

Forbidden Tides

Subtier 9-10

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Getting Started

Underwater Advanced Cryopike

Level 12; Price 34,800

Hands 2; Proficiency Advanced Melee

Damage 2d8 C; **Critical** staggered

Bulk 2; Special powered (capacity 40; usage 2), reach

Underwater Ultrathin Dagger

Level 12; Price 32,800

Hands 1; Proficiency Basic Melee

Damage 4d4 S; **Critical** —

Bulk L; Special analog, operative

Underwater Elite Semi-Auto Pistol

Level 10; Price 18,200

Hands 1; Proficiency Small Arms

Damage 3d6 P; **Range** 60 ft.; **Critical** —

Capacity 12 rounds; **Usage** 1

Bulk L; Special analog

Underwater Medium Machine Gun

Level 11; Price 23,100

Hands 2; Proficiency Heavy

Damage 3d10 P; **Range** 60 ft.; **Critical** —

Capacity 60 rounds; **Usage** 2

Bulk 2; Special analog, automatic

Underwater: A weapon with this special property that is used underwater ignores the -2 penalty to attack rolls and deals full damage.

A. Mining Entrance

GIANT BASALT CRABS (2)

CR 8

N Large animal (aquatic) [Red = 4-player adjustment]

Init +3 [+1]; **Senses** darkvision 60 ft., low-light vision; **Perception** +16 [+14]

DEFENSE

HP 125

EAC 20; **KAC** 23

Fort +12 [+10]; **Ref** +10 [+8]; **Will** +7 [+5]

OFFENSE

Speed 40 ft., swim 40 ft.

Melee claw +19 [+17] (3d4+14 [3d4+12] B plus grab)

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

Offensive Abilities surging charge

TACTICS

During Combat The giant basalt crabs work together to take down one opponent at a time to protect their homes.

Morale A giant basalt crab tries to escape if reduced below 20 Hit Points.

STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** —; **Wis** +1; **Cha** +1

Skills Athletics +21 [+19] (+25 [+23] to swim), Acrobatics +16 [+14], Stealth +16 [+14] (+20 [+18] when in basalt formations)

Other Abilities mindless

SPECIAL ABILITIES

Collaborative Attack (Ex) Giant basalt crabs are used to fighting as a team. When a giant basalt crab makes a full attack against a creature who is grabbed by another giant basalt crab, each attack takes only a –3 penalty instead of –4. A giant basalt crab also gains an additional +1 bonus to its attack rolls when flanking with another crab.

Grab (Ex) If the creature hits with the indicated attack (usually a claw or bite attack), it deals the normal damage. If the creature's attack roll successfully hits the target's KAC + 4, the creature also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The creature does not need to have a spare limb free to perform this grapple, as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The creature can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Mindless (Ex) The creature has no Intelligence score or modifier and is immune to mind-affecting effects. Any DCs or other statistics that rely on an Intelligence score treat the creature as having a score of 10 (+0).

Surging Charge (Ex) A giant basalt crab takes no penalty on attack rolls when charging.

B2. The Mines

MINING ROBOT (2)

CR 9

N Large construct (technological) [Red = 4-player adjustment]

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE

HP 145

EAC 20 [18]; **KAC** 22 [20]

Fort +10; **Ref** +8; **Will** +6

Defensive Abilities integrated weapons, nanite repair; **Immunities** construct immunities; **Resistances** acid 5, fire 10

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee drill +20 [+18] (3d4+14 P; critical bleed 2d4) or integrated andesite magma blade +20 [+18] (2d8+15 F & S; critical wound [DC 16])

Ranged integrated LFD screamer +17 [+15] (2d10+9 So; range 60 ft., critical deafen [DC 16])

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

TACTICS

During Combat The mining robot attacks the closest PC, starting with ranged attacks and then moving into melee. It avoids using its integrated andesite magma blade, which has not been modified for underwater use.

Morale The mining robot does not surrender or attempt to escape. A PC who uses a full-round action and succeeds at a DC 32 Engineering check can deactivate the robot. To attempt this check, the PC must be adjacent to the robot or have remote hacking capabilities.

STATISTICS

Str +6; **Dex** +4; **Con** —; **Int** -2; **Wis** +3; **Cha** -3

Skills Profession (miner) +17

Languages Common (can't speak)

Other Abilities rock tunneler, unliving

Gear andesite magma blade^{AR} with 3 high-capacity batteries (40 charges each), LFD screamer with 2 super-capacity batteries (80 charges each)

SPECIAL ABILITIES

Nanite Repair (Ex) A mining robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (9 Hit Points per hour for most mining robots.) Once per day as a full action, a mining robot can restore 4d8 Hit Points to itself or any touched construct with the technological subtype

Rock Tunneler (Ex) A mining robot can burrow through stone at half speed, and it can choose to leave tunnels when it burrows.

Construct Immunities Constructs are immune to the following effects, unless the effect specifies that it works against constructs.

Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.

Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.

Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Unliving The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as make whole can heal constructs, and magic effects can heal undead. An unliving creature with fast healing still benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected, except through the use of miracle, wish, or a similar effect that specifically works on unliving creatures.

B6. Ritual Preparation Area

ADVANCED MUMMIFIED MORLAMAW (4)

CR 7

Variant morlamaw

LE Large monstrous humanoid undead (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE

HP 105

EAC 19; **KAC** 21

Fort +11; **Ref** +11; **Will** +8

Defensive Abilities DR 5/—; **Immunities** undead immunities; **Resistances** cold 5

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +18 (2d6+12 P plus skewer plus morlamaw mummy rot)

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

TACTICS

During Combat The mummy morlamaws attack the nearest living opponent.

Morale The mummy morlamaws do not surrender or attempt to escape. They fight until destroyed.

STATISTICS

Str +5; **Dex** +2; **Con** —; **Int** —; **Wis** +0; **Cha** +4

Skills Athletics +19 (+23 to swim), Acrobatics +14

Languages Morlamaw

Other Abilities mindless, unliving

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.

MORLAMAW MUMMY ROT (EX)

Type disease (injury); **Save** Fortitude DC 15

Tracks physical and mental (special); **Frequency** 1/day

Effect no latent state; the victim takes all penalties from progressing on both the physical and mental disease tracks

Cure The victim must benefit from two successful castings of *remove affliction* within 1 minute.

Note on disease: The first stage on each track is Latent, which doesn't any have immediate effects. Diseases, unlike poisons, can't get worse on a second failed save, which means that this disease will never have any effects during the scenario. However, since this is an affliction that can result in an unplayable character, it needs to be resolved at the table.

Mindless (Ex) The creature has no Intelligence score or modifier and is immune to mind-affecting effects. Any DCs or other statistics that rely on an Intelligence score treat the creature as having a score of 10 (+0).

Undead Immunities (Ex) Undead are immune to the following effects, unless the effect specifies it works against undead creatures.

Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning.

Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.

Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Unliving The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as make whole can heal constructs, and magic effects can heal undead. An unliving creature with fast healing still benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected, except through the use of miracle, wish, or a similar effect that specifically works on unliving creatures.

C. The Island's Surface

FOLLOWER OF THE ETERNAL SOURCE (3)

CR 6

Male and female morlamaw mystics

NE Large monstrous humanoid (morlamaw)

Init +0; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

HP 75 RP 4

EAC 15; **KAC** 16

Fort +3; **Ref** +5; **Will** +9

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +13 (1d6+9 P plus skewer)

Ranged underwater advanced semi-automatic pistol +9 (2d6+9 P)

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

Offensive Abilities backlash, share pain (DC 16), sow doubt (DC 16)

Mystic Spells Known (CL 4th; melee +9, ranged +7)

2nd (3/day)—*mind thrust* (DC 17), *mystic cure*

1st (3/day)—*command* (DC 16), *lesser confusion* (DC 16), *wisp ally*

0 (at will)—*fatigue* (DC 15), *telekinetic projectile*

TACTICS

During Combat The cultists use their spells against any PC who approaches Farimther, leaving the mummified morlamaws to engage the PCs directly in melee. The cultists use *mystic cure* on Farimther if he is injured.

Morale If Farimther is defeated and a cultist is reduced below 25 hit points, that cultist surrenders.

STATISTICS

Str +3; **Dex** +0; **Con** +1; **Int** +0; **Wis** +5; **Cha** +0

Skills Athletics +18 (+22 to swim), Culture +18, Mysticism +18, Sense Motive +13

Languages Common, Morlamaw

Other Abilities mindlink

Gear underwater^{AA} advanced semi-automatic pistol

SPECIAL ABILITIES

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.

Mind Thrust (divination (mind-affecting), close, one creature, SRyes) – 4d10 damage, WILL half

Mystic Cure (conjunction (healing), touch, SRyes) – Heal for 3d8+Wis, transfer hit points

Command (enchantment (compulsion, language-dependent, mind-affecting), close, one living creature, 1 round, SRyes) – WILL or one of Approach, Drop, Fall, Flee, Halt

Confusion, Lesser (enchantment (compulsion, mind-affecting), close, one creature, 1rd, SRyes) – WILL or become confused. Either attack its attackers or roll on table. 1d4: 1 act normally, 2 babble incoherently, 3 1d8+str to self, 4 attack nearest

Wisp Ally (conjunction (creation), close, one servant, 1rd/lvl) – Servant provides harrying fire or covering fire, follow enemy around, move action to redirect it in 60 ft.

Male morlamaw envoy

NE Large monstrous humanoid (morlamaw)

Init +3; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE

HP 162 RP 4

EAC 22; **KAC** 23

Fort +8; **Ref** +10; **Will** +12

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tusk +19 (3d4+13 P plus skewer)

Ranged underwater elite semi-automatic pistol +9 (3d6+9 P, range 60ft.)

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

Offensive Abilities Quick Dispiriting Taunt

TACTICS

During Combat Farimther leads his allies, directing attacks against particular opponents with Improved Get 'Em or trying to debuff a particularly tough opponent with a Quick Dispiriting Taunt.

Morale Farimther is completely devoted to Ghatanothoa and stops at nothing to complete this ritual. He fights to the death and does not surrender or try to escape.

STATISTICS

Str +4; **Dex** +3; **Con** +1; **Int** +2; **Wis** +1; **Cha** +6

Skills Athletics +23 (+27 to swim), Bluff +23, Culture +18, Diplomacy +23, Intimidate +23, Mysticism +18, Sense Motive +23

Languages Common, Morlamaw

Other Abilities Improved Get 'Em, Situational Awareness

Gear underwater^{AA} semi-automatic advanced pistol, credstick with 8,000 credits

SPECIAL ABILITIES

Dispiriting Taunt (Ex) As a move action, you can taunt an enemy within 60 feet. Attempt an Intimidate check with the same DC as a check to demoralize that enemy (though this isn't a check to demoralize, so you can't use abilities that would apply to a demoralization attempt, like the rattling presence expertise talent). If you fail, that enemy is off-target until the end of your next turn. If you succeed, that enemy is instead shaken until the end of your next turn. This is an emotion and fear effect.

You can spend 1 Resolve Point to treat a failed Intimidate check for dispiriting taunt as if it were a success.

Get 'Em (Ex) As a move action, you can choose one enemy within 60 feet. Until the start of your next turn, you and your allies gain a +2 morale bonus to attack rolls made against that enemy. The bonus persists even if the enemy moves beyond 60 feet or out of line of sight or hearing.

You can spend 1 Resolve Point to grant this bonus to attack rolls and damage rolls against all enemies who are within 60 feet.

As a standard action, you can make a single attack against a target within 60 feet. You and your allies within 60 feet gain the benefits of get 'em against that target (applying these effects before making the attack roll). As with get 'em, you can spend 1 Resolve Point to grant the benefits against all enemies within 60 feet.

Situational Awareness (Ex) If you ready an action, once before the trigger you selected occurs, you can spend 1 Resolve Point to change both the trigger and the action you have ready. You must ready an action that takes the same kind of action as your originally readied action, or you must ready a lesser action. (For example, if you readied a standard action, you could switch to another standard action, a

move action, or a swift action, and if you readied a move action, you could switch to another move action or a swift action.)

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.

ADVANCED MUMMIFIED MORLAMAW (2)**CR 7**

Variant morlamaw

LE Large monstrous humanoid undead (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +14**DEFENSE****HP 105****EAC** 19; **KAC** 21**Fort** +11; **Ref** +11; **Will** +8**Defensive Abilities** DR 5/—; **Immunities** undead immunities; **Resistances** cold 5**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft., swim 40 ft.**Melee** tusk +18 (2d6+12 P plus skewer plus morlamaw mummy rot)**Space** 10 ft.; **Reach** 10 ft.**TACTICS****During Combat** The mummy morlamaws attack the nearest living opponent.**Morale** The mummy morlamaws do not surrender or attempt to escape. They fight until destroyed.**STATISTICS****Str** +5; **Dex** +2; **Con** —; **Int** —; **Wis** +0; **Cha** +4**Skills** Athletics +19 (+23 to swim), Acrobatics +14**Languages** Morlamaw**Other Abilities** mindless, unliving**SPECIAL ABILITIES**

Skewer (Ex) When a morlamaw successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into an adjacent square. This movement doesn't provoke attacks of opportunity.