied Trey to a small bar portside and witnessed his conversation with a woman whom I believe to be Jalia Ramires, a former Wave Rider. Later, when I pressed him about the conversation, he dismissed it as nothing. Then he signaled me to silence by twisting my finger.

This morning, we received orders to set sail for the Pearl Eyes, wasting not a minute. Our mission is to search for Bloodbane's treasure. A notoriously ill-fated mission, previously attempted only by greedy fools who've yet to return! I doubt, as do many, the treasure even exists.

Unfortunately, I have not yet had time or privacy to speak with Lt. Perrin. They gave us no time to pack our ship or check its supplies ourselves, instead assuring us that Hargrove himself had ordered it cleaned and well-stocked. Despite these assurances, or perhaps because of them, I fear we've been sent on a fool's errand. If I can, I shall converse with Commander Perrin and hope to glean his suspicions, which I shall forward as soon as possible. I'm quite sure this trip had something to do with our investigations or possibly his conversations with Jalia Ramires – or whoever she was.

Adventure Options

Adventure Options

At heart, Adventure Options are simply a way to talk about the plot running through a few interconnected encounters. Adventure Options are a summary of those plots presented as a table of contents. For example, it allows GMs to decide whether their players would prefer to "Fight or join Port Shaw's criminal underworld" or "Rescue a child astolen by the roachlord..." Both those phrases are Adventure Options, and after choosing one, GMs simply look up the encounters required to play out those particular plot lines.

Worksheets

Every level range comes with a Worksheet. Worksheets help you make a list of what you need to prepare (encounters to read, monsters to study, Whispers to release, etc.) for your next gaming session.

To use a Worksheet, print out the one corresponding to the current average level of your party, then follow the steps in the Prepping section for that level. This tells you how to fill out your Worksheet. When you complete this exercise you create the list of what to prepare and jot down any notes you'll need for the session. Keep it handy when you run.

Razor Coast Adventure Options

Level 5: Session 2 Adventure Options

Inciting Incidents

Because the Inciting Incidents all take place in Port Shaw, you'll find them in **Chapter 3, Port Shaw**. The map provided in **Chapter 3** suggests likely locations at which Inciting Incidents might occur, but these are by no means set in stone. The eight Inciting Incidents are:

1. An argument about the Black Shark allows the PCs to befriend an "old Razor hand" named Old Craw
2. Intervene as Dragoons threaten to beat an old Tulita man to death for his "crazy" behavior
3. The infamous pirate Drango escapes, and the PCS help or hinder pursuit
4. Under pressure from the PCs, a team of dragonsmoke pushers foolishly reveals their supplier
5. In a mad brawl between Tulita and newcomer dock workers, who will the PCs back?
6. A fire on the docks introduces a Wave Rider and grants the chance to be local heros
7. A pickpocket attempt by a former Wave Rider embroils the PCs in the Kraken's plots
8. A chance meeting introduces Bethany Razor, opening opportunities for adventure

In and Near Port Shaw

1. Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7)
2. Tangle with the Dragoons as they leave the sewers (CR 7)
3. Fight or join Port Shaw's criminal underworld (CR 3-8)
4. Rescue a child stolen by the roachlord (CR 7-8)
5. Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 8)
6. Root out a nest of the Kraken's spies in the sewers (CR 5-10)
7. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

The Coast and the Continent

8. Investigate an abandoned village plagued by shark attacks (CR 5)

On the Razor Sea

9. Redeem an Elf noble by rescuing her shipmates from an abyss-haunted isle (CR 5-7)
10. Lured inside an underwater mountain, the PCs confront extradimensional invaders (CR 3-8)
11. Fight monsters on the high seas (CR 5-8)

Level 6-7 Adventure Options

In and Near Port Shaw

1. Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7)
2. Tangle with the Dragoons as they leave the sewers (CR 7)
3. Fight or join Port Shaw's criminal underworld (CR 3-8)
4. Rescue a child stolen by the roachlord (CR 7-8)
5. *Recover an Elven Diplomat's stolen magic ring from the sewers (CR 4-9)‡*
6. Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)
7. *Put down a criminal gang extorting Tulita in the outskirts (CR 9)*
8. Root out a nest of the Kraken's spies in the sewers (CR 5-10)
9. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

The Coast and the Continent

10. Brave Blacksink Marsh to save kidnapped plantation workers from sacrifice (CR 5-8)
12. Explore a shrine to the shark god, revealed by an earthquake (CR 6-9)
13. Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

