

# Torrent's Last Will

## Subtier 7-8

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto: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](https://paizo.com/communityuse). For more information about Paizo Inc. and Paizo products, please visit [paizo.com](https://paizo.com).

# Battle in the Lambent Bloom

## ZEMDAR

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 drinks his *potions of bear's endurance* and *bull's strength*, which are included in his statistics.

**During Combat** Baron Zemdar 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 Zemdar 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<sup>MC</sup>, Combat Expertise, Greater Blood Frenzy<sup>MC</sup>, 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.

**SAHUAGIN SCOUT (2)****CR 3**

Sahuagin rogue 2

LE Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +8**DEFENSE****AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)**hp** 34 (4 HD; 2d10+2d8+14)**Fort** +3, **Ref** +9, **Will** +4**Defensive Abilities** evasion**Weaknesses** light blindness**OFFENSE****Speed** 30 ft., swim 60 ft.**Melee** mwk trident +8 (1d8+6), bite +2 (1d4+2) or  
2 claws +7 (1d4+4), bite +7 (1d4+4)**Ranged** mwk underwater heavy crossbow +7 (1d10/19–20)**Special Attacks** blood frenzy, sneak attack +1d6**STATISTICS****Str** 18, **Dex** 17, **Con** 16, **Int** 17, **Wis** 12, **Cha** 7**Base Atk** +3; **CMB** +7; **CMD** 20**Feats** Combat Expertise, Rapid Reload (heavy crossbow)**Skills** Acrobatics +10, Climb +11, Disable Device +12, Escape Artist +10, Knowledge (geography) +7,  
Perception +8, Ride +7, Sense Motive +8, Stealth +10, Survival +7, Swim +12**Languages** Aquan, Common, Elven; speak with sharks**SQ** rogue talents (bleeding attack +1), trapfinding +1**Combat Gear** +1 elf-bane bolts (3), +1 human-bane bolts (3), +1 merfolk-bane bolts (3), *potion of cure moderate wounds*; **Other Gear** mwk trident, mwk underwater heavy crossbow<sup>UE</sup> with 20 bolts, *feather token* (anchor), dagger, thieves' tools, 53 gp**SPECIAL ABILITIES****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.**Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “attack this target,” “come here,” or “defend me.”

## A6. The Coral Guard

### CORAL GOLEM

CR 9

N Large construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

**AC** 21, touch 9, flat-footed 21 (+12 natural, -1 size)

**hp** 96 (12d10+30)

**Fort** +4, **Ref** +4, **Will** +4

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

#### OFFENSE

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

**Melee** 2 claws +18 (1d6+10/19–20 plus bleed)

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

**Special Attacks** bleed (1d6)

#### TACTICS

**During Combat** The coral golem attacks the nearest creature.

**Morale** The coral golem fights until destroyed.

**4-Player Adjustment** The golem 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** 24, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +12; **CMB** +20; **CMD** 30

**Feats** Improved Critical<sup>B</sup> (claw)

**Skills** Swim +15

**SQ** aquatic reconstruction, 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

### GALVO

CR 9

NE Medium magical beast (aquatic) [Red = 4-Player Adjustment]

**Init** +4 [+0]; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +10

### DEFENSE

**AC** 23 [20], **touch** 15 [14], **flat-footed** 18 [16] (+4 [+3] **Dex**, +1 **dodge**, +8 [+6] **natural**)

**hp** 127 (15d10+45)

**Fort** +12, **Ref** +13 [+12], **Will** +6

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

[Weaknesses fatigued]

### OFFENSE

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

**Melee** bite +19 (1d6+3 plus 2d6 electricity), 2 slams +19 (1d6+3 plus 2d6 electricity) [+18 (1d6+2...)]

w/ **Power Attack** bite +15 (1d6+15 plus 2d6 electricity), 2 slams +15 (1d6+15 plus 2d6 electricity) [+14 (1d6+14...)]

**Ranged** eel dart +19 touch (1d6+3 plus 1d6 electricity) [+18 touch (1d6+2...)]

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

### TACTICS

**During Combat** The galvo attacks lightly armored PCs first, switching to a new target if a PC proves resistant to electricity.

**Morale** Filled with consuming hatred, the galvo fights to the death.

### STATISTICS

**Str** 17 [15], **Dex** 19 [17], **Con** 16, **Int** 7, **Wis** 12, **Cha** 8

**Base Atk** +15; **CMB** +18 [+17]; **CMD** 33 [31] (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 [+14], Swim +15 [+14]

**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 7–8: The galvo is sluggish when it forms. It has the fatigued condition and takes an additional –3 penalty on Initiative, for a total penalty of –4. Reduce its natural armor by 2, reducing its AC and flat-footed AC by 2.

# Razektha's Betrayal

## RAZETHKA THE SCARRED

CR 10

Young adult brine dragon

NE Large dragon (extraplanar, water)

**Init** +4; **Senses** dragon senses; **Perception** +17

---

### DEFENSE

**AC** 28, touch 9, flat-footed 28 (+4 armor, +15 natural, -1 size)

**hp** 114 (12d12+36)

**Fort** +11, **Ref** +10, **Will** +10

**DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 21

---

### OFFENSE

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

**Melee** bite +20 (2d6+13), 2 claws +20 (1d8+9), tail slap +15 (1d8+13), 2 wings +15 (1d6+4)

**w/ Power Attack** bite +16 (2d6+25), 2 claws +16 (1d8+17), tail slap +11 (1d8+25), 2 wings +11 (1d6+8)

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

**Special Attacks** breath weapon (80-ft line, DC 19, 10d6 acid)

**Spell-Like Abilities** (CL 12th; concentration +14)

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

**Sorcerer Spells Known** (CL 5th; concentration +7)

2nd (5/day)—*bull's strength*, *invisibility*

1st (7/day)—*color spray* (DC 13), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 13)

0 (at will)—*detect magic*, *detect poison*, *mage hand*, *open/close* (DC 12), *prestidigitation*, *read magic*

---

### TACTICS

**Before Combat** Razektha has used mage armor and 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** Razektha favors savagery and relishes attacking foes with her claws.

**Morale** Razektha fights to the death.

**Base Statistics** Without *mage armor*, Razektha's base statistics are **AC** 24, touch 9, flat-footed 24.

---

### STATISTICS

**Str** 28, **Dex** 11, **Con** 17, **Int** 17, **Wis** 14, **Cha** 15

**Base Atk** +12; **CMB** +22; **CMD** 32 (36 vs. trip)

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

**Skills** Acrobatics +0 (+12 to jump), Bluff +17, Diplomacy +17, Fly +9, Heal +17, Knowledge (nature) +18, Perception +17, Sense Motive +17, Survival +17, Swim +38

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

**SQ** water breathing

**Gear** *elixirs of dragon's breath* (brine dragon) (as *elixir of dragon's breath*<sup>UE</sup>[black dragon]), except it deals 10d6 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

**Obscuring Mist** (conjuration (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 breath water freely, divide the duration evenly. Can still breathe air.

#### 2<sup>nd</sup> level spells

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

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

#### 1<sup>st</sup> 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.

**Mage Armor** (conjuration(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)

### **JIGSAW SHARKS (3)**

**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



**SAHUAGIN LIEUTENANT (2)****CR 5**

Sahuagin fighter 3

LE Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +10**DEFENSE****AC** 20, touch 13, flat-footed 17 (+2 armor, +3 Dex, +5 natural)**hp** 50 (5d10+23)**Fort** +6, **Ref** +7, **Will** +6 (+1 vs. fear)**Defensive Abilities** bravery +1**Weaknesses** light blindness**OFFENSE****Speed** 30 ft., swim 60 ft.**Melee** +1 *trident* +11 (1d8+7), bite +4 (1d4+2) or

2 claws +9 (1d4+4), bite +9 (1d4+4)

**w/ Power Attack** +1 *trident* +9 (1d8+13), bite +2 (1d4+4) or

2 claws +7 (1d4+8), bite +7 (1d4+8)

**Ranged** mwk underwater heavy crossbow +9 (1d10/19–20)**Special Attacks** blood frenzy**STATISTICS****Str** 19, **Dex** 16, **Con** 17, **Int** 12, **Wis** 15, **Cha** 8**Base Atk** +5; **CMB** +9; **CMD** 22**Feats** Greater Blood Frenzy, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (*trident*)**Skills** Climb +10, Handle Animal +4, Intimidate +11, Perception +10, Ride +7, Stealth +7, Survival +6, Swim +16**Languages** Aquan, Common; speak with sharks**SQ** armor training 1**Combat Gear** *potion of cure moderate wounds*; **Other Gear** *potion of air breathing*<sup>MC</sup>, leather armor, +1 *trident*, dagger, mwk underwater heavy crossbow<sup>UE</sup> with 20 bolts, 421 gp**SPECIAL ABILITIES****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.**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.**Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “attack this target,” “come here,” or “defend me.”