

A PATHFINDER SOCIETY SCENARIO



# SNIPER IN THE DEEP™

by David A. Eitelbach & Hank Woon



# SNIPER IN THE DEEP

## PATHFINDER SOCIETY SCENARIO 31

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*Pathfinder Society Scenario 31: Sniper in the Deep* is a Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

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

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# SNIPER IN THE DEEP

BY DAVID A. EITELBACH AND HANK WOON

Just over a century ago, during Absalom's Mithral Age, a fleet of Taldan ships sailing from Oppara attacked the City at the Center of the World. This was no full-scale invasion led by Taldor's most experienced and well-trained troops, but rather a random assemblage of enthusiastic youths gathered under a banner of fiery rhetoric and misguided overconfidence. Led by the charismatic orator Graycen Taleb, the young, bored nobility of Taldor piled aboard several merchant galleys hastily outfitted for war and set sail, convinced of their holy destiny to sack Absalom in the name of the empire.

One young noble, Vaydren of House Lasar, dismissed his parents' forbiddance and stole the family's ship, renaming it *Vaydren's Might*, and joined the invasion fleet. Worse, he also stole the family's idol from the house shrine—a one-foot-tall, golden statue of the god Erastil known in House Lasar lore as *The Sniper*. Though he believed it would bring him luck, Vaydren, his crew, and his ship joined the rest of the fleet as permanent residents of the Flotsam Graveyard when the Absalom navy greeted the ill-equipped and vastly outmanned invaders with neither mercy nor quarter.

*The Sniper*, an ancient artifact dating back to Andoren antiquity, fell into the annals of history, forgotten until recently when two Pathfinders stumbled across its legend and traced its path to Absalom. One of the Pathfinders, a cleric of Norgorber named Dargo Mar, wanted the treasure for himself. After they gathered all of the clues they needed to begin their research, Dargo engineered his partner's death. The betrayed Pathfinder, Airk Jarigan, met his end at the hands of a group of opportunistic thugs. With his partner out of the way, Dargo spent the next two weeks deciphering the mystery of *The Sniper's* watery location. Once he knew where the remains of *Vaydren's Might* lay, he set out to claim his prize.

## SUMMARY

The PCs are charged with locating a missing Pathfinder named Airk Jarigan and retrieving the *Sniper*, an Andoren artifact that he'd set out to find. The scenario begins

### DARKLANDS

Two encounters in this scenario use *GameMastery Flip-Mat: Waterfront Tavern* and *GameMastery Flip-Mat: Darklands*. While everything you need to run the scenario is included, you might want to pick up these Flip-Mats at your local hobby shop or online at [paizo.com](http://paizo.com) for ease of play.

with a tavern brawl against a band of cutthroats. After defeating the thugs, the PCs piece together clues found in the missing Pathfinder's room to discover the location of *Vaydren's Might* (the sunken ship in which the artifact now lies) as well as the cave where the cutthroats stowed the missing Pathfinder's body. The PCs may journey to the cave before or after retrieving *The Sniper*; either way, they must travel to the Flotsam Graveyard outside of Absalom's harbor and find *Vaydren's Might*, which lies beneath another ship, the *Iron Tide*. After defeating the guards stationed on the wreckage above the water, the PCs make their way through the two sunken ships, fighting underwater against the undead crew of *Vaydren's Might* and a band of skum that prowl through the ship's lowest reaches. The adventure ends with a climactic battle against a treacherous Pathfinder and the ghost of Vaydren himself.

## GETTING STARTED

Read the following to get the adventure underway:

Adril Hestram, a venture-captain with a severe face and an even more severe disposition, stands with his eyes locked in a gaze of professional appraisal, his hairy arms folded tightly over his powerful chest. Finally, after a long moment, he heaves a weary sigh, allowing his shoulders to slump as if defeated, and says, "All right, fine. I don't have time to be picky. I need you to go to the Lusty Mermaid in the Docks. One of our Pathfinders, an aging man by the name of Airk Jarigan, hasn't reported in for two weeks. He's supposedly close to finding a priceless Andoren artifact called *The Sniper*,

lost right here in Absalom, or so he's been claiming. As the sun isn't even up yet, he's probably still asleep. I need you to go down to the Mermaid, drag Airk out of bed, and find out why he hasn't been reporting in. More importantly, I need you to get that artifact. You'll recognize Airk by a gold amulet he always wears around his neck. It's of an owlbear clutching an amethyst. He should also be with his protégé, a whelp by the name of Dargo Mar. That's all. What are you waiting for?"

Hestram is as impatient as they come, and he doesn't take kindly to questions. He doesn't know what the artifact is, only that it's valuable. He insists that the PCs leave immediately, and any hesitation on their part is met with furious insistence. He makes it very clear that failure to return with the artifact will be seen as their failure, not just Airk's. The PCs speak with Hestram sometime before dawn. The exact time is left intentionally ambiguous so that GMs can place the PCs' arrival at the Lusty Mermaid right as dawn breaks.

## ACT I: THE LUSTY MERMAID (CR 6 OR CR 9)

The darkness has melted away, leaving Absalom in the gray grip of dawn. Rolling in off the sea, a chilling fog hangs thick in the air like a cold, pale wraith seeking to steal warmth from the living. Cries of seagulls pierce the otherwise dull stillness of the Docks. A dim yellow light spills from the stained windows of the Lusty Mermaid. The front door opens with a moan, and inside sits a scattering of fisherman, returned from a predawn haul. The overwhelming stench of raw fish clings to these men, and it mingles with the savory aroma from the pot of stew hanging above a snapping fire in the hearth. The proprietor, a greasy-looking human with thick arms and an even thicker belly, looks up from behind the bar and says, "A little early for customers, didn't it? I have stew cooking, but that's it. If yer lookin' fer enthin' else, ya best shove off."

The Lusty Mermaid is a disreputable inn located in the Docks district, owned and operated by a shady human named Larro. The fishermen currently inhabiting the inn are regulars—there are also two thugs here who work for Larro, engaging in conspiracy and murder for extra gold whenever a chance presents itself. Two weeks ago, just such an opportunity arose.

Dargo Mar, Pathfinder and companion of the late Airk Jarigan, hired Larro and his associates to murder his aging mentor so he could recover *The Sniper* for himself and keep the profits. After the deed was done, Dargo spent the next two weeks in Airk's room at the Lusty Mermaid (his room is marked A on the Lusty Mermaid map on page 5), deciphering the clues he and Airk had discovered

regarding the location of the missing artifact. Just hours before the PCs arrived, Dargo finally put all of the clues together and left to recover his prize. In his haste, he left his notes behind, which remain in the room.

When the PCs first enter, they are treated with cold indifference by the locals. This quickly changes if they bring up Airk or Dargo's names. At the mention of either Pathfinder, the PCs notice the mood in the inn suddenly drop. What once was an atmosphere filled with crass and loud conversation becomes eerily silent, almost to the point of a simmering hostility. From this point, all Diplomacy checks receive a –4 penalty.

If any of the PCs take an interest in the fishermen, allow a DC 20 Perception check to notice one of them, a broad-shouldered man by the name of Garen, wearing a golden pendant shaped into the likeness of an owlbear clutching an amethyst. This is, of course, Airk's pendant, a payment from Larro to the fisherman to repay some debts. None of the fishermen were involved in the plot to kill the Pathfinder and none of them want any trouble.

If asked about either Pathfinder (Airk or Dargo), Larro attempts to bluff, telling the PCs he's never heard of either. If the PCs challenge him further, or make any intimations of violence, Larro gestures to his men, who sit near the door eating stew with two different tables of fishermen, and all three attack.

If the PCs use Diplomacy against the unfriendly Larro to gain access to Airk's room, Larro gathers his two things and attacks the PCs as they leave the room, believing that the PCs will discover the truth and then call on the city guard.

**Creatures:** Larro and his two thugs are the only combatants. If combat breaks out, the fishermen grab their gear, coats, and food, and flee for the exits. There are 12 fishermen here, all seated at a variety of tables, and they might get in the way for the first few rounds of combat as they attempt to exit the building. The fishermen act on an initiative check of +3.

## Tier 5–6 (CR 6)

### LARRO'S THUGS (2)

CR 2

Male human rogue 3

CN Medium humanoid

Init +6; Perception +7

#### DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 25 (3d8+12)

Fort +3, Ref +5, Will +4

Defensive Abilities evasion, trap sense +1

#### OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6+2/18–20)



**Special Attacks** sneak attack +2d6

#### TACTICS

**Before Combat** Larro's thugs are seated near the front door, eating with the fisherman.

**During Combat** The thugs keep clear of Larro and his greatsword, instead choosing one other target at a time to flank and attack.

**Morale** Larro's thugs fight to the death so long as Larro is alive. If Larro dies, they flee.

#### STATISTICS

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

**Base Atk** +2; **CMB** +4; **CMD** 16

**Feats** Improved Initiative, Iron Will, Toughness, Weapon Focus (rapier)

**Skills** Acrobatics +8, Climb +8, Escape Artist +8, Intimidate +5, Knowledge (local) +6, Perception +7, Stealth +8, Swim +8

**Languages** Common

**SQ** trapfinding, weapon training

**Gear** masterwork rapier, studded leather armor

#### LARRO

**CR 6**

Male human fighter 5

CN Medium humanoid

**Init** +6; **Perception** +1

#### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+7 armor, +2 Dex, +1 dodge)

**hp** 47 (5d10+20)

**Fort** +6, **Ref** +3, **Will** +4; +1 vs. fear

#### OFFENSE

**Speed** 30 ft.

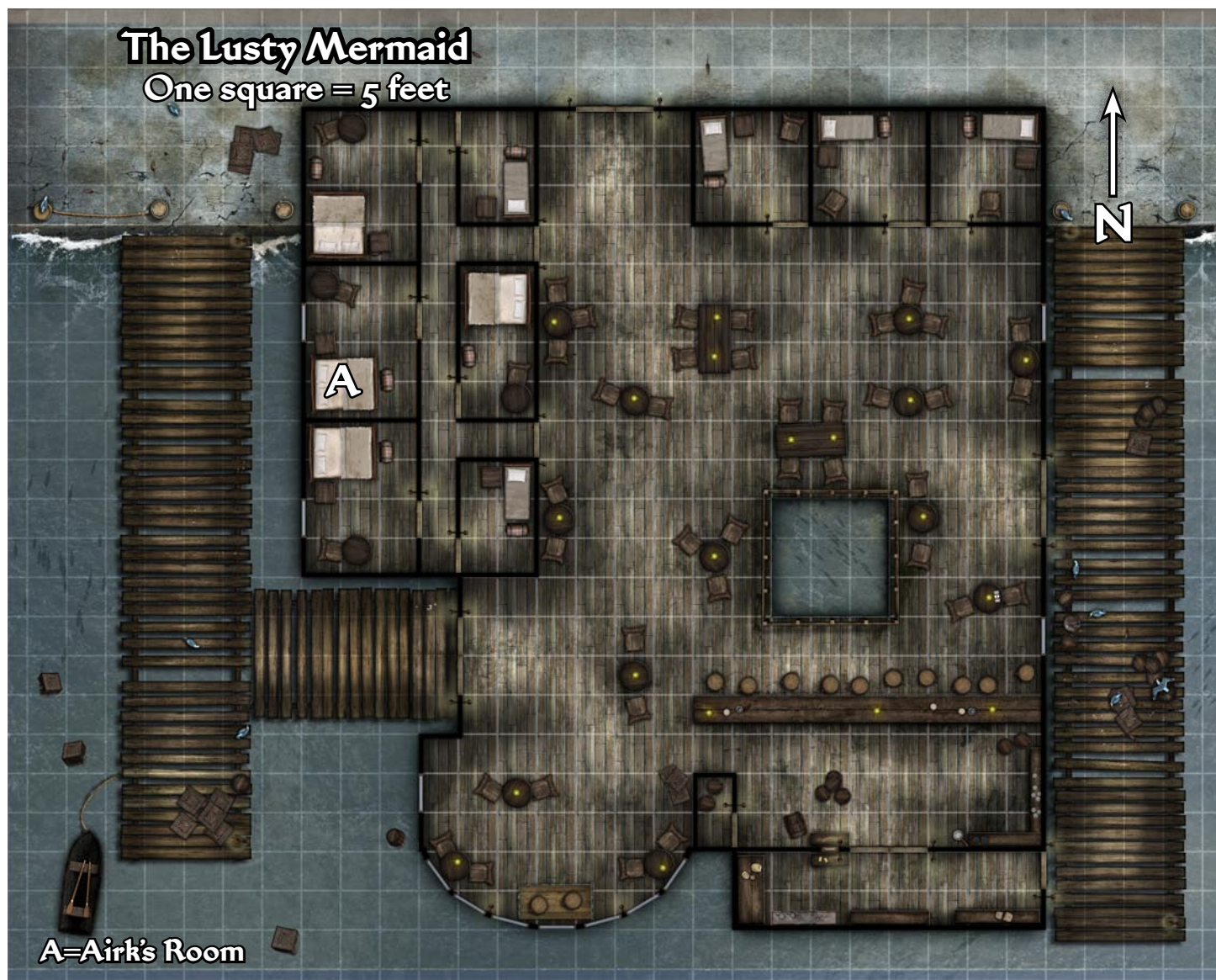
**Melee** +2 *greatsword* +12 (2d6+8/19–20)

#### TACTICS

**Before Combat** Larro stands at the bar, likely chatting with the PCs but keeping an eye out for trouble. His greatsword, *Mayhem*, is leaning against the back of the bar.

**During Combat** Larro attacks whoever is closest, using Power Attack relentlessly to deal maximum damage.

**Morale** Larro fights to the death.



## STATISTICS

**Str** 18, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +8; **CMD** 21**Feats** Dodge, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Intimidate +7, Swim +9**Languages** Common**SQ** armor training 1, bravery +1, weapon training (heavy blades +1)**Combat Gear** *potion of cure moderate wounds*; **Other Gear** *belt of giant strength* +2, +1 *chainmail*, +1 *greatsword*

## Tier 8–9 (CR 9)

## LARRO'S THUGS (2)

CR 5

Male human rogue 6

CN Medium humanoid

**Init** +7; **Perception** +10

## DEFENSE

**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)**hp** 51 (6d8+24)**Fort** +4, **Ref** +8, **Will** +5**Defensive Abilities** evasion, trap sense +2, uncanny dodge

## OFFENSE

**Speed** 30 ft.**Melee** +1 *rapier* +7 (1d6+3/18–20)**Special Attacks** sneak attack +3d6, surprise attack

## TACTICS

Same as Tier 5–6.

## STATISTICS

**Str** 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +4; **CMB** +6; **CMD** 19**Feats** Improved Initiative, Iron Will, Step Up, Toughness, Weapon Focus (rapier)**Skills** Acrobatics +12, Climb +11, Escape Artist +12, Intimidate +8, Knowledge (local) +9, Perception +10, Stealth +12, Swim +11**Languages** Common**SQ** rogue crawl, trapfinding, weapon training**Gear** +1 *rapier*, +1 *studded leather*

## LARRO

CR 9

Male human fighter 10

CN Medium humanoid

**Init** +7; **Perception** +1

## DEFENSE

**AC** 22, touch 14, flat-footed 18 (+8 armor, +3 Dex, +1 dodge)**hp** 95 (10d10+40)**Fort** +9, **Ref** +6, **Will** +6; +3 vs. fear

## OFFENSE

**Speed** 30 ft.**Melee** +4 *greatsword* +19/+14 (2d6+9/19–20)

## TACTICS

Same as Tier 5–6.

