



GROTTO OF THE DELUGED GOD

By Gabrielle Harbowy



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HOW TO PLAY

Pathfinder Society Scenario #9-22: Grotto of the Deluged God is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.



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GM RESOURCES

Grotto of the Deluged God makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2* (B2), and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the relevant rules from the Bestiary volumes are reprinted at the back of the adventure for the GM's convenience.

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GROTTO OF THE DELUGED GOD

By Gabrielle Harbowy



On the small pirate island of Tempest Cay, extreme weather is a fact of life. Just to the north of this island, the massive hurricane called the Eye of Abendego has raged ceaselessly for over a century. The hurricane's prominence in the minds of the people of Tempest Cay has given rise to the Cult of the Eye, a small and enigmatic organization that worships the Eye as a divine being that they call the Deluged God. Recently, the winds around the island have changed, creating currents that drag ships toward the northern coast of the island. The Cult of the Eye believes that these winds are their god's blessing, and its members are using them as an opportunity to recruit more members to their faith. Other island residents believe that the source of the winds is the island's often-absent ruler, a powerful druid and pirate captain known only as the Master of Gales. The pirates who call the island home don't much care why the winds have changed, accustomed as they are to sailing through harsh gales, and they see the new weather patterns as an opportunity to get rich and put their skills as wreckers to good use.

Among the ships to be affected by these unexpected currents was the *Pride of Aspenthar*, lost 2 years ago while carrying a group of Pathfinder Society agents to a mission in the Gloomspires. When the ship didn't meet up with her vessel at the assigned time, Venture-Captain Calisro Benarry sent a second mission to the Gloomspires, which discovered the fate of the missing Pathfinders (for more information, see *Pathfinder Society Scenario #7-19: The Labyrinth of Hungry Ghosts*)—but not the ship and its crew. The ship was presumed lost, but the venture-captain kept her ears to the wind for word of where and how it might have floundered. Now, the strange wind and currents have drawn other sailors near Tempest Cay, and rumors of the wreck of the *Pride of Aspenthar* have reached Calisro. She now plans to send a group of Pathfinders to the island to learn both what happened to the *Pride* and perhaps also more about the strange new weather patterns.

SUMMARY

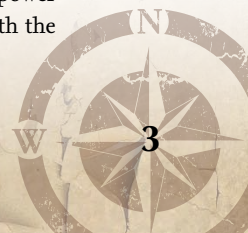
Venture-Captain Calisro Benarry summons the Pathfinders to her ship, the *Grinning Pixie*. Regretting having sent an

WHERE ON GOLARION?

This adventure takes place off the shore of Tempest Cay, the northernmost island in the Shackles. It is north of Widowmaker Isle and just south of the terrible Eye of Abendego. The island's major settlement is the storm-lashed port city of Drenchport. For more information regarding the Eye of Abendego and the Shackles, see *Pathfinder Campaign Setting: Isles of the Shackles* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and game stores everywhere, and online at paizo.com.



innocent ship and crew into the dangerous currents around the Gloomspires, she charges the party to discover the wreckage of the unfortunate ship and discover what befell its crew, and to seek information about the strange wind currents that have been plaguing the area of late. The PCs navigate a crab-infested coral maze at low tide to reach the ship, where they find evidence of survivors and a few lost souls that remain on the ship as undead. The Pathfinders follow a strange wind pattern to a cave, where they must contend with strong currents and winds, as well as a hippocampus that has become trapped. In the heart of the cave, they encounter a young and ambitious brine dragon who claims the power of the anomalous winds as their own. After dealing with the



brine dragon, the PCs are able to analyze the source of the wind anomaly, but on their way out of the sea caves, they encounter a small group of members of the Cult of the Eye who demand to know what they are doing on sacred ground. The PCs might be able to talk this group down and potentially gain more insight from them. Finally, the PCs return to the *Grinning Pixie* and confer with Calisro Benarry, who shares what she has uncovered on land.

GETTING STARTED

The PCs have been summoned to the *Grinning Pixie*, the ship—and mobile Pathfinder lodge—of Venture-Captain Calisro Benarry, which is currently moored off Tempest Cay, the northernmost island in the Shackles. Read or paraphrase the following to get the adventure underway.

Venture-Captain Calisro Benarry, a powerfully built half-orc, stands defiantly on the deck despite the driving winds. Sparse clouds are resplendent with the calm colors of twilight, but waves lap roughly against the ship as sea spray mists the air.

“Good. You’re here. Come with me.” She leads the way to a room below decks, where a hanging lantern illuminates a canvas map of the isles of the Shackles, with currents and depth marked, fastened to a wooden table with rusting nails. A model of the *Grinning Pixie*, carved from cork, shows the ship’s current position.

“I hope you lubbers aren’t afraid to get your feet wet. Here’s what I’ve got for you: you’re here to find a Thuvian caravel called the *Pride of Aspenstar*. The *Pride’s* captain was Jaheem Quinn, a half-elf with a magical knack for the water. Not a wizard or such, but I’ll be damned if the water didn’t do what he asked when he asked it. I hired Jaheem to take our agents on a mission to the Gloomspires, and neither he nor his ship ever returned to Drenchport. Divinations confirmed that the ship was lost and suggested that no one was aboard, but that could mean anything from them all abandoning ship to a hold full of dead sailors. The winds around the Eye of Abendego are always perilous, but sending Jaheem and his crew into such dangerous currents is one of my few regrets.” The half-orc pauses and shakes her head, her face hardening with resolve.

“The winds have been strange of late, and it seems they’ve turned up news of the *Pride*—wrecked, of course—near Tempest Cay. It’s a rough place where outside eyes aren’t welcome. You won’t find anyone willing to give account to strangers. I’ve developed a number of connections here, so I’ll see what I can

discover on land about any survivors. Your task is to seek out the wrecked ship itself. I’ve been studying these waters and their currents a long time. If a ship has wrecked, it should be around here.” She stabs at the map with a strong finger. “At low tide, the water should be shallow enough to explore on foot in relative safety, without the waves lashing down. You’re to look for any information about why the ship went down, especially if it had to do with these currents. If you can, keep an eye out for Jaheem’s log. It should tell us quite a bit about what happened.”

“Follow any leads you find, but if something’s too much for you to handle, come find me on Tempest Cay. You can ask for me at the Drowned Dwarf in Drenchport. Otherwise, I’ll meet you back here.”

Her gaze lingers on each face in turn. “Right. I’ve got to go landside to catch my contacts while they’re in their cups but still talkative. Be ready to leave an hour before dawn. Enjoy the comforts of the ship tonight, and make sure you visit the quartermaster; I’ve requisitioned specialized supplies for you, and you can ask her any questions you might have. Oh,” the half-orc grins, showing gleaming fangs, “and ask her to wish you luck.”



The Eye of Abendego is a well-known feature of the region. Before continuing, allow the PCs a chance to remember some facts about the Shackles and the Eye of Abendego. Members of the Concordance faction, due to their study of the Elemental Planes, receive a +5 circumstance bonus on all Knowledge checks concerning the Eye of Abendego, as do PCs who have a Chronicle sheet for at least one of the following adventures: *Pathfinder Society Scenario #6–06: Hall of the Flesh Eaters*, *Pathfinder Society Scenario #7–19: The Labyrinth of Hungry Ghosts*, or *Pathfinder Society Scenario #8–15: Hrethnar’s Throne*.

KNOWLEDGE (GEOGRAPHY) OR KNOWLEDGE (LOCAL)

During their time spent training with the Pathfinder Society, the PCs may have had a chance to learn about the Shackles and the Eye of Abendego. Each PC recalls all the information whose DC is less than or equal to the result of her check.

10+: Some locals believe the mostly absent ruler of Tempest Cay, the druid and pirate captain called the Master of Gales, must be controlling the mysterious winds and currents.

15+: The pirates of the Shackles utilize the Eye of Abendego as a part of their defenses. Many of the residents of these isles



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are involved in piracy to some degree, which is related to their unwillingness to answer questions from outsiders.

20+: The Eye of Abendego is a vicious, perpetual hurricane. Although its exact cause is unknown, it formed roughly at the time of the death of the god Aroden. Its intensity is variable and unpredictable. Its weaker winds can tear the sails off the biggest ships, while its stronger gales can reduce a ship to splinters.

25+: Pirates and rough seas are not the only dangers in the Eye of Abendego. Sailors who have braved the outer rim of the hurricane also report encounters with ghost ships, aquatic undead, powerful elementals, and vicious sea monsters.

30+: No one has survived a journey to the center of the Eye.

KNOWLEDGE (RELIGION) OR KNOWLEDGE (PLANES)

Based on the results of a Knowledge (religion) or Knowledge (planes) check, the PCs might already be familiar with the various known cults that have arisen around the mysterious Eye of Abendego. Each PC recalls all the information with a DC less than or equal to the result of his check.

15+: The Concordance of Elements is interested in preserving elemental balance, and the recently formed Concordance faction is interested in developing a healthy relationship between the Concordance of Elements and the Pathfinder Society. Ranginori, the good-aligned elemental lord of air, was recently freed from his long imprisonment by an alliance of Pathfinder Society and Concordance of Elements agents.

20+: A small religious group calls itself the Cult of the Eye and worships the Eye of Abendego, believing it to be a divine being which they call the Deluged God. They believe their deity has created these new weather patterns to lure souls toward the island to be recruited as new followers.

25+: A now-dead cult called Storm Kindlers was a splinter group of Gozreh followers who believed the Eye of Abendego was a manifestation of their god. A new rising cult in the Sodden Lands has taken up their mantle and name and seeks to understand the Eye. They reject the beliefs of the Cult of the Eye.

30+: Scholars of the planes report recent disruptions in the Plane of Air that may be related to the shift in weather patterns.

MEETING WITH THE QUARTERMASTER

The PCs have leave to explore the ship but are specifically instructed to meet with the quartermaster. Read or summarize the following.

The quartermaster is a brightly dressed tengu who introduces herself as Kakikko. Her graying ruff feathers betray her age, but her eyes are bright and her bearing is spry and cheerful, in contrast to the seriousness of the venture-captain. It's clear that she enjoys her post. "Hello, fellow Pathfinders," Kakikko says. "You're here to find the wreck of the *Pride of Aspenthar*, right? Good. I've some gear for you."

Each PC receives a *potion of water breathing*. Kakikko also gives the PCs a *wand of touch of the sea* with 10 charges (*Pathfinder RPG Advanced Player's Guide* 250). She asks the PCs to return any unused supplies at the end of their mission. Finally, she gives the PCs a token in the shape of a hand-sized wooden shard: a *feather token* (swan boat).

"This isn't just any splinter. It's a token that transforms into a swan boat." The quartermaster leans forward, clacking her beak. "This boat drives itself by magic. It will only last for one day, but that should be much more time than you need. Now, do you have any questions?"

The PCs may also buy additional supplies from Kakikko. She can sell the PCs nearly any mundane or alchemical gear, in addition to magic items with a cost of 2,500 gp or less.

The PCs might have questions for Kakikko. Possible questions and her answers appear below.

Why did Venture-Captain Benarry tell us to ask you for luck? "Did she? Ha! It's an old joke between us. Sailors are a superstitious lot, and many of them consider it good luck to have a tengu aboard. They call us jinx eaters, and they think we can dispel bad luck. Does she believe it, or is she just ribbing me? Who knows, anymore? But, good luck, all the same!"

What happened to the *Pride of Aspenthar*? "Nobody's quite sure. A rescue party we sent to the Gloomspires found a number of survivors of the landing party that had launched from the *Pride*. They hadn't fared well. Well, that's an understatement. Honestly, they were raging cannibals when we found them, but we did learn that the ship was hale and whole when they left it to explore the tombs. That's the last report we have. Hopefully you'll be able to return with news."

Why does Venture-Captain Benarry think she knows where the ship is now, when she didn't know before? "These winds and currents must have shifted the wreck of the *Pride* so it shows above water. They were unpredictable for a while, but they've settled into a surprisingly consistent pattern of late, if not necessarily one that makes sense."

How long ago did the ship wreck? "That mission was just about two years ago."

How long will we have before the tide comes back in? "Two or three good hours, I would think, but these waters are famous for being unpredictable. If it were me, I wouldn't linger."

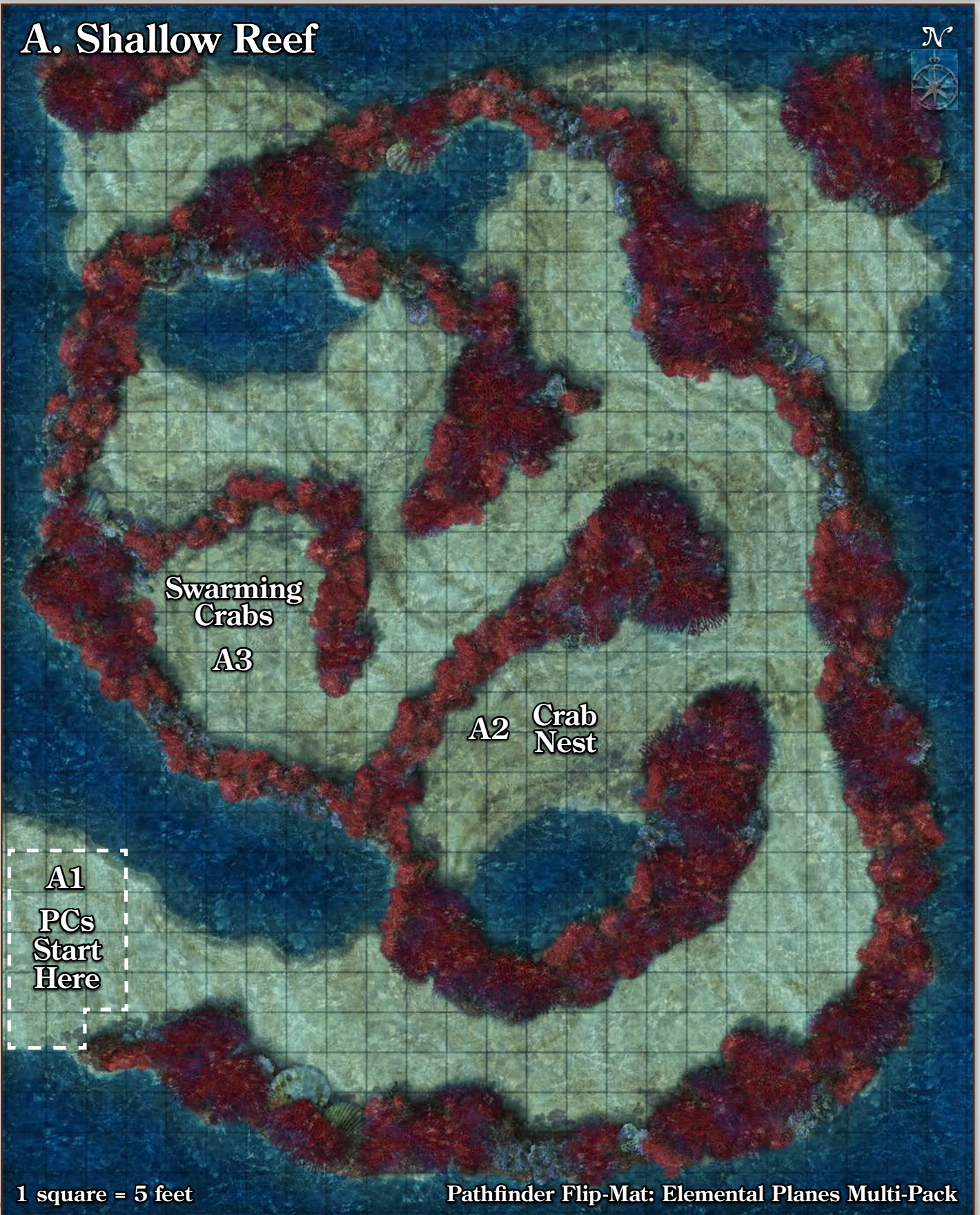
There must be a lot of wrecks out here. How can we recognize the ship? "The figurehead is a carving of a sun orchid, apparently because Aspenthar is known for the *sun orchid elixir*. Let's see. What else...? The ship was constructed of Thuvian wood, and the anchor and ballast should have distinct sun orchid stamps impressed into the metal."

A. SHALLOW REEF

When the PCs are ready, they can activate the *feather token* to transform it into a swan boat and depart from the *Grimming Pixie*. Venture-Captain Benarry's knowledge of the currents

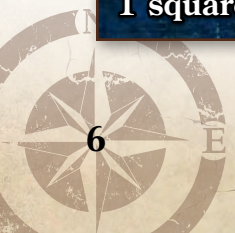


A. Shallow Reef



1 square = 5 feet

Pathfinder Flip-Mat: Elemental Planes Multi-Pack



around the Eye of Abendego leads the PCs to the correct spot. The wreck has caught on the highest point of a coral reef and is large enough to be visible from at least 200 feet away. The combination of rough currents in the deeper water and the threat of circling sharks mean the PCs can't approach the wreck directly, and there is only one spot on the reef where PCs can safely land their boat. From there, crossing the coral on foot is the most direct way to reach the wreck.

A1. ARRIVAL POINT

The skeletal network of pink and red coral, outlining a series of tidal pools, presents only a single accessible break large enough for a small boat. The air is brackish here, with the scent of salt and dead fish hanging heavily. The coral tapers to razor-edged, ridge-like points at varying heights, while the tidal pools are slick with algae. In the shallows, wooden planks and flotsam from many shipwrecks are visible in various stages of warp and decay. A decaying ship lists along the outer edge of the reef, with a large hole torn through its hull like a menacing open maw. The painted name *Pride of Aspenthar* is just barely visible in flaking remnants of ornate gold script on the ship's prow.

The lighter green-blue areas on the map represent areas of water that are only 1 to 2 feet deep; these are difficult terrain. The darker areas are deep water, riddled with outgrowths of razor-sharp coral and subject to dangerous tidal currents. Any attempt to swim through these areas requires a DC 15 Swim check as though they were rough waters, and failure on such a check causes a creature to take damage from the sharp coral as if walking on it in addition to the normal consequences. Walking on the coral deals the PCs 1d4 points of damage per 5-foot square (2d4 in Subtier 4–5). Halve the damage for Small PCs and companions due to their lesser weight. A PC who succeeds at a DC 15 Acrobatics check (DC 18 in Subtier 4–5) negates this damage for one move action. The shallows are free from the sharp coral, but the unstable and sandy ground counts as difficult terrain. A PC who succeeds at a DC 15 Knowledge (engineering) or Survival skill check can build a bridge for safe passage over the coral.

A2. CRAB NEST (CR 3 OR CR 6)

Many of the shallow tidal pools contain tiny fish and other aquatic creatures that hide within the algae fronds, waiting for the tide to come back in. Shark fins occasionally slice through the deeper water that surrounds the reef, as the hunters scout for easy prey.

Creatures: Coconut crabs scuttle around the area. These small

Scaling Encounter A2

For a party of four PCs, remove one of the crabs.

scavengers have made their home in these tidal pools, where a steady stream of shipwrecks keeps them well fed. They have no particular interest in the PCs, but they do detect their presence through vibrations in the water. They associate this sort of disturbance with catastrophe, and therefore food; as they have no fear of living humanoids, they approach with curiosity. If the crabs are not threatened, they do not attack, a fact a PC can discern with a successful DC 12 Sense Motive check.

SUBTIER 1–2 (CR 3)

COCONUT CRABS (4)

CR 1/2

Variant giant crabs (*Pathfinder RPG Bestiary* 50)

N Small vermin (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 5 each (1d8+1)

Fort +4, **Ref** +2, **Will** +0

Immune mind-affecting effects

Weaknesses water dependency

OFFENSE

Speed 30 ft., swim 20 ft.

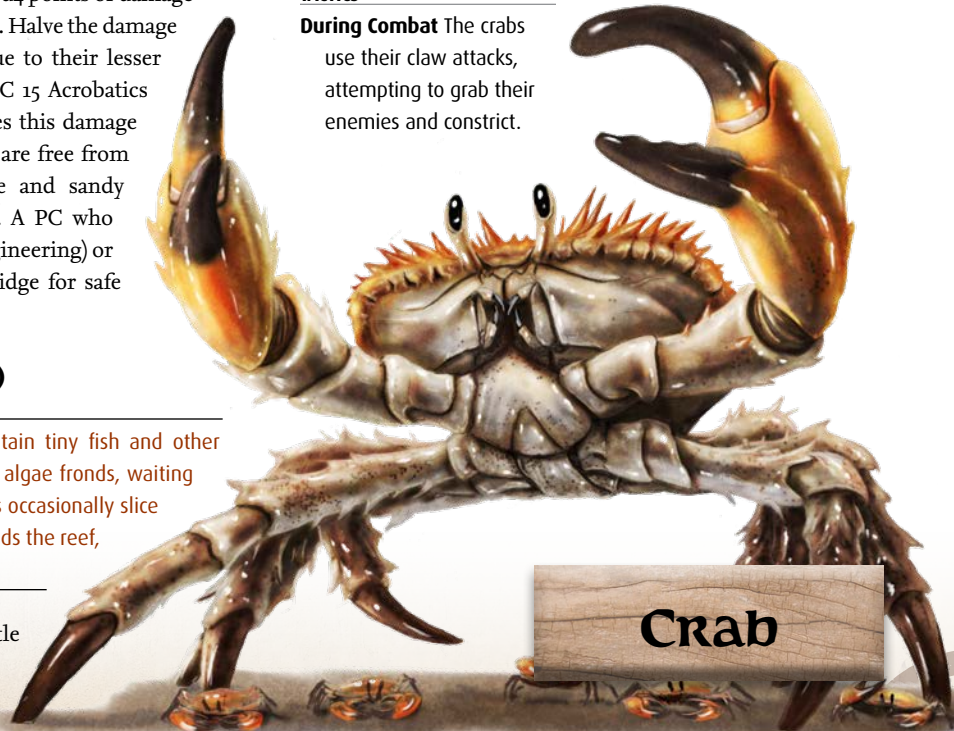
Melee 2 claws +1 (1d3 plus grab)

Special Attacks constrict (1d3)

TACTICS

During Combat The crabs

use their claw attacks, attempting to grab their enemies and constrict.



Crab

Scaling Encounter A3

Make the following adjustments for a group of four PCs.

Subtier 1-2: The swarm is sparser. It has 1 fewer Hit Die, reducing its hit points to 22, all of its saving throw bonuses by 1, its distraction DC to 12, and its swarm damage to 1d6.

Subtier 4-5: Replace the crab swarms with two of the hungry crab swarms from Subtier 1-2.

Morale A crab that is reduced to 2 hit points or fewer tries to flee.

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** -1 (+3 grapple); **CMD** 11

Skills Perception +4, Swim +8; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

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

SUBTIER 4-5 (CR 6)

GIANT COCONUT CRABS (3)

CR 2

Giant crab (*Pathfinder RPG Bestiary* 50; see page 18)

hp 17 each

TACTICS

During Combat The crabs use their claw attacks, attempting to grab their enemies and constrict.

Morale A crab that is reduced to 4 hit points or fewer tries to flee.

Treasure: PCs who search the tidal pools find a *wand of cure light wounds* with 27 charges remaining, a *wand of burning hands* with 28 charges remaining, a crab claw, and a finger still wearing a silver ring worth 15 gp. The inside of the ring is inscribed “true love, MKH.” In Subtier 4-5, the finger is wearing a *ring of protection* +1.

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

Subtier 1-2: Reduce each PC's gold earned by 68 gp.

Out of Subtier: Reduce each PC's gold earned by 151 gp.

Subtier 4-5: Reduce each PC's gold earned by 235 gp.

A3. SWARMING CRABS (CR 3 OR CR 6)

The area around the ship is home to a crab's nest.

Creatures: When the PCs enter the tidal pool in which the ship rests, they disturb a swarm of tiny crabs. A PC who succeeds at a DC 15 Knowledge (nature) or Survival check knows that crabs are indiscriminately carnivorous and therefore the swarm can be distracted by meat, including any taken from the PCs' rations or the carcasses of the crabs from the encounter in A2. If the PCs retreat, the swarm loses interest and stop chasing them after 20 feet, preferring to scavenge easier prey.

SUBTIER 1-2 (CR 3)

HUNGRY CRAB SWARM

CR 3

Variant crab swarm (*Pathfinder RPG Bestiary* 50)

N Diminutive vermin (aquatic, swarm)

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

DEFENSE

AC 16, touch 15, flat-footed 15 (+1 Dex, +1 natural, +4 size)

hp 27 (6d8)

Fort +5, **Ref** +3, **Will** +2

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft., swim 20 ft.

Melee swarm (2d6 plus distraction)

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

Special Attacks distraction (DC 13)

STATISTICS

Str 1, **Dex** 12, **Con** 11, **Int** —, **Wis** 10, **Cha** 2

Base Atk +4; **CMB** —; **CMD** —

Skills Swim +8

SUBTIER 4-5 (CR 6)

CRAB SWARMS (2)

CR 4

Crab swarms (*Pathfinder RPG Bestiary* 50; see page 18)

hp 38 each

Treasure: Loose trinkets rest in the pool, discarded as inedible by the crabs. Most of them are of little value, such as rusty old tools and splinters of wood, but the PCs can find three green tourmalines worth 50 gp each. In Subtier 4-5, a single sapphire worth 600 gp also is lodged among the coral.

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

Subtier 1-2: Reduce each PC's gold earned by 27 gp.

Out of Subtier: Reduce each PC's gold earned by 76 gp.

Subtier 4-5: Reduce each PC's gold earned by 125 gp.

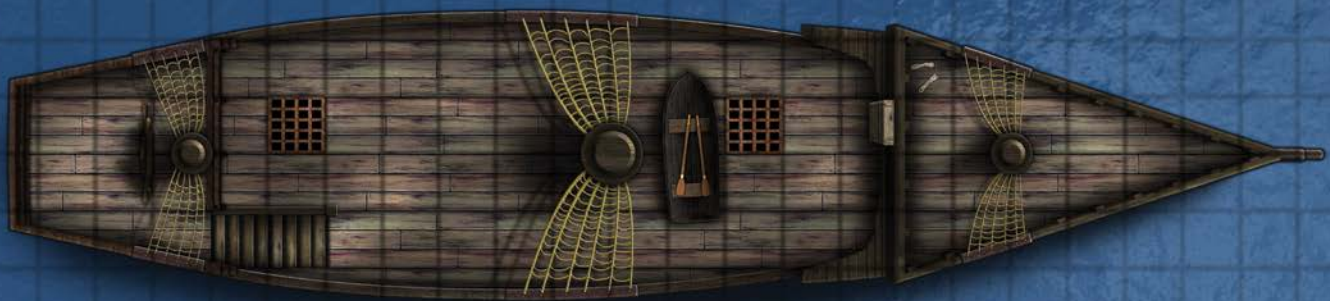
B. SHIPWRECK

The ship is in reasonable condition, all things considered, except for the large hole gouged through its hull. A rope ladder hangs down from the deck, ending about three feet above the ground. It's brittle, as if it's been soaked and dried in the hot sun many times, but it is intact. Within the large hole, the hold appears dark and empty.

The water around the ship is shallow, allowing the PCs to reach the vessel without much trouble. The undamaged areas of the ship are still relatively sturdy, and a rope ladder hangs down from the deck, though there are no footprints in the immediate vicinity. A PC who succeeds at a DC 15 Perception

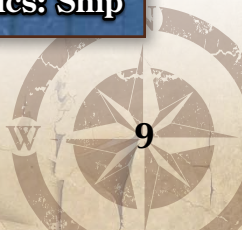


B. Shipwreck



1 square = 5 feet

Pathfinder Flip-Mat Classics: Ship



Scaling Encounter B2

Make the following adjustments for a group of four PCs.

Subtier 1-2: Remove one sailor. The sailors fight with their daggers instead of using their slam attack, reducing their damage to 1d4+3.

Subtier 4-5: Replace two of the draugr sailors with two zombies from Subtier 1-2.

check (DC 17 in Subtier 4-5) deduces that survivors of the wreck likely unfurled the ladder and used it to escape. There are no lifeboats attached to the ship.

The hole breached the side of the ship, not the front as one might expect if it had simply run aground on the reef. The location of the gash suggests that the *Pride* was swept sideways into the jutting coral. The ship is obviously too damaged to repair, even with spells such as *mending* or *make whole*.

A visual inspection from the outside shows clearly that the ship has three levels. PCs can enter the ship through the gap in the hull (into area B1) or via the rope ladder (into area B4); climbing the ladder requires a successful DC 10 Climb check.

The entire ship lists at a gentle grade, sloping down toward the great hole in the ship's side. It is not difficult terrain, but anything dropped (including a disarmed weapon) rolls or slides toward the breach at the end of each round at a rate of 5 feet per round.

B1. IN THE HOLD

The hold of the ship smells dank and briny, thick with algae and the bony remains of fish washed in by the tide. Ten small, sodden chests, each labeled, are in the aft of this small space. A short stairway leads upward.

The floorboards are bloated and waterlogged, with no gaps either underfoot or in the boards of the deck above. Most are warped and feel unsteady when stepped on. Ten sodden footlockers bearing metal nameplates are in the hold. They are unlocked and hold only waterlogged clothing, a set of embroidered kerchiefs, a locket containing a lock of hair, and a sodden envelope that used to be a letter but falls apart at the touch.

Development: A PC who succeeds at a DC 16 Perception check (DC 18 in Subtier 4-5) hears footsteps on the deck

overhead. A PC can climb to the mid-deck with a successful DC 18 Stealth check, gaining a surprise round during the encounter in area B2.

B2. MID-DECK

This large space takes up most of the ship's below-deck area and is still strung with almost a dozen crew hammocks, though some have been sliced through and hang limply from their tethers. Light is dim here, filtered through the cracked glass of a few filthy portholes. Stairs aft lead up to the main deck.

Creatures: Four shambling undead creatures lurk in this room, the remains of sailors who perished beneath the waves. They cannot speak, and their memories have degraded too far to recall their mortal lives or answer any questions. They shamble in aimless patterns as if still on watch.

SUBTIER 1-2 (CR 3)

DROWNED SAILORS (4) CR 1/2

Variant human zombies (*Pathfinder RPG Bestiary* 288)

NE Medium undead

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

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 natural)

hp 12 each (2d8+3)

Fort +0, **Ref** +0, **Will** +3

Immune undead traits

OFFENSE

Speed 30 ft.; swim 20 ft.

Melee slam +4 (1d6+4)

TACTICS

During Combat The sailors attack the nearest PC.

Morale The sailors fight until destroyed.

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather armor, dagger

SUBTIER 4-5 (CR 6)

DROWNED SAILORS (4) CR 2

Draugr (*Pathfinder RPG Bestiary* 2 110;

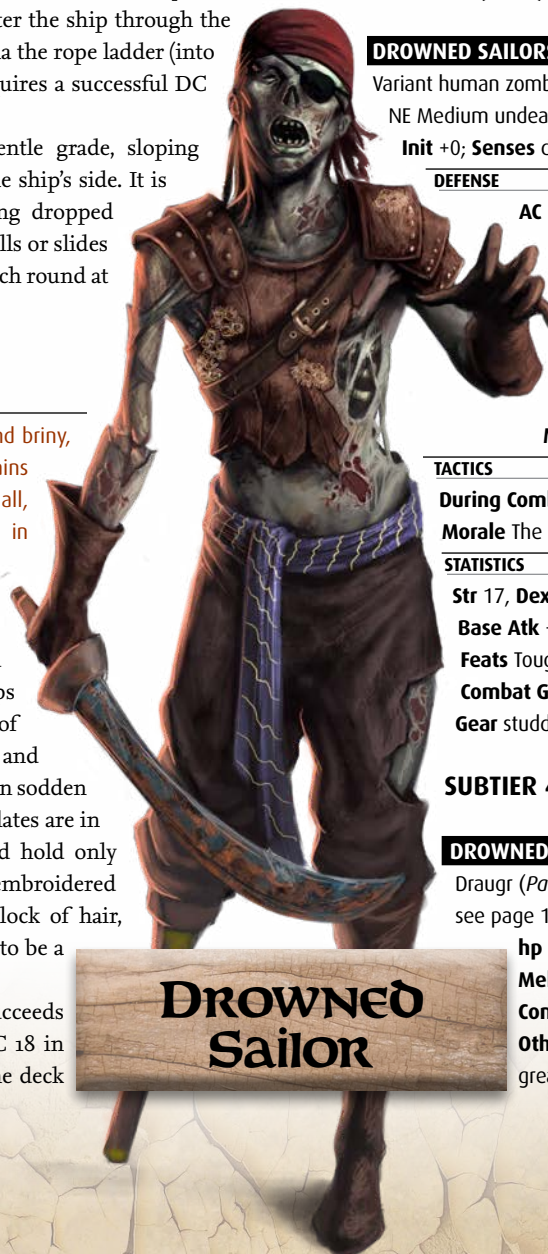
see page 18)

hp 19 each

Melee mwk greatsword +4 (2d6+4/19-20)

Combat Gear *potion of cure light wounds*;

Other Gear mwk chain shirt, mwk greatsword, wayfinder



DROWNED Sailor

GROTTO OF THE DELUGED GOD

TACTICS

During Combat The sailors attack PCs with visible *wayfinders* or other symbols of affiliation with the Pathfinder Society first.

Morale The sailors fight until destroyed.

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

Subtier 1–2: Reduce each PC's gold earned by 123 gp.

Out of Subtier: Reduce each PC's gold earned by 274 gp.

Subtier 4–5: Reduce each PC's gold earned by 426 gp.

B3. CAPTAIN'S QUARTERS

Unlike other sections of the ship, there are few signs of damage in this room other than those obviously caused by water. A waterlogged corpse floats in a large pool of water in the corner of the room, wearing a uniform of rotting finery, apparently dead from a stab wound in the side. The waves have washed most of the blood from the floorboards, leaving only a faded, rust-colored stain. A thick, weather-beaten journal is tucked into the corpse's coat.

The door to the captain's quarters is barred in a makeshift fashion from outside. This is the first indication of the crew's mutiny, though further details appear within Jaheem's journal. The books found in this room are printed on vellum with water-resistant ink, so they are largely still legible. Jaheem's journal contains an account of the ship's last mission, detailing the departure of the Pathfinders' landing party, the crew growing restless waiting for their return, and eventually the crew's outright mutiny as the weather grew worse. Jaheem's last entries describe the ship's collision with the reef and his intent to try using his water-related powers to escape his imprisonment: an attempt that clearly failed.

The journal also contains detailed logs and charts of the waters around the Eye of Abendego. A character who succeeds at a DC 15 Knowledge (geography or nature) check (DC 18 in Subtier 4–5) is able to discern that Captain Jaheem had noticed several distinct changes in the currents near the location where the ship wrecked, and the captain's cramped but neat handwriting suggests he felt that someone, or something, may have been manipulating the Eye with potent magic.

Treasure: A thorough search of the cabin reveals a book decorated with silver clasps in the drawer of the captain's desk: *Sailing Through the Eye: a Theoretical Study of the World's Largest Storm*. It is worth 50 gp (or 250 gp in Subtier 4–5).

B4. ABOVE DECK

PCs who board the ship via the rope ladder enter here.

Gouges in the deck and masts show signs of a struggle, though no corpses linger here and the only scent not carried away by the fierce wind is the briny stench of low tide. From the deck, the

currents swirl away from the reef, churning white spray toward the high cliffs that make up the shore of distant Tempest Cay. The door in the aft bulkhead is barred from the outside in a makeshift fashion, with a single board resting in a bracket on each side of the doorway.

Strong winds tug at the PCs. Anyone who succeeds at a Perception check (DC 10 in Subtier 1–2, DC 14 in Subtier 4–5) notices a spyglass bolted to the rail. Though the spyglass is battered and removing it from its holdings would likely cause the whole thing to fall apart, looking through it allows the PCs to see that the currents of wind and waves are leading directly toward a rocky cave in the cliff face along the shore of Tempest Cay. If the PCs attempt to remove the spyglass from its mount, the rotten wood and leather crumble apart, leaving only tarnished brass fittings and a scuffed lens that no longer serves a purpose."

After the PCs have had a chance to explore, one of the undead sailors from area B2 comes up to see what the stomping overhead is about.

C. THE SEA GROTTO

If the PCs do not venture onto the deck of the *Pride of Aspenthar* or do not follow the clues to the sea cave, the unusually strong currents lead them there when they launch the boat to try to return to the *Griming Pixie*.

Once the PCs are out of the shallows, the currents sweep their boat toward the sea cave in the cliffs of Tempest Cay. It takes about 20 minutes to travel from the coral reef to the cave. As they draw closer, what appears to be natural, slanted brown rock resolves into wreck upon wreck. The ships that somehow skirted the coral shallows have been smashed to bits against the rocky cliffs themselves.

A PC who succeeds at a DC 12 Profession (sailor) or Knowledge (engineering) check knows that the *swan boat* is small enough for the current to guide it into the cave without incident. The cave is a natural formation in the tall cliff face, its opening 30 feet across and about 60 feet high.

