

Torrent's Last Will

Subtier 10-11

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stat block document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.

Battle in the Lambent Bloom

ZEMDAR

CR 10

Sahuagin Champion

Four-armed sahuagin barbarian 7

NE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 11, flat-footed 20 (+3 armor, +3 Dex, +7 natural, -2 rage, +2 shield)

hp 123 (9 HD; 2d10+7d12+61)

Fort +14, **Ref** +10, **Will** +10

Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—

Weaknesses light blindness

OFFENSE

Speed 40 ft., swim 60 ft.

Melee +1 *trident* +18/+13 (1d8+13), claw +17 (1d4+8), mwk spiked heavy steel shield +18 (1d6+8), bite +15 (1d4+4) or

4 claws +17 (1d4+8), bite +17 (1d4+8)

w/ Power Attack +1 *trident* +15/+10 (1d8+22), claw +14 (1d4+14), mwk spiked heavy steel shield +15 (1d6+14), bite +12 (1d4+7) or

4 claws +14 (1d4+14), bite +14 (1d4+14)

Ranged mwk underwater heavy crossbow +13 (1d10/19–20)

Special Attacks blood frenzy, multiweapon mastery, rage (19 rounds/day), rage powers (inspire ferocity^{APG}, no escape, reckless abandon^{APG} +2)

TACTICS

During Combat Baron Zemdarr attempts to fight the PCs from within a jellyfish square, baiting the PCs into coming forward to face him in melee within the jellyfish's stinging tentacles.

Morale Baron Zemdarr fights to the death.

Base Statistics When not raging and not affected by *barkskin*, the champion's statistics are **AC** 21, touch 11, flat-footed 18; **hp** 105; **Fort** +12, **Will** +8; **Melee** +1 *trident* +16/+11 (1d8+10), claw +13 (1d4+3), mwk spiked heavy steel shield +16 (1d6+6), bite +13 (1d4+3) or 4 claws +15 (1d4+6), bite +15 (1d4+6); **Ranged** mwk heavy crossbow +13 (1d10/19–20); **Str** 22, **Con** 17; **CMB** +15, **CMD** 28; **Skills** Intimidate +18, Swim +25.

STATISTICS

Str 26, **Dex** 16, **Con** 21, **Int** 12, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +17; **CMD** 28

Feats Great Fortitude, Improved Initiative, Improved Shield Bash, Intimidating Prowess, Multiattack, Power Attack, Toughness

Skills Acrobatics +14 (+18 when jumping), Intimidate +20, Perception +13, Ride +8, Stealth +11, Swim +27

Languages Aquan, Common; speak with sharks

SQ fast movement

Combat Gear *potion of barkskin*; **Other Gear** mwk studded leather, mwk spiked heavy steel shield, +1 *trident*, mwk underwater heavy crossbow with 20 bolts, *belt of giant strength* +2, *cloak of resistance* +2, 1,038 gp

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a four-armed sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains a +2 bonus to its Constitution and Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Improved Shield Bash When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Improved Uncanny Dodge (Ex) At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Inspire Ferocity (Ex) While raging, the barbarian can use a move action to impart her reckless abandon modifier to all willing allies within 30 feet for a number of rounds equal to her Charisma modifier (minimum 1). A barbarian must have the reckless abandon rage power to select this rage power.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

No Escape (Ex) The barbarian can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

Reckless Abandon (Ex) While raging, the barbarian can take a –1 penalty to AC to gain a +1 bonus on attack rolls. The AC penalty increases by –1 and the attack roll bonus increases by +1 at 4th level and every four levels thereafter.

Uncanny Dodge (Ex) At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

SAHUAGIN INFILTRATOR (3)**CR 7**

Sahuagin rogue 6

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13**DEFENSE****AC** 22, touch 13, flat-footed 19 (+3 armor, +3 Dex, +5 natural, +1 shield)**hp** 52 (8 HD; 2d10+6d8+14)**Fort** +6, **Ref** +12, **Will** +8**Defensive Abilities** evasion, trap senses +2, uncanny dodge**Weaknesses** light blindness**OFFENSE****Speed** 30 ft., swim 60 ft.**Melee** mwk dagger +10/+5 (1d4+5/19–20), mwk dagger +10 (1d4+5/19–20), bite +6 (1d4+2) or 2 claws +11 (1d4+5), bite +11 (1d4+5)**Ranged** dagger +9 (1d4+5/19–20)**Special Attacks** blood frenzy, sneak attack +3d6**TACTICS****During Combat** Moving as a group from jellyfish to jellyfish, the infiltrators attempt to skirt around frontline fighters to make attacks against lightly armored foes in the rear.**Morale** Fueled by their blood frenzy, the sahuagin fight to the death.**STATISTICS****Str** 20, **Dex** 16, **Con** 12, **Int** 14, **Wis** 15, **Cha** 11**Base Atk** +6; **CMB** +11; **CMD** 24**Feats** Double Slice, Great Fortitude, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting**Skills** Acrobatics +14, Bluff +11, Climb +9, Disable Device +16, Disguise +11, Intimidate +11, Knowledge (local) +8, Linguistics +8, Perception +13, Ride +7, Sense Motive +13, Stealth +19, Swim +13**Languages** Aquan, Common, Elven, Giant, Goblin; speak with sharks**SQ** rogue talents (bleeding attack +3, combat trick, fast stealth), trapfinding +3**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** mwk studded leather, mwk daggers (2), daggers (4), *cloak of resistance +1*, masterwork thieves' tools, 13 gp**SPECIAL ATTACKS****Blood Frenzy (Ex)** Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.**Light Blindness (Ex)** Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.**Uncanny Dodge (Ex):** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

ZEMDAR'S LIEUTENANT**CR 9**

Sahuagin Baron

Sahuagin fighter 7

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13**DEFENSE****AC** 25, touch 13, flat-footed 22 (+7 armor, +3 Dex, +5 natural)**hp** 101 (9d10+52)**Fort** +11, **Ref** +9, **Will** +7 (+2 vs. fear)**Defensive Abilities** bravery +2**Weaknesses** light blindness**OFFENSE****Speed** 30 ft., swim 60 ft.**Melee** mwk trident +17/+12 (1d8+7), claw +16 (1d4+6/19–20 plus 1d6 cold), bite +15 (1d4+4 plus 1d6 cold) or

2 claws +18 (1d4+10/19–20 plus 1d6 cold), bite +17 (1d4+8 plus 1d6 cold)

w/ Power Attack mwk trident +14/+9 (1d8+13), claw +13 (1d4+9/19–20 plus 1d6 cold), bite +12 (1d4+7 plus 1d6 cold) or

2 claws +15 (1d4+16/19–20 plus 1d6 cold), bite +14 (1d4+14 plus 1d6 cold)

Ranged mwk underwater heavy crossbow +13 (1d10/19–20)**Special Attacks** blood frenzy, greater blood frenzy (1d4+10), weapon training (natural +1)**TACTICS****Before Combat** Zemdar's lieutenant drinks her *potions of bear's endurance* and *bull's strength*, which are included in her statistics.**During Combat** Zemdar's lieutenant positions herself next to Baron Zemdar and waits for foes to approach. If the opportunity presents itself, she might attempt to bull rush weak-looking PCs into a jellyfish.**Morale** Fueled by her blood frenzy, the sahuagin fights to the death.**Base Statistics** Without *bear's endurance* and *bull's strength*, the baron's statistics are **hp** 83; **Fort** +9;**Melee** mwk trident +15/+10 (1d8+5), claw +14 (1d4+5/19–20 plus 1d6 cold), bite +13 (1d6+3 plus 1d6 cold); **Str** 20, **Con** 17; **CMB** +14, **CMD** 27.**STATISTICS****Str** 24, **Dex** 16, **Con** 21, **Int** 16, **Wis** 13, **Cha** 6**Base Atk** +9; **CMB** +16; **CMD** 32**Feats** Blood Tide^{MC}, Combat Expertise, Greater Blood Frenzy^{MC}, Improved Critical (claw), Lunge, Multiattack, Power Attack, Weapon Focus (claw), Weapon Specialization (claw)**Skills** Climb +12, Intimidate +10, Knowledge (nobility) +12, Perception +13, Ride +14, Sense Motive +10, Swim +18**Languages** Aquan, Common, Infernal; speak with sharks**SQ** armor training 2**Combat Gear** *potion of bear's endurance*, *potion of bull's strength*, *potion of cure moderate wounds*; **Other****Gear** +1 *breastplate*, mwk trident, mwk underwater heavy crossbow with 20 bolts, *cloak of resistance* +1, *frost amulet of mighty fists*, 1,033 gp**SPECIAL ATTACKS**

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Blood Tide When you make a full attack while in a blood frenzy, you can give up your regular attacks to instead make one melee attack at your highest base attack bonus against each bleeding or wounded opponent within reach. You must use a natural weapon with these attacks, and you must make a separate attack roll against each opponent. You do not need to use the same natural weapon against each opponent.

When you use Blood Tide, you also forfeit any extra attacks granted by other feats, spells, or abilities.

Greater Blood Frenzy You no longer take a penalty to AC while in a blood frenzy. In addition, if you strike an enemy with both of your claw attacks—or two or more claw attacks if you have extra limbs—while in a blood frenzy, you can rend (as the special attack), dealing an amount of additional damage equal to your claw damage plus 1-1/2 times your Strength bonus (minimum 0).

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Lunge You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

A6. The Coral Guard

CORAL GUARDIANS (2)

CR 10

Advanced coral golems

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp 96 (12d10+30)

Fort +6, **Ref** +6, **Will** +6

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +20 (1d6+13/19-20 plus bleed)

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

Special Attacks bleed (1d6)

TACTICS

During Combat The coral golems attack the nearest creature.

Morale The coral golems fight until destroyed.

4-Player Adjustment Each of these golems is under the effect of a *slow* spell during the first two rounds of combat. (Staggered, -1 on attack, AC, Ref. Speed is reduced by half.)

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 15, **Cha** 5

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

Feats Improved Critical^B (claw)

Skills Swim +17

SQ aquatic reconstruction, coralgrown, powerful blows (slam)

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

Coralgrown (Ex) The coral golem can move at full speed underwater as long as it remains in contact with coral.

Immunity to Magic (Ex) A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem for 1d6 points of damage per level of the caster (maximum 10d6).
- Transmute rock to mud slows a coral golem (as the *slow* spell) for 1d6 rounds (no save).
- Transmute mud to rock increases the golem's bleed damage to 2d6 for 3 rounds.
- Soften earth and stone causes a coral golem to lose its damage reduction for 3 rounds.

A9. The Unquiet Dead

GREATER GALVOS (2)

CR 10

Advanced galvos

NE Medium magical beast (aquatic)

Init +6; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +21

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)

hp 157 each (15d10+75)

Fort +14, **Ref** +15, **Will** +8

Defensive Abilities swarmlike; **DR** 10/slashing; **Immune** electricity

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +21 (1d6+5 plus 2d6 electricity), 2 slams +21 (1d6+5 plus 2d6 electricity)

w/ Power Attack bite +17 (1d6+13 plus 2d6 electricity), 2 slams +17 (1d6+13 plus 2d6 electricity)

Ranged eel dart +21 touch (1d6+5 plus 1d6 electricity)

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

TACTICS

During Combat The galvos attack lightly armored PCs first, switching to a new target if a PC proves resistant to electricity.

Morale Filled with consuming hatred, the galvos fight to the death.

STATISTICS

Str 21, **Dex** 23, **Con** 20, **Int** 11, **Wis** 16, **Cha** 12

Base Atk +15; **CMB** +18; **CMD** 37 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Dodge, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Finesse

Skills Perception +21, Stealth +17, Swim +23

Languages Aquan (can't speak)

SQ amphibious, compression, varied attack

SPECIAL ABILITIES

Eel Dart (Ex) A galvo can launch one of its component eels like a dart up to 30 feet as a ranged touch attack. An eel dart deals a number of points of damage equal to 1d6 + the galvo's Strength modifier plus 1d6 points of electricity damage.

Swarmlike (Ex) A galvo has no discernible anatomy and is not subject to critical hits or flanking. It is also immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). Mind-affecting effects that target a single creature function normally against a galvo, since the creature's individual components share a hive mind. A galvo takes half again as much damage (+50%) from damaging area effects such as *fireball* and splash weapons.

Varied Attack (Ex) A galvo's slam attack deals both bludgeoning and slashing damage since the creature is formed completely of biting eels.

GALVO (2) (for 4-Player Adjustment)**CR 9**

NE Medium magical beast (aquatic)

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**hp** 127 (15d10+45)**Fort** +12, **Ref** +13, **Will** +6**Defensive Abilities** swarmlike; **DR** 10/slashing; **Immune** electricity**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** bite +19 (1d6+3 plus 2d6 electricity), 2 slams +19 (1d6+3 plus 2d6 electricity)**w/ Power Attack** bite +15 (1d6+15 plus 2d6 electricity), 2 slams +15 (1d6+15 plus 2d6 electricity)**Ranged** eel dart +19 touch (1d6+3 plus 1d6 electricity)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with slam)**STATISTICS****Str** 17, **Dex** 19, **Con** 16, **Int** 7, **Wis** 12, **Cha** 8**Base Atk** +15; **CMB** +18; **CMD** 33 (can't be tripped)**Feats** Blind-Fight, Combat Reflexes, Dodge, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Finesse**Skills** Perception +10, Stealth +15, Swim +15**Languages** Aquan (can't speak)**SQ** amphibious, compression, varied attack**SPECIAL ABILITIES**

Eel Dart (Ex) A galvo can launch one of its component eels like a dart up to 30 feet as a ranged touch attack. An eel dart deals a number of points of damage equal to 1d6 + the galvo's Strength modifier plus 1d6 points of electricity damage.

Swarmlike (Ex) A galvo has no discernible anatomy and is not subject to critical hits or flanking. It is also immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). Mind-affecting effects that target a single creature function normally against a galvo, since the creature's individual components share a hive mind. A galvo takes half again as much damage (+50%) from damaging area effects such as fireball and splash weapons.

Varied Attack (Ex) A galvo's slam attack deals both bludgeoning and slashing damage since the creature is formed completely of biting eels.

(Note: The following 4-Player Adjustment comes from [Linda's comment](#) in the GM Discussion thread. It was left out of the scenario text.)

Subtier 10–11: Replace both advanced galvos with standard galvos from Subtier 7–8.

Razektha's Betrayal

FEEDER IN THE DEPTHS

CR 9

LE Huge magical beast

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent, low-light vision; Perception +20

Aura blood feast (30 ft.)

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, –2 size)

hp 105 (10d10+50); blood feast

Fort +12, **Ref** +9, **Will** +7

Resist cold 20; **SR** 19

OFFENSE

Speed swim 80 ft.

Melee bite +15/+10 (2d6+10/19–20 plus deadly bleeding)

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

Special Attacks swift bite

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

At will—*blood biography*^{APG} (on any creature bitten in the past day, DC 15)

1/day—*summon monster V* (summons 1d4+1 hammerhead sharks or 1d3 great white sharks)

STATISTICS

Str 24, **Dex** 15, **Con** 20, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +10; **CMB** +19; **CMD** 31 (can't be tripped)

Feats Combat Reflexes, Improved Critical (bite), Intimidating Prowess, Iron Will, Vital Strike

Skills Intimidate +19, Knowledge (religion) +11, Perception +20, Swim +15; **Racial Modifiers** +5 Perception

Languages Aklo, Aquan, Infernal

SPECIAL ABILITIES

Blood Feast (Su) When a creature within 30 feet of a feeder in the depths takes bleed damage (including ongoing damage), the feeder heals an equal amount of damage.

Deadly Bleeding (Su) A feeder in the depth's bite causes bleeding wounds that resist healing. The first bite that damages a creature deals 1d4 points of bleed damage, and each subsequent bite increases the amount of bleed by 1d4. Stopping the bleeding requires a successful DC 20 Heal check or the application of any magical healing. However, anyone attempting to cast a healing spell on a creature suffering from deadly bleeding must succeed at a DC 20 caster level check or the spell doesn't affect the bleeding creature. The save DC is Constitution-based.

Keen Scent (Ex) A feeder in the depths can notice creatures by scent in a 180-foot radius underwater, and can detect blood in the water at a distance of up to 1 mile.

Swift Bite (Ex) When making a full attack, a feeder in the depths can make a second bite attack at a –5 penalty.

HAMMERHEAD SHARK (for summoning) CR 3

N Large animal (aquatic)

Init +7; **Senses** blindsense 30 ft., keen scent; Perception +10**DEFENSE****AC** 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)**hp** 30 (4d8+12)**Fort** +9, **Ref** +7, **Will** +4**OFFENSE****Speed** swim 60 ft.**Melee** bite +7 (1d8+7)**Space** 10 ft., **Reach** 5 ft.**STATISTICS****Str** 21, **Dex** 16, **Con** 17, **Int** 1, **Wis** 16, **Cha** 6**Base Atk** +3; **CMB** +9; **CMD** 22**Feats** Great Fortitude, Improved Initiative**Skills** Perception +10, Swim +13**GREAT WHITE SHARK (for summoning) CR 4**

N Huge animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent, low-light vision; Perception +11**DEFENSE****AC** 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, -2 size)**hp** 42 (5d8+20)**Fort** +10, **Ref** +6, **Will** +4**OFFENSE****Speed** swim 60 ft.**Melee** bite +9 (2d8+10 plus bleed)**Space** 15 ft., **Reach** 10 ft.**Special Attacks** bleed (1d6)**STATISTICS****Str** 25, **Dex** 14, **Con** 19, **Int** 1, **Wis** 16, **Cha** 4**Base Atk** +3; **CMB** +12; **CMD** 24 (can't be tripped)**Feats** Great Fortitude, Improved Initiative, Weapon Focus (bite)**Skills** Perception +11, Swim +15**JIGSAW SHARKS (6)****CR 1**

N Medium animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +6**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 11 (2d8+2)**Fort** +4, **Ref** +5, **Will** +1**OFFENSE****Speed** swim 60 ft.**Melee** bite +3 (1d6+3)**Space** 5 ft., **Reach** 5 ft.**TACTICS****During Combat** The sharks attack the bound captives. If the PCs damage a shark, the shark goes after the PCs instead.**Morale** The sharks fight to the death.**STATISTICS****Str** 15, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +1; **CMB** +3; **CMD** 15**Feats** Improved Initiative**Skills** Perception +6, Swim +10

Mature adult brine dragon

NE Large dragon (extraplanar, water)

Init +4; **Senses** dragon senses; Perception +22

Aura frightful presence (210 ft., DC 21)

DEFENSE

AC 34, touch 9, flat-footed 34 (+4 armor, +21 natural, -1 size)

hp 168 (16d12+64)

Fort +14, **Ref** +12, **Will** +13

DR 10/magic; **Immune** acid, paralysis, sleep; **SR** 23

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +26 (2d6+16), 2 claws +26 (1d8+11), tail slap +21 (1d8+16), 2 wings +21 (1d6+5)

w/ Power Attack bite +21 (2d6+31), 2 claws +21 (1d8+21), tail slap +16 (1d8+31), 2 wings +16 (1d6+10)

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

Special Attacks breath weapon (80-ft line, DC 22, 14d6 acid, 1d4 rounds)

Spell-Like Abilities (CL 16th; concentration +19)

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

Sorcerer Spells Known (CL 9th; concentration +12)

4th (4/day)—*bestow curse* (DC 17), *greater invisibility*

3rd (7/day)—*deep slumber* (DC 16), *haste*, *suggestion* (DC 16)

2nd (7/day)—*bear's endurance*, *bull's strength*, *detect thoughts* (DC 15), *invisibility*

1st (7/day)—*color spray* (DC 14), *feather fall*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14)

0 (at will)—*detect magic*, *detect poison*, *mage hand*, *message*, *open/close* (DC 13), *prestidigitation*, *read magic*, *resistance*

TACTICS

Before Combat Razethka has used *mage armor* and *greater invisibility* before the battle began. If possible, she waits for all the PCs to enter the room before revealing herself and unleashing a breath attack.

During Combat Razethka favors savagery and relishes attacking foes with her claws.

Morale Razethka fights to the death.

Base Statistics Without *mage armor*, Razethka's base statistics are **AC** 30, touch 9, flat-footed 30.

STATISTICS

Str 32, **Dex** 11, **Con** 19, **Int** 19, **Wis** 16, **Cha** 17

Base Atk +16; **CMB** +28 (+30 bull rush); **CMD** 38 (40 vs. bull rush, 42 vs. trip)

Feats Hover, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Swim), Vital Strike

Skills Acrobatics +0 (+12 to jump), Bluff +22, Diplomacy +22, Fly +13, Heal +22, Knowledge (arcana) +23, Knowledge (nature) +23, Perception +22, Sense Motive +22, Survival +22, Swim +44

Languages Aquan, Common, Draconic, Elven, Halfling

SQ water breathing

Gear *elixirs of dragon's breath* (brine dragon) (2, as *elixir of dragon's breath*^{UE} [black dragon], except they deal 10d6 points of acid damage)

SPECIAL ABILITIES

Dragon Senses (Ex) Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who

witness the action may become frightened or shaken. The duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (This save is Charisma-based.) On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Razethka's Spells & SLAs

SLAs

Control Water – not relevant underwater

Obscuring Mist (conjunction (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed.

Past that is totally concealed. Winds, fire remove it.

Speak with Animals (divination, VS, personal, 1min/lvl) – you can talk to animals

Water Breathing (transmutation, VSMDF, living creatures touched, 2hrs/lvl, SRyes) – Target creatures can breathe water freely, divide the duration evenly. Can still breathe air.

4th level spells

Bestow Curse (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Greater Invisibility (illusion[glamer], VSMDF, personal/touch, 1rd/lvl, SRyes) – Invisibility that doesn't end when you attack.

3rd level spells

Deep Slumber (enchantment(compulsion)[mind-affecting], VSM, 1 round, close, 10ft radius, 1 min/lvl, SRyes) – Like sleep, but affects up to 10HD of targets.

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

Suggestion (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

2nd level spells

Bear's Endurance (transmutation, VSMDF, creature touched, 1min/lvl, SRyes) – +4 CON enhancement

Bull's Strength (transmutation, VSMDF, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Detect Thoughts (divination[mind-affecting], VSFDF, 60ft. cone, concentration up to 1 min/lvl) – Like detect magic, but for thoughts. People in cone get WILL to hide their thoughts.

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

1st level spells

Color Spray (illusion(pattern)[mind-affecting], VSM, 15ft cone, SRyes) – WILL. If fail <=2HD are unconscious, blind and stunned for 2d4rds, <=4HD are blind and stunned for 1d4rd, everyone are stunned for 1rd.

Feather Fall (transmutation, V, 1 immediate action, close, one medium or smaller freefalling creature/lvl, until landing or 1rd/lvl, SRyes) – Slows down falling rate to 60ft/rd.

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

SAHUAGIN BARONS (2)**CR 9**

Sahuagin fighter 7

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +13**DEFENSE****AC** 25, touch 13, flat-footed 22 (+7 armor, +3 Dex, +5 natural)**hp** 101 (9d10+52)**Fort** +11, **Ref** +9, **Will** +7 (+2 vs. fear)**Defensive Abilities** bravery +2**Weaknesses** light blindness**OFFENSE****Speed** 30 ft., swim 60 ft.**Melee** mwk trident +17/+12 (1d8+7), claw +16 (1d4+6/19–20 plus 1d6 cold), bite +15 (1d4+4 plus 1d6 cold) or

2 claws +18 (1d4+10/19–20 plus 1d6 cold), bite +17 (1d4+8 plus 1d6 cold)

w/ Power Attack mwk trident +14/+9 (1d8+13), claw +13 (1d4+9/19–20 plus 1d6 cold), bite +12 (1d4+7 plus 1d6 cold) or

2 claws +15 (1d4+16/19–20 plus 1d6 cold), bite +14 (1d4+14 plus 1d6 cold)

Ranged mwk underwater heavy crossbow +13 (1d10/19–20)**Special Attacks** blood frenzy, greater blood frenzy (1d4+10), weapon training (natural +1)**TACTICS****Before Combat** The barons drinks their *potions of bear's endurance* and *bull's strength*, which are included in their statistics.**During Combat** The barons wait for PCs to approach and attempt to keep the PCs away from the captives.**Morale** If Razethka falls, the sahuagin flee. Otherwise they fight to the death.**Base Statistics** Without *bear's endurance* and *bull's strength*, the barons' statistics are **hp** 83; **Fort** +9;**Melee** mwk trident +15/+10 (1d8+5), claw +14 (1d4+5/19–20 plus 1d6 cold), bite +13 (1d6+3 plus 1d6 cold); **Str** 20, **Con** 17; **CMB** +14, **CMD** 27.**STATISTICS****Str** 24, **Dex** 16, **Con** 21, **Int** 16, **Wis** 13, **Cha** 6**Base Atk** +9; **CMB** +16; **CMD** 32**Feats** Blood Tide^{MC}, Combat Expertise, Greater Blood Frenzy^{MC}, Improved Critical (claw), Lunge, Multiattack, Power Attack, Weapon Focus (claw), Weapon Specialization (claw)**Skills** Climb +12, Intimidate +10, Knowledge (nobility) +12, Perception +13, Ride +14, Sense Motive +10, Swim +18**Languages** Aquan, Common, Infernal; speak with sharks**SQ** armor training 2**Combat Gear** *potion of bear's endurance*, *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** +1 *breastplate*, mwk trident, mwk underwater heavy crossbow with 20 bolts, *cloak of resistance* +1, *frost amulet of mighty fists*, 1,033 gp**SPECIAL ATTACKS****Blood Frenzy (Ex)** Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.**Blood Tide** When you make a full attack while in a blood frenzy, you can give up your regular attacks to instead make one melee attack at your highest base attack bonus against each bleeding or wounded opponent within reach. You must use a natural weapon with these attacks, and you must make a

separate attack roll against each opponent. You do not need to use the same natural weapon against each opponent.

When you use Blood Tide, you also forfeit any extra attacks granted by other feats, spells, or abilities.

Greater Blood Frenzy You no longer take a penalty to AC while in a blood frenzy. In addition, if you strike an enemy with both of your claw attacks—or two or more claw attacks if you have extra limbs—while in a blood frenzy, you can rend (as the special attack), dealing an amount of additional damage equal to your claw damage plus 1-1/2 times your Strength bonus (minimum 0).

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Lunge You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