On the Razor Sea

14. Fight monsters on the high seas (CR 7-9)

Level 7-8 Adventure Options

In and Near Port Shaw

1. Tangle with the Dragoons as they leave the sewers (CR 7)
2. Fight or join Port Shaw's criminal underworld (CR 3-8)
3. Recover an Elven Diplomat's stolen magic ring from the sewers (CR 4-9)
4. Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)
5. Put down a criminal gang extorting Tulita in the outskirts (CR 9)
6. Root out a nest of the Kraken's spies in the sewers (CR 5-10)
7. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)

‡ *Smallcaps Italics denote first appearance of an adventure option*

8. *Hunt the lost treasures of an ancient necromancer in the sewers (CR 4-11)*
9. *Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw (CR 6-11)*

The Coast and the Continent

10. Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

On the Razor Sea

11. *Investigate why the lighthouse on Beacon Island went dark (CR 9)*
12. Fight monsters on the high seas (CR 7-10)
13. Stop an assassination attempt on Zalen Trafalgar (CR 10)
14. Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)

Level 8-9 Adventure Options

In and Near Port Shaw

1. Recover an Elven Diplomat's stolen magic ring from the sewers (CR 4-9)
2. Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)
3. Put down a criminal gang extorting Tulita in the outskirts (CR 9)
4. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)
5. Hunt the lost treasures of an ancient necromancer in the sewers (CR 4-11)
6. Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw (CR 6-11)
7. *Battle a sewage elemental beneath Port Shaw (CR 11)*

The Coast and the Continent

8. Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

On the Razor Sea

9. Fight monsters on the high seas (CR 8-11)
10. Investigate why the lighthouse on Beacon Island went dark (CR 9)
11. Stop an assassination attempt on Zalen Trafalgar (CR 10)
12. Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)
13. *Hunt for underwater treasures and discover the wreck of the Razor's Edge (CR 9-11)*
14. *Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)*
15. Bargain with a loa and travel the elemental realms on a mission for a demi-diety (CR 3-13+)

Level 9-10 Adventure Options

In and Near Port Shaw

1. Put down a criminal gang extorting Tulita in the outskirts (CR 9)
2. Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)
3. Battle a sewage elemental beneath Port Shaw (CR 11)

On the Razor Sea

4. Fight monsters on the high seas (CR 9-12)
5. Stop an assassination attempt on Zalen Trafalgar (CR 10)
6. *An ambush by weresharks posing as refugees reveals important clues (CR 11)*
7. Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)
8. Hunt for underwater treasures and discover the wreck of the *Razor's Edge* (CR 9-11)
9. *Confront the Chosen of Dajobas in his secret, underwater caves (CR 8-12)*
10. Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)
11. *Brave mad admirals, forbidden islands and treachery to loot a city of gold (CR 6-13)*
12. Bargain with a loa and travel the elemental realms on a mission for a demi-diety (CR 3-13+)

Night of the Shark Adventure Options

Prologue

1. Explore an abandoned vessel floating offshore. Rescue the sole survivor and learn what he knows (CR 9)
2. The Nightslinks lay a trap for the PCs then boast about their escape from Jalamar (CR 11)

Run-Up

3. Attempt to warn the Dragoons of Jalamar's coming attack, but encounter Jalamar's mole instead (CR varies)
4. Save a friend from the Kiss of Dajobas (CR 9)
5. The PCs won once too often at the Broken Skull. It's payback time! (CR 10)
6. Old Fish, the PCs mentor and friend, accepts a commission to assassinate them (CR 11)
7. Stop Jalamar's minions, dressed as Dragoons, from torturing Port Shaw citizens in an old warehouse (CR 11)

Inciting Incident

8. A young Tulita warrior, wounded and terrified, bursts in on the PCs (CR 8)

Weresharks are Everywhere

9. Rescue Jessica McFarrows foster mother from the little girl the PCs once saved (CR 3)
10. The anglers the PCs freed and returned to Port Shaw now stalk the streets as weresharks (CR 8)
11. Save a gang of terrified orphans from three rampaging weresharks (CR 9)
12. Jalamar's lieutenant, the deadly monk Saegen, seeks out the PCs (CR 10)
13. Rescue Nakuaka and Alastair Crimmeran from certain death (CR 10)