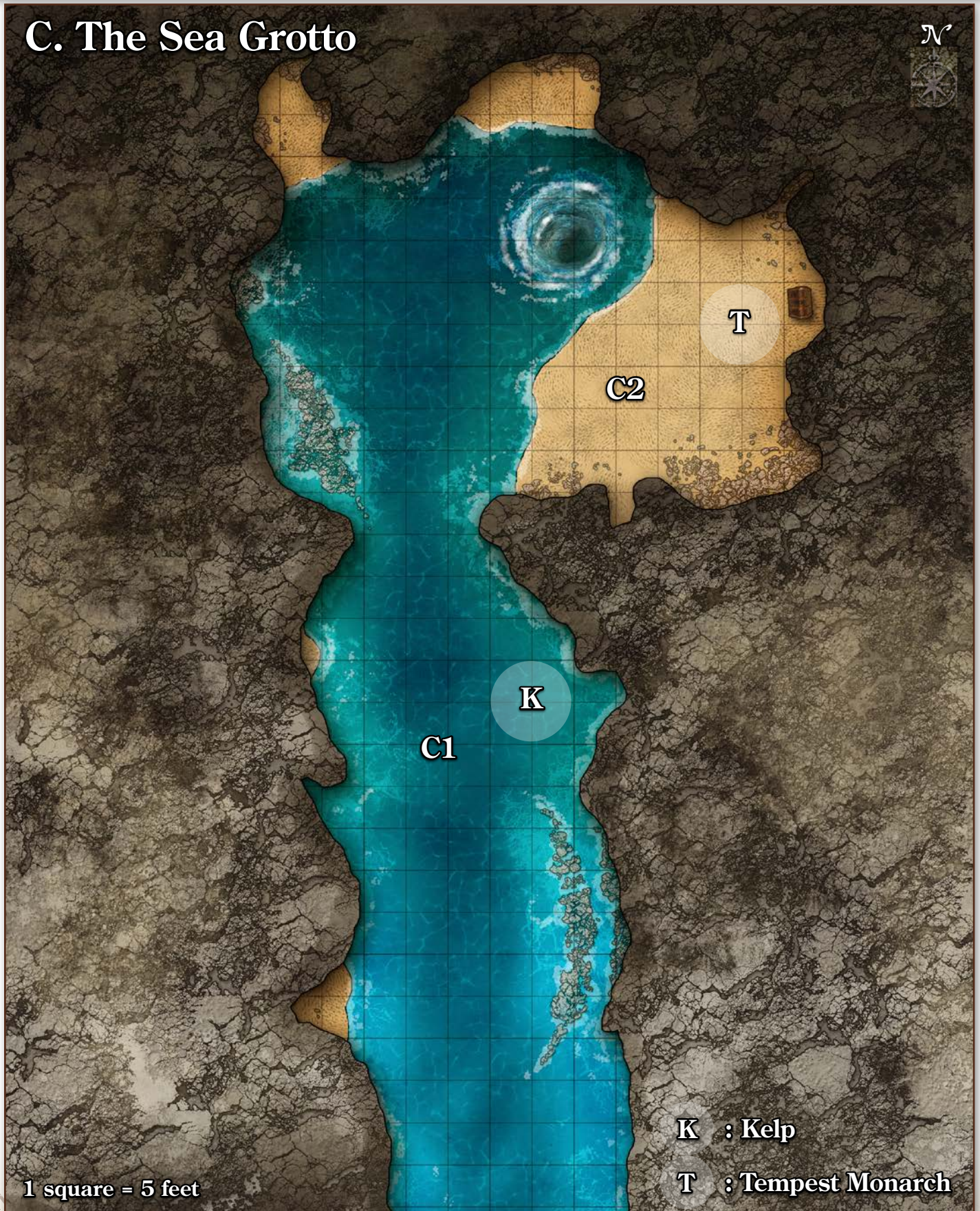
What appears to be natural, slanted brown rock from a distance resolves into the broken wood of shipwreck upon wreck, surrounding the entrance to a small sea cave cut into the cliff of Tempest Cay by the fierceness of wind, water, and time. The ships that have somehow skirted the coral shallows or were too large to enter the cave have been smashed against the rocky cliffs.

C1. CAVE MOUTH

The currents do not cease as the PCs enter the cave. If anything, they are rougher: the same powerful force now operating within a smaller space. The cave sports several small coves into which the PCs can steer to find a moment's respite from the current. The light here is dim but not dark



C. The Sea Grotto



1 square = 5 feet

K : Kelp

T : Tempest Monarch

thanks to glowing algae that grows along the damp walls. The water is 20 feet deep.

As soon as the PCs pass within the cave entrance, their boat is jostled from below. Each PC must succeed at a DC 15 Reflex save (DC 18 in Subtier 4–5) or fall overboard. Their companions can rescue them, or they can continue by swimming (but either may be complicated by the cave's inhabitant). This area is considered rough water (DC 15) for the purpose of Swim checks. In Subtier 4–5, the water is even rougher, increasing the DC of the swim check to 18.

Creatures: The jostling boat is the result of a hippocampus striking from below. It is not an aggressive beast, but it is confused, panicked, and too exhausted from fighting the current to be able to free itself from the cave. It lashes out at the PCs with weak warning bites that aren't intended to connect or do harm, and it attempts to bump any PCs who end up in the water with it, but it doesn't attack in earnest. It recognizes humanoids as similar to its master and wants to gain their help. A PC who succeeds at a DC 12 Perception check (DC 15 in Subtier 4–5) notices that the hippocampus is wearing some sort of harness or saddle; if the PC succeeds by 5 or more, she determines that it is indeed a saddle and notices a rider still attached, hooked by one scaly leg. PCs in the water with the hippocampus gain a +3 circumstance bonus on these checks.

The rider is an unconscious triton, bleeding from several lacerations and a serious head wound after having been dashed against the cave walls by the current. If the PCs revive the triton via healing, the hippocampus automatically calms, sensing its master is out of danger. The triton can hold on to the side of the boat in order to converse with the PCs. The calmed hippocampus assists any swimming PCs in returning to their boat, allowing them to ride it back to the surface.

BOTH SUBTIERS

KELP

CR 1

Hippocampus (*Pathfinder RPG Bestiary* 2 155; see page 18)

hp 15

TACTICS

During Combat If the PCs attack Kelp, the hippocampus cries out in fear and pain. It does not attack back unless they hit it more than once, in which case it retaliates.

Morale Trapped by the current and unable to flee, Kelp fights to the death.



Elemental Disturbance

While within the cave, air and water elementals, spell effects, and other summoned creatures with the air or water subtypes are drawn immediately away from their summoners and toward the anomaly, as if dispelled. Earth and fire elementals and other summoned planar creatures and spells with the earth or fire subtypes deal only half damage.

Treasure: The triton gives the PCs his saddlebags in thanks and to ease the tired hippocampus's load. The bags contain a masterwork trident, an underwater light crossbow (*Pathfinder RPG Ultimate Equipment* 40) with 20 bolts, two *potions of cure light wounds*, four potion sponges (*Pathfinder RPG Advanced Race Guide* 177), a compass, a signal whistle, and a carved obsidian figurine worth 30 gp.

In Subtier 4–5, the crossbow is instead a masterwork underwater heavy crossbow (*Ultimate Equipment* 39), and the bags also contain a *potion of heroism*.

Development: After the PCs heal the triton, they can persuade him to offer information about how he came to the cave and any rumors he's aware of regarding the strange winds and currents. The triton does not remain to fight with the PCs as an ally, instead retreating from the cave to a safer

place to rest. Below are answers to some questions the PCs may have for the triton.

Who are you? "My name is Nalu." He pats the hippocampus on the flank. "This is Kelp."

How did you end up in this cave? "The current caught us and pulled us in." He feels the side of his head. "I fear I was dashed against the rock, but I don't entirely remember."

What lies further inside the cave? "I don't know. Likely nothing but more wreckage and debris."

Where were you going when the current caught you? "I was on a diplomatic visit to another undersea community. I underestimated the currents' strength. I must return to my people and tell them of this phenomenon."

Have you ever seen currents like this before? "Never. My people do speak of times in the past when events on the Planes of Air or Water have affected our seas; whether or not that is what this is, it is the first of its kind that I have seen."

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

Subtier 1–2: Reduce each PC's gold earned by 49 gp.

Out of Subtier: Reduce each PC's gold earned by 94 gp.

Subtier 4–5: Reduce each PC's gold earned by 139 gp.



C2. HEART OF THE CAVE

Although sheltered from the outside winds, the water grows more turbulent as the PCs travel inward. Each round, a PC must succeed at a DC 15 Strength or Dexterity check (or a DC 18 Profession[sailor] check) to move forward safely. Only one PC can attempt this check each round, but all other characters can use the aid another action. On a failure, the boat is swept 20 feet in a random direction. Striking the rocky sides of the tunnel damages the *swan boat's* hull. If damaged in this way three times as a result of failed checks to control the boat, the *swan boat* is destroyed and the PCs must swim the rest of the way to the relative safety of the beach at the end of the tunnel.

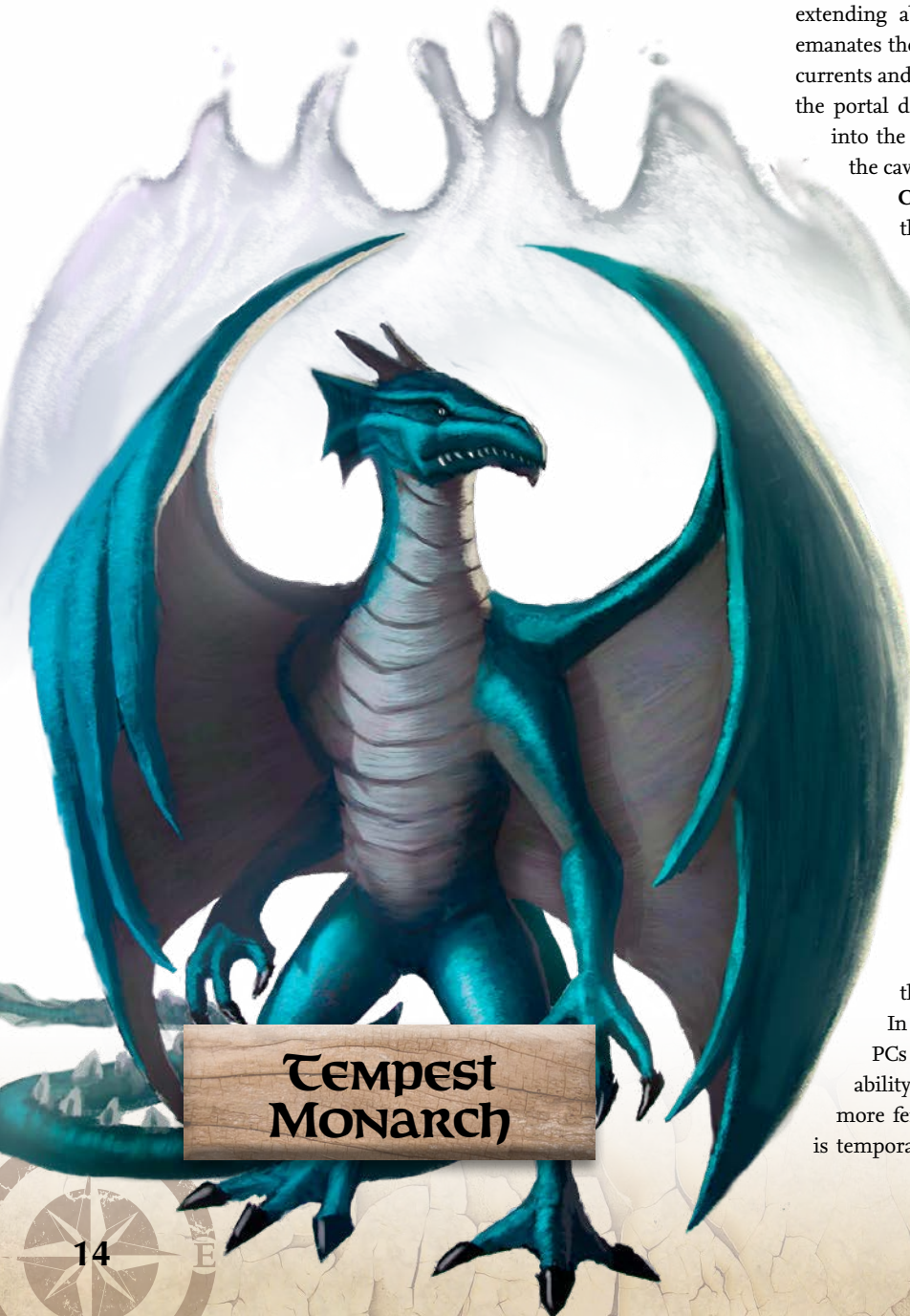
After navigating the flooded tunnel, the PCs arrive at an outcropping of sand and rock that rises about 2 feet above the water's surface.

The wind is fierce in the flooded tunnel, which terminates at a peninsula of sand and rock where the waves lash at the ground with stinging force. At the center of the underground island, a blue-green dragon with seahorse-like fronds and frills stands defiantly beside a rip in reality that hovers half-submerged next to the island. The water churns to a feverish cone-shaped tempest, drawing into its chaotic dance anything that floats, swims or flies. Debris creates a pile of flotsam at the back of the cave similar to the mounds of broken ships outside the cave mouth. "Ah," the dragon says, "you've passed the Trial of the Tempest, and so you've been judged fit to serve me. Welcome, dear mortals. You may set down your arms and kneel before your new master."

An irregular portal, a tear in reality through which another realm is visible, hovers just to the west of the outcropping, extending above and below the water's surface. The rift emanates the power of the Planes of Air and Water, drawing currents and waves in a chaotic dance of destruction, though the portal doesn't appear to be drawing anything through into the plane beyond. The ceiling soars in the back of the cave, rising to a height of 60 feet.

Creatures: A young brine dragon stands beside the anomaly, their gaze fixed on the rift as they take meticulous notes with one elegant claw on a smooth stone tablet. The dragon notices the PCs as they arrive but doesn't consider them a threat at first, even giving the PCs a chance to swear fealty before becoming aggressive. Brine dragons are ambitious creatures, and though they are not inherently evil, they have little patience for kindness or philanthropy. As they age, they grow more and more opinionated and obsessed with power. By adulthood, a brine dragon counts herself a failure if she doesn't rule over a collection of "lesser beings," including humans and merfolk. This particular brine dragon believes that the raging wind anomaly called them to this cave and has come to think they control the anomaly, styling themselves the Tempest Monarch. Therefore, they assume any visitors drawn to the cave by the anomaly must be there to serve them.

In Subtier 1–2, the dragon is just emerging from their wyrmling stage and does not yet have the full strength of a typical very young dragon. In Subtier 4–5, they are a young dragon. As the PCs approach, they use their regal countenance ability to create the illusion that they are larger and more ferocious than they actually are, but this illusion is temporary. They therefore wants to hurry through the



**Tempest
Monarch**

process of making the PCs swear fealty before the effect wears off. If the PCs have not sworn fealty by the time the effect ends, the dragon becomes irate and attacks at once.

In the process of declining to serve the brine dragon, the PCs may find the opportunity to ask questions. As long as they seem genuinely interested in accepting rule and playing to their ego, the dragon continues to offer information. If the PCs defy the dragon's orders outright, the Tempest Monarch attacks. PCs who do not swear fealty must succeed at a DC 19 Bluff or Diplomacy check to keep the dragon talking, but they will not allow characters to examine the anomaly or leave the cave without swearing fealty, and they attack the PCs if anyone attempts to do so. The dragon is arrogant and wants to rule, and nothing less can satisfy them.

While the Tempest Monarch treats the area around the anomaly as a lair and throne room, the truth is that the dragon was swept into the cave and trapped by the currents, just as the PCs were. They rely upon the sea creatures that the current washes into the cave for sustenance. Despite this predicament, the dragon refuses to admit the full reality of their situation to "lesser beings," even if the PCs detect that the dragon's story isn't entirely true.

Below are answers to some questions the PCs might ask.

What is your name? "I am the Tempest Monarch, Ruler of Air and Sea. You may call me 'monarch,' or 'my ruler.'"

How long have you been here? "What is time to a dragon? If you were immortal, you would understand how meaningless such questions are."

What is the anomaly?/Why are you studying it? "It appears to be a tangle of the Planes of Air and Water. Catastrophic elemental events can sometimes cause these ripples, like folds in a draped cloth. They often fade on their own, in time. I am researching how to keep this one open permanently, so that its power may serve me."

How can we shut down the anomaly? "You cannot. It is treasonous to your new ruler to even suggest such a thing. This anomaly brought you to your destiny. You will show it the same reverence that is due to me."

What effects have you discovered about the anomaly? "You notice it doesn't hunger for mortal beings or items, it only agitates water and air. I have found that elementals and other summoned creatures from its own planes are drawn into it and beyond, while those of earth and fire are weakened within its range."

Do you have other "followers"? "Yes, of course. It is not as if you are the only creatures to pass the Trial," the dragon scoffs. "They are on the island, carrying out my will. You will meet them soon." A PC who succeeds at a DC 15 Sense Motive check realizes that this particular answer is a lie.

Can you tell us anything about the triton at the cave mouth? "Oh? The triton is merely another subject attempting to pass my trial." A PC who succeeds at a DC 15 Sense Motive check knows that the dragon hasn't noticed the triton before.

Scaling Encounter C2

For a party of four PCs, the Tempest Monarch has recently engaged in battle with another being drawn into the dragon's "Trial" and is fatigued and reduced to 30 hit points from wounds they suffered in that fight.

The dragon uses Sense Motive to assess the sincerity of anyone swearing fealty. If the Tempest Monarch determines they are insincere, they chide the PCs harshly, lashing out at a disrespectful PC with harsh words (or with *hydraulic push* in Subtier 4–5). If the PCs continue to defy them, the dragon initiates combat. If the dragon believe the PCs are sincere, they allow them to study the anomaly, watching them carefully.

SUBTIER 1–2 (CR 4)

TEMPEST MONARCH

CR 4

Agender variant very young brine dragon (*Pathfinder RPG*)

Bestiary 2 94)

LN Small dragon (extraplanar, water)

Init +5; **Senses** dragon senses; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 size)

hp 37 (5d12+5)

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

Immune acid, paralysis, sleep

OFFENSE

Speed 60 ft., fly 150 ft. (average), swim 60 ft.

Melee bite +9 (1d6+4), 2 claws +9 (1d4+3)

Special Attacks breath weapon (40-ft. line, 3d6 acid, Reflex DC 13 half)

Spell-Like Abilities (CL 5th; concentration +6)

At will—*speak with animals* (fish only)

TACTICS

During Combat On the first round, the dragon flies 40 feet into the air and uses their breath weapon. After that, they attack with their bite and claws until their breath weapon returns.

Morale If reduced to 10 or fewer hit points, the dragon offers to surrender if the PCs spare their life.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Hover, Improved Initiative, Skill Focus (Swim)

Skills Diplomacy +9, Intimidate +9, Fly +11, Heal +9, Knowledge (nature) +10, Perception +9, Sense Motive +9, Survival +8, Swim +18

Languages Aquan, Common, Draconic

SQ water breathing

SPECIAL ABILITIES

Regal Countenance (Su) The Tempest Monarch has learned to draw power from the anomaly to look older and more



ferocious. Once per day as a standard action, as long as the dragon is within 200 feet of the anomaly, they can disguise as a Medium young brine dragon and create effects of swirling waves around their head. This is an illusion (glamer) effect with a duration of 30 minutes. A creature that interacts with the illusion can attempt a DC 13 Will save to disbelieve it.

SUBTIER 4–5 (CR 7)

TEMPEST MONARCH

CR 7

Agender young brine dragon (*Pathfinder RPG Bestiary* 2 94)

LN Medium dragon (extraplanar, water)

hp 68 (8d12+16)

Init +5; **Senses** dragon senses; Perception +12

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

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

Immune acid, paralysis, sleep

OFFENSE

Speed 60 ft., fly 150 ft. (average), swim 60 ft.

Melee bite +15 (1d8+10), 2 claws +15 (1d6+7), 2 wings +10 (1d4+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (60-ft. line, 6d6 acid, Reflex DC 16 half)

Spell-Like Abilities (CL 8th; concentration +9)

At will—*obscuring mist*, *speak with animals* (fish only)

Sorcerer Spells Known (CL 1st; concentration +2)

1st (4/day)—*color spray* (DC 12), *hydraulic push*^{APG}

0 (at will)—*daze* (DC 11), *flare* (DC 11), *light*, *resistance*

TACTICS

During Combat On the first round, the dragon flies 40 feet into the air and attacks with their breath weapon. After that, it attacks primarily with its bite and claws until its breath weapon returns, casting *color spray* only if it can catch the PCs in a convenient formation.

Morale If the dragon is reduced to 17 or fewer hit points, it offers to surrender if the PCs spare its life.

STATISTICS

Str 24, **Dex** 13, **Con** 15, **Int** 15, **Wis** 12, **Cha** 13

Base Atk +8; **CMB** +15; **CMD** 26 (30 vs. trip)

Feats Hover, Improved Initiative, Power Attack, Skill Focus (Swim)

Skills Diplomacy +12, Intimidate +11, Fly +12, Heal +12,

Knowledge (nature) +13, Perception +12, Sense Motive +12,

Survival +12, Swim +22

Languages Aquan, Common, Draconic

SQ water breathing

SPECIAL ABILITIES

Regal Countenance (Su) The Tempest Monarch has learned to draw power from the anomaly to look older and more ferocious. Once per day as a standard action, as long as the dragon is within 200 feet of the anomaly, they can disguise as a Large young adult brine dragon and create effects of swirling

waves around their head. This is an illusion (glamer) effect with a duration of 30 minutes. A creature that interacts with the illusion can attempt a DC 15 Will save to disbelieve it.

Treasure: The dragon isn't carrying any treasure, but if the PCs explore the rest of the cave, they find an unlocked chest amidst the debris. The chest contains a masterwork longsword, a *potion of greater magic fang*, 50 feet of spider's silk rope (*Pathfinder RPG Ultimate Equipment* 73), and 250 gold pieces in assorted coins. In Subtier 4–5, the weapon is instead a +1 *frost longsword*.

Additionally, the chest includes a sheaf of notes and research on the anomaly. With a successful DC 10 Appraise or appropriate Crafting or Profession check, a character also recalls that several parts of a brine dragon's carcass, such as its scales, teeth, and blood, are also valuable to collectors, smiths, or alchemists.

Development: After the PCs defeat or swear fealty to the Tempest Monarch, they can examine the anomaly more closely. If they haven't already gotten the information provided in the questions and answers listed above through talking with the brine dragon, this gives them the opportunity to learn that information with a successful DC 20 Knowledge (nature) or Knowledge (planes) check. PCs who retrieved Jaheem's log from the wreckage of the *Pride of Aspenthar* gain a +5 bonus on these checks.

The PCs cannot close the rift on their own, but the research notes are exactly the sort of information Venture-Captain Benarry is looking for. If the PCs knock the Tempest Monarch unconscious and bring the dragon to the *Grimning Pixie*, the venture-captain's crew can obtain this information (also accomplishing their goals in learning about the anomaly).

Defeating the Tempest Monarch in no way diminishes the strength of the gale: though the dragon tried to claim its power as their own, the portal is in fact fully independent. However, the dragon's ongoing machinations have heightened the rift's phenomena, and if the dragon is slain, the rift calms visibly yet temporarily. This provides a short window in which the PCs can escape either by using the *swam boat* or by swimming.

If the dragon lives (even if subdued), the powerful currents persist. Exiting the cave against the portal's pull is a greater feat than entering was, but it is possible (using the same checks described in area C2). If the PCs still have their *swan boat* and have sworn fealty to the Tempest Monarch, the dragon launches them along their way with judicious applications of *hydraulic push* and an admonition for them to return with a *scroll of teleport* or similar magic item that will allow the dragon to “make a quick jaunt out for research purposes.” The dragon gives the PCs a bag of gold pieces and several shed scales (commensurate to the wealth they would have received for defeating it), though they instruct the PCs to use this wealth to recruit new followers and purchase the requested scroll.

If the PCs lack the dragon's support and no longer have a boat, they have a difficult swim ahead. This feat of athleticism requires three consecutive DC 20 Swim checks. Each failed check deals 1d6 nonlethal damage (2d6 in Subtier 4–5). If a PC falls unconscious, another PC can attempt one additional Swim check (including the consequences for failure) to haul their companion's body to safety.

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

Subtier 1–2: Reduce each PC's gold earned by 163 gp.

Out of Subtier: Reduce each PC's gold earned by 400 gp.

Subtier 4–5: Reduce each PC's gold earned by 637 gp.

C3. OUTSIDE THE CAVE

As the PCs travel toward the *Griming Pixie*, a small barge approximately the size of their own vessel meets them.

A pinpoint on the horizon resolves into the sight of another small boat. As it nears, it brings with it the fragrant scents and bright colors of garlands of flowers. In the boat are several masked figures, unarmed and wearing ceremonial regalia. They seem shocked to see a vessel emerging from the cave, and stare openly. "What was your business in the sacred grotto of our god?" one of them calls. "No one, not even we, may enter!"

Concordance faction members, as well as those who succeed at a DC 20 Knowledge (local) or Knowledge (religion) check, recognize these individuals as members of the Cult of the Eye. Concordance faction members gain a +5 bonus on Diplomacy checks to influence these cultists. A PC takes a cumulative –2 penalty on this check for every one of the Swim checks failed above due to the PC's bedraggled appearance.

Creatures: Cultists of the Eye sail the outskirts of the Eye of Abendego and consider it sacred and forbidden. They do not enter the Grotto of the Deluged God themselves, so they do not know about the brine dragon who tried to appropriate the anomaly. They have arrived bearing gifts to lay at the entrance of the cave so that the currents will carry them inward; their concern is only that the PCs have entered restricted space.

Proof of the encounter with the Tempest Monarch, such as displaying the unconscious dragon, its scales, or its research notes, shifts the cultists from unfriendly to indifferent. A PC who succeeds at a DC 15 Bluff or Diplomacy check (DC 18 for Subtier 4–5) can further improve their disposition one step.

Treasure: The Cultists of the Eye carry a *feather token* (fan), a *wand of alter winds* (CL 4th, 6 charges; *Pathfinder RPG Advanced Player's Guide* 201), and a carved marble idol in the shape of a hurricane worth 150 gp. In Subtier 4–5, instead of a *feather token*, they carry a *volatile vaporizer* (2nd level, *Pathfinder RPG Ultimate Equipment* 324). These are gifts they were planning to deliver into the cave. PCs who convince the cultists that the dragon is the physical manifestation of their god or that the PCs themselves are the chosen servants or avatar of the

Eye, requiring a successful DC 20 Bluff or Diplomacy check (DC 24 in Subtier 4–5), are given these items as gifts, as the cultist can't return with their gifts still in hand—though they inform the PCs that they must consult on how to break this new development to their superiors.

Development: Particularly diplomatic PCs can, with a successful DC 18 Diplomacy check (DC 22 in Subtier 4–5) convince the cultists to consider an alliance with the Pathfinder Society and the Concordance of Elements. The cultists agree to take this proposal back to their leaders, and they offer no firm promises at this time.

Rewards: If the PCs neither convince the cultists to ally with them, nor convinced them that the PCs serve the Eye, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 71 gp.

Out of Subtier: Reduce each PC's gold earned by 188 gp.

Subtier 4–5: Reduce each PC's gold earned by 305 gp.

CONCLUSION

The PCs return to the *Griming Pixie* and find Calisro Benarry waiting, with a few exhausted sailors. These are the survivors of the shipwreck, whom Benarry found in Driftport. Benarry, the PCs, and the survivors compare notes; the surviving sailors are able to verify the account of mutiny that the PCs have discovered. The PCs have found the actual source of the anomaly, and Benarry has determined that the Master of Gales has been in Port Peril on official business for several months and is therefore unlikely to be involved. A portal of both water and air is unusual, however, and Benarry informs the Pathfinder Society so that they can send experts to further study the anomaly.

PRIMARY SUCCESS CONDITIONS

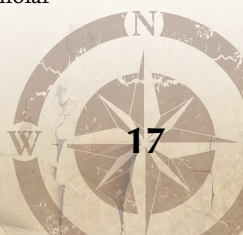
If the PCs return to the *Griming Pixie* with Jaheem's log, they fulfill their primary objective and earn 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

PCs achieve this scenario's secondary success conditions if they defeat or swear allegiance to the Tempest Monarch (gaining access to the dragon's knowledge of the anomaly), or if they convince the cultists from the Cult of the Eye to consider an alliance with the Society or the Concordance of Elements. If the PCs achieve at least one of these objectives, they all earn an additional Prestige Point and gain the Storm Rider boon on their Chronicle sheets. If the PCs swear fealty to the dragon, they also earn the Debt to the Brine boon.

FACTION NOTES

If the party successfully studied the anomaly causing the regional currents to become unstable, or acquired the Tempest Monarch's notes on the anomaly, grant each PC belonging to the Concordance faction the Elemental Scholar boon on their Chronicle sheets.



APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

CRAB, GIANT

This lumbering crab waves its massive pincers menacingly.

GIANT CRAB	CR 2
<i>Pathfinder RPG Bestiary</i> 50	
N Medium vermin (aquatic)	
Init +1; Senses darkvision 60 ft.; Perception +4	
DEFENSE	
AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)	
hp 19 (3d8+6)	
Fort +5, Ref +2, Will +1	
Immune mind-affecting effects	
OFFENSE	
Speed 30 ft., swim 20 ft.	
Melee 2 claws +4 (1d4+2 plus grab)	
Special Attacks constrict (1d4+2)	
STATISTICS	
Str 15, Dex 13, Con 14, Int —, Wis 10, Cha 2	
Base Atk +2; CMB +4 (+8 grapple); CMD 15 (27 vs. trip)	
Skills Perception +4, Swim +10; Racial Modifiers +4 Perception	
SQ water dependency	
SPECIAL ABILITIES	
Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution (see hippocampus below).	

CRAB SWARM

A writhing mass of clacking shells and snapping pincers rushes from the surf, their spider-like legs twitching across the sand.

CRAB SWARM	CR 4
N Diminutive vermin (aquatic, swarm)	
Init +2; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)	
hp 38 (7d8+7)	
Fort +6, Ref +4, Will +2	
Immune mind-affecting effects, swarm traits, weapon damage	
OFFENSE	
Speed 30 ft., swim 20 ft.	
Melee swarm (2d6)	
Space 10 ft.; Reach 0 ft.	
Special Attacks distraction (DC 14)	
STATISTICS	
Str 1, Dex 14, Con 13, Int —, Wis 10, Cha 2	
Base Atk +5; CMB —; CMD —	
Skills Swim +10; Racial Modifiers uses Dex to modify Swim	

DRAUGR

This barnacle-encrusted walking corpse looks like a zombie, but is dripping with water and gives off a nauseating stench.

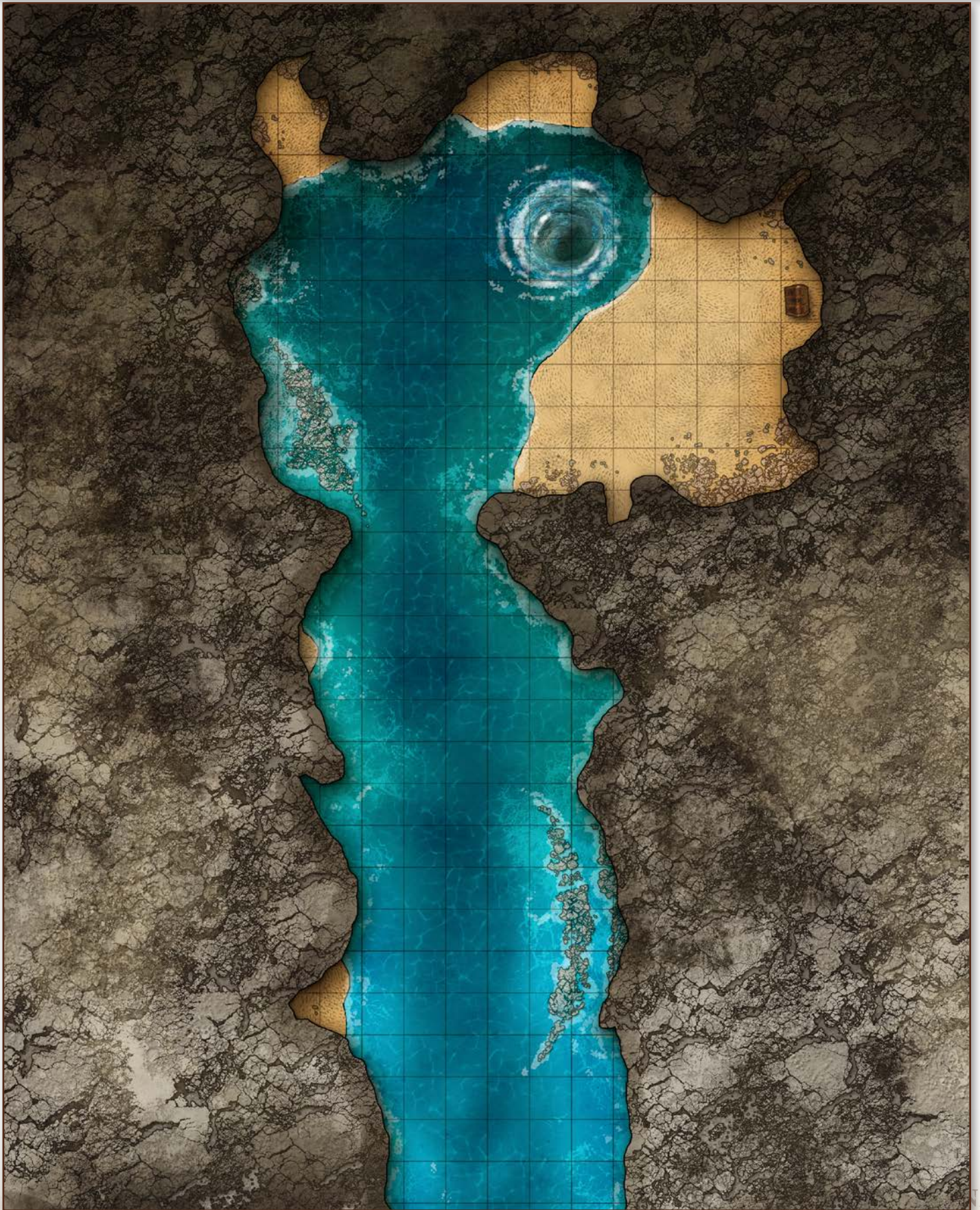
DRAUGR	CR 2
<i>Pathfinder RPG Bestiary</i> 2 110	
CE Medium undead (water)	
Init +0; Senses darkvision 60 ft., Perception +6	
DEFENSE	
AC 14, touch 10, flat-footed 14 (+2 armor, +2 natural)	
hp 19 (3d8+6)	
Fort +2, Ref +1, Will +3	
DR 5/bludgeoning or slashing; Immune undead traits; Resist fire 10	
OFFENSE	
Speed 30 ft., swim 30 ft.	
Melee greataxe +5 (1d12+4/×3 plus nausea) or slam +5 (1d10+4 plus nausea)	
STATISTICS	
Str 17, Dex 10, Con —, Int 8, Wis 10, Cha 13	
Base Atk +2; CMB +5; CMD 15	
Feats Power Attack, Toughness	
Skills Climb +9, Perception +6, Stealth +6, Swim +11	
Languages Common (cannot speak)	
SPECIAL ABILITIES	
Nausea (Su) A creature that is damaged by a draugr must succeed at a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.	

HIPPOCAMPUS

This creature has the foreparts of a horse and the hindquarters of a fish. Its forelegs end in splayed fins rather than hooves.

HIPPOCAMPUS	CR 1
<i>Pathfinder RPG Bestiary</i> 2 155	
N Large magical beast (aquatic)	
Init -1; Senses darkvision 60 ft., low-light vision, scent; Perception +6	
DEFENSE	
AC 12, touch 8, flat-footed 12 (-1 Dex, +4 natural, -1 size)	
hp 15 (2d10+4)	
Fort +5, Ref +2, Will +1	
OFFENSE	
Speed 5 ft., swim 60 ft.	
Melee bite +4 (1d4+3), tail slap -1 (1d4+1)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 16, Dex 9, Con 15, Int 2, Wis 12, Cha 11	
Base Atk +2; CMB +6; CMD 15	
Feats Endurance	
Skills Perception +6, Swim +11	
SQ water dependency	
SPECIAL ABILITIES	
Water Dependency (Ex) A hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.	

GROTTO OF THE DELUGED GOD



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #9-22: Grotto of the Deluged God

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

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

Character #

Prestige Points

Character Name

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

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Prestige Points

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Pathfinder Society Scenario #9-22: Grotto of the Deluged God

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Debt to the Brine: You have sworn fealty to a young brine dragon, promising to return with gifts such as a *scroll of teleport*. The dragon holds you to this oath and pursues vengeance if you fail to appease them. You can cross this boon off your Chronicle sheet by paying 1,125 gp. Alternatively, you can pay only 150 gp if you have access to a *scroll of teleport* on one of your Chronicle sheets. If you have 16 or more XP when you have this boon, the dragon returns and takes pains to ruin your reputation; you immediately lose 1 Prestige Point and lose an additional Prestige Point for each XP beyond 16 that you earn until you remove this boon.

☐☐☐ **Elemental Scholar (Concordance Faction):** The anomaly affecting the Eye of Abendego was a source of incredible information on the movements of air and water, as well as the interactions of the Elemental Planes. Whenever you attempt a Knowledge (nature) or Knowledge (planes) check, you can check a box next to this boon to add 1d6 to the result of your check, after the check is rolled but before the result is revealed.

☐☐☐ **Storm Rider:** Having braved the Eye of Abendego and faced the Tempest Monarch, you have gained one of the fearsome dragon's scales, imbued with the elemental energies of the Eye. Whether you gained the scale through force or guile, it responds only to your command. You can check one of the boxes next to this boon as a standard action to cast *endure elements* on yourself, with a caster level equal to your character level.

Subtier 1-2

potion of greater magic fang (750 gp)
potion of water breathing (750 gp)
potion sponge (5 gp; *Pathfinder RPG Advanced Race Guide* 177)
spider's silk rope (100 gp; *Pathfinder RPG Ultimate Equipment* 73)
underwater light crossbow (70 gp; *Ultimate Equipment* 40)
wand of alter winds (CL 4th, 6 charges; 360 gp; limit 1; *Pathfinder RPG Advanced Player's Guide* 201)
wand of burning hands (28 charges; 420 gp; limit 1)
wand of cure light wounds (27 charges; 405 gp; limit 1)
wand of touch of the sea (10 charges; 150 gp; limit 1; *Advanced Player's Guide* 250)

Subtier 4-5

+1 *frost longsword* (8,305 gp)
masterwork underwater heavy crossbow (400 gp; *Pathfinder RPG Ultimate Equipment* 39)
potion sponge (5 gp; *Pathfinder RPG Advanced Race Guide* 177)
ring of protection +1 (2,000 gp)
spider's silk rope (100 gp; *Ultimate Equipment* 73)
volatile vaporizer (2nd level; 3,000 gp; *Ultimate Equipment* 324)
wand of alter winds (CL 4th, 6 charges; 360 gp; limit 1; *Pathfinder RPG Advanced Player's Guide* 201)
wand of burning hands (28 charges; 420 gp; limit 1)
wand of cure light wounds (27 charges; 405 gp; limit 1)
wand of touch of the sea (10 charges; 150 gp; limit 1; *Advanced Player's Guide* 250)

SUBTIER ☐ Slow ☐ Normal

1-2

250

500

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

592

1,183

SUBTIER ☐ Slow ☐ Normal

4-5

933

1,866

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

Starting XP

GM's Initials

XP Gained (GM ONLY)

Final XP Total

EXPERIENCE

Initial Prestige

Initial Fame

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

FAME

Current Prestige

Final Fame

Starting GP

GM's Initials

GP Gained (GM ONLY)

GM's Initials

Day Job (GM ONLY)

Gold Spent

GOLD

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #