

Tome of Monster Encounters

A WHALE OF A PROBLEM

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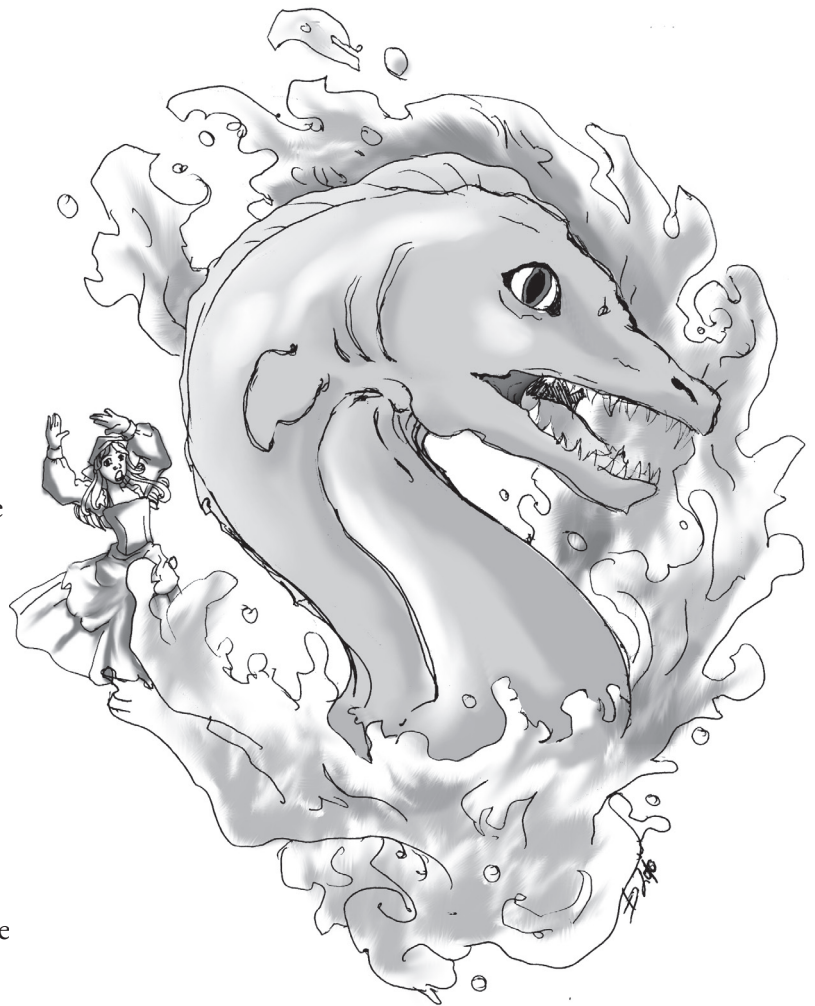
Environment: Cold freshwater sea

Encounter Level: CR 13 (25,600 XP)

Lands of Porphyra: Sea of Itheria near the Barony of Tuthon

Area: This encounter is designed to take place in the Sea of Itheria near the mysterious Whale Island. Whale Island is the breeding ground for the sky whales that dot the skies over Porphyra. Not surprisingly, fetchling and human whalers from the port of Shadowlight also frequent the area.

Situation: The Twilight Sails, a fleet of sky whale hunters, has been losing ships near Whale Island. The admiral of the Twilight Sails suspected the Whaling Guild from the Jawed City has gone from creating a nuisance to committing open acts of piracy. Rairzon (female fetchling corsair 7), needs more evidence before she can counsel for an open trade war with the Whaling Guild. To that end, she is hiring a group of skilled individuals to accompany her in a small craft (see sail-



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ing ship in *Ultimate Combat*) into the troubled waters near Whale Island to learn the truth.

Unbeknownst to her, the real cause of his lost ships is an over-protective abaja that lives near the island. The abaja, Silanisthan, protects the waters around Whale Island and has lived in the area since before The Calling, according to local zif historians. Normally, Silanisthan has no problem with the whalers because the sky whales are not part of her domain. Two weeks ago, a ship from the Twilight Sails decided to earn a little extra money by trawling the ocean floor for additional catches. Silanisthan sunk that ship and drowned its crew. She has continued to target any other Twilight Sails ship that has entered her territory and dispatched them in a similar manner.

Silanisthan is not unintelligent, nor is she evil. Her limited contact with humanoids makes it easy for her to jump to conclusions about surface dwellers. She knows the humans of Whale Island to be respectful though and if she sees a crew of a Twilight Sails vessel composed primarily of humans, she may temporarily stay her wrath. Silanisthan can be negotiated with if care is taken and respect is shown.

