

Battle in the Lambent Bloom (Subtier 7-8)

NPC	Init	F/R/W	AC/T/FF	CMB/CMD/FF	Attacks/Notes	hp/defenses
Zemdar	3	11/9/7 +2 vs fear	25/13/22	+16/32/29	w/ pa 2 c +15 (1d4+16/19-20 p 1d6 cold), b +14 (1d4+14 p 1d6 cold) frenzy: +2 str, +2 con, 2 claws = 1d4+10 extra dmg	101
Sahuagin Scout 1	3	3/9/4	18/13/15 frenzy: -2	+7/20/17	tri +8 (d8+6), b +2 (d4+2) 2c +7 (d4+4), b +7 (d4+4)	34 evasion
Sahuagin Scout 2	3	3/9/4	18/13/15 frenzy: -2	+7/20/17	tri +8 (d8+6), b +2 (d4+2) 2c +7 (d4+4), b +7 (d4+4)	34 evasion
Sahuagin Scout 3	3	3/9/4	18/13/15 frenzy: -2	+7/20/17	tri +8 (d8+6), b +2 (d4+2) 2c +7 (d4+4), b +7 (d4+4)	34 evasion
Sahuagin Scout 4	3	3/9/4	18/13/15 frenzy: -2	+7/20/17	tri +8 (d8+6), b +2 (d4+2) 2c +7 (d4+4), b +7 (d4+4)	34 evasion

Jellyfish spaces – Pass through and make a Reflex 20 or be exposed. Start your turn in one and be automatically exposed.

Jellyfish Poison (contact; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 1 save.

Environment – At initiative count 10, the currents move. Anyone can make a DC 15 Swim check to avoid moving. Jellyfish don't move.

First round, pull people 1d6*5ft towards the shell. Next round, pull people 1d6*5ft away from the shell. Continue to alternate.

Battle in the Lambent Bloom (Subtier 10-11)

NPC	Init	F/R/W	AC/T/FF	CMB/CMD/FF	Attacks/Notes	hp/defenses
Zemdar	3	14/10/10	23/11/20 reckless: -2	+17/28/25	w/ pa tri +15/+10 (1d8+22), c +14 (1d4+14), mshs +15 (1d6+14), b +12 (1d4+7) frenzy: +2 str, +2 con, reckless: +2	123 DR 1/— i. uncanny dodge
Sahuagin Infiltrator 1	3	3/9/4	22/13/19 frenzy: -2	+11/24/21	d +10/+5 (1d4+5/19-20), d +10 (1d4+5/19-20), b (1d4+2)	sneak attack +3d6 frenzy: +2 str, +2 con 52 evasion uncanny dodge
Sahuagin Infiltrator 2	3	3/9/4	22/13/19 frenzy: -2	+11/24/21	d +10/+5 (1d4+5/19-20), d +10 (1d4+5/19-20), b (1d4+2)	sneak attack +3d6 frenzy: +2 str, +2 con 52 evasion uncanny dodge
Sahuagin Infiltrator 3	3	3/9/4	22/13/19 frenzy: -2	+11/24/21	d +10/+5 (1d4+5/19-20), d +10 (1d4+5/19-20), b (1d4+2)	sneak attack +3d6 frenzy: +2 str, +2 con 52 evasion uncanny dodge
Zemdar's Lieutenant	3	11/9/7 +2 vs fear	25/13/22	+16/32/29	w/ pa 2 c +15 (1d4+16/19-20 p 1d6 cold), b +14 (1d4+14 p 1d6 cold) frenzy: +2 str, +2 con, 2 claws = 1d4+10 extra dmg	101

Jellyfish spaces – Pass through and make a Reflex 20 or be exposed. Start your turn in one and be automatically exposed.

Jellyfish Poison (contact; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 1 save.

Environment – At initiative count 10, the currents move. Anyone can make a DC 15 Swim check to avoid moving. Jellyfish don't move.

First round, pull people 1d6*5ft towards the shell. Next round, pull people 1d6*5ft away from the shell. Continue to alternate.

Razethka's Betrayal (Subtier 7-8)

NPC	Init	F/R/W	AC/T/FF	CMB/CMD/FF	Attacks/Notes	hp/defenses	
Razethka	+4	11/10/10	28/9/28	+22/32/32 (+4 vs. trip)	w/ pa b +16 (2d6+25), 2 c +16 (1d8+17), ts +11 (1d8+25), 2 w +11 (1d6+8)	2 nd : ○○○○○○ 1 st : ○○○○○○○○	114 DR 5/magic; SR 21
Sahuagin Lieutenant 1	+3	6/7/6 +1 vs. fear	20/13/17	+9/22/19	w/ pa tri +9 (1d8+13), b +2 (1d4+4) or 2 c +7 (1d4+8), b +7 (1d4+8) frenzy: +2 str, +2 con, 2 claws = 1d4+7 extra dmg	50	
Sahuagin Lieutenant 2	+3	6/7/6 +1 vs. fear	20/13/17	+9/22/19	w/ pa tri +9 (1d8+13), b +2 (1d4+4) or 2 c +7 (1d4+8), b +7 (1d4+8) frenzy: +2 str, +2 con, 2 claws = 1d4+7 extra dmg	50	
Jigsaw 1	+6	4/5/1	14/12/12	+3/15/13	b +3 (1d6+3)	11	
Jigsaw 2	+6	4/5/1	14/12/12	+3/15/13	b +3 (1d6+3)	11	
Jigsaw 3	+6	4/5/1	14/12/12	+3/15/13	b +3 (1d6+3)	11	

The sharks go on initiative 10. On the second round, they kill one maridar. On the fourth round, they kill the other maridar. On the sixth round they kill Zahra. This can be avoided by rescuing the captives or distracting the sharks.

The maridar flee to safety if they are freed. Zahra will flee but cast the PCs choice of *displacement*, *haste* or *heroism* (CL 10th) before fleeing. If the PCs heal her for 20 points, then she sings inspire courage for +2. (+2 competence bonus to hit and damage, +2 morale to save vs. fear)

Razethka's Betrayal (Subtier 10-11)

NPC	Init	F/R/W	AC/T/FF	CMB/CMD/FF	Attacks/Notes	hp/defenses	
Razethka	+4	14/12/13	34/9/34	+28/38/38 +2 bull rush (+4 vs. trip, +2 vs. bull rush)	w/ pa b +21 (2d6+31), 2 c +21 (1d8+21), ts +16 (1d8+31), 2 w +16 (1d6+10)	4 th : ○○○○ 3 rd : ○○○○○○○○ 2 nd : ○○○○○○○○○○ 1 st : ○○○○○○○○○○	168 DR 10/magic; SR 23
Sahuagin Baron 1	3	11/9/7 +2 vs fear	25/13/22	+16/32/29	w/ pa 2 c +15 (1d4+16/19-20 p 1d6 cold), b +14 (1d4+14 p 1d6 cold) frenzy: +2 str, +2 con, 2 claws = 1d4+10 extra dmg	101	
Sahuagin Baron 2	3	11/9/7 +2 vs fear	25/13/22	+16/32/29	w/ pa 2 c +15 (1d4+16/19-20 p 1d6 cold), b +14 (1d4+14 p 1d6 cold) frenzy: +2 str, +2 con, 2 claws = 1d4+10 extra dmg	101	
Feeder in the Depths	+2	12/9/7	20/10/18	+19/31/29	b +15/+10 (2d6+10/19-20 p 1d4 bleed) summon sharks: ○	105 heal bleed w/in 30 ft	
Jigsaw 1	+6	4/5/1	14/12/12	+3/15/13	b +3 (1d6+3)	11	
Jigsaw 2	+6	4/5/1	14/12/12	+3/15/13	b +3 (1d6+3)	11	
Jigsaw 3	+6	4/5/1	14/12/12	+3/15/13	b +3 (1d6+3)	11	
Jigsaw 4	+6	4/5/1	14/12/12	+3/15/13	b +3 (1d6+3)	11	
Jigsaw 5	+6	4/5/1	14/12/12	+3/15/13	b +3 (1d6+3)	11	
Jigsaw 6	+6	4/5/1	14/12/12	+3/15/13	b +3 (1d6+3)	11	
Summon Hammer?	+7	9/7/4	18/12/15	+9/22/19	b +7 (1d8+7)	30	
Summon G White?	+6	10/6/4	19/10/17	+12/24/22	b +9 (2d6+10 p 1d6 bleed)	42	

The sharks go on initiative 10. On the second round, they kill one maridar. On the fourth round, they kill the other maridar. On the sixth round they kill Zahra. This can be avoided by rescuing the captives or distracting the sharks.

The maridar flee to safety if they are freed. Zahra will flee but cast the PCs choice of *displacement*, *haste* or *heroism* (CL 10th) before fleeing. If the PCs heal her for 30 points, then she sings inspire courage for +2. (+2 competence bonus to hit and damage, +2 morale to save vs. fear)