

PATHFINDER SOCIETY®

Year of Factions' Favor



BENEATH UNBROKEN WAVES

By Kate Baker



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HOW TO PLAY

Pathfinder Society Scenario #9-24: Beneath Unbroken Waves is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.



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GM RESOURCES

Pathfinder Society Scenario #9-24: Beneath Unbroken Waves makes use of the *Pathfinder Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 5*, and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at prd.info, and the necessary statistics from the *Bestiary* volumes (as well as several item statistics from *Pathfinder Campaign Setting: Aquatic Adventures* [AA] and *Pathfinder Campaign Setting: Inner Sea World Guide* [ISWG]) are reprinted at the back of the adventure for the GM's convenience.

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BENEATH UNBROKEN WAVES

By Kate Baker



The famous Jalmeri monasteries collectively known as the Houses of Perfection practice martial arts inspired by the techniques of the elemental genies. The known monasteries encompass three of the four elements: the Monastery of Untwisting Iron (earth) inspired by shaitans, the Monastery of Unfolding Wind (air) inspired by djinn, and the Monastery of Unblinking Flame (fire) inspired by efreet. The obvious absence is a school based on the water genies known as marids. Such a monastery once stood on a tiny island known as Wavebreak Haven off the coast of Jalmeray. The Monastery of Unbreaking Waves once stood on this island, growing alongside and competing with the other three schools, but 1,100 years ago, disaster struck in the form of a tsunami, wrecking the school and drowning most of its students. While the people of Niswan realized the tsunami was of magical origin, the common assumption at the time of its apparent destruction was that the school had somehow brought the disaster down upon itself.

In truth, though, responsibility for the tsunami lay with a student of the Monastery of Untwisting Iron named Falehetu. Furious over losing a bout to a student of the Unbreaking Waves, he used a forbidden technique he found in the ancient archives of Untwisting Iron to create a localized earthquake. Falehetu's revenge was ultimately self-destructive, as the technique left the martial artist drained and vulnerable. Unable to flee the tsunami he had created, Falehetu was washed away along with the Monastery of Unbreaking Waves.

Even death could not stop Falehetu's rage. His fury and resentment tormented him beyond death, and he rose as a kurobozu, a fearsome undead with devastating martial powers. Vowing revenge on the Monastery of Unbreaking Waves, which he blamed for both his defeat and his death, the undead warrior slowly made his way along the sea floor to where the surviving members of the monastery attempted to rebuild their school underwater. The remaining monks of Unbreaking Waves managed to fend off the undead horror, suffering great losses to their own numbers, and locked the creature away in a partially restored building. They buried the

WHERE ON GOLARION?

This adventure takes place just off the coast of the island nation of Jalmeray in the Obari Ocean, in a region known as the Deadly Ocean Passage. While trade ships commonly sail these waters, traveling from Garund to Casmaron to Vudra and back, the passage is known for volatile tempests, dangerous creatures, and pirates.



magical key to his posthumous prison miles away beneath the sea floor and never returned to the site, leaving the partially reconstructed Monastery of Unbreaking Waves to languish beneath the sea.

Long after the deaths of everyone involved, a group of undines settled Wavebreak Haven and found the ruins of the old school. They couldn't open the building holding the kurobozu but found records explaining the school's techniques, and the undines began learning and practicing the monastic tradition.

Over the course of centuries, the prison's key worked its way up out of the ocean floor and began drifting toward Falehetu's watery prison. A group of fishers accidentally caught it in their nets and sold the odd magical bauble at the Niswan markets, where Venture-Captain Rashmivati Melipdra found it and began researching its origins.

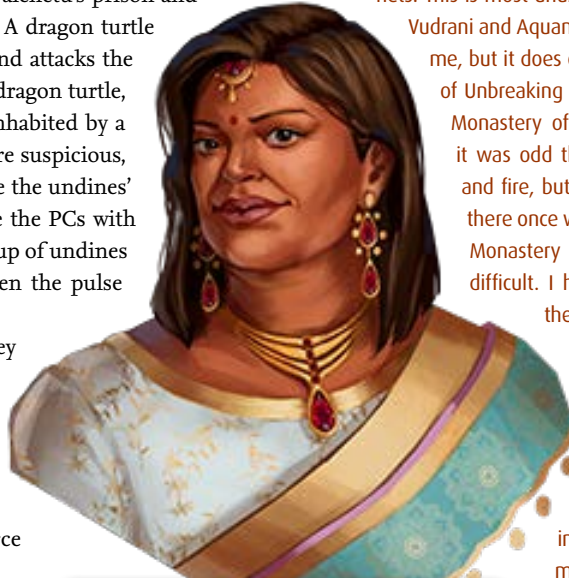


SUMMARY

Venture-Captain Rashmivati Melipdra of Niswan summons the PCs to show them a strange magical object she found in the market: a key with runes that reference a mysterious “Monastery of Unbreaking Waves.” She sends the PCs to investigate. As the PCs sail through the waters above the ancient school, the key lets out a resonating pulse of magical energy, which cracks open the doors to Falehetu’s prison and awakens a number of guardians. A dragon turtle follows the source of the pulse and attacks the PCs’ ship. After dealing with the dragon turtle, the PCs come across an island inhabited by a group of undines. The undines are suspicious, but if the PCs are able to improve the undines’ disposition, the geniekin provide the PCs with information, including that a group of undines was at the underwater ruins when the pulse occurred and hasn’t returned.

The PCs can follow the key underwater to the abandoned monastery. A collapsing building has trapped several undines, and the rest of the group attempts to free them, but a naga interested in the source of the magical pulse attacks.

Several water elementals guard the prison itself. When the PCs make it into the prison, they find the kurobozu Falehetu and the undead remains of several Unbreaking Waves monks. After defeating the kurobozu, the PCs can convince the undines to continue with the revival of the Unbreaking Waves style.



**Venture-Captain
Melipdra**

them. A PC who succeeds at a DC 12 Knowledge (local) check knows that hospitality is important in Jalmeri culture and that refusing refreshments without good reason is an insult.

Venture-Captain Melipdra reveals a polished, pale gray stone sphere covered in faint ancient writing and runes. “I bought this in the market about a month ago, from fishers who dragged it up in their nets. This is most unusual writing: a combination of ancient Vudrani and Aquan. Not all of the writing makes sense to me, but it does clearly spell out the name “Monastery of Unbreaking Waves.” When I was a student at the Monastery of Unblinking Flame, I always thought it was odd that there were schools for air, earth, and fire, but not water. And now it turns out that there once was! Finding any information about the Monastery of Unbreaking Waves was extremely difficult. I had to call in favors to get access to the private archives of the Monastery of Unblinking Flame, but I finally found mention of the Unbreaking Waves. It seems that over a thousand years ago, the school was destroyed by a magically induced tsunami that swept the buildings into the sea and killed most of the monks. The other schools determined that the Monastery of Unbreaking Waves caused its own downfall and buried most records of it to prevent a future disaster.

“With all due respect to the Houses of centuries past, something about that story isn’t sitting right with me. What could any of the Houses of Perfection have done that was so terrible as to cause such a fate? I contacted Ashasar of the Concordance of the Elements to see if perhaps the marids knew anything about what happened to the school. He learned that a few marids remembered the event, and they agreed it was unlikely that the school brought the tsunami down upon itself. They believe that it was caused by someone else, perhaps someone jealous of the monastery’s power.”

Melipdra examines the stone sphere in her hand once more before continuing. “I also spent some time studying the object itself, and I believe that it is a key. More than that, I believe that it is also trying to go somewhere. Watch.” She places the sphere on her uncluttered desk, and after a moment, it slowly but indisputably moves on its own. It very gradually picks up speed until it rolls completely off the desk, but Venture-Captain Melipdra easily catches it. “I’d like you to take this key and find out where it is trying to go, and what it opens. See what became of the Monastery of Unbreaking Waves. I’ve carried it as far as the coast, so you’ll need to take a ship to go further. I’ve arranged for one that leaves tomorrow morning to carry you from Niswan. I suspect the key’s final destination lies beneath the water, so prepare yourselves accordingly.”

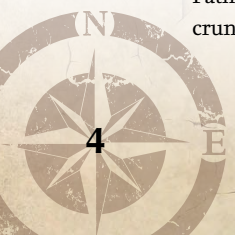
GETTING STARTED

Read or paraphrase the following to get the adventure started.

The Commerce District of Niswan is packed with storefronts and stands populated with busy merchants and skilled artisans. The scents of spicy marinades and exotic fruits mix with the smell of the sea, and the cacophony of shouts from vendors is almost overwhelming. The crowded streets wind away from the water, eventually leading to a quiet road with a view of Niswan’s famous terraced gardens. The Pathfinder Lodge sits at the end of this road.

Inside the lodge, Venture-Captain Rashmivati Melipdra, a heavyset, middle-aged Vudrani woman, stacks books onto a shelf in her new office. Open boxes filled with books, weapons, unusual stones and crystals, and other knickknacks lay strewn throughout the room, and a brightly colored bird sits on a perch in one corner.

Venture-Captain Melipdra greets the assembled Pathfinders warmly before offering refreshments (tea and crunchy cookies) and revealing her reason for summoning



The PCs can ask questions and have plenty of time to go shopping. Ashasar sent a letter to Venture-Captain Melipdra to pass on to Concordance PCs. Distribute **Handout #1** to members of the Concordance faction.

Can we get any help with breathing underwater? “Why yes, I have potions of *water breathing* for you, along with potion sponges^{ARG!} If you don’t need those, I also have potions of *cure serious wounds*.”

What do you think the key opens? “I have no idea! The writing is quite difficult to interpret, but I’m hopeful it’s something from the Monastery of Unbreaking Waves. I would love to find out more about them.”

You were trained at the Monastery of Unblinking Flame? Did you outwit an efreeti? “Yes, but that’s probably a story for another day and a few rounds of drinks!”

KNOWLEDGE (LOCAL) OR KNOWLEDGE (HISTORY)

The PCs may know more about the Houses of Perfection. They learn all the information whose DC is equal to or less than the result of their check. Venture-Captain Melipdra can also supply this information if asked as though she had achieved a result of 20.

10+: While the island of Jalmeray has dozens of monastic orders, the three most famous ones are the Monastery of Unblinking Flame, the Monastery of Untwisting Iron, and the Monastery of Unfolding Wind. Aristocrats, leaders, and wealthy merchants the world over send their children to seek education at these schools, together called the Houses of Perfection.

15+: The Houses of Perfection are quite hard to get into and require succeeding at a difficult challenge, such as racing a djinni, wrestling a shaitan, or outwitting an efreeti.

20+: Once every 10 years, the Houses hold a tournament, competing with each other in both unarmed and weapon fighting, archery, magic demonstrations, and historical knowledge. The tournament culminates in the Challenge of Sky and Heaven. The Monastery of Untwisting Iron has won the last two challenges.

25+: While these tournaments are friendly, they were much more competitive in centuries past, with higher stakes. Duels between monks were also more common in years past, and sometimes turned deadly.

KNOWLEDGE (GEOGRAPHY) OR KNOWLEDGE (NATURE)

The PCs may know more about the Obari Ocean. They learn all the information whose DC is equal to or less than the result of their check.

15+: Jalmeray sits in the Obari Ocean, known as the Deadly Ocean Passage thanks to volatile weather, pirates, and dangerous creatures.

20+: Some of the dangers in the ocean are dragon turtles, sea hags, sharks, and a brine dragon named Hyntheragha, who

rules over a group of merfolk. Marids—water genies—are also common here, leading to a large population of undines, offspring of humans and marids.

UNDERWATER COMBAT

The majority of *Beneath Unbroken Waves* takes place underwater. The following summarizes the rules for underwater combat.

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

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

Ranged Attacks: Thrown weapons are completely ineffective underwater. Attacks with ranged weapons except underwater crossbows (*Pathfinder RPG Ultimate Equipment* 39–40) take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties from range.

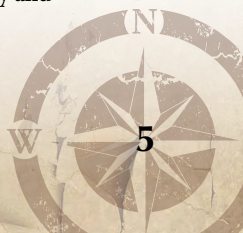
Spellcasting: A creature that cannot breathe water must succeed at a concentration check (DC = 15 + spell level) to cast a spell underwater.

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

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

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

Off-Balance: “Off-balance” is a special state (though not technically a condition) listed in the Combat Adjustments Underwater table on page 433 of the *Pathfinder RPG Core Rulebook*. A creature off-balance in the water loses its Dexterity bonus to AC, its opponents gain a +2 bonus on attack rolls against it, and attacks it makes with piercing weapons are made at a –2 penalty and deal half damage. A creature typically becomes off-balance by failing a Swim check, which makes it off-balance for a round, even if it has a neutral buoyancy and doesn’t sink or rise.



A. Setting Sail



PCs Start
Here

Dragon
Turtles
Start
Here

1 square = 5 feet

Pathfinder Flip-Mat Classic: Ship

A. SETTING SAIL

The PCs set sail on the *Flawless Diamond* heading west. Before leaving, the PCs can hire a captain for 50 gp. This captain, a former pirate named **Thernalore Vamys** (CN female aquatic half-elf expert 2/rogue 1), has a Profession (sailor) modifier of +7 and stays with the ship. If the ship capsizes, she goes to Wavebreak Haven and remains there. If they choose not to hire a captain, one of the PCs must captain the ship.

The PCs must follow the sphere's movements to go in the right direction. The PC holding the sphere must succeed at a DC 16 Knowledge (arcana) or Spellcraft check to sense the direction of the magical energy or a DC 16 Sleight of Hand or Dexterity check to feel which direction the sphere is pulling. Another PC (or the hired captain) must succeed at a DC 14 Profession (sailor) check or DC 16 Survival check to steer the ship in the correct direction. PCs can aid another on one of these checks, but not both. The difficulty of all checks is increased by 3 in Subtier 8–9 due to the sphere's weaker magical field. These results modify the following encounter.

A1. THE TURTLE AND THE SHIP (CR 8 OR CR 11)

Read or paraphrase the following to start the encounter.

The sun shines brightly, and a steady wind fills the sails. As the ship cuts through the cerulean waves, a small island comes into view on the horizon.

When the PCs are approximately 1 mile from the island, the runes on the stone sphere suddenly light up and a powerful wave of magical energy sweeps over the area, followed shortly thereafter by tumultuous waves from the resultant seismic activity. Any PC swimming in the water at this time must succeed at a DC 15 Swim check to continue swimming through the rough water. The PCs must succeed at another round of skill checks as described under "Setting Sail" to sense the direction of the orb and to navigate the ship out of the hazardous region, but the difficulty of the skill checks increases by 4 due to the complicated environmental conditions. If the PCs succeeded at both checks before the pulse, they gain a +2 bonus on these checks. If the PCs succeed at this new round of skill checks, they successfully navigate the boat out of the hazardous area before the guardian's attack, and they instead encounter the guardian (or guardians, in Subtier 8–9) in calm, clear water. If not, the sea is turbulent and filled with particulates during this encounter, as described in the Hazard entry below.

Creatures: An ancient guardian awakens and attacks the bearers of the magical key to keep them from reaching the kurobozu's prison. The dragon turtle's shell is patterned with runes like those on the sphere, a similarity a PC notices with a successful DC 15 Perception check. The PC holding the orb receives a +4 bonus on this check. The ship counts as Colossal size for the purpose of the dragon turtle's capsize ability.

Scaling Encounter A1

Make the following adjustments to accommodate a group of four PCs. Decrease the difficulty of skill checks to navigate the ship and sense the direction of the sphere by 2.

Subtier 5–6: The dragon turtle is affected by the magical pulse of energy and has the sickened condition. Reduce the Reflex save DC for its breath weapon by 2.

Subtier 8–9: Remove one dragon turtle from the encounter. Use the single dragon tactics from Subtier 5–6.

Hazard: The turbulence has stirred up a great deal of silt and other particulates, giving creatures in the water concealment and imparting a –4 penalty on Perception checks through the water. A PC must succeed at a DC 23 Perception check (DC 25 in Subtier 8–9) to spot a dragon turtle approaching. At the start of its turn, a submerged nonaquatic creature whose eyes are open must succeed at a DC 12 Fortitude save or be blinded until the start of its next turn (DC 15 in Subtier 8–9 due to increased precipitate). Underwater goggles^{AA}, a *goz mask*^{ASWG}, or a similar item prevents the blinded condition and the penalty to Perception checks, but these items do not negate the concealment. Without the hazard conditions, the PCs can spot the dragon turtle(s) from 90 feet away.

SUBTIER 5–6 (CR 8)

DRAGON TURTLE GUARDIAN

CR 8

Variant dragon turtle (*Pathfinder RPG Bestiary* 112)

N Huge dragon (aquatic)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +14

DEFENSE

AC 21, touch 8, flat-footed 21 (+13 natural, –2 size)

hp 108 (10d12+30)

Fort +10, **Ref** +7, **Will** +8

Immune fire, paralysis, sleep

OFFENSE

Speed 20 ft., swim 30 ft.

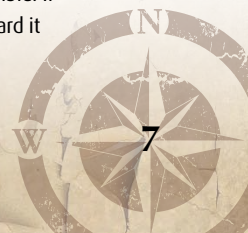
Melee bite +14 (3d6+6), 2 claws +14 (2d6+6)

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

Special Attacks breath weapon, capsize

TACTICS

During Combat The dragon turtle begins combat by attempting to capsize the *Flawless Diamond*. The ship is Colossal for the purpose of the capsize ability. If a PC enters the water and attacks the dragon turtle, it instead moves to attack that PC in melee, and it uses its breath weapon if PCs on the ship successfully attack it. If it manages to capsize the ship or spots the key, it verbally demands the key and then focuses on the PC with the orb, attempting a steal^{APG} combat maneuver if the orb is visible. If the orb is dropped or thrown, the dragon turtle moves toward it



and catches the key in its mouth as a move action. It cannot use its bite or breath weapon attacks with the orb in its mouth.