Final Showdown

14. Battle for the Jawbone (CR 13+)

The Kraken Strikes, Act 2 – Quest for the Albatross

Events In the Pearl Eyes

1. Bumping Into Bonedeuce
2. Grounded
3. Not a Drop to Drink
4. Everyone Loves a Good Storm

Adventure Options in the Pearl Eyes

1. Fight monsters on the high seas (CR 10-13)
2. Stop an assassination attempt on Zalen Trafalgar (CR 10)
3. Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)
4. Brave mad admirals, forbidden islands and treachery to loot a city of gold (CR 6-13)
5. Bargain with a loa and travel the elemental realms on a mission for a demi-diety (CR 3-13+)
6. Track a plague to its source and undo the horrors of a pirate druglord before its too late (CR 5-14)
7. Chase the *Idol of Tsathogga* into a sirene's realm and get swallowed by a whale (CR 3-15)

Set-Pieces

1. Old Makana (CR 11-13)
2. Commaner Perrin at the City of Cyclopes (CR 11-13)
3. Ambushed by the Pride (CR 13)
4. Return to Port Shaw (CR varies)

New Feat: Helmsman

You are most at home at the helm of a ship. When controlling the ship you and the vessel become one, and your skill as a sailor allows you to save your vessel from certain destruction.

Prerequisite: Profession (sailor) 3 ranks, Seaworthy.

Benefit: When manning the helm of a ship you may substitute a Profession (sailor) check for any Reflex saves made by your vessel against attacks, spells, or other effects. In addition, your vessel gains a +2 dodge bonus to its AC.

Normal: When your vessel is targeted with an effect requiring a Reflex save, your ship makes a Reflex save and may not use a helmsman's Profession (sailor) skill.

The Kraken Strikes, Act 3 – Defense of Port Shaw

Narrated Moments

1. All is Lost
2. On a Knife's Edge
3. Victory is Ours.

Precarious Situations

1. **The Enemy Threatens a Beloved NPC** (Ch. 7, Precarious Situations; CR 10; 9,600 XP; 1VP)
2. **Keep Moving, Nothing to See Here** (Ch. 7, Precarious Situations; CR 11; 12,800 XP; 1VP)
3. **Burn Baby, Burn!** (Ch. 7, Precarious Situations; CR 10; 9,600 XP; 1VP)

Major Encounters

1. **The Ship Scuttlers** (Ch. 7, Major Encounters; CR 12; 19,200 XP; 1-2 VP)
2. **Orca Zombie** (Ch. 7, Major Encounters; CR 13; 25,600 XP; 2-3 VP)
3. **Wave Rider's Last Stand** (Ch. 7, Major Encounters; CR 12; 19,200 XP; 0-3 VP)
4. **The Slaying of Mokoli Ali'i** (Ch. 7, Major Encounters; CR 13; 25,600 XP; 2-3 VP)

Final Showdown

1. **The Krakenfiend Rises** (Ch. 7, Major Encounters; CR 15+; 51,200 XP)

NPC Checklist

NPC NAME	Hostile	Indifferent	Friendly	Wereshark Kiss Victim	Wereshark Serving Jalamar	Ring Of The Kraken	Dead
Dramatis Personae							
Aeron Chambers	☐	☐	☐	☐	☐	✕	☐
Barrison Hargrove	☐	☐	☐	☐	☐	✕	☐
Belok Talorg	☐	☐	☐	☐	☐	☐	☐
Bethany Razor	☐	☐	☐	☐	☐	☐	☐
Dalang Jalamar	✕	☐	☐	☐	✕	☐	☐
Donovan Montgomery	☐	☐	☐	☐	☐	☐	☐
Falken Drango	☐	☐	☐	☐	☐	☐	☐
Gregory Bonedeuce	☐	☐	☐	☐	☐	✕	☐
Harthagoa	✕	☐	☐	☐	☐	✕	☐
Jalia Ramires	☐	☐	☐	☐	☐	☐	☐
Milliauka	☐	☐	☐	☐	☐	☐	☐
M'okol'i Ali'i	☐	☐	☐	☐	☐	☐	☐
Xander Brim	☐	☐	☐	☐	☐	☐	☐
Zalen Trafalgar	☐	☐	☐	☐	☐	☐	☐
Important NPCs	☐	☐	☐	☐	☐	☐	☐
Armory Fairbanks	☐	☐	☐	☐	☐	☐	☐
Brunner Hammerfell	☐	☐	☐	☐	☐	☐	☐
Carthias Delnor	☐	☐	☐	☐	☐	☐	☐
Darenar	☐	☐	☐	☐	☐	✕	☐
Duggan	☐	☐	☐	☐	☐	☐	☐
Elder Nakuaka	☐	☐	☐	☐	☐	☐	☐
Inquisitor Salem Vin	☐	☐	☐	☐	☐	☐	☐
Jin	☐	☐	☐	☐	☐	☐	☐
Korg	☐	☐	☐	☐	☐	☐	☐
Lester Farrows	☐	☐	☐	☐	☐	☐	☐
Major Roland Lawrence	☐	☐	☐	☐	☐	☐	☐
Old Craw	☐	☐	☐	☐	☐	☐	☐
Old Fish	☐	☐	☐	☐	☐	☐	☐
Trey Perrin	☐	☐	☐	☐	☐	☐	☐
Varion Drakemoor	☐	☐	☐	☐	☐	☐	☐
Viscount Senegar Deepwarden	☐	☐	☐	☐	☐	☐	☐
Other NPCs							
Alastair Drimstar	☐	☐	☐	☐	☐	☐	☐
Archibald Noeliss	☐	☐	☐	☐	☐	☐	☐
Baris	☐	☐	☐	☐	☐	☐	☐
Barrett	☐	☐	☐	☐	☐	✕	☐
Blister	☐	☐	☐	☐	☐	✕	☐
Carlyle Jarvis	☐	☐	☐	☐	☐	☐	☐
Carna	☐	☐	☐	☐	☐	☐	☐
Cather	☐	☐	☐	☐	☐	☐	☐

NPC NAME	Hostile	Indifferent	Friendly	Wereshark Kiss Victim	Wereshark Serving Jalamar	Ring Of The Kraken	Dead
Other NPCs (cont'd)							
Chiho Molina	☐	☐	☐	☐	☐	☐	☐
Crabman	☐	☐	☐	☐	☐	☐	☐
Dontorion	☐	☐	☐	☐	☐	☐	☐
Durrell Ravenkith	☐	☐	☐	☐	☐	☐	☐
Eddie	☐	☐	☐	☐	☐	☐	☐
Elder Allistair Crimmeran	☐	☐	☐	☐	☐	☐	☐
Falgor Finney	☐	☐	☐	☐	☐	☐	☐
Farral-Kylos	☐	☐	☐	☐	☐	☐	☐
Francois	☐	☐	☐	☐	☐	☐	☐
Garen	☐	☐	☐	☐	☐	☐	☐
Garreg Meldenbourne	☐	☐	☐	☐	☐	☐	☐
Gedavin Sagebrows	☐	☐	☐	☐	☐	☐	☐
Geoff McDugyl	☐	☐	☐	☐	☐	☐	☐
Grymmer Reefstead	☐	☐	☐	☐	☐	☐	☐
Harok McFarrows	☐	☐	☐	☐	☐	☐	☐
Hathra	☐	☐	☐	☐	☐	☐	☐
Inquisitor Salem Vin	☐	☐	☐	☐	☐	☐	☐
Jacob Razor	☐	☐	☐	☐	☐	☐	☐
Jeb	☐	☐	☐	☐	☐	☐	☐
Jenkie Barnes	☐	☐	☐	☐	☐	☐	☐
Jessica McFarrows	☐	☐	☐	☐	☐	☐	☐
Jeth	☐	☐	☐	☐	☐	☐	☐
Lucinda	☐	☐	☐	☐	☐	☐	☐
Modar	☐	☐	☐	☐	☐	☐	☐
Niri	☐	☐	☐	☐	☐	☐	☐
Old Makana	☐	☐	☐	☐	☐	☐	☐
Paol	☐	☐	☐	☐	☐	☐	☐
Raogul	☐	☐	☐	☐	☐	☐	☐
Relgin McFarrows	☐	☐	☐	☐	☐	☐	☐
Rikard Bleardon	☐	☐	☐	☐	☐	☐	☐
Sagacious Samuel	☐	☐	☐	☐	☐	☐	☐
Selman Piter	☐	☐	☐	☐	☐	☐	☐
Sil	☐	☐	☐	☐	☐	☐	☐
Tao	☐	☐	☐	☐	☐	☐	☐
Thodris Blount	☐	☐	☐	☐	☐	☐	☐
Tomas Garell	☐	☐	☐	☐	☐	☐	☐
Trayani	☐	☐	☐	☐	☐	☐	☐
Valana	☐	☐	☐	☐	☐	☐	☐
Wharfmaster Creely	☐	☐	☐	☐	☐	☐	☐

Razor Coast

Level 5: Session 1 Worksheet

GM Name: _____ **# Players** _____ **Date:** ____ **XP Awarded/Player:** _____

VIGNETTES	SHOWN	POSITIVE RESPONSE
False Beggars	☐	☐
The Madman	☐	☐
A Shattered Man	☐	☐
Out to Sea	☐	☐
Entering Bawd	☐	☐
Until Someone Loses an Eye	☐	☐
The Little Mugging	☐	☐
Chewed Out	☐	☐
Kids Will Be Kids	☐	☐
The Jade Heavens	☐	☐
Get Your Fish Here	☐	☐
Whale Oil	☐	☐
Here Come the Dragoons	☐	☐

SHORT ENCOUNTERS	USED
Blood Orphan	☐
Drunken Sailors (CR 3)	☐
Wanna Smoke (CR 5)	☐
Bone Hunters (CR 6)	☐
Agents of Skum (CR 6)	☐
Ravenous Roaches (CR 7)	☐
Dragoon Patrol (CR 8)	☐

WHISPERS	USED
Hargrove is a map collector	☐
Bonedeuce is well liked	☐
Falken Drango murdered his crew	☐
Harok called for his wife Jessica	☐
Harok murdered his family over a woman	☐
Harok says a man-shark attacked his village	☐
The Tulita want a witchdoctor in the Lodge	☐
The Viscount's niece ran off	☐
Zalen Trafalgar is healing the sick	☐
Dragonsmoke pollutes the streets	☐
They sell dragonsmoke on the docks	☐
Something destroys shipping out past Darkol Island	☐
They found a map to Garr Bloodbane's gold!	☐

OWN HOOKS

OWN VIGNETTES

OWN ENCOUNTERS

1 _____

_____

_____

_____ XP

2 _____

_____

_____

_____ XP

3 _____

_____

_____

_____ XP

4 _____

_____

_____

_____ XP

Encounter Notes and Statistics

Razor Coast

Level 5: Session 2 Worksheet

GM Name: _____ **# Players:** _____ **Date:** _____ **XP Awarded/Player:** _____

PORT SHAW RANDOM ENCOUNTERS

	USED
Blood Orphan	☐
Drunken Sailors (CR 3)	☐
Wanna Smoke (CR 5)	☐
Bone Hunters (CR 6)	☐
Agents of Skum (CR 6)	☐
Ravenous Roaches (CR 7)	☐
Dragoon Patrol (CR 8)	☐

INCITING INCIDENTS

	SHOWN	POSITIVE RESPONSE
An argument about the Black Shark introduces Old Craw	☐	☐
Intervene as Dragoons threaten to beat an old Tulita Man	☐	☐
The infamous pirate Drango escapes	☐	☐
A team of dragonsmoke pushers reveals their supplier	☐	☐
A mad brawl between Tulita and newcomer dock workers	☐	☐
A fire on the docks grants the chance to be local heros	☐	☐
A pickpocket attempt embroils the PCs in the Kraken's plots	☐	☐
A chance meeting introduces Bethany Razor	☐	☐

WHISPERS

	USED
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Zalen Trafalgar offers a reward for a missing person	☐
Chapterhouses of Quell along the Razor are gutted and gone	☐
A new drug called Brainfog shoed up in the Islands	☐
Elder Nakuaka is a dragonsmoke user	☐
Hargrove found the map to Garr Bloodbane's gold	☐
My cousin's mother found Garr Bloodbane's gold	☐
Shark attacks killed serveral fisherfolk near Port Shaw	☐
They're sending the best Dragoons to find Garr Bloodbane's gold	☐
Always seek Quells blessing before heading to sea	☐

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____
_____

Encounter Notes and Statistics

Lt. Commander Trey Perrin sailed the *Albatross* out to sea

Razor Coast

Level 6-7 Worksheet

GM Name: _____ **# Players:** _____ **Date:** _____ **XP Awarded/Player:** _____

PORT SHAW RANDOM ENCOUNTERS

	USED
Bone Hunters (CR 6)	☐
Agents of Skum (CR 6)	☐
Ravenous Roaches (CR 7)	☐
Dragoon Patrol (CR 8)	☐

LEVEL 5:SESSION 2 ADVENTURE OPTIONS

In and Near Port Shaw

- Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7) ☐
- Tangle with the Dragoons as they leave the sewers (CR 7) ☐
- Fight or join Port Shaw's criminal underworld (CR 3-8) ☐
- Rescue a child stolen by the roachlord (CR 7-8) ☐
- Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 8) ☐
- Root out a nest of the Kraken's spies in the sewers (CR 5-10) ☐
- Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11) ☐

The Coast and the Continent

- Investigate an abandoned village plagued by shark attacks (CR 5) ☐

On the Razor Sea

- edeem an Elf noble by rescuing her shipmates from an abyss-haunted isle (CR 5-7) ☐
- Lured inside an underwater mountain, the PCs confront extradimensional invaders (CR 3-8) ☐

Fight monsters on the high sea

- *#1*: **Electric Eels** (CR 7) ☐
- *#2*:**The Lurking Aboleth** (CR 7) ☐
- *#3*:**Pirates!** (CR 7) ☐
- *#4*:**Goblin Raiders** (CR 8) ☐
- *#5*:**Territorial Dispute** (CR 8) ☐
- *#6*:**Merrow Maurader** CR 9) ☐
- *#7*:**St. Dunstan's Tooth** (CR 9) ☐

WHISPERS

- Unwhispered: ☐
- Unwhispered: ☐
- Unwhispered: ☐
- Elder Nakuaka isn't just a user, he's a dragonsmoke addict ☐
- The Lodge sent Trey Perrin to find Bloodbane's gold in the *Albatross* ☐
- Some one broke in and stole stuff from Barrison Hargrove ☐
- The Tulita plan to kill us all! ☐
- There be a black shark! ☐
- Belok's going to try to take his title back from Jin ☐
- Children have been going missing around the docks ☐
- Barrison Hargrove is going to open his map and art collection to public viewing ☐
- Tulita warriors are in town hunting bones or something ☐
- The found Garr Bloodbane's treasure at Halgrim's Rest ☐
- Word is Perrin and the *Albatross* madd the Pearl Eyes ☐
- You can fence goods at Old Fish's supplies ☐
- The *Albatross* headed out to sea awfully quickly ☐

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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_____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____
_____

Encounter Notes and Statistics

Razor Coast

Level 7-8 Worksheet

GM Name: _____ **# Players:** _____ **Date:** _____ **XP Awarded/Player:** _____

PORT SHAW RANDOM ENCOUNTERS

	USED
Ravenous Roaches (CR 7)	☐
Dragoon Patrol (CR 8)	☐

LEVEL 6-7 ADVENTURE OPTIONS

In and Near Port Shaw

Discover a secret entrance into Fort Stormshield in the sewers (CR 4-7)	☐
Tangle with the Dragoons as they leave the sewers (CR 7)	☐
Fight or join Port Shaw's criminal underworld (CR 3-8)	☐
Rescue a child stolen by the roachlord (CR 7-8)	☐
Track an Elven diplomat's stolen magic ring in the sewers (CR 4-9)	☐
Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)	☐
Put down a criminal gang extorting Tulita in the outskirts (CR 9)	☐
Root out a nest of the Kraken's spies in the sewers (CR 5-10)	☐
Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)	☐

The Coast and the Continent

Brave Blacksink Marsh to save kidnapped plantation workers from sacrifice (CR 5-8)	☐
Explore a shrine to the shark god, revealed by an earthquake (CR 6-9)	☐
Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)	☐

Fight monsters on the high sea

#1: **Electric Eels** (CR 7)	☐
#2:**The Lurking Aboleth** (CR 7)	☐
#3:**Pirates!** (CR 7)	☐
#4:**Goblin Raiders** (CR 8)	☐
#5:**Territorial Dispute** (CR 8)	☐
#6:**Merrow Maurader** CR 9)	☐
#7:**St. Dunstan's Tooth** (CR 9)	☐

WHISPERS

Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
They spotted the *Albatross* in the Pearl Eyes, floating like a ghost ship	☐
No one has heard from the *Albatross* in weeks	☐
The nude body of an alchemist floated up from the sewers and out to sea	☐
Commander Perrin on the *Albatross* found Garr Bloodbane's gold!	☐
Someone is buying up every Garr Bloodbane map in the city	☐
Sagacious Samuel found Garr Bloodbane's treasure map in the sewers	☐
There's an underwater garden off Beacon Island where Garr Bloodbane hid his treasure!	☐
Aeron Chambers will fight a duel soon against some luckless fool	☐

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____
_____

Encounter Notes and Statistics

Razor Coast

GM Name: _____ **# Players:** _____ **Date:** _____ **XP Awarded/Player:** _____

Level 9-10 Worksheet

LEVEL 8-9 ADVENTURE OPTIONS

In and Near Port Shaw

- ☐ Track an Elven diplomat's stolen magic ring in the sewers (CR 4-9)
- ☐ Lay a pirate bard's spirit to rest and find a treasure map in the sewers (CR 4-9)
- ☐ Put down a criminal gang extorting Tulita in the outskirts (CR 9)
- ☐ Brawl bare knuckle for fame and profit in Port Shaw (CR 5-11)
- ☐ Hunt the lost treasures of an ancient necromancer in the sewers (CR 4-11)
- ☐ Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw (CR 6-11)
- ☐ Battle a sewage elemental beneath Port Shaw (CR 11)

The Coast and the Continent

- ☐ Wipe out a ring of humanoid trafficking drug smugglers (CR 6-10)

On the Razor Sea

- ☐ Investigate why the lighthouse on Beacon Island went dark (CR 9)
- ☐ Stop an assassination attempt on Zalen Trafalgar (CR 10)
- ☐ Foil the Kraken's plot to marry a double agent to the locathah king (CR 5-11)
- ☐ Hunt for underwater treasures and discover the wreck of the Razor's Edge (CR 9-11)
- ☐ Scout the home base of the Krakenfiend and hope to escape alive (CR 8-11 or 13+)
- ☐ Bargain with a loa and travel the elemental realms on a mission for a demi-diety (CR 3-13+)

Fight monsters on the high sea

- ☐ *#1*: **Naga's Hubris** (CR 8)
- ☐ *#2*: **Goblin Raiders** (CR 8)
- ☐ *#3*: **Territorial Dispute** (CR 8)
- ☐ *#4*: **Merrow Maurader** CR 9)
- ☐ *#5*:**St. Dunstan's Tooth** (CR 9)
- ☐ *#6*: **Sahuagin Raiding Party** (CR 10)
- ☐ *#7*: **Fog on the Horizon** (CR 10)
- ☐ *#8*: **The Draconic Tyrant** (CR 11)

WHISPERS

- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ The Dragoons have been roughing up merchants, looking for something
- ☐ The merchants are outfitting another expedition to sink the *Sara Belle*
- ☐ The pirate, Witch Sader, found Garr Bloodbane's treasure!
- ☐ Lights have been spotted in the Port Shaw lighthouse at night
- ☐ Everyone's talking about how Bonedeuce set off to rescue Perrin
- ☐ Sagacious Samuel was arrested for forging official documents
- ☐ Bonedeuce made the Peral Eyes in the *Pride*

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
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Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____
_____

Encounter Notes and Statistics

Razor Coast

Night of the Shark Worksheet

GM Name: _____ **# Players:** _____ **Date:** _____ **XP Awarded/Player:** _____

NIGHT OF THE SHARK ADVENTURE OPTIONS

	USED
Prologue	
Explore an abandoned vessel floating offshore. Rescue the sole survivor and learn what he knows	☐
The Nightslinks lay a trap for the PCs then boast about their escape from Jalamar	☐
Run Up	☐
Attempt to warn the Dragoons of Jalamar's coming attack, but encounter Jalamar's mole instead	☐
Save a friend from the Kiss of Dajobas	☐
The PCs won once too often at the Broken Skull. It's payback time!	☐
Old Fish, the PCs mentor and friend, accepts a commission to assassinate them	
Stop Jalamar's minions from torturing Port Shaw citizens in an old warehouse	☐
Inciting Incident	
A young Tulita warrior, wounded and terrified, bursts in on the PCs	☐
Weresharks Are Everywhere	☐
Rescue Jessica McFarrows foster mother from the little girl the PCs once saved	☐
The anglers the PCs freed and returned to Port Shaw now stalk the streets as weresharks	☐
Save a gang of terrified orphans from three rampaging weresharks	☐
Jalamar's lieutenant, the deadly monk Saegen, seeks out the PCs	☐
Rescue Nakuaka and Alastair Crimmeran from certain death	☐
Final Showdown	
Battle for the Jawbone	☐

WHISPERS

Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐

PROLOGUE

Yes/No ☐ Name: _____

RUN-UP

Yes/No ☐
Encounter Name _____
Encounter Name _____
Encounter Name _____
Encounter Name _____

INCITING INCIDENT

Encounter Name _____
_____
Where is the Jawbone? _____

WERESHARKS ARE EVERYWHERE

Base # Encounters _____
Min/Max Encounters Faced _____

Encounter Name _____
Encounter Name _____
Encounter Name _____
Encounter Name _____

NPCs ON PYRE RAFT

Name: _____ **Name:** _____
Name: _____ **Name:** _____
Name: _____ **Name:** _____
Name: _____ **Name:** _____
Name: _____ **Name:** _____
Name: _____ **Name:** _____
Name: _____ **Name:** _____
Name: _____ **Name:** _____

Encounter Notes and Statistics

Razor Coast GM Name: _____ # Players _____ Date: _____ XP Awarded/Player: _____

The Kraken Strikes Worksheet

THE KRAKEN STRIKES ENCOUNTER ORDER

Narrated Moments	POSS VP
All is Lost	0
On a Knife's Edge	0
Victory is Ours	0
Precarious Situations	
The Enemy Threatens a Beloved NPC (CR 10)	1
Keep Moving, Nothing to See Here (CR 11)	1
Burn Baby, Burn! (CR 10)	1
Major Encounters	
The Ship Scuttlers (CR 12)	1-2
Orca Zombie (CR 13)	2-3
Wave Riders Last Stand (CR 12)	0-3
The Slaying of M'okol'i Ali'i	2-3
Final Showdown	
The Krakenfiend Rises (CR 15+)	n/a

VICTORY POINT TRACKING

VP Goal	15
Starting VP	
VP Remaining (Goal - Starting)	

CALCULATE STARTING VP

+1 VP if the PCs saved at least five hostages from the bonfire raft in the **Kiss of Dajobas**

+1 VP if the PCs defeated the renegade Nightslinks in the **The Nightslink Mystery, Part II**

+1 VP if the PCs saved Jalia Ramires from hanging, and she yet lives.

+1 VP if the PCs slew Bonedeuce while he was possessed by Jacob Razor's ghost.

+2 VP to the PCs if they sank or captured the *Pride*

+3 VP if the PCs give the *Jawbone of Kaho Ali'i* to the Tulita before, during or after the Night of the Shark

+1 VP if the PCs defeated weresharks to learn what Geoff McDugyl had to tell them, then cured his insanity

+1 VP if they cured Jessica McFarrows of lycanthropy and saved her foster mother

-1 VP if the PCs did not save Jessica McFarrows foster mother during the Night of the Shark

-2 VP if the PCs abscond with the *Jawbone* and leave Port Shaw to face the Night of the Shark alone

-3 VP if Dalang Jalamar takes the *Jawbone* and/or destroys it and also flees Port Shaw alive

-2 VP if the PCs did not stop the assassination of Zalen Trafalgar, and he is dead

-2 VP if they did not uncover and defeat the plot to blow up the Chapterhouse of Quell

OPENING

Cribbed Text _____

_____

_____

VP EARNED

Major Encounter Name The Ship Scuttlers

ALL IS LOST STAGE

Narrated Moment Name _____

VP EARNED

Precarious Situation Name _____

Precarious Situation Name _____

Precarious Situation Name _____

Major Encounter Name _____

Major Encounter Name _____

EVERYTHING ON A KNIFE'S EDGE STAGE

Narrated Moment Name _____

VP EARNED

Precarious Situation Name _____

Precarious Situation Name _____

Precarious Situation Name _____

Major Encounter Name _____

Major Encounter Name _____

VICTORY IS OURS STAGE

Narrated Moment Name _____

VP EARNED

Precarious Situation Name _____

Precarious Situation Name _____

Precarious Situation Name _____

Major Encounter Name _____

Major Encounter Name _____

THE KRAKENFIEND RISES

TOTAL VP = 15? _____

Encounter Notes and Statistics

From the Mind of Nicolas Logue...

The Great Age of Sail Meets Heroic Dark Fantasy

The *Razor Coast* swashbuckling mega-campaign sails you into a fantastical, pirate-packed Hawaii-that-never-was and takes your characters from 5th to 12th level.

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- GeekRelated.com

"There'll be blood by the bucket-full, boyos!"

- Captain Bethany Razor

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