

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-06

Levels 3-6

THE CRASHING WAVE

By Dustin Knight



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Lost Omens World Guide*

Maps: *Pathfinder Flip-Mat: Bigger Flooded Dungeon*, *Pathfinder Flip-Mat: Elemental Planes Multi-Pack*, *Pathfinder Flip-Mat: Sunken City*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>



REPEATABLE

SUMMARY

The PCs arrive on Wavebreak Haven to meet with Venture-Captain Rashmivati Melipdra. They are ambushed by sea devils before they can complete their mission briefing. After saving several porters, the PCs are informed of the rampaging sea devil horde and the threat they pose to the Monastery of Unbreaking Waves. They are escorted underwater to the monastery by the undead monk Rirzik. The PCs meet with Grandmaster Remendi and her wife Zulfibha who further explain the circumstances of the ongoing war and ask the PCs to form a special forces team that can respond to crisis away from the front lines.

The PCs are escorted by Rirzik to two different battlefields, updated by Zulfibha's *animal messengers* as the war progresses. They might be asked to defend a supply depot under attack by a rampaging dragon turtle, investigate a field hospital, or stop a ritual that would plunge the sea devils into a blood frenzy. Called back to defend the monastery, the PCs and their new allies can finally put an end to the dreaded Baron Utomo and secure the future of the Monastery of Unbreaking Waves.

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ADVENTURE BACKGROUND

The Houses of Perfection in Jalmeray are monasteries dedicated to the preservation and cultivation of ancient martial arts traditions. For centuries, the monasteries of Untwisting Iron, Unfolding Air, and Unblinking Flame contended against each other in the Challenge of Sky and Heaven, an event held on the 9th year of each decade. Early in the year 4718 AR, the Pathfinder Society discovered the ruins of a fourth monastery, the Monastery of Unbreaking Waves, which had long been believed to have been destroyed in a tsunami. After defeating several guardians and an undead menace, the Pathfinders helped the undines who lived near the island known as Wavebreak Haven restore the monastery and revive its martial tradition.

The Monastery of Unbreaking Waves has flourished in the time since, and even sent representatives to the Challenge of Sky and Heaven later that year. Unfortunately, one of their champions attempted a technique for which she had the power but not the skill, and in a brutal melee against the champions of the other three monasteries, accidentally unleashed a torrent of seawater that swept all four participants out of the ring, resulting in disqualification.

The undine martial artists have continued to train diligently in the time since, but unbeknownst to them, their efforts have called down a force of unimaginable destruction. A shiver of cruel sea devils has dwelled on the monastery's outskirts, preying on shipwrecked sailors and those lost at sea. The devils realize that if the monastery becomes any more powerful, they will soon be driven from their hunting grounds. Their leader, a ferocious warrior known as Baron Utomo, as well as his advisor, the oracle Silaqui, have sensed the shifting currents and rallied a horde to strike. The bloodthirsty sea devils have now gathered in force to devour the Monastery of Unbreaking Waves, claiming its students and masters as food and their underwater city as their own. As the horde approaches, allies from the other monasteries and Pathfinders with the courage to join in the battle beneath the waves form a final line of defense.

WHERE ON GOLARION?

This scenario takes place on and around Wavebreak Haven, a small islet off the coast of Jalmeray. More information on Jalmeray and the Impossible Lands can be found on pages 77-79 of the *Last Omens World Guide*.



GETTING STARTED

Allow each PC to introduce themselves as they are called to assemble on the deck of the *Flawless Diamond* by Captain **Thernalore Vamys** (CN female half-elf sailor) to meet with **Venture-Captain Rashmivati Melipdra** (LG female human instructor). The adventure begins off the shores of Wavebreak Haven. As the PCs assemble, read or paraphrase the following.

"I said keep it steady!" Captain Thernalore Vamys barks at the undine workers on the shore as the *Flawless Diamond* begins to drift. Wavebreak Haven is small, with only a few dozen buildings visible further inland. The dockworkers panic as the ship's hull collides with the pier, battered bushels of palm fronds failing to completely cushion the impact. "Now look," Thernalore leans over the rail and inhales deeply, ready to chastise the inexperienced crew, before she sees a familiar face approaching the ship.

"The Society will reimburse you for any damages, captain." The authority of Venture-Captain Rashmivati Melipdra puts an end to the turmoil. The middle-aged Vudrani woman

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carries herself with the upright posture of a martial artist as she moves to meet the ship, though she does have trouble finding purchase with her cane as she crosses the sand. Meleeka Sanvara, a muscular monk in tan robes, runs ahead of the venture-captain with a gangplank.

"Greetings, Pathfinders. As you can see, we are in dire need of experienced volunteers. But I'm getting ahead of myself." Meleeka helps the venture-captain onto the deck of the ship before stepping aside to allow several dockhands room to begin unloading cargo. "The Society has enjoyed a mutually beneficial relationship with the Monastery of Unbreaking Waves since—"

A scream from the shore interrupts the briefing. A porter claws at the blood-soaked sand as he is dragged into the sea with a trident in his chest. A battle cry drowns out the victim's screams as several scaly raiders emerge from the bloody brine, charging with teeth and spears. The shore erupts into chaos, and the Venture-Captain calls out over the din of battle to establish order.

"Pathfinders," Melipdra turns and gestures toward the carnage. "Protect the porters! Meleeka and I will lead the monks in defense of the ship and stop the sea devils from reaching the settlement! Hurry!"

HERO POINTS

While setting up the encounter, remind the players that they each have 1 Hero Point available.

A. ON THE SURFACE

A1. WAVEBREAK AMBUSH

LOW

The shore has become a war zone. Dockhands flee inland as monks give chase to their violent pursuers. One sailor struggles in the red waves, dragged into the sea by a trident, as abandoned supplies lie untouched amid the carnage. Use the map on page 5 for this area.

Creatures: An ambitious shiver of sea devils have gone

the long way around the island, hoping to find an easy meal and disrupt the monastery's supply lines. Four dockhands remain on the shore. If the PCs do not engage, the hungry and aggressive sea devils kill one of the four dockhands each round, activating one sea devil's blood frenzy. They stop these attacks as soon as the PCs engage with them, which allows all remaining dockhands to flee. The sea devils focus on lightly armored foes they can more easily devour. They want to make a name for themselves, so they fight to the death.

LEVELS 3–4

SEA DEVIL SCOUTS (2)

CREATURE 2

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LEVELS 5–6

SEA DEVIL IMPALER

CREATURE 4

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SEA DEVIL SCOUTS (2) CREATURE 2

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Development: As the PCs fell their last sea devil, Meleeka finishes off her opponent with a fiery punch. If any of the PCs have the dying condition at the end of battle, their allies rush in to stabilize them. Several Vudrani monks and other inhabitants arrive soon after, including Melipdra and **Rirzik** (N male undead gnome monk). They report that the remaining sea devils have been defeated and the settlement is safe.

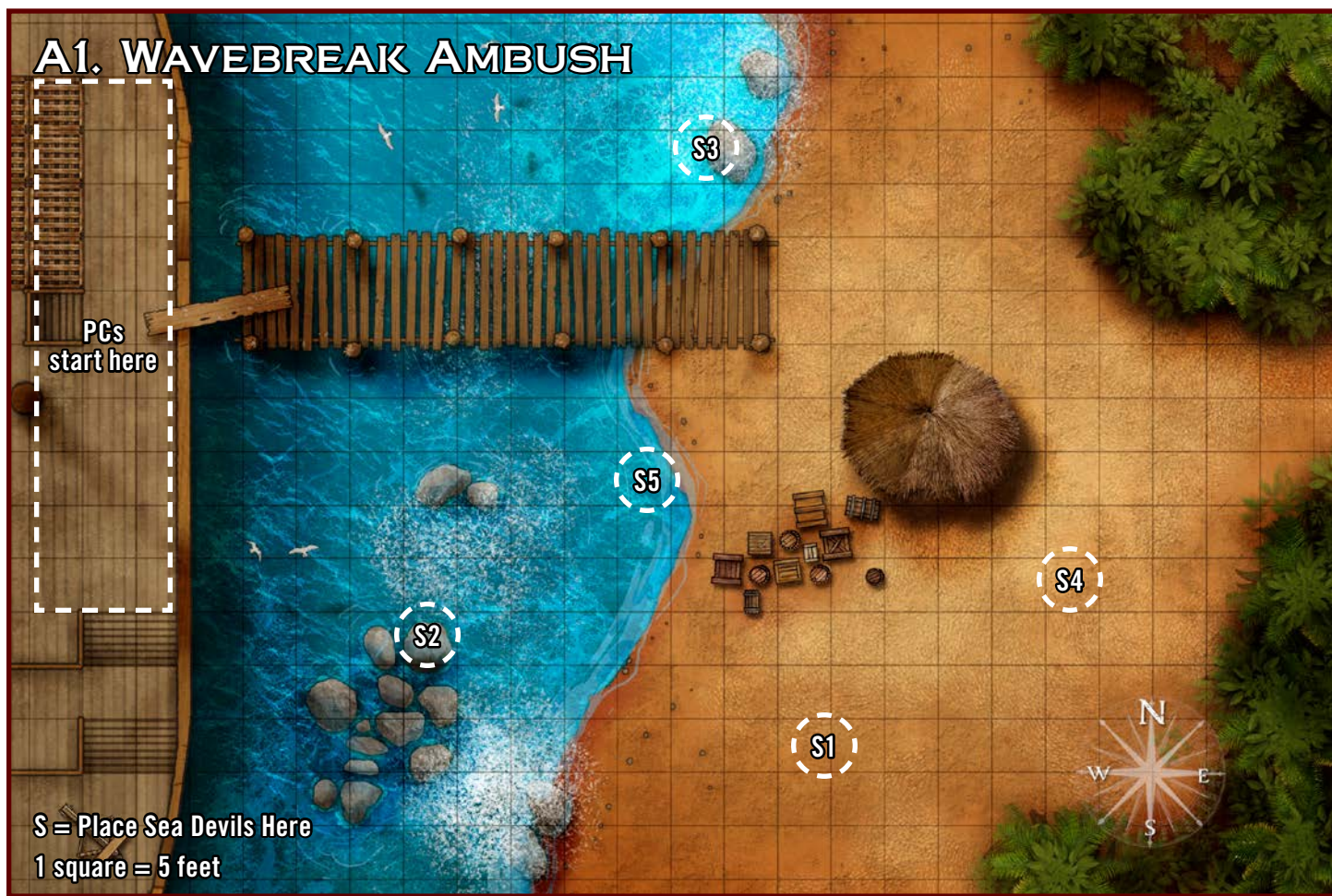
Treasure: After combat, Venture-Captain Melipdra awards the PCs with two *minor healing potions*; in Levels 5–6, they are lesser elixirs of life instead.

If at least one of the dockhands survives, they give the PCs a scrimshaw whistle made



RASHMIVATI MELIPDRA

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from dragon turtle ivory that is worth 5 gp (20 gp in Levels 5–6).

A2. PREPARE TO SORTIE

Read or paraphrase the following when the PCs have recovered from battle.

"Only one? You've been bested, Meleeka," Melipdra finishes dressing a wounded porter while gesturing toward her assistant. The martial artist drops the smoldering remains of a sea devil's torso into the sand and returns to the pier to rummage through the scattered crates. The venture-captain continues the briefing. "Like I was saying, the Society has enjoyed a mutually beneficial relationship with the Monastery of Unbreaking Waves. The local undines have made great strides in rebuilding the monastery since we defeated the undead responsible for the school's disappearance.

But the tradition now faces a new threat. An incursion of sea devils is attacking the monastery. You might know them as sahuagin. I was told that the monastery needed our help, but to see a shiver of this size make it to Wavebreak Haven means the situation must already be dire. We must come to

the aid of the Unbreaking Waves, now!" She gestures to the surf, where a short figure is soothing several half-horse, half-fish creatures. "Rirzik here will escort you by hippocampus to the underwater monastery, where Grandmaster Remendi is organizing the resistance."

Rirzik steps forward, smoothing his turquoise eyebrows, and takes a deep breath, "I have enough hippocampi for everyone. They were a little spooked by all the noise, but I calmed them down."

"And the Society came through with the supplies!" Meleeka interrupts, hauling several large bags across her shoulders as she rejoins the group on the beach. "There are enough potions and fins for each of you. I wish I could join you, but as my fire burns brighter on dry land, I think I'll be better off seeing to the defense up here."

Melipdra rests a hand on her agent's shoulder in reassurance. "There is more to a battlefield than the front lines. Support our allies on the shore however you can, and remember to not lose sight of the bigger picture. Helping our allies means helping to preserve a still largely undocumented tradition. We must not let the Unbreaking Waves become another casualty of this senseless violence."

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Meleeka supplies four *potions of water breathing* to each character (including any animal companions, familiars, or the like). If a PC doesn't need this assistance to breathe underwater, they can take a lesser healing potion (or, in Levels 5–6, a lesser elixir of life) instead of the four *potions of water breathing*. Meleeka also unpacks a pair of swim fins (*Lost Omens World Guide* 69). She asks the PCs to return any unused gear once the crisis has passed. As a substantial amount of this adventure takes place underwater, give the players **Handout #1**, which is a reference for the rules for underwater combat and swim fins. Before the PCs set off, Meleeka, Melipdra, and Rirzik answer their questions.

What is the Monastery of Unbreaking Waves? Rirzik steps forward and boasts: “Ours is the greatest of Jalmeray’s four Houses of Perfection. The Unbreaking Waves teaches a defensive fighting style that focuses on moving like flowing water, crashing past any obstacle that stands in your way. The school was destroyed centuries ago, but we rebuilt it with the Society’s help!”

What other supplies can you offer us? “You need more?” Meleeka laughs, “The rest of these crates are for the monastery. Once we get everything prepared, the captain will take off to resupply the front lines.”

What else can you tell us about the invasion? Melipdra takes a second to think before replying. “Anything I tell you will be secondhand information. You should hear it from Remendi at the monastery, as she’s certain to be more in tune with the shifting tides of war.”

What are hippocampi? Rirzik replies, “Dependable aquatic mounts. You can think of them as the scaly horses of ocean travel.”

Why are you just telling us about this now?

“I didn’t know things were this bad,” Melipdra eyes the battlefield sadly. “I was told to keep things confidential. Our report could have been intercepted, and sea devils are said to use spies that can pass unnoticed. Don’t underestimate their cunning!”

SOCIETY OR OCEAN LORE (RECALL KNOWLEDGE)

Based on the result of a DC 17 Society check to Recall Knowledge, a PC might know more information about sea devils. Remember this check should be rolled secretly.

Critical Success Malentis are a rare type of sea devil, said to look exactly like aquatic elves, except for their sharp teeth.

Success Sea devils are aggressive amphibious humanoids who rule hierarchical empires from Golarion’s oceans to the Plane of Water. Despite their strictly regimented culture, sea devils are known to lose control at the scent of blood and enter a violent frenzy.

Failure The PC learns no information.

Critical Failure Malentis are a rare type of sea devil. They are said to have humanlike torsos and tentacled lower bodies, and to telepathically command grindylows.



SEA DEVIL

THE CRASHING WAVE

B. THE MONASTERY OF UNBREAKING WAVES

The sea is calm as the hippocampi diligently follow Rirzik's lead, diving beneath the waves. The temperate waters are clear enough to see the monastery only minutes after leaving the shore, a sprawling complex of over two dozen buildings flanking a precipitous bubbling trench. Impressive gardens of colorful seaweed and coral dot the landscape in labyrinthine paths. The pristine trails are ominously deserted. All signs of life are concentrated around the tallest structure at the center of the monastery—the great hall, carved out of twisting stone accented with glowing sapphires. About fifteen minutes after leaving the shore, the hippocampi reach the doorway, where a trio of undead monks stand watch. The youngest swims before Rirzik's hippocampus and holds out his hand. The mount bucks as the guard refuses to step aside.

Rirzik quickly defuses the tense situation by explaining that the PCs are Pathfinders. The attitude of the guards immediately and visibly shifts as they bow and gesture the PCs to the central building. Rirzik departs with the hippocampi, while the guard leads the PCs past the foyer of the school to meet with **Grandmaster Remendi** (N female undead human martial artist) and her wife **Zulfibha** (N female undead human cleric of Gozreh).

A sprawling elliptical arena has been converted into a makeshift war room. A swirling roil of bubbles and currents fills the center of the fighting pit, flanked by a pair of undeads meditating on its churning eddies. Within the confines of the sphere float numerous colorful coral figurines in a three-dimensional map of the monastery and surrounding areas. A school of tiny, colorful fish swims into the room. The figurines on the map begin to move as the fish whisper to the undeads, several of the coral lumps are forcefully ejected into a half-filled net near the ceiling.

"Pathfinders," a stern voice calls out from the other side of the arena. Grandmaster Remendi takes only a moment to look away from her work before returning to watching the sphere. "I wish I could properly receive you, but I'm afraid we don't have any time to spare. Excuse me."

Remendi turns to Zulfibha with a raised brow, muttering to her wife while focusing on the movement of the coral. In response, Zulfibha raises a religious symbol of Gozreh, and a small cod zips to her shoulder. After a few short words, the fish darts out of the room. Remendi turns to an anxious merfolk on the other side of the arena. "And you can send the supplies to Afmari!"

"Excuse me," Remendi says as the merfolk glides out of the arena. "I'll try to make this brief. The sea devils are beginning to converge. We've been able to hold them off on the open waters, but our forces are stretched too thin to handle concerns away from the front lines. We need an elite team capable of responding quickly as the silt clears. Your performance at Wavebreak Haven has proven your skills."

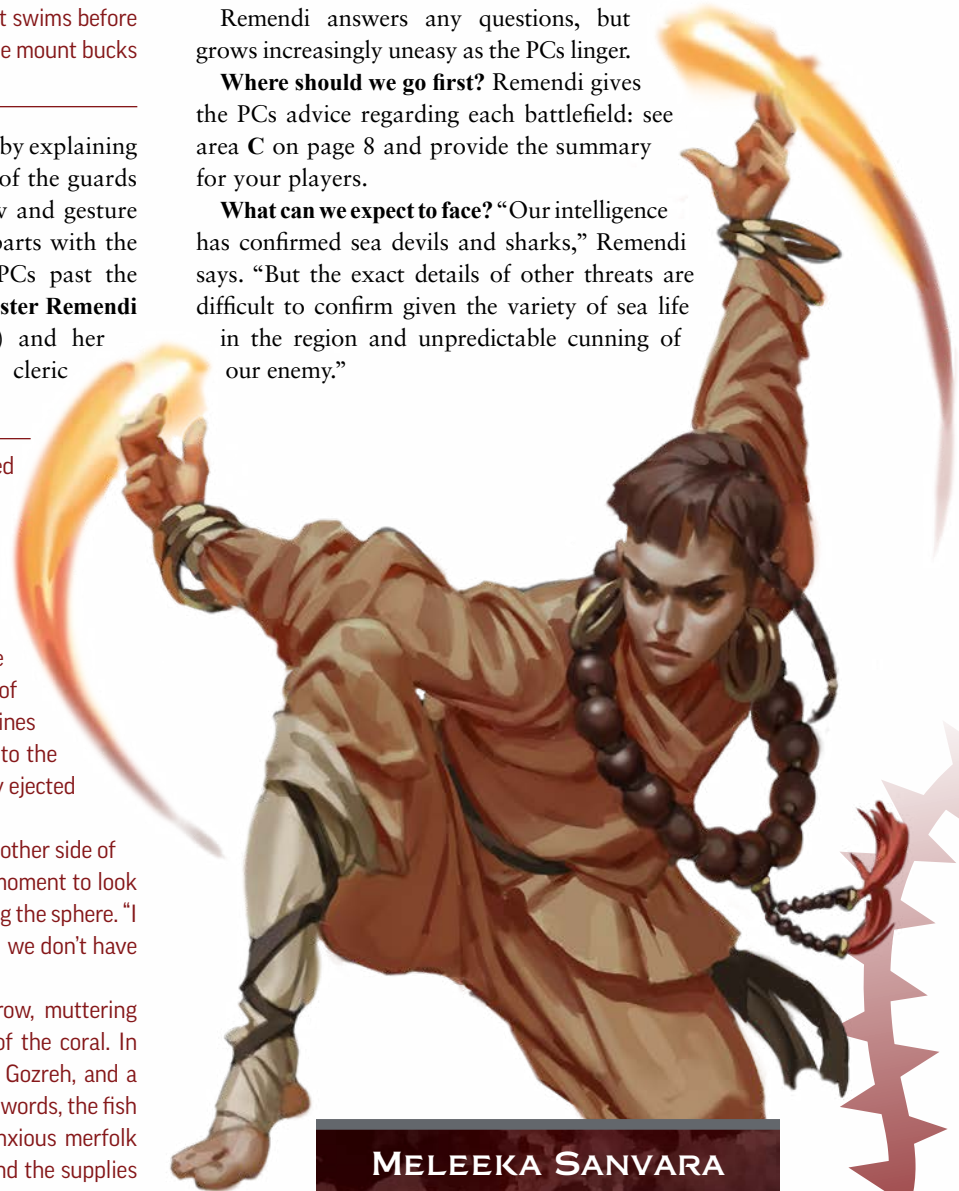
A cuttlefish speeds past and whispers a message directly to Remendi, breaking her train of thought as she pounds her desk with a clenched fist.

"I've received your first mission. Rirzik will guide you and we will keep in contact. Please, for the sake of our school and our students, help us defend the Unbreaking Waves!"

Remendi answers any questions, but grows increasingly uneasy as the PCs linger.

Where should we go first? Remendi gives the PCs advice regarding each battlefield: see area C on page 8 and provide the summary for your players.

What can we expect to face? "Our intelligence has confirmed sea devils and sharks," Remendi says. "But the exact details of other threats are difficult to confirm given the variety of sea life in the region and unpredictable cunning of our enemy."



MELEEKA SANVARA

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Will you and the monastery be safe? “A highly trained group of fighters is stationed here,” Remendi cracks her neck. “And I’m no pushover myself.”

How will you help us? “Information is the most valuable weapon,” Remendi says. “As reports come in, Zulfibha will dispatch animal messengers to your location to keep you informed. Once we eliminate the sea devil threat, I will be more than happy to share our order’s secrets.”

SOLDIER OR WARFARE LORE (RECALL KNOWLEDGE)

Based on the result of a DC 16 (DC 19 in Levels 5–6) Soldier or Warfare Lore check to Recall Knowledge, the PCs might know how to gather more information about the current state of the battlefield by analyzing the spherical map in the center of the room. Remember that this check should be rolled secretly.

Critical Success You glean some insight into the sea devil formation, and suspect the front line is a ruse to distract the undines from some covert operation. You gain a +2 status bonus to initiative rolls to all future encounters.

Success There is an undeniable threat headed toward the position that Remendi has asked you to defend. You understand the gravity of the situation and receive a +2 status bonus to your initiative rolls during the first encounter.

Failure You learn no information.

Critical Failure You believe there is a shiver of sea devils between the monastery and your destination. Being on alert without any legitimate threat inflicts a –2 status penalty to your next initiative roll.

C. THE BATTLEFIELDS

Rirzik guides the PCs to the first battlefield: **C1, C2, or C3**. After completing all encounters at the chosen battlefield, the PCs have 10 minutes before they receive an update from Zulfibha’s *animal messenger* and Rirzik leads the PCs to a second battlefield. After all encounters are completed on the second battlefield, the PCs have 10 minutes before moving on to area **D**. Select two of the following three encounters, either by choosing them or rolling 1d6.

Fury of the Dragon (1–2): A pilot fish directs the PCs to protect a supply depot where the *Flawless Diamond* is scheduled to arrive.

Ward Failure (3–4): A sturgeon alerts the PCs that the magic maintaining a field hospital has been sabotaged, and the PCs must repair the magic while sniffing out the culprit.

Vortex of Blood (5–6): A lamprey eel notes that the sea devil enemies are being whipped into a blood frenzy by a mysterious vortex located in an ocean trench.

C1. FURY OF THE DRAGON MODERATE

Remendi, or a pilot fish sent by one of Zulfibha’s *animal messenger* spells, directs the PCs to a supply depot on the outskirts of the monastery’s grounds.

“The *Flawless Diamond* is en route to a supply depot protected by a small enclave of merfolk. A seer among them reports worrying signs. We promised to protect them, but don’t forget to protect the supplies as well!”

A PC who succeeds at a DC 18 (DC 20 in Levels 5–6) Dragon Lore or Ocean Lore check to Recall Knowledge recognizes the seer that Remendi speaks of is likely **Afmari** (LN female merfolk seer). Her shoal settled in the area several years ago, shortly after Pathfinders defeated the dragon turtle guardian of the monastery. The merfolk have enjoyed limited trade of food and tools with the undines of the monastery, but for the most part, she and her group have kept to their modest fish farms.

Use the map on page 10 for this area. Read or paraphrase the following when the PCs approach the settlement.

The hippocampi speed through tall rows of kelp and reed fish farms as they race toward the settlement. Rirzik points up to a shadow on the surface, the shadow of *Flawless Diamond* making its way toward the rendezvous point. The guide turns his head to call out, only to freeze in place as a haunting roar sweeps across the ocean floor.

“Dragon turtle!” Rirzik screams as an enormous dragon glides over the seafloor at breakneck speed, a group of hapless sea devils clinging desperately to its rocky shell. The wounded beast charges toward the supply ship in a feral frenzy, smashing its sea devil riders against the splintering hull. Shattering the timbers of the speeding vessel, the dragon’s impact sends shock waves across the fields of kelp. The ship splits in two, cargo spills forth as the wreckage spirals out of control. Merfolk beneath the disaster can only look up in panicked awe as the debris plummets toward their home.

The sea devils tormented this dragon turtle and kept it subdued, planning to use it as a siege engine in their upcoming attack on the monastery. When the ancient creature recognized signs of abandoned dragon turtle territory, its instincts took over and it became highly territorial. It swims off to finish scraping off the sea devils on its shell as the ship sinks, allowing the PCs some time to attend to the disaster’s aftermath.

Each PC can attempt up to two of the following rescue activities while the dragon turtle devours the sea devils on its back. Before rolling any checks, each PC must decide which activity they are participating in. If more than one PC joins a given activity, each PC must

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decide whether to roll independently or to Aid another PC with their roll. If multiple PCs roll independently, use the best roll to determine the result of the activity. The DC of skill checks to Aid is 15. While example skill checks are given for each activity, encourage PCs to employ creative solutions beyond the suggestions below, especially if they involve the expenditure of spells or items. All DCs are 2 higher in Levels 5–6. For Level 3–4 groups with 12 or more Challenge Points and Level 5–6 groups with 23 or more Challenge Points, increase all DCs by 1.

Survivor Rescue: Most of the crew of the *Flawless Diamond* are safely treading water or clinging onto floating debris; however, one sailor is visibly unconscious and trapped within rigging. A PC can retrieve him by succeeding at a DC 19 Athletics check to Swim or a DC 19 Thievery check to untangle or disable the rigging. Alternatively, a PC who succeeds at a DC 19 Medicine check can revive the sailor, enabling him to escape to safety on his own.

Crate Salvage: The weapons, medical supplies, and the like carried by the *Flawless Diamond* are crucial to the monastery's defense, but they are now dangerously close to drifting away on the currents. A PC who succeeds at a DC 20 Athletics check or DC 17 Merchant or Sailor Lore check and safely retrieve the crates.

Spectator Escort: Two merfolk in the path of falling wreckage are too awestruck to move. A PC who succeeds at a DC 18 Diplomacy or Intimidation check can shake the merfolk from stupor; the PC gains a +2 circumstance bonus to this check if they speak Aquan.

Development: If the PCs successfully completed at least two of the rescue operations, they have one round to prepare themselves before the dragon turtle barrels around toward them and mounts an attack. Otherwise, they are thrust immediately into combat, taking a –1 status penalty to their initiative rolls.

Creatures: The wounded dragon turtle is unwilling to listen to reason, raging as it tears through anything and everything in its path. Powerful groups of PCs could also have to deal with surviving sea devil scouts who hope to take advantage of the chaos. Various sunken buildings dot the battlefield; each is 15 feet from the seafloor unless otherwise noted. Each section of the sunken ship is 20 feet high.

LEVELS 3–4

WOUNDED DRAGON TURTLE

CREATURE 5

Page 20, art on page 30

LEVELS 5–6

WOUNDED DRAGON TURTLE

CREATURE 7

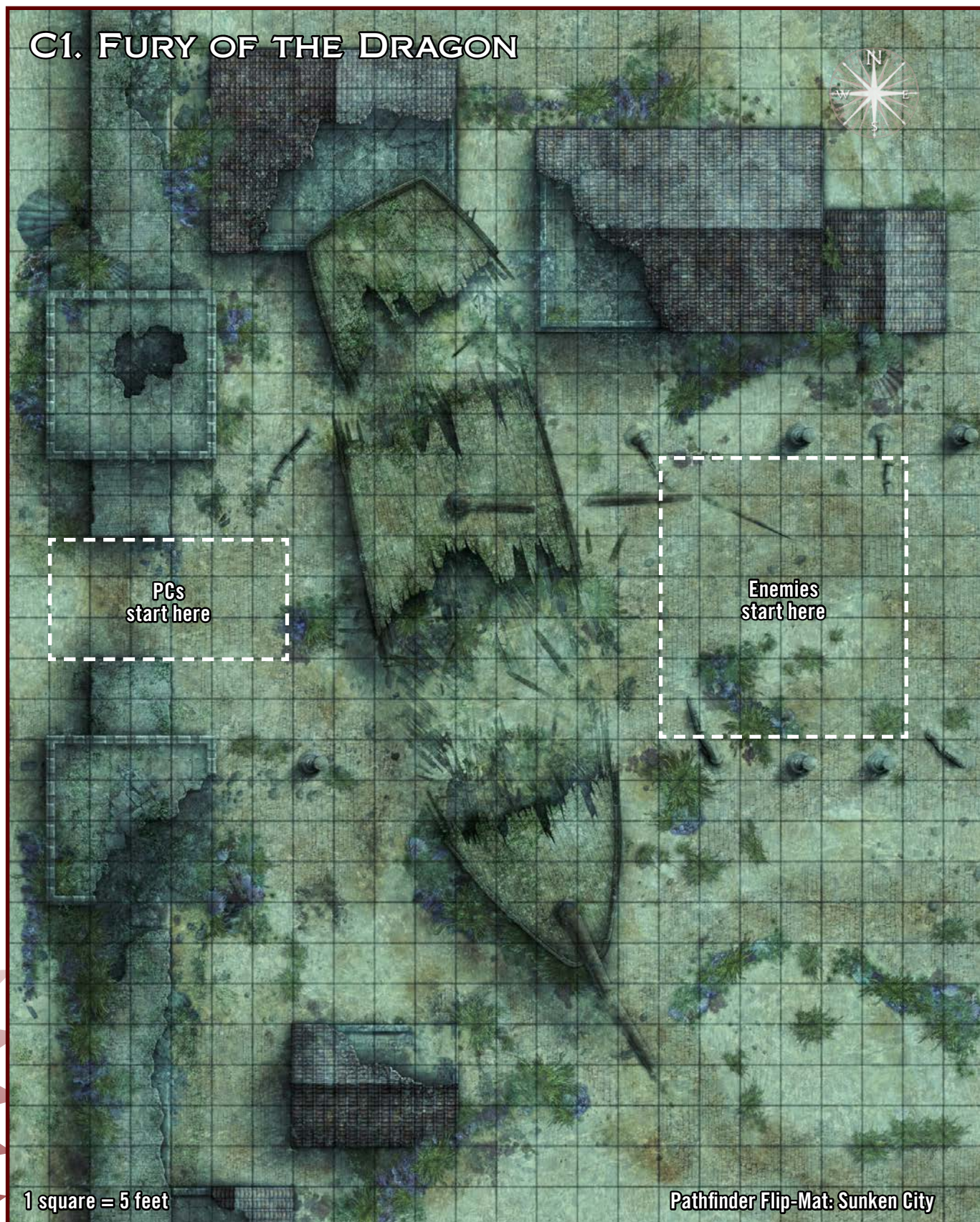
Page 25, art on page 30

Rewards: Afmari thanks the PCs and awards them with a *dragon turtle scale*, offering to affix the talisman for the PCs, as well as a bottle of seaweed wine worth 5 gp. In Levels 5–6, he also gives them a *minor sturdy shield*.



DRAGON TURTLE

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C2. WARD FAILURE

MODERATE

Remendi, or a sturgeon sent by one of Zulfibha's *animal messenger* spells, directs the PCs to a field hospital set into a series of caverns in a nearby reef.

"Someone has disrupted the magic keeping our central field hospital from flooding. Investigate the disturbance and fix the wards. Do not let any blood spill into the sea."

The PCs receive a magical pearl (either from Remendi or attached to the sturgeon) containing magic to repair the ward. Rirzik explains that the field hospital is located in a series of old eel caves, kept dry with magic to minimize the complications of underwater surgery and make it more difficult for oceanic predators to enter. The hospital also houses non-water-breathing allies from shore who are put at risk by the failing wards. Use the map on page 13 for this area. As the PCs approach the field hospital, read or paraphrase the following.

Rirzik leads the way down a steep crag toward a shimmering reef. Blood red coral grows on the side of an underwater ridge spotted with cave entrances. A large, magical air bubble forming a film around the largest opening. Past the bubble's film, a tunnel strung with bioluminescent algae stretches into a series of caves, and though the air is breathable, water streams in from several points, forming a wet layer on the ground. Injured monks and rescued sailors lie in makeshift cots throughout the ward. Supplies are strewn across the floor. Three exhausted medics run from patient to patient, taking readings and performing triage.

There are three medics present, but one of them is secretly a malenti saboteur sent by the enemy sea devils. When the PCs arrive at this encounter, decide which of the three medical staff is the saboteur, either by choosing them or rolling 1d6, and then applying the information from the saboteur entry to that medic. The three medics are as follows.

1–2: Odru Idiak (N female undine elf surgeon): Odru is a devout follower of Gozreh who believes her deity lends their hand to her work. She has a steady hand and a soft voice.

3–4: Sythi (CN male elf nurse): Sythi is the pampered son of a successful merchant trying to make it on his own. He has curly auburn hair and wears several accessories of reddish gold jewelry.

5–6: Rahla (LN female undine half-elf pharmacist): Rahla is an older chemist whose complete lack of bedside manner belies her extreme skill at mixing medicines and countering toxins.

The Saboteur: Change the saboteur's ancestry to

sea devil and alignment to LE. As a malenti, they look almost indistinguishable from an undine elf except for somewhat sharp teeth, which they have further reduced to a mostly normal shape by using an alchemical mutagen (furthermore, all three staff wear medical masks, which they express extreme reluctance to remove for reasons of health protocol). The saboteur is likely to use the Deception skill in interactions with the PCs, with a skill modifier of +12 and a DC of 22 (+15 and DC 25 in Levels 5–6); the remainder of their statistics appear in the relevant appendix.

Odru greets the PCs. She explains that the coral that anchors the air bubble magic has begun to bleach, and she suspects foul play from one of the other medics (if Odru is the saboteur, she hopes that having an innocent medic take the fall will remove suspicion and allow her to continue her work unobstructed). The PCs have five main activities open to them: investigate the hospital, attempt to repair the wards, and question the three medics. Each PC must decide whether to roll independently or to Aid another PC with their roll. If multiple PCs roll independently, use the best roll to determine the result of the activity. The DC of skill checks to Aid is 15. While example skill checks are given for each activity, encourage PCs to employ creative solutions beyond the suggestions below, especially if they involve the expenditure of spells or items. All DCs are 2 higher in Levels 5–6. For Level 3–4 groups with 12 or more Challenge Points and Level 5–6 groups with 23 or more Challenge Points, increase all DCs by 1.

Investigating the Coral: A central pool at the back wall of the ward houses a colony of special corals that provide the focus for the field hospital's air bubble spell. PCs who examine the coral find it is clearly bleached. A PC who succeeds at a DC 22 Perception check notices that there are two items in or near the pool—one belonging to the saboteur, the other left by one of the other innocent suspects as they came to investigate the matter (a small necklace with a religious symbol of Gozreh for Odru, a reddish gold earring for Sythi, or an alchemical vial for Rahla).

Repair the Wards: A PC can use the ward-repairing pearl to heal the coral focus by succeeding at a DC 20 Nature or Arcana check. The magic of the token is enough to ensure that the air bubble repairs itself, but if the PCs fail (or don't attempt) this check, the air bubble destabilizes further; see Wavebreak on page 12 for more information.

Talking to Odru: Odru is in the midst of prepping for a complex procedure, though she makes time to answer questions as she assembles her equipment and scrubs in. A PC who succeeds at a DC 20 Diplomacy or Medicine

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check can interview her; if this check is successful and Ordu is the saboteur, she slips up and drops a hint that she is planning something complicated unrelated to the surgery. If a PC critically fails this check and Ordu is innocent, they (incorrectly) believe that she is the saboteur. She has a collaborative and nurturing personality, so compassionate approaches decrease a check's DC by 2.

Talking to Sythi: Sythi rotates through the patients, making notes and attempting to attend to each. He is, unfortunately, not especially skilled at his job, and is floundering badly. (If he is the saboteur, this is a deliberate act on his part). A PC who succeeds at a DC 20 Deception or Diplomacy check can interview him; if this check is successful and Sythi is the saboteur, he slips up and reveals that his floundering is an act. If a PC critically fails this check and Sythi is innocent, they (incorrectly) believe that he is the saboteur. Appeals that help him save face or hide the scope of his fear from the other, more senior medics decrease a check's DC by 2.

Talking to Rahla: Rahla is busy formulating compounds for patients. A PC who succeeds at a DC 20 Crafting or Intimidation check can interview her; if this check is successful and Rahla is the saboteur, she slips up and reveals a suspicious inconsistency in her formulas that suggests she is poisoning the patients. If a PC critically fails this check and Rahla is innocent, they (incorrectly) believe that she is poisoning her patients. She favors directness in her interactions, so appeals that cut to the chase decrease a check's DC by 2.

Catching the Saboteur: The PCs can attempt to apprehend the saboteur at any point during the investigation. Once a PC openly accuses someone, combat begins, and as the saboteur rolls initiative, they also immediately drop a variant *elemental gem* that summons reinforcements. If the PCs have correctly identified the saboteur, though, they are caught off-guard, causing them to mishandle the gem; use Perception to roll their initiative and remove one weak mudwretch or mist stalker from the combat. If the PCs fail to correctly identify the saboteur and accuse one of the innocent medics, the saboteur takes advantage of the confusion to begin combat by biting the throat of one of the other medics or a patient, which causes them to fall unconscious and be at risk of bleeding out; use Deception to roll the saboteur's initiative, apply their blood frenzy at the start of combat, and note that the victim will die if not stabilized within 3 rounds.

Wavebreak: If the PCs did not stabilize the air bubble wards before combat begins, on the second round of combat, water floods in from the tunnel, dealing 3d6 bludgeoning damage to all creatures (DC 21 basic Reflex save; creatures are swept prone on a failure). In Levels 5–6, the wave deals 6d6 damage and the save DC is 23.

LEVELS 3–4

THE SABOTEUR

CREATURE 3

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WEAK MUDWRETCHES (2)

CREATURE 1

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LEVELS 5–6

THE SABOTEUR

CREATURE 5

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WEAK MIST STALKERS (2)

CREATURE 3

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Treasure: In addition to their scalpel (a +1 *striking scalpel* in Levels 5–6), the saboteur carries a small, purely decorative coral knife worth 15 gp.

C3. VORTEX OF BLOOD MODERATE

Remendi, or a lamprey eel sent by one of Zulfibha's *animal messenger* spells, directs the PCs to a fault line to the west of the monastery.

"The sea devils to the west have gotten more aggressive! I've divined a disturbance in the tides. There's a storm brewing along the fault that our monastery rests upon. Follow the chasm west and investigate. I suspect the sea devils are behind this."

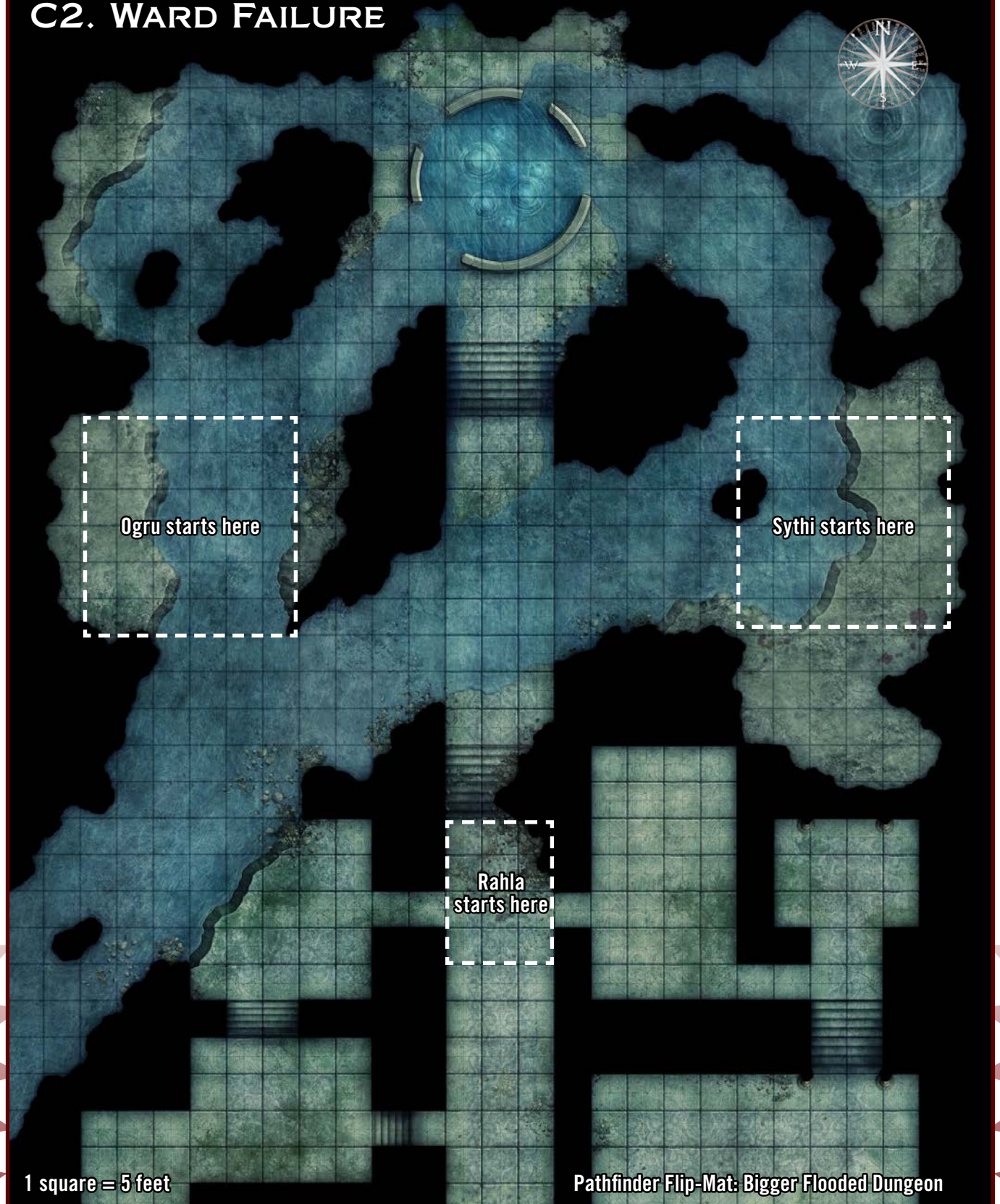
A PC who succeeds at a DC 18 (DC 20 in Levels 5–6) Nature check knows the mineral-rich thermal crevasse that runs under the monastery helps keep the seabed abundant, but often hides dangerous sea creatures. Use the map on page 14 for this area. As the PCs approach the ritual site, read or paraphrase the following.

A violent vortex of blood twists and spins as though it were a drill splitting the seafloor in half. At the base of the whirling funnel lies a glowing altar, precariously resting on the edge of a yawning chasm. The spout terminates in a glowing crack at the base of the ruin, sucking in anything that gets too close, save for a handful of shriveled corpses anchored in red kelp around the deadly whirlpool.

Silaqui (LE female sea devil oracle) has positioned herself at the heart of the ritual, her boundless oracular powers used to fuel the vortex. Her body remains out of sight, wrapped in a cocoon of red kelp. The bodies of several grindylows are also tangled around the vortex, drained of blood. A PC who succeeds at a DC 18 (DC

THE CRASHING WAVE

C2. WARD FAILURE



THE CRASHING WAVE

C3. VORTEX OF BLOOD



Vortex



V = Vortex Center, Silaqui Starts Here

1 square = 5 feet

Pathfinder Flip-Mat: Elemental Planes Multipack

Pathfinder Society Scenario

THE CRASHING WAVE

20 in Levels 5–6) Arcana or Nature check to Recall Knowledge realizes that the ritual intends to corrupt and spew the blood for miles, fueling the blood frenzy of any sea devils in the area.

Each PC can attempt one of the following activities to disrupt the ritual once they arrive at the ritual site, after which Silaqui emerges. Before rolling any checks, each PC must decide which activity to participate in. If more than one PC joins a given activity, each PC must decide whether to roll independently or to Aid another PC with their roll. If multiple PCs roll independently, use the best roll to determine the result of the activity. The DC of skill checks to Aid is 15. While example skill checks are given for each activity, encourage PCs to employ creative solutions beyond the suggestions below, especially if they involve the expenditure of spells or items. All DCs are 2 higher in Levels 5–6. For Level 3–4 groups with 12 or more Challenge Points and Level 5–6 groups with 23 or more Challenge Points, increase all DCs by 1.

Weeding Kelp: The kelp around the altar that funnels blood from the grindylows is a crucial conduit for the ritual, and it can be rooted out with a successful DC 18 Crafting or Survival check. If the PCs successfully weed out the kelp, Silaqui is forced to pour her own life essence into the ritual to keep it stable, weakening her considerably in the upcoming fight. Apply the weak adjustment to Silaqui (*Pathfinder Bestiary* 6), and reduce her swim Speed by 10 feet.

Magic Disruption: PCs might try to directly stop the roiling magic. The ritual can be destabilized by using a successful DC 20 Arcana, Nature, Occultism or Religion check, which introduces turbulence that weakens the vortex noticeably (see below).

Creatures: Silaqui has become a bloody brine shark, her cursed soul bound to the dark red elemental summoning gem that makes up the elemental's core and is embedded in her back just behind her dorsal fin. Spiraling red light emerges from the gem, spinning in time with the swirling vortex. Silaqui emerges from the center of the vortex and grabs any PCs in range, shocking them with electricity. The kelp-covered zombie grindylows are compelled to grab the PCs to make them more prone to being drawn into the vortex, possibly being consumed by the vortex themselves in the process.

Note that penalties to Speeds do not directly subtract from the distance creatures can move underwater when using the Swim action. If the PCs succeeded at the Magic Disruption activity above, the vortex is weaker. Reduce the DC of all saving throws and skill checks to resist the vortex's effects by 2 and reduce the damage it deals by 3.

LEVELS 3–4

BLOODY VORTEX

HAZARD 1

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SILAQUI

CREATURE 3

Page 22

ZOMBIE GRINDYLOWS (2)

CREATURE 0

Page 22

LEVELS 5–6

BLOODY VORTEX

HAZARD 3

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FEROCIOUS ZOMBIE GRINDYLOWS (2)

CREATURE 1

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SILAQUI

CREATURE 5

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Development: After Silaqui is defeated and the vortex subsides, a giant moray eel peeks out of the nearby crevasse. If players have another battlefield to complete, the eel instead appears when the players are on their way back to the monastery in area D1.

Rewards: Silaqui leaves behind an intricate staff decorated with shark teeth. The staff is worth 12 gp. In Levels 5–6, it is instead an *animal staff*.

D. IMPENDING WAVES

Ten minutes after the PCs complete their second mission, a tuna approaches one of them, sent via *animal messenger*.

"They've become desperate! Several shivers have broken through, and Baron Utomo is on his way here. Rally as many allies as you can and return to the monastery. Thanks to you the tides have finally turned, but the sharks are still circling. We need one final push!"

D1. RALLYING CRY

Returning to the front lines, the PCs have an opportunity to rally potential allies to help in the final battle. Rirzik rushes the PCs past both of the battlefields they fought in, where they can attempt a skill check to rally allies to help in the final push against Baron Utomo. All DCs are 2 higher in Levels 5–6. For Level 3–4 groups with 12 or more Challenge Points and Level 5–6 groups with 23 or more Challenge Points, increase all DCs by 1.

Fury of the Dragon (C1): The PCs can convince Afmari and her merfolk that helping the monastery will cement an

THE CRASHING WAVE

alliance with a successful DC 20 Diplomacy check, or help bring fame with a successful DC 16 Dragon Lore or DC 18 Diplomacy check. If the PCs successfully completed at least two rescue operations, they receive a +2 circumstance bonus on this check.

Ward Failure (C2): If one of the PCs succeeds at a DC 16 Warfare Lore, DC 18 Medicine, or DC 22 Diplomacy check, they can convince the medical staff to act as Battlefield medics. If the PCs successfully identified the saboteur, they receive a +2 circumstance bonus on this check.

Vortex of Blood (C3): The PCs can draw the fascinated giant moray eel to the battlefield with a successful DC 16 Ocean Lore or DC 18 Nature check. If they succeeded on at least one of the disruption activities they receive a +2 circumstance bonus on this check.

Monastery: If the PCs succeeded at both battlefields without having to retreat, the rear guard has enough combatants to spare to potentially reinforce the battle. The PCs can give a rousing speech to restore their morale and convince a few monks to participate with a successful DC 16 Warfare Lore check, DC 18 Performance check, or DC 22 Diplomacy check!

Development: The PCs have the opportunity to receive help from their allies in the final encounter with the sea devils, depending on which allies they secure. Each ally grants the use of a special action that can be used once per round by any PC. Allow the PCs to review these options while you prepare the next encounter.

◆ **Merfolk:** The draconic merfolk deal 2d6 cold damage to a single target (3d6 in Levels 5–6) with a torrent of chilled water.

◆ **Medic:** The medic uses Battlefield Medicine, healing 2d8 Hit Points and making the PC immune to Battlefield Medicine for 1 hour (3d8 Hit Points in Levels 5–6).

◆ **Moray Eel:** The giant moray eel lashes out and attempts to grab a creature adjacent to the fissure (Athletics +10, or +12 in Levels 5–6).

◆ **Monks:** The undead monks churn the waters to deal 2d6 bludgeoning damage to one target, with a DC 20 basic Reflex save (3d8 bludgeoning damage and DC 22 Reflex save in Levels 5–6).

D2. LAST STAND

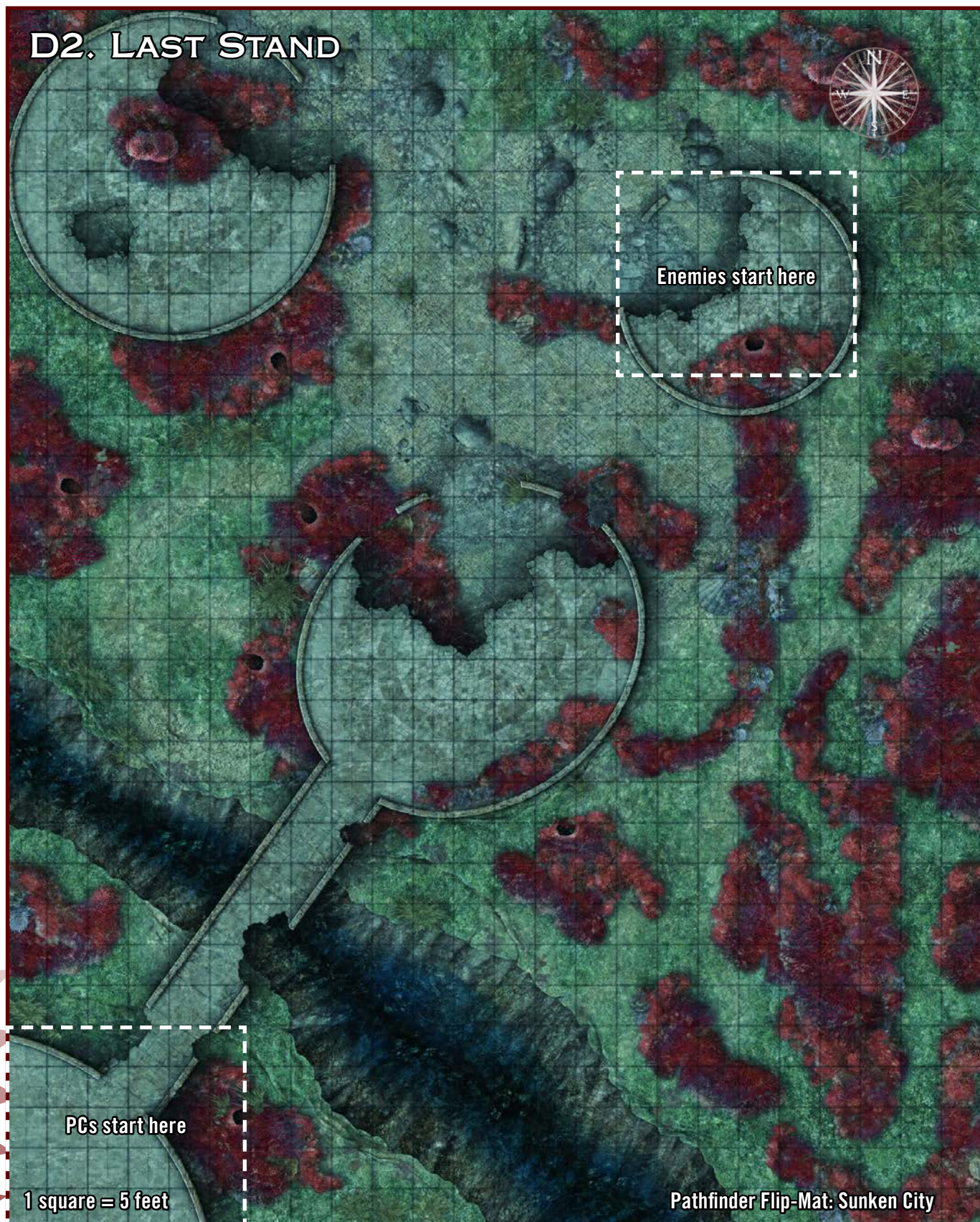
SEVERE

The once-colorful monastery has been coated gray in silt. Several of the outlying buildings have been reduced to rubble. Wounded aquatic monks circle the ruins looking for survivors, the more injured being carried to the main hall, entire limbs missing from the once proud martial artists.



BARON UTOMO

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"Incoming!" A sentry atop the only remaining watchtower strikes a metal gong, the vibrations reverberating throughout the water as monks scramble to their positions.

The PCs have one round to position themselves and prepare before Baron Utomo arrives. Use the map on page 17 for this area.

Creatures: Baron Utomo has come in person to strike a decisive blow and end the siege, riding atop his loyal saddleback bunyip steed. The undines of the monastery are busy fighting other shark-mounted cavalry as the PCs are challenged by Baron Utomo and personally, who blames the interference of the "air-breathers" for his defeats. The baron found the first of a pair of magic weapons, using it to seize control of the sea devils in the region. One or more razortoothed sharks follows the baron into combat. The baron and his bunyip fight to the death, but any sharks flee if reduced to 5 Hit Points or fewer (10 Hit Points or fewer in Levels 5–6).

GMs are encouraged to remind the PCs of their allies' presence by mentioning the efforts of the NPCs at the end of each round as they contend with additional sea devil forces during this final battle.

LEVELS 3–4

BARON UTOMO **CREATURE 4**

Page 23, art on page 31

RAZORTOOTHED SHARK **CREATURE 1**

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SADDLEBACK BUNYIP **CREATURE 3**

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LEVELS 5–6

BARON UTOMO **CREATURE 6**

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BLOODTHIRSTY RAZORTOOTHED SHARKS (2) **CREATURE 3**

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SADDLEBACK BUNYIP **CREATURE 3**

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Rewards: After the battle, the PCs find a glowing, cracked gem on the seafloor, dropped in the commotion. This is a *brine shark elemental gem*, a rare gem that retains some of its power despite being damaged. It's an 8th-level item worth 100 gp that functions as an *elemental gem*, except it summons a brine shark instead of the typical options.

CONCLUSION

Once Baron Utomo is defeated, the remaining sea devils are easily routed and their front lines collapse. The PCs are invited to a celebration once the wounded are tended to and the casualties are laid to rest. They meet in the great hall with the allies they saved during the battles, as well as with Rirzik, Zulfibha, Melipdra, Meleeka, and Grandmaster Remendi. The grandmaster shares the story of the Challenge of Sky and Heaven, divulging the information found in the second paragraph of the Adventure Background on page 3. If the PCs were unable to defeat Utomo, a desperate Rirzik uses the technique he unleashed during the Challenge of Sky and Heaven, creating a devastating tsunami that destroys much of the monastery in the process.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they defeat Baron Utomo. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they complete any 2 of the following tasks. Doing so earns each PC 2 Reputation with their chosen faction.

- Protect all the sailors and merfolk in area **C1**
- Protect both medics in area **C2**
- Disrupt the ritual in area **C3** prior to combat
- Rally at least two allies in defense of the monastery in area **D1**

THE CRASHING WAVE

APPENDIX 1: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A1. WAVEBREAK AMBUSH (LEVELS 3-4)

SEA DEVIL SCOUTS (2)

CREATURE 2

LE **MEDIUM** **AMPHIBIOUS** **HUMANOID** **SEA DEVIL**

Perception +9; darkvision, wavesense 30 feet

Languages Aquan; shark commune 150 feet

Skills Athletics +9 (+11 to Swim), Intimidation +5, Stealth +8, Survival +7

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** -1

Items longspear, spear

Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like “come,” “guard,” or “attack.”

AC 18; **Fort** +7, **Ref** +10, **Will** +7

HP 30

Melee ♦ longspear +11 (reach 10 feet), **Damage** 1d8+3 piercing

Melee ♦ claw +11 (agile), **Damage** 1d6+3 slashing

Melee ♦ jaws +11, **Damage** 1d8+3 piercing

Ranged ♦ spear +12 (thrown 20 feet), **Damage** 1d6+3 piercing

Blood Frenzy ♦ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 7 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC. The sea devil can’t voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Both sea devil scouts begin the encounter in a blood frenzy.

12-13 Challenge Points: Add one sea devil scout.

14-15 Challenge Points: Add one sea devil scout. All three sea devil scouts begin the encounter in a blood frenzy.

16-18 Challenge Points (5+ players): Add two sea devil scouts.

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C1. FURY OF THE DRAGON (LEVELS 3-4)

WOUNDED DRAGON TURTLE

CREATURE 5

UNCOMMON N HUGE AMPHIBIOUS DRAGON

Perception +12; darkvision

Languages Aquan, Common, Draconic

Skills Athletics +14, Diplomacy +10, Intimidate +12, Stealth +8, Survival +11

Str +5, **Dex** -1, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

AC 23; **Fort** +13, **Ref** +9, **Will** +10

HP 70; **Immunities** fire, paralyzed, sleep

Shell Block ➤ **Trigger** A creature adjacent to the dragon turtle targets it with a melee attack. **Effect** The dragon turtle rolls its shell toward the triggering creature, gaining a +2 circumstance bonus to its AC against the triggering attack.

Speed 20 feet, swim 30 feet

Melee jaws ➤ +15 (reach 10 feet), **Damage** 2d8+5 piercing

Melee claw ➤ +15 (agile), **Damage** 2d6+5 slashing

Breath Weapon ➤➤ (air, fire, primal) The dragon turtle breathes a massive blast of steam that deals 6d6 fire damage to creatures within a 40-foot cone (DC 21 basic Reflex save). This steam blast affects creatures within the water, as well as outside. The dragon turtle can't use its Breath Weapon again for 1d4 rounds.

Capsize ➤ (attack, move) The dragon turtle tries to capsize an adjacent aquatic vessel of its size or smaller. The dragon turtle must succeed at an Athletics check with a DC of 24 or the pilot's Sailing Lore DC, whichever is higher.

Draconic Frenzy ➤➤ The dragon turtle makes two claw Strikes and one jaws Strike in any order.

SCALING ENCOUNTER C1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one weak sea devil scout.

WEAK SEA DEVIL SCOUTS (0)

CREATURE 1

UNCOMMON LE MEDIUM AMPHIBIOUS HUMANOID SEA DEVIL

Perception +7; darkvision, wavesense 30 feet

Skills Athletics +7 (+9 to Swim), Intimidation +3, Stealth +6, Survival +5

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** -1

Items longspear, spear

Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like "come," "guard," or "attack."

AC 16; **Fort** +5, **Ref** +8, **Will** +5

HP 20

Speed 25 feet, swim 35 feet

Melee ➤ longspear +9 (reach 10 feet), **Damage** 1d8+1 piercing

Melee ➤ claw +9 (agile), **Damage** 1d6+1 slashing

Melee ➤ jaws +9, **Damage** 1d8+1 piercing

Ranged ➤ spear +10 (thrown 20 feet), **Damage** 1d6+1 piercing

While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 7 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC.

THE CRASHING WAVE

C2. WARD FAILURE (LEVELS 3-4)

THE SABOTEUR

CREATURE 3

LE **MEDIUM** **AMPHIBIOUS** **HUMANOID** **SEA DEVIL**

Perception +9; darkvision, wavesense 30 feet

Languages Aquan, Common; shark commune 150 feet

Skills Acrobatics +10, Athletics +8, Deception +12, Intimidation +8, Medicine +10, Stealth +10

Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3

Items scalpel

Shark Commune The saboteur can communicate telepathically with sharks within range. They can communicate only simple concepts like "come," "guard," or "attack."

AC 19; **Fort** +6, **Ref** +10, **Will** +9

HP 48

Speed 25 feet, swim 30 feet

Melee ✦ jaws +12, **Damage** 2d6+1 piercing

Melee ✦ scalpel +8 (agile, versatile P), **Damage** 1d4+1 slashing

Blood Frenzy ✦ (rage) **Requirements** The saboteur is not fatigued or already in a frenzy. **Trigger** The saboteur deals bleed damage to a living creature. **Effect** The saboteur flies into a frenzy that lasts 1 minute. While frenzied, the saboteur gains a +1 status bonus to attack rolls with their jaws, gains a +4 status bonus to damage rolls with their jaws, gains 15 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC. The saboteur can't voluntarily stop their frenzy. After their frenzy, the saboteur is fatigued.

Bloodletting When the saboteur deals piercing or slashing damage, they also deal 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

Sneak Attack The saboteur deals an extra 2d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, if the saboteur rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

Saboteur Special The saboteur has one of three special abilities, depending on who they are.

Wind- and Wavesense Odru's faith extends her wavesense to a range of 60 feet and allows it to function equally well in clouds of water droplets or vapor, such as mist. (Odru only.)

Nervous Retreat ➤ **Trigger** An ally ends a move action adjacent to Sythi. **Effect** Sythi hides behind his ally. He Steps to another square adjacent to the triggering ally and gains a +2 circumstance bonus to his AC against the next attack that targets him. (Sythi only.)

Applied Anesthesia Rahla's scalpel is coated with a disorienting agent. The first creature she successfully hits with a scalpel strike must succeed on a DC 22 Fortitude save or be sickened 1; this is a poison effect. (Rahla only.)

SCALING ENCOUNTER C3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one weak mudwretch.

WEAK MUDWRETCHES (2)

CREATURE 1

N **MEDIUM** **EARTH** **ELEMENTAL** **WATER**

Perception +9; darkvision

Languages Terran

Skills Athletics +6, Stealth +4

Str +4, **Dex** +0, **Con** +3, **Int** -2, **Wis** +3, **Cha** +0

Muddy Field (aura) 10 feet. The ground in the area is difficult terrain for all non-mudwretch creatures.

AC 14; **Fort** +9, **Ref** +2, **Will** +7

HP 30; **Immunities** bleed, critical hits, paralyzed, poison, sleep; **Weaknesses** fire 5; **Resistances** acid 3, physical 3 (except bludgeoning)

Susceptible to Desiccation If a mudwretch takes any damage from horrid wilting or a similar effect, takes 10 or more fire damage from a single effect, or spends more than 24 hours outside of a source of sufficient hydration (such as a swamp, river, well, or recent rainfall), it becomes dehydrated. While dehydrated, the mudwretch can't Spew Mud, is sickened 2, and is slowed 1 until it either fully immerses in water, spends 1 minute in the rain, or rehydrates in another way (such as via Gory Hydration).

Speed 20 feet, swim 20 feet

Melee ✦ fist +8 (agile), **Damage** 1d8+2 bludgeoning plus Grab

Constrict ✦ 1d8 bludgeoning, DC 16

Gory Hydration ➤ **Requirements** The mudwretch is dehydrated; **Trigger** The mudwretch deals Constrict damage to a living creature that has blood; **Effect** The mudwretch squeezes harder, dealing 1d4 persistent bleed damage to the target. The mudwretch absorbs this blood, removing any penalties it had as a result of being dehydrated.

Mud Puddle ✦ (concentrate) Until it next acts, the mudwretch appears to be an ordinary puddle of mud. It has an automatic result of 20 on Deception checks to pass as a mud puddle and can make a fist Strike against a creature that walks onto the mud puddle as a reaction.

Spew Mud ➤➤ (conjunction, primal) The mudwretch spews a 20-foot line of pressurized mud that deals 2d8 bludgeoning damage (DC 16 basic Reflex save). On a critical failure, a creature also takes a -10-foot status penalty to its Speeds for 1 round. The mudwretch can't Spew Mud again for 1d4 rounds.

THE CRASHING WAVE

C3. VORTEX OF BLOOD (LEVELS 3-4)

BLOODY VORTEX

HAZARD 1

COMPLEX DIVINE TRAP

Disable Slay Silaqui, or Thievery DC 17 (trained) to pry the gem out of Silaqui followed by disrupting the gem's power by either breaking it (AC 15, Hardness 5, HP 25, BT 13) or using *dispel magic* (2nd level; counteract DC 15)

Invoke Curse ➔ **Trigger** Silaqui rolls initiative **Effect** The ritual vortex begins to draw in nearby creatures. The trap rolls initiative.

Routine ♦ All creatures within 40 feet of the vortex except Silaqui are drawn toward it. They must attempt either a Fortitude save or an Athletics check to Swim with a DC of 14, with the following results.

Success The creature is not moved.

Failure The creature is moved 10 feet closer to the center of the vortex. If this causes the creature to reach the center square of the vortex, they are exposed to Consuming Maelstrom.

Critical Failure As failure, except the creature is moved 20 feet closer to the center of the vortex.

Consuming Maelstrom ➔ (divine, electricity, conjuration) A creature that is pulled into the center square of the vortex (or that chooses to enter it) must attempt a DC 17 Reflex save.

Critical Success The creature is ejected safely to a square of their choice within 10 feet of the vortex.

Success The creature is ejected safely to a square adjacent to the vortex.

Failure The creature takes 1d6+3 electricity damage and is moved upward 40 feet.

Critical Failure As failure. Additionally, the creature is exposed the raw nature of the sea devil's frenzy and is confused for 1 round (DC 17 Will negates). This is a mental effect.

SCALING ENCOUNTER C3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one zombie grindyflow.

SILAQUI

CREATURE 3

UNIQUE LE MEDIUM AQUATIC ELEMENTAL WATER

Perception +7; darkvision

Languages Aquan, Common

Skills Athletics +10, Intimidation +9, Religion +8, Stealth +11, Survival +8

Str +3, **Dex** +2, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2

AC 19, **Fort** +9, **Ref** +11, **Will** +6

HP 40; **Immunities** bleed, paralyzed, poison, sleep, **Immunities** electricity

Curse of the Spiraling Maelstrom ➔ **Trigger** A creature adjacent to Silaqui successfully hits her with a Strike.

Effect The attacker takes 1d6 slashing damage (DC 20 basic Reflex save) as they are battered by high-pressure water currents.

Speed 15 feet, swim 50 feet

Melee ♦ jaws +11, **Damage** 1d10+3 piercing plus 1d6 electricity plus Grab

ZOMBIE GRINDYLOWS (2)

CREATURE 0

UNCOMMON NE SMALL MINDLESS AMPHIBIOUS UNDEAD ZOMBIE

Perception +5; darkvision

Skills Athletics +8

Str +2, **Dex** +2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions

AC 13, **Fort** +6, **Ref** +2, **Will** +2

HP 30 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Tangling Kelp ➔ **Trigger** A creature attempts a melee attack against a zombie grindyflow with a bludgeoning or slashing weapon **Effect** The creature must succeed at a DC 13 Reflex saving throw or become tangled in the kelp that surrounds the zombie grindyflow, giving the creature a -10 circumstance penalty to its Speeds until it spends a manipulate action to remove the kelp.

Melee ♦ tentacle +7 (agile, finesse, trip) **Damage** 1d4+2 bludgeoning plus Grab

THE CRASHING WAVE

D2. LAST STAND (LEVEL 3-4)

BARON UTOMO

CREATURE 4

UNCOMMON NE MEDIUM AMPHIBIOUS HUMANOID MUTANT SEA DEVIL

Perception +10; darkvision, wavesense 30 feet

Languages Aquan; shark commune 150 feet

Skills Athletics +12 (+15 to Swim), Intimidation +9, Stealth 9, Survival +8

Str +5, **Dex** +2, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2

Items lance, spear (2)

Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like "come," "guard," or "attack."

AC 21; **Fort** +13, **Ref** +11, **Will** +10

HP 60

Speed 25 feet, swim 35 feet

Melee ♦ lance +14 (deadly d8, jousting d6, reach 10 feet),

Damage 1d8+8 piercing

Melee ♦ claw +14 (agile), **Damage** 1d6+5 slashing

Melee ♦ jaws +14, **Damage** 1d6+5 piercing

Ranged ♦ spear +14 (thrown 20 feet), **Damage** 1d8+8 piercing

Blood Frenzy ♦ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 11 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC. The sea devil can't voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

RAZORTOOTHED SHARK

CREATURE 1

UNCOMMON LARGE ANIMAL AQUATIC

Perception +7; blood scent, scent (imprecise) 100 feet

Skills Athletics +9, Stealth +6, Survival +5

Str +3, **Dex** +1, **Con** +4, **Int** -4, **Wis** +0, **Cha** -4

Blood Scent The shark can smell blood in the water from up to 1 mile away

AC 16; **Fort** +8, **Ref** +6, **Will** +5

HP 20

Speed swim 30 feet

Melee ♦ jaws +9, **Damage** 1d6+3 piercing

Breach ♦♦ The shark Swims up to its swim Speed, then Leaps vertically out of the water up to 15 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 20 feet of the water's surface). After the Strike, the shark splashes back down into the water.

SCALING ENCOUNTER C3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one razortoothed shark.

SADDLEBACK BUNYIP

CREATURE 3

UNCOMMON N LARGE ANIMAL

Perception +10; blood scent, darkvision, scent (imprecise) 100 feet

Skills Athletics +11, Stealth +10, Survival +8

Str +4, **Dex** +3, **Con** +4, **Int** -4, **Wis** +1, **Cha** -1

Blood Scent The bunyip can smell blood in the water from up to 1 mile away.

AC 19; **Fort** +9, **Ref** +12, **Will** +6

HP 45

Aquatic Opportunity ↻ As Attack of Opportunity, but both the bunyip and the triggering creature must be in water.

Speed 10 feet, swim 40 feet

Melee ♦ jaws +11, **Damage** 1d10+4 piercing plus 1d6 persistent bleed

Melee ♦ tail +11 (agile), **Damage** 1d8+4 bludgeoning

Blood Frenzy ♦ **Requirements** The bunyip is not fatigued or already in a frenzy. **Trigger** The bunyip deals bleed damage to a living creature. **Effect** The bunyip flies into a frenzy that lasts 1 minute. While frenzied, the bunyip gains a +4 status bonus to damage rolls with its jaws, gains 8 temporary HP that go away at the end of the frenzy, and takes a -2 penalty to AC.

Roar ♦ (auditory, concentrate, emotion, enchantment, fear, mental, primal) The bunyip lets out a loud and horrifying roar. Other creatures within 100 feet must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure, frightened 1 on a success, or unaffected on a critical success). No matter the result, the creature is temporarily immune to the effect for 1 minute.

Shift Form ♦ (morph, primal, transmutation) A bunyip can alter its form slightly to gain an advantage and make it harder to recognize. When it does, its teeth shrink and its jaws Strike doesn't deal the 1d6 persistent bleed damage. It can choose to gain either a long snake tail, granting its tail Strike reach 10 feet and Grab, or squat crocodile legs, increasing its land Speed to 20 feet. If it uses Shift Form again, the bunyip can return to normal or switch between a long tail or crocodile legs.

THE CRASHING WAVE

APPENDIX 2: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A1. WAVEBREAK AMBUSH (LEVELS 5-6)

SEA DEVIL IMPALER

CREATURE 4

UNCOMMON **LE** **MEDIUM** **AMPHIBIOUS** **HUMANOID** **SEA DEVIL**

Perception +7; darkvision, wavesense 30 feet
Languages Aquan; shark commune 150 feet
Skills Athletics +12 (+15 to Swim), Intimidation +9, Survival +9
Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0
Items barbed trident tied to 50 feet of rope
Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like “come,” “guard,” or “attack.”

AC 21; **Fort** +13, **Ref** +11, **Will** +9
HP 60

Speed 25 feet, swim 35 feet
Melee ♦ barbed trident +14, **Damage** 1d8+6 piercing plus skewer
Melee ♦ claw +14 (agile), **Damage** 1d6+6 slashing
Melee ♦ jaws +14, **Damage** 1d8+6 piercing
Ranged ♦ barbed trident +11 (thrown 20 feet), **Damage** 1d8+6 piercing

Blood Frenzy ♦ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 11 temporary HP until the end of the frenzy, and takes a –2 status penalty to AC. The sea devil can’t voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

Reel In ♦ (manipulate) The sea devil brute pulls the rope attached to their barbed trident 10 feet closer on a success (20 feet on a critical success).

SCALING ENCOUNTER

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one sea devil scout.

23–27 Challenge Points: Add two sea devil scouts and one dockhand.

28–32 Challenge Points: Add three sea devils scouts and two dockhands.

33+ Challenge Points: Add two sea devil scouts, one sea devil impaler, and two dockhands.

Skewer When the sea devil hits with their barbed trident, the creature becomes skewered. The trident can be removed with an Interact action by succeeding at a DC 21 Athletics check to pull it free.

Unimpeded Throw A sea devil brute can use thrown ranged weapons underwater with no penalty due to range increment.

SEA DEVIL SCOUTS (2)

CREATURE 2

LE **MEDIUM** **AMPHIBIOUS** **HUMANOID** **SEA DEVIL**

Perception +9; darkvision, wavesense 30 feet
Languages Aquan; shark commune 150 feet
Skills Athletics +9 (+11 to Swim), Intimidation +5, Stealth +8, Survival +7
Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** –1
Items longspear, spear
Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like “come,” “guard,” or “attack.”

AC 18; **Fort** +7, **Ref** +10, **Will** +7
HP 30

Speed 25 feet, swim 35 feet
Melee ♦ longspear +11 (reach 10 feet), **Damage** 1d8+3 piercing
Melee ♦ claw +11 (agile), **Damage** 1d6+3 slashing
Melee ♦ jaws +11, **Damage** 1d8+3 piercing
Ranged ♦ spear +12 (thrown 20 feet), **Damage** 1d6+3 piercing

Blood Frenzy ♦ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 7 temporary HP until the end of the frenzy, and takes a –2 status penalty to AC. The sea devil can’t voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

THE CRASHING WAVE

C1. FURY OF THE DRAGON (LEVELS 5-6)

WOUNDED DRAGON TURTLE

CREATURE 7

UNCOMMON N HUGE AMPHIBIOUS DRAGON

Perception +15; darkvision

Languages Aquan, Common, Draconic

Skills Athletics +18, Diplomacy +13, Intimidate +15, Stealth +11, Survival +14

Str +6, **Dex** -1, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

AC 26; **Fort** +16, **Ref** +12, **Will** +13

HP 110; **Immunities** fire, paralyzed, sleep

Shell Block ➤ **Trigger** A creature adjacent to the dragon turtle targets it with a melee attack. **Effect** The dragon turtle rolls its shell toward the triggering creature, gaining a +2 circumstance bonus to its AC against the triggering attack.

Speed 20 feet, swim 30 feet

Melee jaws ➤ +18 (reach 10 feet), **Damage** 2d12+6 piercing

Melee claw ➤ +18 (agile), **Damage** 2d8+6 slashing

Breath Weapon ➤➤ (air, fire, primal) The dragon turtle breathes a massive blast of steam that deals 8d6 fire damage to creatures within a 40-foot cone (DC 24 basic Reflex save). This steam blast affects creatures within the water, as well as outside. The dragon turtle can't use its Breath Weapon again for 1d4 rounds.

Capsize ➤ (attack, move) The dragon turtle tries to capsize an adjacent aquatic vessel of its size or smaller. The dragon turtle must succeed at an Athletics check with a DC of 27 or the pilot's Sailing Lore DC, whichever is higher.

Draconic Frenzy ➤➤ The dragon turtle makes two claw Strikes and one jaws Strike in any order.

SCALING ENCOUNTER C1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one elite sea devil scout.

ELITE SEA DEVIL SCOUTS (0)

CREATURE 3

UNCOMMON LE MEDIUM AMPHIBIOUS HUMANOID SEA DEVIL

Perception +11; darkvision, wavesense 30 feet

Languages Aquan; shark commune 150 feet

Skills Athletics +11 (+13 to Swim), Intimidation +7, Stealth +10, Survival +9

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** -1

Items longspear, spear

Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like "come," "guard," or "attack."

AC 20; **Fort** +9, **Ref** +12, **Will** +9

HP 45

Speed 25 feet, swim 35 feet

Melee ➤ longspear +13 (reach 10 feet), **Damage** 1d8+5 piercing

Melee ➤ claw +13 (agile), **Damage** 1d6+5 slashing

Melee ➤ jaws +13, **Damage** 1d8+5 piercing

Ranged ➤ spear +14 (thrown 20 feet), **Damage** 1d6+5 piercing

Blood Frenzy ➤ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 7 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC. The sea devil can't voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

THE CRASHING WAVE

C2. WARD FAILURE (LEVELS 5-6)

THE SABOTEUR

CREATURE 5

LE **MEDIUM** **AMPHIBIOUS** **HUMANOID** **SEA DEVIL**

Perception +12; darkvision, wavesense 30 feet

Languages Aquan, Common; shark commune 150 feet

Skills Acrobatics +13, Athletics +11, Deception +15, Intimidation +11, Medicine +13, Stealth +13

Str +2, **Dex** +5, **Con** +3, **Int** +1, **Wis** +3, **Cha** +4

Items +1 striking scalpel

Shark Commune The saboteur can communicate telepathically with sharks within range. They can communicate only simple concepts like "come," "guard," or "attack."

AC 22; **Fort** +9, **Ref** +13, **Will** +12

HP 75

Speed 25 feet, swim 30 feet

Melee ♦ jaws +15, **Damage** 2d8+3 piercing

Melee ♦ scalpel +11 (agile, versatile P), **Damage** 2d4+3 slashing

Blood Frenzy ♦ (rage) **Requirements** The saboteur is not fatigued or already in a frenzy. **Trigger** The saboteur deals bleed damage to a living creature. **Effect** The saboteur flies into a frenzy that lasts 1 minute. While frenzied, the saboteur gains a +1 status bonus to attack rolls with their jaws, gains a +4 status bonus to damage rolls with their jaws, gains 15 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC. The saboteur can't voluntarily stop their frenzy. After their frenzy, the saboteur is fatigued.

Bloodletting When the saboteur deals piercing or slashing damage, they also deal 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

Sneak Attack The saboteur deals an extra 2d6 precision damage to flat-footed creatures.

Surprise Attack On the first round of combat, if the saboteur rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

Saboteur Special The saboteur has one of three special abilities, depending on who they are.

Wind- and Wavesense Odru's faith extends her wavesense to a range of 60 feet and allows it to function equally well through clouds of water droplets or vapor, such as mist. (Odru only.)

Nervous Retreat ⤵ **Trigger** An ally ends a move action adjacent to Sythi. **Effect** Sythi hides behind his ally. He Steps to another square adjacent to the triggering ally and gains a +2 circumstance bonus to his AC against the next attack that targets him. (Sythi only.)

Applied Anesthesia Rahla's scalpel is coated with a disorienting agent. The first creature she successfully hits with a scalpel strike must succeed at a DC 24 Fortitude save or be sickened 1; this is a poison effect. (Rahla only.)

SCALING ENCOUNTER C3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one weak mist stalker.

WEAK MIST STALKERS (2)

CREATURE 3

N **MEDIUM** **AQUATIC** **ELEMENTAL** **WATER**

Perception +13; darkvision, mist vision

Languages Aquan

Skills Athletics +9, Stealth +10

Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +5, **Cha** +0

Mist Cloud (aura, conjuration, primal, water) 15 feet. The mist stalker is surrounded by mist. Creatures in the aura are concealed. If wind disperses the aura, it returns automatically at the start of the mist stalker's turn. This cloud is suppressed in water.

Mist Vision The mist stalker ignores the concealed condition from mist and fog.

AC 18; **Fort** +8, **Ref** +10, **Will** +9

HP 43; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, climb 20 feet, swim 30 feet

Melee ♦ tentacle +12 (finesse, sweep, reach 10 feet), **Damage** 2d8+2 bludgeoning plus Grab

Constrict ♦ 1d8+2 bludgeoning, DC 19

Solidify Mist ♦ (primal, transmutation, water) The mist stalker makes its mist cloud congeal, causing the aura to be difficult terrain until the start of the mist stalker's next turn. In addition, the mist stalker can make the mist even thicker around a single Medium or smaller creature within the cloud. The creature must succeed at a DC 18 Reflex save or become immobilized until it Escapes or it is no longer in the mist cloud's emanation.

THE CRASHING WAVE

ENCOUNTER C3. VORTEX OF BLOOD (LEVELS 5-6)

SILAQUI

CREATURE 5

UNIQUE LE MEDIUM AQUATIC ELEMENTAL WATER

Languages Aquan, Common

Skills Athletics +13, Intimidation +12, Religion +11, Stealth +14, Survival +11

Str +4, **Dex** +3, **Con** +3, **Int** +1, **Wis** +2, **Cha** +3

AC 22, **Fort** +12, **Ref** +14, **Will** +9

HP 70; **Immunities** bleed, paralyzed, poison, sleep, **Immunities** electricity

Curse of the Spiraling Maelstrom ➤ **Trigger** A creature adjacent to Silaqui successfully hits her with a Strike.

Effect The attacker takes 2d6 slashing damage (DC 22 basic Reflex save) as they are battered by high-pressure water currents.

Melee ➤ jaws +14, **Damage** 1d12+6 piercing plus 1d6 electricity plus Grab

FEROCIOUS ZOMBIE GRINDYLOWS (2) CREATURE 2

UNCOMMON NE SMALL MINDLESS AMPHIBIOUS UNDEAD ZOMBIE

Perception +7; darkvision

Skills Athletics +11

Str +3, **Dex** +3, **Con** +3, **Int** -5, **Wis** +1, **Cha** -1

Slow A zombie is permanently slowed 1 and can't use reactions

AC 15, **Fort** +9, **Ref** +5, **Will** +5

HP 60 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious **Weaknesses** positive 10, slashing 10

Tangling Kelp ➤ **Trigger** A creature attempts a melee attack against a zombie grindyflow with a bludgeoning or slashing weapon **Effect** The creature must succeed at a DC 15 Reflex saving throw or become tangled in the kelp that surrounds the zombie grindyflow, taking a -10 circumstance penalty to its Speeds until it spends a manipulate action to remove the kelp.

Melee ➤ tentacle +10 (agile, finesse, trip) **Damage** 1d8+5 bludgeoning plus Grab

Clinging Suckers When a grindyflow Grabs a creature larger than itself, it attaches to that creature. The grabbed creature is not immobilized, but if it moves, the grindyflow moves with it. If the creature is Medium or smaller, it takes a -5-foot status penalty to its Speeds while the grindyflow is attached. The grindyflow is flat-footed while it is attached to a creature.

Jet ➤➤ (move) The grindyflow moves up to 60 feet in a straight line through the water without triggering reactions. It can use this ability while grabbing a creature.

SCALING ENCOUNTER C3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one ferocious zombie grindyflow.

BLOODY VORTEX

HAZARD 3

COMPLEX DIVINE TRAP

Stealth +0

Description A bloody vortex violently draining into a crack of raw elemental energy, fueled by the curse of a sea devil oracle.

Disable Slay Silaqui, or Thievery DC 20 (trained) to pry the gem out of Silaqui followed by disrupting the gem's power by either breaking it (AC 18, Hardness 10, HP 45, BT 23) or using *dispel magic* (2nd level; counteract DC 19)

Invoke Curse ➤ **Trigger** Silaqui rolls initiative **Effect** The ritual vortex begins to draw in nearby creatures. The trap rolls initiative.

Routine ➤ All creatures within 40 feet of the vortex except Silaqui are drawn toward it. They must attempt either a Fortitude save or an Athletics check to Swim with a DC of 17, with the following results.

Success The creature is not moved.

Failure The creature is moved 10 feet closer to the center of the vortex. If this causes the creature to reach the center square of the vortex, they are exposed to Consuming Maelstrom.

Critical Failure As failure, except the creature is moved 20 feet closer to the center of the vortex.

Consuming Maelstrom ➤ (divine, electricity, conjuration) A creature that is pulled into the center square of the vortex (or that chooses to enter it) must attempt a DC 20 Reflex save.

Critical Success The creature is ejected safely to a square of their choice within 10 feet of the vortex.

Success The creature is ejected safely to a square adjacent to the vortex.

Failure The creature takes 1d10+6 electricity damage and is moved upward 40 feet.

Critical Failure As failure. Additionally, the creature is exposed the raw nature of the sea devil's frenzy and is confused for 1 round (DC 20 Will negates). This is a mental effect.

THE CRASHING WAVE

D2. LAST STAND (LEVELS 5–6)

BARON UTOMO

CREATURE 6

UNIQUE **LE** **MEDIUM** **AMPHIBIOUS** **HUMANOID** **MUTANT** **SEA DEVIL**

Perception +13; darkvision, wavesense 30 feet

Languages Aquan; shark commune 150 feet

Skills Athletics +15 (+18 to Swim), Intimidation +12, Stealth +12, Survival +11

Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

Items lance, spear (2)

Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like “come,” “guard,” or “attack.”

AC 24; **Fort** +16, **Ref** +14, **Will** +13

HP 95

Speed 25 feet, swim 35 feet

Melee ♦ lance +17 (deadly d8, jousting d6, reach 10 feet),

Damage 1d8+11 piercing

Melee ♦ claw +17 (agile), **Damage** 1d6+8 slashing

Melee ♦ jaws +17, **Damage** 1d6+8 piercing

Ranged ♦ spear +17 (thrown 20 feet), **Damage** 1d8+11 piercing

Blood Frenzy ♦ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 15 temporary HP until the end of the frenzy, and takes a –2 status penalty to AC.

The sea devil can't voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

Hateful Tide ♦♦ (rage); **Requirement** The sea devil baron is in a blood frenzy. **Effect** The sea devil baron unleashes a whirlwind of attacks against its foes, making a single melee Strike with its claws or jaws against each opponent within reach.

SCALING ENCOUNTER C3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

20+ Challenge Points: For every 4 Challenge Points beyond 16, add 1 bloodthirsty razortoothed shark.

BLOODTHIRSTY RAZORTOOTHED SHARKS (2) CREATURE 3

UNCOMMON **LARGE** **ANIMAL** **AQUATIC**

Perception +9; blood scent, scent (imprecise) 100 feet

Skills Athletics +12, Stealth +10, Survival +7

Str +5, **Dex** +1, **Con** +4, **Int** –4, **Wis** +0, **Cha** –4

Blood Scent The shark can smell blood in the water from up to 1 mile away

AC 19; **Fort** +10, **Ref** +8, **Will** +7

HP 45

Speed swim 40 feet

Melee ♦ jaws +12, **Damage** 1d10+5 piercing

Savage ♦ **Requirement** The shark hit with a jaws Strike on its most recent action this turn. **Effect** The creature the shark hit takes 1d10 slashing damage.

Breach ♦♦ The shark Swims up to its swim Speed, then Leaps vertically out of the water up to 20 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 25 feet of the water's surface). After the Strike, the shark splashes back down into the water.

THE CRASHING WAVE

SADDLEBACK BUNYIP

CREATURE 3

UNCOMMON

N

LARGE

ANIMAL

Perception +10; blood scent, darkvision, scent (imprecise) 100 feet

Skills Athletics +11, Stealth +10, Survival +8

Str +4, **Dex** +3, **Con** +4, **Int** -4, **Wis** +1, **Cha** -1

Blood Scent The bunyip can smell blood in the water from up to 1 mile away.

AC 19; **Fort** +9, **Ref** +12, **Will** +6

HP 45

Aquatic Opportunity ➤ As Attack of Opportunity, but both the bunyip and the triggering creature must be in water.

Speed 10 feet, swim 40 feet

Melee ➤ jaws +11, **Damage** 1d10+4 piercing plus 1d6 persistent bleed

Melee ➤ tail +11 (agile), **Damage** 1d8+4 bludgeoning

Blood Frenzy ⬠ Requirements The bunyip is not fatigued or already in a frenzy. Trigger The bunyip deals bleed damage to a living creature. Effect The bunyip flies into a frenzy that lasts 1 minute. While frenzied, the bunyip gains a +4 status bonus to damage rolls with its jaws, gains 8 temporary HP that go away at the end of the frenzy, and takes a -2 penalty to AC.

Roar ➤ (auditory, concentrate, emotion, enchantment, fear, mental, primal) The bunyip lets out a loud and horrifying roar. Other creatures within 100 feet must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure, frightened 1 on a success, or unaffected on a critical success). No matter the result, the creature is temporarily immune to the effect for 1 minute.

Shift Form ➤ (morph, primal, transmutation) A bunyip can alter its form slightly to gain an advantage and make it harder to recognize. When it does, its teeth shrink and its jaws Strike doesn't deal the 1d6 persistent bleed damage. It can choose to gain either a long snake tail, granting its tail Strike reach 10 feet and Grab, or squat crocodile legs, increasing its land Speed to 20 feet. If it uses Shift Form again, the bunyip can return to normal or switch between a long tail or crocodile legs.

THE CRASHING WAVE

APPENDIX 3: GAME AIDS



RASHMIVATI MELIPDRA

MELEEKA SANVARA



SEA DEVIL

DRAGON TURTLE



THE CRASHING WAVE

APPENDIX 3: GAME AIDS



BARON UTOMO

THE CRASHING WAVE

HANDOUT #1 UNDERWATER RULES SUMMARY

Underwater adventuring can be quite different from that above the waves. The following is an excerpt of the rules for aquatic combat from the *Core Rulebook*, as well as swim fins from the *Lost Omens World Guide*, for convenience. The *potions of water breathing* provided by Venture-Captain Melipdra are sufficient to remove the threat of drowning under normal circumstances, as each allows you to breathe underwater for 1 hour. If for whatever reason you need the rules for drowning and suffocation, they are provided below.

AQUATIC COMBAT

Use these rules for battles in water or underwater.

- You're flat-footed unless you have a swim Speed.
- You gain resistance 5 to acid and fire.
- You take a -2 circumstance penalty to melee slashing or bludgeoning attacks that pass through water.
- Ranged attacks that deal bludgeoning or slashing damage automatically miss if the attacker or target is underwater, and piercing ranged attacks made by an underwater creature or against an underwater target have their range increments halved.
- You can't cast fire spells or use actions with the fire trait underwater.
- At the GM's discretion, some ground-based actions might not work underwater or while floating.

DROWNING AND SUFFOCATION

You can hold your breath for a number of rounds equal to 5 + your Constitution modifier. Reduce your remaining air by 1 round at the end of each of your turns, or by 2 if you attacked or cast any spells that turn. You also lose 1 round worth of air each time you are critically hit or critically fail a save against a damaging effect. If you speak (including casting spells with verbal components or activating items with command components) you lose all remaining air.

When you run out of air, you fall unconscious and start suffocating. You can't recover from being unconscious and must attempt a DC 20 Fortitude save at the end of each of your turns. On a failure, you take 1d10 damage, and on a critical failure, you die. On each check after the first, the DC increases by 5 and the damage by 1d10; these increases are cumulative. Once your access to air is restored, you stop suffocating and are no longer unconscious (unless you're at 0 Hit Points).

SWIM FINS

ITEM 0

Usage worn shoes; **Bulk** L

These flippers attach to your feet like tight shoes—donning or removing them requires three Interact actions. While worn, you gain a +5-foot item bonus to the distance you move when rolling Athletics to Swim, not when using a swim Speed, and you take a -10-foot item penalty to your Speed.

THE CRASHING WAVE

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

TREASURE BUNDLES

While the total number of Treasure Bundles below adds up to more than 10, the PCs cannot earn more than 10 Treasure Bundles, since they face only two of the three encounters in areas **C1**, **C2**, and **C3**.

□□ Area **A1**, page 4: 1 Treasure Bundle from defeating the sea devils, 1 Treasure Bundle from saving at least one dockhand's life.

□□□ Area **C1**, page 9: 3 Treasure Bundle from defeating the dragon turtle.

□□□ Area **C2**, page 12: 3 Treasure Bundles from defeating the saboteur.

□□□ Area **C3**, page 15: 3 Treasure Bundles from defeating Silaqui.

□□ Area **D2**, page 18: 2 Treasure Bundles from defeating Baron Utomo.

THE CRASHING WAVE



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #:	-2	GM Name:	GM Faction:	
Adventure #:		Adventure Name:		
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Character Name:		Faction:		
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/>	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/>
			<input type="checkbox"/> Slow Track	
			<input type="checkbox"/> Dead	
			<input type="checkbox"/> Infamy	

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			<input type="checkbox"/> Dead	
			<input type="checkbox"/> Infamy	

THE CRASHING WAVE

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Scenario #2-06: The Crashing Wave

Character Name	Organized Play #	2 Character #															
Adventure Summary																	
<p>The underwater Monastery of Unbreaking Waves and its allies came under attack from hordes sea devils. You provided critical aid by (<input type="checkbox"/> stopping a rampaging dragon turtle/ <input type="checkbox"/> saving a flooding hospital from a saboteur / <input type="checkbox"/> ending a dangerous ritual). And when the sea devil armies descended upon the monastery, it was you who confronted their leader and restored peace beneath the waves.</p>																	
Boons		Rewards															
<p>Congratulations on completing <i>Pathfinder Society Scenario 2-06: The Crashing Wave</i>! Completing this adventure has earned you Pathfinder Society (Second Edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p>		XP Gained															
		GP Gained															
Reputation Gained																	
Items																	
<p>animal staff (item 4, 90 gp) brine shark elemental gem (100 gp; item 8, as <i>elemental gem</i>, except it summons a brine shark) dragon turtle scale (item 4, 13 gp)</p>	Purchases																
	<div style="text-align: center;">Items Sold / Conditions Gained</div> <table style="width: 100%; border-collapse: collapse;"><tr><td style="width: 80%; border-bottom: 1px solid black; height: 20px;"></td><td style="width: 20%; border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr></table> <div style="text-align: right; margin-top: 10px;"><small>TOTAL VALUE OF ITEMS SOLD</small> <small>Add 1/2 this value to the GP Gained Box</small></div> <div style="border: 1px solid black; width: 150px; height: 25px; float: right; margin-top: -20px;"></div>																
<div style="text-align: center;">Items Bought / Conditions Cleared</div> <table style="width: 100%; border-collapse: collapse;"><tr><td style="width: 80%; border-bottom: 1px solid black; height: 20px;"></td><td style="width: 20%; border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr><tr><td style="border-bottom: 1px solid black; height: 20px;"></td><td style="border-bottom: 1px solid black; height: 20px;"></td></tr></table> <div style="text-align: right; margin-top: 10px;"><small>TOTAL COST OF ITEMS BOUGHT</small></div> <div style="border: 1px solid black; width: 150px; height: 25px; float: right; margin-top: -20px;"></div>																	
Notes																	
Downtime																	
FOR GM ONLY																	
EVENT	EVENT CODE	DATE															
GM Organized Play #																	