## STATISTICS

**Str** 20, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +10; **CMB** +13; **CMD** 27**Feats** Dazzling Display, Dodge, Improved Initiative, Iron Will, Lunge, Power Attack, Quick Draw, Shatter Defenses, Step Up, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Intimidate +12, Swim +16**Languages** Common**SQ** armor training +2, bravery +3, weapon training (heavy blades +2, crossbows +1)**Combat Gear** *potion of cure moderate wounds*; **Other Gear** *belt of giant strength* +4, +2 *chainmail*, +2 *greatsword***Treasure:** In Airk's room, the PCs can find a locked metal box (Open Lock DC 20) that contains 7 *potions of water breathing*.**Development:** If Larro and his men are kept alive for questioning, a successful Intimidate check reveals that Dargo left for the Flotsam Graveyard just a few hours before the PCs arrived. Prisoners can also tell the PCs that Dargo was not alone—he left with several of Larro's men—but only if asked directly.

Likewise, a successful Intimidate check gets the thugs to admit to the slaying of Airk Jarigan. They can give directions to the cave where his body lies; a DC 15 Survival check allows PCs to follow the directions without a map.

Neither Larro nor his men know where exactly in the Flotsam Graveyard Dargo was headed. However, Dargo left his scattered notes and clues in his room upstairs. These notes reveal the information given in the introduction to this scenario, as well as the location of *Vaydren's Might*: 1,500 yards offshore in the Flotsam Graveyard, beneath a one-mast ship known as the *Iron Tide*. The *Iron Tide* is recognizable by its mast, which still protrudes above the green waves of the harbor, and is carved into the likeness of a woman clutching dangling, iron chains.**Mission Notes:** Cheliox faction PCs complete one of their faction missions by shouting, "The paracountess does not reward failure!" or something similar before Larro is killed. If Larro survives or if the PCs fail to shout something similar, the Cheliox faction PCs fail their mission. PCs from the Qadira faction succeed on one of their missions if they can convince one of the fisherman here (who all flee when combat begins) to reveal the location of the Qadiran smuggler *Scimitar's Breach*. This requires a successful DC 20 Diplomacy check and may only be attempted twice before all of the remaining fisherman refuse to talk. Taldor faction PCs need to insure that Baron Jacquo's coin makes it into the locked metal box above without Larro seeing that happen. The coin is made of worthless brass and is stamped with the symbol of a trading house in Oppara (Knowledge [local] DC 12).



**Rewards:** If the PCs survive, reward each tier thusly:

**Tier 5–6:**

Give each player 1,016 gp.

**Tier 8–9:**

Give each player 2,766 gp.

## ACT 2: THE SEA CAVE (CR 6 OR CR 9)

The discovery of Airk Jarigan's body is secondary to the retrieval of *The Sniper*, and players should be reminded that time is of the essence. If the PCs took a long time to piece together the clues to the location of *Vaydren's Might* from Dargo's notes, gently hint to the players that they should perhaps search for Airk's body after finding the artifact. Should the PCs choose to look for the unfortunate Pathfinder's corpse, however, it is hidden in a partially submerged coastal cave, less than a mile outside of Absalom. Larro and his band of cutthroats routinely hide bodies in this cave, trusting that the grotto's residents will dispose of the evidence.

Using Larro's directions, the PCs can walk or row to the sea cave in about twenty minutes. Unfortunately for the PCs, however, dawn has also brought with it high tide. The surf mostly obscures the entrance to the cave as it crashes against the rocks surrounding the grotto, and it takes a DC 15 Perception check for PCs to notice the lip of the cave peeking above the waterline. Furthermore, the surf itself is treacherous, as it slams repeatedly against the surrounding rocks with terrific force. A DC 15 Swim check is required to successfully enter the grotto—a failure by 5 or more results in a PC being bashed against the jutting rocks for 1d6 damage. If the PCs happen to enter the cave at night, they don't have to worry about the high tide above and can just walk in.

Upon entering the cave, the ground slopes upward dramatically, revealing a spacious cavern. Minerals in the walls and ceiling reflect light onto the surface of the pool, giving the cave a weird, undulating illumination. The air reeks of brine and the foul odor of death; Airk's body lies sprawled in the northeast corner, dumped unceremoniously on the floor of the grotto by Larro and his thugs as they sought to escape the sea cave before its residents returned. A number of skeletons litter the cavern floor, wrapped in the tattered remains of clothing.

**Creatures:** Shortly after Larro and his thugs departed, a crab swarm crawled into the sea cave and began nibbling on Airk's corpse. Unless the PCs take extra precautions in swimming quietly, the crabs immediately notice when the PCs enter the cave and move to attack. Additionally, there are several giant crabs here, picking at the other corpses in the north side of the cave.

### THE SNIPER

After they learn of the artifact, the PCs may make Knowledge (history) or Knowledge (religion) checks to learn more about *The Sniper*:

**DC 15:** *The Sniper* is a relic that once belonged in an Andoren temple dedicated to the god Erastil. Crafted from pure gold, the statue resembles Erastil kneeling and taking aim with a mighty bow. Nearly 700 years ago, during the Even-Tongued Conquest, the temple was razed by a detachment of Taldan soldiers. *The Sniper* vanished and was presumed lost. It reappeared just over two centuries ago in the hands of a Taldan family, the Lasars. Within a generation, the Lasars climbed to the rank of nobility.

**DC 20:** It is believed by some that *The Sniper* brings either good fortune or a curse to its owner, depending on whether the owner has *The Sniper* for his own glory or for Erastil's.

**DC 25:** Legends speak of thieves stealing *The Sniper* and being cursed with undeath until the statue was returned to its rightful owners.

### Tier 5–6 (CR 6)

#### GIANT CRAB (2)

CR 2

N Medium vermin (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

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

**hp** 19 (3d8+6)

**Fort** +5, **Ref** +2, **Will** +1

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 30 ft., swim 20 ft.

**Melee** 2 claws +4 (1d4+2 plus grab)

**Special Attacks** constrict (1d4+2)

#### TACTICS

**During Combat** The giant crabs are mindless vermin and attack the nearest opponent.

**Morale** The giant crabs fight to the death.

#### STATISTICS

**Str** 14, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

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

**Skills** Perception +4, Swim +10

**SQ** water dependency

#### SPECIAL ABILITIES

**Constrict (Ex)** A giant crab can crush an opponent, dealing bludgeoning damage, after making a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

**Grab (Ex)** If a giant crab hits with its claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Grab works only against opponents at least one size category smaller than the creature.

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The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. If a giant crab does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

**Water Dependency (Ex)** Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

### CRAB SWARM

CR 4

N Diminutive vermin (aquatic, swarm)

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 18, touch 16, flat-footed 16; (+2 Dex, +2 natural, +4 size)

**hp** 38 (7d8+7)

**Fort** +6, **Ref** +4, **Will** +2

**Immune** mind-affecting effects, swarm traits, weapon damage

#### OFFENSE

**Speed** 30 ft., swim 20 ft.

**Melee** swarm (2d6)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 14)

#### TACTICS

**During Combat** The crab swarm attacks the nearest opponent.

**Morale** The crab swarms fight until destroyed.

#### STATISTICS

**Str** 1, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +5; **CMB** —; **CMD** —

**Skills** Swim +10

#### SPECIAL ABILITIES

**Distraction (Ex)** Any living creature that takes damage from a crab swarm is nauseated for 1 round; a Fortitude save DC 14 negates the effect.

## Tier 8–9 (CR 9)

### ADVANCED GIANT CRAB (4)

CR 3

N Medium vermin (aquatic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +6

#### DEFENSE

**AC** 20, touch 13, flat-footed 17; (+3 Dex, +7 natural)

**hp** 25 (3d8+12)

**Fort** +7, **Ref** +3, **Will** +2

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 30 ft., swim 20 ft.

**Melee** 2 claws +6 (1d4+4 plus grab)

**Special Attacks** constrict (1d4+4)

#### TACTICS

**During Combat** The giant crabs are mindless vermin and attack the nearest opponent.

**Morale** The giant crabs fight to the death.

#### STATISTICS

**Str** 18, **Dex** 16, **Con** 18, **Int** —, **Wis** 14, **Cha** 6

**Base Atk** +2; **CMB** +6; **CMD** 19

**Skills** Perception +6, Swim +12

**SQ** water dependency

#### SPECIAL ABILITIES

See Tier 5–6.





**CRAB SWARM (3)****CR 4****hp** 38 (use the stats from Tier 5–6)

**Development:** It has been a little over two weeks since the thugs deposited Airk's corpse in the sea cave and it did not take long for the crabs to make significant headway on their feast; the veteran Pathfinder is now a mass of bones and picked-over flesh. Resting in the middle of his remains is his broken *wayfinder*; the name Airk is engraved on the back in Common.

**Mission Notes:** If the tattered clothing of the skeletons is searched, a DC 13 Perception check reveals a pendant, carved in the likeness of a scarab, dangling from the collarbone of one of the skeletons littering the cave floor; this is the pendant the Osirion faction wishes its agent(s) to retrieve. Taldor faction PCs need to make a successful DC 20 Perception check to find the hidden scroll case.

**Rewards:** There are no rewards for act 2.

## ACT 3: THE FLOTSAM GRAVEYARD (CR VARIES)

The PCs must find a way to reach the wreckage on their own. They can purchase a rowboat at the Docks for 50 gp, or rent one for the day for 5 gp. Alternatively, they might hire a fisherman from Act 1 to bring them out to the wreck. Once they secure a means of transport, the PCs must still find the *Iron Tide*. A heavy fog hangs thick in the harbor, reducing visibility to poor (though this does not affect movement). A DC 12 Survival check is needed in order to find the *Iron Tide*.

### Two Shipwrecks: the *Iron Tide* and *Vaydren's Might*

Out of the fog rises the prow of a ship, jutting from the waves at an incline. Seaweed and gull droppings decorates across the vessel, and the verdigris-encrusted brass nameplate reads *Iron Tide*. The mast of the *Iron Tide* protrudes from the water at a steep angle, and behind it rises the mast of a second ship, straight as an arrow, piercing the fog and beginning somewhere below the first ship.

All that is visible above the water are the forecandle of the *Iron Tide*, its mast, and the forward mast of *Vaydren's Might*. The mast of the *Iron Tide* is carved into the likeness of a strong, proud human woman, her hands curled around a rusty, iron chain that dangles motionlessly from her fists. The *Iron Tide* was a captured Qadiran pirate ship the Absalom navy scuttled several years ago.

### UNDERWATER ADVENTURING

Adventuring underwater presents challenges for which many GMs and PCs alike may be unprepared. Familiarize yourself with the Swim skill (pg. 108), underwater combat (pg. 432), and water dangers (pg. 445) rules in the *Pathfinder Roleplaying Game* core rulebook before running this scenario.

Unless the PCs embark directly onto the partially submerged upper deck (marked **A** on the side view on page 10), they must succeed at a DC 20 Climb check to reach the forecandle (area 1). Because of its angle, the surface of the *Iron Tide* is considered difficult terrain.

If the PCs attempt to follow *Vaydren's Might's* visible mast beneath the cold, harbor waters, they are unable to find a way into the sunken ship unless they swim around the exterior, where they might eventually find the hole in the bottom of the hull leading to area 13. However, PCs engaging with the skum in that area risk alerting the undead in area 10 (DC 10 Perception check for the undead who arrive in 1d3 rounds).

### 1. Iron Tide Forecandle

Waiting here for Dargo are two of Larro's men that are assisting the Pathfinder in finding the artifact in the shipwreck below. The thugs have been instructed to kill anyone who attempts to board. Perception checks to notice the PCs approach are at a –2 penalty due to the fog. If the PCs approach the *Iron Tide* in the fisherman's boat, have the thugs make a DC 20 Perception check. If they fail, they mistake the PCs for their fellows and wave them over, granting the PCs a surprise round.

### Tier 5–6 (CR 7)

**LARRO'S THUGS (2)****CR 5****hp** 51 (use the stats from act 1, Tier 8–9)

### Tier 8–9 (CR 10)

**LARRO'S THUGS (2)****CR 8**

Male human rogue 9

CN Medium humanoid

**Init** +8; **Senses** Perception +13**DEFENSE****AC** 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)**hp** 67 (9d8+27)**Fort** +4, **Ref** +10, **Will** +6**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3, uncanny dodge**OFFENSE****Speed** 30 ft.

## PATHFINDER SOCIETY SCENARIO

**Melee** +1 rapier +10/+5 (1d6+3/18–20)

**Special Attacks** sneak attack +5d6, surprise attack

### TACTICS

**Before Combat** The thugs keep an eye on the fog, watching for approaching vessels.

**During Combat** The thugs work together to flank singular targets.

**Morale** The thugs fight to the death.

**Base Statistics** Climb +14, Swim +17

### STATISTICS

**Str** 15, **Dex** 18, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +6/+1; **CMB** +8; **CMD** 23

**Feats** Dodge, Improved Initiative, Iron Will, Skill Focus (Swim), Step Up, Toughness, Weapon Focus (rapier)

**Skills** Acrobatics +16, Climb +19, Escape Artist +16, Intimidate +11, Knowledge (local) +12, Perception +13, Stealth +16, Swim +22

**Languages** Common

**SQ** rogue crawl, stand up, trapfinding, weapon training

**Gear** gloves of swimming and climbing (only 1 thug has these), +1 rapier, +1 studded leather

**Mission Notes:** Cheliox faction PCs who give a letter to one of the thugs accompanied by a successful DC 20 Intimidate or Diplomacy check succeed on their mission. If successful, the thug they delivered the message to throws down his weapon and leaps overboard one round after having the letter handed to him.

## 2. Iron Tide Mast

Climbing the mast requires a DC 10 Climb check.

## 3. Iron Tide Aft

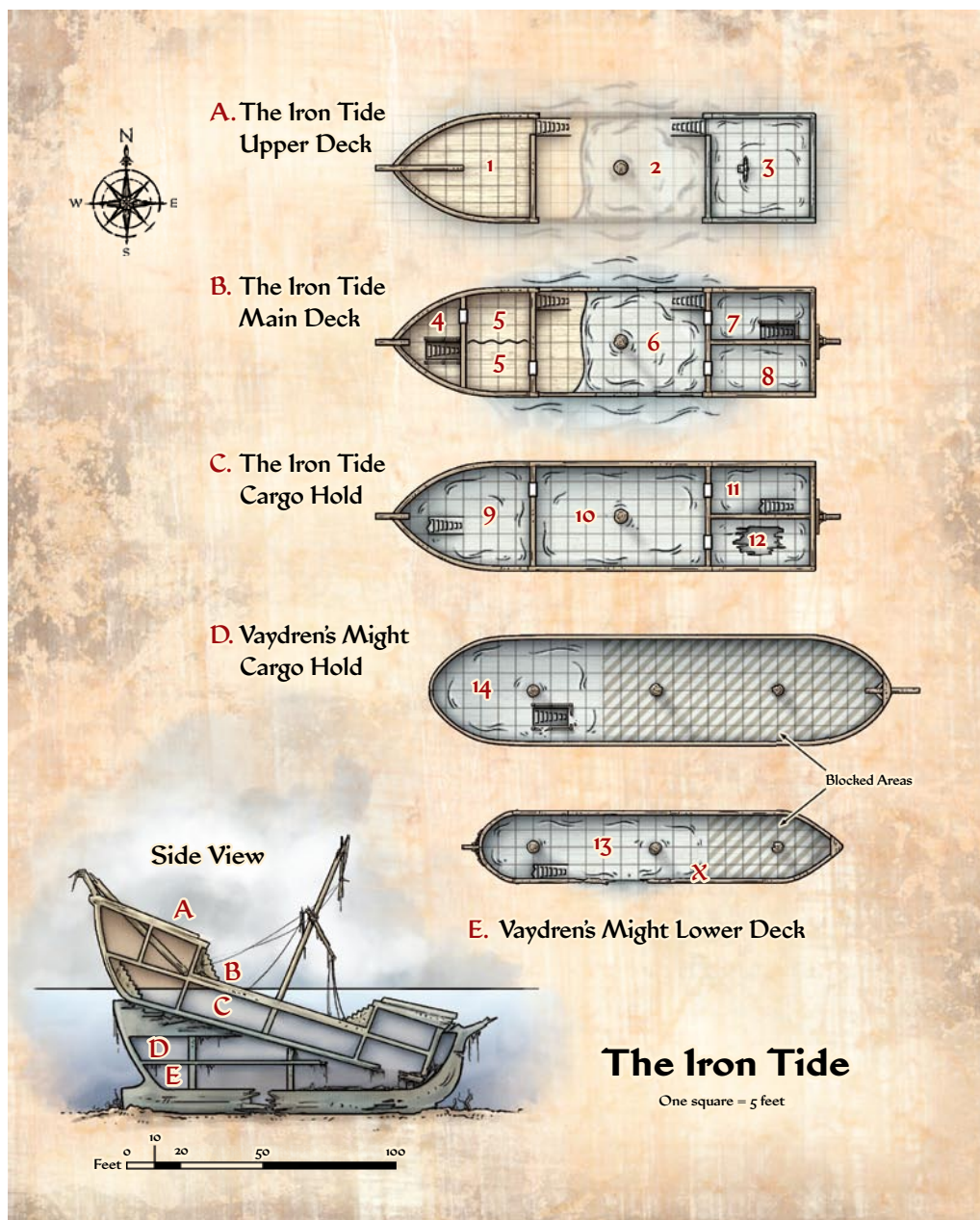
The aft deck of the Iron Tide lies submerged. The first ten feet (from the west) sit 2-1/2 feet underwater and are considered to be both difficult terrain and an obstacle (×4 movement cost); the second ten feet are 5 feet underwater and are considered to be both difficult terrain and an obstacle (swimming is required for creatures of Small size or less); and the third ten feet at 10 feet underwater (movement impossible without a successful Swim check).

## 4. Foredeck

This cramped and lightless room is empty, save the pungent scent of the sea that wafts from the stairwell set in the center of the room. The stairway leads into the flooded darkness of area 9, the lower crew's quarters. Because of the sloping angle of the floor, this room is considered difficult terrain.

## 5. Upper Quarters

The bowsprit bisects the upper crew's quarters. A small hole in the hull



## The Iron Tide

One square = 5 feet



provides dim light. The room is bare in decoration, the only adornment being four empty hammocks hanging from the rafters. The room reeks of brine and rotting wood. This room is considered difficult terrain due to the sloping angle of the floor.

## 6. Iron Tide Upper Deck

The first twenty feet of the upper deck rests above water, though is considered difficult terrain due to its sloping angle. The submerged end deepens steadily at 2-1/2 feet every 5 feet; the first 5 feet of depth is considered both difficult terrain and an obstacle (×4 movement cost). Beyond that, movement is impossible without a successful Swim check.

## 7. Iron Tide Stairway

This lightless room, completely submerged in water, is empty and nondescript but for a stairway that leads down to the Iron Tide's food storage (area 11). Movement in this room is impossible without a successful Swim check.

## 8. Iron Tide Captain's Quarters

This dark, submerged room once served as the bunk of the captain of the *Iron Tide*. Movement in this room is impossible without a successful Swim check.

**Treasure:** A wooden chest sits in one corner of the room. Magically sealed against water, this chest contains the captain's log, in addition to a small cache of treasure containing 3 *potions of endure elements* and 2 *potions of water breathing*. The lock, although simple, has rusted over and requires a DC 25 Disable Device check to open; however, because of its weakened state, it can be knocked off with a DC 15 Strength check. The logbook, like the chest, is magically protected against water damage—the captain of the *Iron Tide* meticulously recorded his plunders and feared that his records could be lost.

**Mission Notes:** The captain's log is required for one of the Qadira faction missions.

## 9. Iron Tide Lower Crew's Quarters

Cold and murky water fills most of this lightless room; the last few steps of the stair leading into it from area 4 lie underwater. This room, like the crew's quarters above it, is bare. Eight hammocks hang from the ceiling, dangling just above the cold water. The submerged end deepens steadily at 2-1/2 feet every 5 feet; the first 5 feet of depth is considered both difficult terrain and an obstacle (×4 movement cost). Beyond that, movement is impossible without a successful Swim check. If the undead in area 10 hear the PCs fumbling about in this room, they arrange themselves around the door in preparation for an ambush.

## 10. Iron Tide Cargo Hold

The gloomy water in this room is much more chilled than the normally pleasant waters of Absalom's harbor. This room is completely submerged, and movement is impossible without a successful Swim check. The room once served as the cargo hold of the *Iron Tide*. Now it sits empty save for the lurking presence of the former crew of the *Vaydren's Might*.

**Creatures:** Several undead (varies by Tier), former crewmates of Vaydren cursed with undeath by *The Sniper* because of their greed, linger in the unlighted interior of the *Iron Tide's* cargo hold.

## Tier 5–6 (CR 7)

ADVANCED LACEDON (GHOUL) (5)	CR 2
CE Medium undead	
Init +4; Senses darkvision 60 ft.; Perception +9	
<b>DEFENSES</b>	
AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)	
hp 17 (2d8+8)	
Fort +4, Ref +4, Will +7	
Defensive Abilities channel resistance +2	
<b>OFFENSE</b>	
Speed 30 ft., swim 30 ft.	
Melee bite +5 (1d6+3 plus disease and paralysis), 2 claws +5 (1d6+3 plus paralysis)	
Special Attacks paralysis (1d4+3 rounds, DC 15, elves are immune to this effect)	
<b>TACTICS</b>	
<b>Before Combat</b> If the lacedons hear the PCs approach, they surround the entryway and wait.	
<b>During Combat</b> The lacedons swarm single opponents, changing to another single opponent when they've successfully paralyzed their current target.	
<b>Morale</b> The lacedons fight to the death.	
<b>STATISTICS</b>	
Str 17, Dex 19, Con —, Int 17, Wis 18, Cha 18	
Base Atk +1; CMB +4; CMD 18	
Feats Weapon Finesse	
Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +5	
Languages Common	
<b>SPECIAL ABILITIES</b>	
<b>Disease (Su)</b> <i>Ghoul Fever</i> —bite, save Fort DC 14, onset 1 day, frequency 1 day, effect 1d3 Con and 1d3 Dex damage, cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish 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.	

## Tier 8–9 (CR 10)

### SPECTRE (3)

CR 7

LE Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

#### DEFENSES

AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

hp 52 (8d8+16)

Fort +4, Ref +5, Will +9

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

#### OFFENSE

Speed 40 ft., fly 80 ft. (perfect)

Melee incorporeal touch +9 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

#### TACTICS

**Before Combat** If the spectres hear the PCs approach, they surround the entryway and wait.**During Combat** The specters attack the first PCs through the door, but they don't work together. Randomly determine each round who each one attacks.**Morale** The spectres fight to the death.

#### STATISTICS

Str —, Dex 16, Con —, Int 14, Wis 16, Cha 15

Base Atk +6; CMB +6; CMD 21

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Finesse

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

#### SPECIAL ABILITIES

**Create Spawn (Su)** Any humanoid slain by a spectre becomes a spectre themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.**Sunlight Powerlessness (Su)** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

## 11. Iron Tide Food Storage

This room sits empty. Stairs leading down from area 7 hug the southeast wall, but since the room is completely submerged in water, movement is impossible without a successful Swim check.

## 12. Iron Tide Fresh Water Storage

This room is completely submerged and devoid of anything of value or interest. Its only defining feature is a hole in the center of the floor, which leads to area 13, the armory of the *Vaydren's Might*. Movement in this room is impossible without a successful Swim check.

## 13. Vaydren's Might Armory

The hole in the hull of the *Iron Tide* opens into this room at the spot marked X in area 13. The room contains weapons of all sorts, but they have lain rusting in the Flotsam Graveyard for just over a century and are no longer serviceable. The room is dark and completely submerged in water; movement requires a successful Swim check. A hole yawns in the side of the hull to the south and west of the middle mast, torn open when Vaydren—an inexperienced navigator—piloted the ship over a chunk of debris littering the Flotsam Graveyard during the ill-fated battle. It was not long until the ship lay with the others at the bottom of Absalom's harbor.

**Creatures:** A band of skum (a scavenging party) and their undersea companions entered *Vaydren's Might* from the hole in its hull shortly after Dargo climbed aboard and bent Vaydren to his will. While Dargo busies himself trying to unlock the chest containing *The Sniper* in the room above (area 14), the skum poke about the armory, hoping to find some treasure. Unless the PCs make an effort to be stealthy as they enter this room, the skum and their companions leap to attack.

## Tier 5–6 (CR 7)

### MAKO SHARKS (2)

CR 3

Advanced shark

N Large animal (aquatic)

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

#### DEFENSES

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

hp 30 (4d8+12)

Fort +9, Ref +7, Will +4

#### OFFENSE

Speed swim 60 ft.

Melee bite +7 (1d8+6)

Space 10 ft.; Reach 5 ft.

#### TACTICS

**During Combat** The sharks attack the nearest non-skum target.**Morale** The sharks flee if brought below 5 hit points.



**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 +8, Swim +11**SPECIAL ABILITIES****Keen Scent (Ex)** A shark notices creatures by scent in a 180-foot radius underwater and can detect blood in the water at of up to a mile.**ADVANCED SKUM (2)****CR 3**

LE Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7**DEFENSES****AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)**hp** 24 (2d10+13)**Fort** +5, **Ref** +6, **Will** +5**Resist** cold 10**OFFENSE****Speed** 20 ft., swim 40 ft.**Melee** trident +6 (1d8+4), claw +4 (1d4+3), bite +4 (1d6+3)**Ranged** trident +5 (1d8+4)**TACTICS****During Combat** The skum go after lightly armored opponents first, hoping to subdue one and drag it back into the ocean.**Morale** The skum fight to the death.**STATISTICS****Str** 19, **Dex** 17, **Con** 21, **Int** 14, **Wis** 14, **Cha** 10**Base Atk** +2; **CMB** +6; **CMD** 19**Feats** Multiattack, Toughness**Skills** Intimidate +5, Perception +7 (+11 underwater), Stealth +8 (+12 underwater), Swim +17**Languages** Aboleth, Undercommon**SQ** amphibious**Gear** trident**SPECIAL ABILITIES****Amphibious (Ex)** Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.**Tier 8–9 (CR 10)****ADVANCED GIANT MORAY EELS (2)****CR 5**

N Large animal (aquatic)

**Init** +8; **Senses** low-light vision; Perception +9**DEFENSES****AC** 23, touch 13, flat-footed 19

(+4 Dex, +10 natural, –1 size)

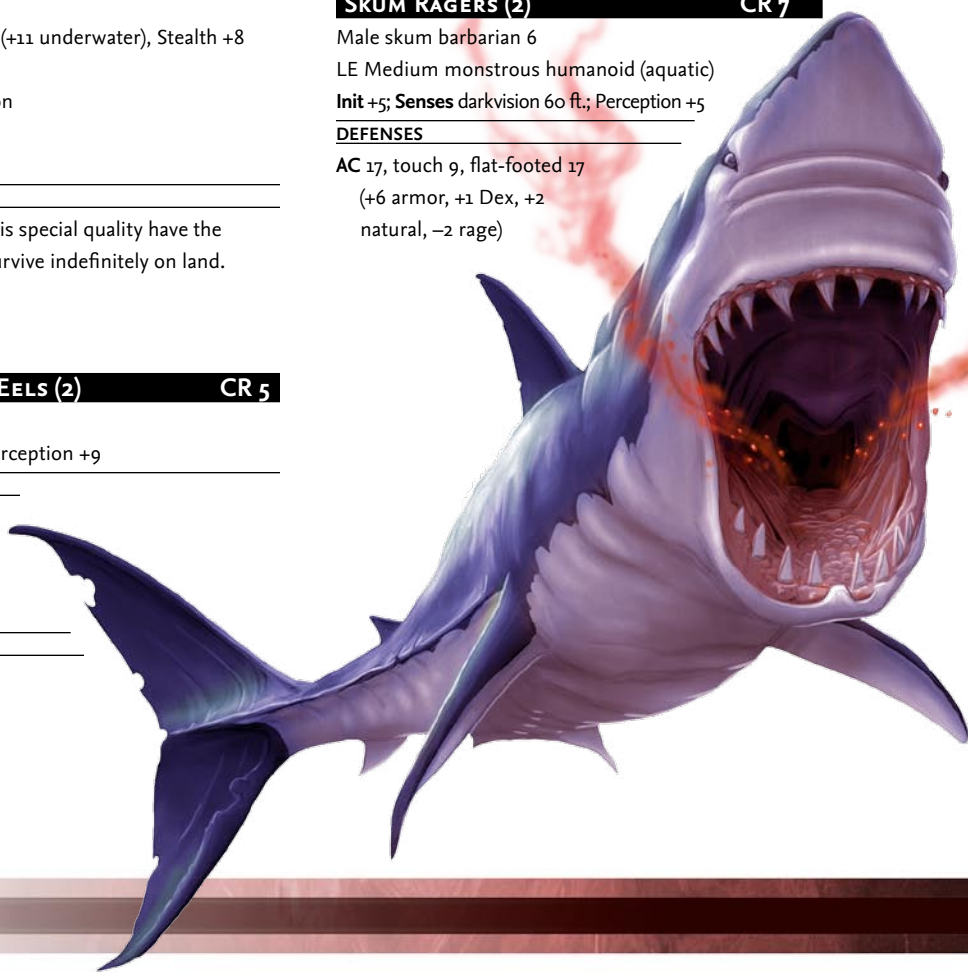
**hp** 66 (7d8+35)**Fort** +10, **Ref** +11, **Will** +5**OFFENSE****Speed** Swim 30 ft.**Melee** bite +13 (2d6+11 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** gnaw**TACTICS****During Combat** The eels attack whomever the skum tell them to.**Morale** The eels flee if brought below 5 hit points.**STATISTICS****Str** 26, **Dex** 18, **Con** 20, **Int** 1, **Wis** 16, **Cha** 12**Base Atk** +5; **CMB** +14; **CMD** 26**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)**Skills** Escape Artist +12, Perception +9, Stealth +10, Swim +16;**Racial Modifiers** +8 Escape Artist**SPECIAL ABILITIES****Gnaw (Ex)** If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+4) against a foe it has already grabbed.**Grab (Ex)** If the giant moray eel hits with its bite, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. Each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold.**SKUM RAGERS (2)****CR 7**

Male skum barbarian 6

LE Medium monstrous humanoid (aquatic)

**Init** +5; **Senses** darkvision 60 ft.; Perception +5**DEFENSES****AC** 17, touch 9, flat-footed 17

(+6 armor, +1 Dex, +2 natural, –2 rage)



**hp** 112 (6d12+2d10+62)

**Fort** +11, **Ref** +6, **Will** +7

**Defensive Abilities** improved uncanny dodge, uncanny dodge;  
**Resist** cold 10

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#### OFFENSE

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**Speed** 40 ft., swim 40 ft.

**Melee** +2 *trident* +14/+9 (1d8+6), claw +10/+5 (1d4+3), bite  
+10/+5 (1d6+3)

**Ranged** +2 *trident* +11/+6 (1d8+6)

**Special Attacks** rage (16 rounds/day), rage powers (guarded  
stance, knockback, no escape)

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#### TACTICS

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**During Combat** The skum go after lightly armored opponents  
first, hoping to subdue one and drag it back into the ocean.

**Morale** The skum fight to the death.

**Base Statistics** **AC** 13, touch 11, flat-footed 12 (+1 Dex, +2  
natural); **hp** 96 (6d12+2d10+46); **Fort** +9, **Will** +5; **Melee**  
*trident* +10/+8 (1d8+2), claw +8/+3 (1d4+1), bite +8/+3 (1d6+1);  
**CMB** +10; **CMD** 21; **Skills** Swim +19

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#### STATISTICS

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**Str** 19, **Dex** 13, **Con** 22, **Int** 10, **Wis** 10, **Cha** 6

**Base Atk** +8/+3; **CMB** +12; **CMD** 23

**Feats** Fleet (2), Improved Initiative, Multiattack, Toughness

**Skills** Intimidate +9, Perception +11 (+15 underwater), Stealth +9  
(+13 underwater), Swim +20

**Languages** Aboleth, Undercommon

**SQ** amphibious, trap sense +2

**Combat Gear** *potion of cure moderate wounds*; **Other Gear**  
masterwork breastplate, +2 *trident*

**Mission Notes:** PCs from the Osirion faction can succeed  
on one of their faction missions by making a DC 20 Heal  
check and cutting away some flesh from one of the skum.  
They may only attempt this twice—once for each skum.

## 14. Vaydren's Resting Place

Here sits Dargo Mar along with the ghost of Vaydren  
Lasar. Cursed for his theft and abuse of *The Sniper*,  
Vaydren, along with his crew, is eternally damned to  
guard this watery tomb until the statue is returned to  
someone who will honor it. Skeletons of long-dead sailors  
litter the floor, gathered and placed here by Vaydren.  
Three sunrods lie in various corners of the room, filling  
it with a pale yellow glow (dim light).

Dargo has already used *command undead* to bend  
Vaydren's will and used *hide from undead* to make his  
way through the ship unmolested. He also used a *scroll*  
of *extended control water* to lower the water in the room.  
Though slick and wet, the room is not submerged (the  
water ends at the top of the stairs). Vaydren's corpse—a  
scattering of bones long picked white by fish—lies in the  
northwest corner among the others, still encased in his  
full plate, with his longsword lying nearby.

**Creatures:** Dargo is couched by the stairwell, fruitlessly  
trying to open the chest that contains *The Sniper*. Vaydren's  
ghost stands nearby, awaiting further commands.

## Tier 5–6 (CR 8)

### DARGO MAR

**CR 6**

Male human cleric 7

NE Medium humanoid

**Init** +4; **Senses** Perception +3

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#### DEFENSE

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**AC** 19, touch 10, flat-footed 19 (+9 armor)

**hp** 59 (7d8+28)

**Fort** +9, **Ref** +4, **Will** +10

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#### OFFENSE

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**Speed** 20 ft.

**Melee** +1 *short sword* +4 (1d6+2/19–20) and +1 *short sword* +0  
(1d6+2/19–20)

**Special Attacks** channel negative energy (4d6, DC 16, 4/day),  
bleeding touch (3 rounds, 6/day)

**Cleric Spells Prepared** (CL 7th)

4th—*confusion*<sup>D</sup> (DC 16), *unholy blight* (DC 16)

3rd—*animate dead*<sup>D</sup>, *cure serious wounds*, *dispel magic*

2nd—*command undead* (already cast), *invisibility*<sup>D</sup>, *silence*, *sound*  
*burst* (DC 15)

1st—*bane* (DC 14), *cause fear*<sup>D</sup> (DC 14), *doom* (DC 14), *hide from*  
*undead* (already cast), *protection from good* (DC 14)

0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *light*

D domain spell; **Domains** Death, Trickery

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#### TACTICS

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**Before Combat** Dargo is preoccupied with the chest and does not  
hear the PCs approach.

**During Combat** Dargo orders Vaydren's ghost to attack and then uses  
channel negative energy to hurt the PCs, or to heal the ghost if it is  
near destruction. He uses his spells where they will inflict the most  
chaos and damage.

**Morale** Dargo fights to the death.

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#### STATISTICS

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**Str** 12, **Dex** 10, **Con** 14, **Int** 10, **Wis** 16, **Cha** 13

**Base Atk** +5; **CMB** +6; **CMD** 17

**Feats** Improved Channel, Improved Initiative, Selective  
Channeling, Toughness, Weapon Focus (short sword)

**Skills** Heal +13, Knowledge (history) +10, Spellcraft +10

**Languages** Common

**SQ** copycat (7 rounds, 6/day)

**Gear** *cloak of resistance* +2, +1 *half-plate*, +1 *short sword* (2)

### VAYDREN LASAR

**CR 6**

Male human ghost fighter 5

CE Medium undead (augmented humanoid, incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; Perception +9

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#### DEFENSE

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**AC** 18, touch 14, flat-footed 15 (+4 deflection, +3 Dex, +1 dodge)



**hp** 57 (5d10+30)

**Fort** +4, **Ref** +6, **Will** +4; +1 vs. fear

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

#### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +8 (6d6, DC 17 Fort half)

**Special Attacks** *telekinesis* (CL 6th, DC 17)

#### TACTICS

**During Combat** Vaydren attacks whomever Dargo tells him to.

**Morale** Vaydren fights until destroyed. If a worshiper of Erastil manages to open the chest and touch *The Sniper*, Vaydren vanishes, his curse lifted.

#### STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 18

**Base Atk** +5; **CMB** +5; **CMD** 23

**Feats** Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

**Skills** Fly +16, Intimidate +12, Perception +9, Stealth +11

**Languages** Common

**SQ** armor training 1, bravery +1, weapon training (light blades +1)

#### SPECIAL ABILITIES

**Corrupting Touch (Su)** By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts 6d6 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.

**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.

**Telekinesis (Su)** The ghost can use *telekinesis* as a standard action once every 1d4 rounds (CL 12th).

## Tier 8–9 (CR 11)

### DARGO MAR

CR 9

Male human cleric 10

NE Medium humanoid

**Init** +0; **Senses** Perception +3

#### DEFENSE

**AC** 19, touch 10, flat-footed 19 (+9 armor)

**hp** 85 (10d8+40)

**Fort** +11, **Ref** +7, **Will** +12

#### OFFENSE

**Speed** 20 ft.

**Melee** +2 short sword +7 (1d6+3/19–20) and +2 short sword +3 (1d6+3/19–20)

**Special Attacks** channel negative energy (5d6, DC 18, 4/day),

bleeding touch (5 rounds, 6/day)

**Cleric Spells Prepared** (CL 10th)

5th—*flame strike* (DC 17), *slay living*<sup>D</sup> (DC 17)

4th—*confusion*<sup>D</sup> (DC 16), *unholy blight* (2, DC 16)

3rd—*animate dead*<sup>D</sup>, *cure serious wounds*, *dispel magic*

2nd—*command undead* (already cast), *invisibility*<sup>D</sup>, *silence*, *sound burst* (DC 15)

1st—*bane* (DC 14), *cause fear*<sup>D</sup> (DC 14), *doom* (DC 14), *hide from undead* (already cast), *protection from good* (DC 14)

0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *light*

D domain spell; **Domains** Death, Trickery

#### TACTICS

**Before Combat** Dargo is preoccupied with the chest and does not hear the PCs approach.

**During Combat** Dargo orders Vaydren's ghost to attack and then uses channel negative energy to hurt the PCs, or to heal the ghost if it is near destruction. He uses his spells where they will inflict the most chaos and damage.

**Morale** Dargo fights to the death.

#### STATISTICS

**Str** 12, **Dex** 10, **Con** 15, **Int** 10, **Wis** 16, **Cha** 13

**Base Atk** +7; **CMB** +8; **CMD** 19

**Feats** Improved Channel, Improved Initiative, Lightning Reflexes, Selective Channeling, Toughness, Weapon Focus (short sword)

**Skills** Heal +16, Knowledge (history) +13, Spellcraft +13

**Languages** Common

**SQ** death's embrace, copycat (10 rounds, 6/day), master's illusion (10 rounds/day)

**Gear** *cloak of resistance* +2, +1 *half-plate*, *short sword* +2 (2)

### VAYDREN LASAR

CR 9

Male human ghost fighter 8

CE Medium undead (augmented humanoid, incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +9

#### DEFENSE

**AC** 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)

**hp** 92 (8d10+48)

**Fort** +8, **Ref** +7, **Will** +5; +2 vs. fear

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

#### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +11 (9d6, DC 18 Fort half)

**Special Attacks** *telekinesis* (CL 9th, DC 18), *malevolence* (CL 10th, DC 18)

#### TACTICS

**During Combat** Vaydren attacks whomever Dargo tells him to.

**Morale** Vaydren fights until destroyed. If a worshiper of Erastil manages to open the chest and touch *The Sniper*, Vaydren vanishes, his curse lifted.

#### STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 18

**Base Atk** +8; **CMB** +8; **CMD** 26

**Feats** Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Step Up, Toughness

**Skills** Fly +19, Intimidate +15, Perception +9, Stealth +11

**Languages** Common

**SQ** armor training 2, bravery +2, weapon training (light blades +1)

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#### SPECIAL ABILITIES

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**Corrupting Touch (Su)** As Tier 5–6, but 9d6 damage.

**Malevolence (Su)** The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

**Rejuvenation (Su)** As Tier 5–6.

**Telekinesis (Su)** As Tier 5–6.

**Treasure:** The chest Dargo is unsuccessfully trying to open contains *The Sniper*. The chest requires either an Open Lock DC 30 to open or a DC 25 Strength check.

**Mission Notes:** If the PCs recover *The Sniper*, the Andoran Faction accomplishes one of their missions.

**Rewards:** If the PCs survive, reward each tier thusly:

**Tier 5–6:**

Give each player 1,587 gp.

**Tier 7–9:**

Give each player 3,108 gp.

## CONCLUSION

If the PCs recover *The Sniper*, Hestram is very pleased, though he expresses it with only a grunt. If the PCs know where Airk Jarigan's remains are but have yet to recover them, Hestram insists that they do so immediately. PCs of the Andoran faction will want to free Vaydren from his torment—have them make a DC 20 Knowledge (religion) check. If they succeed, inform them that having a cleric of Erastil bless *The Sniper* will release Vaydren from his torment. Otherwise, they'll need to guess how to free Vaydren—killing him doesn't free him.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who recover *The Sniper* earn 1 Prestige Award. PCs from the Andoran faction who get *The Sniper* blessed by a cleric of Erastil in order to free Vaydren's soul earn 1 bonus Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who insure that Larro dies earn 1 Prestige Award. PCs from the Cheliox faction who deliver the Paracountess's letter

to one of Larro's men on board the *Iron Tide* and convince that man to flee earn 1 bonus Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who recover the scarab pendant in Act 2 earn 1 Prestige Award. PCs from the Osirion faction who, with a successful Heal check, recover a perfectly intact sample of flesh from the skum in area 13 earn 1 bonus Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who recover the logbook from the *Iron Tide* earn 1 Prestige Award. PCs from the Qadira faction who convince a fisherman in the Lusty Mermaid to reveal the location of the missing vessel called the *Scimitar's Breach* earn 1 bonus Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who leave the coin at the drop point earn 1 Prestige Award. PCs from the Taldor faction who determine the location of the drop point and recover the scroll from the sea cave earn 1 bonus Prestige Award.



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## Andoran Faction Handout

Fellow Free Citizen,

Our intelligence network informs us that an Andoran artifact called The Sniper is located near Absalom and that several Pathfinders are seeking it. Aid them and recover it. The statue is one foot tall, made of solid gold, and depicts Erastil kneeling with his bow drawn taut. The network has brought two other matters to my attention: one of the Pathfinders who seeks The Sniper isn't seeking it for the glory of the Society, rather his own personal wealth, and The Sniper is believed to be guarded by malevolent spirits of a centuries old shipwreck. If this is true, this man may be bending the will of those spirits to his own ends. Free them in whatever way necessary so that their souls might find peace.

Sincerely,

*Capt. Colson Maldris*

Captain Colson Maldris



## Cheliox Faction Handout

Her Majestrix's Most Loyal Servant,

The scumbag Larro is the owner of the inn you're about to be sent to—when you arrive there, see to it that your encounter with him ends violently. Before he dies, make sure he knows that betraying a Paracountess of Cheliox, regardless of how good-looking Larro is, never leads to a long and fruitful life. Additionally, we have it on good word that two of his men are, right now, guarding some shipwreck in the harbor. If you happen to encounter these men, deliver to one of them the enclosed letter. It bears my seal and either of them should recognize it immediately. If his reaction is to flee, then you've done your job well. If he continues to fight, you've failed—and failure disappoints me.

*Zarta Draldeen*

Paracountess Zarta Draldeen

## Osirion Faction Handout

Honored Subject of the Ruby Prince,

Many weeks ago we lost contact with one of our most trusted agents, Hesukthes One-Eye. We feared that a tavern owner named Larro and his murder-for-hire thugs killed him, but we could find no evidence to substantiate our fears. It has come to my attention that you are about to be dispatched to the Docks to the very inn owned by the footpad Larro. Bring back evidence of Hesukthes's demise; his scarab-carved pendant will be proof enough.

Also, whispered rumors predict that you'll soon be aboard a shipwreck in the harbor. If these divinations are true, then you will likely encounter some of the many intelligent sea creatures that populate Absalom's harbor. Should you ... find a few of them dead, take a careful, clean, and perfect sample of their flesh and return it to me at once. A grim task, to be sure, but trust Osirion that it's important for the cause.



In service to our Ruby Prince,

*Amenopheus*

Amenopheus, The Sapphire Sage



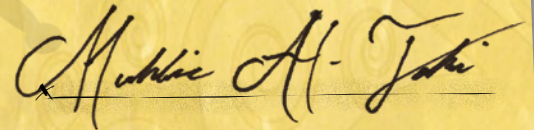
## Qadiran Faction Handout

*Servant of the Satrap,*

*Many years ago the pirate vessel Iron Tide prowled the coast of eastern Garund. Her crew stole countless loads of cargo from Qadiran ships before they were hunted down and slaughtered. While these treasures rightfully belong to the Padishah Empire of Kelesh, we have no way of recovering them without first knowing to whom they were sold. Retrieve the captain's logbook from the Iron Tide, and you will be handsomely rewarded.*

*Another mystery that plagues us is the disappearance of one of our smuggling ships; a small vessel disguised as a fishing boat that docks at the Lust Mermaid. The vessel is called the Scimitar's Breach and we believe some of the fishing folk there know of its location. Make them tell you without hurting them and you will do Qadira a great service.*

*May your coffers run deep,  
Pasha Muhlia Al-Jakri*



## Taldor Faction Handout

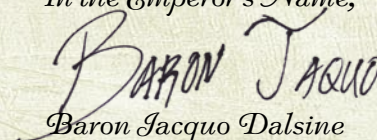
*Agent of the Empire,*

*Once you've done whatever trivial task the Society wishes for you to accomplish at the Lusty Mermaid, break open that fiend Larro's coin box behind the bar and drop the enclosed coin in there. Take nothing from the box—leave only the coin. Larro must not see you do this.*



*Also, it's come to our attention that one of our drop points for missives back to the empire has been recently converted into a dumping ground for corpses by this Larro thug. If you happen to find out where this place is (it's so secret, that not even I know where to find it) then look for the blue and green scroll case hidden there somewhere and covered in Taldan heraldry. Return it to me unopened and you will have done a great service to the empire.*

*In the Emperor's Name,*



*Baron Jacquo Dalsine*





# SCENARIO 31: SNIPER IN THE DEEP

This Chronicle Certifies That

Player Name \_\_\_\_\_ A.K.A. \_\_\_\_\_  
Character Name \_\_\_\_\_ Pathfinder Society # \_\_\_\_\_ Faction \_\_\_\_\_

Has Completed This Scenario.

## Items Found During This Scenario

TIER

5-6

*Belt of giant strength +2 (4,000 gp)*  
*Cloak of resistance +2 (4,000 gp)*  
*Potion of cure moderate wounds (300 gp)*  
*Potion of water breathing (750 gp)*

TIER

8-9

*Belt of giant strength +4 (16,000 gp)*  
*Chainmail +2 (4,300 gp)*  
*Gloves of swimming and climbing (6,250 gp)*  
*Greatsword +2 (8,350 gp)*  
*Short sword +2 (8,310 gp)*

TIER

## Items Sold / Conditions Gained

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

## Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER	5-6	2,603
TIER	8-9	5,874
TIER		

MAX GOLD

## EXPERIENCE

Starting XP

+1 XP

Final XP Total

## Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

## GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Sub Total

Items Bought

Sub Total

Gold Spent

Sub Total

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #