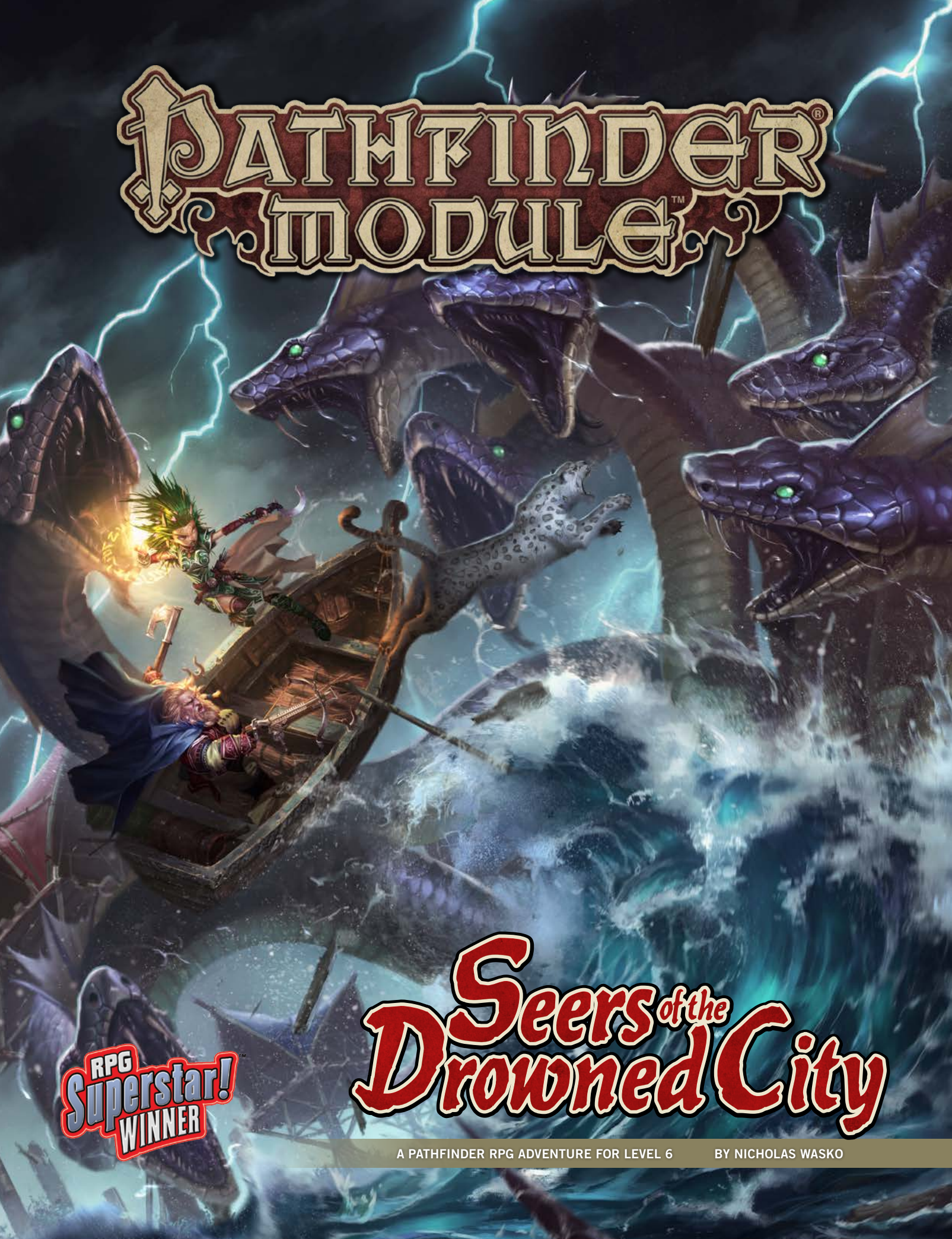


# PATHFINDER<sup>®</sup> MODULE<sup>™</sup>



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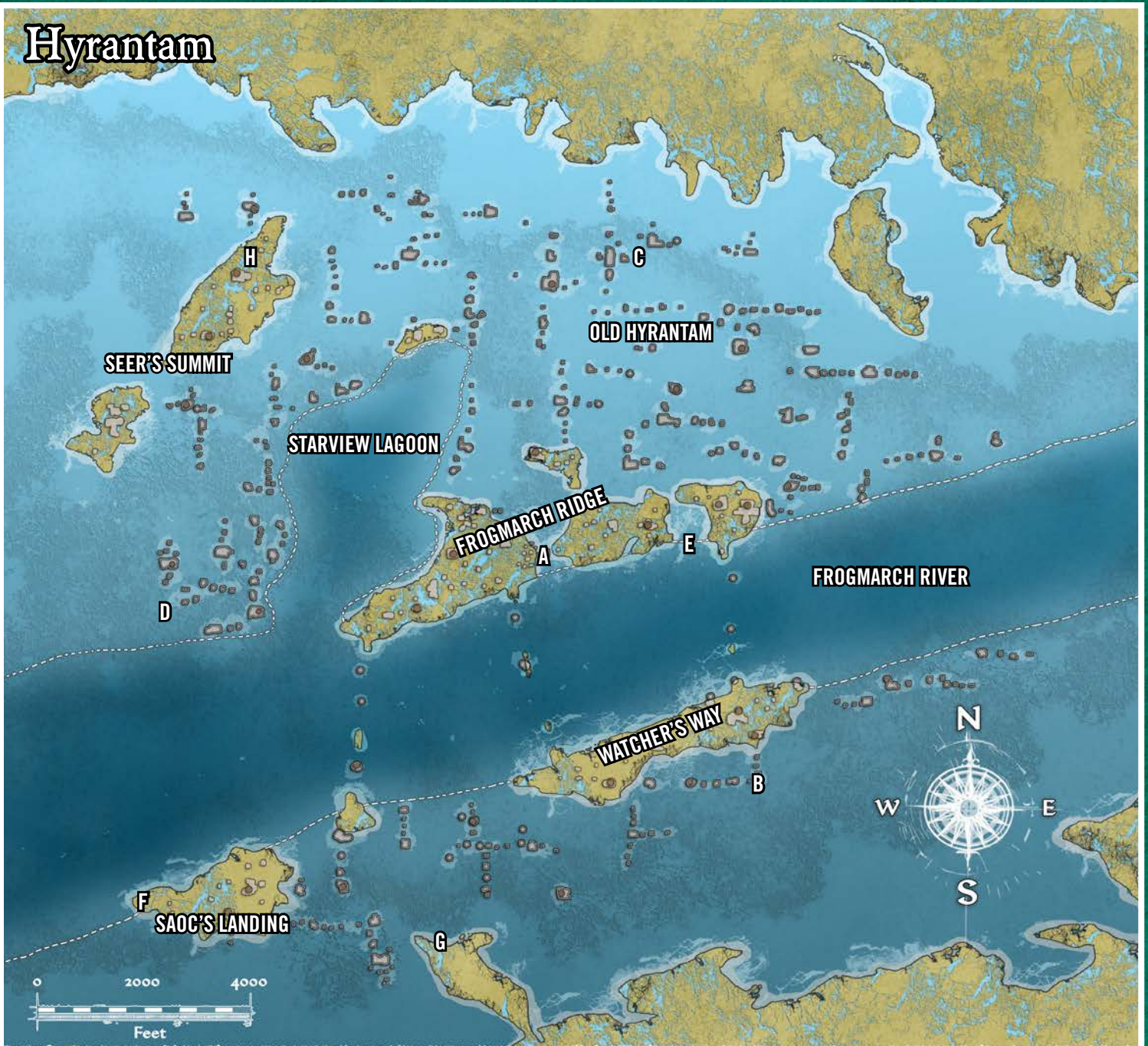
## Seers of the Drowned City

A PATHFINDER RPG ADVENTURE FOR LEVEL 6

BY NICHOLAS WASKO



# Hyrantam



A. LIRGENI ENCLAVE

1 SQUARE = 25 FEET



A1. HARBORMASTER'S HOME

1 SQUARE = 5 FEET



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## ON THE COVER



A deadly hydra attempts to knock Harsk and Lini into the tempest-tossed waters of Hyrantam in this exciting cover art by Setiawan Lie.



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## REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, though these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Magic</i>	UM



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# Seers of the Drowned City

## Advancement Track

*Seers of the Drowned City* is designed for four characters and uses the medium XP track.

- 6** The PCs begin the adventure at 6th level.
- 7** The PCs should reach 7th level shortly after starting to bolster the enclave's defenses.
- 8** The PCs should be 8th level before confronting the Stormreaders in the Augur's Throne.

## Adventure Summary

**I**n *Seers of the Drowned City*, the heroes come to the flooded city of Hyrantam in the heart of the storm-lashed Sodden Lands in western Garund after they or one of their allies is lured to the ruins by a series of strange dreams. There, they find descendants of the fallen kingdom of Lirgen struggling to survive in the remnants of the nation's once-great capital. After exploring flooded ruins and investigating a rash of monster attacks, the PCs learn that a coven of hags allied with the thunderbird Aeassra is exploiting the city's inhabitants in order to divine metaphysical secrets and hidden truths from region's weather patterns. To stop the coven and save the people of Hyrantam, the party must gather resources and plan its attack carefully, for as long as the hags and thunderbird stay allies and work together, they remain too potent a force for the heroes to face directly!





## Adventure Background

Throughout the Age of Enthronement, the kingdom of Lirgen blossomed under the rule of the Saoc Brethren, a collective of philosophers who sought guidance from the stars. The Saoc Brethren used their knowledge of astronomical patterns and astronomy to guide their civilization to prosperity, ushering in a golden age that rivaled many of the Inner Sea region's historic empires. The kingdom's meteoric rise did not last, though, for when the Eye of Abendego formed in the Abendego Gulf, the overwhelming storm blotted out the stars above with its clouds and flooded the coastline below with its waves. That the Saoc Brethren had not predicted the hurricane's devastation drove most of their kin to take part in a massive ritual suicide while their nation drowned.

When the storm's fury drew the Storm Kindlers—devotees of Gozreh who viewed the Eye of Abendego as a manifestation of their deity's power—to the region, some of their number became intrigued by fragments left behind by the Saoc Brethren. This blasphemous sect grew obsessed with the notion that by adapting the Brethren's divinatory methods to the Eye of Abendego, they could not only read the future, but also alter the future by controlling the storm itself. The other Storm Kindlers were aghast at this sacrilegious belief when they learned of it, and they attempted to cut the heretics off from access to the source of their obsession by exiling them, forcing them to flee south or face execution. The heretics did so, eventually resettling in the Lower Korir River Delta in what would soon become southwestern Sargava, and in time both groups—the Storm Kindlers and the heretics among them—faded from memory.

Nearly a century later, a storm hag named Byurka uncovered a set of documents describing some of the methods developed by the heretical Storm Kindlers. Intrigued, she suspected that the heretics failed to fully perfect the skills they sought because they lacked a fundamental understanding of the nature of storms. Byurka's own supernatural power over storms would grant her the insights the heretics lacked, and according to her own theories based on the blasphemous notes, this would allow her to succeed where the heretics failed.

Following clues she interpreted from early divinations, Byurka traveled to the flooded city of Hyrantam in the Sodden Lands, where she met two other crones native to the region: the green hag Orleva and the sea hag Vorysa. Byurka saw potential in Orleva's charms and Vorysa's regional knowledge, and when she shared her plot with them, the three hags found much in common and formed a coven called the Stormreaders. When Byurka's further forecasts indicated that Hyrantam's strange and unpredictable guardian, the Star Savior, was about to inexplicably abandon the city for several months, the storm hag knew the time was right for her coven to take up in Hyrantam and begin her studies of the storm.

## Where on Golarion?



*Seers of the Drowned City* takes place in and around the flooded city of Hyrantam, once the capital of the lost nation of Lirgen. More information on how that area became known as the Sodden Lands can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Lost Kingdoms*. The ruins of Hyrantam are more fully detailed in the gazetteer on page 46.

Yet, the hags first needed a resource that would both bolster their defenses and enhance their ability to manipulate the storm itself. They found precisely that in a thunderbird named Aeassra, but securing the powerful beast's cooperation was difficult. When Aeassra flew off to hunt, the hags snatched her egg and hid it. When the thunderbird returned and found her nest empty, she scoured the countryside in search of her egg. Eventually Aeassra's rage gave way to fear, at which point Byurka brokered an alliance. Using flattery, deception, and coven magic, she lured Aeassra to Hyrantam, and there the hags entranced the thunderbird with *charm monster*. Keeping her egg hostage as insurance should the charm ever fail, the coven had secured a powerful ally.

The hags then claimed a Saoc observatory called the Augur's Throne as their headquarters. Despite promising leads, the coven consistently failed to glean, let alone master, any noteworthy divinations from the Eye's weather patterns, much to Byurka's chagrin. Convinced that she simply lacked key pieces of information, the storm hag started demanding Saoc artifacts, documents, and other relics from the Lirgeni survivors residing among Hyrantam's flooded towers. The locals loathe risking their lives in search of tribute within the ruins, but they know that defying the coven will invoke the hags' fury. With their enigmatic protector, the Star Savior, remaining mysteriously absent and local predators growing increasingly violent as a side effect of the coven's manipulations of local weather and tidal patterns, the people of Hyrantam have grown desperate for aid.

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## Chapter 1

# High Tide in Hyrantam

The storm hag Byurka had hoped that research into the heretical Storm Kindler legacy would go smoothly once she and her fellow hags settled in to their new home in Hyrantam. With the mysterious Star Savior out of town (see page 48 for more details) and the thunderbird Aeassra under their control, the Stormreaders believed they would master the mysteries before them with ease. Unfortunately, Byurka's assumptions were misplaced, and it wasn't long before the hags realized they were in over their heads. By using *control weather*, the coven manipulated the local storm patterns; in doing so, they hoped to discover how the heretics made their divinations. Byurka has grudgingly come to admit to herself that she needs more information about the Saoc Brethren's legacies, as the fragments of lore and broken

antiques scrounged from the ruins haven't provided sufficient information for her to find the flaws in her readings. She needs expert advice, but the masterminds behind the first storm auguries are all long dead and their bodies lost.

Yet, as a student of the occult, Byurka knows there are other methods to extract this missing lore. The Stormreaders have learned enough that they are able to use their coven ability to cast *dream* to send out nightly calls to any living descendants of those who once dwelled in Hyrantam and whose past lives touched upon the Storm Kindler heretics. They rely on the currents of the storm itself to carry this magic outward—with no specific targets in mind, they have to be patient and trust the magic to seek out the proper marks. These dreams are





engineered to fill the heretics' living descendants with memories of longing, visions of Hyrantam as it appeared before the flood, and a strong urge to come to the now-flooded city. The Stormreaders hope to eventually empower this ritual magic further, to weave an actual compulsion effect into the dream lure to force those who receive the nocturnal visions to come to Hyrantam, but so far such a powerful effect has eluded them.

Yet the lure is working. Several of those still dwelling in Hyrantam have been affected by the dreams. Posing as a mysterious human seer, the green hag Orleva regularly visits the enclave in Hyrantam where over a thousand Lirgeni cling stubbornly to their homeland, and she has established herself as a sort of "envoy" of the Eye of Abendego. On each visit, she demands new tribute in the form of mysterious relics recovered from the flooded portions of the city as well as any citizens who have had strange dreams of the time before the constant storm. When the enclave resists, they are punished by powerful storms and attacks by the thunderbird. Today, the enclave has learned it is best to scour the dangerous waters for more tribute and to encourage those who receive strange dreams to offer themselves up voluntarily, so as to prevent further attacks from the Stormreaders.

The people of Hyrantam are growing desperate, for few new dreams have reached them, and the constant scavenging for relics from the flooded city grows ever more dangerous as the people are forced to explore riskier areas of the ruins. With their Star Savior mysteriously absent and the demands of the Stormreaders only growing more and more frequent, the enclave is in dire need of a group of heroes to stand against the coven and its power over the storm.

## Getting Started

The simplest way to start this adventure is to have an NPC—someone whose nights have recently become haunted by strange but compelling dreams of pre-flood Hyrantam—hire the PCs. This NPC seeks to travel to the city to determine the cause of these dreams and, knowing the dangers of the ruined capital city, hires the PCs along as protection. In this case, the NPC offers the PCs a payment of 2,000 gp each, with an additional payment of 2,000 gp each upon the NPC's safe return home. This method works best if the NPC hiring the PCs is someone you've already established in your campaign and with whom the PCs have an established alliance or ongoing relationship of some sort.

A more compelling way to get started, though, is for one of the PCs to be affected by the dream of Hyrantam. This adventure assumes you'll be using this hook to get the PCs involved, and there are places during their exploration of Hyrantam where the PC who has been touched by these dreams (referred to hereafter as the "Saoc descendant") can gain additional insight or temporary abilities linked

## Ire of the Storm 2

Although *Seers of the Drowned City* is intended primarily as a stand-alone adventure, it shares themes and plot elements with *Pathfinder Module: Ire of the Storm* and functions well as a sequel to that adventure. In *Ire of the Storm*, the PCs face off against the legacy of the heretical Storm Kindlers and save the small town of Pridon's Hearth from a devastating fate. The PCs should reach 6th level by the end of that adventure, and as such should be ready for the challenges that await them in *Seers of the Drowned City*.

In this case, the PCs' exposure to the *storm seeds* and other Storm Kindler influences in the storm engine at the climax of *Ire of the Storm* attracts the coven's dream lure. All of the PCs should experience the Saoc descendant's dream in this case, and in addition to visions of Hyrantam, they should also gain the insight that the original source of the cult's inspiration comes from this city. Furthermore, if Magdi Kukoyi survives *Ire of the Storm*, he too receives these dreams, but whether he plays the role of an ally or competitor depends on how events unfolded in your game. If the PCs treat Magdi poorly or leave him imprisoned, he may even show up in this adventure, with more power—and allied to the coven!

to the occult energies the Stormreaders have been experimenting with in the drowned city.

Finally, you can run this adventure as a sequel to *Pathfinder Module: Ire of the Storm*, which is set in Sargava and explores similar themes and ties to the Storm Kindlers. See the sidebar above for more information on how to run this adventure as a continuation of *Ire of the Storm*.

## The Saoc Descendants' Dream

The exact details of the dream that the coven sends out on the storm winds are hard to recall. Anyone who has the dream only remembers one detail clearly: a vision of a coastal city with gleaming towers topped with observatories. The dreamer knows without doubt that this city is called "Hyrantam." A character who experiences this dream awakens with a sense of exhilaration, a pang of homesickness, and the nagging sensation of having left something behind.

A PC who has this dream has a chance to recall additional tidbits of information from the strange experience. If you elect to have multiple PCs experience the dream (as is the case if you choose to run this adventure as a sequel to *Ire of the Storm*), the PCs all have the same dream, but the fragments they remember may differ. Have each Saoc descendant attempt a DC 10 Wisdom check. Success allows that character to roll on the Hyrantam Dream Fragments table below for a bit of additional information. Every 5

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## The Abendego Edge

At the edge of the Eye of Abendego, storms are a fact of life. On a typical day in Hyrantam, breaks in the storm are rare, but with the Stormreaders influencing the region, the rains and wind have become unrelenting. For the duration of this adventure, Hyrantam is assailed by a thunderstorm with rain and severe winds. At times during the adventure, these conditions worsen as the coven manipulates the weather. After spending at least 24 hours in Hyrantam, a PC who succeeds at a DC 20 Knowledge (arcana) or Survival check notes that the weather here is unnatural, even for being so close to the Eye of Abendego, and is being magically influenced. If a PC succeeds at a DC 27 Knowledge (arcana) check, the weather manipulation can be identified as deriving from a *control weather* spell.

Outdoors, the rain and wind penalize all Perception checks and ranged weapon attacks by -4, extinguish unprotected flames automatically, and have a 50% chance per round of extinguishing protected flames. Bolts of lightning tend to strike the tops of towers, many of which hold ruined observatories, telescopes, or other objects that act as de facto lightning rods, but there's a 10% chance per day that if the PCs spend more than 1 hour outdoors, a PC wearing medium or heavy metal armor is struck by a lightning bolt for 6d8 points of electricity damage.

Full rules for storms can be found on pages 437–440 of the *Pathfinder RPG Core Rulebook*.

points by which this Wisdom check exceeds a DC 10 allows for an additional roll on the table below. Each of the five dream fragments carries with it a minor boon that can aid the PC; if a PC remembers more than one dream fragment, she must pick only one of the boons. Boons granted by the dream last for the duration of this adventure.

### HYRANTAM DREAM FRAGMENTS

d%	Result
1–20	The PC recalls images of the towers and streets of Hyrantam and knows instinctively that the city's roads and districts were built using the constellations as inspiration. ( <b>Boon:</b> +2 insight bonus on Knowledge [nature] and Survival checks.)
21–40	The PC catches glimpses of men and women of the Saoc Brethren performing divinations and wielding magic to interpret strange signs from the stars above. ( <b>Boon:</b> +2 insight bonus on Knowledge [arcana] and Spellcraft checks.)
41–60	The PC remembers looking out across the wondrous skyline from a breathtaking vantage point atop one of the city's numerous observatories. ( <b>Boon:</b> +2 insight bonus on Fly and Perception checks.)
61–80	The PC has memories of swimming in the winding

tidal canals of Hyrantam, which brings up feelings of relaxation and comfort, but also knowledge of secret meetings with friends or lovers. (**Boon:** +2 insight bonus on Stealth and Swim checks.)

81–100 The PC experiences the early work of the talented builders of Hyrantam's towers; these skillful and brave laborers had to navigate narrow walkways daily to build the city's spires. (**Boon:** +2 insight bonus on Acrobatics and Knowledge [geography] checks.)

Those who experience the dream are under no mental compulsion to seek out Hyrantam, but if they ignore the dream, it comes to them again once every 1d6 nights. Should the PCs continue to ignore the dream, you have a choice—you can either take the hint and run a different adventure or have another NPC receive the dream and hire the PCs to accompany her or him on an expedition to Hyrantam, as detailed in the first paragraph under Getting Started.

### Hyrantam Ahoy!

The exact details on how the PCs travel to Hyrantam are left to you. If you're running *Seers of the Drowned City* as a sequel to *Ire of the Storm*, Count Narsus of Pridon's Hearth is more than willing to arrange for transportation by ship for the PCs to sail north to Hyrantam. If instead the PCs are hired by an NPC to serve as guards, that NPC provides the necessary transport. If the PCs are on their own and following up on the dreams, organizing a journey to the Sodden Lands should require some amount of bribery or diplomacy. No regular trade routes exist between Hyrantam and other ports of call, but for the right price, a brave captain could be convinced to sail to the city. Passage by ship to Hyrantam is, of course, hazardous, and the price for such a voyage should be closer to 1 gp per mile rather than the standard 1 sp per mile. Haggling can bring this price down somewhat, and more unscrupulous PCs can always use threats or mind control to ensure passage. Of course, if the PCs own their own ship, the whole question is moot. The overland journey to Hyrantam is longer and even more dangerous, and travel through the Sodden Lands will certainly involve many encounters with dangerous scavengers, wild animals, voracious monsters, and more. In the end, the point of this adventure isn't the trip but the destination, so feel free to gloss over the journey as much or as little as you wish.

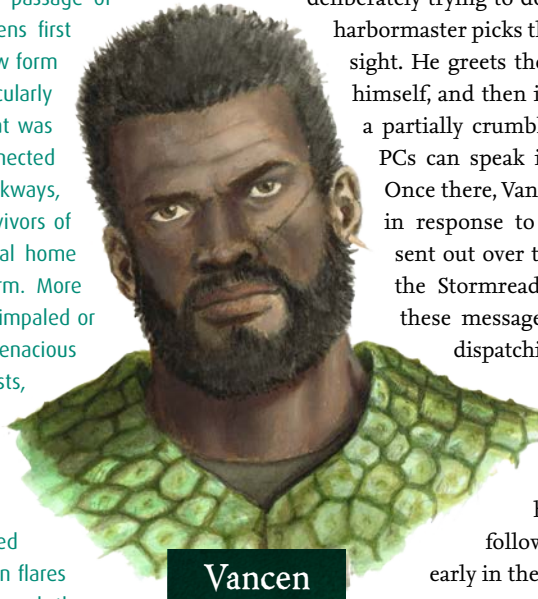
When the PCs finally approach Hyrantam, consult the gazetteer of the city on page 46 for further information. You can use the following read-aloud text if you wish to describe the PCs' first view of the strange flooded city.

Against a backdrop of a swampy coastline, barely visible through sheets of driving rain, the strange ruins of Hyrantam rise from a choppy sea. Below, the waves churn and slosh over reefs grown from collapsed towers, but those towers that still





stand command the view. Over a hundred stone structures in varying states of repair rise from the waves, some partially collapsed due to the erosive action of countless waves, but others seemingly untouched by the passage of decades since the Age of Lost Omens first dawned. What were once hilltops now form scattered islets just offshore. A particularly dense section of towers rises in what was once the city's heart, with spires connected by rope bridges and wooden walkways, showing that the last remaining survivors of Hyrantam still cling to their ancestral home in spite of the nearly constant storm. More recently destroyed ships lie partially impaled or sunken in shallow waters near this tenacious center of civilization, the sails, masts, and hulls shredded by bolts of lightning. As if to underscore the danger, a fresh bolt from the churning storm clouds above lances down to strike a ship's mast, followed by a thunderous peal. A single beacon flares at the entrance to a wide channel through the wreckage, beckoning ships into a sheltered harbor amid the bridge-connected towers.



**Vancen**

A successful DC 12 Knowledge (local) check confirms that Hyrantam is a dangerous place, but that the enclave located at what was once the city's heart is a relatively safe harbor. If the PCs are captaining their own ship, a successful DC 15 Profession (sailor) check is required to steer the ship into the harbor, but at your discretion (and certainly if the PCs' ship is captained by a reasonably competent sailor), feel free to waive this check in the interests of getting the adventure properly started. Having the PCs' ship run aground on a reef or sunken ruin can certainly add an element of danger to the adventure, though, forcing the PCs to remain in Hyrantam without an easy means of escape, but this adventure assumes no such added level of complexity—at least, not until the PCs themselves come to the attention of their enemies!

## A. LIRGENI ENCLAVE

Located near Frogmarch Ridge, this small shantytown is described in greater detail on page 50. A map of the area can be found on the inside front cover.

### Meeting the Harbormaster

Unless the PCs approach by stealth, they are greeted as they arrive by the city's harbormaster, a lean man with stubbly facial hair, clad in armor crafted from crocodile hide. This man is named Vancen, and he has acted as the enclave's chief diplomat and warden for many years. Greeting new arrivals to the city is a task Vancen enjoys, for the extroverted harbormaster rarely gets visitors to

the city. He's particularly eager to greet newcomers of late, though, as the situation in Hyrantam worries him.

Vancen has a keen eye and, unless the PCs are deliberately trying to downplay their appearance, the harbormaster picks them out as adventurers at first sight. He greets the PCs warmly and introduces himself, and then invites them into his office in a partially crumbled tower so that he and the PCs can speak in comfort out of the storm. Once there, Vancen asks if the PCs have come in response to one of the calls for aid he sent out over the past few weeks. Of course, the Stormreaders made sure that none of these messages reached their destinations, dispatching the thunderbird to sink all the ships Vancen used—but the very fact that the PCs are here, regardless of the reason, gives Vancen hope. Read or paraphrase the following at an appropriate point early in the discussion.

"Whether you are replying to my call for aid or are simply a well-timed arrival, Hyrantam has need of adventurers. We are under siege, and not merely by the weather. A group calling itself the Stormreaders claims to control the winds and waves, and its agents have been forcing us to scour the dangerous flooded reaches of the city for old Lirgeni relics and treasures as tribute. More than that, the Stormreaders have demanded that we offer up to them any who have strange dreams of the city before the Age of Lost Omens. Several of the enclave's people have had such visions of late, and at first we denied it and tried to hide it from the Stormreaders, but they saw through our deception. A great thunderbird attacked us and killed dozens after our first refusal to give up our dreamers as tribute, and since then, I suppose we've been lucky in that a selfless few among our number have surrendered themselves to the Stormreaders for the good of the people. Furthermore, the predators in the region have become agitated by the constant storms, making it dangerous to fish or forage in Hyrantam, much less scour the ruins for treasures. We're used to raids from skum or sahuagin and attacks from the occasional sea predator, but now we can barely feed ourselves without losing foragers to the ravenous beasts. Add on the folks who never returned from scavenging for relics to offer the Stormreaders, and I don't think our little community will last much longer. Anything you can do to help would be a sending from Gozreh herself!"

Vancen goes on to offer the PCs his home (area A1) as a place for them to stay during their time in Hyrantam, and he is willing to answer any questions the PCs may have. Likely topics, along with the information Vancen has to share, are listed below.

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## Aquatic Adventures

Many encounter areas in this adventure are partially or wholly underwater. Since the PCs start this adventure at 6th level, their spellcasters should have access to spells such as *water breathing* to aid exploration of submerged regions, but if your group lacks these resources, you should consider having Vancen supply the PCs with an additional cache of *potions of water breathing*. Other resources exist in the adventure as well—the oceanid Eryssala and the priestess Mparu can both supply the PCs with the ability to breathe underwater. At your discretion, one of Vancen's first suggestions could be to try to rescue Mparu, instead of him simply providing the PCs with potions. Of course, you can always relocate some of the areas in this adventure to be above water, although doing so does take away much of the flavor of exploring a drowned city.

Full rules for underwater combat and adventuring appear on pages 432 and 445 of the *Pathfinder RPG Core Rulebook*.

**How the PCs Can Help:** If the PCs seem willing to assist him, Vancen warns them that directly opposing the Stormreaders without proper preparation would be suicide. In the short term, though, there are three things the PCs can do to help.

**Rescue Mission:** Hyrantam's enigmatic protector, the Star Savior, has never been someone the enclave could rely on for protection, and the fact that he's been missing for months is not so unusual. What worries Vancen more is that the enclave's most powerful healer and its spiritual heart, a priestess of Gozreh named Mparu, has been abducted by a tribe of skum. He worries that the skum are keeping her alive only to eventually offer her to one of their aberrant masters, but none in the enclave is brave or strong enough to attempt a rescue. Vancen knows the skum who took Mparu use an old planetarium as a hideout. If the PCs can defeat the skum and rescue Mparu, her magic will prove very beneficial in both the enclave's defense and as a resource for the PCs.

**Research Hyrantam:** Vancen believes that an old library could well contain information of interest to the PCs, for there lie records of pre-flood Hyrantam and perhaps insights into the nature of the strange dreams. The library remains relatively well protected by magic—scavengers who have attempted to explore it have never made it far, and it's likely that information remains hidden deep inside the ruin—if only the PCs can survive its protections and guardians.

**Secure New Tributes:** The next visit from the Stormreaders to the enclave is scheduled to occur in 3 days. If the PCs can gather some treasures to offer the Stormreaders before this visit, the group will be appeased for at least another month, which should allow plenty of time to plan

more focused retaliation against them. Vancen suggests a flooded building called Aphelion Manor south of the river in Watcher's Way as a likely place to find such treasures—enclave scavengers have not dared explore this nearby site yet for fear of the long-necked reptile that's been spotted dwelling within the partially flooded building, along with rumors that the mansion is haunted. "The Stormreaders aren't interested in any mere bauble or magical item as tribute," warns Vancen. The PCs should search out items of historic value from Hyrantam; Vancen can give them pointers and tips on how to recognize such objects so that as they explore the ruins, the PCs can identify potential tributes with successful DC 15 Appraise or Knowledge (arcana, history, or local) checks, or successful DC 25 Perception checks. Any Saoc descendants automatically identify such items, for they recognize them from a brief image from the dreams. If the PCs don't secure enough tribute, Vancen fears that the Stormreaders will demand "dreamers" instead—two or three citizens of the enclave who have experienced strange dreams of late. Since dreamers sent as tribute are never seen again, he very much hopes to avoid sending more.

**Hyrantam:** If the PCs have any further questions about Hyrantam, consult the gazetteer on pages 46–51 for more details. What parts of Hyrantam Vancen can tell the PCs about is up to you, but as a general rule he knows more about what's going on in the enclave and less about the city's more northern reaches.

**Monster Attacks:** Hyrantam is a dangerous place, with more than its share of monsters (particularly in the northern half of the ruins), but lately, these monsters have grown bolder. Many of them are little more than beasts—creatures such as giant squids, sharks, enormous eels, hydras, or tylosauruses. Others, like scraggs, skum, or adaros, are more organized and more dangerous. The monster that frightens the locals the most today, though, is the thunderbird who arrived with the Stormreaders. The kerakinsis have grown bolder as well—these monstrous humanoids have long dwelled amid the more remote tower tops in northern Hyrantam and generally left the humans of the enclave alone, but they have grown more aggressive as the storms have increased in power.

**Stormreaders:** Vancen explains that the Stormreaders consist of a small group of powerful seers who are allied with an even more powerful magical beast—a thunderbird. The Stormreaders arrived in Hyrantam a couple months ago and claimed an abandoned tower on Seer's Summit as their lair. At first, the people of the enclave were grateful, since the Stormreaders offered sound advice and seemed friendly enough. But a few weeks after their arrival, they began issuing demands, with the first refusal to comply answered with an attack by the thunderbird. "We got the message and have done our best to scavenge for them ever since, though this string of monster attacks has made it nearly impossible for us to meet their demands."





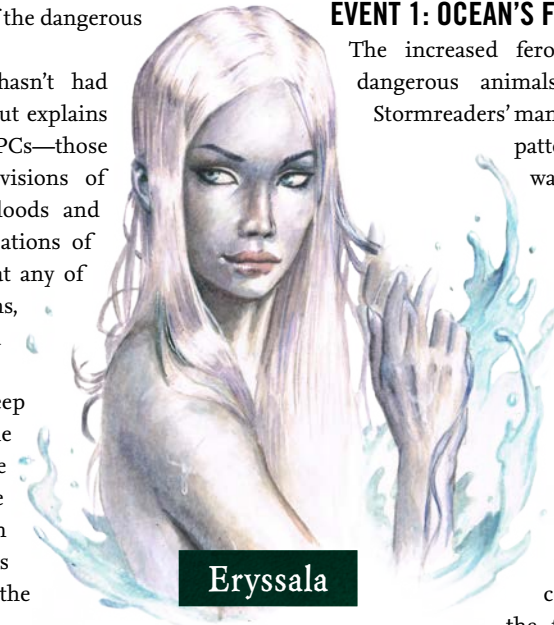
Apart from the thunderbird, the only Stormreader Vancen (or any other enclave dweller) has met is a Garundi woman named Orleva. She came alone on her first few visits, but since the first thunderbird attack, she's been accompanied by several of the dangerous local predators, the kerakinsis.

**Strange Dreams:** Vancen hasn't had any of these dreams himself, but explains what he knows to the PCs—those who experience them have visions of Hyrantam from before the floods and wake with overwhelming sensations of homesickness. If he learns that any of the PCs have had similar dreams, Vancen becomes both excited and fearful, and he warns the PCs that they should keep this information secret. If the Stormreaders learn the PCs are dreamers, the seers will come for them! If asked, Vancen can confirm that the strange dreams first began not long after the Stormreaders arrived in town.

**Development:** Once the PCs agree to help, Vancen again volunteers his offices as a place for the PCs to rest. He can also provide the PCs with a skiff with which they can explore the flooded city more easily, along with a single *potion of water breathing* for each PC. Once Mparu is rescued, the cleric agrees to make her spellcasting and healing services available to the PCs for free for the remainder of the adventure.

## Into Hyrantam

Once the PCs are ready to start exploring Hyrantam, consult Appendix 1 on pages 46–51 for a gazetteer of the city, including rumors they might learn from speaking to its denizens and advice on how to handle exploration of the ruins. The remainder of this adventure focuses on key locations and events that relate directly to the plot, but if your party is lagging behind in experience points or becomes intrigued by other parts of the city, feel free to let them explore. Likewise, while the events and locations presented in this adventure are given in a specific order, there's no reason why the PCs can't take on these encounters in any order they wish. The encounters are presented roughly in order of increasing difficulty, so if the PCs skip ahead to a location later in the adventure (perhaps after becoming intrigued by a rumor or simply because they wandered into the wrong place at the right time), run with it! The more *Seers of the Drowned City* plays out according to the players' decisions rather than in a set order of missions you send them on, the more agency the players will have and the greater their satisfaction will be when the Stormreaders are finally defeated!



Eryssala

The following two events are not tied to specific locations but both should occur before the PCs have spent too much time exploring Hyrantam.

### EVENT 1: OCEAN'S FURY (CR 7)

The increased ferocity of local monsters and dangerous animals is a side effect of the Stormreaders' manipulations of weather and tidal patterns, upsetting even intelligent water-dwelling creatures.

**Creature:** One of Hyrantam's more reclusive denizens has grown unusually frustrated with what she believes is an "usurpation of the sanctity of the sea's breath"—the oceanid Eryssala. Her spiritual connection to the bay's climate and currents make her exceptionally sensitive to unnatural changes in weather. As a result, the coven's storm auguries cause the fey severe discomfort. Weeks

of suffering through the coven's abuse of her home have driven Eryssala into a frenzy, and she now takes out her wrath on any creature she doesn't recognize as part of the local wildlife. So far, she has avoided the temptation to unleash her fury on the citizens of the Lirgeni enclave, but those who travel beyond that area into the city itself are fair game.

The PCs should encounter Eryssala after their first foray into one of the keyed encounter locations in Hyrantam. She approaches the PCs as they return, perhaps as soon as they emerge from the structure they've been exploring. Eryssala doesn't attack at once, but she does take the time to use *summon nature's ally V* to summon a large water elemental to her side. She engages the PCs a few rounds later, shrieking curses and demanding they cease torturing the sea or suffer her wrath.

Eryssala's initial attitude toward the PCs is unfriendly. If the PCs don't immediately attack her, they can attempt to reason with the furious fey, but if they don't attempt to parley within 1 round of her accusation, she grows impatient and strikes. She fights until reduced to 20 or fewer hit points, at which point she attempts to flee into the sea to recover. If she escapes, she confronts the PCs again the next time they emerge from a building in Hyrantam, but this time she's more wary and won't attack them unless they attack first, giving the PCs more time to talk things out.

A PC who succeeds at a DC 23 Intimidate check secures Eryssala's temporary aid. She agrees to cast *water breathing* on the PCs if they ask for magical aid and otherwise agrees to let them pass unharmed.



However, the next time she encounters the PCs, she attacks them on sight.

Diplomacy is most certainly a better option than engaging Eryssala in combat, and a PC who succeeds at a DC 25 Diplomacy check (any character who is obviously a worshiper of Gozreh or a druid gains a +5 circumstance bonus on this check) is able to calm the oceanid. Any effect that can abate her anger, such as fascinate effects or *calm emotions*, automatically secures her cooperation as her rage fades and she realizes the PCs are very unlikely to have anything to do with the situation in the city. In this case, she explains that she is bound to the sea and that the bizarre storms have been churning the waters and twisting her emotions. She suspects the Stormreaders are to blame, but she refuses to go near their accursed tower for fear that the crones will capture her and either dissect or enthrall her to aid them in their torments against the ocean. She has been trying to combat the storm with her own *control weather* ability, but the Stormreaders simply counteract her magic with their own each time she attempts anything.

If the PCs secure her aid and reveal to the oceanid that they intend to stop the Stormreaders, she cries out in joy. She won't accompany the PCs or aid them directly in combat (she is loath to bring direct harm to Hyrantam natives, after all), but she agrees to cast *water breathing* on the PCs whenever they require. She also offers her aid in other ways. She can use *control water* to remove the water hazards from areas **B** and **D**. She can also summon temporary aid for the PCs via *summon nature's ally V* if they get into a fight outdoors.

Each time the PCs call upon Eryssala's aid, there's a cumulative 10% chance that the Stormreaders take note. Once they do, they capture the oceanid and trap her in area **H6**—the PCs can rescue her from there in time, but from this point on, her aid is no longer available to the party. Once she's rescued from her prison, she certainly aids the PCs for the remainder of the adventure as best she can.

**ERYSSALA**

**CR 7**

**XP 3,200**

Female oceanid (*Pathfinder RPG Bestiary 4 208*)

**hp 76**

**Story Award:** If the PCs secure Eryssala's aid, award them XP as if they had defeated her in combat.

**EVENT 2: PRESENTING TRIBUTE (CR 9)**

The Stormreaders test their auguries on the Lirgeni, manipulating Hyrantam's weather patterns and interpreting their impact on local life, be it wild animal, monster, or enclave dweller. As a result, the hags routinely visit the Lirgeni enclave to observe the outcomes of their predictions, allowing the storms to abate while they watch, unseen, how the citizens behave. Once every month, they also use these visits to collect tribute and remind the Lirgeni of what awaits them if they fight back.

This encounter represents the PCs' first chance to interact directly with one of the Stormreaders, and takes place 3 days after the PCs arrive in Hyrantam.

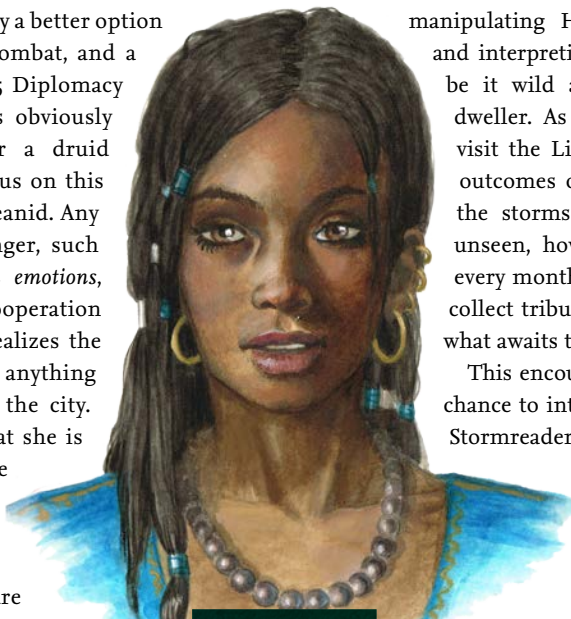
As this third day dawns, the storms abate and the sun comes out, yet the people of the Lirgeni enclave are hesitant to rejoice. They know that the lull in the storm presages an

afternoon visit from the Stormreaders. Vancen seeks out the PCs before the hag Orleva arrives and asks them to follow his lead and not anger or attack the visitor, for fear of retaliation against his people. He also suggests the PCs keep the items they've settled on for tribute handy.

**Creatures:** Late in the afternoon, after she's had a chance to observe the enclave for several hours, the green hag Orleva approaches the harbormaster's home, accompanied by three kerakinsi minions. Rather than rely on her *alter self* ability, the coven has used *veil* to grant her the appearance of a beautiful human woman to afford the disguise a 10-hour duration rather than a 9-minute one. She doesn't bother obfuscating the kerakinsis—they're well known as dangers in the region, and using them in public appearances as guardians only bolsters the Stormreaders' notoriety.

In her human guise, Orleva appears as a beautiful Garundi woman with piercing blue eyes and blue robes that flow as if rustled by a soft breeze, regardless of the surrounding weather conditions. On previous visits, she has met with Vancen in public on the piers near his home, but unless the PCs have taken drastic measures to hide their presence in town, she knows they may be present as well. Still, she directs her initial greeting to Vancen and, unless the PCs interject, proceeds to ignore them throughout the exchange.

The meeting with the Stormreader plays out over four distinct phases: introductions, auguries, predictions, and tribute. A fifth phase, combat, can begin at any point should the PCs initiate hostility, but Orleva won't start a fight herself unless goaded into attacking during the tribute phase (see below). Each phase of the meeting



**Orleva**





plays out over the course of several minutes, and the PCs can attempt various skill checks or take actions to adjust Orleva's attitude so that when it comes to offering tribute at the end, they'll be able to get away with lesser offerings. Respectful discourse may win the Stormreader's favor, but if Orleva notices any deception or hostility, it may sour the hag's opinion of the PCs.

Although she hides it well with false pleasantries, Orleva's initial attitude toward the PCs is unfriendly. During each of the first three phases of the meeting, one PC can attempt a Diplomacy check to adjust her attitude. The results of these three checks do not stack—the PCs, in effect, have three separate chances to improve her attitude. Other characters can take the aid another action to bolster the primary diplomat's check each phase. A successful DC 23 Diplomacy check improves Orleva's attitude to indifferent, a successful DC 28 Diplomacy check improves her attitude to friendly, and a successful DC 33 Diplomacy check makes her helpful (this is a case where a single check can improve an attitude by more than two steps). Any check that fails the base DC 23 goal by 5 or more makes Orleva hostile and increases any remaining Diplomacy DCs for this encounter by 5. Failing a Diplomacy check by 5 or more while she's hostile causes the hag to lose patience and demand that the PCs turn themselves over as tribute, which likely results in combat. A PC can't take 10 on these Diplomacy checks.

**Introductions:** Even though Orleva knows Vancen, she makes a show of feigning ignorance, forcing him to identify himself as her loyal servant. She doesn't recognize the PCs, however, and asks them to introduce themselves, giving the PCs their first opportunity to impress her with a Diplomacy check.

**Auguries:** Orleva's second order of business is learning the outcomes of the coven's latest storm auguries. She asks Vancen how the people of the enclave have been enduring the storms, what actions they've taken to fight the weather, and most importantly, if any of the enclave's people have experienced any dreams or seen any visions in the rain. Vancen replies with a negative—since the people of the enclave have learned to hide when they have dreams, this is, as far as Vancen knows, the truth. Nonetheless, this answer makes Orleva suspicious. The coven has no ability to know who's actually received dream visions, but Orleva in particular is talented at reading expressions and personalities. She then turns to the PCs, asking them what brought them to Hyrantam and if they've experienced any strange dreams or visions associated with the storm. Take note of any PC who admits to Orleva of having dreams of Hyrantam. A PC who has had such dreams and attempts to hide or lie can attempt a Bluff check opposed by Orleva's Sense Motive check; if she sees through the Bluff, she smirks knowingly but then moves on to her predictions. The PCs get a second chance to adjust Orleva's attitude at the

end of this phase, but if she has seen through any Bluff attempts, this Diplomacy check has a –10 penalty.

**Predictions:** After hearing the results of her auguries, Orleva provides Vancen with cryptic predictions that function more as thinly veiled threats to keep the Lirgeni in line than as actual prognostications (for example, "Your people are skilled at survival, but these storms are but a sputter compared to the true wrath awaiting us if we continue to lack in dream-borne insights"). If Orleva fails to learn of any new dreamers, she warns Vancen and the PCs to take note of any new dreams and, if they occur, to alert the Stormreaders by sending the dreamers to the shores of Seer's Summit as tribute. She also makes a point of telling the PCs that she is keeping an eye on them, for visitors in Hyrantam always warrant "special attention." The PCs can attempt a third Diplomacy check at this point.

**Tribute:** The phase involves offering tribute to the Stormreaders in order to avert their ire. Orleva would rather bring back a dreamer to Seer's Summit than relics and trinkets scavenged from the ruins, but she settles for those if no dreamers volunteer as tribute. Orleva only accepts items of importance from Hyrantam's history as tribute; an attempt to offer objects irrelevant to her interests requires a successful Bluff check opposed by her Sense Motive check. Appropriate items can be found throughout Hyrantam's ruins and are indicated in the text of this adventure. If her attitude has been shifted to helpful, Orleva requires only one such item. If she's friendly, she requires three. If she's indifferent, she requires five. And if she's unfriendly, she requires eight. She won't accept tribute in the form of historic relics if she's hostile and instead demands a dreamer. If she knows that one of the PCs is a dreamer, she would prefer that PC as tribute—replacing that PC with historic relics is possible, but the total number of relics Orleva demands is doubled (note that this may entail more relics than the PCs can recover from the initial encounter areas presented in this chapter—this is intentional, so as to make revealing PC dreamers more impactful).

**Combat:** It's possible that negotiations could break down, particularly if the PCs insult Orleva by refusing tribute or making her exceptionally hostile, or if any of the PCs manages to pierce her disguise to learn the truth. Likewise, if the PCs are unable or unwilling to offer her the tribute she demands, she becomes enraged. In such a case, Orleva isn't interested in sticking around to fight the PCs—she casts *invisibility* and then attempts to swim away back to the Auger's Throne, leaving her kerakinsi bodyguards to fight the PCs to the death.

**ORLEVA** **CR 6**  
**XP 2,400**  
 Female green hag rogue 2 (*Pathfinder RPG Bestiary* 167)  
 CE Medium monstrous humanoid  
**Init** +3; **Senses** darkvision 90 ft.; Perception +17

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**DEFENSE**

**AC** 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

**hp** 71 (11 HD; 2d8+9d10+13)

**Fort** +6, **Ref** +12, **Will** +9; +8 vs. mind-affecting effects

**Defensive Abilities** evasion, *mind blank*; **SR** 16

**OFFENSE**

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

**Melee** 2 claws +18 (1d4+8)

**Special Attacks** sneak attack +1d6

**Spell-Like Abilities** (CL 9th; concentration +12)

Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC 13),

*invisibility*, *pyrotechnics* (DC 15), *tree shape*,

*whispering wind*

**TACTICS**

**Before Combat** The coven casts *mind blank* on the green hag every morning.

**During Combat** Orleva fights deliberately, becoming invisible and then moving around the battlefield until she can make a sneak attack on a lone foe. She repeats this process again and again, not worrying too much about making attacks every round or even every other round. Faced with foes who can see through her invisibility, she fights defensively and attempts to escape, preferring to face such dangerous enemies with her coven sisters.

**Morale** If reduced to 20 or fewer hit points, Orleva flees to her coven. If fighting along with her hag sisters, she fights to the death.

**STATISTICS**

**Str** 24, **Dex** 16, **Con** 12, **Int** 13, **Wis** 16,

**Cha** 16

**Base Atk** +10; **CMB** +17; **CMD** 30

**Feats** Alertness, Blind-Fight, Combat

Casting, Combat Reflexes, Deceitful,

Great Fortitude, Skill Focus

(Sense Motive)

**Skills** Acrobatics +9, Bluff +17, Disguise +17

(+27 with *veil*), Knowledge (history) +10,

Perception +17, Sense Motive +26,

Stealth +17, Swim +21

**Languages** Aklo, Common, Giant

**SQ** mimicry, rogue talent (combat trick),

trapfinding +1, weakness

**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** *amulet of mighty fists* +1, 50 gp

**KERAKINSIS (3)** **CR 4**

**XP 1,200 each**

**hp** 39 each (see page 58)

**Development:** If the PCs appease Orleva, she takes the items and promises to return in 1 month, warning Vancen that the need for dreamers as

tribute is paramount. The next time she visits, she won't accept anything but dreamers, essentially giving the PCs a month to defeat the Stormreaders if they hope to resist having the coven launch a devastating attack on the enclave. In any event, successfully offering tribute prevents the Stormreaders from immediately seeing the PCs as threats, and as long as the PCs can maintain this perception, matters will go a bit more smoothly for them and the enclave for the rest of the adventure.

If the PCs fail to appease Orleva and she leaves the meeting hostile or without tribute, the Stormreaders see the PCs as threats. This will have an impact on the PCs' further adventures in Hyrantam, as detailed in Chapters 2 and 3.

If the PCs successfully kill Orleva and the kerakinsis, the hags lose their coven spells, including *control weather*. This forces them to rely entirely on the thunderbird for manipulating the weather and significantly diminishes their power. The remaining two hags eventually (after 1d4 days) recruit the witchfire Narlysa (area G2) into their coven, at which point they regain their coven magic until another member is slain. In any event, Orleva's death automatically makes the Stormreaders see the PCs as threats, regardless of any tribute offered.

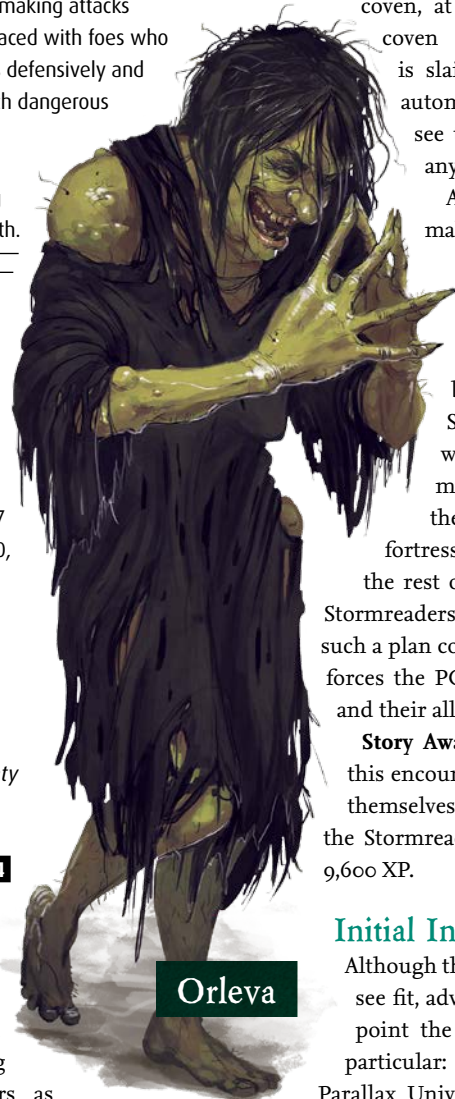
Any attitude adjustments the PCs make to Orleva in this event do not carry over to future encounters with the Stormreaders.

Finally, any character (PC or NPC) offered as tribute is brought to the Augur's Throne. See area H for more details on what fate awaits them—the PCs may think that this could give them a way to infiltrate the enemy's fortress early, but without spending the rest of the adventure researching the Stormreaders and degrading their defenses, such a plan could amount to suicide, since this forces the PCs to confront the Stormreaders and their allies at full strength.

**Story Award:** If the PCs avoid escalating this encounter to a fight and manage to buy themselves a month to prepare by offering the Stormreaders proper tribute, award them 9,600 XP.

**Initial Investigations**

Although the PCs may search the city as they see fit, advice from Vancen should initially point the PCs toward three locations in particular: Aphelion Manor (area B), the Parallax University Library (area C), and the



**Orleva**





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Saoc Planetarium (area D). See Appendix 1 on pages 46–51 for general information about travel and exploration of Hyrantam, including random encounters (see page 51 for a list of encounters the PCs might run across during their explorations).

## Off the Beaten Path

Although this adventure provides several locations the PCs are expected to visit, the flooded city offers numerous opportunities for exploration. You can use the following table to help build upon Hyrantam's history and reward players who seek their own path. The additional Hyrantam sites listed below provide sample locations you can use as inspiration to add depth to random encounters or to expand the sandbox style of the adventure. Suggested treasures are listed for each site, but you should feel free to add dangers as well, whether they're hazards (such as collapsing floors or flooded levels) or encounters with creatures generated from the table on page 51.

### ADDITIONAL HYRANTAM SITES

d%	Location
1–15	This site is a tavern with a puzzle box worth 600 gp on display over the bar. The puzzle is based on constellation patterns, and a small inscription encourages those who solve the puzzle to ask the Saoc Planetarium staff about a reward.
16–30	This site is a shrine to Abadar that holds 2d20 pp and a silver bracelet inlaid with blue opals worth 500 gp. The largest deposit box belonged to the Guza family of Aphelion Manor.
31–45	This site is a school for young children, with two <i>bottled clouds</i> (see page 52) among the teaching supplies. Several decorations and educational materials reference local faculty who once taught at Parallax University.
46–60	This site is a private sailing clubhouse with two <i>fan feather tokens</i> and one <i>swan boat feather token</i> behind the counter, along with a placard providing a brief history of Hyrantam's lighthouse.
61–75	This site is a museum displaying items and tools related to the study of astronomy, with directions to the Saoc Planetarium for visitors seeking more information. Five tiny meteorites found in a glass case here are magical, functioning as <i>+1 monstrous-humanoid-bane sling bullets</i> .
76–90	This site is a tailor's workshop, containing an <i>aquatic cummerbund</i> ( <i>Pathfinder RPG Ultimate Equipment</i> 208) and an intact record book describing expensive purchases shipped to Aphelion Manor.
91–100	This site is an exotic curio shop with a <i>wind fan</i> among its wares. Receipts indicate other magic items were shipped to Aphelion Manor and the Saoc Planetarium.

## B. APHELION MANOR

Aphelion Manor once stood amid beautifully sculpted gardens in Watcher's Way, home to the Guzas—a pair of married oracles of high standing within the Saoc Brethren. When Hyrantam flooded, the couple remained behind as their people fled so they could attempt to extract meaning from the catastrophe. Their reckless divinations irreparably damaged their minds, and in the end they joined in the ritual suicide that claimed most of the Brethren. Not long thereafter, flooding submerged the lower floor of the manor, leaving the upper floor just barely above the level of high tide.

Despite this gruesome history, Aphelion Manor is not completely forsaken. A small band of locathahs from the Wavewhisper tribe recently took shelter in the half-submerged manor after almost being caught and slaughtered by a group of roving sahuagin scouts. They weren't there long before an elasmosaurus was driven into the nearby rooms by the storms. It ate a few of the locathahs before trapping them within a couple of small rooms. They've spent the last few days hiding and hoping that, before they finish their remaining rations, the bad weather will subside long enough for the dinosaur to leave.

The manor itself is a stone building, and its stone doors have weathered the decades well above sea level on the upper floor. The lower floor's doors are encrusted with barnacles and shellfish; opening and closing these doors requires a successful DC 12 Strength check as a standard action.

### B1. Observation Deck

Waves crash against this stone balcony, leaving the marble floor slick with sea spray. A broken telescope leans against the railing, its cracked lens staring blindly off into the cloudy sky. A wall of shattered floor-to-ceiling windows separates this deck from the room to the south.

The Guzas used to read the heavens from this balcony, which overlooked the Frogmarch River to the north. The railings here provide a convenient mooring for a boat.

### B2. Study (CR 6)

The southern half of the room has been drenched by floodwaters that poured through the broken windows, causing the legs of the mahogany desk and chair here to rot. Three large bookcases contain several volumes with varying degrees of water damage. One of the bookcases has already spilled its contents onto the floor, where heaps of books lie ruined from years of water exposure.

The manor's former masters slipped into madness and hopelessness in this study, which became the epicenter of

their frantic search for reason as their nation drowned. Their final moments of hysteria have tainted this room.

**Haunt:** Death offered no relief to the Guzas' shattered minds, which now haunt this study and inflict their madness on anyone who enters.

**WHISPERS OF MADNESS** **CR 6**

**XP 2,400**

CE haunt (area B2)

**Caster Level** 6th

**Notice** Perception DC 25 (crescendo of insane babbling)

**hp** 12; **Trigger** proximity; **Reset** 1 day

**Effect** Mad ramblings about the void between the stars worm their way into the minds of intruders. All creatures in the study are targeted by a *confusion* spell (save DC 16).

**Destruction** The Guzas' spirits must be slain (see area B9).

**Treasure:** A single telescope lens in the display cabinet remains fully functional despite the passage of time. The lens is worth 500 gp and can be used as an item of tribute. Unfortunately, all of the books once kept here are ruined beyond repair.

### B3. Master Bedroom

The waterlogged ruins of several furnishings lie heaped in a hole that yawns in this room's eastern wall. The remnants of a four-poster bed stand next to the western door, flanked by two soaked but intact mahogany nightstands. Cracked windows look out over the flooded city.

Years of violent storms and water damage have caused most of the manor's east wing to collapse into the surf, leaving only half of the master bedroom intact.

**Treasure:** Plagued by visions of catastrophe during the fall of Lirgen, the Guzas kept a *ruby butterfly figurine of wondrous power* (see page 54) in a hidden panel in the nightstand next to the bed in an effort to ward off nightmares. The nightstand has been treated to resist water damage and remains intact; a PC who succeeds at a DC 25 Perception check notes the hidden panel. This magical figurine can be used as an item of tribute.

### B4. Foyer Balcony (CR 7)

A balcony lined with ruined paintings and massive windows overlooks the mansion's foyer, which is now filled with water. Rotten sofas and armchairs slump along the southern wall, their once rich red upholstery faded from years of neglect. A marble staircase descends into the dark, churning water. Bits and pieces of scaly flesh lie strewn here and there on the balcony.

This relatively dry balcony provides solid footing above the manor's submerged entrance hall. The balcony is

20 feet above the ground floor, roughly 5 feet above the 15-foot-deep floodwaters.

**Creature:** An angry elasmosaurus has taken shelter from the storm in the flooded chamber below (area B6), but the hungry beast swiftly rises up from the waters to attack anyone who enters this room. The elasmosaurus enjoys the flavor of locathahs and has eaten several Wavewhisper tribe members already—the bits of scaly flesh on the balcony are the scraps left from such feasts.

With its exceptional reach, the elasmosaurus can attack anyone in this room with relative ease. The creature flees the manor—paying no heed to the storms outside—if brought to fewer than 20 hit points.

**ELASMOSAURUS** **CR 7**

**XP 3,200**

**hp** 105 (*Pathfinder RPG Bestiary* 84)

### B5. Guest Room

Condensation covers the walls of this damp bedroom, its walls and doorframe caked with lichen and clinging seaweed. The tattered remnants of a bedspread, once lovingly stitched with tiny stars, lie atop a waterlogged feather mattress. The window along the northern wall ends in a jagged edge near a heap of rubble that was once the western wall.

The second floor's west wing once contained several bedrooms for visitors, but the constant storms destroyed most of them. Only part of the hallway and a single guest room have survived, sheltered from further damage by the remains of the other rooms.

**Treasure:** An airtight container of smelling salts (*Pathfinder RPG Ultimate Equipment* 101) and an oilcloth wrapped around a rolled-up *scroll of silence* are stored in the nightstand.

### B6. Foyer

Floodwaters fill this chamber to the roof, the current pushing the ragged remains of the curtains to and fro. Sheets of algae cover the lounge chairs and end tables along the walls. To the north lie three doors, a small one beneath the marble staircase which leads to the balcony and a larger one on either side. To the west and east, immense windows, long since shattered, look upon the submerged landscape beyond.

The sea reclaimed Aphelion Manor's grand foyer years ago. The water here comes up to a point just below the balcony (area B4). The manor walls shelter the interior from rough waves, leaving the water calm for the purposes of Swim checks.

**Creature:** If the PCs haven't confronted the elasmosaurus that dwells here, the creature attacks intruders on sight.





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## B7. Sitting Room (CR 6)

A barnacle-encrusted heap of rubble makes up the western wall of this flooded room. Remnants of an elegant rug peek out from beneath the debris, the fabric rotted and worn from years beneath the water. Pieces of demolished furniture have been wedged into gaps between the collapsed beams, forming a crude barricade.

The west wing of Aphelion Manor succumbed to the elements years ago, leaving only a fraction of the once elegant sitting room intact. The collapsed room now serves as a bunker for the few remaining members of the Wavewhisper tribe.

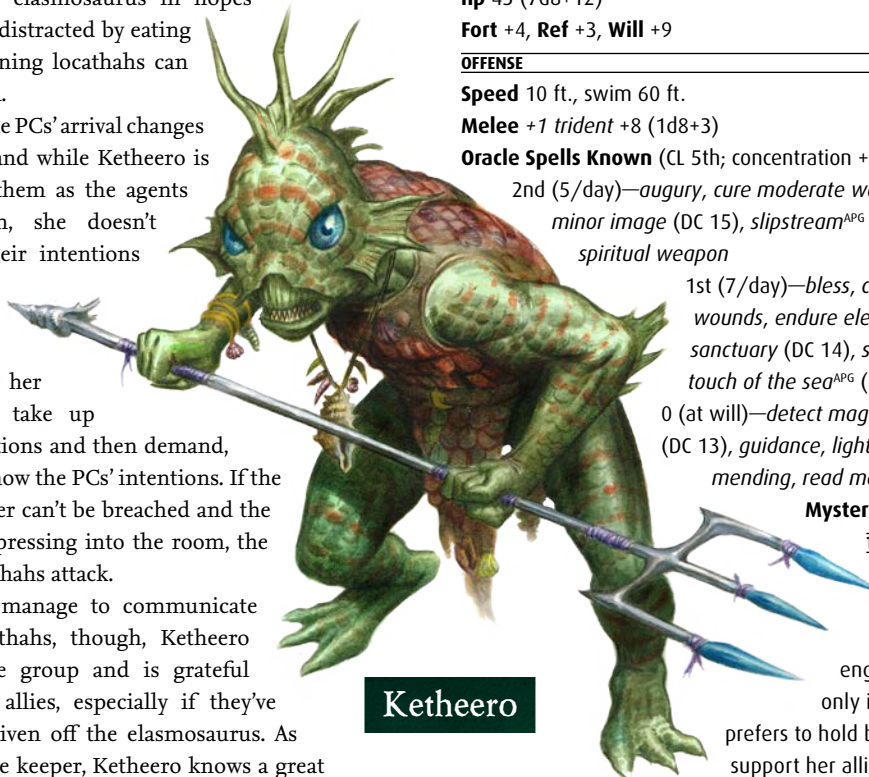
**Creatures:** A group of four nervous Wavewhisper locathahs resides in this room, accompanied by their leader and historian, Ketheero. The cramped quarters are uncomfortable, but after nearly half their small tribe was eaten by the elasmosaurus to the south or slain by the undead lurking to the east, the locathahs are more than happy to try to wait things out here—in no small part due to the fact that Ketheero claims to have received visions of being “saved” in the near future if her followers just remain patient. Of course, that was several days ago, and the prospect of slow starvation looms in their minds (the locathahs have subsisted for the past several days on barnacles, seaweed, and plankton that’s drifted into the room through cracks in the rubble, but there’s little left in here to scavenge). In truth, Ketheero has had no visions—she merely prays for the best before she’s forced to offer herself to the elasmosaurus in hopes that, while it’s distracted by eating her, the remaining locathahs can escape the area.

Of course, the PCs’ arrival changes the situation, and while Ketheero is quick to cast them as the agents of her vision, she doesn’t know what their intentions are. When the PCs first come into the room, she and her followers will take up defensive positions and then demand, in Aquan, to know the PCs’ intentions. If the language barrier can’t be breached and the PCs insist on pressing into the room, the desperate locathahs attack.

If the PCs manage to communicate with the locathahs, though, Ketheero speaks for the group and is grateful that they are allies, especially if they’ve defeated or driven off the elasmosaurus. As the group’s lore keeper, Ketheero knows a great

deal about the Sodden Lands and Hyrantam in the form of legends and rituals passed down through generations. She can confirm that the strangely violent storms have driven much of the region’s wildlife to particularly aggressive behaviors and warns the PCs to take care in their explorations of the ruins. Although the locathahs haven’t had to worry much about direct confrontations with the thunderbird, they know a bit of her history and can tell the PCs her name: Aeassra. Her recent aggression and alliance with the Stormreaders vexes the locathahs, and Ketheero suspects the seers have used either magic to control the thunderbird, or else some means of coercion to force her cooperation—yet the locathahs have no real advice on where or how the PCs should pursue this investigation further. Ketheero doesn’t know much more of the Stormreaders themselves, other than to confirm they are relative newcomers to Hyrantam.

In any event, once she finishes speaking to the PCs, Ketheero gives them her carved abalone shell figurines as a reward.



**Ketheero**

**KETHEERO** **CR 5**

**XP 1,600**  
Female locathah oracle 5 (*Pathfinder RPG Bestiary* 2 179, *Pathfinder RPG Advanced Player’s Guide* 42)

N Medium humanoid (aquatic)

**Init** +2; **Senses** low-light vision; Perception +5

**DEFENSE**

**AC** 22, touch 15, flat-footed 19 (+5 armor, +2 deflection, +2 Dex, +1 dodge, +2 natural)

**hp** 43 (7d8+12)

**Fort** +4, **Ref** +3, **Will** +9

**OFFENSE**

**Speed** 10 ft., swim 60 ft.

**Melee** +1 trident +8 (1d8+3)

**Oracle Spells Known** (CL 5th; concentration +8)

2nd (5/day)—*augury*, *cure moderate wounds*, *levitate*, *minor image* (DC 15), *slipstream*<sup>APG</sup> (DC 15), *spiritual weapon*

1st (7/day)—*bless*, *cure light wounds*, *endure elements*, *sanctuary* (DC 14), *shield of faith*, *touch of the sea*<sup>APG</sup> (DC 14)

0 (at will)—*detect magic*, *ghost sound* (DC 13), *guidance*, *light*, *mage hand*, *mending*, *read magic*, *resistance*

**Mystery waves**

**TACTICS**

**During Combat**

Ketheero engages in melee only if forced and prefers to hold back and support her allies with magic.

**Morale** As soon as she's reduced to 15 or fewer hit points, or as soon as a locathah is killed, Ketheero attempts to surrender and does her best to communicate with the PCs; if the PCs persist in attacking, she fights to the bitter end, although she does order any surviving locathahs to flee if an escape route has been cleared.

**STATISTICS**

**Str** 15, **Dex** 14, **Con** 10, **Int** 11, **Wis** 16, **Cha** 16

**Base Atk** +4; **CMB** +6; **CMD** 21 (25 vs. disarm, 25 vs. grapple, 25 vs. overrun)

**Feats** Dodge, Iron Will, Martial Weapon Proficiency (trident), Toughness, Weapon Focus (trident)

**Skills** Knowledge (nature) +10, Knowledge (religion) +5, Linguistics +2, Perception +5, Sense Motive +8, Stealth +1, Survival +9, Swim +14

**Languages** Aquan, Boggard, Draconic

**SQ** amphibious, oracle's curse (haunted), revelations (fluid nature, water sight)

**Combat Gear** *wand of cure moderate wounds* (9 charges);  
**Other Gear** mwk scale mail, +1 *trident*, golden holy symbol of Gozreh, carved abalone shell figurines used for augury worth 1,000 gp (these shell figurines can be used as an item of tribute)

**LOCATHAHS (4) CR 1/2**

**XP 200 each**

**hp** 9 each (*Pathfinder RPG Bestiary* 2 179)

**Story Award:** If the PCs avoid combat and learn what Ketheero has to say, award them 2,400 XP.

**B8. Pantry**

Collections of tarnished silverware and broken bottles line the shelves of this cramped, windowless room. Two small doors provide passage to the east and west. A broken staircase descends into the rubble-filled pit that used to be a basement.

This room once functioned as a storage space for flatware and utensils, where servants could make meals presentable after they came up from the kitchen in the basement. The flood destroyed most of this room's contents, as well as the kitchen below.

**Treasure:** Two *potions of delay poison* and 2 doses of twitch tonic (*Ultimate Equipment* 101) are hidden in the ruined liquor cabinet; a PC who succeeds at a DC 20 Perception check notes them. A watertight bottle of well-aged liquor from ancient Hyrantam sits in the cabinet as well; as long as the bottle isn't opened, it is worth 500 gp and can be used as an item of tribute.

**B9. Dining Room (CR 7)**

Water currents stripped this room's elegant dining table of its contents, leaving tarnished flatware and silverware scattered

across the floor and shifting with the currents. An exquisite centerpiece built to look like a miniature orrery sits in the center of the table.

The Guzas remained poised to host other members of the Saoc Brethren even as the city sank around them. Because the two oracles ate little while hunting for the storm's meaning, the dining room was essentially abandoned when the servants fled the rising waters. Now the room's contents swirl about in the water, corroded beyond repair.

**Creatures:** Although area **B2** functions as the epicenter of the manor's haunt, the actual undead spirits of the two oracles dwell in this room, the chamber in which they took their own lives via poison ingested during a sumptuous final feast. They "live" on here as wraiths, and while they are bound to the site of their shared suicide and cannot pursue foes beyond the confines of this room, they immediately rise up to attack intruders.

**WRAITHS (2) CR 5**

**XP 1,600 each**

**hp** 47 each (*Pathfinder RPG Bestiary* 281)

**Treasure:** A watertight glass case on the table contains a single bag of seer's tea (*Ultimate Equipment* 319), but perhaps more useful is the collection of ancient silverware etched with dramatized scenes of Lirgen's history. As a whole, the tarnished utensils are worth only 250 gp, but they can be used as an item of tribute. The greatest treasure in the room is the orrery centerpiece; this work of art is worth 2,500 gp and can also be used as an item of tribute.

**B10. Drawing Room**

Rubble from collapsed walls fills most of this ruined room. Long-destroyed paintings hang askew from the western wall, their depictions faded beyond recognition with the exception of one unusually well-preserved Hyrantam landscape still hanging by the door.

Like the master bedroom above it, most of this space was lost when the mansion's eastern wing collapsed.

**Treasure:** The Hyrantam landscape—preserved by layers of alchemical waterproofing and an application of *unguent of timelessness*—has endured remarkably well over the past 100 years. While the painting itself has no other magical properties, its quality is exquisite; it is worth 1,200 gp and can be used as an item of tribute.

**C. PARALLAX UNIVERSITY LIBRARY**

Parallax University, the jewel of Hyrantam's scholarly pursuits, also housed one of several archives that held details on the nation's history, astrological prophecies, and scientific discoveries. Because of its central role in





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maintaining Lirgen's legacy, the Saoc Brethren spared no expense protecting its library with magical wards and traps. Even when the Eye of Abendego flooded the campus, the arcane seals kept the library dry and unharmed, thanks to the sturdy construction and magically reinforced windows designed to preserve the city's archives. As a result, the library still contains a wealth of information from Lirgen's golden age, untouched by the storms that plague the region.

Each of the three floors within Parallax University's library has a specific focus—the books contained on each floor can provide a +4 circumstance bonus on specific Knowledge checks (as indicated in each room's description), but using the books in this manner requires 1d4 hours of work. Individually, the books aren't worth all that much, and there's not much of use specifically as tribute to the Stormreaders (the psychic impressions that Byurka reads work best on singular objects rather than large collections of related objects like the books in a library), but the PCs can certainly use the resources here to answer questions they may have about Hyrantam as needed.

Furthermore, all of the books stored in the library have been inscribed with an invisible and permanent *arcane mark* (CL 17th) on the upper left corner of the back cover. With a successful DC 20 Knowledge (arcana or history) check, a character who can use *see invisibility* can recognize this rune as one of many runes used by the Saoc Brethren to mark property.

## C1. Observation Deck

A marble platform juts out from the side of a triangular building, its roof decorated with several bronze spikes. The surrounding waters nearly swamp the balcony, allowing waves to splash onto the deck before draining out between the railings. Decrepit telescopes stand along the railing, their broken lenses staring blindly out over the drowned city. A stone door provides entry into the tower's top level.

With the floodwaters' rise during the onset of the Age of Lost Omens, the windows and entrances into the lower floors have become protected by permanent *walls of force* (CL 17th). These wards don't exist on the top floor of the library, however, and entrance into the top floor via the balcony door here is simple.

## C2. Science Section (CR 7)

Floor-to-ceiling windows fill most of this room's walls, while star charts cover the rest of the wall space. Esoteric tomes line the shelves throughout the room. Bronze pillars stand before the double door in the west wall, each column engraved with geometric sigils. The eastern corner contains a spiral staircase, surrounded by more pillars.

The library's top floor contains the University's treatises on astronomy, geometry, and the planes—using this floor to research grants a bonus on Knowledge (geography) and Knowledge (nature) checks. Several permanent *unseen servants* maintain the library's order and cleanliness—they also periodically wind the clockwork servants in area C3, but they otherwise retreat to this room and remain idle. They cannot participate in combat, but they will take any unattended book labeled with an *arcane mark* and return it to a shelf 1 hour after the book is discarded.

**Trap:** The Lirgeni librarians built a trap triggered by library property passing between the bronze pillars that flank all routes of egress. The trap targets anyone carrying an item bearing one of the library's associated *arcane marks*, paralyzing would-be thieves and extracting moisture to help preserve delicate tomes. This trap extends down to the lower two floors but functions as a single trap overall—if it's disabled in this room, it's disabled in the others as well.

### THIEF-CATCHER CR 7

XP 3,200

Type magic; Perception DC 28; Disable Device DC 28

#### EFFECTS

**Trigger** location, see above; **Reset** automatic

**Effect** Whenever a creature attempts to carry a document tagged with an *arcane mark* out of one of these rooms, the closest two bronze pillars emit beams of pale yellow light that unflinchingly strike the offender. The target must attempt two DC 17 Will saving throws to avoid becoming paralyzed by these beams. If the victim fails at one saving throw, he is stunned for 1 round. If he fails at both saving throws, he is stunned for 1d4+1 rounds. Each round a victim is stunned by this trap, he must succeed at a DC 17 Fortitude save or take 2 points of Dexterity damage as magical energies from the pillars numb his body. The library's unseen servants immediately retrieve and refile any books dropped by stunned victims.

**Treasure:** A scroll of *path of glory*<sup>ACG</sup> and a scroll of *twilight haze*<sup>ACG</sup> can be found among various charts of celestial auroras. Both scrolls are labeled with *arcane marks* that activate the thief-catcher trap.

## C3. Divination Section (CR 8)

Rows of bookshelves fill this room, labeled according to the methods of fortune-telling described in the books they hold. Two wingback chairs with night-blue upholstery flank a wooden table with a green felt top. The glass walls offer an aquarium-like view of the water beneath the storm-churned waves.

The second floor holds the Saoc Brethren's anthologies on astrology, divinations, and generalized magic—using this floor to research grants a bonus on Knowledge

(arcana) checks. Like the other floors, the entire collection is labeled with invisible *arcane marks*.

**Creatures:** Standing amid the stacks in this room are three fully functional clockwork servants, kept wound by the permanent *unseen servants* in area C2. These automata remain static unless any of the books or scrolls on the shelves are touched, in which event they whirl to life and attack at once.

**ADVANCED CLOCKWORK SERVANTS (3) CR 3**

**XP 800 each**

**hp** 35 each (*Pathfinder RPG Bestiary* 3 290, 56)

**Trap:** The bronze pillars in this room are trapped, as in area C2.

**Treasure:** The shelves contain a *scroll of detect thoughts* and a *scroll of perceive cues*<sup>APG</sup>. A successful DC 20 Appraise or Knowledge (arcana) check also identifies a spellbook titled *Gozreh's Warnings: Interpreting Patterns in the Sky and Sea*. In addition to chapters describing the prophetic value in weather patterns and oceanic currents, the book contains the spells *air geyser*<sup>ACG</sup>, *clairaudience/clairvoyance*, *fog cloud*, *gust of wind*, *locate object*, *minor image*, *touch of the sea*<sup>APG</sup>, *true strike*, *unseen servant*, and *wave shield*<sup>ACG</sup>. The book is worth 400 gp in addition to the value of

the spells it contains (380 gp), and it can be used as an item of tribute. All these magic items are labeled with arcane marks that activate the thief-catcher trap.

**C4. History Section (CR 8)**

Large stone doors stand to the northwest and southwest. A long desk stands beneath the northwestern windows, through which more flooded ruins can be seen in the murky water. A small crest hangs above the desk in between the two windows, its coat of arms resembling a constellation. Dozens of books cover the main desk, left open as if the reader had abandoned them in a hurry.

The ground floor contains the university's historical archives, including civic information, economic policies, legal decisions, and gazetteers describing Lirgen's geography and natural resources—using this floor to research grants a bonus on Knowledge (history), Knowledge (local), and Knowledge (nobility) checks regarding Hyrantam or Lirgen. Both doors are sealed behind permanent *walls of force*. As with the upper floors, every book here is also labeled with an invisible *arcane mark*.

**Creature:** Sneaking invisibly past the clockworks, a water naga named Ryssina sought shelter here after fleeing the numerous predators driven into a frenzy by the Stormreaders' weather manipulations, but she has since become quite enamored with the books kept in the library, particularly those stored here in the history section. She's quite intrigued by local history of Hyrantam and has spent the past several weeks reveling in the wealth of lore to be studied here. Her first reaction to intruders is to assume the PCs are scavengers or thieves, and she attacks at once unless the PCs quickly assuage her fears by promising they are only here to study books, not to take them—a successful DC 24 Diplomacy check calms the naga down and convinces her to let the PCs investigate the room's holdings. Ryssina resumes her attacks if the PCs attempt to "steal" any of the books, which she's come to think of as her own.

**Ryssina**

**RYSSINA CR 8**

**XP 4,800**

Water naga sorcerer 1 (*Pathfinder RPG Bestiary* 3 199)

N Large aberration (aquatic)

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

Perception +17







**DEFENSE**

**AC** 21, touch 16, flat-footed 14 (+6 Dex, +1 dodge, +5 natural, -1 size)

**hp** 106 (9 HD; 1d6+8d8+64)

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

**OFFENSE**

**Speed** 30 ft., swim 50 ft.

**Melee** bite +12 (2d6+7), tail slap +7 (1d8+3)

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

**Special Attacks** poison

**Sorcerer Spell-Like Abilities** (CL 8th; concentration +13)  
8/day—minute meteors

**Sorcerer Spells Known** (CL 8th; concentration +13)

4th (4/day)—*charm monster* (DC 19)

3rd (6/day)—*lightning bolt* (DC 18), *suggestion* (DC 18)

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

1st (8/day)—*expeditious retreat*, *grease* (DC 16), *magic missile*, *shield*, *true strike*

0 (at will)—*acid splash*, *daze* (DC 15), *detect magic*, *light*, *mage hand*, *open/close* (DC 15), *prestidigitation*, *read magic*

**Bloodline** starsoul<sup>APG</sup>

**TACTICS**

**During Combat** Ryssina casts *invisibility* on the first round of combat and then follows that up on the next few rounds with *shield* and *mirror image*. She breaks her invisibility by casting *lightning bolt* if she can line up at least three targets. Otherwise, she targets an armored or tough-looking foe with *charm monster*, ordering anyone who falls victim to this tactic to stand back and not take part in the fight. She prefers to stay mobile and use her damaging spells for the remainder of the combat, favoring bites for attacks of opportunity as the chance arises.

**Morale** Ryssina saves one 2nd-level spell for emergencies, so she can cast *invisibility* on herself to escape if brought below 20 hit points. If she flees, she may well return to the library later, in which case she likely brings a few charmed monsters along to serve as guardians on the off chance that her foes, the PCs, return to the library.

**STATISTICS**

**Str** 25, **Dex** 23, **Con** 24, **Int** 14, **Wis** 15, **Cha** 20

**Base Atk** +6; **CMB** +14; **CMD** 31 (can't be tripped)

**Feats** Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth)

**Skills** Bluff +17, Knowledge (arcana) +14, Knowledge (local) +9, Perception +17, Spellcraft +14, Stealth +17, Swim +15

**Languages** Aklo, Aquan, Common, Sylvan

**SQ** amphibious

**Trap:** The bronze pillars in this room are trapped, as in area C2.

**Treasure:** Hidden in a secret drawer in the desk (Perception DC 20 to locate) is a wandlike stylus that radiates faint abjuration magic. A successful DC 17 Spellcraft check reveals that this minor magical item

can deactivate the *arcane marks* on any of the books in the library for 1 hour with a single touch. The stylus originally allowed borrowers to remove books from the library. When borrowers finished with a book, a librarian would deactivate the rune once again before the book reentered the library for safe refiling. The stylus is more of a curiosity today than anything else. It is worth 150 gp and can serve as Stormreader tribute.

The shelves contain a *scroll of erase* and a *scroll of make whole*, both of which are labeled with *arcane marks*. The coat of arms hanging above the checkout desk is actually a *starsling buckler* (see page 55) loaded with five sling bullets. A drawer in the desk contains 20 more sling bullets.

The books on the desk are bestiaries describing the regional fauna, including several accounts of freak storms or aberrant currents driving predators into savage frenzies. Ryssina has been perusing them in search of a reason for the rash of feeding frenzies that drove her from her territory, hoping to use this knowledge to reclaim her previous lair. Looking through these books should help the PCs draw a connection between the unusual weather patterns and the increased monster activity taking place around Hyrantam.

**Story Award:** If the PCs secure a truce with Ryssina, award them XP as if they'd defeated her in combat.

## D. SAOC PLANETARIUM

Before Byurka came to the Sodden Lands, a cabal of skum seized several underwater ruins within Hyrantam from which they harassed the local Lirgeni with impunity. When the coven's storm auguries began driving aquatic predators into the city, however, the cabal lost much of its territory to ravenous monsters. Lacking the numbers to fight off the attacks, the skum consolidated their holdings to a few defensible positions, hoping to lie low until the beasts returned to deeper waters.

One such stronghold is the Saoc Planetarium, a flooded structure that once served as a public forum, performance hall, and place of worship for the city's inhabitants. The planetarium's two intact spires once offered a commanding view of the Patriarch District, but today the entire building lies underwater. At low tide, the uppermost domes protrude above water, but during these storms, the entire structure remains submerged.

This particular tribe of skum is led by a sorcerer named Kuurung. As part of his strategy to regain power and strength, the enchanter has enacted a bold plan—he abducted the Lirgeni enclave's healer and religious leader, a priestess of Gozreh named Mparu. He's held her prisoner for several days now in the flooded planetarium, keeping her alive with extended *water breathing* spells. Mparu is being held until one of the skum's aboleth masters returns to the region from its extended research journey into deeper waters to the west. The aboleth is not due to return anytime soon, and with the powerful

storms and increased monster activity making travel so dangerous, Kuurung and his tribe are simply waiting for now before they seek out their master to hand Mparu over as experimental stock.

The planetarium itself sits under 40 feet of water, and while its upper floor comes within a few feet of the surface, the only entrances to the structure lie on the seabed below.

### D1. Main Hall (CR 7)

The water is calm in this massive, domed theater. Broken benches lie strewn amid silt and shells on the floor, while others are submerged in the water. The dome rises up to a height of 30 feet to a balcony running around the edge, with the apex reaching another 10 feet above that. Low flights of stairs lead up along tiers in the recessed floor, while above, dimly glowing stars in the patterns of constellations flicker faintly. Barnacles grow thickly on the walls, but none grow above, leaving the planetarium's constellations and stars plainly visible through the water.

The softly glowing spots on the ceiling are tiny flecks of naturally iridescent stone that depict the constellations and planets of the night sky. This planetarium chamber once had the capacity to induce visions in those who studied the patterns embedded in the ceiling—refer to Visions in the Planetarium (see page 28) for how this room can aid the PCs in their quest.

**Creature:** While a few skum keep watch over the main hall from the balcony above (area D5), the primary guardian of the planetarium's main hall is a young but cantankerous tylosaurus that swims in lazy circles through the chamber. Although Kuurung keeps the tylosaurus under the effect of *charm monster* at all times, the immense sea monster remains a simple beast and lacks the capacity to fully understand the skum. That it doesn't treat them as food is enough for Kuurung and



**Kuurung**

his followers. The tylosaurus doesn't extend this courtesy to the PCs, and it immediately attacks with a thunderous roar as soon as it spots intruders—its bellow echoes through the flooded building, alerting the skum (see Development below). The tylosaurus fights until reduced to 30 hit points or fewer, at which point it loses interest and attempts to flee the planetarium by smashing and squeezing through the southern double doors.

#### **YOUNG TYLOSAURUS**

**CR 7**

**XP 3,200**

**hp 85** (*Pathfinder RPG Bestiary 2* 293, 91)

**Development:** If the alarm is raised (most likely via a roar from the tylosaurus), the skum located in area D4 and D6 join those stationed at area D5 to watch the battle play out below. They know better than to join a fight involving the tylosaurus, as the monster easily loses track of allies in the heat of battle. Once the PCs defeat the tylosaurus, these six skum swim down from above to attack. As soon as three of their number are defeated, the remaining three retreat to area D7 to join their leader in defending Mparu, where they fight to the death.

### D2. Ruined Tower (CR 6)

Piles of broken masonry covered with seaweed and barnacles make up half of this cramped room's walls. A stone staircase in the northwest corner leads up to nowhere, its destination lost among the rubble filling the southern half of this room, while above, a crack in the roof allows access into the waters beyond.

**Creatures:** The planetarium's southwest tower collapsed years ago, leaving what remained of its stairwell filled with chunks of rubble. The southern portion of the room is the lair of a single spear urchin, while a pair of advanced hunter urchins cling to the ruins of the stairs 10 feet above. These spine-covered vermin rarely travel from this room but quickly attack any creatures that enter—skum included.

#### **SPEAR URCHIN**

**CR 4**

**XP 1,200**

**hp 42** (*Pathfinder RPG Bestiary 5* 223)





**ADVANCED HUNTER URCHINS (2) CR 2**

**XP 600 each**  
**hp** 17 each (*Pathfinder RPG Bestiary 5* 288, 223)

### D3. Northern Tower (CR 8)

A marble staircase ascends in the southeast portion of this stone chamber. Etchings of constellations once decorated this chamber's walls, but someone has more recently scratched a complex series of runes into the walls, defacing the original decor.

**Creature:** More decorative than the southwest tower, this room serves as Kuurung's private quarters. The enchanter has used the walls of this room as something of a research laboratory—anyone who can read Azlanti can read the runes. Such a character who succeeds at a DC 20 Knowledge (arcana) check understands that the runes are a partially completed set of notes for the research of a ritual to inflict an insidious corruption on a living creature. Kuurung is months away from completing this research, but once it's done, it will detail a ritual to inflict the aboleth corruption (*Pathfinder RPG Campaign Setting: Horror Realms 52*) on a target.

**KUURUNG CR 8**

**XP 4,800**  
 Male skum enchanter 7 (*Pathfinder RPG Bestiary 253*)  
 LE Medium monstrous humanoid (aquatic)  
**Init** +2; **Senses** darkvision 60 ft.; Perception +11

**DEFENSE**

**AC** 19, touch 13, flat-footed 17 (+4 armor, +1 deflection, +2 Dex, +2 natural)  
**hp** 96 (9 HD; 7d6+2d10+61)  
**Fort** +7, **Ref** +7, **Will** +7  
**Resist** cold 10

**OFFENSE**

**Speed** 20 ft., swim 40 ft.  
**Melee** mwk dagger +8 (1d4+2/19-20), bite +5 (1d6+1), claws +5 (1d4+1)  
**Enchanter Spell-Like Abilities** (CL 7th; concentration +11) 7/day—dazing touch  
**Enchanter Spells Prepared** (CL 7th; concentration +11)  
 4th—*charm monster* (DC 18), *confusion* (DC 18), extended *water breathing*  
 3rd—extended *alter self*, *dispel magic*, *hold person* (DC 17), *slow* (DC 17)  
 2nd—*acid arrow*, extended *mage armor*, *mirror image*, *resist energy*, *touch of idiocy*  
 1st—*charm person* (2, DC 15), *grease*, *magic missile*, *shield* 0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

**Opposition Schools** evocation, necromancy

**TACTICS**

**Before Combat** Kuurung casts extended *water breathing* on Mparu every morning, and *charm monster* on the

tylosaurus once per week (there's a 14% chance that today was the day he used this spell). He casts extended *mage armor* on himself daily.

**During Combat** Kuurung casts *mirror image* on the first round of combat, followed by *shield* on the second. Thereafter, he uses his ranged spells on PCs, starting with higher-level spells first.

**Morale** If reduced to 30 or fewer hit points, Kuurung attempts to flee by first casting *slow* on his enemies, then swimming to safety. If he escapes, he goes into hiding but plots on revenge. At some point later in the adventure, Kuurung tracks down the PCs and uses *alter self* to appear as a human, hoping to lure a PC away long enough to charm his victim into a mind-controlled agent.

**STATISTICS**

**Str** 15, **Dex** 15, **Con** 20, **Int** 18, **Wis** 8, **Cha** 10

**Base Atk** +5; **CMB** +7; **CMD** 20

**Feats** Arcane Strike, Combat Casting, Combat Expertise, Craft Wondrous Item, Extend Spell, Multiattack<sup>8</sup>, Scribe Scroll, Toughness

**Skills** Bluff +3, Diplomacy +3, Intimidate +15, Knowledge (arcana) +16, Knowledge (dungeoneering) +12, Knowledge (geography) +11, Knowledge (history) +11, Perception +11 (+15 when underwater), Spellcraft +16, Stealth +2 (+6 when underwater), Swim +22

**Languages** Aboleth, Aquan, Azlanti, Common, Polyglot, Undercommon

**SQ** amphibious, arcane bond (masterwork dagger), enchanting smile

**Combat Gear** *pearl of power* (2nd level), *wand of lightning bolt* (11 charges); **Other Gear** mwk dagger, *headband of vast intelligence* +2, *ring of protection* +1, spell component pouch, spellbook (carved on a collection of seashells; contains all spells prepared plus 1d4 additional spells of 1st-4th level [your choice]), 18 gp

**Treasure:** A loose stone in the southeast corner of the room can be spotted with a successful DC 20 Perception check. Pulling it up reveals a hollow in which the skum keep their treasure: 148 gp, a *potion of eagle's splendor*, a coral-handled +1 *keen kukri* (the blade of which is etched with images of constellations; this magical weapon can be used as an item of tribute), and a *wand of neutralize poison* (11 charges).

### D4. Southeastern Tower (CR 4)

Worn placards hang from the walls in this stone stairwell, each bearing a list of names elegantly engraved in brass. Filthy bedrolls and rotten furniture clutter the darkened space beneath the stairs.

**Creatures:** This room once acknowledged patrons or Saoc Brethren who contributed to the planetarium's prosperity, but it now functions as a cramped barracks

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for the skum. Two off-duty skum sleep in this communal space, but the alarm rouses them from their rest.

**SKUM (2) CR 2**

**XP 600 each**

**hp** 20 each (*Pathfinder RPG Bestiary* 253)

**D5. Balcony (CR 4)**

A balcony looks down upon the building's main hall. Large metal panels, crusted with barnacles, line the ceiling. Between the obstructions, glimpses of luminescent tiles once served to duplicate the view of a night sky.

**Creatures:** From this balcony, the planetarium's former managers could move the panels depicting the night sky. Today, the balcony is used instead as a watchpost for the skum—two of them are on duty here at all times.

**SKUM (2) CR 2**

**XP 600 each**

**hp** 20 each (*Pathfinder RPG Bestiary* 253)

**D6. Tower Office (CR 4)**

Four-foot-high stone walls give way to massive glass panels that form the ceiling and walls, tapering to a point above the room's center. A rotten, shell-encrusted mahogany desk and three file cabinets stand against the north and west walls.

Once an administrative office charged with tracking the planetarium's business, this room enjoys a view of the entire northern border, which makes it an ideal watchtower. The glass ceiling is magically reinforced to give it the hardness and resilience of iron, though a *shatter* spell or similar effect can still destroy it.

**Creatures:** Two skum stand watch in this chamber, monitoring for movement among the nearby ruins, but they move to area D5 if the alarm is raised.

**SKUM (2) CR 2**

**XP 600 each**

**hp** 20 each (*Pathfinder RPG Bestiary* 253)

**Treasure:** A search of the ancient desk and cabinets reveals 32 small silver badges with astronomical etchings on them—trinkets the Lirgeni once handed out to children as prizes. Each badge is worth 10 gp. Of more value is a gold-and-mithral spyglass, its sides etched with images of comets and spiraling galaxies. This spyglass is worth 1,500 gp and can be used as an item of tribute.

Heaped out of sight from the entrance on the far side of the desk are a few more items of interest—Mparu's personal gear. This consists of a waterlogged blue-and-green suit of +2 *studded leather armor*, a masterwork

trident, a *wand of spiritual weapon* (22 charges), and a coral holy symbol of Gozreh.

**D7. Observatory**

Two large cabinets hold telescope housings, miniature orreries, lenses, and astronomical instruments, all encrusted with silt, rust, and barnacles. A large telescope points toward the massive glass panels that make up the ceiling.

This room was dedicated to stargazing and still contains numerous notes and tools left by the planetarium's staff. This room's glass ceiling is magically reinforced like that of area D6.

**Creature:** The Lirgeni enclave's healer Mparu is being held prisoner here. Bound with thick coils of tough seaweed and unable to cast any spells without her holy symbol, the elderly priestess has shrewdly adopted a role of quiet compliance. She doesn't resist or cause trouble, and as a result, the skum have grown increasingly lackadaisical around her. She trusts that Gozreh will at some point engineer a way for her to escape. Meanwhile, she calmly ingratiates herself to her captors. The skum have grown comfortable with Mparu's presence, and Kuurung even rants to her about the tribe's recent political strife. From his lectures, Mparu has learned that the skum are not the source of the problems but a symptom, and she now knows key information about the true threat. If rescued, she shares her gathered intelligence once out of danger. See *Speaking with Mparu* below for further details.

**MPARU CR 7**

**XP 3,200**

Female old human (Mwangi) cleric of Gozreh 7/storm kindler 1  
(*Pathfinder Campaign Setting: Paths of Prestige* 54)

N Medium humanoid (human)

**Init** -3; **Senses** Perception +5

**DEFENSE**

**AC** 7, touch 7, flat-footed 7 (-3 Dex)

**hp** 53 (8d8+15)

**Fort** +9, **Ref** -1, **Will** +13; +2 vs. electricity

**Resist** electricity 10, sonic 5

**OFFENSE**

**Speed** 30 ft.

**Special Attacks** channel positive energy 5/day (DC 15, 4d6)

**Cleric Spell-Like Abilities** (CL 7th; concentration +12)

8/day—lightning arc (1d6+3 electricity), storm burst (1d6+3 nonlethal)

**Cleric Spells Prepared** (CL 7th; concentration +12)

4th—*air walk*<sup>o</sup>, *freedom of movement*, *restoration*

3rd—*call lightning*<sup>o</sup>(DC 18), *dispel magic*, *remove disease*, *water breathing*

2nd—*augury*, *resist energy*, *lesser restoration*, *spiritual weapon*, *wind wall*<sup>o</sup>





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1st—*air bubble*<sup>uc</sup>, *command* (DC 16), *endure elements*, *obscuring mist*<sup>o</sup>, *sanctuary* (DC 16), *shield of faith*, *summon monster* I

0 (at will)—*detect magic*, *light*, *mending*, *stabilize*

**D** domain spell; **Domains** Air, Weather

### TACTICS

**During Combat** Mparu has no gear—all of her equipment (including her holy symbol) have been taken from her by the skum. This gear can be found in area **D6**. Without her belongings, Mparu is forced to rely upon her domain abilities and attempts to flee combat as soon as possible. With her gear, she aids allies with healing and protective spells, but she avoids direct confrontation.

**Morale** Mparu flees combat via *air walk* if reduced to fewer than 20 hit points.

### STATISTICS

**Str** 10, **Dex** 5, **Con** 12, **Int** 12, **Wis** 20, **Cha** 14

**Base Atk** +5; **CMB** +5; **CMD** 12

**Feats** Combat Casting, Great Fortitude, Iron Will, Selective Channeling, Storm-Lashed<sup>SWG</sup>

**Skills** Fly +7, Heal +14, Knowledge (geography) +7, Knowledge (nature) +10, Spellcraft +11, Swim +7

**Languages** Auran, Common, Polyglot

**SQ** oceanic spirit

### SPECIAL ABILITIES

**Oceanic Spirit (Su)** Mparu gains a +1 bonus on Fly and Swim checks and never needs to attempt concentration checks because of natural weather. She has electricity and sonic resistance 5.

**Storm-Lashed** This feat grants Mparu a +2 bonus on all saving throws against electricity effects. In rainy conditions, her visibility is reduced only by one-quarter (not by half) and she takes only a -2 penalty on Perception checks as a result of these conditions. She is treated as Large for the purposes of resolving wind effects, and she halves any penalty to Perception caused by high winds.

**Treasure:** The stargazing instruments are worth a total of 500 gp and can be used as an item of tribute.

**Story Award:** Grant the PCs 3,200 XP for saving Mparu.

## Speaking with Mparu

Once safely back in her home in the Lirgeni enclave, Mparu has some key information to impart to the PCs.

**Monster Attacks:** “My captor Kuurung was an enchanter, and he excelled at magically controlling huge monsters, such as the beast you fought in the main hall of the planetarium, yet even he seemed concerned that the monsters of Hyrantam had grown more violent. It’s these storms. Hyrantam is no stranger to bad weather, but the unrelenting winds and waves have struck from directions so unusual that the local fauna and monster life have been thrown into turmoil. If the storms aren’t stopped soon, who knows what even greater peril might rise from these waters?”

**Stormreaders:** “I overheard a few tense arguments between the skum concerning their loyalties. Kuurung seemed eager to use me as a token to appease masters deeper out to sea who have little interest in Hyrantam—he was also working on a ritual he hoped to use on me to show his value to those masters. But several other skum recently attempted something of a coup, believing that they should instead serve the Stormreaders, since their powers as a group are more immediate and potent than those of an absentee overlord. One of their number, a twisted and hideous green-fleshed crone named Orleva, visited and demanded tribute in the form of Lirgeni artifacts. I listened closely, and I’ve come to suspect that these Stormreaders number only three—and I believe, given Orleva’s nature, that they are a coven of hags. Together, they are greater than the sum of their parts, and if they are to be opposed, each must be confronted apart from her sisters. Yet that brings a complication, for once anyone moves against one of them, the others will doubtlessly realize we mean to oppose them. As long as they control the storm and are allied with that thunderbird, and as long as the enclave lacks potent defenses, we must tread carefully.”

**Thunderbird:** “I saw the great thunderbird with the Stormreaders before the skum captured me. She spent a lot of time flying around the city and landing on various ruins, almost as if she were looking for something specific, though I couldn’t tell you what that might be. Whatever it is, she hasn’t found it yet, and every day she turns up empty-handed, I get more worried that she’s going to lash out.”

## Concluding the Chapter

The PCs’ initial exploration of Hyrantam should have accomplished three goals: the gathering of enough items of tribute to placate the Stormreaders for 1 month, the securing of Parallax University’s library as a place for research, and the rescue of the enclave’s priestess and healer, Mparu. In addition, the PCs should have learned a few bits of key information along the way about the perils they face, as summarized below.

**Monster Attacks:** The PCs should know that the increased monster attacks in the region result directly from the strange storms and should suspect, if not know, that the Stormreaders are responsible for the storms.

**Stormreaders:** The PCs should know that the Stormreaders are based on Seer’s Summit, and that they consist of a coven of hags. Furthermore, they should know that directly confronting them while they’re together as a coven and have the thunderbird to call on as an ally would put the Lirgeni enclave at grave risk of retaliation, and at worst, it may be downright suicidal.

**Thunderbird:** The PCs should know that the Stormreaders are allied with a thunderbird who may not be a willing ally.



## Chapter 2

# Eyes in the Storm

**T**he PCs' actions in Hyrantam will eventually attract the Stormreaders' notice, causing the hags to start spying on the party and intruding on the PCs' dreams. At first, the coven is more curious than concerned about these intriguing newcomers to the drowned city of Hyrantam, but depending on how the PCs behave, the Stormreaders eventually come to recognize the party as a threat to their plans for the region and take increasingly violent actions against them in hopes of either driving them out of the ruins or simply defeating them outright. The Lirgeni enclave is likely to be caught in this crossfire, so if the PCs wish to protect the innocents who dwell there, they must simultaneously help to bolster the enclave's defenses and prepare for their own eventual confrontation with the coven.

### The Stormreaders' Attitude

As this chapter begins, you can assume the coven has realized the PCs are in Hyrantam. Byurka and her allies take an interest in their activities, using their coven spells to cast *commune* and *vision* to learn more about the adventurers. If they learn that any of the PCs are Saoc descendants, they use additional *dream* spells to send dreams to any such PCs, promising great rewards and spiritual insights if they come, alone and unarmed, to Seer's Summit. The hags don't particularly expect the PCs to fall for this lure—they are more intent on sowing frustration and uncertainty in the newcomers' hearts.

The degree to which the Stormreaders view the PCs as a threat varies and can be divided into three categories: noteworthy, significant, and dangerous. As the remainder





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of the adventure plays out, additional events take place as a result of the PCs' direct actions, situations that are influenced by (or in some cases, directly the result of) the Stormreaders' attitude.

**Noteworthy:** The PCs are regarded as noteworthy threats once this chapter begins—this is the point when the Stormreaders first start to factor the party's presence into their plans. They won't take direct action against the PCs at this stage, but they do use *commune* and *vision* to investigate them.

**Significant:** The PCs become regarded as significant threats as soon as they attack a coven member or the thunderbird, manage to arm the enclave with siege engines from the Wrackway, contact the dragon Kaijong at the lighthouse ruins, or take some action to deliberately threaten or goad the Stormreaders (subject to your discretion). Once the PCs become a significant threat, the Stormreaders send an undead giant squid to warn the PCs not to meddle in their affairs (see **Event 3**).

**Dangerous:** As soon as the PCs kill one of the coven members, destroy the thunderbird, or manage to convince the thunderbird to abandon her alliance with the coven (likely by rescuing her egg), the hags view them as dangerous. Once this occurs, Chapter 3 begins—the PCs can still explore areas of Hyrantam from Chapter 2 or even Chapter 1 that they haven't yet reached, but the Stormreaders have begun their endgame.

### EVENT 3: UNDEAD MESSENGER (CR 5)

Even though it is most likely a futile gesture, the Stormreaders try to scare off the PCs once they are regarded as significant threats.

**Creature:** The monstrous feeding frenzies plaguing Hyrantam have killed countless marine creatures, and whatever remains of their bodies often washes up on shore. When a giant squid carcass shows up on Seer's Summit, the coven takes note of it. Once the PCs become significant threats to the coven, the hags animate the dead beast as a zombie, carve a warning on its body, and send it to the enclave as a message and a threat. You should time this event so that it takes place when the PCs are in the enclave and will thus be capable of intervening; an attack on the PCs as they emerge from a night's rest at the harbormaster's guest house is most likely. You can use the map on the inside front cover for this event.

When the squid attacks, it emerges from the ocean and surges onto shore or the pier. Carved into its body in Common is the following message: "Meddle not in our affairs!" The undead squid assails the PCs on sight, fighting until destroyed.

**GIANT SQUID ZOMBIE** **CR 5**  
**XP 1,600**  
 Giant squid zombie (*Pathfinder RPG Bestiary* 259, 288)  
 NE Huge undead (aquatic)

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

#### DEFENSE

**AC** 23, touch 10, flat-footed 21 (+2 Dex, +13 natural, -2 size)

**hp** 106 (16d8+16)

**Fort** +5, **Ref** +7, **Will** +10

**DR** 5/slashing; **Immune** undead traits

#### OFFENSE

**Speed** swim 60 ft.; jet 260 ft.

**Melee** slam +18 (2d6+12)

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

#### TACTICS

**During Combat** The giant squid zombie surges up out of the deep using its jet ability on the first round of battle, then attacks once per round if it can, targeting the closest PC each turn.

**Morale** The giant squid zombie fights until destroyed.

#### STATISTICS

**Str** 27, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +12; **CMB** +22; **CMD** 34

**Feats** Toughness

**Skills** Swim +16

**SQ** staggered

### EVENT 4: REASONING WITH AEASSRA (CR 11)

Every time the Stormreaders' attitude toward the PCs worsens, the hags inform the thunderbird Aeassra that the adventurers are interfering with the coven's search for her egg and must be dealt with. Though Aeassra won't hesitate to fly down to Hyrantam and threaten the PCs, she has also started to suspect that the coven is lying about aiding her search. At this point, only the occasional *charm monster* effect employed by the hags maintains her obedience, as well as her own vague fear that if the Stormreaders are deceiving her, they may be able to harm her unborn child. Recovering the egg is Aeassra's primary motivation, and while she considers the PCs inconsequential pests who could well be slowing down the process of recovering it, she also realizes they could be useful minions.

The thunderbird currently makes her lair in one of the upper areas of the Augur's Throne, but she spends a fair amount of time soaring through the storm clouds above Hyrantam in a vain search for her egg. Once the coven informs her of the PCs, though, Aeassra shifts her search from her egg to the PCs, spying on them from atop a ruined spire and watching their progress through the city. Eventually her curiosity about the PCs and her growing frustration at the Stormreaders' inability to find her egg push her to swoop down to confront the party. The timing and location of this event are left to you to determine, but it shouldn't occur until after the Stormreaders have grown to see the PCs as a significant threat. The coven elects not to cast *mind blank* on the thunderbird in case they need to reaffirm her allegiance with future castings of *charm monster*.

**Creature:** The encounter with the thunderbird begins as the immense and dangerous creature shrieks out a challenge to the PCs, swooping down from the storm clouds to land atop a convenient tower or ruin nearby—out of range of melee combat but certainly close enough to use her thunderbolt and storm aura. Aeassra speaks only Auran, though her posture and actions should still make her displeasure obvious if the PCs can't understand her. She won't attack the PCs at this time unless attacked first. If combat does occur, she launches a thunderbolt at the closest target before taking to the air again and returning to the Augur's Throne. In this event, Aeassra approaches Mparu at some later point (assuming Mparu's been rescued) and demands that the priestess arrange a meeting between her and the PCs, with Mparu serving as mediator and translator.

If the PCs start a conversation with the thunderbird, she demands they explain why they dare to defy the Stormreaders. She warns them that continued obstruction will bring her wrath down upon the Lirgeni enclave. The great bird listens closely to any explanations the PCs offer and does not take offense if the PCs disrespect the Stormreaders, or imply that the seers are monsters or have ill intentions toward the region.

The hags initially convinced Aeassra not to openly discuss her missing egg, implying that if she revealed this information to the wrong person, some villain could seek out her progeny and use it to exploit her. Asking Aeassra why she's working with the coven causes the thunderbird to become evasive. If the PCs try appealing to Aeassra's empathy by pointing out the storms are endangering the enclave and other local creatures, her doubts start to show through. Finally, directly questioning Aeassra about the Stormreaders, including revealing that the PCs know the Stormreaders are a coven of hags, startles the thunderbird. Any of these developments are enough to allow the PCs to attempt a DC 20 Sense Motive check to realize that Aeassra has no genuine interest in the PCs or the Stormreaders. Asking Aeassra what they can do to help causes the thunderbird to pause and consider her options. At this point, each PC in the

conversation can attempt a DC 31 Diplomacy check to get the unfriendly thunderbird to speak more openly. If the PCs have made it clear that they know the Stormreaders are hags and thus are unlikely to have the region's best interests at heart, grant them a +10 circumstance bonus on these Sense Motive and Diplomacy checks.

If the PCs win Aeassra's trust, the thunderbird confides that her egg has gone missing and that the Stormreaders have promised to help her find it so long as she protects them while they perform their auguries on the storm. Aeassra has grown impatient, however. She admits that she has no other loyalty to the Stormreaders, and that if someone else found her egg, she'd have no reason to remain in Hyrantam. Due to the enchantment effect on her, Aeassra stops short of actually asking the PCs for aid. She doesn't have any notion of where the egg might be but admits her ability to investigate is limited by the fact that many of the "little nooks and crannies" in Hyrantam are too cramped for her to explore. Likewise, her limited capacity at language prevents her from interrogating the citizens of the ruins for clues. In any event, once the conversation takes this turn, Aeassra grows nervous and soon cuts the encounter short, leaving for fear of being spied on by the coven. As she does, she promises not to interfere with the PCs but explains that she is bound to protect the Augur's Throne as long as her egg remains missing. She also informs the PCs that, if they do find her egg, they should bring it to a prearranged location (the thunderbird suggests their current location but agrees to any location save for somewhere on Seer's Summit or Frogmarch Ridge) at dawn—she flies by this area every morning for the remainder of the adventure to check on things. Other methods of contacting the thunderbird, including spells such as *sending*, can arrange for a swifter reunion.



**AEASSRA** CR 11

XP 12,800

Female thunderbird

(Pathfinder RPG

Bestiary 2 264)

hp 147

Aeassra

**Development:** If the PCs recover Aeassra's egg and return it to her undamaged, the thunderbird is grateful and relieved and immediately leaves Hyrantam, abandoning





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the Stormreaders. If the PCs instead destroy the egg or attempt to hold it hostage to secure a reward, the already unhinged thunderbird snaps and attacks the PCs at once, fighting to the death. Once the thunderbird abandons the Stormreaders or is slain, the coven realizes the PCs are a significant threat (if it hasn't already) and soon thereafter the hags vent their wrath on the enclave—see Chapter 3.

**Story Award:** If the PCs manage to avoid combat with Aeassra and learn about her missing egg or promise to aid her, award them 6,400 XP. If the PCs later recover the egg (see area **G2** for more details) and return it to the thunderbird, they earn another 12,800 XP, as if they'd defeated her in combat.

## Bolstering the Enclave's Defenses

The more the PCs learn about the Stormreaders, the more they should realize that facing them directly is a daunting task—both because they are mightier together than apart, and because any obvious move against them would result in retaliation against the innocents living in the enclave. If the PCs make their intentions to oppose the Stormreaders clear to Vancen, Mparu, or any other citizen of the enclave, they beg the PCs to help bolster the enclave's defenses before taking such drastic steps. Some defenses should prove relatively easy to secure, depending on the PCs' actions in the previous chapter, and a few others occur to Vancen or Mparu if they are asked for advice. All of the options for bolstering the enclave's defenses are explored below. Each one grants a number of Defense Points to the enclave—these will come in handy when the Stormreaders grow tired of the PCs and unleash all their power and fury against the enclave in retribution at the start of Chapter 3.

## WAVEWHISPER LOCATHAHS (CR 7)

If the PCs managed to befriend the Wavewhisper locathahs in Chapter 1 and rescued them from the elasmosaurus, Ketheero agrees to gather several allied locathahs to aid the enclave in the event of an attack by the Stormreaders. If the PCs don't think to recruit the locathahs, either Mparu or Vancen can generally suggest approaching friendly aquatic locals if the PCs mention encountering them; even if they didn't, either NPC can suggest the PCs seek out allies among those they've encountered so far in their explorations of Hyrantam.

As long as Ketheero survives, she and other locathahs return periodically to Aphelion Manor and can still be contacted there by the PCs. While Ketheero and her locathahs are willing to help defend the enclave at once, the other locathahs in the region require proof that the air-breathers are worthy of aid. Ketheero suggests the PCs pass a locathah initiation ritual to prove their worthiness and become honorary members of the Wavewhispers. The ritual need only be performed before a respected witness among the Wavewhispers, such as Ketheero.

Ketheero explains that the Wavewhispers have long sought wisdom from their ancestors, and when a spawnling reaches age, that creature must commune with these ancestors. For locathahs, these spiritual visitations are harrowing and frightening but not particularly dangerous—though she does admit they have never conducted the ritual for non-locathah, and there may be unintended side effects.

The initiation ritual can take place in any location where Wavewhispers have perished in battle—such as Aphelion Manor. To perform the ritual, the PCs must take part in a seance-like ceremony while underwater. Unless the PCs object, Ketheero suggests performing the ritual in area **B6** of the manor. The ritual requires a minimum of 1 hour to complete. At the end of the ritual, at least one participant must succeed at a DC 20 Knowledge (religion), Spellcraft, or Wisdom check. The PCs can attempt the check of their choice. A Saoc descendant PC is particularly open to this ritual and gains a +4 insight bonus on this check.

For each successful check, a PC experiences a brief vision of living as a locathah in the waters of Hyrantam, and memories of an entire life flood into that character's mind. This vision lasts but a moment, but once it passes, the PC gains exceptional insight into the locathahs' history, and for the remainder of this adventure this mental bolstering grants a +1 bonus on all saving throws against mind-affecting effects. If at least one PC gains this insight, the local locathah tribes agree to come to aid the enclave. Any PC who is a Saoc descendant also gains an additional insight at this time—a brief warning from an ancestor who manifests as a vaguely humanoid phantom. This spirit warns the PC, "Intruders within the Augur's Throne are repeating the Brethren's mistakes, and they will find naught but ruin in their quest to manipulate the future through the storm's winds—seek them out and destroy them before it is too late!"

**Creatures:** For each PC who fails this check, the spirits grow angry—instead of contacting a locathah spirit, the PC's mind stirs up the mad fragments of a Saoc Brethren astrologer. Each of these failed checks causes a single allip to rise up in the immediate area. Allips created in this manner attack at once but vanish after 5 rounds if not dispatched sooner. If the PCs manage to slay all allips accidentally created by failed checks, the Wavewhispers accept them into the tribe even if no PC succeeded at the initial check.

**ALLIPS** **CR 3**  
**hp** 30 each (*Pathfinder RPG Bestiary 3 12*)

**Defense Points:** Securing Wavewhisper aid earns the Lirgeni enclave 2 Defense Points.

**Story Award:** If the PCs complete the initiation ritual and become honorary Wavewhispers, they earn 3,200 XP

(regardless of how many allips they encounter, they don't gain XP for defeating individual allips in this encounter).

## RESEARCHING HYRANTAM

The Parallax Library contains a wide range of information about pre-flood Hyrantam, and while nothing in the stacks provides direct advice on how to deal with the Stormreaders, the PCs can certainly use the building to learn more about hags, thunderbirds, or any other danger found in the ruined city. Vancen suggests the PCs avail themselves of the library to learn more about the nature of the hags and the thunderbird, in hopes of determining any weaknesses they might have or to learn more about their offensive capabilities. Of course, PCs can simply attempt a Knowledge check without research to learn basic information, but using the library bolsters their checks, and it may provide specific texts containing key hints within their pages.

**Hags:** A PC who succeeds at a DC 20 Knowledge (nature) check while using the science collection in area C2 of the library to research hags deduces that the most likely types of hags they're facing is a combination of storm hag, green hag, and sea hag—very likely one member of each type. The PCs can attempt additional Knowledge (nature) checks to learn more about each of these three types of hags. In addition, this first check uncovers the journal of a Saoc diviner who investigated disappearances near Hyrantam's lighthouse a year before the Eye of Abendego formed. The text includes accounts of a mysterious crone who hid among the caves to the southeast of the lighthouse, and of how she lured Lirgeni into the swamps there and drowned them in sacrificial rituals. The author identifies the murderer as a particularly vile sea hag named Narlysa and provides an account of her defeat by a group of adventurers. The book ends with reports dated a few months before Lirgen's fall, of a sickly green light shining from the hag's supposedly abandoned caves. Characters who follow up on the details provided in this book can come across Narlysa's old lair (area G2) and, coincidentally, the hiding place for Aeassra's egg.

**Thunderbirds:** A successful DC 21 Knowledge (arcana) check attempted while researching the holdings in the divination section (area C3) reveals the typical information about thunderbirds but also uncovers a copy of the third volume of *Erelys's Expeditions*, an explorer's log from excursions to the Napsune Mountains that includes detailed accounts of encounters with a thunderbird. The log describes the combat tactics used by the thunderbird and includes methods for noticing when the beast is about to use a thunderbolt. It also reports that the creatures prefer to nest at the base of waterfalls high in the mountains, traveling to the coast only to hunt or search for new territory. Reading the log provides a +4 dodge bonus to AC against a thunderbird's thunderbolt ability.

**Defense Points:** If the PCs learn about thunderbird tactics, halve the Defense Point penalty granted by the thunderbird. If the PCs research hags here and learn about their abilities, they earn 1 Defense Point.

**Story Award:** If the PCs learn about the presence of hags in Hyrantam's southern reaches, award them 1,200 XP. If the PCs learn helpful information about the thunderbird's tactics, award them an additional 1,200 XP.

## VISIONS IN THE PLANETARIUM

If the PCs rescued Mparu, she informs them that the ceiling of the main hall of the planetarium in which the skum held her prisoner is more than just a map of the heavens above. It is actually a large divination device capable of imparting strange visions to those who know the proper ritual to activate it. As it so happens, Mparu came across a potential method of activation in her studies of ancient Lirgeni life.

Activating the planetarium requires a several-hours-long ritual that must take place at night. Cloud cover and weather conditions, fortunately, don't impact the planetarium's divinatory powers. The ritual itself, Mparu explains, requires the tracing by fingertip of a specific complex pattern of constellations and stars while uttering mantras designed to clear the mind and allow the influences of the stars themselves to open one's "inner cosmic eye." Before the flood, the Saoc Brethren used magical flight to navigate the planetarium and trace the proper runes—this functioned as something of a defense to prevent just anyone from using the structure. Now that the building is flooded, anyone capable of breathing underwater can easily attempt the ritual.

The ritual itself requires hours to complete and can be attempted only after dark. As the ritual progresses, the stars and constellations above grow increasingly luminescent, and by the end of the ritual, the entire structure spills light out into the surrounding waters. This, incidentally, attracts the attention of the Stormreaders—see *The Stormreaders React* on page 29.

In order to activate the planetarium, the PCs must work together to correctly identify the proper constellations, then trace the patterns with their fingers, and finally empty their minds of idle thought. For the purpose of this ritual, assume that all PCs can take part along with Mparu (or one other NPC ally of their choice), but that adding further NPCs to the ritual simply makes it too hard to focus and empty the mind.

Each hour the ritual proceeds, each participant can accomplish different tasks by succeeding at the following checks: a DC 20 Knowledge (geography) or Intelligence check to note the proper order of constellations, a DC 20 Sleight of Hand or Dexterity check to skillfully trace the proper patterns, or a DC 20 concentration or Wisdom check to empty the mind of extraneous thoughts. The planetarium is activated once all three tasks are





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accomplished in the course of an hour (proceed with Planetarium Divination on page 30). If only two or fewer tasks are accomplished in that ritual's hour, the ritual proceeds into a second hour. Each additional hour grants a cumulative +2 bonus on all associated checks.

## The Stormreaders React (CR 8 or 9)

Unfortunately for the PCs, the longer the ritual takes, the more likely it is that the Stormreaders take notice.

**Creatures:** As the ritual in the planetarium progresses, the lights glowing from within become increasingly obvious to those beyond. And while the storm itself limits how far the shining underwater building can be seen above water, the wind and rain do nothing to mask the beacon of divinatory magic. This powerful aura quickly attracts the notice of the Stormreaders in the Augur's Throne, and the coven takes action to investigate. If the PCs have not yet defeated one of the hags in combat, the sea hag Vorysa comes to investigate the strange energies at the planetarium, traveling with a particularly powerful chuul the coven recently charmed. If the PCs have defeated a hag already, the remaining hags prefer not to risk another of their number and instead send the charmed advanced chuul to investigate on its own.

There's a cumulative 20% chance after the first hour of the ritual that Stormreader agents arrive in the planetarium to investigate. Once they discover the PCs using the planetarium in a way the coven had not yet discovered, they attack, hoping to either slay the PCs or drive them off.

### VORYSA CR 6

**XP 2,400**

Female sea hag sorcerer 4  
(*Pathfinder RPG Bestiary* 243)  
CE Medium monstrous humanoid (aquatic)  
**Init** +5; **Senses** darkvision 60 ft.; Perception +6  
**Aura** horrific appearance (DC 17)  
**Defense AC** 22, touch 15, flat-footed 17 (+4 armor, +5 Dex, +3 natural)  
**hp** 72 (8 HD; 4d6+4d10+36)  
**Fort** +6, **Ref** +10, **Will** +11; +8 vs. mind-affecting effects  
**Defensive Abilities** mind blank, stormchild;  
**Resist** electricity 5, sonic 5;  
**SR** 15

**OFFENSE**  
**Speed** 30 ft., swim 60 ft.



Vorysa

**Melee** 2 claws +11 (1d6+5)  
**Special Attack** evil eye  
**Sorcerer Spell-Like Abilities** (CL 4th; concentration +9)  
8/day—thunderstaff  
**Sorcerer Spells Known** (CL 4th; concentration +9)  
2nd (4/day)—*slipstream*  
1st (8/day)—*charm person* (DC 16), *mage armor*, *ray of enfeeblement* (DC 16), *shocking grasp*  
0 (at will)—*acid splash*, *bleed* (DC 15), *dancing lights*, *detect magic*, *mage hand*, *read magic*  
**Bloodline** stormborn<sup>APG</sup>

**TACTICS**  
**Before Combat** The coven casts *mind blank* on Vorysa. She casts *mage armor* and *slipstream* on herself before entering combat.  
**During Combat** Vorysa prefers to hold back in a fight, casting *ray of enfeeblement* on foes, using her evil eye on healers or particularly powerful melee combatants, or blasting foes with her wand. She tries to remain within 60 feet of as many foes as possible so her horrific appearance will weaken them—note that the advanced chuul has already been exposed to this effect today and is immune for the rest of the day.  
**Morale** Vorysa knows when she's outclassed, and once reduced below 40 hit points or once the chuul is defeated, she flees the scene and returns to the Augur's Throne to report to her coven. If attacking alongside the other hags in her coven, she fights to the death.

**STATISTICS**  
**Str** 21, **Dex** 21, **Con** 18, **Int** 10, **Wis** 16, **Cha** 20  
**Base Atk** +6; **CMB** +11; **CMD** 26  
**Feats** Arcane Strike, Eschew Materials, Skill Focus (Bluff), Skill Focus (Knowledge [local]), Skill Focus (Perception)  
**Skills** Bluff +8, Knowledge (arcana) +4, Knowledge (local) +10, Knowledge (nature) +8, Linguistics +3, Perception +6, Spellcraft +8, Swim +13  
**Languages** Aquan, Auran, Common, Giant, Polyglot  
**SQ** amphibious, bloodline arcana (+1 to save DCs of spells with the electricity or sonic descriptor), evil eye  
**Combat Gear** wand of lightning bolt (CL 7th, 14 charges)

### ADVANCED CHUUL CR 8

**XP 4,800**  
**hp** 85 (*Pathfinder RPG Bestiary* 294, 46)

**Development:** If the PCs kill Vorysa, the coven suffers—see the Development

section of **Event 2** on page 12 for more details on how the loss of a coven member hinders the Stormreaders.

If Vorysa manages to escape, the Stormreaders immediately adjust their reaction to the PCs up to “significant danger” (if not already there), as detailed at the start of this chapter.

If the PCs are forced to retreat, the Stormreaders claim the planetarium as their own. They leave the advanced chuul there to guard the site, and within 24 hours, this chuul is joined by three normal chuuls. The Stormreaders are unlikely to try to use the site themselves during this adventure, but they don’t like the idea of it being a resource the PCs can access.

### Planetarium Divination

Once the PCs successfully activate the planetarium, the constellations and stars above seem to animate and spin, whirling on a central axis that blurs and flashes in a fascinating manner. A moment later, each PC is infused with visions of Hyrantam, momentarily seeing the city as if from a great height as well as from within, during its pre-flood and modern days simultaneously. The vision itself is distracting, chaotic, and overwhelming, but each PC can focus her or his thoughts to learn specific information about the city by concentrating on a single creature, location, or concept. The results of this concentration manifest as memories and visions—feel free to tailor them as needed but use them to point the PCs in additional directions in this adventure. Each participant can gain only a single vision.

**Aeassra the Thunderbird:** A PC who focuses on the thunderbird feels the sudden, almost overwhelming sense of loss of a child before gaining a vision of a large egg languishing in a cave lit by a mysterious green glow. This PC also gains the ability to understand and speak Auran, but only when speaking with Aeassra.

**The Augur’s Throne or the Stormreaders:** The PC experiences a vision of the Augur’s Throne on Seer’s Summit and knows that the Stormreaders who have claimed it as their own consist of a storm hag oracle, a green hag rogue, and a sea hag sorcerer. The PC’s vision also reveals the general goals the Stormreaders are pursuing in Hyrantam.

**Potential Allies:** A PC who attempts to seek a potential powerful ally through the vision should be granted a brief glimpse of the brine dragon Kaijong and the knowledge that he dwells in the ruined lighthouse, along with insight on how best to appease the dragon. This PC gains a +6 bonus on Diplomacy checks when speaking to Kaijong.

**Protecting the Enclave:** The PC gains a vision of one of the methods detailed in this chapter for earning additional Defense Points for the enclave (preferably the Wrackway and its siege engines). In addition, visions of potential tactics during an attack on the enclave allow

the PC to advise the enclaves defenders; grant the PCs 1 Defense Point for this element of the vision.

**Other Information:** If a PC seeks other information beyond the topics detailed above, he can gain intelligence similar to that granted by a *commune with nature* spell, yet limited to the Hyrantam ruins in scope and focusing on only one fact rather than the three normally granted by the spell.

**Development:** The planetarium ritual initially could be performed only weekly, but the passage of time has not been kind to the structure’s magical properties. Today, the planetarium can be utilized only once per year. Significant repair work could, in theory, restore its capabilities to weekly use, but this is beyond the scope of the adventure.

**Story Award:** If the PCs activate the planetarium and receive visions of Hyrantam, award them 2,400 XP.

### E. WRACKWAY

In addition to recruiting locathahs, seeking visions, and conducting research, Vancen and Mparu note that the most practical way to bolster the enclave against attacks would be to outfit the nearby towers with siege weaponry. As long as the storms continue to blast through the flooded ruins, handheld ranged weapons like bows and slings are either severely impacted or useless, but siege weapons like ballistae remain relatively effective in all but the most overwhelming storms. Vancen knows of a place where the PCs could potentially secure several siege weapons for defense: a tangle of wrecked ships haunted by the undead remnants of the crews who once sailed them. These wrecks lie in a shallow lagoon to the east of the enclave, in a place the locals call the Wrackway.

The battered husks of almost 100 ships drift listlessly in this windswept cove. A forest of masts looms over the derelict graveyard, their sails torn apart by powerful gales and extended neglect. Capsized hulls float among the upright ships, anchored in place by the remains of their masts driven into sandbars beneath the waves.

When the Eye of Abendego flooded the Frogmarch River Delta, the ridge that once shielded the western districts from the ocean winds became a cove, catching derelict ships blown in by the hurricane. This ship graveyard once provided a ready source of driftwood for building boardwalks and homes, but in the past year, the cove gained a sinister reputation after several pirate ships were lured into the cove during a storm by a group of will-o’-wisps. The crews sank with their ships, only to rise as undead.

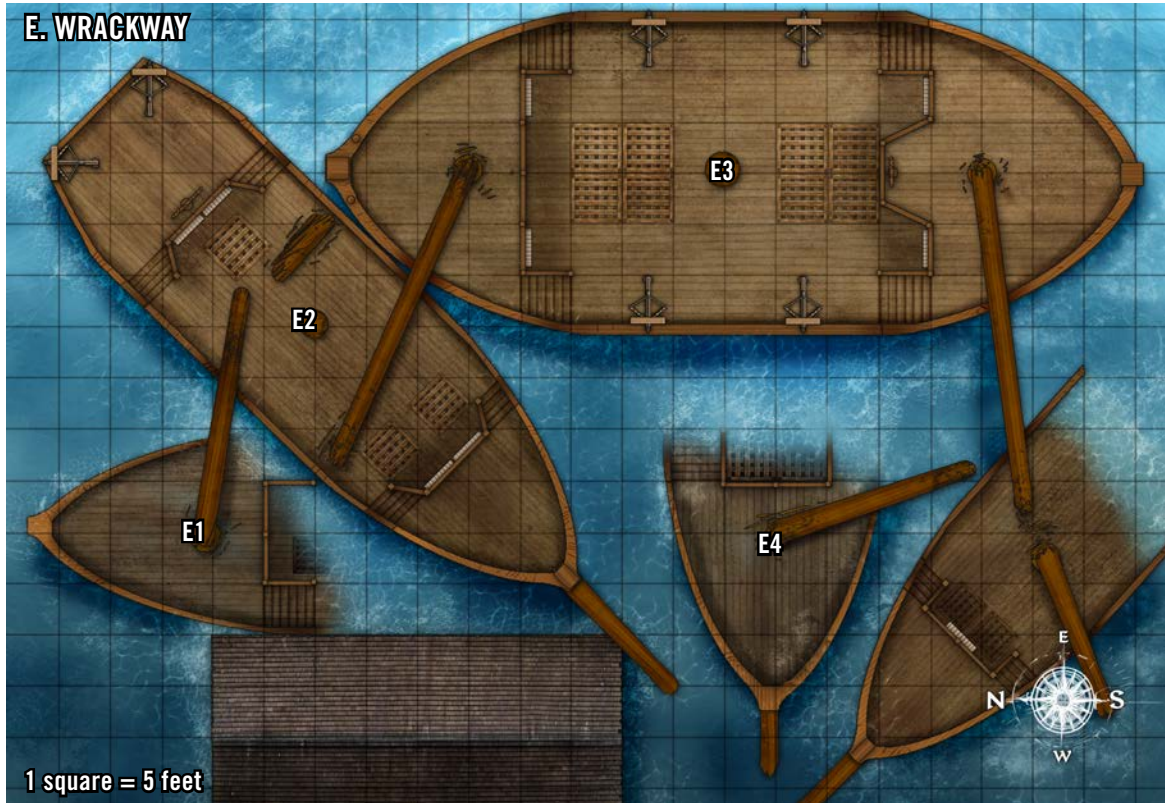
Vancen suggests the PCs explore these wrecked pirate ships. Numerous siege weapons can be secured there by the people of the enclave, but only once the undead and will-o’-wisps that haunt the area have been cleared out.

The floodwaters are shallow in the Wrackway, averaging 10 feet deep but with numerous submerged perils in the form of rocks, coral reefs, and sunken ships. In the





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haunted section, five pirate ships of various sizes (once ships in a small, loosely allied pirate fleet which made its living scavenging the Sodden Lands' coastline) lie in a tangle next to a flooded stone building. The portions of the derelicts that remain above water can be navigated with relative ease—they're stable in their positioning, although three of them have decks at awkward angles. Toppled masts provide impromptu "bridges" between the ships—a creature can traverse a mast by succeeding at a DC 12 Acrobatics check.

The haunted section is presented on one side of the poster map included with this adventure, but it is reproduced above as well. The PCs are free to approach the derelict pirate ships from any direction, so make sure you're familiar with the denizens of each wreck—once the PCs board a ship, that wreck's inhabitants swiftly arise to confront the intruders, with the undead and denizens of neighboring ships soon joining the battle. As a result, it's likely that battle here will swiftly escalate into a grand melee spread across all five ships, involving the denizens of each all at once. Fortunately for the PCs, the undead and will-o'-wisps will not pursue fleeing foes for long before returning to their original locations.

## E1. The Hrinjorn (CR 4)

The deck of this partially sunken ship slopes down steeply to the south and is considered a steep slope. A successful DC 12 Knowledge (local) check is all that's required to recognize the curled reptilian figurehead,

establishing this sunken vessel as a longship from the distant Lands of the Linnorm Kings.

**Creature:** A band of Ulfen raiders who sailed far south to join the pirates of the Shackles, the crew of the *Hrinjorn* were locked belowdecks by their vindictive captain as the vessel sank, as he blamed them for their part in the ship's fate. Only the captain rose from death as undead; he stands stoic on the prow of the ship, looking out to the north, and he takes a  $-4$  penalty on vision-based Perception checks until his attention is diverted away from his memories of the distant Lands of the Linnorm Kings. Once he notices a fight, he swiftly moves to join the battle.

### DRAUGR CAPTAIN CR 4

#### XP 1,200

Draugr captain fighter 1 (*Pathfinder RPG Bestiary 2* 110)

CE Medium undead (water)

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

#### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)

**hp** 35 (4 HD; 3d8+1d10+17)

**Fort** +6, **Ref** +3, **Will** +5

**DR** 5/slashing or bludgeoning; **Immune** undead traits;

**Resist** fire 10

#### OFFENSE

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

**Melee** mwk longsword +10 (1d8+5/19–20 plus 1 negative level) or  
slam +3 (1d10+2)

**Special Attacks** energy drain

**Spell-Like Abilities** (CL 3rd; concentration +6)

3/day—*obscuring mist*

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**TACTICS**

**During Combat** The draugr captain focuses its attacks on the strongest-looking or best-armored foe in sight, fragments of its martial pride driving it to engage those it interprets as worthy combatants rather than to focus on archers, spellcasters, or scoundrel types.

**Morale** The draugr captain fights until destroyed.

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**STATISTICS**

**Str** 21, **Dex** 14, **Con** —, **Int** 12, **Wis** 14, **Cha** 17

**Base Atk** +3; **CMB** +8; **CMD** 20

**Feats** Power Attack, Toughness, Weapon Focus (longsword)

**Skills** Climb +8, Intimidate +9, Perception +9, Profession (sailor) +9, Sense Motive +8, Stealth +7, Swim +12

**Languages** Common, Skald (can't speak)

**Gear** mwk chain shirt, mwk longsword

**Treasure:** A proper search of the *Hrinjorn's* flooded hold takes 10 minutes, but with a successful DC 25 Perception check, an explorer can uncover 1,290 gp, 12,330 sp, and 1,100 gp in jewelry and art objects that haven't been destroyed by the water. A PC who succeeds at a DC 30 Perception check also uncovers a *fate-woven braid of the Norms* (see page 54) tangled under a jumbled stack of oars.

## E2. The Loaded Dice (CR 6)

Before joining the small pirate fleet that ended up here, the *Loaded Dice* excelled at leading Chelish bounty hunters through the fringes of the Eye of Abendego, luring less stable ships into areas where they were swamped and capsized. Well built, the *Loaded Dice* remains afloat today, despite months of neglect.

**Creatures:** Most of the crew of the *Loaded Dice* leapt overboard before the ship ended up here, only to drown or be eaten by aquatic predators. The five pirates who stayed on board arguably met a grimmer fate, their restless spirits remaining on their ship as draugr. They patrol the deck of their ship, spending 10 minutes at the bow watching the south, then marching to watch from the north for 10 minutes, eternally repeating their last orders. They immediately attack upon sighting intruders.

**DRAUGR (4)** **CR 2**

**XP 600 each**

**hp** 19 each (*Pathfinder RPG Bestiary 2* 110)

**Melee** rapier +5 (1d6+4/18–20 plus nausea)

**Treasure:** The hold of the *Loaded Dice* remains relatively dry and can be searched with 30 minutes of work. This turns up 8,900 sp, 920 gp, 19 pp, 1,300 gp in art objects, a mithral cigar box worth 900 gp that contains 10 fine Sargavan cigars worth 20 gp each along with four *caber twigs* (see page 52), and a *rope of climbing* all scattered across

various chests and footlockers. The ship still features two stern-mounted heavy ballistae.

**Development:** See Arming the Enclave on page 33 for how this ship's two ballistae can help or hinder the defense of the Lirgeni enclave.

## E3. The Fiend's Star (CR 7)

This Chelish warship was the leader of this small, doomed fleet. The solidly made ship remains in relatively good condition. The intact mainmast is 50 feet high, and creatures can scale it with a successful DC 15 Climb check.

**Creatures:** The crew members of the *Fiend's Star* move listlessly and aimlessly about the deck, going through the motions of securing the ship for bad weather while their captain stands at the ship's wheel and looks on in silence. All of these draugr take a –4 penalty on Perception checks until attacked or until they notice intruders, at which point they all raise their weapons and attack.

**DRAUGR CAPTAIN** **CR 4**

**XP 1,200**

**hp** 35 (*Pathfinder RPG Bestiary 2* 110)

**DRAUGR (4)** **CR 2**

**XP 600 each**

**hp** 19 each (*Pathfinder RPG Bestiary 2* 110)

**Melee** scimitar +5 (1d6+4/18–20 plus nausea)

**Treasure:** A search of the hold of the *Fiend's Star* takes 30 minutes and uncovers 18,900 sp, 4,200 gp, 2,000 in art objects, and (with a successful DC 25 Perception check) a hidden coffer containing six *potions of water breathing*. Searching the captain's quarters at the stern uncovers eight silver pearls worth 100 gp each, two *potions of aid*, a *potion of resist fire* (CL 7th), eight +1 *magical-beast-bane arrows*, a *bead of force*, and a *dusty rose prism ioun stone*. Four light ballistae are secured in the ship's hold as well.

**Development:** See Arming the Enclave on page 33 for how this ship's four ballistae can help the defense of the Lirgeni enclave.

## E4. The Hooded Hunter (CR 6)

This refitted whaling ship, the *Hooded Hunter*, traded hunting whales for hunting merchants. It joined the scavenging fleet just before the doomed expedition to Hyrantam. Most of the ship is sunken, with only its bow protruding from the water—moving across this ship's deck or hull requires a successful DC 10 Climb check.

**Creature:** The crew of the *Hooded Hunter* rose as undead, but long ago fell into the sea below. The ship has instead become the preferred lair of one of the cunning will-o'-wisps that initially lured the fleet to its doom. The monster often floats above this ship's bowsprit, where a large lantern still hangs, in hopes that its glow lures more storm-tossed ships to crash among the wrecks. A PC who





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succeeds at a Perception check opposed by the will-o'-wisp's Stealth check notes that the glow actually seems to envelop the lantern rather than come from within. The will-o'-wisp flits and flies among the PCs during any fight with the undead but does not participate in combat initially. It defends itself if attacked, but otherwise only resorts to attacking the PCs once all the undead are slain—it prefers to let others do the hard work of inflicting pain and misery.

**WILL-O'-WISP** **CR 6**  
**XP 2,400**  
**hp 40** (*Pathfinder RPG Bestiary 277*)

### E5. The Goblin's Greed (CR 7)

This smuggler's ship lies low in the water, draped across a submerged reef. The deck of the *Goblin's Greed* is treated as a gradual slope toward its submerged stern, granting creatures a +1 bonus on melee attacks against foes lower than them on the slope.

**Creatures:** While most of the sailors who perished here have since risen as draugr (most of whom have since been destroyed), some of the crew of the *Goblin's Greed* survived the initial wreck of the ship. Too cowardly to venture far, they clung to the mostly sunken ship and fed on the bodies of the numerous dead sailors from this and other ships. They rose as lacedons not long after dying of starvation themselves, and they now lurk in the flooded hold below—they attack if any enter the hold, and each

round of combat, there is a cumulative 20% chance the lacedons take note and climb up to join the battle.

**LACEDONS (8)** **CR 1**  
**XP 400 each**  
 Variant ghoul (*Pathfinder RPG Bestiary 146*)  
**hp 13 each**

**Treasure:** A search of the flooded hold of the *Goblin's Greed*, which takes 15 minutes and requires a successful DC 20 Perception check, uncovers 23,400 sp, 1,900 gp, 1,000 gp in art objects, and a waterproof scroll case. Within this scroll case is a treasure map that supposedly leads to a hidden cache of treasure just over 200 miles up the Frogmarch River from Hyrantam. The map indicates this treasure is a powerful weapon—a *leviathan's terror* (see page 54), but it doesn't reveal that the treasure itself is protected by a particularly cantankerous froghemoth that's moved into the region. Whether or not the *leviathan's terror* still hides there waiting to be salvaged is up to you.

### Arming the Enclave

Of the five ships in the area, two are outfitted with ballistae. The *Fiend's Star* features four light ballistae, while the *Loaded Dice* features a pair of heavy ballistae at its stern. Of the six siege weapons, all appear to be in relatively good working condition, but one of the two heavy ballistae on the *Loaded Dice* is actually

quite damaged. The damage can be noticed with a successful DC 20 Appraise or Knowledge (engineering) check or a successful DC 30 Perception check. When fired, this heavy ballista fails catastrophically, and each character serving as its crew must succeed at a DC 15 Reflex save or suffer 2d6 points of damage from flying debris. If the damage is noted before the ballista is fired, it can be repaired with a *make whole* spell or 1d6 days of work. Full details on these siege weapons can be found on pages 158–164 of *Ultimate Combat*.

Returning the ballistae to the Lirgeni enclave is a time-consuming task, but once the PCs clear out all the undead and the will-o'-wisp, Vancen can oversee the relocation of the weapons with the aid of several citizens—the PCs need not be directly involved in transporting the weapons.

**Defense Points:** Securing the four light ballistae for the enclave's defense earns 2 Defense Points. Securing a functional heavy ballista earns 2 Defense Points. If the PCs secure the damaged heavy ballista without first repairing it, it fails catastrophically during the attack on the enclave and not only doesn't provide any Defense Points to the enclave's defense, but in fact reduces the enclave's total Defense Points by 1.

**Story Award:** If the PCs manage to repair the damaged heavy ballista, award them 600 XP per Defense Point earned in this endeavor, up to a maximum of 3,600 XP.

## F. HYRANTAM LIGHTHOUSE

Built on an upthrust wedge of rock overlooking the Frogmarch River at what was once the southwesternmost border of the city, Hyrantam's towering lighthouse originally guided merchant vessels up the wide river to the city's port. When the Eye of Abendego flooded the Frogmarch River, the lighthouse's bluff was one of the few locations that remained above water, but the structure itself did not fare well, and within a few years, the central portion of the lighthouse collapsed in on itself and crumbled into the river below. While the lighthouse's facade remains one of Hyrantam's tallest towers at a height of 400 feet, the interior is a shell surrounding a century-old sinkhole.

Despite its ruin, the lighthouse is not abandoned. The site has been the lair of various powerful creatures over the decades, and a few months after its previous denizen—a scylla—perished, a juvenile brine dragon named Kajjong claimed the ruined tower as his lair. Kajjong left his nest along the mainland coast of the Shackles several years ago, flying north until he spotted the Hyrantam lighthouse on a particularly calm day. The dragon actually enjoys the storms of the region, and he often spends hours or even days relaxing underwater, letting the agitated waters rock and lull him.

However, the latest increase in storm activity concerns the dragon—the turbulence feels too “artificial” for his sensibilities, and the increasingly dangerous predators

in the region, while not particularly threatening to the dragon, make it more difficult for him to secure his favored meals of river shark. Unaware of the Stormreaders' machinations, Kajjong has kept a low profile while investigating the recent monster frenzies, and while the PCs might not initially realize it, the dragon's predilections make him an excellent defender of the enclave. Of course, the dragon is also proud, arrogant, and egotistical. He won't simply aid the enclave out of charity, and rude or insulting PCs have a better chance of inciting a violent reaction from the imperious creature than securing his cooperation.

No NPC directly sends the PCs to the lighthouse to investigate it for a potential ally, but rumors of a dragon sighting in the area or visions granted by the planetarium are likely to pique the PCs' interest in the area. If the PCs have no interest in exploring the lighthouse on their own, they may instead spot the dragon as it flies along the Frogmarch, swoops down to pluck a 6-foot-long river shark from the waters, then heads toward the lighthouse with its meal. Alternatively, you can simply have an allied NPC such as Mparu or the oceanid Eryssala suggest seeking the dragon's aid as the PCs begin looking for allies to defend the enclave.

## An Audience with a Dragon (CR 8)

The Hyrantam lighthouse can be approached by land, water, or air. When the PCs enter the building, the churn and roar of storm-tossed floodwaters sloshing within the central tower's ruins sound almost like thunder. The cliffs surrounding the lighthouse rise 40 feet above the water level, while the water within the ruin drops down to a depth of 50 feet. Rainwater and spray drips down the walls of the decrepit stone tower, forming rivulets between the masonry stones. The cliffs are slippery, but they can be scaled with a successful DC 20 Climb check. The double doors that once barred entry from the eastern approach lies in ruins on the ground. Within, amid mounds of rubble, remnants of a flight of rusting metal stairs provide glimpses of the once-grand staircase that ascended to the light above, yet there is nothing to climb up to today.

**Creature:** Kajjong is unaware that the PCs recently arrived in Hyrantam, and indeed, he has trouble telling one group of humanoids apart from another. The dragon is likely lounging in the waters below when the PCs first arrive, but unless they take pains to be stealthy, he notices them immediately and emerges from the water with a frothing flurry of wings and spray to land atop the largest mound of rubble to the west within the ruined tower. While he is not attacking at this time, his swift, swooping arrival could cause the PCs to worry—if you wish, ask for initiative checks. If the PCs simply attack the dragon on sight without greeting him, he's more than willing to fight back.





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If, however, the PCs wait at least 1 round or greet the dragon themselves, the deep-blue creature lowers its serpentine neck to regard them, greeting them as follows.

“At last, the locals have decided to put survival above superstition! It took you long enough; I thought I was going to have to put an end to these monstrous feeding frenzies single-handedly. Assuming, of course, you’re here to look for help and aren’t just silly little heroes seeking a bout of dragon-slaying? “So? Which is it, apes?”

Although interested in joining forces with the Lirgeni, Kaijong can’t help but assume a condescending stance in his introduction. Unless the PCs immediately attack, he soon takes to issuing commands as if the PCs were his loyal soldiers, sending them on missions to track down and confront dangerous local predators and to study their dens for clues as to the cause of their increased aggression. If the PCs consent to these time-wasting quests, feel free to present them with random encounters spread throughout southern Hyrantam—while this may earn them some additional XP, it will not advance their mission against the Stormreaders.

Kaijong’s initial attitude is indifferent, since he considers aiding the enclave to be potentially dangerous. Securing his help requires a successful DC 27 Diplomacy check. A character who responds positively and subserviently to the dragon’s inflated sense of command gains a +4 circumstance bonus on this Diplomacy check. If no PC is able to secure the dragon’s cooperation, the dragon snorts and says, “Fools like you have no chance of standing up to whatever chaos is behind these storms. Come back to me if you learn anything new, and maybe I’ll reconsider.”

If the PCs reveal to Kaijong what they know about the Stormreaders so far, the dragon becomes keenly interested. He focused most of his investigations on the southern half of Hyrantam and in his arrogance didn’t even notice the arrival of the coven. He did observe the thunderbird but misinterpreted it as just another wild and mindless beast driven into a frenzy by the winds—another symptom, not part of the problem. If the PCs reveal this information, they can attempt a second Diplomacy check to secure his aid (or a Diplomacy check at a +6 bonus if they haven’t attempted one yet).

If the PCs fail to secure Kaijong’s aid via diplomacy, he idly muses that for the “right price,” he’ll come help the enclave. The dragon’s help can be purchased with an offering of jewelry or magic items (or a combination of the two) worth at least 5,000 gp.

Kaijong believes an evil druid is behind the monster attacks and unusual storms, but he has yet to find any evidence supporting this. Once he learns of the Stormreaders, though, everything starts to make sense, and he abandons his druid theory. Although proud and egotistical, Kaijong is not foolhardy—as long as the Stormreaders have a thunderbird ally or full access to their coven spells, he’s not overly interested in direct confrontations against the Augur’s Throne. He does promise to come to the enclave’s aid if it is attacked, and if the thunderbird is killed or driven off, he’ll even consider helping attack the Stormreaders directly.

**KAIJONG** CR 8

**XP 4,800**

Male juvenile brine dragon (*Pathfinder RPG Bestiary 2* 94)



LN Medium dragon (extraplanar, water)

**Init** +5; **Senses** dragon senses; Perception +15

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**DEFENSE**

**AC** 27, touch 11, flat-footed 26 (+4 armor, +1 Dex, +12 natural)

**hp** 95 (10d12+30)

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

**Immune** acid, paralysis, sleep

---

**OFFENSE**

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

**Melee** bite +18 (1d8+12), 2 claws +18 (1d6+8), 2 wings +13 (1d4+4)

**Special Attacks** breath weapon (60-ft. line, DC 18, 8d6 acid)

**Spell-Like Abilities** (CL 10th; concentration +12)

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

**Sorcerer Spells Known** (CL 3rd; concentration +5)

1st (6/day)—*mage armor*, *silent image* (DC 13), *vanish*<sup>APG</sup> (DC 13)

0 (at will)—*detect magic*, *ghost sound* (DC 12), *mage hand*, *mending*, *prestidigitation*

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**TACTICS**

**Before Combat** Kaijong casts *mage armor* on himself.

**During Combat** Kaijong starts combat with his breath weapon, then swoops down to attack foes in melee, making full attacks each round that follows. He prefers to use Power Attack, but holds off on using his breath weapon after it recharges until he can target at least three foes with it. Once reduced to fewer than 50 hit points, he backs off, casting *vanish* if possible, and stays away from melee.

**Morale** If reduced to fewer than 30 hit points, Kaijong retreats to the lighthouse to rest and hide (if the fight's elsewhere) or abandons his treasure and flies west, out to sea. He may or may not return in a few days to try to regain his treasure or seek revenge.

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**STATISTICS**

**Str** 26, **Dex** 13, **Con** 17, **Int** 17, **Wis** 14, **Cha** 15

**Base Atk** +10; **CMB** +18; **CMD** 29 (33 vs. trip)

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

**Skills** Bluff +15, Diplomacy +15, Fly +14, Heal +15, Knowledge (nature) +16, Perception +15, Sense Motive +15, Survival +15, Swim +35

**Languages** Aquan, Common, Draconic, Elven

**SQ** water breathing

**Treasure:** Kaijong hides his wealth in the deep pool at the heart of the lighthouse ruins. The hoard consists of 19,200 cp, 11,030 sp, 4,020 gp, a *scroll of draconic reservoir*<sup>APG</sup>, a *wand of cat's grace* (CL 6th; 11 charges remaining), a *stormlure*<sup>UE</sup>, a +1 *ghost touch rapier*, and a +1 *adaptive*<sup>UE</sup> *composite longbow*. Stealing from Kaijong's hoard draws his ire, and he refuses to cooperate with the PCs until the stolen items are returned, at which point he demands

payment of 5,000 gp (or doubles his earlier price, if PCs resorted to bribery initially) before he will agree to aid the enclave again.

**Defense Points:** Gaining Kaijong's support and aid in protecting the enclave earns 3 Defense Points.

**Story Award:** If the PCs convince Kaijong to help the enclave, award them 4,800 XP.

## G. NARLYSA'S LAIR

After snatching Aeassra's egg from the thunderbird's nest, the Stormreaders left it with Narlysa, a witchfire formed from the spirit of Vorysa's mother. In life, Narlysa sacrificed several Lirgeni in her lair in the swamps to the south of Watcher's Way in an attempt to transform all children born to the Saoc Brethren into changelings. Though Narlysa was slain by adventurers before she could complete her sinister work, her vengeful spirit sees the Stormreaders' plot as a chance for retribution against her killers' descendants.

The PCs are most likely to learn about Narlysa's lair by researching hags in Parallax University's library or receiving a vision in the planetarium, but the PCs could learn about the lair after using their own resources. A *divination* spell used to help track down the thunderbird's egg would lead the PCs to the caves, for example, as could numerous other options of investigation or research. Tracking down the egg is left open-ended so you can react more organically to the players' ingenuity.

Narlysa's cave (see the map on page 33) is located under what used to be a low hill, but has since become a peninsula protruding into the floodwaters. The caves, once dry, are now mostly flooded. Ceiling height within averages 15 feet, with muddy or slippery stone floors where the water itself doesn't reach. All of the floors inside the caves are treated as difficult terrain.

## G1. Cave Entrance (CR 9)

Flood water sloshes through most of this cavern, slopping against muddy, seaweed-encrusted ledges. Several partially eroded columns of rock emerge from the water to support a roof thick with dangling roots above, while to the south, a low passageway with only a few inches of headspace above the churning waters leads deeper underground. Something farther south, beyond this mostly flooded tunnel, flickers and glows with a strange green light.

**Creatures:** Orleva and Vorysa periodically visit these caves to converse with the witchfire, but they have not visited the area since the adventure began. In that time, a pair of globsters have floated into this cave and now use it to ride out the storms. The hags will drive off or slay the dangerous ooze should they remain the next time they visit, but for now, the two floating masses of protoplasm act as de facto guardians.





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**GLOBSTERS (2) CR 5**

**XP 1,600 each**

**hp 57 each** (*Pathfinder RPG Bestiary 3* 131)

## G2. Inner Sanctum (CR 10)

This cavern echoes with the sound of water sloshing against the edge of a fungus-encrusted beach of slippery, shiny gravel to the west. Thick tangles of roots, infested with filaments of pale fungus, hang from the cave roof, much of it glowing with a soft green light. Near the west wall, amid a heap of glistening fungal growths, nestles a four-foot-tall sky-blue egg, its speckled surface periodically sparkling with tiny tendrils of electricity.

The sky-blue egg is the thunderbird Aeassra's; despite the somewhat damp and nasty conditions, it has remained viable but inert. If not returned to the thunderbird within a few more weeks, the egg will die.

**Creature:** The witchfire Narlysa guards this room, whispering blasphemies to the egg in a futile but disturbingly earnest attempt to corrupt the unhatched thunderbird. She attacks any intruders with a shriek, the green electricity that shrouds her body further filling the room with disconcerting illumination. The undead hag will not abandon the egg she's been entrusted to guard.

**NARLYSA CR 10**

**XP 9,600**

Advanced variant witchfire (*Pathfinder RPG Bestiary 2* 292, 284)

CE Medium undead (incorporeal)

**Init** +12; **Senses** darkvision 60 ft.; Perception +18

**DEFENSE**

**AC** 28, touch 28, flat-footed 19 (+9 deflection, +8 Dex, +1 dodge)

**hp** 135 (10d8+90)

**Fort** +12, **Ref** +13, **Will** +12

**Defensive Abilities** incorporeal, witchbolt; **Immune** electricity, undead traits

**OFFENSE**

**Speed** fly 50 ft. (perfect)

**Melee** incorporeal touch +15 touch (8d6 fire plus witchbolt)

**Ranged** witchbolt +15 (8d6 fire plus witchbolt)

**Spell-Like Abilities** (CL 9th; concentration +18)

At will—*dancing lights*, *disguise self*, *ghost sound* (DC 19), *invisibility*, *defensive shock*<sup>UM</sup>, *ray of enfeeblement* (DC 20)

1/day—*summon* (level 4, 2 will-o'-wisps 50%)

**TACTICS**

**Before Combat** If Narlysa hears combat in area **G1**, she attempts to summon two will-o'-wisps to aid her.

**During Combat** Narlysa uses flight to stay at range, and she casts *defensive shock* on the first round of combat. She hurls witchbolts while staying out of melee combat, periodically using a *ray of enfeeblement* on enemies who

hit hard in melee or are wearing heavy armor (so that the reduction in strength could well encumber such foes).

**Morale** Narlysa uses *invisibility* and takes advantage of her incorporeal body to flee combat if reduced to fewer than 15 hit points, but she emerges to fight until destroyed if it becomes apparent that the PCs intend to leave the cave with the thunderbird's egg. If confronted elsewhere (such as after she's been recruited to the Stormreaders to replace a fallen hag), the witchfire flees combat if reduced to 15 or fewer hit points, returning to her caves here to rest and recover. Whether or not she seeks revenge against the PCs at a later date is left for you to decide.

**STATISTICS**

**Str** —, **Dex** 26, **Con** —, **Int** 21, **Wis** 20, **Cha** 29

**Base Atk** +7; **CMB** +15; **CMD** 35

**Feats** Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility

**Skills** Bluff +19 (+27 to mimic sounds [including accents and speech patterns, if a voice mimic] listened to for at least 10 minutes), Fly +29, Intimidate +22, Knowledge (arcana) +15, Knowledge (nature) +15, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +21

**Languages** Aklo, Auran, Boggard, Common, Giant, Polyglot  
**SQ** sound mimicry (animal noises)

**SPECIAL ABILITIES**

**Witchbolt (Su)** Narlysa's close association with storms has infused her undead incarnation with flickering green electricity rather than flames. Damage from her witchbolts deals electricity damage rather than the usual fire damage from a normal witchfire, and while she is not immune to fire damage herself, she is immune to electricity damage. Any creature damaged by her witchbolt must succeed at a DC 24 Will save or become shrouded in sickly green tendrils of electricity. While this eerie energy deals no additional damage, the affected creature glows as per *faerie fire* and becomes sickened. While under the effects of the witchbolt, the victim gains vulnerability to electricity. This effect persists for 10 minutes and can be ended early by *break enchantment*, *miracle*, *remove curse*, or *wish* (effective CL 11th). Any creature entering the same square as Narlysa or striking her with a melee attack must succeed at a DC 24 Will save or become shrouded in witchbolts. This ability otherwise functions as the typical witchflame ability as detailed on page 284 of *Pathfinder RPG Bestiary 2*.

**Treasure:** Aeassra's egg weighs 160 pounds. Its awkward shape means that Small creatures cannot easily carry it. The shell has a hardness of 2, and while it normally has 40 hit points, it's been damaged already and currently only has 15 hit points remaining. A *make whole* or similar effect can repair the damage to the eggshell. The egg is too heavy to float in water, and if left untended in the storm-tossed floodwaters, it takes 1d6 points of damage per round. The egg is immune to electricity and sonic damage.



## Chapter 3

# Hunting the Storm

**T**he PCs' ultimate goal in *Seers of the Drowned City* is to confront and defeat the hag coven known as the Stormreaders. That they reside in the Augur's Throne is no secret, and in theory the PCs could attempt a confrontation as early as Chapter 1, but as long as the three hags remain united as a coven and retain their alliance with the thunderbird Aeassra, such a foolhardy tactic could overwhelm even higher-level PCs. A prudent party should instead build resources, prepare for the protection of the Lirgeni enclave, and erode the Stormreaders' power.

As soon as the Stormreaders regard the PCs as dangerous foes (see page 25), they launch a brutal and potentially devastating attack on the Lirgeni enclave. Unless the PCs have taken steps to build up the enclave's

defenses, it's entirely likely that the hags will orchestrate a crushing defeat of the enclave's people. While it's possible to go on to vanquish the hags after everyone in the enclave is dead, such a pyrrhic victory leaves no one to offer accolades or rewards—or to assist the PCs in leaving the swamped city!

### Readying the Enclave

Once the Stormreaders consider the PCs dangerous, you need to take a moment to calculate the total Defense Points the PCs have earned throughout the adventure so far. The Stormreaders launch their attack on the Lirgeni enclave within a few hours of the coven shifting its attitude (see page 24), which could well mean that any current mission to improve the enclave's defenses may be too late.





## EVENT 5: ATTACK ON THE ENCLAVE (CR 10)

The Stormreaders now unleash the full power of their coven and their allies upon the enclave, intending to remove any final obstacles to their plans. The hags intend to make good use of flying allies, and in the hour before their attack occurs, the storm suddenly abates in order to clear the air. The hags hope this will also lure the enclave's citizens out of their homes so that they'll be easier targets. The Lirgeni, however, are not so foolish—they remain indoors, trusting to their defenses, their militia, and the PCs to protect them.

When the attack comes, it's best to describe the assault rather than play out an entire mass combat scenario. The hags send in their flying allies (waves of kerakinsis, along with their thunderbird ally if the PCs have not yet aided Aeassra) alongside several charmed sea monsters (including elasmosauruses, tylosauruses, and half a dozen chuuls). The hags themselves hang back at the edge of the enclave, where they use their coven magic to blast at the town with *call lightning storm*, *plague storm*, and *whirlwind*, thanks to the magical influence of the coven's storm hag leader.

**Creatures:** If the PCs are present when the attack does occur, they are targeted specifically by a group of kerakinsis and a hideous charmed monster known as kravyad. This attack could take place anywhere, but it might be easiest to stage it near the harbormaster's home so you can use the associated map (see the inside front cover) to better facilitate the confrontation. At the end of each round, take a few moments to explain how the battle is going elsewhere in the enclave—blasts of thunder and lightning striking towers, bolts fired from ballistae, a midair conflict between a brine dragon and a thunderbird, and so on.

## ENCLAVE ATTACK RESOLUTION

Defense Point Total	Result
1 or fewer	<b>Crushing Defeat:</b> Most of the enclave's towers are destroyed. Mparu and Vancen are both killed. All unpurchased magic items in the enclave are lost, destroyed, or claimed by the Stormreaders (GM's choice). The population of Hyrantam plummets to 200, and the survivors are forced to scatter into the ruins.
2-4	<b>Defeat:</b> Areas <b>A1</b> , <b>A2</b> , <b>A7</b> , and <b>A8</b> of the enclave are destroyed. Mparu or Vancen is killed (select which one randomly). All unpurchased magic items in the enclave are lost, destroyed, or claimed by the Stormreaders (GM's choice). The population of Hyrantam plummets to 750, but the survivors can cling to the ruins of the enclave and make a desperate attempt to recover.
5-8	<b>Stalemate:</b> Two of the four potentially destroyed areas from above are destroyed (determine which ones randomly). The population of Hyrantam is reduced to 1,050. A small number of kerakinsi tribes abandon their support of the Stormreaders.
9-12	<b>Victory:</b> No buildings in the enclave are destroyed. The population of Hyrantam is reduced by 2d100. The grateful citizens of Hyrantam scrape together a reward of 4,000 gp for the PCs. Most kerakinsi tribes abandon their support of the Stormreaders.
13 or more	<b>Rousing Victory:</b> No buildings in the enclave are destroyed, and no citizens perish. The overwhelmingly grateful citizens scrape together 4,000 gp for the PCs and allow the party to choose one medium item and four minor items from the city's marketplace as additional rewards (see Appendix 2 on pages 52-55 for a list of these items). All kerakinsi tribes abandon their support of the Stormreaders.

## Stormreader Offense

The Stormreaders are a dangerous force. Unless the PCs take every opportunity to undermine the coven and its allies, the Stormreaders could still overpower the enclave's defenses. Before determining the outcome of the attack, the enclave's Defense Point total is modified by the following conditions.

Condition	Defense Point Modifier
The thunderbird Aeassra remains allied to the Stormreaders	-6
The hags have access to coven magic	-4
Mparu is not present to aid in defense and healing	-1
The PCs have killed one hag	+1

### KRAVYAD CR 7

**XP 3,200**

**hp 85** (see page 59)

### KERAKINSIS (5) CR 4

**XP 1,200 each**

**hp 39 each** (see page 58)

**Development:** Once the PCs defeat these creatures, determine the overall result of the attack by totaling the Defense Points the PCs have accumulated thus far, and then adjust that total using the modifiers in the sidebar presented above. Then, consult the Enclave Attack Resolution table below to determine the level of success the PCs have at defending the Lirgeni enclave and its citizens from a grisly fate.

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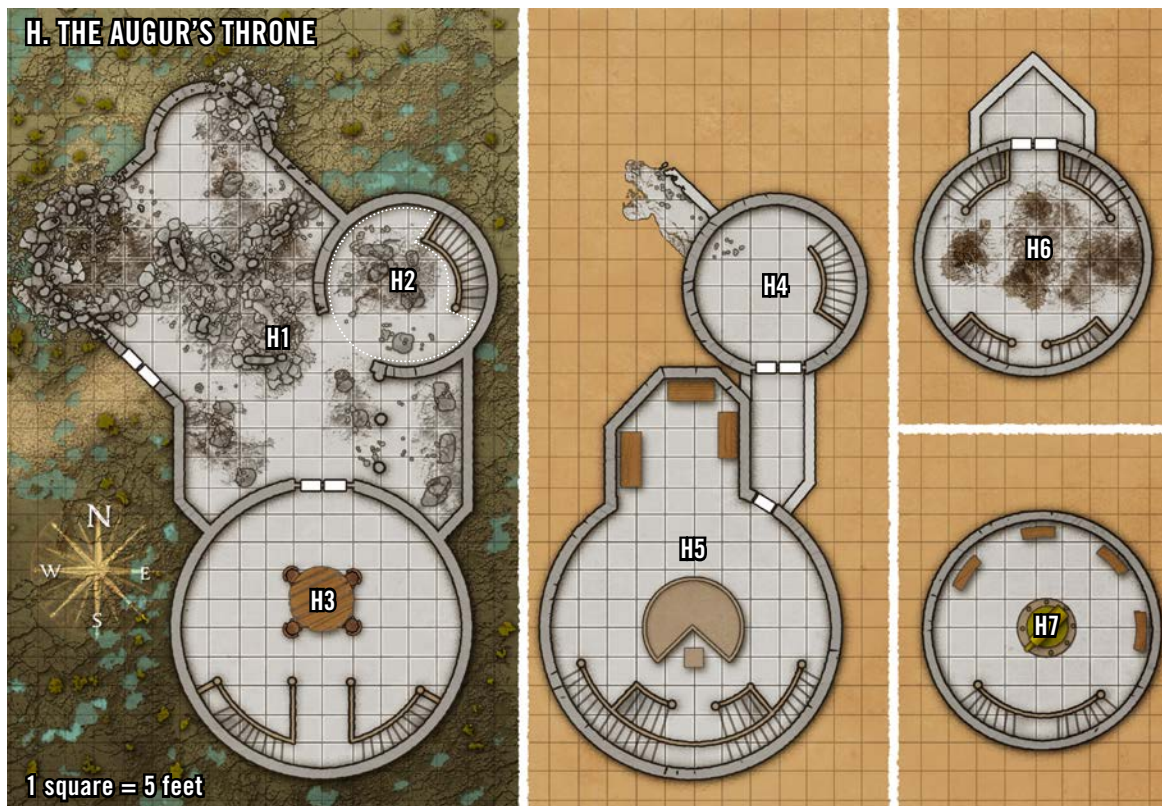
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**Story Award:** If the PCs secure a victory against the Stormreaders in the attack on the Lirgeni enclave, award them 4,800 XP. If the PCs secure a rousing victory, award them 9,600 XP.

## H. THE AUGUR'S THRONE

The tower known as the Augur's Throne once served as a court for the Saoc Brethren, where members would hear grievances, pleas, and trials from the Hyrantam locals. The Brethren held audience in the so-called “throne room” on the ground floor, then sought counsel from astrological divinations, recorded prophecies, and conjured outsiders before returning to pass down edicts and verdicts before the populace. When the storm came and Lirgen fell, the Augur's Throne partially collapsed. Today, only its southernmost tower still stands—once the shortest of the nine towers that made up the great building, it is now the highest point on the northeastern isle of Seer's Summit at a height of 80 feet.

The relative isolation of the Augur's Throne and its proximity to the eternal storm front of the Eye of Abendego made it the perfect lair for the Stormreaders, a base from which they could conduct their storm augury research. The coven took over the higher levels, manipulating the weather from the broken observatory dome before studying the results. Their alliance with the thunderbird and mastery over storms allowed them to quickly subjugate the many kerakinsi tribes that dwelled in the area, and their coven magic (particularly *charm*

*monster*) let them bolster their defenses with various local terrors. With their kerakinsi servants providing food and any other essentials and Aeassra guarding the tower while the hags worked, the Augur's Throne became an intimidating stronghold.

### The Augur's Throne Features

The Stormreaders despise uninvited visitors, and they readily attack anyone they notice approaching their tower without permission. Though their storm auguries have failed to provide solid, reliable information, the hags make liberal use of *commune*, *clairaudience/clairvoyance*, *speak with dead*, and *vision* via their coven spells to remain informed about the situation in Hyrantam and to help predict when enemies might attack their stronghold. While the storm rages powerfully throughout the area, the air is still and the sky above blue within a 300-foot radius around the Augur's Throne—this “eye of the storm” effect is a result of the Stormreaders' constant divinatory rituals. That it affords the hags a clear view of the open, muddy ground surrounding the Throne is an added security bonus—there is very little cover to hide behind.

The walls within the Augur's Throne are of superior masonry. Floors are pitted with erosion, and the doors are made of stone. Each room's ceiling is 18 feet high. Windows are magically reinforced glass, giving them hardness 20 and 50 hit points. These windows are immune to sonic and electricity damage, and they take half damage from all other energy types.





The exact conditions in the Augur's Throne vary, depending on how the Lirgeni enclave fared in the attack, as summarized below.

**Attack on Enclave Hasn't Yet Occurred:** If the PCs confront the Stormreaders before the latter attack the enclave, how the PCs are received depends on the Stormreaders' attitude toward them. If the Stormreaders see them as merely noteworthy threats, then one of the hags (likely Orleva) comes down to meet the PCs, disguised as a human woman, to ask if the PCs have come with more tribute or if they are dreamers who seek to offer themselves to the storm. Any characters who turn themselves over are stripped of their gear and brought to area H6, where they are held for 1d4 days of fasting before the hags sacrifice them to the storm in a violent ritual involving repeated lightning strikes and defenestration from the Throne's highest point. If the PCs are regarded as significant threats, all three hags (disguised via *veil*) confront them and demand they turn themselves over for sacrifice, regardless of whether the hags believe or know that the PCs are Saoc descendants. Any attack on the Throne finds the building as well defended as in the Crushing Defeat/Defeat category as described below.

**Crushing Defeat/Defeat:** The tower's defenses are as presented below, with the addition of a band of a dozen kerakinsis that patrol the immediate environs. These kerakinsis move swiftly to join any fight that takes place in the Throne. If the enclave was destroyed with a crushing defeat, the creatures within the Augur's Throne gain a +2 morale bonus on attack rolls, initiative checks, weapon damage rolls, saving throws, and skill checks for 1 week. In any event, the additional kerakinsis sentries that patrol the skies above allow for the inhabitants of the Augur's Throne to effectively take 20 on Perception checks to notice anyone approaching within 300 feet. Avoiding the notice of the dozens of observant kerakinsis above requires a successful DC 31 Stealth check, assuming some form of cover can be devised to help hide the approach to the building.

**Stalemate:** The tower's defenses are as presented below, with no additional kerakinsis in the area as reinforcements. Very few kerakinsis patrol the skies above, and the inhabitants of the Throne don't get to take 20 on a communal Perception check.

**Victory:** Some of the areas within the Augur's Throne are less dangerous, as detailed in the individual encounters in this chapter. If the thunderbird remains allied with the Stormreaders, she abandons any fight as soon as she's reduced to fewer than 75 hit points.

**Rousing Victory:** As Victory above, but the demoralizing nature of the defeat imposes a -2 morale penalty on all skill checks, initiative checks, and Will saving throws attempted by the tower's inhabitants for 1 week. No kerakinsis are encountered in the Augur's Throne.

## Coven Magic

As long as the hags have three in their number, whether it's their original three or two hags plus the witchfire (should one of the original three hags be slain), they have an additional dangerous resource to use against intruders: coven magic. The coven's selection of spells changes if the coven includes the witchfire. All three hags must be within 10 feet of each other to use one of their coven spell-like abilities, and all three must take a full-round action to create the effect. As such, the hags generally do not use coven magic in the heat of battle, for fear of having the spell disrupted by an enemy attack, but if the PCs confront the Stormreaders in a battle where the hags have allies to protect them, they may well use some of their coven spell-like abilities against the PCs.

If the storm hag Byurka is part of the coven, these spells function at CL 10th. Otherwise, they function at CL 9th. The Stormreaders generally use coven magic as follows. Spells marked with an asterisk (\*) are available only if the storm hag Byurka is part of the coven. Spells marked with two asterisks (\*\*) are available only if the witchfire Narlysa has been brought into the coven to replace a slain hag, and even then they can be used only three times a day each.

**Animate Dead:** This spell is used to create the zombie giant squid in Chapter 2, and later a second such creature to attack the enclave, but otherwise the Stormreaders have little use for simple zombies or skeletons.

**Baleful Polymorph, Bestow Curse, Forcecage, and Waves of Exhaustion\*\*:** The coven only uses these spells to torment prisoners or in desperation during combat.

**Blight:** The coven generally doesn't use this spell.

**Call Lightning Storm\* and Whirlwind\*:** The coven uses these spells to target PCs whom they spot approaching the Augur's Throne, starting with *call lightning storm* and then using the other as their whim decrees. Even from the 80-foot peak of the Augur's Throne, every point within the 300-foot-radius area surrounding the structure can be targeted by these devastating spells.

**Charm Monster:** The coven uses this spell to secure monstrous allies and to pacify dreamers offered to them as tribute until their day of sacrifice.

**Clairaudience/Clairvoyance:** The coven uses this spell to watch the PCs.

**Commune and Vision:** These spells are used weekly to seek advice and information, but they also form part of the ritual the Stormreaders use in their attempts to predict the future in storm patterns.

**Control Weather:** The Stormreaders use this spell to manipulate the regional storms and maintain their power during the adventure; with multiple castings a day, they can cover all of Hyrantam with numerous storms.

**Create Undead\*\*:** If the coven gains access to this spell, it adds a dozen ghouls as defenders throughout the Throne.

**Dream and Nightmare\*\*:** *Dream* is used as part of the coven's rituals, including a variant that reaches out

to influence the dreams of Saoc descendants. Today, the coven uses this spell to communicate with other creatures as needed, and it may do so to torment or threaten the PCs once the hags start seeing them as a noteworthy threat. If the Stormreaders can use *nightmare*, they use that spell instead once the PCs are viewed as significant threats.

**Fire Storm\*\* and Plague Storm<sup>UM, \*</sup>:** The medium range of these spells limits their usefulness against those who approach the Throne, but the coven will use them from the rooftop to strike against anyone who comes within 170 feet of the tower.

**Mind Blank:** The three hags cast *mind blank* on themselves daily, but generally do not cast this spell on allies, as they want to maintain the option of *charm monster* should an ally grow rebellious.

**Mirage Arcana:** The hags use this spell to obscure and hide elements inside the Augur's Throne, as detailed in the individual encounters.

**Quench\*:** This spell is handy should the PCs use fire effects, though it isn't normally used by the coven.

**Reincarnate:** The hags have relatively little use for this spell, though they may occasionally use it to question sacrificed victims rather than using *speak with dead* (see below), especially if they suspect their victim may have an exceptional amount of knowledge to share (such as a PC).

**Speak with Dead:** This spell was used early in the Stormreaders' stay in Hyrantam to interrogate the ancient remains of bodies dredged up from the ruins, but it is now used mostly to interrogate sacrifice victims for insights into their plight just before they are offered to the storm. Of course, if the Stormreaders gain access to the bodies of any PC allies (such as Mparu or Vancen, should they perish in the attack on the enclave), the hags may use this spell to learn what they can about the PCs.

**Veil:** This spell disguises the hags as humans when they must interact with the citizens of the enclave or the PCs.

**Wind Wall\*:** If the coven is faced with flying PCs or PCs who used ranged attacks, they place *wind walls* to protect themselves from easy retaliation when assaulting intruders from the tower top.

## H1. Throne Room (CR 9)

The floor of this audience hall is covered with sparkling blue and green tiles. Rotten remains of chairs and benches are scattered about. A throne studded with jewels forming astrological patterns lies under a mound of rubble to the northwest. Stained-glass windows depicting constellations gaze down from each wall ten feet above the floor. To the northeast, a wide archway opens into a circular chamber, while more rubble blocks the southern wall.

This room is where the Lirgeni used to gather to make their cases and receive judgment from the Saoc Brethren.

Although the Augur's Throne remained relatively dry while Hyrantam drowned, years of rain and rogue waves have left the ground floor soaked with brackish water. The hags regularly disguise parts of this room with *mirage arcana*, hiding the entrance to area H3 under illusory rubble. The same illusion makes the floor seem clean and tiled, when in fact it is muddy and sloppy, counting as difficult terrain for Medium or smaller creatures.

**Creature:** Several weeks ago, the hags charmed a large, lumbering marsh giant named Muurtor. Despite an obstinate nature, the giant is growing comfortable in the throne room as the hags' kerakinsis continue to bring him food and small animals to torment. Muurtor guards the entrance to the Augur's Throne, hiding in the hag's illusory rubble to the south in the hopes of ambushing intruders. The illusion's mossy appearance functions as a swamp for the purposes of Muurtor's Stealth checks.

**MUURTOR** **CR 9**  
**XP 4,800**  
Male advanced marsh giant (*Pathfinder RPG Bestiary 2*  
292, 129)  
**hp 102**

## H2. False Floor (CR 8 or 10)

What appears to be more polished tiles on the floor of this room is in fact another *mirage arcana* that masks the truth of this area—that the floor of this chamber has collapsed in on itself and become a watery pit, which is defined on the map on page 40 with a dotted line. The stairs on the east side of the room lead up to area H4, but no walkway connects to the base of the stairs. The pit measures only 10 feet deep, with a further 10 feet of water, so characters who plummet in take no damage from the fall. A successful DC 20 Climb check is required to clamber out of the hole.

**Creatures:** The true danger in the room's false floor is the pair of advanced chuuls the hags have charmed and trapped here. The creatures are bored and ravenous, and they immediately attack anyone who falls within reach of their claws and tentacles. If the PCs were victorious in defending the Lirgeni enclave, though, this room contains only one advanced chuul; the other was slain during the attack.

**ADVANCED CHUULS (1 OR 2)** **CR 8**  
**XP 4,800 each**  
**hp 105 each** (*Pathfinder RPG Bestiary 294, 46*)

## H3. Research Room

A large mahogany table surrounded by chairs stands in the center of this room. A pair of bookshelves along the southern staircases contains hundreds of meticulously organized files and books. The northern wall contains a double door.





Members of the Saoc Brethren once convened in this room to discuss each day's hearings and the evidence supporting each case, both physical proof and implications from astrological signs. More recently, the Stormreaders have started to use this room to collect and organize the research they've gathered regarding storm auguries and the region's history. Given time, a character could unravel much of the Stormreaders' plot and intentions—feel free to use information learned in this room to answer lingering questions the PCs may have about the adventure's plot.

Both sets of stairs lead up to area **H5**.

**Development:** This adventure assumes the hags know the PCs have arrived at the Augur's Throne, but if the PCs manage to infiltrate the structure and catch the occupants unawares, the three hags can be encountered here deep in their studies.

## H4. Kerakinsi Aerie (CR 9 or 11)

Fragments of ancient stone furniture are the only remaining clues of this weathered room's intended purpose. Clusters of refuse and fetishes litter the floor, some packed together to form crude nests. To the east, a flight of stairs leads downward, while to the west, a hole in the wall allows access to a partially collapsed walkway. A double door to the south stands ajar.

**Creatures:** Once a records hall where scribes worked to transcribe the Brethren's rulings, this room has been fully converted into an aerie for the Stormreaders' most powerful kerakinsi allies. If the PCs have had a victorious battle at the enclave, only four sullen advanced kerakinsis are here—otherwise, a total of eight advanced kerakinsis lurk in this room or the balconies to the northwest and south. These advanced kerakinsis fight to the death unless the PCs have achieved a victory at the enclave, in which case a kerakinsi attempts to flee if reduced to fewer than 10 hit points.

**ADVANCED KERAKINSIS (4 OR 8)** **CR 5**  
**XP 1,600 each**  
**hp 39 each** (*Pathfinder RPG Bestiary* 294, see page 58)

**Treasure:** The kerakinsis' assorted trophies include 682 gp, 52 pp, a whalebone scrimshawed with spiraling wind motifs worth 300 gp, and a +1 *kukri*.

## H5. Stormreaders' Chambers (CR 9)

An arcane summoning diagram flickers with a sickly light in the center of this room atop a semicircular platform, encircled by the burnt remains of offerings, fetishes, and talismans. A bloodstained altar sits just south of this, while to the north, three oversized beds covered with furs and filthy sheets stand in a large alcove.

The Saoc Brethren used this hall to compile guides for interpreting divinations and conjure advisors from the Outer Planes. The Stormreaders modified the room to suit their own purposes, referencing the Brethren's accounts while modifying their storm auguries and repurposing the summoning circle to call elemental servants. They use the altar as a dissection table to study creatures identified by their faulty prophecies or to torture those who stand against them, giving any leftovers to the marsh giant Muurtor. To the north, they keep three beds sized for their significant frames. The hags vary their sleep schedules, but if the PCs are particularly stealthy and observant, they might be able to time a visit to the Augur's Throne when the three hags are slumbering and leaving the guardianship of the building to their minions.

Lacking the ability to summon extraplanar aid themselves, the Stormreaders used one of several rituals they uncovered in their research to reactivate the ancient Saoc Brethren conjuration platform in the center of the room. The platform contains rechargeable power nodes and a diagram resembling an inward focused *magic circle against law* spell. A successful DC 20 Knowledge (arcana) or Knowledge (planes) check reveals that one can activate the platform and call forth an elemental by charging the four power nodes. A creature can charge a node by expending the energy of a 2nd-level or higher spell or spell-like ability into a node—doing so requires a successful DC 25 concentration check. On a success, the node glows with energy, while on a failure, the spell is lost and the node must wait 24 hours before a new attempt to charge it can be made. Once all four nodes are properly charged, the conjuration platform can be used to cast a *planar binding* spell. If the platform is used to conjure an elemental, this *planar binding* can conjure an elemental of 13 or fewer Hit Dice, rather than be limited to 12 Hit Dice. Once any creature has been conjured with the platform, it cannot be used or charged again until the current conjured creatures are either slain or allowed to return to their planes of origin.

**Creature:** The Stormreaders have been using the conjuration platform to call lightning elementals as an additional source of energy and power to perform their divinations. A greater lightning elemental is bound in this room currently, under orders to allow only the Stormreaders and anyone they escort to pass unchallenged; the elemental attacks all intruders.

**GREATER LIGHTNING ELEMENTAL** **CR 9**  
**XP 6,400**  
**hp 110** (*Pathfinder RPG Bestiary* 2 117)

**Treasure:** If the Stormreaders looted any magical items from the Lirgeni enclave or took any gear from characters that was offered as tribute, those items can be found stacked neatly near the beds to the north.

## H6. Aerie (CR 11)

Scattered vegetable matter, much of it scorched, lies in drifts and mounds in this otherwise empty chamber. Stairs lead down to the south and up to the north, while a stone double door stands between the northern stairs. The air in this room smells of ozone.

When the hags accept a dreamer as tribute, they immediately bring the person to this room and order the prisoner to remain here after controlling the dreamer with *charm person*.

**Creature:** As long as the thunderbird Aeassra remains allied with the Stormreaders, she uses this room as her den. The northern doors remain open at this time so she can come and go—it's something of a tight squeeze for the thunderbird to enter or exit the room, and it takes 1d4 rounds for her to pass through. If she's present, she exits this room as soon as possible so she can attack the PCs outside rather than be confronted in here.

## AEASSRA

CR 11

XP 12,800

Female thunderbird (*Pathfinder RPG Bestiary 2* 264)

hp 147

**Development:** If Aeassra has abandoned the Stormreaders, an investigation of this room and the large gray feathers found scattered about, combined with a successful DC 21 Knowledge (nature) check, are enough to confirm that a thunderbird nested here until recently.

## H7. Observatory (CR varies)

A complex telescope made of different types of metal and crystal stands in the center of the room, its central lens mounted on a massive swiveling gimbal. To the south, a flight of stairs descends, while several low stone benches sit near the walls. These walls, as well as the domed ceiling above, are covered with spiraling circles of runes that shimmer and waver with energy—now and then, the walls seem to fade from view to provide glimpses of the world outside.

This chamber served as an observatory where the Saoc Brethren would consult the stars for guidance on their court rulings. Today, the Stormreaders use the platform to observe the results of their storm auguries and as a place to watch over the surrounding terrain and defend their lair.

The telescope in the middle of the room still functions, and it provides an excellent tool for both stargazing and observing Hyrantam itself. It can be rotated and adjusted to see in a 360-degree circle, from an angle of nearly horizontal to vertical. The telescope, which is magical, allows those who look through it to observe objects without worrying about cloud cover. This let the ancients observe the stars on overcast nights, but it also allows the Throne's current occupants to observe Hyrantam through the storm's wind and rain with ease.

The true wonder of this room, though, are its walls and ceiling. When the telescope is aimed at a wall or ceiling, a 15-foot-diameter window opens in the wall, allowing for creatures to look out of this room or in from outside. The window prevents exterior weather effects from entering the room, but creatures can come and go through the window with ease, as can missile attacks or spells.

**Creatures:** Byurka, Orleva, and Vorysa spend most of their time here, using *control weather* to alter the region's weather patterns and observing the effects. If they notice the PCs approaching, they use their coven magic against them, aiming the telescope as needed to open windows to allow the hags to aim spells or attack foes.

Byurka







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The storm hag Byurka, the leader of the Stormreaders, developed her plans and plots when she gained the ability to read the auras of ancient relics and learned of the Saoc Brethren via psychometry (*Pathfinder RPG Occult Adventures* 196). The relics the Lirgeni have supplied her with give her increasing insights into the ancient culture, but part of her rituals to observe the storms require the regular destruction of these items—thus, she constantly finds herself in need of new supplies.

**BYURKA** **CR 8**

**XP 4,800**  
 Storm hag oracle 3 (*Pathfinder RPG Bestiary* 5 235, *Pathfinder RPG Advanced Player's Guide* 42)  
 CE Medium monstrous humanoid  
**Init** +3; **Senses** child-scent, darkvision 60 ft.; Perception +14

**DEFENSE**  
**AC** 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)  
**hp** 97 (13 HD; 3d8+10d10+29)  
**Fort** +8, **Ref** +11, **Will** +11; +8 vs. mind-affecting effects  
**Defensive Abilities** *mind blank*; **Immune** electricity; **SR** 18

**OFFENSE**  
**Speed** 30 ft., fly 60 ft. (good)  
**Melee** bite +18 (1d6+6 plus 1d6 electricity), 2 claws +18 (1d4+6 plus 1d6 electricity)  
**Special Attacks** storm strike, whipping winds  
**Spell-Like Abilities** (CL 10th; concentration +15)  
 At will—*bleed* (DC 15), *gust of wind* (DC 17), *whispering wind*  
 3/day—*invisibility*, *lightning bolt* (DC 18), *river of wind*<sup>APG</sup> (DC 19), *sleet storm*  
 1/day—*control winds* (DC 20)  
**Oracle Spells Known** (CL 3rd; concentration +8)  
 1st (7/day)—*air bubble*<sup>UC</sup>, *alter winds*<sup>APG</sup> (DC 16), *command* (DC 16), *cure light wounds*, *sanctuary* (DC 16)  
 0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *mending*, *read magic*  
**Mystery** wind

**TACTICS**  
**Before Combat** The coven casts *mind blank* on Byurka each day.  
**During Combat** Byurka blasts foes with *lightning bolt* each round for the first 3 rounds of battle. She uses her *wand of cure serious wounds* on any ally who drops below 20 hit points, but she otherwise focuses on making melee attacks using Power Attack against any foes within reach. Given the chance, she tries to blow characters out of this room and through a telescope-created window using *control winds* or *gust of wind*. A character who falls through a window in the northern quarter of the wall plummets 20 feet onto the balcony north of **H6**, while a character who falls through any other location falls 60 feet to the ground below.  
**Morale** Byurka casts *sanctuary* on herself if brought to fewer than 20 hit points and spends her next few actions healing

her wounds. If the coven is broken by the death of another hag, she instead flees Hyrantam and does not return if reduced to 20 or fewer hit points.

**STATISTICS**  
**Str** 22, **Dex** 16, **Con** 14, **Int** 16, **Wis** 13, **Cha** 20  
**Base Atk** +12; **CMB** +18; **CMD** 32  
**Feats** Combat Casting, Dodge, Flyby Attack, Great Fortitude, Mobility, Psychic Sensitivity<sup>OA</sup>, Power Attack  
**Skills** Appraise +16, Diplomacy +18, Fly +16, Knowledge (history) +19, Knowledge (nature) +16, Perception +14, Sense Motive +14, Spellcraft +12, Swim +19  
**Languages** Abyssal, Auran, Common, Giant, Polyglot  
**SQ** oracle's curse (tongues), revelations (air barrier, wind sight), storm rider  
**Combat Gear** *stormlure*<sup>UE</sup>, *wand of cure serious wounds* (24 charges), *wand of wind wall* (8 charges)

**ORLEVA** **CR 6**

**XP 2,400**  
**hp** 71 (see page 11)

**VORYSA** **CR 6**

**XP 2,400**  
**hp** 72 (see page 29)

## Concluding the Adventure

Defeating the hags resolves the aberrant weather patterns for good, allowing the oceanic predators to return to the deeper sea. The monster frenzies subside over the next several days, and before long the remaining Lirgeni start rebuilding the homes destroyed in the attacks. Vancen graciously thanks the PCs for aiding his community and offers any help at his disposal if the party wishes to continue searching the city. If the Lirgeni haven't already rewarded the PCs for aiding them, they do so now as if the PCs had helped them gain a victory—assuming the enclave still exists.

The ruins of Hyrantam still contain an enormous wealth of opportunities for adventure, and even once the strange storms have been defeated, the flooded city remains a dangerous place to explore. Now that the hags have been dealt with, the enclave can serve as an excellent base of operations to launch further expeditions into the flooded ruins.

The PCs may wish to help the Lirgeni rebuild or work with the enclave dwellers to restore balance to the storm-wracked coast, possibly opening Hyrantam to recolonization and salvation. This may involve using downtime to expand the enclave's infrastructure, securing new resources for the Lirgeni to exploit, or confronting some of the other creatures vying for power in other sections of the ruined city. These options move beyond the scope of this adventure, but GMs can find additional resources for further developing the drowned city in Appendix 1 on pages 46–51.



## Appendix 1

# Hyrantam, the Drowned City

**B**efore the Age of Lost Omens, the Lirgeni capital of Hyrantam boasted one of the most impressive skylines in Garund. Governed by the astrologers and diviners of the Saoc Brethren, Hyrantam's residents built numerous tower-top observatories to better view the movements of the heavens. As the city prospered, these towers climbed higher and higher into the sky, stretching ever closer to the celestial bodies that guided everything from daily life to statewide policy decisions.

When the Eye of Abendego formed at the onset of the Age of Lost Omens, the relentless rain caused the Frogmarch River to overflow, submerging the city save for a few low hilltops and the numerous towers and washing away much of the lowlands. Even today, the churning floodwaters have not receded, as they are

continually fed by the region's torrential rainfalls and the storm surges from the sea that travel for miles up the Frogmarch River.

Now, what were once the towers of the magnificent metropolis of Hyrantam form the majority of the ruin's unflooded reaches, and it is to them and the few areas of dry land that the city's survivors have fled. Over time, the harsh environs and steady encroachment of dangerous predators have forced the surviving Lirgeni to consolidate to a relatively small enclave located in what was once Hyrantam's downtown region. This enclave has stabilized over the past several decades at a population of just over a thousand. They are a tenacious band of scavengers and scroungers who cherish every day as proof of their triumph over their nation's terrible fate.





## Hyrantam at a Glance

Survival is paramount to those living atop Hyrantam's ruins, a fact that has made the Lirgeni tremendously pragmatic and egalitarian. The majority of those who live in Hyrantam dwell in the enclave at the ruins' heart, where citizens reside in one of two locations—in the unflooded upper floors of numerous stone towers or in floating hovels called flotsams, houseboat-like structures cobbled together from shipwrecks, driftwood, and whatever else can be scavenged that floats. Flotsams have limited mobility and most of the time remain lashed to the numerous boardwalks and piers or anchored to moorings in the shallow waters that surround the enclave.

Frequent storms and sea-monster attacks limit the amount of time locals spend out in the open, so daily activities typically take place indoors. Rain catchers provide copious amounts of fresh water, allowing each family to easily maintain its own supply of drinking water. Most homes feature a network of fishing lines cast into nearby shallows or strung between buildings, each tied to a bell or rattle that shakes if something pulls the wire. These lines allow the Lirgeni to catch food and communicate without needing to leave their homes, and they gave rise to locals saying they have someone “on the line” if they are planning an event across multiple households. Their diet of seafood is augmented by seaweed, edible reeds, and berries harvested from the thorny thickets that grow on the swampy islands throughout the ruins.

The Lirgeni see a clear sky as cause for celebration and tend to save their festivals for the few mild days they experience each year. The random timing of these opportunities means weddings, holidays, and other revelries rarely involve preparations that require more than a couple of hours to complete. Even major festivals tend to include pragmatic undertakings that benefit the entire community, such as exploring a sunken building for salvage or piloting a derelict into the enclave so it can be incorporated into the infrastructure.

Private property is almost nonexistent in Hyrantam, since locals know the neighbor who borrows your fishing line today will help repair your roof tomorrow. Present-day Lirgeni usually barter for goods, since coins are heavy and rare and serve no functional purpose for survival. Yet when outsiders visit, the citizens welcome their coin, since this allows for the purchase of exotic wares and goods from lands beyond the drowned city. Lirgeni often resolve quarrels with an exchange of favors or services, as a reputation for community service commands respect among peers. If no agreement can be reached, the harbormaster is called upon to mediate the situation and resolve it to both parties' satisfaction as best as possible. With few opportunities to trade with other cities, the enclave devotes the bulk of its resources to keeping its members alive. The enclave welcomes castaways, refugees, and other newcomers who were spurned by fate, as long

## Hyrantam

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**HYRANTAM**  
CN small town

**Corruption** -2; **Crime** +2; **Economy** -4; **Law** -5; **Lore** +3; **Society** -6

**Qualities** magically attuned, notorious  
**Danger** +30; **Disadvantages** hunted

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**DEMOGRAPHICS**

**Government** magical  
**Population** 1,340 (980 humans, 360 other)

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**NOTABLE NPCs**

**Harbormaster Vancen** (N male human ranger 5)  
**Sarsene** (NE female rusalka<sup>B3</sup> rogue 3)  
**Star Savior** (CN male human sorcerer 15)  
**Storm Kindler Mparu** (CN female old human cleric of Gozreh 6/storm kindler 2; *Pathfinder Campaign Setting: Paths of Prestige* 54)

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**MARKETPLACE**

**Base Value** 1,300 gp; **Purchase Limit** 8,500 gp;  
**Spellcasting** 7th

**Minor Items** 20 +1 *animal-bane arrows*, *belt of incredible dexterity* +2, *choker of the queen bee*\*, *circlet of persuasion*, *cloak of resistance* +2, *dust of dryness* (3 doses), *wand of magic missile* (CL 5th, 22 charges), *wand of wall of ice* (3 charges); **Medium Items** *crow brother's cloak*\*, *hide of the hagfish*\*, *starsling buckler*\*; **Major Items** —

\* New item; see Appendix 2 for details.

as these foreigners respect the Lirgeni's customs and contribute to the community's survival.

The destruction of their lands has left many Lirgeni sour toward religion, and many believe the gods abandoned their followers in their time of need. Today, most locals take a more humanistic approach to religion, drawing inspiration from their own ingenuity and their relationship with the harsh environment. The enclave's spiritual leaders have traditionally been clerics or druids of Gozreh who, without much in the way of proselytizing, use their connection to the natural world to help the Lirgeni endure the constant storms.

Traditionally, the harbormaster has played the role of leader for the enclave. The position combines the traditional duties of harbor safety and upkeep with those of both a mayor and representative, requiring a general problem-solver who can never count on the responsibilities of any given day to be predictable. One day, the harbormaster may need to serve as a guide for visitors to the enclave, while the next day could require helping to repair several damaged fishing nets, and the third might call for helping to arbitrate a squabble over nuanced local matters.

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## The Star Savior

While the Lirgeni enclave is represented and led by a harbormaster, the ruins of Hyrantam have a much more powerful “ruler” in the form of an enigmatic man known as the Star Savior. Unfortunately for the Lirgeni, the Star Savior is as unpredictable in his availability as he is mysterious, and as often as not the powerful sorcerer is absent when trouble strikes the city. Such is the case during the course of this adventure—the Star Savior has been missing from Hyrantam for several months now. The people of the enclave have learned not to rely upon the Star Savior for aid, regarding his help in much the same way as they see the weather itself—as yet another unpredictable facet of life in the drowned city.

The cause of the Star Savior’s absence during this adventure is irrelevant. Some potential explanations appear in the Hyrantam Rumors table on page 49, but you should feel free to come up with your own reason. Obviously, the real reason for having the city’s so-called ruler be out of town during the events of *Seers of the Drowned City* is so that the salvation of the beleaguered Lirgeni falls to the PCs!

The role of harbormaster is typically held for life, but in Hyrantam, lives can end suddenly and without warning due to dangerous storms and predators. As a result, harbormasters generally keep a small group of assistants and apprentices under their wings. These underlings serve roles in the enclave as carpenters, fishers, hunters, service providers, and shipbuilders, and when the need to appoint a new harbormaster arises, they gather in the old council building (area A8) to hold spirited public debates that last from sunrise to sunset. Each potential harbormaster selects a different shell to symbolize his or her “platform” (choosing from the shells of abalones, barnacles, clams, conches, crabs, limpets, mussels, oysters, scallops, snails, and the like). At the end of the day, all locals who attend the debates cast their votes for who should take on the harbormaster’s role by dropping a specific type of shell into the hollow interior of an immense collapsed telescope in the center of the building.

The enclave’s current harbormaster, a rugged man named Vancen, campaigned on the promise of bringing in new trade to the enclave. Unfortunately, in the 3 years he’s held the post, Harbormaster Vancen has had his hands full with more immediate concerns, such as maintenance and repairs on the enclave’s infrastructure, helping to keep the people fed, organizing defenses against periodic attacks by monsters, and just generally keeping his people alive and well, leaving him with little time to pursue his promises.

## Enclave Gazetteer

The majority of Hyrantam’s citizens dwell in the enclave, either in one of the still-standing multifloor towers or amid the numerous flotsams moored in the swampy waters surrounding the area. The regions of solid ground in the enclave are only tenuously so; they are a mix of swampy bogland and muddy banks that are prone to inundation during high tides or storms. For the duration of this adventure, GMs can assume that the regions shown on the enclave map as water have a typical depth of 10 to 15 feet, while the areas shown as solid ground are in fact underwater to a depth of 1 to 2 feet of churning, muddy water. Nine of the towers and buildings protruding from the mud and water are of particular note and are briefly summarized below. The unlabeled towers are inhabited by families. As a general rule, rickety-looking but solid flights of wooden stairs wind up and down the outer perimeters of all towers like scaffolding, providing access to the various floors inside. The towers themselves range from 40 to 100 feet in height, with a new floor every 10 feet. A single floor in an unlabeled tower usually houses a family of four to eight enclave citizens.

**A1. Harbormaster’s Home:** The elected leader and representative of the enclave dwells in a small, single-story stone building here. A new stone outbuilding, also with one story, sits just to the southeast of the harbormaster’s home—a building that’s been fitted with accommodations for visitors to the enclave. This structure is the closest thing Hyrantam has to an inn, and Harbormaster Vancen is eager to make these accommodations available to visitors (including the PCs) in hopes of cementing trade relations with other cities.

**A2. Enclave Beacon:** The harbormaster is tasked with keeping this tall, thin tower’s beacon lit and in good repair, but the light at the top of the 80-foot-tall lighthouse is maintained via old magic and rarely needs upkeep.

**A3. Fort Frogmarch:** This stocky building and tower serve the enclave as a fortified place to store food and repair supplies.

**A4. Hunter’s Lodge:** The top floors of this partially flooded tower serve the enclave’s hunters as a place to rest between forays into the wilds for food, to prepare their kills, to swap tales and advice, and to repair and work on their tools and traps.

**A5. Market Tower:** These two towers are connected by so many wooden walkways and bridges at so many levels that, to casual observation from without, they appear to be one structure. Within, several of the harbormaster’s apprentices serve as smiths, tailors, cobblers, shipwrights, carpenters, and other service providers who furnish aid to the people of Hyrantam as needed. Strange magical treasures that locals discover in the surrounding ruins invariably end up in these towers, where part-time merchants hold on to them for sale to visiting adventurers or traders.





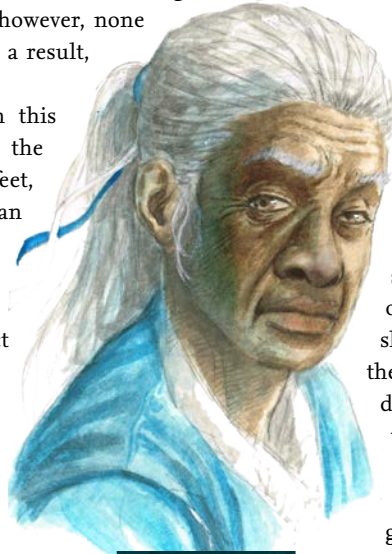
- INTRODUCTION
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**A6. Fisher's Watch:** Serving both as a place for processing the day's catch and a dry dock for building and repairing boats and other watercraft, this open-air, half-ruined tower is normally a scene of bustling activity. During the current storm, however, none dare ply the waters of Hyrantam. As a result, this building is quiet.

**A7. Temple of Gozreh:** Although this tower is the tallest of those in the enclave, reaching a height of 140 feet, it is inhabited by only one person—an aging priestess of Gozreh named Mparu. She serves as the enclave's spiritual advisor as needed, but more often she is the single point of contact between the enclave and the Star Savior (see the sidebar on page 48), as well as one of the enclave's healers. Unfortunately, Mparu has recently vanished while on a trip into the nearby ruins.

**A8. Old Council Building:** Once the largest observatory in central Hyrantam, this building is partially collapsed, but its interior makes for an excellent forum for the locals to gather when town meetings need to occur.

**A9. Star Savior's Retreat:** This lone tower on the western edge of the enclave is set aside for the Star Savior's rare sojourns to the enclave. He hasn't visited in many years, and the furnishings inside have gone moldy.



**Mparu**

## Rumors in Hyrantam

During this adventure, the PCs have numerous opportunities to learn rumors about current events in Hyrantam. On the table below, information in parentheses following a rumor supplies important context, such as whether or not the rumor is false or to what encounter location the rumor should lead. In this way, it's possible for the PCs to learn about an encounter area detailed in the adventure early on, and they could well set off to explore that area before they're ready for it. This can make for a more realistic play experience and give the players the feeling that they're driving the adventure's plot rather than merely reacting to it. If the PCs take advantage of a rumor and explore a site early, you should let them. If you feel the area they're heading to is too dangerous, consider having the source of the rumor

## HYRANTAM RUMORS

d10	Rumor
1	"The Star Savior is dead—he tried to destroy the Eye of Abendego but was consumed by the storm's power in the attempt." (False; feel free to make up additional outlandish death scenarios for the Star Savior as needed.)
2	"The Star Savior left Hyrantam months ago to visit the First World at the behest of his lover Sarrsene, though why he'd trust a treacherous rusalka in the first place is beyond me." (False; feel free to make up additional outlandish reasons for the Star Savior being missing as needed.)
3	"The storms have been increasing because of the activities of a group of cultists who call themselves the Stormreaders; they're trying to awaken the winds and the waves to call in an army of elementals." (Partially false; the Stormreaders are indeed responsible for the increased storms, but for different reasons.)
4	"The Stormreaders have taken up residence in an old observatory on Seer's Summit, and they have made some sort of deal with several dangerous monsters, including a tribe of kerakinsis and even a thunderbird." (True; see area H.)
5	"My friend swears she saw a dragon near the ruined lighthouse on Saoc's Landing. She saw it that day several months past when the sun came out briefly. The dragon was clutching a shark in its claws!" (True; see area F.)
6	"A tribe of fish-people has taken over one of the old planetariums in Old Hyrantam; they've been controlling the sea monsters and are building up some sort of army to attack us!" (Partially true; a group of skum does dwell in an old planetarium, but they're not building an army; see area D.)
7	"There's a strange white-haired woman who's been spotted throughout the ruins. Those who approach too closely get attacked by her pet elementals!" (True; this refers to the oceanid Eryssala; see Event 1 on page 9.)
8	"The Stormreaders have been coming to the enclave every month now for several months; we're coming up on their next visit. Hopefully they won't demand another dreamer from us!" (True; see Event 2 on page 10.)
9	"There are all sorts of places throughout Hyrantam where you can scavenge magical treasures, but they're dangerous to explore. Aphelion Manor, for example, is haunted, while other areas such as Parallax University are still protected by magical wards and guardians that date back to before the Eye of Abendego." (True; see areas B and C.)
10	"There are plenty of sunken ships out there, but the most treacherous of them are part of what we call the Wrackway, a tangle of shipwrecks in a shallow harbor on the eastern end of Frogmarch Ridge. Don't go there; that place is crawling with the angry dead and evil spirits!" (True; see area E.)

mention, “They say that it’s unwise to travel there without preparation, so take care!” Alternatively, you can simply reroll rumor results you fear would steer the PCs in an inappropriate direction. Likewise, feel free to simply pick which rumor you want, if you would prefer the PCs to explore a specific spot in Hyrantam. Finally, if you roll up a rumor about a situation the PCs have already resolved, you should adjust the rumor to account for that fact—having the PCs hear a growing number of rumors about how they solved a problem is a great way to give them in-game feedback about their progress.

The PCs can learn rumors in numerous ways. They could hear some rumors from allies they befriend, but this adventure assumes most rumors will be discovered by the PCs going out on their own to dig up information during the course of play. A successful DC 15 Diplomacy check to gather information in the Lirgeni enclave turns up one random rumor after 1d4 hours of investigation. Alternatively, certain random encounters can potentially serve as sources of rumors.

## Beyond the Enclave

While the Lirgeni enclave is where most of Hyrantam’s people now live, it’s but a small part of the ruins as a whole. Much of Hyrantam remains partially or completely submerged, or else too removed and too perilous for the enclave dwellers to reclaim. Adventurers who wish to explore more of the drowned city will find new dangers and treasures depending on which district they choose to search. This adventure details numerous sites spread throughout the ruins of the city, but if you want to expand explorations into the flooded ruins, you can use the following brief descriptions of the seven primary regions of Hyrantam as inspiration.

**Frogmarch Ridge:** The northern banks of the Frogmarch survive today as a series of low swampy islands that support dozens of towers. The isles themselves consist of thick layers of silt and mud deposited here over the decades, burying many lower structures forever. The Lirgeni enclave lies nestled at the heart of the ridge. While dangerous predators and amphibious horrors pose a constant threat to hunters, fishers, and scavengers who ply their trade along this stretch, compared to the other regions of Hyrantam, Frogmarch Ridge could almost be called safe.

**Frogmarch River:** Even before the flood, the Frogmarch River was an impressive sight. With a width of over half a mile and depths reaching over a hundred feet in places, the river once served as a lifeline for Hyrantam’s trade.

Today, only the darker hue of the deep waters gives any clue to where the river’s boundaries once ran. Below, tribes of aquatic monsters such as adaros, merrows, and worse rule the river depths, but they rarely emerge to trouble those who dwell in the shallows throughout the rest of the city.

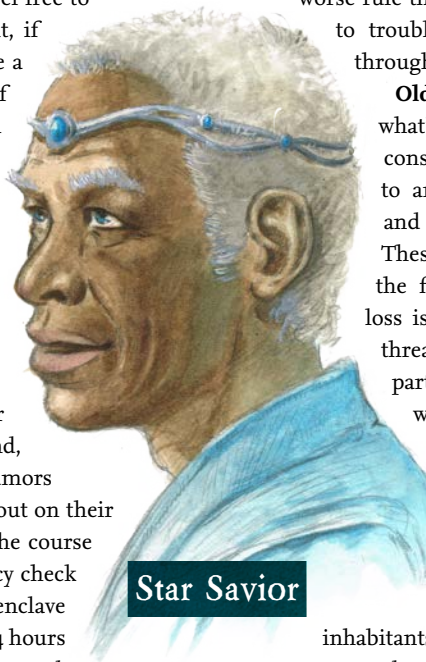
**Old Hyrantam:** Before the flood, what’s known today as “Old Hyrantam” consisted of several districts that catered to artists, naturalists, priests, spellcasters, and university students and scholars. These districts were all but destroyed by the floods, and it’s here that Hyrantam’s loss is most obvious. Undead are common threats throughout these flooded avenues, particularly ghosts and haunts of those who lost their lives in the initial disaster.

One of the largest collections of towers that still rise from the waters marks the location of Parallax University, a sprawling campus once devoted to all of the storied interests of Hyrantam’s long-dead inhabitants, yet these buildings still contain many wards and guardians left over from before the deluge and thus merge the dangers of two eras.

**Saoc’s Landing:** The first area to be settled by Lirgen’s founder, Saoc’s Landing functioned as Hyrantam’s original harbor and formed the oldest part of the city. Much of this region lies underwater, and its largest swampy island barely stands a few feet above water at high tide. Only the westernmost extreme of the isle, where a towering lighthouse once stood, remains above water during the highest tides. The flooded buildings to the east are mostly inhabited by tribes of grindylows, who keep mostly to themselves; aquatic vermin such as giant anemones and urchins pose the greatest threat to explorers in this area.

**Seer’s Summit:** Once Hyrantam’s highest hill, Seer’s Summit served as the seat of the city’s government before the Age of Lost Omens. The Eye of Abendego turned Seer’s Summit into Hyrantam’s only solid island—and even then, high tide divides the island into two halves separated by a shallow muddy flat. The Lirgeni avoid Seer’s Summit today, believing it’s cursed by the spirits of the Saoc Brethren who killed themselves within its spires, but also out of respect for the Star Savior, the region’s enigmatic leader, who claimed the large fortress on the summit’s southwestern isle as his home. The larger isle to the northeast has long been infested by bickering tribes of kerakinsis, while the flooded shores are the stomping grounds of chuuls, hydras, and other dangerous amphibious predators.

**Starview Lagoon:** What once composed Hyrantam’s primary harbor was formerly surrounded by a sprawling



Star Savior





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marketplace that catered to Lirgen's aristocracy. Most of Starview's expensive luxuries have since been claimed by the river's floodwaters. These submerged buildings initially offered the best scavenging grounds in Hyrantam, but the efforts of countless adventurers and treasure-seekers have scoured the area relatively clear. Today, Starview Lagoon is viciously defended by aquatic fey, tribes of skum, and deadly sea monsters such as elasmosauruses, tylosauruses, and giant cephalopods.

**Watcher's Way:** This low ridge once defined the southern banks of Frogmarch River and supported a sprawling residential district for many of Hyrantam's lower-class workers. The flood devastated this district more than others, where fewer towers afforded fewer places for residents to flee the rising tide. Three staggering stone bridges once spanned the river, connecting Watcher's Way to Frogmarch Ridge, but all three of these bridges have long since fallen to ruin. Today, Watcher's Way crawls with dangerous amphibious sea life—tribes of grindylows below the waters or boggards and lizardfolk on the swampy isles themselves—and lies under constant threat from old haunts and vengeful undead.

## Exploring the Drowned City

Those who seek to explore Hyrantam are well advised to travel via rowboat. Sailing ships and larger vessels often get hung up on the numerous submerged snags—perils a shallow craft can avoid. Water levels throughout the city average 6 feet, just deep enough to make wading impossible. Strong swimmers enjoy a definite advantage in exploring Hyrantam, as do those who have more exotic movement options such as flight or water walking. During this adventure, the waters of Hyrantam function as rough water for the purposes of Swim checks, but each day for 1d10 hours, the storm intensifies to stormy water conditions starting at dawn, when the Stormreaders use their magic to manipulate the weather. Characters who utilize rowboats have two options for traveling the storm-tossed waters of the city. During the hours of the day when the waters are merely rough, a rowed or poled boat can travel at a rate of 2,500 feet an hour. A character who succeeds at a DC 20 Profession (sailor) check can increase this to a travel rate of 5,000 feet per hour, but if such a check is failed, the character must immediately attempt a second DC 20 Profession (sailor) check. Success on this second roll indicates the boat is limited to 2,500 feet for that hour, while failure means the boat capsizes and is destroyed by the waves, likely stranding the PCs in the middle of the city. During heightened storm activity, those in rowboats have no option: they must attempt the DC 20 Profession (sailor) check each hour, and even then success only grants the standard 2,500 feet per hour speed. Flight fares little better—rules on how severe winds affect flight can be found on page 439 of the *Pathfinder RPG Core Rulebook*.

Another danger that explorers face is the threat of random encounters. Check for a random encounter four times per day—once at dawn, once at noon, once at dusk, and once at midnight. Of course, you're free to adjust the time an encounter occurs to suit your taste or the needs of the story. Likewise, feel free to increase or decrease the number of encounters as you see fit. Most of the random encounters in Hyrantam involve dangerous foes or predators, but those encounters indicated with an asterisk in the table below are groups that aren't initially hostile. With a successful DC 20 Diplomacy check, the PCs can either earn a single randomly determined rumor from a friendly group or an escort to one location of the PCs' choice (other than Seer's Summit); characters who assist a group of allies can reach their destination at a speed of 5,000 feet per hour in rough water or 2,500 feet per hour in stormy water without requiring a successful Profession (sailor) check.

## HYRANTAM ENCOUNTERS

d%	Result	Avg. CR	Source
1-10	Lirgeni <sup>1</sup>	4	See below <sup>2</sup>
11-14	2d6 grindylows	4	<i>Bestiary</i> 2 148
15-20	1d6 lizardfolk <sup>1</sup>	4	<i>Bestiary</i> 195
21-25	1d6 skum	5	<i>Bestiary</i> 253
26-30	1 giant moray eel	5	<i>Bestiary</i> 119
31-35	1 globster	5	<i>Bestiary</i> 3 131
36-40	1d8 draugr	6	<i>Bestiary</i> 2 110
41-50	1d4 kerakinsis <sup>3</sup>	6	See page 58
51-55	1 scrapshell	6	See page 60
56-60	1 kravyad	6	See page 59
61-65	1 tatterlorn	7	See page 63
66-70	1 eight-headed hydra	7	<i>Bestiary</i> 178
66-70	Kaijong <sup>4</sup>	8	See page 35
66-70	1 tylosaurus	8	<i>Bestiary</i> 2 91
71-75	1d4 will-o'-wisps	8	<i>Bestiary</i> 277
66-70	1d4 chuuls <sup>3</sup>	9	<i>Bestiary</i> 46
66-70	1d4 marsh giants <sup>3</sup>	10	<i>Bestiary</i> 2 129
92-100	Aeassra <sup>3</sup>	11	See page 26

<sup>1</sup> This is potentially a friendly encounter.

<sup>2</sup> A group of Lirgeni consists of a neutral human poacher (*Pathfinder RPG NPC Codex* 129) and 1d6 neutral human brigands (*NPC Codex* 266).

<sup>3</sup> These creatures are agents of the Stormreaders, and their reaction to encountering the PCs depends on how threatening the hags currently regard the PCs. If the Stormreaders consider the PCs a noteworthy threat, these creatures only observe the PCs from afar—if confronted, these creatures retreat. If the PCs are a significant threat to the Stormreaders, this encounter is more aggressive, with the monsters warning the PCs they would do well to abandon the city. If the PCs are regarded as dangerous, the monsters attack on sight.

<sup>4</sup> The brine dragon does not engage the PCs, but this encounter can lead the PCs to its lair (see page 35).

# Appendix 2

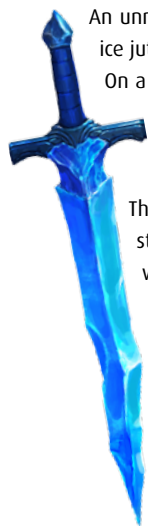
## Magic Items

The following magic items were submitted for Season 9 of Paizo's RPG Superstar competition. Many of these items have been developed to fit into themes presented in this adventure, so that they are contextualized within the world of Golarion. Some of them may have been creations of the Saoc Brethren, and others are newer introductions to the world in a post-Eye of Abendego reality. Still others appear in the adventure as the result of a visiting creature or character from a distant land. A few of the items do not officially appear in *Seers of the Drowned City*, but could function as additional treasures discovered in flooded ruins, the loot-laden hulls of sunken ships, or in monster lairs.

The contestants whose items appear on the following pages are as follows.

- William Collins (*fate-woven braid of the norns*)
- Kalyna Conrad (*crow brother's cloak*)
- Jason Evans (*starsling buckler*)
- Shane Fogerty (*choker of the queen bee*)
- Kiel Howell (*bottled cloud*)
- John LeClaire (*hide of the hagfish*)
- Crystal Malarsky (*ruby butterfly figurine of wondrous power*)
- Mark Nordheim (*swindler's gloves*)
- Donald Robinson (*daylight diadem*)
- Chris Shaeffer (*caber twig*)
- Stephen Stack (*leviathan's terror*)
- James Thomas (*blade of the ice stalker*)
- Isaac Volynskiy (*wolflord's fang*)

BLADE OF THE ICE STALKER		PRICE
		32,310 GP
SLOT none	CL 12th	WEIGHT 2 lbs.
AURA strong evocation		



An unnaturally cold, razor-thin blade of magically-hardened ice juts from the pommel of this *+1 frost keen short sword*.

On a confirmed critical hit, an ice shard breaks off into the wound and inflicts numbing cold. For the next 5 rounds, the victim takes 2 points of cold damage and is staggered for that round if he takes this damage.

This is a bleed effect. The shard can be removed as a standard action with a successful DC 15 Heal check or with the application of any magical healing, and is destroyed instantly if the victim takes at least 5 points of fire damage from any attack. The shard lasts for only 1 round when inflicted on a creature with the fire subtype. A *blade of the ice stalker* can implant an ice shard once per minute.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>bleed</i> , <i>chill metal</i> , <i>keen edge</i>	16,310 GP

BOTTLED CLOUD		PRICE
		600 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint conjuration		

The iridescent, hazy contents of this glass container eddy briefly into different shapes. A *bottled cloud* can be thrown as a splash weapon. When it strikes, it unleashes a bank of whitish-gray, semi-solid clouds in one of two configurations—a 20-foot-radius cloud or a 40-foot-radius sheet of mist that hovers a few inches above the ground. The user selects which version of the clouds she wishes to create as she throws the *bottled cloud*.

If the *bottled cloud* forms a 20-foot-radius cloud, it functions as a *solid fog* spell.

If the *bottled cloud* is instead used to form a sheet, the layer of mist can be walked upon as if it were solid ground. While the *bottled cloud* must be thrown against solid ground in order to shatter the container and release the cloud, it can be deliberately poured out on a liquid surface to form a sheet as well. The cloud sheet extends over liquid surfaces, but pours into concavities and holes—one can use a *bottled cloud* to traverse water, but not a pit or chasm. The sheet of mist also allows safe movement over caltrops, difficult terrain that lies low to the ground (GM's discretion), and other low-lying hazards (such as a sheet of green slime) and traps that are triggered via pressure plates.

Either use of a *bottled cloud* can be dispersed by a severe wind (31+ mph) in a single round, but otherwise the effect created lasts for 3 minutes.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>solid fog</i>	300 GP

CABER TWIG		PRICE
		300 GP
SLOT none	CL 5th	WEIGHT 4 lbs.
AURA faint transmutation		

Exquisitely carved from the very finest dark mahogany and polished to a smooth sheen, this 4-inch-long stick feels surprisingly heavy for its size when hefted in the palm. Three notches divide the twig into four 1-inch segments. Snapping the twig at any notch is a swift action that creates smaller twigs of appropriate sizes.

The first *caber twigs* were created not for combat applications but for performances at tournaments or other festivities. When thrown, a length of *caber twig* releases a thunderous crack and transforms into a massive log. For every segment of twig used, this log measures 5 feet long and weighs 300 pounds. No matter the length, the log created is always 2 feet in diameter. Only one length can be thrown at a time. The dramatic expansion of a *caber twig* segment





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proved a popular element of festivals throughout the Abendego coast before the advent of the storm, in much the same way fireworks help accentuate celebrations elsewhere in the world.

The thrower can toss a *caber twig* at a creature, object, or space within 30 feet. The resulting log always lands upright upon the target. A targeted creature must succeed at a DC 16 Reflex saving throw or be forced into an adjacent space while taking an amount of bludgeoning damage equal to 2d6 points per *caber twig* length used.

Immediately after striking its primary target, the log tilts and crashes down in a direction of the thrower's choosing. All creatures within a straight line that is the length of the log extending from the space of impact must succeed at a DC 13 Reflex saving throw or take 2d6 points of bludgeoning damage.

Once created, a *caber twig* log is permanent.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 150 GP
Craft Wondrous Item, <i>plant growth</i>	

<b>CHOKER OF THE QUEEN BEE</b>		<b>PRICE</b> 8,000 GP
<b>SLOT</b> neck	<b>CL</b> 6th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate transmutation		

A detailed bronze figurine of a crowned honeybee adorns this iron choker. The first chokers of this type were created by a cabal of gnome priests of the Eldest from the Abendego Coast, who believed pain could forestall the bleaching.



When this choker is placed on a living creature's neck, the bee springs to life and latches itself to the wearer, embeds its stinger deep into her neck, and fills the wearer's throat with swarming bees. Although it produces a disconcerting feeling, this sting and the bees do no harm to the wearer other than to give her voice an aggressive buzzing quality that grants her a +2 competence bonus on Intimidate checks.

Once per day as a standard action, the wearer can swallow some of the bees in her throat as a swift action, which coats her throat in soothing, golden honey. For the next hour, her voice sounds silken and smooth, and she gains a +2 competence bonus on Diplomacy checks rather than on Intimidate checks.

Finally, the wearer can release the entire swarm as a standard action once per day. When she does so, she exhales a 15-foot cone of angry bees from her mouth. Those caught in the cone take 4d6 points of piercing damage and are staggered by the painful stings for 1d4 rounds. A successful DC 16 Reflex saving throw halves the damage inflicted and negates the staggered condition.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 4,000 GP
Craft Wondrous Item, <i>eagle's splendor</i> , <i>vomit swarm</i>	

<b>CROW BROTHER'S CLOAK</b>		<b>PRICE</b> 8,000 GP
<b>SLOT</b> shoulders	<b>CL</b> 7th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate transmutation		



This flowing, black silken cloak glitters with an iridescent sheen like the feathers of a crow's wing. When the wearer moves, the fabric seems to dance on the air, as though it longed to take flight. The wearer can speak with birds while wearing the cloak, as if under the effects of *Speak with Animals*. Druids of northern Avistan have long favored these cloaks as a means of communicating with birds of the region, but they grew increasingly popular among several sects in Lirgen as well in the decades

leading up to the Age of Lost Omens—despite the fact that crows themselves are not native to that particular land. Certainly, the exotic nature of the ebon feathers had an aesthetic appeal, for in a land where brightly colored songbirds were the norm, the concept of a midnight black avian couldn't help but to be somewhat intriguing to the residents.

As a move action, the wearer of a *crow brother's cloak* can command the item to dissolve into a swirling murder of crows, which faithfully surround the wearer for up to 13 rounds per day. These rounds need not be consecutive. The murder of crows functions as a bat swarm (*Pathfinder RPG Bestiary* 30). The murder of crows deals no damage to the wearer and provides concealment as long as the wearer remains within it. As a free action, the wearer can recall the swarm into cloak form or issue it a simple command (such as to direct its movement or to instruct it to follow the wearer). If the swarm is reduced to 0 hit points, it returns to its cloak form immediately and cannot be transformed again for 24 hours.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 4,000 GP
Craft Wondrous Item, <i>Speak with Animals</i> , <i>Summon Swarm</i>	

<b>DAYLIGHT DIADEM</b>		<b>PRICE</b> 20,000 GP
<b>SLOT</b> head	<b>CL</b> 9th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate evocation		

Four sunstone-embedded sunflowers adorn this golden diadem. The first *daylight diadems* were created far to the east by Keleshite worshipers of Sarenrae, but their usefulness in battling undead has seen them become quite widespread. In the often overcast Sudden Lands, these magical diadems offer an additional comfort to those who enjoy the sun as well, serving as a constant reminder that regardless of the cloud cover above, the sun remains steadfast in its guardianship over the day.

As part of a standard action taken to channel positive energy, the wearer can activate a *daylight diadem* by removing a flower to extend the range of her channel positive energy ability to 60 feet. The removed flower is consumed upon use.

The wearer can also release the full brilliance of her *daylight diadem* in a single burst. With a command word, she causes all of the sunflowers remaining on the *daylight diadem* to be consumed and shed bright light in a 60-foot radius. This light counters or dispels any darkness spells of 4th level or lower and is treated as natural sunlight—the effect persists for a number of rounds equal to double the number of sunflowers consumed. While within the area of this light, all weapons are treated as good-aligned for the purpose of bypassing damage reduction and deal an additional 1d6 points of damage to evil creatures. This additional damage results directly from divine power and is therefore not subject to being reduced by resistance to energy. Creatures that are specifically hindered or harmed by sunlight take double this amount (2d6 points of damage per hit).

Once all four flowers have been used, a *daylight diadem* can no longer be activated, but each time the crown is exposed to the light of the rising sun, a new sunflower (to a maximum of four sunflowers) blooms on the diadem.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 10,000 GP
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Craft Wondrous Item, *daylight, sunbeam*

<b>FATE-WOVEN BRAID OF THE NORNS</b>		<b>PRICE</b> 9,000 GP
<b>SLOT</b> wrists	<b>CL</b> 16th	<b>WEIGHT</b> —
<b>AURA</b> strong abjuration and evocation		

At first glance, this circlet of plaited hair interwoven with a single gold thread appears to be nothing more than a personal memento or a lover's token. Closer examination reveals that each strand of hair seems to have neither a beginning nor an end. Most of these braids are blonde in color, but other hues are not unknown.

Up to three times per day, the wearer of a *fate-woven braid of the norns* can potentially negate a disastrous turn of fortune. Upon rolling a natural 1 on a saving throw or after failing a saving throw against a death effect, the wearer can activate the braid as a free action to reroll the saving throw.

The golden thread is vulnerable to severe twists of fate, though. If the result of any reroll obtained by the braid is ever a natural 20, the golden thread frays, permanently reducing the braid's daily reroll uses by one. If all three daily uses are eliminated in this manner, the golden thread snaps and the *fate-woven braid of the norns* falls apart into a nonmagical pile of wispy gray hair.

A *fate-woven braid of the norns* uses up the entire wrists slot, even though the user wears only one at a time. The user can't use another item (even another *fate-woven braid of the norns*) that also uses the wrists slot.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 4,500 GP
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Craft Wondrous Item, *death ward*

**FIGURINE OF WONDROUS POWER, RUBY BUTTERFLY**

**PRICE**  
9,000 GP

<b>SLOT</b> none	<b>CL</b> 9th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate enchantment and transmutation		



Upon command, this *figurine of wondrous power* (*Pathfinder RPG Core Rulebook* 513) transforms into a hand-sized red butterfly (same statistics as a bat; see *Pathfinder RPG Bestiary* 131). A spellcaster can use a ruby butterfly to deliver touch spells, as if the *ruby butterfly*

were a familiar capable of this ability. A ruby butterfly can also be commanded to guard its owner while he sleeps. Creatures protected this way gain a +5 luck bonus on saving throws against any spell or effect that affects sleeping creatures' dreams (such as *nightmare* or a night hag's dream haunting ability). A ruby butterfly can be used three times per week for up to 8 hours at a time.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 4,500 GP
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Craft Wondrous Item, *animate object, dream*

**HIDE OF THE HAGFISH**

**PRICE**  
18,165 GP

<b>SLOT</b> armor	<b>CL</b> 10th	<b>WEIGHT</b> 25 lbs.
<b>AURA</b> moderate transmutation		

With the coming of the Eye of Abendego and the permanent change to the coastline's environs, its inhabitants have been forced to look to strange new places for resources. Hagfish hide may well be one of the most unusual replacement materials. This suit of *+1 slick hide armor* appears to constantly drip a viscous ooze. When immersed in water, the wearer gains a swim speed of 20 feet and the ability to breathe underwater. The slime exuded by the armor is particularly unpleasant and foul-tasting—the first time a creature successfully bites a character wearing *hide of the hagfish* in a 24 hour period, that creature must succeed at a DC 14 Fortitude saving throw to avoid being nauseated by the slime for 1 round.



<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 9,165 GP
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Craft Magic Arms and Armor, *grease, water breathing*

**LEVIATHAN'S TERROR**

**PRICE**  
22,105 GP

<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> 16 lbs.
<b>AURA</b> faint evocation and necromancy		

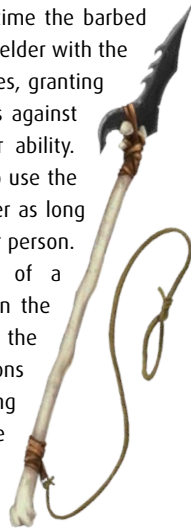
This *+2 ominous<sup>UE</sup> harpoon<sup>UE</sup>* is carved from a bleached whale bone and bound with the spirit of an ancient beast that





rumbles with a low, mournful call each time the barbed tip strikes. Holding the weapon fills the wielder with the nerve to face even the most imposing foes, granting her a +2 morale bonus on saving throws against the frightful presence universal monster ability. She does not take the usual -4 penalty to use the Intimidate skill on a target larger than her as long as she carries the *leviathan's terror* on her person.

Three times per day, the wielder of a *leviathan's terror* can call on the spirit in the weapon to enlarge her musculature, drain the color from her skin, and turn her exhalations to rolling fog for a 1-minute period. During this time, once as a standard action, she can attempt an Intimidate check to demoralize all enemies that are at least one size category larger than her within a 30-foot radius. During this period, the wielder also gains a +1 size bonus on combat maneuver checks and to CMD and is treated as one size category larger for the purposes of determining the effects of attacks and abilities that limit their use on larger creatures (such as tripping creatures of a larger size category or for determining what creatures can be targeted by the grab ability), although her actual size category does not change.

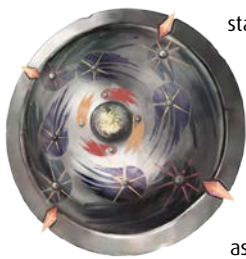


<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 11,705 GP
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*Craft Magic Arms and Armor, enlarge person, scare*

<b>STARSLING BUCKLER</b>		<b>PRICE</b> 14,000 GP
<b>SLOT</b> none	<b>CL</b> 6th	<b>WEIGHT</b> 5 lbs.
<b>AURA</b> moderate evocation and transmutation		

This +2 *buckler* is emblazoned with a swirl of stars and comets. Many of the Saoc Brethren commissioned these bucklers as markers of high social standing; they had them each decorated with unique depictions of constellations, comets, phases of the moon, or other distinctive astronomical sights, and used them as much as decor as for defense.



As a swift action, the user of a *starsling buckler* can cause the face to illuminate and whirl to life, duplicating the effect of the *light* spell. The stars, comets, and sun begin to glow as they lift off the shield and spin around in a brilliant display. They can be fired from the spinning celestial vortex as if via a +2 *sling* (the user is considered proficient with the sling for purposes of resolving such attacks from a *starsling buckler*). All feats and proficiencies related to slings apply to stars fired from a *starsling buckler*. These sling attacks cannot be made as offhand weapon attacks. The shield contains five sling stars—once all five have been fired, new sling stars are restored to the shield automatically after 1 minute.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 7,000 GP
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*Craft Magic Arms and Armor, light, magic stone*

<b>SWINDLER'S GLOVES</b>		<b>PRICE</b> 9,000 GP
<b>SLOT</b> hands	<b>CL</b> 9th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate illusion		

When the wearer of these jet-black leather gloves reaches for an item carried by another creature, inky strands of gloom swirl around the gloves, making the wearer's hand movements difficult to follow. The wearer does not provoke an attack of opportunity when attempting a disarm or steal<sup>APG</sup> combat maneuver check while wearing a pair of *swindler's gloves*. She also ignores the penalty on her combat maneuver check for attempting to disarm a foe while she is unarmed.

Once per day as a swift action, upon using the *swindler's gloves* to steal from or disarm a foe, the wearer can activate an illusion that causes the enemy to believe the maneuver failed. The item taken via the maneuver becomes invisible and an illusory duplicate of the item appears in the target's possession for 1 minute. This illusory item looks and feels like the original, but the target can attempt a DC 14 Will saving throw to realize the item he now holds is an illusory duplicate. In any event, when the user drops the item or attempts to use it, the shadow item fades away into shadows and is gone. The illusory duplicate is a shadow effect.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 4,500 GP
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*Craft Wondrous Item, darkness, invisibility*

<b>WOLFLORD'S FANG</b>		<b>PRICE</b> 34,335 GP
<b>SLOT</b> none	<b>CL</b> 9th	<b>WEIGHT</b> 6 lbs.
<b>AURA</b> moderate transmutation		

This +2 *hunter's*<sup>UE</sup> *bastard sword* has a grip bound in leather and trimmed with fur. Once per round when the wielder strikes a target with the sword, he can allow an ally of his choice to perform a trip combat maneuver against the target as an immediate action, provided the ally is adjacent to the target struck. This trip attempt doesn't provoke attacks of opportunity. If the attempt fails, the wielder's ally is not tripped in return.

As a standard action on command three times per day, the wielder can unleash a spine-chilling howl. When he does so, he attempts a single Intimidate check to demoralize all opponents within 30 feet that can hear the howl. Allies within 30 feet can join the howl as an immediate action to aid the wielder's Intimidate check, granting a +2 bonus to the wielder's check for each ally who succeeds at a DC 10 Intimidate check. Allies who howl can also immediately take a 5-foot step. This movement does not count against their ability to move or take a 5-foot step earlier or later in the round.



<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 17,335 GP
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*Craft Magic Arms and Armor, aspect of the wolf<sup>APG</sup>, detect animals or plants*

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# Appendix 3

## Bestiary

The following new monsters were designed by contestants in Season 9 of Paizo's RPG Superstar competition, and were developed to match the themes and environments found within the Sodden Lands. Not all of these monsters are featured in *Seers of the Drowned City*, but any of them could appear in Hyrantam. The designers of these monsters are Williams Collins (kravyad), Jason Evans (scrapshell), Mark Griffin (tatterlorn), Crystal Malarsky (sorrow stitcher), Brian Minhinnick (spore stalker), Walter Sheppard (heart thief), Philip Tucker (despoiler), and Nicholas Wasko (kerakinsi).



### Despoiler

Three spears of obsidian energy skewer this cadaverous figure.

**DESPOILER**

CR 7



**XP 3,200**

CE Medium undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +15

#### DEFENSE

**AC** 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

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

**Fort** +7, **Ref** +8, **Will** +9

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +13 (1d6+6 plus 1d6 negative energy and grab)

**Ranged** black shard +10 (4d6 negative energy)

**Special Attacks** black shards, embrace of darkness

#### STATISTICS

**Str** 23, **Dex** 17, **Con** —, **Int** 12, **Wis** 14, **Cha** 19

**Base Atk** +7; **CMB** +13; **CMD** 27

**Feats** Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility

**Skills** Climb +19, Intimidate +17, Knowledge (religion) +14, Perception +15, Stealth +16

**Languages** Common, Necril

#### ECOLOGY

**Environment** any land

**Organization** solitary, pair, or cult (3–6)

**Treasure** standard

#### SPECIAL ABILITIES

**Black Shards (Ex)** As a standard action, a despoiler can remove and throw a shard as a bolt of negative energy to a range of 80 feet, dealing 4d6 points of negative energy damage on a hit. A creature that takes damage from a black shard must succeed at a DC 19 Fortitude save or be staggered from the pain for 1d4 rounds. A despoiler can impale itself on a shard in this way to heal itself of 4d6 points of damage. Once a shard is used, it must be replenished via the despoiler's embrace of darkness ability. The save DC is Charisma-based.

**Embrace of Darkness (Su)** If a despoiler pins a grappled creature, it deals 4d6 points of negative energy damage and staggers the victim for 1d3 rounds. When a despoiler uses this ability, it regrows a black shard (to a maximum of 3 black shards). A successful DC 19 Will save halves the damage and prevents the staggered condition and shard regrowth. The save DC is Charisma-based.

Created from the remains of good clerics, despoilers sometimes guard desecrated sacred sites.





## Heart Thief

Dozens of antlers crown this slender biped's masked head. Its wicked claws clutch a bloodstained sack.

**HEART THIEF** CR 9   

CE Large outsider (chaotic, evil, native)

**Init** +7; **Senses** darkvision 60 ft.; Perception +19

### DEFENSE

**AC** 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)

**hp** 114 (12d10+48)

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

**DR** 10/silver; **Immune** disease, fire, poison, fear; **Resist** acid 10, cold 10; **SR** 20

### OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** 2 claws +17 (1d8+6/19-20 plus grab), gore +17 (2d6+6)

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

**Special Attacks** disemboweling critical, harvest heart, rend (2 claws, 2d6+6)

**Spell-Like Abilities** (CL 9th; concentration +14)

Constant—*pass without trace, speak with animals*

At will—*atavism*<sup>UM</sup> (DC 19), *dominate animal* (DC 18), *transport via plants* (self plus 50 lbs. of objects only)

3/day—*air walk, snare, spike stones* (DC 19), *summon nature's ally VII* (animals only)

1/day—*summon* (level 3, 1 baykok<sup>B3</sup> 35%)

### STATISTICS

**Str** 23, **Dex** 16, **Con** 19,

**Int** 17, **Wis** 18, **Cha** 20

**Base Atk** +12; **CMB** +19; **CMD** 32

**Feats** Blind-Fight, Combat Casting, Improved Critical (claws), Improved Initiative, Power Attack, Vital Strike

**Skills** Bluff +20, Climb +14, Craft (trap) +18, Handle Animal +20, Knowledge (nature) +18, Perception +19, Sense Motive +19, Spellcraft +18, Stealth +14, Survival +19

**Languages** Abyssal, Aklo, Common, Druidic, Sylvan; *speak with animals*

### ECOLOGY

**Environment** any forest

**Organization** solitary, pair, or hunt (3-5)

**Treasure** standard

### SPECIAL ABILITIES

**Disemboweling Critical (Ex)** When a heart thief confirms a critical hit with a claw, the target must succeed at a DC 22 Fortitude save or take 1d4 points of Constitution damage as its organs are savaged (this ability damage counts as precision damage). The save DC is Strength-based.

**Harvest Heart (Ex)** Once a heart thief has pinned a Medium or smaller living creature, it can attempt to rip the creature's still-beating heart from its chest. This attempt is made as part of the grapple check to maintain an existing pin, and if successful, it deals 4d6+12 points of

damage to the target and affects the target with the heart thief's disemboweling critical. If this damage kills the creature, as a free action, the heart thief harvests the extracted heart and places it in the bloodstained sack it carries, gaining the benefit of a *heal* spell (CL 9th) in the process. The save DC is Strength-based.



Originally created by Curchanus as both shepherds and stewards for his many animals, these creatures were corrupted by Lamashtu when she slew their god. Their true name and purpose abandoned, they have existed from that point on as heart thieves, tormenters of the deep forest who enjoy slaughtering any who dare wander their woods.

A heart thief follows its prey from afar, harassing its targets for days or even weeks at a time. Only once its quarry is exhausted from unprovoked animal attacks and waylaid by snares and traps will a heart thief make itself known, attacking with a company of feral beasts. Lone hunters slain by a heart thief often rise as baykoks (*Pathfinder RPG Bestiary* 3 35) after enduring painful torments.

Those who manage to flee are fortunate indeed, for those who remain are subjected to the heart thief's curious and horrific practice of harvesting organs from sentient creatures. What heart thieves do with these macabre collections remains a mystery, but it's agreed that they are not used for consumption, for the most prolific heart thieves carry multiple sacks, each stuffed to bursting with rotting hearts.

## Kerakinsi

This winged creature's streamlined head features sunken, glassy eyes and a circular mouth lined with needle-sharp teeth.

### KERAKINSI

CR 4



XP 1,200

NE Medium monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +11

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)

**hp** 39 (6d10+6)

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

**Immune** deafness, electricity, sonic

**Weaknesses** wind dependence

#### OFFENSE

**Speed** 30 ft., fly 40 ft. (good)

**Melee** bite +7 (1d4+1), 2 talons +7 (1d8+1)

**Special Attacks** discharge, thunderclap

#### STATISTICS

**Str** 12, **Dex** 15, **Con** 13, **Int** 9, **Wis** 14, **Cha** 10

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Dodge, Flyby Attack, Mobility

**Skills** Fly +15, Perception +11, Stealth +11

**Languages** Auran

#### ECOLOGY

**Environment** warm swamps

**Organization** solitary, pair, or storm (3–12)

**Treasure** standard

#### SPECIAL ABILITIES

**Discharge (Su)** Once every 1d4 rounds, a kerakinsi can discharge electricity stored within its flesh, dealing 1d6 points of electricity damage to all adjacent creatures and activating its thunderclap ability. Alternatively, a kerakinsi can use this discharge to arc lightning between itself and another willing kerakinsi within 60 feet. Any creature in the line between the two kerakinsis takes 3d6 points of electricity damage (Reflex DC 14 half), and the kerakinsi receiving the discharge triggers its thunderclap ability. The save DC is Constitution-based.

**Thunderclap (Su)** Once per round as an immediate action, a kerakinsi that is targeted by an effect that deals electricity damage or has the electricity descriptor can use the electrical energy to produce a concussive thunderclap, deafening and damaging creatures within a 20-foot radius. Any creature within the area is deafened for 1d6 rounds and takes 2d6 points of sonic damage. A successful DC 14 Fortitude save negates the deafness and reduces the damage by half. The save DC is Constitution-based.

**Wind Dependence (Ex)** A kerakinsi flies by manipulating winds and electrical currents with the sail-like skin stretched between its limbs. Natural winds of any strength don't impair a kerakinsi's flight, but magically created winds affect a kerakinsi as though it were a Tiny flying creature. In calm winds, a kerakinsi takes a –12 penalty on Fly checks.

Native to the windswept coasts and boggy isles of the Sodden Lands, kerakinsis are perfectly adapted to living with storms.

Kerakinsis ride the gales that batter their territory, pillaging settlements and plundering ships wherever the wind takes them. The creatures revel in these raids and hunt as much for sport as for supplies, eager to show dominance over “lesser” humanoids who seek shelter from the storms in which kerakinsis thrive.

While kerakinsis can maneuver gracefully in powerful storms, they lack the ability to fly without wind to carry them. As a result, most kerakinsis obsess over any force that allows them to control the weather, often serving creatures capable of manipulating wind currents. Many display a natural affinity for druidic or shamanic magic, earning high status among their kind when they learn how to bend the winds to their will. Some scholars believe this aptitude indicates that kerakinsis descend from a people who turned to cruel druidic rituals to survive in the storm-wracked wilds.







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## Kravyad

*Glowing motes of electricity dance over this massive ursine creature's hairless hide.*

### KRAVYAD

CR 7



XP 3,200

CE Large magical beast

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

**Aura** electrocution (10 ft., DC 18)

#### DEFENSE

**AC** 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

**hp** 85 (9d10+36)

**Fort** +10, **Ref** +9, **Will** +6

**Defensive Abilities** ferocity; **Immune** electricity

#### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** bite +12 (2d6+4 plus 1d6 electricity), 2 claws +12 (1d6+4 plus 1d6 electricity)

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

**Special Attacks** howl of hungry lightning

#### STATISTICS

**Str** 19, **Dex** 16, **Con** 19, **Int** 5, **Wis** 12, **Cha** 16

**Base Atk** +9; **CMB** +14; **CMD** 27 (31 vs. trip)

**Feats** Combat Reflexes, Improved Initiative, Improved Iron Will, Iron Will, Power Attack

**Skills** Perception +13, Swim +12

**Languages** Aquan

#### ECOLOGY

**Environment** warm swamps

**Organization** solitary, pair, or ravage (3-6)

**Treasure** incidental

#### SPECIAL ABILITIES

**Electrocution Aura (Su)** A kravyad is surrounded by an aura of electricity that arcs out to strike all Small and larger creatures within the area of effect. Any affected creature that begins its turn within a kravyad's electrocution aura takes 2d6 points of electricity damage unless it succeeds at a DC 18 Reflex saving throw. The save DC is Constitution-based.

#### Howl of Hungry Lightning (Su)

As a standard action once every 1d4 rounds, a kravyad can loose a thunderous howl that causes its electrocution aura to vastly expand, transforming its lightning into arcs of electricity tipped with gnashing jaws made out of energy. When the kravyad uses this ability, its electrocution aura expands to a 60-foot radius, and the electricity damage it deals increases to 6d6 points (Reflex DC 18 Reflex half). As part of the howl,

the kravyad attempts a combat maneuver check. If the kravyad succeeds at the check, its target is pulled 5 feet closer to the kravyad in a straight line. For every 5 by which the kravyad's combat maneuver exceeds a creature's CMD, the target moves an additional 5 feet toward the kravyad. The kravyad does not move, but this effect otherwise functions as a drag<sup>APG</sup> combat maneuver affecting all creatures within its aura. Creatures that are immune to electricity are immune to this effect. The save DC is Constitution-based.

The result of strange magics that rose in the aftermath of the rise of the Eye of Abendego, the always ravenous kravyads constantly travel in search of new prey. They are drawn to shipwrecks, flooded battlefields, and regions experiencing calamitous thunderstorms. A particularly starving kravyad will resort to eating nearly anything, and as such, a kravyad's "treasure" typically consists of swallowed items that it failed to digest.

Though intelligent and capable of brutish speech in Aquan, a kravyad is driven mainly by its excessive gluttony. Those seeking to coerce a kravyad into service must rely on either mental enslavement or shows of strength—combined with a steady supply of electrocuted corpses.



## Scrapshell

This strange oysterlike mollusk has a long, thin tongue, tipped with a blade, that slides from between the shell halves.

### SCRAPSHELL

CR 6



XP 2,400

N Large vermin (aquatic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

#### DEFENSE

**AC** 23, touch 11, flat-footed 21 (+4 armor, +2 Dex, +8 natural, -1 size)

**hp** 60 (8d8+24)

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

**Defensive Abilities** sticky shell; **DR** 5/adamantine; **Immune** mind-affecting effects

#### OFFENSE

**Speed** 5 ft., swim 20 ft.

**Melee** tongue +13 (2d6+12/×18–20 plus bleed)

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

**Special Attacks** ambush strike, bleed (1d6)

#### STATISTICS

**Str** 26, **Dex** 14, **Con** 17, **Int** —, **Wis** 14, **Cha** 9

**Base Atk** +6; **CMB** +15; **CMD** 27 (can't be tripped)

**Skills** Stealth +6 (+14 in lair), Swim +16; **Racial Modifiers** +8 Stealth (+16 in lair)

#### ECOLOGY

**Environment** warm oceans

**Organization** solitary, pair, or bed (3–10)

**Treasure** standard

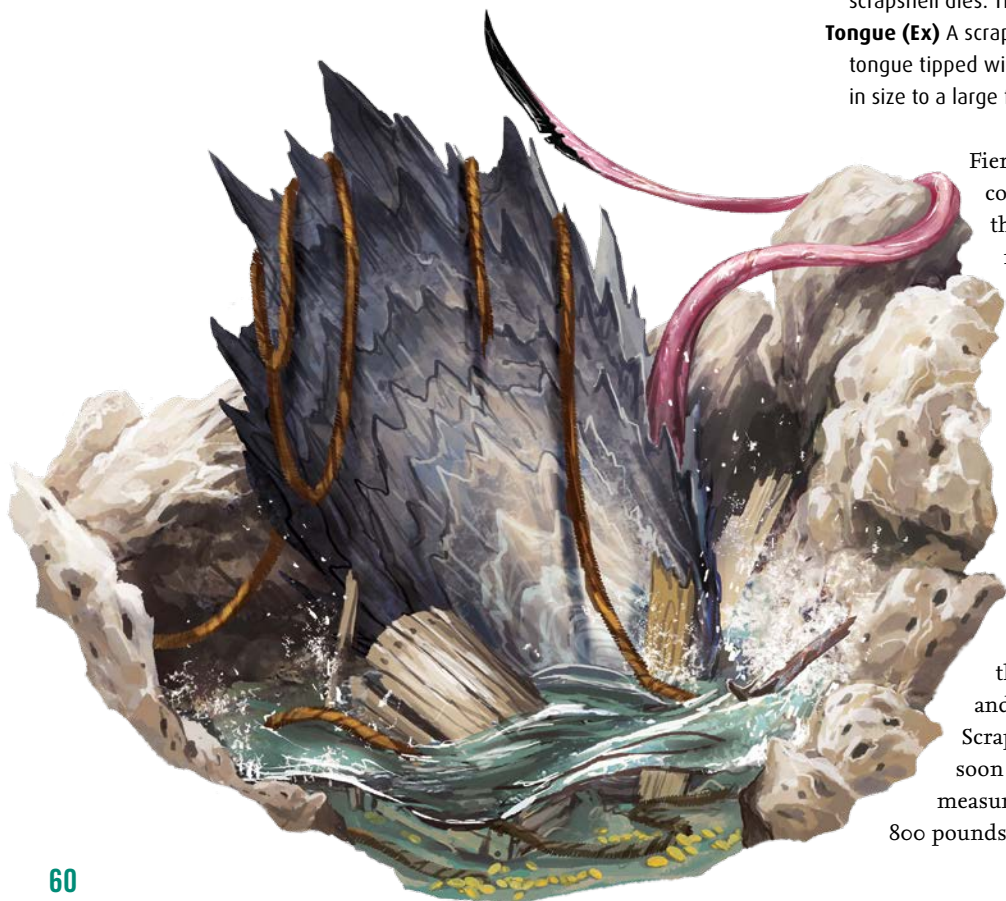
#### SPECIAL ABILITIES

**Ambush Strike (Ex)** During the surprise round, the scrapshell can use its razor-sharp tongue to gain a +2 bonus on attack rolls, threaten a critical hit on a natural roll of 15–20, and automatically confirm any critical hit against a flat-footed creature.

**Sticky Shell (Ex)** A scrapshell exudes a sticky mucus that causes items that come into contact with its shell to become affixed. The items stuck to a scrapshell grant it a +4 armor bonus to AC. A weapon that strikes a scrapshell becomes stuck fast unless the wielder succeeds at a DC 17 Reflex save. A creature adjacent to the scrapshell can pry off a stuck weapon with a successful DC 17 Strength check, but doing so provokes attacks of opportunity. A creature that becomes stuck to a scrapshell via a natural attack gains the grappled condition, but the scrapshell does not. A successful critical hit on a scrapshell not only avoids this defensive mechanism (and thus the attacker has no chance of becoming stuck to the shell) but also bypasses its damage reduction. If a scrapshell takes more than 10 points of damage from a single fire attack, its sticky mucus is burned away. A dose of *universal solvent* or similar fluid automatically removes a scrapshell's sticky shell ability. It takes a scrapshell 24 hours to secrete more sticky mucus, and during this time, it does not gain the advantages of this ability, and it loses its armor bonus to AC. The shell loses its sticky quality 1 hour after the scrapshell dies. The save DC is Constitution-based.

**Tongue (Ex)** A scrapshell attacks with a thin, elongated tongue tipped with a long, curved blade of shell, similar in size to a large falchion. This is a primary attack.

Fiercely territorial, the scrapshell is commonly found in the waters around the Eye of Abendego and the trade routes of the Inner Sea, as well as other areas laced with sunken ships or underwater ruins. The scrapshell's penchant for lairing in or near submerged shipwrecks and other coastal detritus and for adorning its shell with interesting (and often highly valuable) debris makes it a tempting target for scavengers of all sorts. Any treasure found in or near a scrapshell generally consists of weapons stuck to its shell or the large and uniquely colored pearls the creature produces—these dazzling and iridescent pearls are highly prized. Scrapshell mucus loses its sticky quality soon after the creature's death. A scrapshell measures about 10 feet across and weighs 800 pounds.







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## Sorrow Stitcher

Empty eyes peer out from beneath the hood of this pale maiden's patchwork cloak. Her hands hold what appear to be the shadowy silhouettes of scissors and a sewing needle.

**SORROW STITCHER** CR 8

**XP 4,800**

CE Medium fey

**Init** +9; **Senses** low-light vision; Perception +17

**DEFENSE**

**AC** 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)

**hp** 90 (12d6+48)

**Fort** +8, **Ref** +13, **Will** +10

**DR** 5/cold iron and piercing

**OFFENSE**

**Speed** 30 ft.

**Melee** scissors +12/+7 (1d6+1/19–20), needle +6 touch (hollow heart curse)

**Special Attacks** needle, sorrowful gaze, sneak attack +3d6

**Spell-Like Abilities** (CL 8th; concentration +14)

At will—*crushing despair* (DC 19)

3/day—*overwhelming grief*<sup>UM</sup> (DC 20), *ray of exhaustion*, *shadow conjuration*, *shadow step*<sup>UM</sup>

**STATISTICS**

**Str** 12, **Dex** 21, **Con** 18, **Int** 17, **Wis** 15, **Cha** 22

**Base Atk** +6; **CMB** +7; **CMD** 23

**Feats** Ability Focus (curse), Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +20, Disguise +21, Escape Artist +20, Knowledge (local) +18, Perception +17, Sense Motive +17, Sleight of Hand +20, Stealth +20, Use Magic Device +21

**Languages** Aklo, Common, Sylvan

**ECOLOGY**

**Environment** any

**Organization** solitary, pair, or gang (3–6)

**Treasure** standard

**SPECIAL ABILITIES**

**Needle (Su)** As a swift action, a sorrow stitcher may jab at an adjacent foe with a shadowy needle that manifests in its hand as part

of this attack. The needle attack functions as a primary natural weapon that resolves as a touch attack. If a sorrow stitcher hits with its needle, the target is affected by the hollow heart curse. As long as at least one creature within 30 feet suffers from this curse, a shadow stitcher gains fast healing 2 and a +2 morale bonus on all saving throws against mind-affecting effects.

*Hollow Heart Curse:* *save* Will DC 22; *effect* The creature loses all emotions except fear and sorrow and finds it difficult to defend itself from attacks by sorrow stitchers. The cursed individual takes a –2 penalty on all attack rolls, cannot gain any morale bonuses, and cannot be subject to a barbarian's rage ability or similar effects. A creature affected by the hollow heart curse is considered to be flat-footed against all attacks by sorrow stitchers. The save DC is Charisma-based.

**Scissors (Su)** A sorrow stitcher carries shadowy scissors that it can wield as a masterwork short sword.

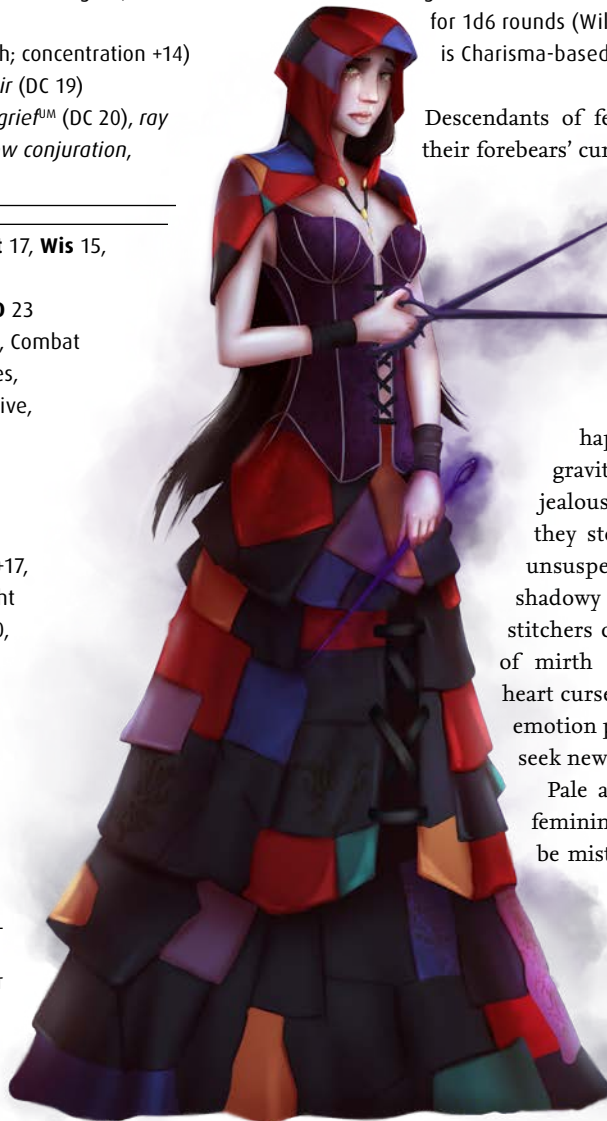
**Sorrowful Gaze (Su)** The shadow stitcher can cause a target within 30 feet to become blinded by tears for 1d6 rounds (Will DC 22 negates). The save DC is Charisma-based.

Descendants of fey exiles, these creatures share their forebears' curse of a severed connection with the First World. Born with broken spirits and empty hearts, sorrow stitchers seek to spread their misery and despair to all they encounter.

Craving to experience happiness, sorrow stitchers often gravitate toward cities. They are jealously drawn to festivals where they steal the joy from the hearts of unsuspecting revelers. Armed with shadowy scissors and needles, sorrow stitchers can experience fleeting instants of mirth when they inflict the hollow heart curse on a creature, yet this swell of emotion passes quickly, forcing the fey to seek new victims to curse.

Pale and slender, often appearing in feminine form, sorrow stitchers could be mistaken for humans if not for the palpable and visible aura of gloom and shadowy sadness that they constantly emit.

Shadow stitchers are fond of wearing garishly colorful clothing, but such festive hues do little to gladden them.



## Spore Stalker

This fungoid canine creature skitters forward on many segmented legs, a gurgling growl issuing from its fanged maw.

### SPORE STALKER

CR 7



XP 3,200

NE Medium plant

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +14

#### DEFENSE

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

**hp** 85 (9d8+45)

**Fort** +11, **Ref** +6, **Will** +5

**Defensive Abilities** reactive escape; **Immune** plant traits

#### OFFENSE

**Speed** 40 ft., climb 30 ft.

**Melee** bite +14 (2d6+12 plus grab)

**Special Attacks** colonize victim, paralytic spores

**Spell-Like Abilities** (CL 7th; concentration +6)

3/day—*ethereal jaunt* (self only)

#### STATISTICS

**Str** 26, **Dex** 16, **Con** 20, **Int** 7, **Wis** 15, **Cha** 9

**Base Atk** +6; **CMB** +14 (+18 grapple); **CMD** 27 (can't be tripped)

**Feats** Improved Initiative, Power Attack, Skill Focus (Stealth), Step Up, Vital Strike

**Skills** Climb +16, Perception +14, Stealth +14, Survival +10;

**Racial Modifiers** +8 Stealth, +8 Survival

**Languages** Aklo; telepathy 100 ft.

#### ECOLOGY

**Environment** warm swamps

**Organization** solitary, pair, or pack (3–12)

**Treasure** incidental

#### SPECIAL ABILITIES

**Colonize Victim (Ex)** As a standard action, a spore stalker can inject spores into the body of a Small or larger living, corporeal, nonplant creature that is pinned or helpless. The victim can resist the spores' infestation with a successful DC 19 Fortitude save. If it fails this save, the victim takes 1d2 points of Constitution drain per round for 6 rounds but can attempt a new DC 19 Fortitude save to end the effect each round, similar to saving against a poison (although this is not a poison effect). Multiple colonizations do not increase the Constitution damage or save DC, but they do increase the duration of the effect by 6 rounds per infestation. A creature that perishes

from this Constitution damage splits open, and a fully grown spore stalker crawls from the rapidly decaying remains.

This is an infestation effect (*Gamemastery Guide* 245). The save DC is Constitution-based.

**Paralytic Spores (Ex)** When a spore stalker is hit by a melee or ranged weapon, it can release a cloud of paralytic spores in a 5-foot radius around itself as an immediate action. Any creature within range when the cloud is released must succeed at a DC 19 Fortitude save or be paralyzed for 1d3 rounds. At the start of a creature's turn, it can attempt a new DC 19 Fortitude save as a standard action to end this paralysis effect early. This is a poison effect; the save DC is Constitution-based.

**Reactive Escape (Su)** Whenever a spore stalker is hit by a melee or ranged weapon, it can teleport up to 30 feet in any direction as an immediate action. This ability otherwise functions as per *dimension door* (CL 7th).

Capable of spreading and colonizing with disturbing speed, a spore stalker and its kin can quickly overrun an area. Fortunately, a spore stalker's life span is relatively short; a typical spore stalker perishes of natural causes in only a few weeks. Spore stalkers are often used by mi-go (*Pathfinder RPG Bestiary* 4 193) or agents of the Dominion of the Black as biological weapons against unsuspecting citizens of newly discovered planets.







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- CHAPTER 1: HIGH TIDE IN HYRANTAM
- CHAPTER 2: EYES IN THE STORM
- CHAPTER 3: HUNTING THE STORM
- APPENDIX 1: HYRANTAM, THE DROWNED CITY
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## Tatterlorn

This deathly figure is draped with filthy rags. Its thin, gray arms end in ruinous claws, and its movements are weirdly difficult to follow with the eye.

**TATTERLORN** CR 7

**XP 3,200**

NE Medium undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +14

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**DEFENSE**

**AC** 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

**hp** 84 (8d8+48)

**Fort** +8, **Ref** +6, **Will** +9

**Defensive Abilities** channel resistance +2, forsaken; **Immune** undead traits

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**OFFENSE**

**Speed** 30 ft.

**Melee** 2 claws +12 (1d6+6)

**Special Attacks** create spawn, isolate, sneak attack +2d6

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**STATISTICS**

**Str** 22, **Dex** 19, **Con** —, **Int** 11, **Wis** 16, **Cha** 23

**Base Atk** +6; **CMB** +12; **CMD** 27

**Feats** Combat Reflexes, Dodge, Mobility, Spring Attack

**Skills** Climb +17, Escape Artist +12, Perception +14, Stealth +15 (+23 vs. living observers); **Racial Modifiers** +8 Stealth vs. living observers

**Languages** Common

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**ECOLOGY**

**Environment** any urban

**Organization** solitary, pair, or gang (2-5)

**Treasure** standard

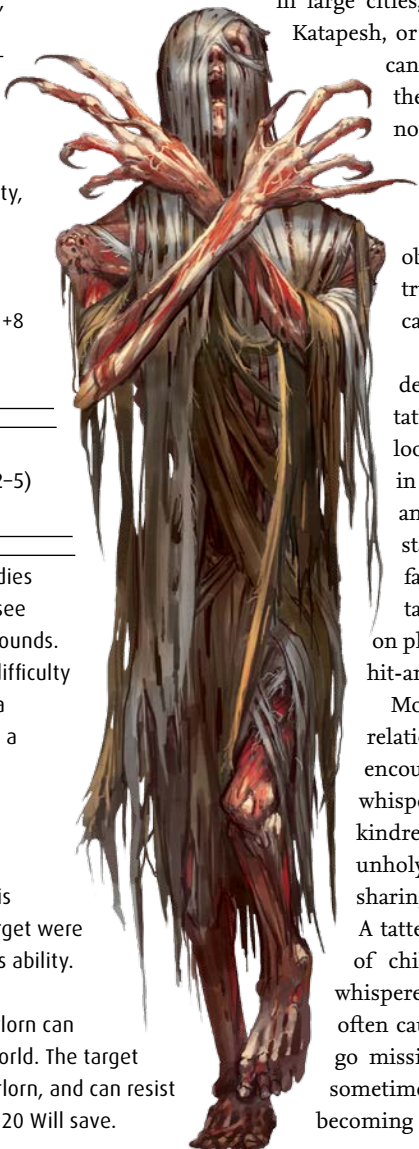
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**SPECIAL ABILITIES**

**Create Spawn (Su)** A humanoid that dies while under the effects of isolate (see below) rises as a tatterlorn in 1d4 rounds.

**Forsaken (Su)** Living creatures have difficulty noticing or even gazing directly at a tatterlorn. Against living observers, a tatterlorn gains a +8 racial bonus on Stealth checks and always has concealment (20% miss chance). A tatterlorn's attacks of opportunity against any creature affected by this defense always resolve as if the target were flat-footed. *True seeing* negates this ability. This is a mind-affecting effect.

**Isolate (Su)** As a swift action, a tatterlorn can isolate a living creature from the world. The target must be within 10 feet of the tatterlorn, and can resist being isolated with a successful DC 20 Will save.



Regardless of the saving throw, a single creature can only be targeted by this effect once every 24 hours. Isolation persists for 1 minute, during which time the isolated creature treats all other creatures as if they had the tatterlorn's forsaken ability, and all living creatures treat the isolated character in the same manner. An isolated creature cannot take the aid another action, nor can it benefit from this action. Worse, an isolated creature becomes nearly overwhelmed with sensations of loneliness and neglect, and becomes increasingly convinced it is without purpose in the world. This causes a creature to take a -4 penalty on all attack rolls, skill checks, ability checks, and Will saving throws. This effect of isolate is a mind-affecting effect, but all other effects are not. The save DC is Charisma-based.

Tatterlorns spawn as a result of slow, preventable deaths witnessed by multiple indifferent onlookers. Given these circumstances, tatterlorns are most often found in large cities, especially in nations such as Cheliox, Katapesh, or Nidal. In these places, the urban poor can succumb to starvation or exposure on the street while passersby pretend not to notice. As they were ignored and invisible in life, so they are in death. The eyes of living creatures subconsciously refuse to linger on a tatterlorn, making direct observation almost impossible. This is not true invisibility, however, and a tatterlorn can be seen in peripheral vision.

Filled with rage at their unnecessary deaths and at the callousness of the living, tatterlorns stalk the areas where they died, looking for lone victims. They rarely kill in combat, preferring to subdue victims and keep them somewhere to watch them starve or succumb to the elements. When faced with multiple dangerous opponents, tatterlorns prefer to use their isolate ability on physically weak enemies before employing hit-and-run tactics.

Most disturbing of all are the unexpected relationships that form when tatterlorns encounter attic whisperers. Seeing attic whisperers (*Pathfinder RPG Bestiary 2* 34) as kindred spirits, tatterlorns sometimes create unholy families with these undead children, sharing lairs in abandoned buildings or sewers. A tatterlorn multiplies through the abduction of children, whom it transforms into attic whisperers to assuage its unending loneliness, often causing mass hysteria in cities as children go missing. Tatterlorns heading larger families sometimes advance by taking class levels in rogue, becoming devastating combatants.

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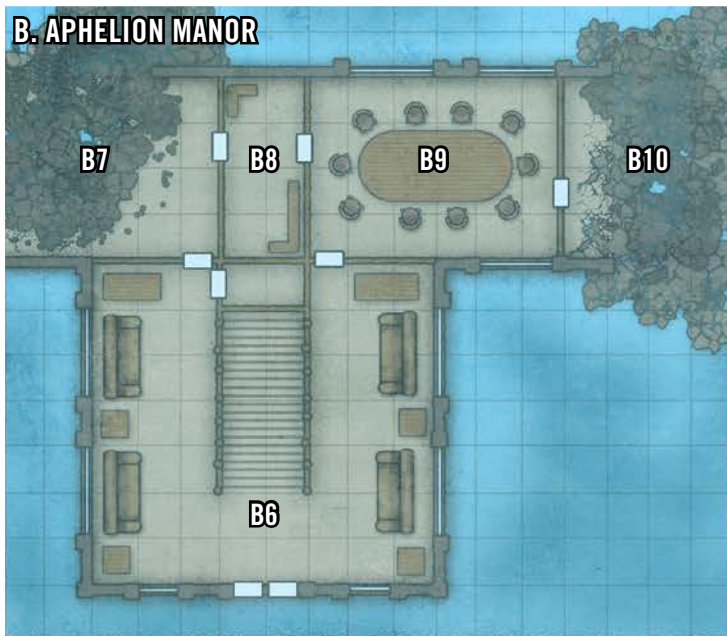
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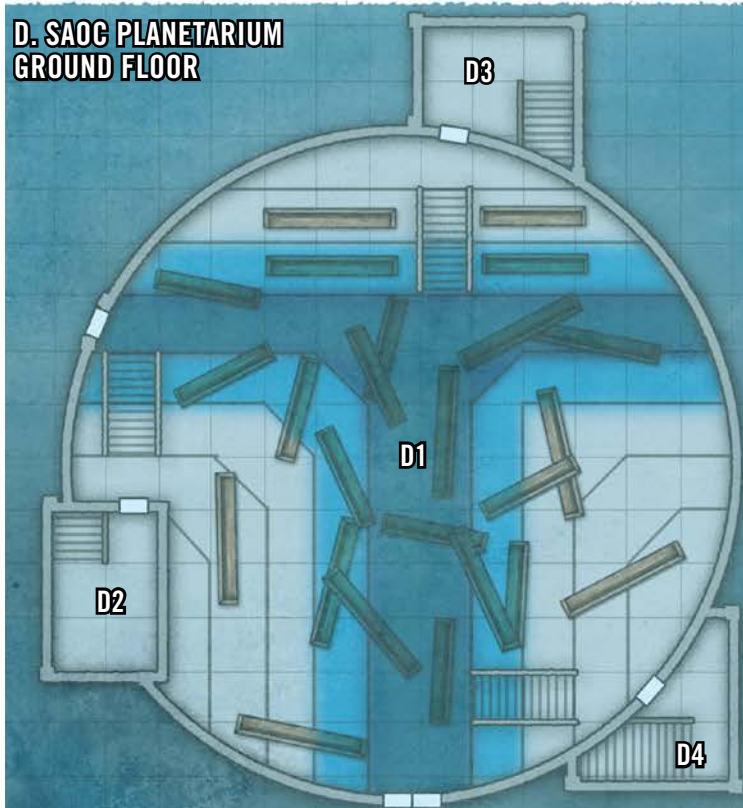
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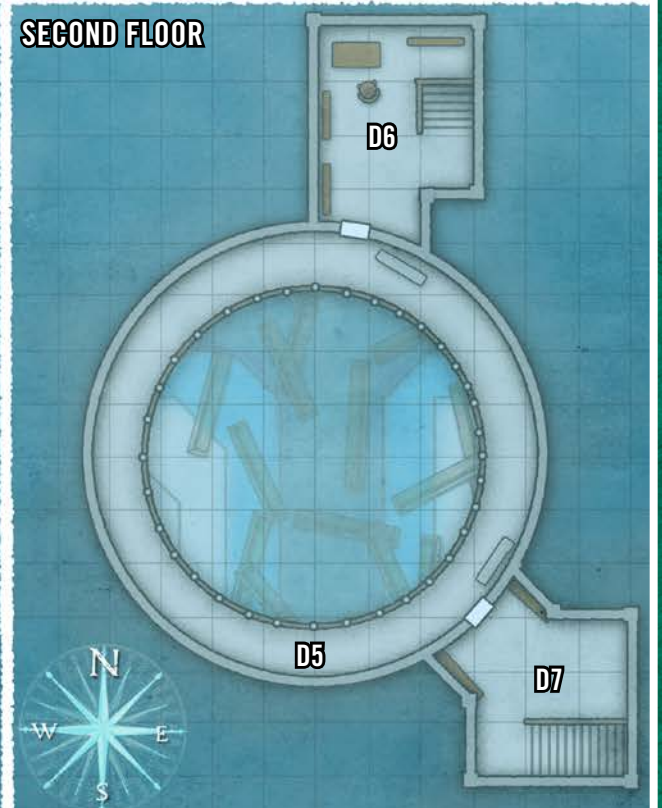
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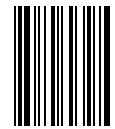
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