Complications: (Optional)

- A ship from the whaling guild arrives on the scene and tries to sink the Twilight Sails vessel in a most unfortunate accident.
- Sailors killed by Silanisthan have begun to rise as brine zombies. The 4d12 brine zombies will scale the sides of the ship to get to the living crew.
- Silanisthan is currently under the thrall of a vengeful human enchanter. As long as she remains ensorcelled there is no reasoning with her.

Reward: The admiral of the Twilight Sails will pay a reward of 20,000 gp for evidence of the beast's interference and death. Slaying Silanisthan, however, will earn the players the enmity of the Whale Islanders who revere Silanisthan as their protector. If the players can negotiate a truce between Silanisthan and the Twilight Sails, the players will earn 20,000 gp from the Twilight Sails and up to 120,000 gp worth of random wondrous items from Silanisthan's horde. This treasure could include items like the *mechanism of torl* (90,000 gp; *Legendary VII: More Legendary Items*), *cloak of the bat* (26,000 gp), *marble elephant figurine of wondrous power* (17,000 gp), or a *golem helm* (7,500 gp; *Items of Power and Ambition*).

SAMPLE OPPONENTS AND ALLIES

BRINE ZOMBIE (CR 1; XP 400)

NE Medium undead (aquatic)

Init -1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 9, flat-footed 13

(-1 Dex, +4 natural)

hp 22 (4d8+4)

Fort +1, **Ref** +0, **Will** +4

DR 5/slashing; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee cutlass +5 (1d6+2/19-20) or slam +5 (1d6+3)

STATISTICS

Str 14, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 14

Feats Toughness^B

Skills Swim +10

SQ staggered

Gear cutlass

ECOLOGY

Environment any aquatic

Organization gang (2-4) or crew (6-11)

Treasure none

Brine zombies are the remnants of a ship's crew that has perished at sea. They are mindless creatures, not very pleasant to look at, and relentless in their attacks on the living. The spark of evil that brought them back from the ocean depths drives them to seek the living so they may join them in their watery graves. Brine zombies appear much as they did in life.

SAILORS (CR 1/2; XP 200)

Human expert 1/warrior 1

N Medium humanoid

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

DEFENSE

AC 15, touch 12, flat-footed 13

(+3 armor, +1 Dex, +1 dodge)

hp 11 (2 HD; 1d8+1d10+2)

Fort +3, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d6+1/18-20) or dagger +2 (1d4+1/19-20)

Ranged composite longbow +2 (1d8+1/x3)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +2; **CMD** 14

Feats Dodge, Skill Focus (Profession [sailor])

Skills Acrobatics +5, Climb +5, Craft (ships) +3, Perception +4, Profession (fisherman) +4, Profession (sailor) +8, Survival +4, Swim +5

Languages Common

Gear masterwork studded leather, daggers (2), composite longbow (+1 Str) with 20 arrows, scimitar

These are the rank-and-file deckhands who keep any vessel, great or small, afloat and moving. They are alert for danger and quick on their feet, weathered by wind and wave and sun, but always with an eye for what waits beyond the horizon.

Purple Duck Note: The statistics provided for the sailors assume a human crew but should feel free to crew the ships with any races you wish.

RAIRZON (CR 6; 2,400 XP)

Female fetchling corsair 7

N Medium outsider (native)

Init +4 (+7 at sea); **Senses** darkvision 60 ft.; low-light vision; Perception +11 (+13 at sea)

DEFENSES

AC 19, touch 14, flat-footed 15

(+2 armor, +4 Dex, +3 shield)

hp 42 (7d8+7)

Fort +6 (+7 at sea), **Ref** +9, **Will** +6

Defensive Abilities shadow blending; **Resist** cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee mwk dagger +9 (1d4/19-20)

Ranged pistol +10 (1d8/x4)

Spell-Like Abilities (CL 7th; concentration +7)
1/day - *disguise self*

Special Attacks deed (deadeye), grit 3, pirate flag (naval jack, white flag)

STATISTICS

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

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

Feats Agile Maneuvers, Amateur Gunsmith, Exotic Weapon Proficiency (firearms), Extra Grit, Nimble Moves, Point Blank Shot, Weapon Finesse

Skills Appraise +11, Climb +10, Diplomacy +10,

Knowledge (geography) +10 (+12 at sea), Perception +11 (+13 at sea), Profession (sailor) +11 (+12 at sea), Swim +10; **Racial Modifiers** +2 Knowledge (planes), +2 Stealth

Languages Common, Old Porphyran

SQ buccannier, letters of marque (Hinterlands of Kesh), seadog (favored terrain [water])

Combat Gear 10 black powder (dose), 10 bullets, 2 *dry loads*, flare cartridge, *potion of waterbreathing*; **Gear** belt pouch (32 gp), *marines shield*, mwk leather armor, gunsmith kit, spyglass

Rairzon was born and raised in Newport on the Sea of Ithreia. Like many, Newportians, Rairzon hunts Sky-Whales from the sea and not from the sky as the those of Bugtown do. Her brother and father number among those that have been lost. Naturally, she is very motivated to find the real culprits and have them dealt with harshly.

Purple Duck Note: The corsair class from Sean O'Connor is currently undergoing revisions. The corsair above is written to conform to our current release.

PORPHYRAN FETCHLING RACIAL CHARACTERISTICS

Fetchlings as characters are defined by their class levels—they do not possess racial Hit Dice. They have the following racial traits.

- **+2 Dexterity, +2 Charisma, –2 Wisdom:** Fetchlings are quick and forceful, but often strange and easily distracted by errant thoughts.
- **Native Outsider:** Fetchlings are outsiders with the native subtype.
- **Medium:** Fetchlings are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Fetchlings have a base speed of 30 feet.
- **Darkvision:** Fetchlings can see in the dark up to 60 feet.
- **Low-Light Vision:** Fetchlings can see twice as far as humans in conditions of dim light.
- **Skilled:** Fetchlings have a +2 racial bonus on Knowledge (planes) and Stealth checks.
- **Shadow Blending (Su):** Attacks against a fetchling

in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

- **Shadowy Resistance:** Fetchlings have cold resistance 5 and electricity resistance 5.
- **Spell-Like Abilities (Sp):** A fetchling can use *disguise self* once per day as a spell-like ability. He can assume the form of any humanoid creature using this spell-like ability.
- **Languages:** Fetchlings begin play speaking Common. Fetchlings with a high Intelligence scores can choose from the following: Aklo, Aquan, Auran, Draconic, D'zirak (understanding only, cannot speak), Ignan, Terran, and any regional human tongue.

OTHER TOYS

MARINES' SHIELD

Aura faint transmutation; **CL** 5th

Slot armor; **Price** 1,357 gp; **Weight** 8 lbs

DESCRIPTION

These shields, usually large and decorated with nautical symbols, have saved the life of many a marine that has fallen (or been forced) overboard.

The *marines' shield* is +1 *heavy wooden shield* that is very buoyant, enough to support a lightly armored man in water. It also does not suffer damage from being wet or damp over long periods.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *feather fall*, *resistance*; **Cost** 757 gp

Purple Duck Note: The *marines' shield* originally appeared in *Items of Power and Ambition* by Sean Holland.



A huge eel-like creature rises from the water, towering 15 feet above the surface – and half of its body is still under water.

ABAIA (CR 13; XP 25,600)

NG Huge magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., *detect evil*, *know direction*, low-light vision; Perception +12

DEFENSE

AC 28; touch 6, flat-footed 28

(-2 Dex, +32 natural, -2 size)

hp 171 (18d10+72); **fast healing** 5

Fort +15, **Ref** +9, **Will** +10; +4 vs. enchantments

Immune cold, fear, sleep; **SR** 24

OFFENSE

Speed swim 60 ft.

Melee bite +25 (4d6+12 plus grab)

Ranged water blast +15 touch (7d6 plus push)

Space 15 ft.; **Reach** 10 ft.

Special Attacks push (water blast, 15 ft.), swallow whole (4d6+12 bludgeoning damage, AC 26, 17 hp), tidal wave, water wall

Spell-Like Abilities (CL 13th; concentration +22)

Constant – *detect evil*, *know direction*, *nondetection*

At will – *calm animals* (DC 12), *detect magic*, *telekinesis*

3/day – *summon nature's ally V*

1/day – *commune with nature*

STATISTICS

Str 26, **Dex** 6, **Con** 18, **Int** 15, **Wis** 19, **Cha** 12

Base Atk +18; **CMB** +28 (+30 bull rush, +32 grapple);

CMD 36 (can't be tripped, 38 vs. bull rush)

Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (bite, water blast), Skill Focus (Knowledge [arcana]), Swim-By Attack, Vital Strike

Skills Diplomacy +10, Intimidate +18, Knowledge (arcana) +14, Knowledge (geography) +11, Knowledge (nature) +11, Perception +16, Spellcraft +11, Stealth -1, Swim +25

Languages Aquan, Common, Zif

SQ amphibious

ECOLOGY

Environment any freshwater

Organization solitary

Treasure double

SPECIAL ABILITIES

Tidal Wave (Ex) As a full-round action, an abaia can slap its massive tail against the surface of the pond, lake or river it inhabits and create a massive tidal wave. The tidal wave washes ashore on the abaia's turn the round after it creates the wave, moving inland a total of 65 feet, at a rate of 30 feet per round. The wave is 30 feet wide and 15 feet high when it initially meets the shore. Anyone caught in the path of the tidal wave takes 5d10 points of bludgeoning damage and must make a DC 15 Swim check to avoid being swept back into the water as the wave recedes (the wave recedes at a rate of 20 feet per round). Unconscious creatures caught in the wave begin drowning and cannot avoid being swept back into the water. An abaia can muster the strength to create a tidal wave twice per day.

Water Blast (Ex) The abaia's attack is a pressurized blast of water that he regurgitates from drinking lake water. The attack has a range of 30 feet with no range increment.

Water Wall (Su) Three times per day an abaia can create a wall of rapidly moving water, similar to an ever-cycling waterfall. The water wall will deflect normal projectiles as a wind wall. Any creature that attempts to move through the water suffers 3d6 points of cold damage and must make a Reflex save (DC 20) or be knocked prone within the water wall. A creature knocked prone will take an additional 3d6 points of cold damage every round they are within the water. The water wall lasts for 10 rounds, but it can be destroyed by at least 100 points of fire damage. If destroyed by fire, the water wall evaporates into a great cloud of steamy fog that lingers for 5 minutes. The save DC is Charisma-based.

The abaia is a creature almost more myth than truth, and yet the creatures do exist. No one knows exactly how many exist or even if all the tales of them are true. Those folks who talk most openly of encounters with abaia are exactly the sort known to embellish a tale or even to fabricate one entirely. From those whose word is less subject to skepticism come tales with surprising uniformity, painting a clear picture of the creature and its dealings with those who live within the area it chooses to call home.

Abaia are giant freshwater-dwelling eels with a command of elemental – especially water - magic. They

inhabit ponds, lakes and rivers and seem to have a preference for remotely situated, well-hidden bodies of water. A typical abaia is 30 to 45 feet long, though rumors persist of rare and powerful abaia of nearly twice that size. No young abaia or abaia smaller than 20 feet long have ever been encountered.

Despite their preferred habitat, abaia are not antisocial. Indeed, they regularly deal with those intelligent races living in the areas they protect, and are fair, accurate judges of right and wrong. Abaia protect all who live in the environs of the ponds they call home, including native flora and fauna. The territory an abaia claims varies, but is usually at least a 1- to 2-mile radius around its home. Abaia are very protective of not just the inhabitants but the very environment of its home. To an abaia, there is little difference between wanton waste of resources and murder.

It would appear, based on only this information, that abaia would prefer no settlements within their domains, but the opposite is true. So long as resources are not wasted or spoiled, towns and villages are welcome. This limits the size of the settlement, naturally, and generally ensures that life is simple, but within the domain of an abaia, no one goes hungry except when they are too lazy to do for themselves. Towns and villages inside an abaia's territory often look to the creature to act as a judge in disputes or as an adviser in matters of politics and law. More primitive societies sometimes even worship the abaia as a god (abaia generally do not encourage such activities, but neither do they discourage it).

Despite their welcoming natures where others are concerned, abaia are somewhat solitary when it comes to their own kind and nothing is known of their origins, how they procreate, or how their young develop. Indeed, although a few have asked, no one has been able to convince an abaia to reveal how they reproduce or even how they communicate among themselves, although they are remarkably well informed regarding happenings around other abaia inhabited ponds, making them, in some of the most remote areas, the only source of news from outside. All abaia speak Aquan and Common, and most also speak one or two other languages spoken by those that inhabit their territory.

Abaia have, as mentioned previously, command of ele-

mental magic. They have a number of spelllike abilities which allow them to influence animals, summon allies, and learn of events within their territory. However, they are particularly proficient with their water-based abilities. They use these abilities only rarely and usually only when threatened, however, and the tales telling of these powers all revolve around an abaia protecting its lands through use of elemental force.

Real World Origins — Abaia

In Melanesian mythology, the abaia was a giant eel-like creature with magical powers that dwelled at the bottom of freshwater lakes in Fiji, the Solomon Islands and Vanuatu. Abaia were said to consider all the creature of their pond or lake to be their children, and fought fiercely to protect them. Legends of the abaia may be inspired by an as-of-yet undiscovered species of giant freshwater eel.

Purple Duck Note: If you are currently using *Legendary Classes: Covenant Magic* in your game, peaceful contact with the abaia could have additional benefits. A quick swipe of the GM edit pen can shift the abaia from a magical beast to native outsider. As an outsider, the abaia could act as a patron for a character seeking a covenant with a fathomless influence.

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