Morale The dragon turtle withdraws if it successfully recovers the orb, swimming as far as it can in the opposite direction of the monastery. It does not surrender.

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +10; **CMB** +18 (+20 bull rush); **CMD** 28 (30 vs. bull rush, 32 vs. trip)

Feats Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Diplomacy +14, Intimidate +14, Perception +14, Sense Motive +14, Stealth +5 (+13 in water), Survival +14, Swim +27;

Racial Modifiers +8 Stealth

Languages Aquan, Common, Draconic

SPECIAL ABILITIES

Breath Weapon (Su) Cloud of steam 20 ft. high, 25 ft. wide, and 50 ft. long, 10d6 fire, Reflex DC 18 for half, usable every 1d4 rounds; effective both on the surface and underwater.

Capsize (Ex) A dragon turtle can attempt to capsize a boat or ship by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the dragon turtle's size, it takes a cumulative -10 penalty on this combat maneuver check.



SUBTIER 8-9 (CR 11)

DRAGON TURTLES (2)

CR 9

hp 126 each (*Pathfinder RPG Bestiary* 112)

TACTICS

During Combat Both dragon turtles begin combat by attempting to capsize the *Flawless Diamond*. The ship is Colossal for the purpose of this ability. If a PC enters the water and attacks, one dragon turtle retaliates in melee while the other continues trying to capsize the ship. If PCs on the ship successfully attack either dragon turtle, that creature uses its breath weapon, waiting a round if the other used its breath weapon this round. If the dragon turtles capsize the ship or spot the key, they verbally demand the key and then focus on the PC with the orb, attempting a steal^{APG} combat maneuver if the orb is visible. If the orb is dropped or thrown, one dragon turtle moves toward it and takes it in its mouth as a move action, during which time it cannot use its bite or breath weapon attacks.

Morale The dragon turtles withdraw if they successfully recover the orb, swimming as far as they can in the opposite direction from the monastery. They do not surrender.

Treasure: The impact of the battle and the environmental conditions knock open a long-forgotten secret storage area in the *Flawless Diamond* once used for smuggling. It contains a large onyx worth 700 gp and a very old bottle of wine worth 50 gp to a collector, as well as a *potion of bear's endurance*, a *potion of invisibility*, and a *potion of slipstream*^{APG}. In Subtier 8-9, the onyx is instead worth 1,700 gp, there are six bottles of wine, and there is also a *potion of dispel magic*, a *potion of remove disease*, a *potion of tongues*, and a *potion of water breathing*, as well as three *scrolls of freedom of movement* and a *scroll of restoration*.

Development: If the dragon turtle successfully capsizes the ship, it is very difficult for swimmers in the water to right it, but the ship has a small lifeboat that is easily retrieved even if the ship is capsized. It takes about 15 minutes to sail to the island in the *Flawless Diamond*, or 1 hour to row there in the lifeboat. The undines' island is visible from the site of the dragon turtle battle.

The seismic activity recurs periodically, seemingly following the key. The sphere glows brightly and the direction it wants to go is obvious, so no further checks are necessary to follow it. If the dragon turtle successfully departs with the orb, the PCs must succeed at a DC 22 Survival check (DC 25 in Subtier 8-9) to continue traveling in the right direction by memory; otherwise, they

must get directions from the undines on the island.

Rewards: If the PCs are forced to abandon the ship, reduce each PC's gold earned by the following amount.

Subtier 5-6: Reduce each PC's gold earned by 200 gp.

Out of Subtier: Reduce each PC's gold earned by 516 gp.

Subtier 8-9: Reduce each PC's gold earned by 833 gp.

ISLAND OF UNDINES

Vudra has a large population of undines, humanoid creatures with water genie heritage, though they generally prefer to live in their own communities, typically by the water, rather than in Vudra's larger cities. They usually have blue- or green-tinted skin, webbed fingers and toes, and finlike ears. A group of undines established a village on this island, which once housed the Monastery of Unbreaking Waves, about 300 years ago. The undines are the only intelligent inhabitants on the island. About 5 years ago, several amphibious undines from the village found the remains of the Monastery of Unbreaking Waves about half a mile away. A few of the buildings were still intact from the monks' attempt to rebuild underwater centuries ago. The undines got into a few of the buildings and began teaching themselves the techniques described there, but they couldn't get into the prison that houses Falehetu.



A small, solitary island rises up from the ocean, with sandy shores and dense green foliage. Several large trees look to have fallen recently. A few dozen small structures made of wood and stone indicate the island is settled.

Creature: The undines' leader, **Remendi** (N female undine expert 2/fighter 4; +1 Charisma bonus), approaches the PCs as they land. Small aftershocks keep occurring during their conversation. Remendi's starting attitude is unfriendly, as she suspects the PCs' ship was the source of the magical pulse that caused the earthquake. She is also quite worried about the undines who were at the monastery at the time of the magical pulse and earthquake, including her wife **Zulfibha** (N female undine cleric of Gozreh 4). If there is an undine in the party, she instead begins with a starting attitude of indifferent as she is more inclined to trust fellow undines. Undines also gain a +2 circumstance bonus on social skill checks when dealing with Remendi.

Remendi first accuses the PCs of causing the recent earthquake. If they attempt to deny being the source of it, they must succeed at a DC 18 Bluff check (DC 20 in Subtier 8–9), and her attitude toward the PCs worsens by one step on a failure. Regardless of her attitude, she explains that a group of undines who could breathe underwater were off in the ocean at the time of the magical pulse and subsequent earthquake and haven't returned. If the PCs indicate they will go find the missing undines, Remendi's attitude automatically improves by one step. If the PCs change Remendi's attitude to friendly, she explains about the ruins of the monastery and gives them exact directions to the site. She also tells them her wife is one of the missing undines and implores them to find her. As the community's leader, she feels she can't leave the rest of the village on a personal mission during a dangerous time, but she is quite worried. She also mentions she was always concerned about the safety of the ruined monastery, and she now regrets she didn't stop the others from continuing to visit the site.

Treasure: If the PCs successfully change Remendi's attitude to friendly, she offers them some gifts to help them handle the environment. She offers them six pairs of underwater goggles^{AA} as well as a *belt of incredible dexterity* +2 the undines recovered from a shipwreck. In Subtier 8–9, she also offers them *gloves of swimming and climbing* and a *circlet of persuasion*.

Rewards: If the PCs fail to make Remendi friendly, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 669 gp.

Out of Subtier: Reduce each PC's gold earned by 1,117 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,565 gp.

B. WRECKAGE OF THE MONASTERY

The group of six undines, practicing martial techniques with various weapons in a storage room at the time of the magical pulse, had only moments to get out of the building when

Scaling Island of Undines

To accommodate a group of four PCs, lower the DC of the Bluff checks by 2.

Scaling Encounter B1

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

Subtier 5–6: The naga is sickened as a result of the magical pulse, and the chance of an undine collapsing each round is only 10%.

Subtier 8–9: Remove one naga from the encounter, and the chance of an undine collapsing each round is only 10%.

the earthquake occurred. Two of the undines were unable to evacuate in time, and the rest of the group is currently engaged in the process of carefully removing rubble from the site of the collapse in an attempt to free their trapped friends. However, an aftershock made the pile of rubble unstable, and now the undines are stuck just trying to keep the pile of rubble from collapsing and crushing their friends.

Meanwhile, a water naga named Dathivi sensed the magical pulse that initiated the earthquake and suspects an artifact caused it. She has traveled to the site of the ruins to seek out the source of the magical pulse and isn't afraid to get violent to claim her prize.

B1. COLLAPSED STORAGE ROOM (CR 8 OR CR 11)

A dozen ruined buildings lie scattered across the sea floor, though a single building in the very center of them all appears almost completely intact. While some of the sunken buildings have clearly lain wrecked for centuries, a fact made clear by the overgrowth of algae and seaweed, others appear to have collapsed quite recently.

If the PCs still have the orb, it starts to glow more brightly as they approach the site. The PCs can immediately spot the four undines busily reinforcing one of the ruined buildings, clearly struggling to keep the pile of rubble from collapsing. If the PCs received detailed directions from Remendi, they arrive in time to approach as closely as they'd like, but if they had to make their own way to the site, the undines are already being confronted by the naga.

Creatures: The water naga Dathivi felt the orb's magical pulse and came to locate the source. In Subtier 8–9, she brought along her two brothers, Arzisu and Shurgus, to help find the orb. If the PCs had to make their own way to the site, she is already with the undines, demanding they tell her where the magical object is. She turns her focus to the PCs when they approach within 20 feet or if they attack her



B. Wreckage of the Monastery



U

U

B1

U

U

U : Undine

1 square = 5 feet

Pathfinder Flip-Mat: Sunken City

PCs
Start Here

or otherwise draw her attention. Dathivi first orders the PCs to give her the orb. If they do not comply, she immediately attacks them.

Hazard: Four creatures must support the piled rubble at all times or it begins to collapse. While the four undines are holding the rubble in place when the PCs arrive, they are starting to tire from the strain. At the beginning of each round of combat with Dathivi, there is a 20% chance one of the undines supporting the pile faints from exertion. If a PC does not step in to hold the rubble or resuscitate the unconscious undine by using any effect or magic item that restores at least 1 hit point before the end of the next round so the undine can do so, the pile begins to collapse. A PC can also attempt at a DC 18 Disable Device, Knowledge (engineering), or relevant Craft or Profession check as a standard action to reinforce the pile, reducing the number of creatures required to hold it up by 1 on a success.

At the end of each full round in which fewer than four creatures hold the rubble, the pile partially collapses. A creature walking or falling on the rubble must succeed at a DC 15 Reflex save or cause an additional partial collapse (DC 18 in Subtier 8–9 due to more precariously stacked rocks). After three partial collapses, the entire pile completely collapses, crushing the undines underneath.

If the PCs take over holding up the rubble or stabilize the pile so fewer creatures are needed to hold it up, the undines help with the combat; use the statistics for undine students of Unbreaking Waves located in Appendix 1 for these undines. This hazard increases the CR of the encounter by 1.

SUBTIER 5–6 (CR 8)

DATHIVI CR 7

NE water naga (*Pathfinder RPG Bestiary* 3 199; see page 19)

hp 76

TACTICS

During Combat Dathivi takes advantage of her superior mobility in the water and swims 20 feet above the ocean floor, attacking with ranged spells.

Morale Dathivi withdraws from combat if she obtains the key, and she surrenders if reduced to 20 or fewer hit points.

SUBTIER 8–9 (CR 11)

DATHIVI, ARZISU, AND SHURGUS CR 7

NE water nagas (*Pathfinder RPG Bestiary* 3 199; see page 19)

hp 76 each

TACTICS

During Combat Dathivi takes advantage of her superior mobility in the water and swims 20 feet above the ocean floor, attacking with ranged spells. If challenged in melee combat, she responds in kind. Arzisu and Shurgus spread out and strike with spells or melee attacks as appropriate.

Morale Dathivi withdraws from combat if she gets the key. She surrenders if reduced to 20 or fewer hit points. Shurgus and Arzisu withdraw if Dathivi does, and they surrender if Dathivi dies or surrenders, or if either of them are reduced to 20 or fewer hit points.

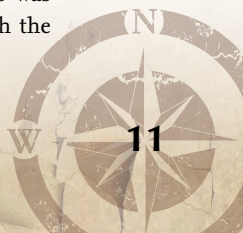
Treasure: The collapsed building was used to store weapons and contains a heavy underwater crossbow^{UE} with 10 bolts, four masterwork cestuses, and a +1 *tiger fork*^{UE}. In Subtier 8–9, there is also a +2 *trident* and a *wand of mage armor* with 35 charges remaining.

Development: If the PCs successfully defeat the naga without the rubble pile completely collapsing, the undines are grateful for their assistance and are immediately friendly toward the PCs. The PCs can help dig out the trapped undines from the collapsed building, which takes about 10 minutes but doesn't require a check as long as other creatures continue to hold the pile stable. Otherwise the remaining undines are able to free their trapped compatriots after about an hour of reinforcing and stabilizing the collapsed structure. **Rhakned** (N male undine monk 4), an energetic and enthusiastic warrior, has swiftly picked up the techniques of the Unbreaking Waves and is the de facto leader of this group. The two trapped undines are the village leader Remendi's wife Zulfibha and a monk named **Rirzik** (N male undine monk 2). Zulfibha is a cleric and can cast *cure moderate wounds* twice and *cure light wounds* three times (CL 4th) if the PCs require healing. The undines are willing to remain at the site if the PCs ask, though they will not aid in combat or enter the prison.

If the two trapped undines die, the other four immediately head back to their island. The PCs must succeed at a DC 15 Diplomacy check to convince the undines to answer any questions before departing for home with their dead friends.

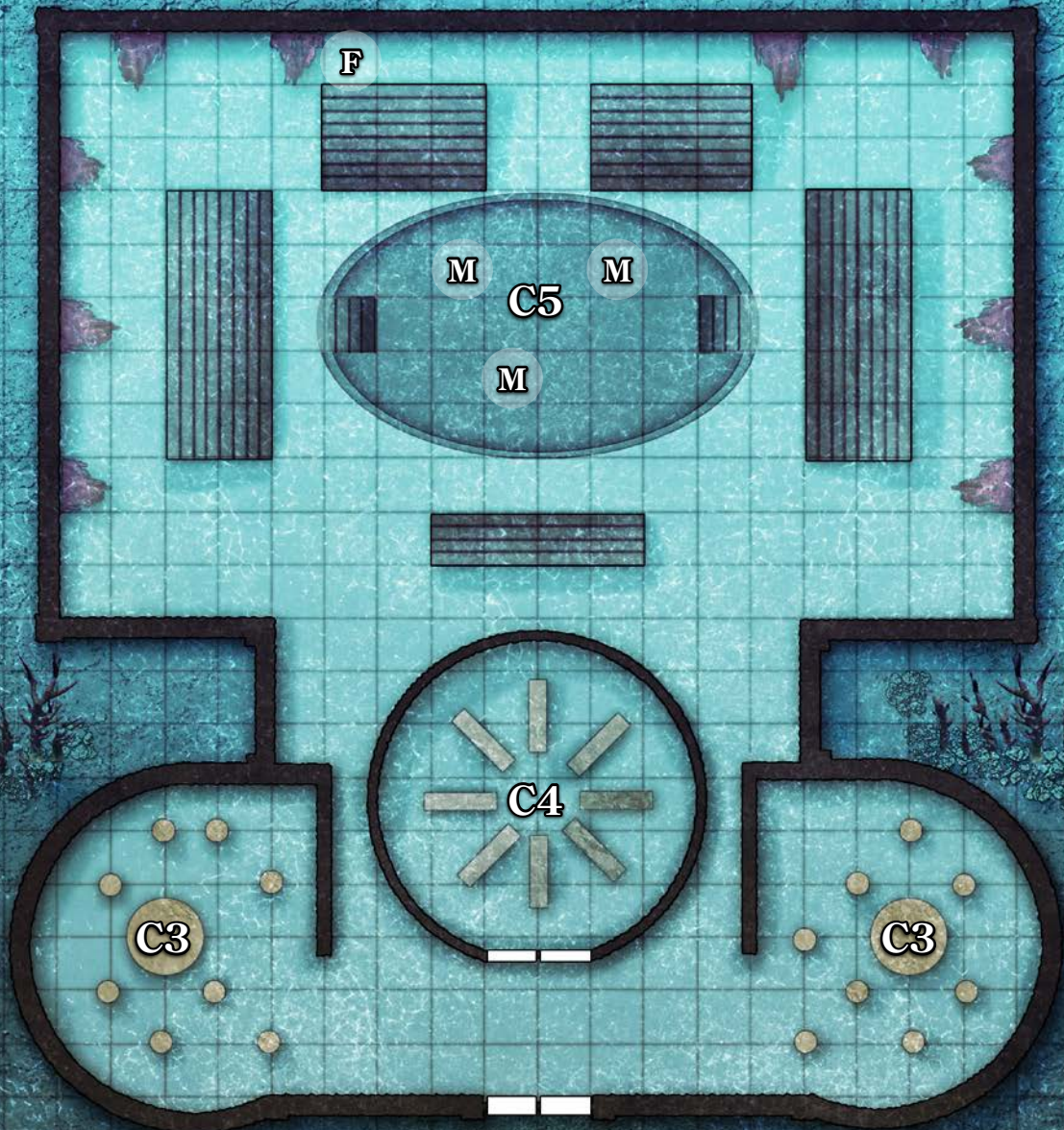
The undines found the ruined remains of the monastery 5 years ago. Several buildings were intact, while other were piles of rubble. Some of the intact buildings, like the one that collapsed on Zulfibha and Rirzik, contained stone tablets demonstrating signature techniques of the Monastery of Unbreaking Waves. These six monks taught themselves using the diagrams from the stone tablets. Unfortunately, the tablets in this building were broken into pieces during the collapse. The only building that still stands is securely locked, surrounded by reefs of forbidding coral, and protected by a trio of water elementals. The undines admit they have never been able to enter it, and know that any attempt to approach the building results in a violent response from the building's elemental guardians. None of the undines know anything about that building or about the key.

A PC who examines a ruined building and succeeds at a DC 16 Knowledge (engineering) check can tell this was not where these buildings originally stood. A PC with the



C. The Prison

N



C3

C4

C3

C2

W

W

C1

W

F : Falehetu

M : Monks

W : Water Elemental

1 square = 5 feet

stonecunning ability can attempt this check untrained. Some of the stones have reinforced fractures, indicating the buildings were rebuilt in this location, while other piles have clearly been neatly stacked up, rather than strewn apart by a collapse. The lack of any sign of a permanent foundation around these piles indicates that no building was ever constructed there.

Faction Notes: By saving these undines, members of the Concordance faction can encourage the undines' ongoing revival of the Monastery of Unbreaking Waves. However, at this time the undines aren't ready to discuss the prospect; see the Conclusion (page 17) for more information.

Rewards: If the PCs fail to save the trapped undines, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 302 gp.

Out of Subtier: Reduce each PC's gold earned by 670 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,038 gp.

C. THE PRISON

Three water elementals stand guard in front of the former school-building-turned-prison holding Falehetu. The kurobozu lies in wait within its prison, along with several other undead creatures: the last remnants of the monks of the Unbreaking Waves who fell at the kurobozu's hands. Falehetu knows the earthquakes mean the prison is weakening and the key is close by, so he prepares for battle.

The building is 15 feet tall with 2-foot-wide stone walls and no windows. Small sconces set with *continual flame* spells illuminate the interior.

C1. OUTSIDE THE PRISON (CR 8 OR CR 10)

One building stands tall among the wreckage of many others, with elegantly curved walls made from stone. Runes carved into the exterior glow brightly, and razor-edged coral reefs form a protective fence around the building's perimeter.

Creatures: Three water elementals in the shape of powerfully built humanoids guard the front doors of the prison. The water elementals have a duty to keep the undead prisoner contained within the monastery, but they are not immediately aggressive unless the PCs attempt to approach the doors or damage the walls of the monastery-turned-prison. A PC capable of speaking Aquan who attempts to speak with the elementals learns that the monastery contains a fearsome undead creature that the elementals are compelled to keep contained for as long as it exists, but the water elementals do not know any further details beyond that. A PC capable of communicating with the elementals can attempt a DC 18 Diplomacy check or a DC 20 Bluff check to convince the water elementals that the party is capable of destroying the undead once and for all, ending its menace and freeing the elementals from their servitude. If the PCs are successful,

Scaling Encounter C1

To accommodate a group of four PCs, remove one water elemental from the encounter.

Scaling Encounter C2

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

Subtier 5–6: Reduce the quality of the lock to average due the centuries spent underwater. Reduce the total number of hours to hack through the wall by 2.

Subtier 8–9: Reduce the total number of hours to hack through the wall by 4.

the water elementals allow them to enter the prison. The difficulty of these checks are increased by 2 in Subtier 8–9.

SUBTIER 5–6 (CR 8)

LARGE WATER ELEMENTALS (3)

CR 5

hp 68 each (*Pathfinder RPG Bestiary* 126; see page 19)

TACTICS

During Combat The water elementals take turns assuming vortex form, with no more than one elemental assuming vortex form at a time. The elemental in vortex form tries to pick up as many opponents as possible. The elementals not in vortex form target the largest opponents first.

Morale The elementals do not surrender or leave the prison they guard, nor do they pursue PCs who retreat beyond the reefs.

SUBTIER 8–9 (CR 10)

HUGE WATER ELEMENTALS (3)

CR 7

hp 95 each (*Pathfinder RPG Bestiary* 126; see page 19)

TACTICS

Use the same tactics as Subtier 5–6.

Treasure: While the building took no structural damage, the earthquake knocked several gems loose from the exterior of the structure: four sapphires worth 50 gp each and an *elemental gem (water)*^{UE}. In Subtier 8–9, there are a total of four *elemental gems*, one each of earth, air, fire, and water.

Rewards: If the PCs do not overcome the water elementals (either through combat or diplomacy), reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 220 gp.

Out of Subtier: Reduce each PC's gold earned by 501 gp.

Subtier 8–9: Reduce each PC's gold earned by 783 gp.



Scaling Encounter C5

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

Subtier 5–6: Remove one advanced wight from the encounter.

Subtier 8–9: Remove one brykolaka from the encounter.

C2. FRONT DOORS

Large letters arch gracefully over the top of the large front doors, while much smaller writing covers the surfaces of the doors, interspersed with ancient, brightly glowing runes.

The large letters over the arched front doors read Monastery of Unbreaking Waves in both Vudrani and Aquan. The smaller writing carved into the doors themselves explain the crimes of the creature inside. A PC who reads Aquan or Vudrani can determine that this was originally a school building but was repurposed into a prison, and that it holds an undead creature guilty of murder. A PC who reads Aquan can also work out that the monastery was intentionally abandoned after the creature was trapped within. The undines, if still present, can translate this portion of the writing if asked to do so. The undines also explain that the runes and smaller writing were not visible prior to the recent earthquake, though the large sign over the door was always there. A character who succeeds at a DC 20 Linguistics check (DC 22 in Subtier 8–9) can make out a lot more detail, as provided in **Handout #2**. Speaking Aquan or Vudrani provides a +4 bonus on this check. Spells such as *comprehend languages* or *tongues* provide the same bonus and reveal the same information as speaking Aquan, but do not negate the need for the Linguistics check due to the obscure and archaic wording involved.

There is an obvious niche exactly sized for the orb. If the PCs still have the orb, inserting it into the niche unlocks the door; otherwise, the PCs must find another means of entry. The door is secured with a good-quality lock with *arcane lock* cast on it (CL 10th, DC 40 Disable Device to open). The doors and walls are 2-foot-thick stone. It is possible to break a 5-foot-wide hole in the wall, though doing so takes 8 hours of concerted effort, divided by the number of PCs contributing with picks, shovels, or weapons suitable for demolishing a solid wall. Each hour a PC works at chipping away the stone, she must succeed at a Fortitude save or become fatigued. The DC of this saving throw is 12 for the first hour, and the DC increases by 1 for each subsequent hour of work. In Subtier 8–9, it instead takes 12 hours of work, and the Fortitude save DC begins at 15.

Alternatively, a PC with a suitable adamantine weapon can accomplish the same feat with only 10 minutes of work.

Likewise, spells such as *stone shape* and *passwall* affect the walls normally.

C3. CLASSROOMS

This round room has a large, round, stone pedestal about three feet tall, with several round stone seats surrounding it. Scrawled writing has been carved all over the walls, looking distinctly non-academic.

These rooms served as classrooms, where instructors could stand on the pedestals to demonstrate techniques or to lecture. The walls are covered with Falehetu's carved screeds, ranting in Vudrani against the Monastery of Unbreaking Waves and the leader of the Monastery of Untwisting Iron. This writing contains no words in Aquan and looks very different than the writing on the front doors or in the library. The phrases "They killed me, they trapped me, I will be free," appear over and over, as does the word "vengeance."

C4. LIBRARY

Large stone panels throughout this round room feature carved images of figures demonstrating martial arts techniques. Flowing writing surrounds each image. A large window to the south looks over an elliptical arena set into the ground.

The flowing text carved onto the large stone panels is written in the same archaic mix of Aquan and ancient Vudrani found on the orb and the front doors, and it details martial techniques with names evoking aquatic themes. If the PCs convince the undines to enter the building once the undead prisoner is defeated, the undines can confirm that all the techniques from the tablets they were studying are also depicted on the panels in this room, as well as a variety of techniques they've never seen before.

The undead creatures in the arena, all that remains of the Unbreaking Waves monks killed by Falehetu, are visible through the window.

C5. THE SPARRING ARENA (CR 9 OR CR 12)

A large elliptical arena is set five feet down into the floor, with staircases at the eastern and western edges for easy access. Risers of seats surround the arena on all sides, with space for dozens of people to watch bouts.

Creatures: The kurobozu Falehetu and three undead monks of the Unbreaking Waves are in this area. The undead monks stand in the arena. They have grown bitter and monstrous over the centuries and attack anyone who enters the arena. Though they have tried many times to defeat Falehetu, they have never been successful in doing so. Falehetu, guessing

from the seismic activity that the prison is potentially about to open, hides behind one of the risers. He attacks right after the earthquake described in Hazard below.

Hazard: Two rounds after the PCs first enter area **C5**, a small earthquake shakes the arena. Creatures standing on the ground must succeed at a DC 14 Reflex save or fall prone. Creatures swimming must succeed at a DC 14 Reflex save or become off-balance. The area fills with precipitate, giving creatures concealment and imposing a –4 penalty on Perception checks by non-aquatic creatures. Non-aquatic creatures must succeed at a DC 12 Fortitude save or be blinded for 1 round. (In Subtier 8–9, they must attempt this check each turn until the precipitate settles.) The difficulty of both saving throws is increased by 3 in Subtier 8–9. Underwater goggles, a *goz mask*^{ISWG}, or a similar item prevents the blinded condition and the penalty on Perception checks, but it does not negate the concealment or the need for the Reflex save. The undead creatures are immune to this blinding effect, but they still take the penalty on Perception checks and must attempt Reflex saves to keep their balance. The debris settles after 1 round, or after 1d4 rounds in Subtier 8–9.

SUBTIER 5–6 (CR 9)

FALEHETU

CR 6

Male unique kurobozu (*Pathfinder RPG Bestiary* 5 153)

LE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 20, touch 20, flat-footed 16 (+4 Dex, +2 monk, +4 Wis)

hp 76 (9d8+36)

Fort +7, **Ref** +9, **Will** +10

Defensive Abilities evasion; **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee unarmed strike +12/+7 (1d10+5 plus sage's bane) or unarmed strike flurry of blows +13/+13/+8/+8 (1d10+5 plus sage's bane)

Special Attacks disease, sage's bane, steal breath

TACTICS

Before Combat Falehetu hides behind the risers, waiting for the earthquake before attacking with the element of surprise.

During Combat Falehetu attempts to attack opponents who bear obvious markings of known monasteries or who seem martially inclined. He uses his stunning fist attack before attempting his steal breath ability on the following round. When using flurry of blows, Falehetu attempts to attack multiple opponents.

Morale Falehetu fights to the death.

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 34 (38 vs. trip)

Feats Defensive Combat Training, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +13 (+21 when jumping), Perception +16, Stealth +16, Swim +14

SQ echo of life, sage's bane

Gear shark tooth amulet^{ARG}

SPECIAL ABILITIES

Disease (Su) *Black Apoxia*: Steal breath—inhaled; save Fort DC 18; onset 1 day; frequency 1/day; effect 1d3 Con damage and exhausted; cure 2 consecutive saves.

Echo of Life (Su) The kurobozu Falehetu retains some of the same disciplined training it had in life. It gains the monk's evasion, AC bonus, stunning fist, and flurry of blows class features and unarmed strike damage as a monk of equal level to its Hit Dice. A kurobozu's stunning fist lasts 1 round longer than normal. In addition, a kurobozu replaces its Constitution modifier with its Wisdom modifier instead of its Charisma modifier.



Sage's Bane (Su) A target struck by a kurobozu's unarmed strike takes 1d4 points of Wisdom damage and loses an equal amount of ki (Fortitude DC 18 negates both). For every point of Wisdom damage a kurobozu deals, it regains 5 hit points. Hit points regains in excess of the creature's normal maximum are treated as temporary hit points and dissipate after 1 minute. The save DC is Wisdom-based.

Steal Breath (Su) As a standard action, a kurobozu can steal the breath from a stunned or helpless target, as per the spell *suffocation*, except it never causes the victim to die.

UNDEAD MONKS OF UNBREAKING WAVES (3) CR 4

Variant advanced wight (*Pathfinder RPG Bestiary* 288, 276)

LE Medium undead

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

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 34 each (4d8+16)

Fort +5, **Ref** +4, **Will** +7

Immune undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft., swim 30 ft.

Melee slam +6 (1d4+4 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

TACTICS

During Combat The undead monks focus their attacks on one opponent at a time, seeking to take down martial artists or skilled melee combatants first. They coordinate with each other to flank, but they do not coordinate with Falehetu.

Morale The undead monks fight until destroyed, but if Falehetu is defeated, they instantly crumble into nothingness.

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

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

Feats Blind-Fight, Skill Focus (Perception)

Skills Climb +10, Intimidate +11, Knowledge (religion) +9, Perception +13, Stealth +18, Swim +7; **Racial Modifiers** +8 Stealth, +8 Swim to perform a special action or avoid a hazard.

Languages Aquan, Common, Vudrani

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 take a –2 penalty on d20 checks and rolls, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until that creature's 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.

SUBTIER 8–9 (CR 12)

FALEHETU

CR 9

Male unique kurobozu (*Pathfinder RPG Bestiary* 5 153)

LE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 23, touch 21, flat-footed 19 (+4 Dex, +3 monk, +2 natural, +4 Wis)

hp 88 (12d8+48)

Fort +8, **Ref** +10, **Will** +12

Defensive Abilities evasion; **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee unarmed strike +15/+10 (2d6+5 plus sage's bane) or unarmed strike flurry of blows +16/+16/+11/+11/+6 (2d6+5 plus sage's bane)

Special Attacks disease, sage's bane, steal breath

TACTICS

Use the same tactics as Subtier 5–6.

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +9; **CMB** +14; **CMD** 38 (42 vs. trip)

Feats Combat Reflexes, Defensive Combat Training, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +16 (+24 when jumping), Climb +14, Perception +19, Sense Motive +13, Stealth +19

SQ echo of life, sage's bane

Str 21, **Dex** 18, **Con** —, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 34 (38 vs. trip)

Feats Defensive Combat Training, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +16 (+24 when jumping), Perception +19, Stealth +19, Swim +17

SQ echo of life, sage's bane

Gear *shark tooth amulet*^{TARG}

SPECIAL ABILITIES

Disease (Su) *Black Apoxia*: Steal breath—inhaled; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con damage and exhausted; *cure* 2 consecutive saves. The save DC is Constitution-based.

Echo of Life (Su) A kurobozu retains some the same disciplined training it had in life. It gains the monk's evasion, AC bonus, stunning fist, and flurry of blows class features and unarmed strike damage as a monk of equal level to its Hit Dice. A kurobozu's stunning fist lasts 1 round longer than normal. In addition, a kurobozu replaces its Constitution modifier with its Wisdom modifier instead of its Charisma modifier.

Sage's Bane (Su) Any target struck by a kurobozu's unarmed strike takes 1d4 points of Wisdom damage and loses an

equal amount of ki (Fortitude DC 20 negates both). For every point of Wisdom damage a kurobozu deals, it regains 5 hit points. Hit points gained in excess of the creature's normal total are treated as temporary hit points and dissipate after 1 minute. The save DC is Wisdom-based.

Steal Breath (Su) As a standard action, a kurobozu can steal the breath from a stunned or helpless target, as per the spell *suffocation*, except it never causes the victim to die.

UNDEAD MONKS OF UNBREAKING WAVES (3) CR 6

Variant brykolakas (*Tome of Horrors Complete* 85)

CE Medium undead (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 62 each (9d8+18)

Fort +7; **Ref** +5; **Will** +8

DR 10/silver; **Immune** undead traits; **SR** 17

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 claws +12 (1d8+5 plus disease)

Special Attacks death throes

TACTICS

During Combat The undead monks engage their opponents in melee, swimming if necessary. They coordinate with each other to flank, but they do not coordinate with Falehetu.

Morale The undead monks of Unbreaking Waves fight until destroyed, but if Falehetu is defeated, they instantly crumble into nothingness.

STATISTICS

Str 20, **Dex** 17, **Con** —, **Int** 10, **Wis** 14, **Cha** 14

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

Feats Blind-Fight, Great Fortitude, Power Attack, Toughness, Weapon Focus (claw)

Skills Intimidate +14, Knowledge (nature) +9, Perception +18, Stealth +15, Swim +13; **Racial**

Modifiers +4 Perception, +8 Swim to perform a special action or avoid a hazard.

Languages Common

SQ water dependency

SPECIAL ABILITIES

Death Throes (Su) When reduced to 0 or less hit points, a brykolakas is destroyed and its body changes into a pool of deadly poison that quickly (1 round) fills a 10-foot cube (if it's in the water when destroyed). The poison disperses in the next round. Creatures in the area are exposed to the poison. If a brykolakas is slain on land, its body collapses into a puddle of briny liquid that quickly covers a 10-foot square area. The puddle lasts for 1d2 rounds before dispersing. Creatures touching the puddle are exposed to the poison.

Brykolakas Poison—Contact; save Fort DC

16; onset 1 minute; frequency 1/round for 2 rounds; effect 1d6 Dex damage; cure 1 save.

Disease (Su) A brykolakas's claw attacks deliver a virulent disease that breaks down the victim's internal organs (causing internal bleeding and a darkening of the skin). This supernatural disease is called brykolakas fever. The save DC is Charisma-based.

Brykolakas Fever—Claw; disease, save Fortitude

DC 16 negates, onset 1 minute, frequency 1/day, effect 1d4 Con and 1d4 Dex damage, cure 1 save.

Water Dependency (Ex) A brykolakas can survive out of the water for 6 hours. After that, its body begins drying out and within 1 hour, the brykolakas crumbles into dust unless it can reach saltwater before the hour passes.

Development: Falehetu has a crest tattooed on his chest that is still legible despite his centuries beneath the waves. The other undead have a different tattooed symbol. A PC who succeeds at a DC 14 Knowledge (local) or Knowledge (history) check recognizes the symbol on Falehetu as that of the Monastery of Untwisting Iron. A PC who succeeds at a DC 12 Perception check notices that the symbol on the other undead appears throughout the building and can guess it is probably the symbol of the Monastery of Unbreaking Waves.

The seismic activity stops with the defeat of Falehetu. If the undines from Wavebreak Haven are present, they return to the island along with the PCs.

Faction Notes: Members of the Concordance faction can use their victory here to help convince the undines to continue reviving the techniques and teachings of the Monastery of Unbreaking Waves. See the Conclusion for more details.

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

Subtier 5–6: Reduce each PC's gold earned by 750 gp.

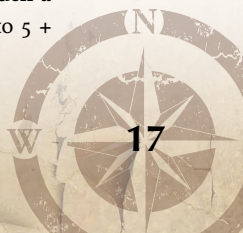
Out of Subtier: Reduce each PC's gold earned by 750 gp.

Subtier 8–9: Reduce each PC's gold earned by 750 gp.

CONCLUSION

Remendi and the rest of the village are relieved when the undines return. They are overjoyed if everyone makes it back alive, and saddened if Zulfibha and Rirzik were crushed under the building. Remendi is overcome with grief if Zulfibha died, and she orders the PCs to leave the island immediately, blaming them for the tragedy, though she provides a small boat if the *Flawless Diamond* capsized. Either way, she vocally concludes that it would be a bad idea for villagers to continue going to the site of the monastery.

The PCs have an opportunity here to convince Remendi, Rhakned, Zulfibha, and the rest of the undines that they should continue learning from the records of the ancient monks. Doing so requires a successful DC 18 Diplomacy check (DC 21 in Subtier 8–9). Alternatively, a PC who possesses a style feat or the Improved Unarmed Combat feat can appeal to the undines as a fellow martial artist. Such a PC can instead make the check with a bonus equal to 5 +



her Base Attack Bonus, and she can increase this bonus by 4 if she also spends 1 ki point. The difficulty of the check is increased by 10 if Zulfibha and Rirzik perished. If there is an undine in the party, the party receives a +2 circumstance bonus on the check.

When the party reports back to the lodge in Niswan, Venture-Captain Rashmivati Melipdra is quite concerned about the dangers the key unleashed. "I suppose it's easy to forget that locks aren't only to keep us out, but sometimes to keep things in," she posits. Regardless, she is glad to hear the party found the remains of the Monastery of Unbreaking Waves. If the PCs were unable to interpret the writing on the door of the prison, she sends a second team of Pathfinders specialized in ancient languages to do so, and lets the PCs know the results of the translation (**Handout #2**). If the PCs lost the orb, she is somewhat disappointed. She shrugs and admits, "Well, I hate to lose an ancient relic, but I am so glad that you didn't get steamed by a dragon turtle" or "zapped by a water naga," as appropriate.

If the PCs convince the undines to continue reviving the Monastery of Unbreaking Waves, Melipdra is delighted. "That would be wonderful! All four elements once again represented in the Houses of Perfection!" If there are Concordance faction PCs in the party, she adds, "That should please Ashasar, I'd imagine, restoring balance in that way. Say, is that what the letter was about? You don't need to answer; I can see it on your face." She continues, "I'll have to arrange a tournament with the new house, though I admit that I've never sparred underwater before. I look forward to seeing their techniques." She assures any monks or other martial artists in the party that they will of course receive an invitation.

REPORTING NOTES

If the PCs convinced the undines to restore the Monastery of Unbreaking Waves, check box A. If the PCs successfully rescued Zulfibha and Rirzik, check box B.

PRIMARY SUCCESS CONDITIONS

If the party successfully defeats Falehetu, they fulfill the primary success condition and gain the Wavemaster boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

If the PCs succeed at three of the following five objectives, they succeed at their secondary success condition: successfully navigate the hazardous sea region with the *Flawless Diamond* intact, succeed at getting information from the undines on the island, prevent the trapped undines from dying, convince the undines to continue the practices of the school, and return with the orb.

FACTION NOTES

Ashasar charged Concordance agents with reviving the Monastery of Unbreaking Waves. They can accomplish this mission by convincing the undines who have already begun learning from the records of the Monastery of the Unbreaking Wave to continue with their practice.

Concordance: If the party convinced the undines to continue reviving the Monastery of Unbreaking Waves, grant each PC belonging to the Concordance faction the Fist of Elemental Accord boon on his or her Chronicle sheet.



PLAYER HANDOUT 1: Letter from Ashasar to Concordance Members

I understand from the esteemed Venture-Captain Melipdra that you are to investigate what became of the Monastery of Unbreaking Waves. I would like to ask you to go one step further and see what you can do to help usher in its restoration. This is a perfect example of the balance we seek to preserve. Restoring the school devoted to water will truly complete the Houses of Perfection.

*Sincerely,
Ashasar*

PLAYER HANDOUT 2: Translation of writing from front door of Monastery

The creature kept inside here went by the name Falehetu in life. After losing a match to a monk of Unbreaking Waves, he used forbidden techniques to create a tsunami, which destroyed our monastery, taking many lives and sending the wreckage of the buildings into the sea. We chose to start rebuilding the monastery beneath the waves, embracing the inspiration of the marids.

Falehetu returned, but this time as an undead horror, swearing vengeance on the House of Unbreaking Waves for his downfall. He killed many of us. Three brave monks subdued him in this building, giving their lives in the process. What was once our schoolhouse is now his prison, and this is the end of the monastery.



APPENDIX 1: STAT BLOCKS

DRAGON TURTLE

This long-tailed aquatic beast resembles a massive snapping turtle with draconic features.

DRAGON TURTLE CR 9

N Huge dragon (aquatic)

Init +4; **Senses** low-light vision, darkvision 60 ft., scent; Perception +16

DEFENSE

AC 23, touch 8, flat-footed 23 (+15 natural, -2 size)

hp 126 (12d12+48)

Fort +12, **Ref** +8, **Will** +9

Immune fire, sleep, paralysis

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +18 (3d6+8), 2 claws +18 (2d6+8)

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

Special Attacks breath weapon, capsize

STATISTICS

Str 27, **Dex** 10, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

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

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +7 (+15 in water), Survival +16, Swim +31; **Racial Modifiers** +8 Stealth in water

Languages Aquan, Common, Draconic

SPECIAL ABILITIES

Breath Weapon (Su) Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 20 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex) A dragon turtle can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the dragon turtle's size, it takes a cumulative -10 penalty on this CMB check.

ELEMENTAL, WATER

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

LARGE WATER ELEMENTAL CR 5

N Large outsider (elemental, extraplanar, water)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +8, **Will** +2

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +12 (1d8+5)

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

Special Attacks drench, vortex (DC 19), water mastery

STATISTICS

Str 20, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +14; **CMD** 27

Feats Cleave, Dodge, Great Cleave, Power Attack

Skills Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24

HUGE WATER ELEMENTAL CR 7

N Huge outsider (elemental, extraplanar, water)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +11, **Will** +3

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +15 (2d6+7)

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

Special Attacks drench, vortex (DC 22), water mastery

STATISTICS

Str 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19; **CMD** 34

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +11, Escape Artist +15, Knowledge (planes) +7, Perception +13, Stealth +3, Swim +26

NAGA, WATER

Slender spines and brightly colored frills stretch back from the humanlike face of this massive aquatic snake.

WATER NAGA CR 7

N Large aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, -1 size)

hp 76 (8d8+40)

Fort +7, **Ref** +10, **Will** +9

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +10 (2d6+5 plus poison), tail slap +5 (1d8+2)

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

Spells Known (CL 7th; concentration +11)

3rd (5/day)—*protection from energy, suggestion* (DC 17)

2nd (7/day)—*acid arrow, invisibility, mirror image*

1st (7/day)—*expeditious retreat, magic missile, obscuring mist, shield, true strike*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *light*, *mage hand*, *open/close*, *read magic*

STATISTICS

Str 20, **Dex** 23, **Con** 20, **Int** 11, **Wis** 17, **Cha** 18

Base Atk +6; **CMB** +12; **CMD** 28 (can't be tripped)

Feats Combat Casting, Eschew Materials[®], Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth)

Skills Bluff +8, Knowledge (local) +4, Perception +17, Spellcraft +11, Stealth +16, Swim +13

Languages Aquan, Common

SQ amphibious

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 saves.

Spells A water naga casts spells as a 7th-level sorcerer.

UNDINE STUDENTS

This blue-haired, blue-skinned man moves with a liquid grace. His ears are fin-like, and his hands and feet are webbed.

STUDENTS OF UNBREAKING WAVES

CR 3

Undine monk 4 (*Pathfinder RPG Bestiary 2* 275)

N Medium outsider (aquatic, native)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 17, flat-footed 13 (+3 Dex, +1 dodge, +1 monk, +2 Wis)

hp 30 (4d8+12)

Fort +6, **Ref** +7, **Will** +6; +2 vs. enchantments

Defensive Abilities evasion; **Resist** cold 5

OFFENSE

Speed 40 ft., swim 30 ft.

Melee unarmed strike +6 (1d8+1) or

unarmed strike flurry of blows +5/+5 (1d8+1)

Special Attacks flurry of blows, stunning fist (4/day, DC 14)

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 21

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Power Attack, Stunning Fist, Weapon Finesse

Skills Acrobatics +10 (+14 when jumping), Perception +9, Swim +16

Languages Aquan, Common

SQ amphibious, fast movement, ki pool (4 points magic), maneuver training, slow fall 20 ft.



APPENDIX 2: AQUATIC EQUIPMENT

GOZ MASK		PRICE 8,000 GP
SLOT head	CL 8th	WEIGHT 1 lb.
AURA moderate transmutation		

A *goz mask* allows you to see through fog, smoke, and other obscuring vapors as if they did not exist (this ability functions underwater as well, allowing the wearer to see through thick silt and other aquatic precipitates). Additionally, you are treated as one size category larger than you are and gain a +4 bonus on all saving throws made to resist the effects of wind while wearing a *goz mask*. A *goz mask* allows its wearer to breathe water for 1 hour per day—these minutes need not be consecutive, but must be expended in minimum increments of 10 minutes each.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
---------------------------	---------------

Requirements Craft Wondrous Item, *control winds*, *water breathing*;

UNDERWATER GOGGLES

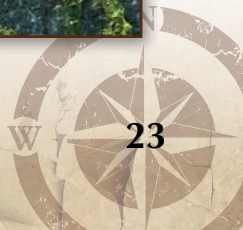
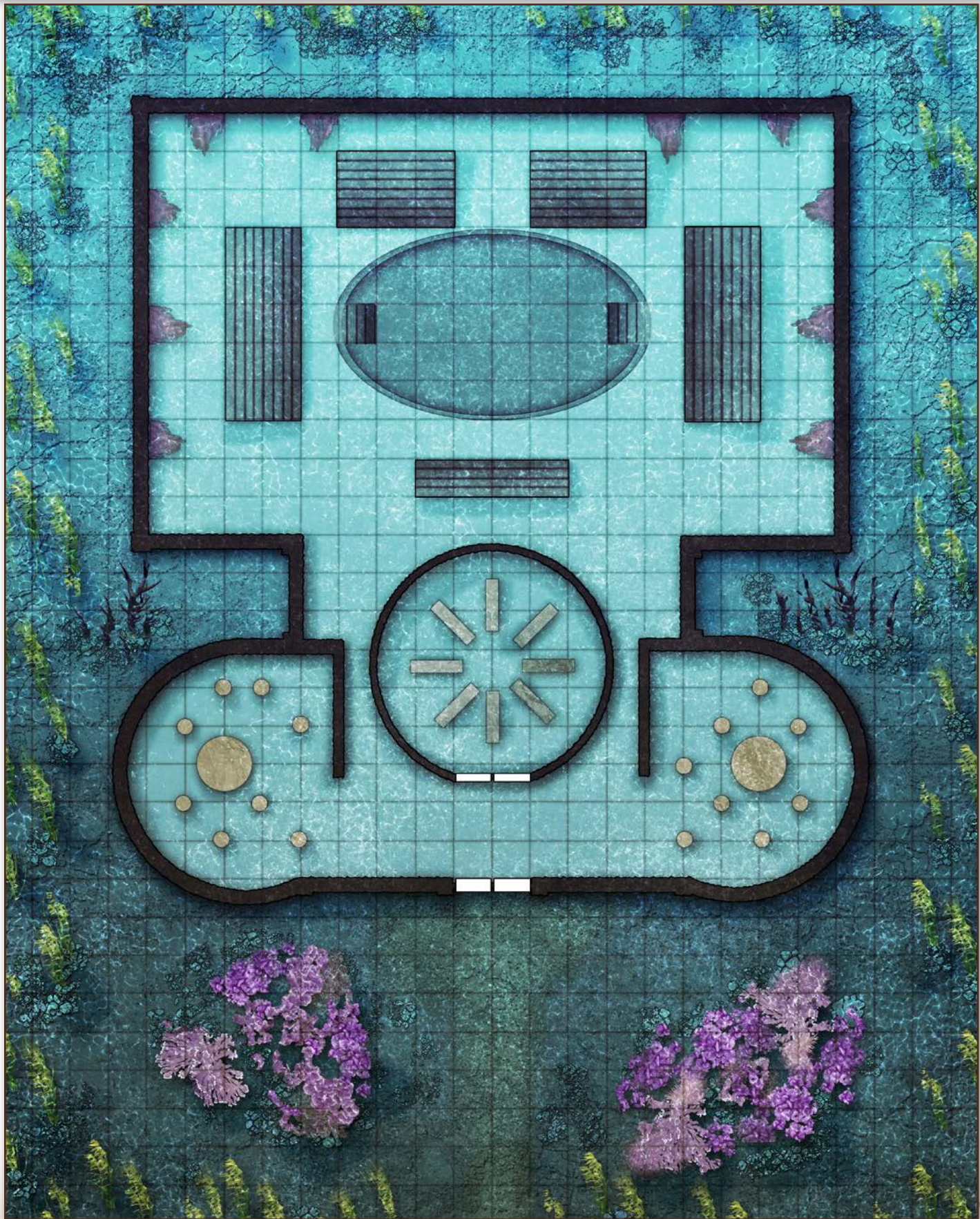
PRICE
5 GP

WEIGHT —

These inexpensive, watertight goggles are essential protection for land-dwellers' eyes, particularly in salt water or water high in particulates. Any land-dweller wearing goggles can Perception checks without the normal –4 penalty and does not risk eye damage or blinding.



BENEATH UNBROKEN WAVES



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #9–24: Beneath Unbroken Waves

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge ☐ Concordance
☐ A ☐ B ☐ C ☐ D

Character #

Prestige Points

Character Name

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

Character #

Prestige Points

Character Name

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Pathfinder Society Scenario #9-24: Beneath Unbroken Waves

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐☐☐ **Fist of Elemental Accord:** Your work on behalf of the Concordance of Elements reviving the lost Monastery of Unbreaking Waves has given you a rudimentary understanding of elemental martial arts techniques and a small reserve of energy with which to use them. You can check one box next to this boon as a swift action to charge your fists with elemental energy, dealing an additional 1d6 points of damage with your unarmed strikes or natural attacks for 4 rounds. During the first round of this ability, the type of extra damage added is cold, during the second round the damage type changes to fire, then acid on the third round, and electricity on the fourth and final round. Once you have checked all the boxes next to this boon, you can spend 4 Prestige Points to use this ability without checking off a box.

☐☐☐☐ **Wavemaster:** Your experience beneath the waves has greatly strengthened your ability to function underwater. You can check a box next to this boon as a swift action to gain a 30-foot swim speed and the ability to use bludgeoning and slashing weapons underwater without penalty for 1 minute. Whenever you would need to attempt a Constitution check to continue holding your breath, you can instead check a box next to this boon as an immediate action to automatically hold your breath for an additional 4 rounds.

GOZ MASK		PRICE 8,000 GP
SLOT head	CL 8th	WEIGHT 1 lb.
AURA moderate transmutation		

A *goz mask* allows you to see through fog, smoke, and other obscuring vapors as if they did not exist (this ability functions underwater as well, allowing the wearer to see through thick silt and other aquatic precipitates). Additionally, you are treated as one size category larger than you are and gain a +4 bonus on all saving throws made to resist the effects of wind while wearing a *goz mask*. A *goz mask* allows its wearer to breathe water for 1 hour per day—these minutes need not be consecutive, but must be expended in minimum increments of 10 minutes each.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
---------------------------	---------------

Requirements Craft Wondrous Item, *control winds*,
water breathing;

Subtier 5-6

elemental gem (2,250 gp)
goz mask (8,000 gp)
sharktooth amulet (9,000 gp; *Pathfinder RPG Advanced Race Guide* 178)

Subtier 8-9

elemental gem (2,250 gp)
goz mask (8,000 gp)
sharktooth amulet (9,000 gp; *Pathfinder RPG Advanced Race Guide* 178)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	5-7	1,258	2,516
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
MAX GOLD	Out of Subtier	1,963	3,925
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	8-9	2,667	5,334
MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
EXPERIENCE	Starting XP		
			GM's Initials
	XP Gained (GM ONLY)		
	Final XP Total		
FAME	Initial Prestige		Initial Fame
			GM's Initials
	Prestige Gained (GM ONLY)		
	Prestige Spent		
	Current Prestige		Final Fame
	Starting GP		
GOLD			GM's Initials
	GP Gained (GM ONLY)		
			GM's Initials
	Day Job (GM ONLY)		
Gold Spent			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #