

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-17

Levels 1-4

STRANDED ON YESTERDAY'S TIDE

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STRANDED ON YESTERDAY'S TIDE

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GM RESOURCES

Campaign Home Page: pathfindersociety.club**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary 2*, *Pathfinder Gamemastery Guide*, *Pathfinder Lost Omens Pathfinder Society Guide*, and *Pathfinder Lost Omens World Guide***Maps:** *Pathfinder Flip-Mat: Bigger Ship***Online Resource:** Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.



HORIZON HUNTERS

SUMMARY

Venture-Captains Eras the Needle and Calisro Benarry of the *Grimming Pixie* task the PCs with investigating a so-called “ghost ship” named the *Yesterday's Tide*. The *Tide* has been seen running adrift off the Ironbound Archipelago for several years now, and Eras wants to know the cause.

After winning the trust of the *Tide's* crew, the PCs learn that the ship is stuck in time, doomed to repeat the same week in an endless cycle. As the PCs search the ship, they are attacked by Arjol Parkit, an occultist whose explorations of temporal magic are partly to blame for the *Tide's* predicament. A search of Arjol's cabin reveals his journal, which contains a ritual Arjol believed could unmoor the ship from time. Unable to participate in the ritual themselves, the PCs must convince the fatalistic sailors to enact the magic—and protect them from the temporal echoes of Arjol's hound as they do.

STRANDED ON YESTERDAY'S TIDE

By Bill Fischer

ADVENTURE BACKGROUND

In 4719 AR the city of Xin-Edasseril, home to **Belimarius** (LE female azlanti Runelord of Envy), one of the seven runelords of Ancient Thassilon, emerged from the Dimension of Time suddenly and somewhat violently. Appearing where it had stood thousands of years prior, just before a meteor plunged Golarion into darkness in an event known as Earthfall, the city's return sent a magical shudder through nearby lands. Among those affected were an unfortunate group of sailors traveling between the Ironbound Archipelago and what was then mainland Varisia. The sailors saw the city reemerge, and the shattered temporal magics washed over their vessel, *Yesterday's Tide*, forcing them to relive the same week over and over.

The unfortunate sailors found themselves transported to a point where the *Tide* had been a week earlier, and each week they return to that location, their memories intact but otherwise in the same state as they were on that day many years ago. Even should they jump overboard or take more desperate actions, each week they return. Everything the crew has tried to become unstuck—changing their course, running aground, even setting fire to their ship and scuttling it—has failed. Eventually, the sailors gave up hope. They now simply let the *Tide* drift along with the currents, which has led it to being sighted off the Ironbound Archipelago over and over, vanishing soon after it appears.

One of the crew, though, had more insight into their troubles. **Arjol Parkit** (LE male human occultist), a Vudran scholar, was aboard the *Tide* on the fateful day Xin-Edasseril reappeared. Arjol had been working on an occult ritual that would allow him to see through time, in the hopes of learning the history of a mysterious amulet he had found. This ritual proved to be beyond Arjol's abilities, and its failure coincided with the wave of shattered temporal magic. The confluence of these two events anchored the ship to a place within time, dooming those aboard to repeat the same week over and over. While the sailors suspect the ritualist, those who have confronted him have met with grisly ends they barely remember. What's worse, there are signs the crew was once much larger: those that remain are too few to have crewed such a vessel, and yet no one can remember anyone missing.

WHERE ON GOLARION?

Stranded on Yesterday's Tide is set on the open sea between the Ironbound Archipelago and what is now New Thassilon. The waters are choppy, cold, and—save for the occasional sea bird or whale breaching the horizon—somewhat lonely. The area is several days from civilization, with the nearest port of note being the New Thassilonian city of Xin-Edasseril.



In truth, Arjol's ritual ended up succeeding, in a fashion. Just before Xin-Edasseril's reappearance, Arjol parted the mists of time and met the gaze of a hound of Tindalos staring back at him through the ages. As far as the hound is concerned, everyone aboard the ship is a viable target, considering the temporal anomaly in which they are all trapped. But the hound, in its alien way, loves this anomaly, reveling in the despair and hopelessness radiating off the ship. It has identified Arjol as the one responsible for the anomaly and now shows the occultist a grim appreciation. Though the hound isn't under Arjol's control, it refuses to harm him and generally focuses its attention on targets the occultist indicates. While the crew occasionally manages to hold off the beast out of luck or desperation, the hound feasts whenever Arjol believes one of the sailors has grown too close to uncovering his secret. Once devoured, the crew

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THE YESTERDAY'S TIDE BECOMES STUCK IN TIME

member is erased from both time and memory. Arjol, for his part, has become obsessed with his newfound power. He believes that he has achieved immortality—and with it all the time he needs to master the occult arts. He violently opposes anyone who attempts to end the cycle.

When **Venture-Captain Eras the Needle** (LG male half-elf shipbuilder), captain of the *Grinning Pixie*, heard rumors of a ghost ship, he immediately organized an investigation. **Venture-Captain Calisro Benarry** (N female half-orc corsair) also caught wind of these rumors and has invited herself aboard the *Pixie* as a representative of the Horizon Hunters, much to the chagrin of the Eras. The two have followed the *Tide's* course long enough to learn its general pattern, but despite Calisro's protests, they have not yet approached the vessel. After a few weeks, though, Eras now feels they are prepared to send agents aboard and find out exactly what is going on.

GETTING STARTED

The PCs begin the adventure on the deck of the *Grinning Pixie*, where Venture-Captains Eras the Needle, captain of the *Pixie*, and Calisro Benarry of the Horizon Hunters have called them to investigate sightings of a “ghost ship.” While both captains are friendly towards the heroes, insightful PCs might notice a strain in their relationship with each other. This is due largely to the fact that, though Calisro passed control of the *Pixie* to Eras years ago, she's still not yet fully come to terms with losing what she felt was “her ship.”

Once everyone is settled, read or paraphrase the following to begin.

A brisk wind cuts across the deck of the *Grinning Pixie*, the impressive, three-masted carrack that serves as one of the Pathfinder Society's most famous mobile lodges. Venture-Captain Eras the Needle, a half-elven man who looks as much a scholar as a sailor, greets the agents assembled on the ship's sterncastle with a calm smile. Beside him stands Venture-Captain Calisro Benarry, a half orc woman equally dressed in the outfit of a seasoned captain. She's tapping her foot impatiently and seems about to start the briefing herself when Eras clears his throat.

“Welcome aboard Pathfinders,” Eras begins. “Several months ago, we received reports of a ghost ship sailing these waters. We made plans to investigate and, in the weeks since, my crew and I have confirmed that something strange is going on. Every seven days, the ship disappears from its current location, only to reappear where it was sighted seven days previously. In the intervening time, it takes no set course; rather, it appears to drift upon the currents. Strange tidings indeed, and the reason why we want you to investigate this ‘ghost ship’ further.”

At this point, Calisro, whose impatient foot-tapping has continued unabated, interrupts. “Ghost ship might be something of a misnomer. We've confirmed that there are living souls aboard, or at least souls who appear to be living. The crew isn't in distress—they hardly acknowledge our approach, in fact—but they don't seem bothered that they're adrift either.”



ERAS THE NEEDLE

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Catching herself, Calisro hands the briefing back to Eras. "Apologies, Captain. Please continue." She lets out a small sigh, barely audible.

Eras nods patiently, though his brow shows a slight furrow at the interruption. "Ghost ship or not, we'd like you to board this vessel and find out what is going on. We have no reason to think the ship or its crew is up to any trouble, but we'd like to determine the cause of this strange teleportation. And if you can find a way to stop the anomaly, all the better."

Calisro breaks in again, "If doing so won't harm the crew, of course! I'm more concerned with the well-being of those aboard than I am whatever with whatever's causing this weirdness. Make contact with the sailors and, assuming you don't meet resistance, render any help they need." She pauses again. "That is, if you agree Captain."



CALISRO BENARRY

Eras taps fingers along the *Pixie's* rail, a subtle yet unmistakable sign he's losing patience with Calisro. But he nods curtly. "Indeed," he says. "Any questions?"

Eras and Calisro are happy to answer any questions the PCs might have.

Have you identified the ship or anyone aboard? Eras nods. "We believe the ship to be a merchant vessel called the *Yesterday's Tide*, a fitting name considering the current strangeness. The *Tide* disappeared from these waters several years ago, but we haven't had time or resources to gather more intelligence than that. Perhaps you know more?"

Why haven't you boarded the ship yourselves? Eras glances at Calisro before responding, "Some powerful magic is clearly involved, and if the *Pixie* or its crew become caught up in it, we could've been as lost to history as they are now. But the sailors aboard the *Tide* don't seem to be in immediate danger, giving us time to call you in."

How should we board? And what will you be doing when we do? Calisro answers before Eras can reply. "We've studied the *Tide's* course well enough to know approximately where it should be. We'll bring the *Pixie* alongside the vessel and deploy grappling hooks. Our people will remain here should anyone try to board, but once affixed we'll drop anchor to keep both ships in place." She slaps the *Pixie's* rail: "The old girl should handle the job."

Society or Sailing Lore (Recall Knowledge)

A PC who succeeds at a DC 15 Society or DC 13 Sailing Lore check to Recall Knowledge about *Yesterday's Tide* might know more about the ship's history. A failure grants no information, and a critical success grants additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success The PC confirms the identity of the ship's captain, a gnome named Fidero. They also know there was at least one passenger aboard the *Tide* when it disappeared, in addition to its standard crew. The PCs have a +1 circumstance bonus on influence checks on Captain Fidero.

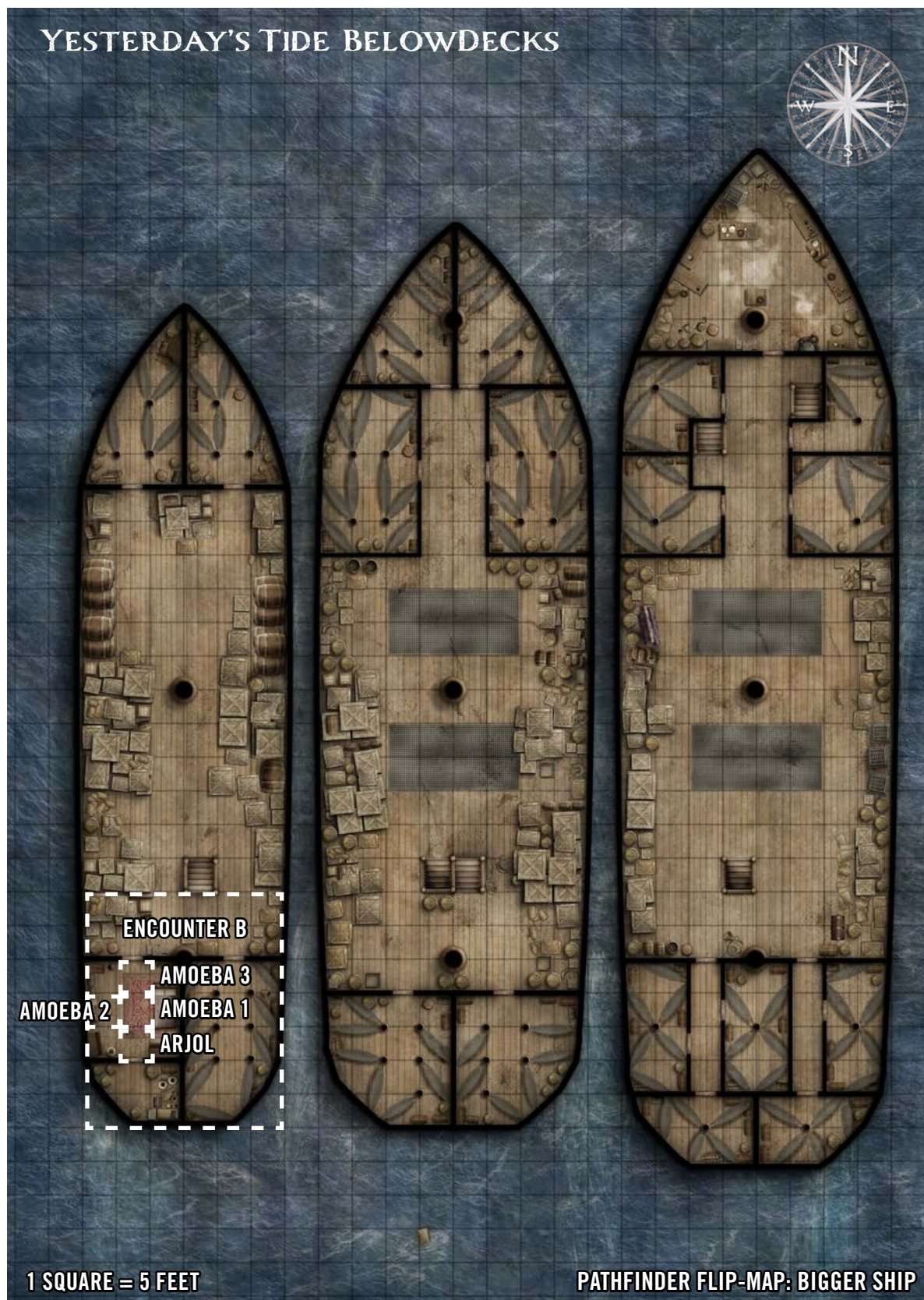
Success *Yesterday's Tide* was a merchant ship that went missing in 4719 AR. Efforts to locate the *Tide* were half-hearted at best, as its disappearance coincided with the sudden return of the city of Xin-Edasseril. At the time, many believed the two events were somehow connected.

Critical Failure The *Tide* went down in a terrible storm several years ago. The ship's wreckage washed up on shore, but the bodies of those aboard were never recovered.

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STRANDED ON YESTERDAY'S TIDE

HERO POINTS

Once the PCs ask their questions, they have a few hours to prepare for their mission as the *Pixie* sails to the *Tide*'s location. When they are ready, remind the players that they each have 1 Hero Point available.

ABOARD THE TIDE

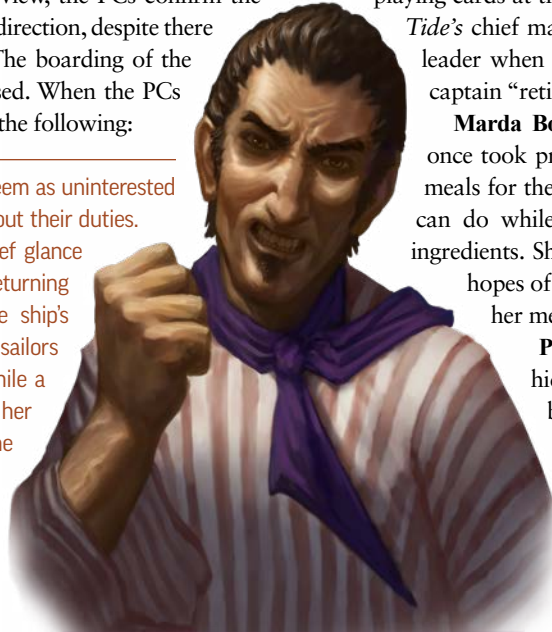
As *Yesterday's Tide* comes into view, the PCs confirm the ship drifts on the waves without direction, despite there being an active crew on deck. The boarding of the *Tide* proceeds as Calisro proposed. When the PCs step aboard, read or paraphrase the following:

The crew of the *Yesterday's Tide* seem as uninterested in the *Pixie*'s arrival as they are about their duties. Most of the sailors give only a brief glance before heading belowdeck or returning to staring out at the sea. At the ship's waist, a group of rough-looking sailors have gathered for a card game, while a dwarf—the ship's cook, judging from her apron—tosses a fishing line from the aftcastle. Meanwhile, a lone goblin sits atop a messy coil of rigging, staring at you with curiosity as he munches on a herring.

The sailors acknowledge the party's presence but reply to questions with stares, sardonic smirks, or suggestions to "take it up with the captain." If the PCs want to learn what is happening aboard the *Tide*, they first must earn the crew's trust.

A. REKINDLING THE ASHES OF HOPE MODERATE

Before the *Tide*'s sailors agree to answer questions, the PCs must earn the trust of key members of the crew by convincing them to overcome their hopelessness. Earning the trust of even one NPC points the party in the direction of the occultist, Arjol Parkit. Befriending three or more key NPCs grants the PCs a bonus later in the adventure (see page 11), when they must inspire the crew to perform the ritual to break the *Tide* free of the time loop. If the PCs fail to befriend anyone, valuable time is lost, but Troyus eventually grows tired of their blundering and tells them to "ask Parkit if they're set on meddling." This cryptic clue can set the heroes on the right path, but by now Arjol is aware of them and has had time to prepare, granting a +2 circumstance bonus to initiative to him and any other enemies present in the encounter on page 9.



TROYUS

This encounter lasts 4 rounds, but the NPCs grow bored with the heroes quickly; all Influence DCs increase by 2 on the third round. If the PCs haven't won an NPC's trust after the final round, that NPC is convinced that the party's efforts to rescue the *Tide* are futile.

Three of the four key NPCs are mentioned in the readaloud text. **Troyus** (N male human shiphand) is among the sailors playing cards at the ship's waist. Troyus served as the *Tide*'s chief mate and became the crew's de facto leader when the first mate disappeared and the captain "retired" to his cabin.

Marda Bonehook (NG female dwarf cook) once took pride in serving up a variety of tasty meals for the crew, but there's only so much she can do while burdened with the same limited ingredients. She fishes off the back of the ship in hopes of catching something novel to add to her menu.

Pog (CG male goblin stowaway) was hiding in the *Tide*'s hold when the ship became stuck in the time-loop. Since then, he's become something of a mascot for the crew. He doesn't mind being stuck on the ship, as he's made good friends here, and the *Tide*'s supply of pickled herring refreshes every week.

The last key NPC, **Captain Fidero** (LN male gnome ship captain), currently languishes in his cabin. Years spent sailing the same waters over and over have exposed Fidero to the Bleaching. Now, he's weak in both body and spirit.

Levels 1-2

TROYUS

Page 14, art on page 28

MARDA BONEHOOK

Page 14, art on page 28

POG

Page 15, art on page 29

CAPTAIN FIDERO

Page 15, art on page 29

Levels 3-4

TROYUS

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MARDA BONEHOOK

Page 14, art on page 28

POG

Page 15, art on page 29

CAPTAIN FIDERO

Page 15, art on page 29

Development: Any NPCs the characters win over relate all they know about the *Tide's* fate. If the PCs earn the trust of at least three key NPCs, they gain a +1 circumstance bonus to all skill checks made to rally the crew later in the adventure (see page 11). If they earn the trust of all four NPCs, increase this bonus to +2. The rest of the sailors generally follow the lead of the key NPCs, but most have already resigned themselves to an eternity of repetition. The PCs must give the crew members real hope that they can escape the time-loop. Luckily, they now have a solid lead: Arjol Parkit.

Rewards: If the PCs win the trust of a key NPC, that NPC gives them a gift as a token of friendship. The nature of the gift depends on the NPC the characters befriended. Troyus, for example, might give the party the winnings from his card game, while Marda gives PCs who help her cook a meal a fine, ivory-handled soup ladle. Each gift is worth 5 gp (or 50 gp for levels 3–4).

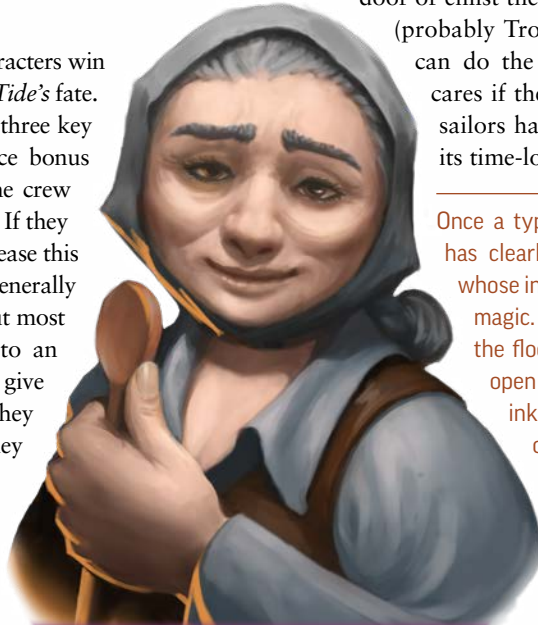
WORN WELCOME

The PCs have been directed to investigate the ship's sole paying passenger, Arjol Parkit, with various amounts of convincing resulting in more evidence that he is somehow connected with the temporal anomaly. Once the heroes have Arjol's name, anyone aboard can direct them to the occultist's cabin, and do so freely. Alternatively, the PCs might simply search the ship; in this case, they quickly discover Arjol's cabin themselves, as it's the only locked room. Everyone else unlocks the rooms they were in when the loop resets and don't bother relocking them—many doors remain open, swinging along with the rolling of the ship. If the PCs fail to win the crew's trust and don't think to search the ship, Arjol seeks them out instead. Having witnessed the *Pixie's* arrival, Arjol is certain the PCs threaten his "immortality" and confronts them abovedeck or elsewhere on the ship. In this case, he has the initiative bonus as detailed on page 8.

B. BEHIND LOCKED DOORS MODERATE

Arjol keeps his cabin locked. The PCs can Pick the Lock with three successful DC 15 Thievery checks or Force it Open with a DC 19 Athletics check (increase the DCs by 3 for levels 3–4). If those attempts fail, the PCs should have no trouble tracking down a fire ax to demolish the door or enlist the help of a friendly crew member (probably Troyus, although nearly any sailor can do the job). No one, aside for Arjol, cares if the PCs break down doors, as the sailors have watched the ship restored to its time-locked state over and over.

Once a typical passenger's cabin, this space has clearly been transformed by someone whose interests intersect with otherworldly magic. A circle of odd runes is carved into the floor, while a voluminous journal sits open atop a writing desk amidst vials of ink, the stubs of candles, and other occult trappings. Most unusual are the spaces where the cabin's walls meet or join with the ceiling and floor. All these corners have been filled with pitch, softening the angles and giving the cabin a strange, almost organic look.



MARDA BONEHOOK

If the party encountered Arjol elsewhere on the ship, the PCs are free to search his cabin at their leisure. Otherwise, Arjol is here, hunched over the summoning circle he has carved into the cabin floor.

Creatures: Emboldened by his newfound power, Arjol refuses to reason with the party. He turns on the PCs as soon as they enter, fighting to the death. He believes that even should he die his "transcendence beyond time" will likely render their actions moot and only fears that their success might undo what he has achieved. If the party's efforts to enter the cabin dragged on, Arjol has already summoned one or more cosmic amoebas, knowing he might need help to defeat the PCs. This encounter uses the map on page 7.

Levels 1–2

TIME-WORN ARJOL PARKIT

Page 16, art on page 29

CREATURE 1

COSMIC AMOEBA

Page 16

CREATURE 1

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Levels 3–4

ARJOL PARKIT

Page 23, art on page 29

CREATURE 4

COSMIC AMOEBA

Page 23

CREATURE 1

Developments: Arjol's journal sits in plain sight atop his desk. Most of the journal is written in Common and describes Arjol's efforts to investigate the history of a medallion he found among the belongings of his father, a famed occultist. Arjol was working to develop a ritual that would allow him to "see through time" and learn the medallion's origin. Judging from the journal entries, Arjol failed to cast the ritual and was traveling to northern Varisia—what is now New Thassilon—to explore ruins there. They also indicate that he planned to retry the ritual soon. These entries correspond to around the time the *Tide* disappeared, several years ago. The more recent entries are briefer and appear to be written in some sort of cipher (see *Grasping Time's Reins* below).

A character who succeeds at a DC 20 Occultism check to Recall Knowledge identifies the pitch smeared into the corners of the cabin as a possible protection against a hound of Tindalos, an otherworldly aberration that can enter the Material Plane only through right or acute angles. Though the hound (and its echoes) afforded Arjol a measure of respect, the occultist knew he did not truly control the beast. Every cycle, he filled in the corners of his cabin with pitch, rounding them as a precaution.

Rewards: Arjol's journal is worth 15 gp to a scholar of temporal magic, or 20 gp if the PCs successfully decode Arjol's private cipher (see *Grasping Time's Reins* below). For levels 3–4, the journal is worth 150 gp (or 200 gp once deciphered). A character who succeeds at a DC 12 Perception check to Search the writing desk discovers the medallion mentioned in Arjol's journal pinned to the desk's underside. Though it might hold further mysteries, for now the medallion is simply a bronze disk of unusual design, worth 5 gp (or 50 gp for levels 3–4).



POG

GRASPING TIME'S REINS

The last few entries in Arjol's journal were made after the *Tide* became stuck in the time-loop. Though they represent years of Arjol's thoughts, the entries are truncated, as the occultist must re-write his notes each cycle (all previously written words disappear when the *Tide* returns to the beginning of time-loop). Nonetheless, the entries represent Arjol's

cumulative knowledge about the time-loop, as well as a ritual he believed could

break the cycle. So that this knowledge wouldn't fall into the hands of the crew, Arjol wrote the notes in his personal cipher, one that will take the characters some time to untangle.

Even if the PCs defeated Arjol, a feeling of wrongness still hangs above the *Tide* like a storm cloud. The *Tide* will soon be pulled back to the beginning of the time-loop yet again, so the heroes must work quickly if they want to disrupt the cycle!

Deciphering Arjol's journal requires a character trained in Occultism to make three successful DC 18 Occultism checks to Decipher Writing (increase the DC to 21 for levels 3–4). Characters trained

in Society can do the same, but the DC of the check is increased to DC 20 (or DC 23 for levels 3–4). As Arjol's ritual draws from diverse magical traditions, characters trained in Arcana, Nature, or Religion can Aid either of these checks. Each attempt requires an hour of uninterrupted work. A critical success counts as two successes, while a critical failure imposes a –2 circumstance penalty on all subsequent checks to decipher the journal.

If Arjol's cipher stymies them, the PCs can return to the *Griming Pixie* for help. A competent scholar in his own right, Eras completes this work in 4 hours. However, doing so causes the PCs to fail the mission's secondary success condition and grants the temporal echoes of Arjol's hound time a +2 circumstance bonus to initiative when they return (see *Howls Echoing Through Time* below).

C. HOWLS ECHOING THROUGH TIME MODERATE

As the PCs work to decipher Arjol's journal, the hound of Tindalos senses Arjol is dead and becomes curious. Unable to shift onto the *Tide* directly, a temporal echo

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of the hound manifests instead. The hound appears shortly after the PCs successfully decipher the journal. An additional hound appears 1 round after the PCs join the fray. If the PCs take 4 hours or more to decipher the journal (either by struggling to decipher it themselves, returning to the *Pixie* for help, or some combination thereof), the hound has time to plan its emergence and gains a +2 circumstance bonus to initiative. This encounter should take place belowdeck, with the shouts of imperiled crew members drawing the PCs to the commotion. Beyond that, the encounter can occur in the ship's hold, in Captain Fidero's cabin, or anywhere else you choose. Regardless, use either the map on page 6 or the map on page 7.

Levels 1–2

WEAK HOUND ECHOES (2) CREATURE 1

Page 17, art on page 29

Levels 3–4

WEAK CACOPHONOUS HOUND ECHOES (2) CREATURE 3

Page 24, art on page 29



CAPTAIN FIDERO

HOPE FOR THE HOPELESS

Once decoded, the PCs discover that Arjol's journal contains a ritual he believed could free *Yesterday's Tide* from the time-loop. To enact the ritual, the sailors must replicate their exact routines as they were the day the time-loop started. Because the PCs aren't the ones stuck in time, they can't participate in the ritual directly—the crew must perform the ritual themselves.

If the PCs report their findings to the key NPCs from Rekindling the Ashes of Hope, those individuals better remember the hounds' previous attacks and are relieved to be rid of Arjol...at least for this cycle. But the crew has been through over 200 cycles by this point, and no one truly believes that Arjol's ritual can do what the PCs claim. All are worried what will happen when—not if—the time-loop restarts.

The party must convince the crew members that the ritual is their only chance of returning to their former lives. Each PC can attempt skill checks to rally the crew, chosen from the following options or other skills at the GM's discretion. If the party earned the trust of three of the four key NPCs in the Earning the Crew's Trust

section, they gain a +1 circumstance bonus to all skill checks made to rally the crew. If they earned the trust of all four NPCs, increase this bonus to +2. The PCs have two rounds to inspire the crew. Because the ritual takes several hours to complete, there isn't time to rally the crew further.

The DC for each of these checks is 3 higher for levels 3–4, as the malaise affecting the sailors' spirits is harder to overcome.

- A PC who succeeds at a DC 15 Diplomacy check to Make an Impression or Performance check to Perform can inspire the crew to attempt the ritual or lift their spirits while they work.
- A PC who succeeds at a DC 13 Intimidation check to Coerce or Sailing Lore check to Recall Knowledge can shout orders and rouse the more shiftless crew members into action.
- A PC who succeeds at a DC 17 Occultism or DC 20 Arcana, Nature, or Religion check to Recall knowledge can explain to the crew how the magic of the ritual works.
- A PC who succeeds at a DC 15 Acrobatics, Athletics, Crafting, or Sailing Lore check can help set the ship in order

by rigging sails, hauling supplies, making repairs, or scrubbing the decks.

The PCs' checks to rally the crew have the following results.

Critical Success The PCs earn 2 Rally Points.

Success The PCs earn 1 Rally Point.

Critical Failure The PCs lose 1 Rally point.

The total number of points earned determines how long the ritual takes to complete. For groups of 5 PCs, the top two RP threshold categories are instead 5–6 RP and 7+ RP respectively. For groups of 6 PCs, the RP threshold categories are instead 0 RP, 1–2 RP, 3–4 RP, 5–7 RP, and 8+RP.

0 RP The PCs fail to rally the entire crew, but a handful of sailors (perhaps led by one of the key NPCs the characters have befriended) attempt the ritual out of boredom. In this case, the ritual is still successful, but it requires a total of 12 rounds to complete.

1 RP The PCs inspire the crew to attempt the ritual, but the sailors' efforts are half-hearted. The ritual takes 10 rounds to complete.

2–3 RP The crew performs the ritual competently. The ritual takes 8 rounds to complete.

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4-5 RP The PCs inspire the crew to work to the best of their abilities. The ritual takes 6 rounds to complete.

6+ RP The sailors' efforts exceed all expectations. The ritual takes 4 rounds to complete.

RESTORING THE FLOW

Shortly after the ritual begins, the *Tide* begins to flicker in and out of existence as the time-loop tugs at the ship. While the sailors have experienced this temporal anomaly hundreds of times before, this day the *Tide* fails to disappear immediately. The ritual is clearly working, but the crew must see it through to its completion if they want to escape the cycle once and for all.

D. THE ECHOES RETURN MODERATE

Unfortunately, the stress created by the two competing temporal forces resonates with the hundreds of occult rituals Arjol performed aboard the ship, creating temporal copies of the otherworldly entities he had previously summoned. When the ritual begins, two cosmic amoebas materialize on the deck. The second round after the ritual begins and every other round thereafter, an additional amoeba materializes. On the 6th and 12th rounds after the ritual begins, a hound echo materializes as well. For groups of 6 PCs, an additional amoeba materializes each time. The PCs must hold off these monsters while the crew completes the ritual. If the characters fail, the *Tide* is drawn back into the time-loop to repeat its 7-day journey. This encounter uses the map on page 6.

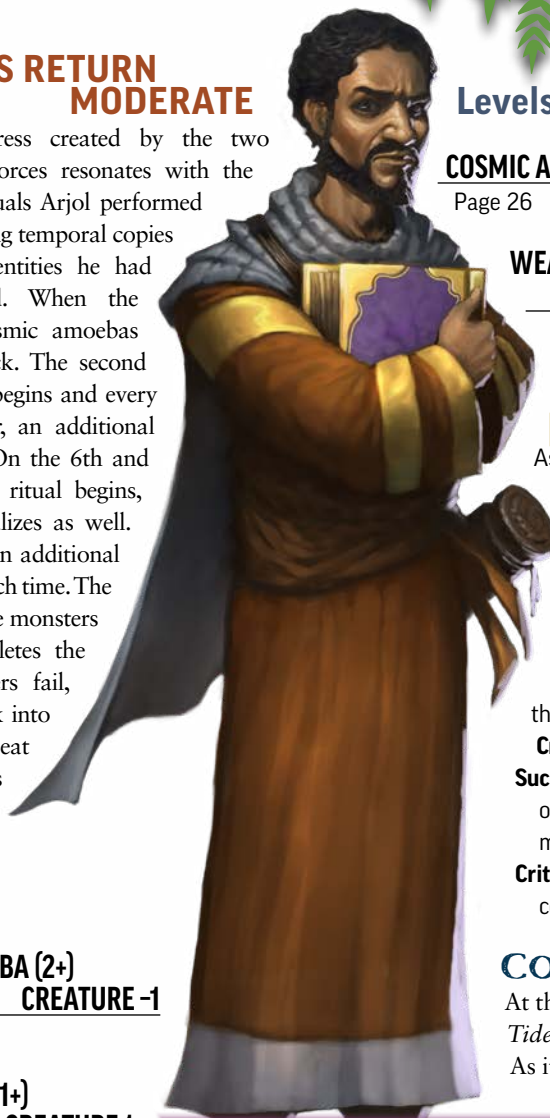
Levels 1-2

WEAK COSMIC AMOEBA (2+)
CREATURE -1

Page 19

WEAK HOUND ECHO (1+)
CREATURE 1

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ARJOL PARKIT

RUNNING ENCOUNTER D

Accelerating the Ritual: While the PCs don't need to fight all the monsters drawn by the ritual at once, the successive waves of enemies might overwhelm them if the ritual goes on too long. Luckily, the PCs can accelerate the ritual even during the battle. Before the encounter begins, inform the players that each character can attempt the Accelerate the Ritual action to rally the crew or ward off the time-loop's magic.

Levels 3-4

COSMIC AMOEBA (2+) **CREATURE 1**

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WEAK CACOPHONOUS HOUND ECHO (1+)
CREATURE 3

Page 26, art on page 29

ACCELERATE THE RITUAL

CONCENTRATE **LINGUISTIC**

As a three-action activity, you attempt to inspire the crew or ward off the time-loop's magic, giving the sailors time to complete the ritual. Attempt a DC 15 Diplomacy check to Make an Impression (DC 18 for levels 3-4) or a DC 15 Occultism check to Recall Knowledge (DC 18 for levels 3-4). In place of Occultism, you can use Arcana, Nature, or Religion, but the DC is increased by 2.

Critical Success As success, but subtract 2 rounds.

Success Subtract 1 round from the total number of rounds required to complete the ritual (to a minimum of 4 rounds).

Critical Failure Increase the time needed to complete the ritual by 1 round.

CONCLUSION

At the end of the round the ritual completes, the *Tide* materializes fully in the current timeline.

As it does, the monsters drawn to the ship wink out of existence. The sailors aboard both the *Tide* and the *Pixie* raise a cheer, knowing in their hearts that the *Tide* has escaped the time-loop

STRANDED ON YESTERDAY'S TIDE

for good. This cheer is cut short, however, as all present catch a glimpse a terrifying form—almost canine, but somehow *wrong*—lurking at the edges of their vision. The thing's cold gaze pierces the souls of sailors and heroes alike, filling each with an existential dread. As the image of the hound fades, the PCs realize they have only dealt with a small part of a greater entity: one that has *noticed* them. Thankfully, the ramifications of this are beyond the scope of the scenario.

Venture-Captain Eras agrees to accompany *Yesterday's Tide* for a week to ensure that no lingering effects of the time-loop remain. Thankfully, everything aboard the *Tide* seems to return to normal at last.

Rewards: Before they part ways, Captain Fidero invites the PCs aboard the *Tide* for a celebratory meal with himself and the rest of his crew. During this meal, he rewards the characters a *jade cat* talisman for their heroism. For levels 3–4, he also gives them a *dragon turtle scale*.

MANAGING THE ENCOUNTER

If the monsters threaten to overwhelm the party, consider having the amoebas materialize a good distance away from the PCs. With their slow movement, the amoebas might take a round or more to reach the heroes. The hound echoes should use their Angled Entry ability to appear as close to the PCs as possible, but keep in mind that because the hounds are Vulnerable to Curved Space, they are significantly less effective when not adjacent to a right or more acute angle, as may very well be the case on the open deck of the *Tide*.

The Pixie: During the encounter, the *Tide* phases in and out of reality, making movement to and from the *Pixie* impossible. If a PC attempts to cross the grappling lines holding the two ships together, they find their hand passes right through them. As the ritual progresses, Eras, Calisro, and the rest of the *Pixie's* crew watch in astonishment as the battle unfolds, desperate to help the PCs but unable to do so.



HOUND OF TINDALOS

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they returned *Yesterday's Tide* to normal time. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they deciphered Arjol's journal without asking

Venture-Captain Eras for help. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

Venture-Captain Calisro Benarry is interested in making peaceful contact with the sailors aboard *Yesterday's Tide* and providing any assistance they need.

Horizon Hunters: If the PCs successfully rallied the crew to perform the ritual competently by earning at least 2–3 RP, Venture-Captain Benarry is impressed and each PC earns 2 Reputation with the Horizon Hunters faction.

STRANDED ON YESTERDAY'S TIDE

APPENDIX I: LEVEL 1–2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don't include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 1-2)

TROYUS

CN MEDIUM HUMAN HUMANOID

Surly shiphand

Perception +8

Will +8

Discovery DC 12 Perception or Society, DC 10 Sailing Lore

Influence Skills DC 18 Deception, DC 16 Diplomacy, DC 14 Gambling (to teach the sailors a new card game) or Sailing Lore, DC 20 Intimidation

Influence 1 Troyus off-handedly remarks that having landlubbers aboard a ship never bodes well. After all, that was the cause of their troubles in the first place.

Influence 2 Troyus explains the situation aboard the *Tide*. He confirms that the *Tide* was sailing past Xin-Edasseril when the strangeness started, but he knows nothing of that city's reappearance. Rather, he suspects Arjol Parkit is somehow involved with the time-loop.

Influence 4 Troyus offers to accompany the PCs to confront Arjol (use stats for a weak bosun [*Gamemastery Guide* 243], if needed).

Resistances Years of idleness have made Troyus irritable. A failed attempt to intimidate him results in Troyus picking a fight with the PCs. A character must attempt a DC 17 Athletics check to tussle with Troyus. A success generates 2 Influence Points (4 points on a critical success), but even a failed check shakes Troyus from his funk, generating 1 Influence Point.

Weaknesses Troyus's frustration stems from boredom. Setting a task in front of him lowers all following checks' DCs by 2.

Background Before the *Tide* became stuck in time, Troyus was a model sailor—and becomes so again once he has something useful to do.

Appearance Troyus is shiftless at first, but he snaps to attention if given a convincing order. An impressive kraken tattoo sleeves his forearm.

Personality Cantankerous, superstitious, in need of direction

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points above 10, add 1 to each Influence Point threshold.

MARDA BONEHOOK

NG MEDIUM DWARF HUMANOID

Frustrated cook

Perception +6

Will +6

Discovery DC 12 Perception or Society, DC 10 Cooking or Sailing Lore

Influence Skills DC 12 Cooking (to help Marda cook a meal) or Fishing Lore (to help her catch a fish), DC 16 Deception or Intimidation, DC 14 Diplomacy

Influence 1 Marda invites the PCs to stay for a meal and mentions (with black humor) that she's been running out of mouths to feed lately.

Influence 2 Marda explains the situation aboard the *Tide*. Though reluctant to speak ill of anyone, she suspects the ship's passenger, Arjol Parkit, has something to do with the missing crew members.

Influence 4 Marda offers the PCs a *minor healing potion* (or a *lesser healing potion* for level 3–4) after the battle with Arjol.

Resistances Marda is no stranger to sailors angling for extra portions. A failed attempt to Lie to her increases all following checks' DC by 2.

Weaknesses Marda is worried about Captain Fidero's health, particularly his refusal to take regular meals. If the PCs offer to deliver food to Fidero, decrease all following checks' DCs by 2. The first successful check to help Marda prepare a meal for the crew automatically increases her to Influence 2 (or increases the Influence Threshold success level by 1 if that has already been reached).

Background Marda is frustrated with her failure to keep up the crew's spirits and blames herself for their hopelessness, at least in part.

Appearance Silver haired but still vibrant, Marda has a kind face that is in a perpetual state of anxiety.

Personality Doting, wise, distracted by worry

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POG

CG SMALL GOBLIN HUMANOID

Friendly stowaway

Perception +2

Will +3

Discovery DC 10 Goblin Lore, DC 12 Perception, Sailing Lore, or Society

Influence Skills DC 15 Arcana, Occultism, Nature, or Religion (to befriend Pog with a magic trick), DC 12 Deception, DC 10 Diplomacy

Influence 1 Pog is delighted to make some new friends. He hopes out loud that the PCs don't end up "like the others."

Influence 2 Pog explains the situation but remains skeptical that things need to change. He's fond of the friends he's made aboard the *Tide* and is scared to lose them—everyone except Arjol Parkit, that is.

Influence 4 Pog admits he remembers Arjol walking alongside the "demon dog" that has been the killing the crew. Thankfully, Arjol mostly keeps to his cabin.

Resistances Pog would be happy to continue the time-loop, at least for the foreseeable future. Attempts to convince him that the loop must end increase the checks' DC by 2.

Weaknesses Pog is loyal to the many friends he's made aboard the *Tide*. Reminding Pog that the sailors might not find the time-loop as enjoyable as he does decreases the checks' DC by 2.

Background After a difficult childhood on land, Pog ran away for a life at sea. He finds his current circumstances more agreeable, so he doesn't want the *Tide's* voyage to end.

Appearance Dressed in ragged trousers, threadbare vest, and dirty straw hat, Pog looks like the stereotypical cabin boy.

Personality Simple, kind, cowardly but willing to be brave on behalf of his friends

Penalty The first attempt to intimidate Pog causes the goblin to break down in tears and draws the ire of the other sailors. Further efforts to win Pog's trust automatically fail, and the DCs of subsequent checks to influence any NPCs who witness the spectacle increase by 2.

CAPTAIN FIDERO

LG SMALL GNOME HUMANOID

Depleted ship captain

Perception +10

Will +12

Discovery DC 20 Nature (to recall details about the Bleaching), DC 18 Perception or Society, DC 16 Sailing Lore

Influence Skills DC 22 Deception or Diplomacy, DC 24 Intimidation, DC 20 Performance (to inspire Fidero with a song or story)

Influence 2 Fidero manages to whisper "Parkit...Parkit is the one..." before losing strength. If the PCs mention this name to anyone on board, they are directed to Arjol Parkit's cabin.

Influence 4 Fidero explains the situation aboard the *Tide* and shares his suspicion that Arjol Parkit is connected to the troubles aboard. With help, Fidero can leave his cabin and assist the PCs as they direct the crew.

Influence 8 Fidero regains a bit of his former vigor. He can move about the ship without help and grants the PCs a +1 circumstance bonus to checks made to influence the crew for the rest of the adventure.

Resistances His spirit ravaged by the Bleaching, Fidero now hovers on the edge of consciousness. A failed Performance check depresses him so much that he collapses, making further checks to influence him impossible. Fidero might reawaken later in the adventure, when the PCs must convince the crew to perform the ritual to free the *Tide* from the time-loop.

Weaknesses Appealing to Fidero's duty to his crew lowers all following checks DCs' by 2. Curing the Bleaching is beyond the PCs' abilities, but a character who succeeds at a DC 18 Medicine check can tend to Fidero's physical needs, automatically increasing his Influence to 4 (or increasing the Influence Threshold success level by 1 if that has already been reached).

Background Fidero served as the *Tide's* captain for years before its current predicament and feels a deep responsibility for both the ship and its crew. But after years of monotony, he is now in the late stages of the Bleaching.

Appearance The Bleaching has devastated Captain Fidero's formerly vibrant features. He wears a threadbare nightshirt, although he still clutches his iconic feathered tricorn hat.

Personality Weakened, hopeless, devoted to his crew

STRANDED ON YESTERDAY'S TIDE

ENCOUNTER B (LEVELS 1-2)

TIME-WORN ARJOL PARKIT

CREATURE 1

UNIQUE NE MEDIUM HUMAN HUMANOID

Perception +9

Languages Aklo, Common

Skills Arcana +7, Intimidation +6, Occultism +9, Society +7, Time Lore +9

Str +1, **Dex** +2, **Con** +1, **Int** +3, **Wis** +1, **Cha** +2

Items dagger, robes

AC 15; **Fort** +7, **Ref** +7, **Will** +9

HP 19

Speed 25 feet

Melee ✦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

Ranged ✦ dagger +7 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Occult Spells Known DC 17, attack +9; **1st** *fear*, *grim tendrils*, *true strike*; **Cantrips (1st)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

COSMIC AMOEBEA

CREATURE 1

N SMALL MINDLESS OOZE

Variant giant amoeba (*Pathfinder Bestiary* 2 192)

Perception +4; motion sense 60 feet, no vision

Skills Athletics +6, Stealth +3

Str +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A cosmic amoeba can sense nearby creatures through vibration and air or water movement.

AC 8; **Fort** +7, **Ref** +3, **Will** +5

HP 45; **Immunities** acid, cold, critical hits, mental, precision, unconscious, visual; **Weaknesses** slashing 5

No Breath The cosmic amoeba doesn't breathe and is immune to effects that require breathing (such as inhaled poison).

Speed 10 feet, climb 10 feet, swim 10 feet

Melee ✦ pseudopod +8, **Damage** 1d6 acid plus Grab

Constrict ✦ 1d4 bludgeoning plus 1d4 acid, DC 17

Envelop ✦✦✦ **Requirements** The cosmic amoeba begins its turn with a target its size or smaller grabbed; **Effect** The cosmic amoeba maintains the Grab and extends pseudopods to surround the creature and pull it inside the amoeba's body. This thereafter has the same effect as if the amoeba had Engulfed the creature (DC 17, 1d6 acid, Escape DC 17, Rupture 3).

Weak Acid A cosmic amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Replace Time-Worn Arjol Parkit with elite Time-Worn Arjol Parkit.

12–13 Challenge Points: Add one cosmic amoeba to the encounter.

14–15 Challenge Points: Replace Time-Worn Arjol Parkit with elite Time-Worn Arjol Parkit and add one cosmic amoeba to the encounter.

16–18 Challenge Points (5+ players): Add two cosmic amoebas to the encounter.

ELITE TIME-WORN ARJOL PARKIT

CREATURE 2

UNIQUE NE MEDIUM HUMAN HUMANOID

Perception +11

Languages Aklo, Common

Skills Arcana +9, Intimidation +8, Occultism +11, Society +9, Time Lore +11

Str +1, **Dex** +2, **Con** +1, **Int** +3, **Wis** +1, **Cha** +2

Items dagger, robes

AC 17; **Fort** +9, **Ref** +9, **Will** +11

HP 29

Speed 25 feet

Melee ✦ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Ranged ✦ dagger +9 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Occult Spells Known DC 19, attack +11; **1st** *fear*, *grim tendrils*, *true strike*; **Cantrips (1st)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

STRANDED ON YESTERDAY'S TIDE

ENCOUNTER C (LEVELS 1-2)

WEAK HOUND ECHOES (2)

CREATURE 1

RARE NE MEDIUM ABERRATION TIME

Perception +9; greater darkvision

Languages Aklo

Skills Acrobatics +6, Athletics +5, Occultism +6, Stealth +6, Survival +3 (+7 to Track)

Str +3, **Dex** +4, **Con** +1, **Int** +4, **Wis** +3, **Cha** +1

AC 16; **Fort** +4, **Ref** +8, **Will** +6

HP 15; **Immunities** controlled, emotion; **Resistances** mental 2, poison 2, physical 2

Churning Gaze (aura, evocation, occult, visual) 30 feet. The hound echo's eyes glow balefully, causing the internal organs of a creature that meets its awful gaze to churn and spasm. When a creature ends its turn in the aura's emanation, it must succeed at a DC 16 Fortitude save or be sickened 1 (or sickened 2 on a critical failure). A creature that critically succeeds at its save is temporarily immune for 24 hours.

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 1d4 mental damage (DC 16 basic Will save). On a failure, it also becomes frightened 1 (or frightened 2 on a critical failure).

Vulnerable to Curved Space When a hound echo is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet

Melee ✦ jaws +8, **Damage** 1d8+2 piercing

Melee ✦ claw +8 (agile), **Damage** 1d6+2 slashing

Occult Innate Spells DC 19; **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste, slow*; **2nd** *invisibility* (self only)

Limited Angled Entry ✦ The hound echo casts a 4th-level *dimension door* spell, but it must transport itself into a space it can see that is adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges. It can't use Limited Angled Entry again for 1d4 rounds.

Once per day, the hound can use this ability to plane shift to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Replace one weak hound echo with one hound echo.

12-13 Challenge Points: Add one weak hound echo.

14-15 Challenge Points: Add one hound echo.

16-18 Challenge Points (5+ players): Add two weak hound echoes.

STRANDED ON YESTERDAY'S TIDE

HOUND ECHOES (0)

CREATURE 2

RARE NE MEDIUM ABERRATION TIME

Perception +10; greater darkvision

Languages Aklo

Skills Acrobatics +8, Athletics +7, Occultism +8, Stealth +8, Survival +5 (+9 to Track)

Str +3, **Dex** +4, **Con** +1, **Int** +4, **Wis** +3, **Cha** +1

AC 18; **Fort** +6, **Ref** +10, **Will** +8

HP 25; **Immunities** controlled, emotion; **Resistances** mental 2, poison 2, physical 2

Churning Gaze (aura, evocation, occult, visual) 30 feet. The hound echo's eyes glow balefully, causing the internal organs of a creature that meets its awful gaze to churn and spasm. When a creature ends its turn in the aura's emanation, it must succeed at a DC 18 Fortitude save or be sickened 1 (or sickened 2 on a critical failure). A creature that critically succeeds at its save is temporarily immune for 24 hours.

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 1d6 mental damage (DC 18 basic Will save). On a failure, it also becomes frightened 1 (or frightened 2 on a critical failure).

Vulnerable to Curved Space When a hound echo is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet

Melee ✦ jaws +10, **Damage** 1d10+2 piercing

Melee ✦ claw +10 (agile), **Damage** 1d8+2 slashing

Occult Innate Spells DC 21; **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste, slow*; **2nd** *invisibility* (self only)

Limited Angled Entry ✦ The hound echo casts a 4th-level *dimension door* spell, but it must transport itself into a space it can see that is adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges. It can't use Limited Angled Entry again for 1d4 rounds.

Once per day, the hound can use this ability to plane shift to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

STRANDED ON YESTERDAY'S TIDE

ENCOUNTER D (LEVELS 1-2)

WEAK COSMIC AMOEBA (1+)

CREATURE -1

N **SMALL** **MINDLESS** **OOZE**

Variant giant amoeba (*Pathfinder Bestiary* 2 192)

Perception +2; motion sense 60 feet, no vision

Skills Athletics +4, Stealth +1

Str +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A cosmic amoeba can sense nearby creatures through vibration and air or water movement.

AC 6; **Fort** +5, **Ref** +1, **Will** +3

HP 35; **Immunities** acid, cold, critical hits, mental, precision, unconscious, visual; **Weaknesses** slashing 5

No Breath The cosmic amoeba doesn't breathe and is immune to effects that require breathing (such as inhaled poison).

Speed 10 feet, climb 10 feet, swim 10 feet

Melee **◆** pseudopod +6, **Damage** 1d4 acid plus Grab

Constrict **◆** 1d4 bludgeoning plus 1 acid, DC 15

Envelop **◆◆◆** **Requirements** The cosmic amoeba begins its turn with a target its size or smaller grabbed; **Effect** The cosmic amoeba maintains the Grab and extends pseudopods to surround the creature and pull it inside the amoeba's body. This thereafter has the same effect as if the amoeba had Engulfed the creature (DC 15, 1d4 acid, Escape DC 15, Rupture 3).

Weak Acid A cosmic amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.

WEAK HOUND ECHO (1+)

CREATURE 1

RARE **NE** **MEDIUM** **ABERRATION** **TIME**

Perception +9; greater darkvision

Languages Aklo

Skills Acrobatics +6, Athletics +5, Occultism +6, Stealth +6, Survival +3 (+7 to Track)

Str +3, **Dex** +4, **Con** +1, **Int** +4, **Wis** +3, **Cha** +1

AC 16; **Fort** +4, **Ref** +8, **Will** +6

HP 15; **Immunities** controlled, emotion; **Resistances** mental 2, poison 2, physical 2

Churning Gaze (aura, evocation, occult, visual) 30 feet. The hound echo's eyes glow balefully, causing the internal organs of a creature that meets its awful gaze to churn and spasm. When a creature ends its turn in the aura's emanation, it must succeed at a DC 16 Fortitude save or be sickened 1 (or sickened 2 on a critical failure). A creature that critically succeeds at its save is temporarily immune for 24 hours.

SCALING ENCOUNTER D

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Replace one weak cosmic amoeba with one grindylow.

12–13 Challenge Points: Add one grindylow to the encounter.

14–15 Challenge Points: Add one weak hound echo to the encounter.

16–18 Challenge Points (5+ players): Add one weak cosmic amoeba and one weak hound echo to the encounter.

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 1d4 mental damage (DC 16 basic Will save). On a failure, it also becomes frightened 1 (or frightened 2 on a critical failure).

Vulnerable to Curved Space When a hound echo is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet

Melee **◆** jaws +8, **Damage** 1d8+2 piercing

Melee **◆** claw +8 (agile), **Damage** 1d6+2 slashing

Occult Innate Spells DC 19; **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste, slow*; **2nd** *invisibility* (self only)

Limited Angled Entry **◆** The hound echo casts a 4th-level *dimension door* spell, but it must transport itself into a space it can see that is adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges. It can't use Limited Angled Entry again for 1d4 rounds.

Once per day, the hound can use this ability to plane shift to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

STRANDED ON YESTERDAY'S TIDE

GRINDYLOW (0)

CREATURE 0

CE SMALL ABERRATION AMPHIBIOUS

Source Bestiary 2 pg. 138

Perception +5; darkvision

Languages Aquan

Skills Athletics +5, Stealth +7, Survival +5

Str +1, **Dex** +3, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

Items spear

AC 15; **Fort** +6, **Ref** +7, **Will** +5

HP 14

Attack of Opportunity ↻ A grindylow gains 1 extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity with a tentacle. It can't use more than one Attack of Opportunity triggered by the same choice.

Speed 10 feet, swim 25 feet

Melee ✦ bite +7 (finesse), Damage 1d6+1 piercing

Melee ✦ tentacle +7 (agile, finesse, trip), Damage 1d4+1 bludgeoning plus Grab

Melee ✦ spear +5 Damage 1d6+1 piercing

Ranged ✦ spear +7 (thrown 20 feet), Damage 1d6+1 piercing

Clinging Suckers When a grindylow Grabs a creature larger than itself, it attaches to that creature. The grabbed creature is not immobilized, but if it moves, the grindylow moves with it. If the creature is Medium or smaller, it takes a -5-foot status penalty to its Speeds while the grindylow is attached. The grindylow is flat-footed while it is attached to a creature.

Jet ✦✦ (move) The grindylow moves up to 60 feet in a straight line through the water without triggering reactions.

STRANDED ON YESTERDAY'S TIDE

APPENDIX 2: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don't include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 3–4)

TROYUS

CN MEDIUM HUMAN HUMANOID

Surly shiphand

Perception +11

Will +11

Discovery DC 15 Perception or Society, DC 13 Sailing Lore

Influence Skills DC 21 Deception, DC 19 Diplomacy, DC 17 Gambling (to teach the sailors a new card game) or Sailing Lore, DC 23 Intimidation

Influence 1 Troyus off-handedly remarks that having landlubbers aboard a ship never bodes well. After all, that was the cause of their troubles in the first place.

Influence 2 Troyus explains the situation aboard the *Tide*. He confirms that the *Tide* was sailing past Xin-Edasseril when the strangeness started, but he knows nothing of that city's reappearance. Rather, he suspects Arjol Parkit is somehow involved with the time-loop.

Influence 4 Troyus offers to accompany the PCs to confront Arjol (use stats for a weak bosun [*Gamemastery Guide* 243], if needed).

Resistances Years of idleness have made Troyus irritable. A failed attempt to intimidate him results in Troyus picking a fight with the PCs. A character must attempt a DC 17 Athletics check to tussle with Troyus. A success generates 2 Influence Points (4 points on a critical success), but even a failed check shakes Troyus from his funk, generating 1 Influence Point.

Weaknesses Troyus's frustration stems from boredom. Setting a task in front of him lowers all following checks' DCs by 2.

Background Before the *Tide* became stuck in time, Troyus was a model sailor—and becomes so again once he has something useful to do.

Appearance Troyus is shiftless at first, but he snaps to attention if given a convincing order. An impressive kraken tattoo sleeves his forearm.

Personality Cantankerous, superstitious, in need of direction

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points above 10, add 1 to each Influence Point threshold.



MARDA BONEHOOK

NG MEDIUM DWARF HUMANOID

Frustrated cook

Perception +9

Will +9

Discovery DC 15 Perception or Society, DC 13 Cooking or Sailing Lore

Influence Skills DC 15 Cooking (to help Marda cook a meal) or Fishing Lore (to help her catch a fish), DC 19 Deception or Intimidation, DC 17 Diplomacy

Influence 1 Marda invites the PCs to stay for a meal and mentions (with black humor) that she's been running out of mouths to feed lately.

Influence 2 Marda explains the situation aboard the *Tide*. Though reluctant to speak ill of anyone, she suspects the ship's passenger, Arjol Parkit, has something to do with the missing crew members.

Influence 4 Marda offers the PCs a *minor healing potion* (or a *lesser healing potion* for level 3–4) after the battle with Arjol.

Resistances Marda is no stranger to sailors angling for extra portions. A failed attempt to Lie to her increases all following checks' DC by 2.

Weaknesses Marda is worried about Captain Fidero's health, particularly his refusal to take regular meals. If the PCs offer to deliver food to Fidero, decrease all following checks' DCs by 2. The first successful check to help Marda prepare a meal for the crew automatically increases her to Influence 2 (or increases the Influence Threshold success level by 1 if that has already been reached).

Background Marda is frustrated with her failure to keep up the crew's spirits and blames herself for their hopelessness, at least in part.

Appearance Silver haired but still vibrant, Marda has a kind face that is in a perpetual state of anxiety.

Personality Doting, wise, distracted by worry

STRANDED ON YESTERDAY'S TIDE

POG

CG SMALL GOBLIN HUMANOID

Friendly stowaway

Perception +5

Will +6

Discovery DC 13 Goblin Lore, DC 15 Perception, Sailing Lore, or Society

Influence Skills DC 18 Arcana, Occultism, Nature, or Religion (to befriend Pog with a magic trick), DC 15 Deception, DC 13 Diplomacy

Influence 1 Pog is delighted to make some new friends. He hopes out loud that the PCs don't end up "like the others."

Influence 2 Pog explains the situation but remains skeptical that things need to change. He's fond of the friends he's made aboard the *Tide* and is scared to lose them—everyone except Arjol Parkit, that is.

Influence 4 Pog admits he remembers Arjol walking alongside the "demon dog" that has been the killing the crew. Thankfully, Arjol mostly keeps to his cabin.

Resistances Pog would be happy to continue the time-loop, at least for the foreseeable future. Attempts to convince him that the loop must end increase the checks' DC by 2.

Weaknesses Pog is loyal to the many friends he's made aboard the *Tide*. Reminding Pog that the sailors might not find the time-loop as enjoyable as he does decreases the checks' DC by 2.

Background After a difficult childhood on land, Pog ran away for a life at sea. He finds his current circumstances more agreeable, so he doesn't want the *Tide's* voyage to end.

Appearance Dressed in ragged trousers, threadbare vest, and dirty straw hat, Pog looks like the stereotypical cabin boy.

Personality Simple, kind, cowardly but willing to be brave on behalf of his friends

Penalty The first attempt to intimidate Pog causes the goblin to break down in tears and draws the ire of the other sailors. Further efforts to win Pog's trust automatically fail, and the DCs of subsequent checks to influence any NPCs who witness the spectacle increase by 2.

CAPTAIN FIDERO

LG SMALL GNOME HUMANOID

Depleted ship captain

Perception +13

Will +15

Discovery DC 23 Nature (to recall details about the Bleaching), DC 21 Perception or Society, DC 19 Sailing Lore

Influence Skills DC 25 Deception or Diplomacy, DC 27 Intimidation, DC 23 Performance (to inspire Fidero with a song or story)

Influence 2 Fidero manages to whisper "Parkit...Parkit is the one..." before losing strength. If the PCs mention this name to anyone on board, they are directed to Arjol Parkit's cabin.

Influence 4 Fidero explains the situation aboard the *Tide* and shares his suspicion that Arjol Parkit is connected to the troubles aboard. With help, Fidero can leave his cabin and assist the PCs as they direct the crew.

Influence 8 Fidero regains a bit of his former vigor. He can move about the ship without help and grants the PCs a +1 circumstance bonus to checks made to influence the crew for the rest of the adventure.

Resistances His spirit ravaged by the Bleaching, Fidero now hovers on the edge of consciousness. A failed Performance check depresses him so much that he collapses, making further checks to influence him impossible. Fidero might reawaken later in the adventure, when the PCs must convince the crew to perform the ritual to free the *Tide* from the time-loop.

Weaknesses Appealing to Fidero's duty to his crew lowers all following checks DCs' by 2. Curing the Bleaching is beyond the PCs' abilities, but a character who succeeds at a DC 21 Medicine check can tend to Fidero's physical needs, automatically increasing his Influence to 4 (or increasing the Influence Threshold success level by 1 if that has already been reached).

Background Fidero served as the *Tide's* captain for years before its current predicament and feels a deep responsibility for both the ship and its crew. But after years of monotony, he is now in the late stages of the Bleaching.

Appearance The Bleaching has devastated Captain Fidero's formerly vibrant features. He wears a threadbare nightshirt, although he still clutches his iconic feathered tricorn hat.

Personality Weakened, hopeless, devoted to his crew

STRANDED ON YESTERDAY'S TIDE

ENCOUNTER B (LEVELS 3-4)

ARJOL PARKIT

CREATURE 4

UNIQUE NE MEDIUM HUMAN HUMANOID

Perception +13

Languages Aklo, Common

Skills Arcana +12, Intimidation +10, Occultism +14, Society +12, Time Lore +14

Str +2, **Dex** +3, **Con** +2, **Int** +4, **Wis** +2, **Cha** +3

Items dagger, robes

AC 20; **Fort** +11, **Ref** +11, **Will** +13

HP 57

Speed 25 feet

Melee ✦ dagger +12 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Ranged ✦ dagger +12 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Occult Spells Known DC 21, attack +13; **2nd** *darkness, hideous laughter, paranoia*; **1st** *fear, grim tendrils, true strike*; **Cantrips (2nd)** *daze, detect magic, mage hand, telekinetic projectile*

COSMIC AMOEBA

CREATURE 1

N SMALL MINDLESS OOZE

Variant giant amoeba (*Pathfinder Bestiary* 2 192)

Perception +4; motion sense 60 feet, no vision

Skills Athletics +6, Stealth +3

Str +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A cosmic amoeba can sense nearby creatures through vibration and air or water movement.

AC 8; **Fort** +7, **Ref** +3, **Will** +5

HP 45; **Immunities** acid, cold, critical hits, mental, precision, unconscious, visual; **Weaknesses** slashing 5

No Breath The cosmic amoeba doesn't breathe and is immune to effects that require breathing (such as inhaled poison).

Speed 10 feet, climb 10 feet, swim 10 feet

Melee ✦ pseudopod +8, **Damage** 1d6 acid plus Grab

Constrict ✦ 1d4 bludgeoning plus 1d4 acid, DC 17

Envelop ✦✦✦ **Requirements** The cosmic amoeba begins its turn with a target its size or smaller grabbed; **Effect** The cosmic amoeba maintains the Grab and extends pseudopods to surround the creature and pull it inside the amoeba's body. This thereafter has the same effect as if the amoeba had Engulfed the creature (DC 17, 1d6 acid, Escape DC 17, Rupture 3).

Weak Acid A cosmic amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Replace Arjol Parkit with elite Arjol Parkit.

23-27 Challenge Points: Add two cosmic amoebas to the encounter.

28-32 Challenge Points: Replace Arjol Parkit with elite Arjol Parkit and add two cosmic amoebas to the encounter.

33+ Challenge Points (5+ players): Add four cosmic amoebas to the encounter.

ELITE ARJOL PARKIT

CREATURE 5

UNIQUE NE MEDIUM HUMAN HUMANOID

Perception +15

Languages Aklo, Common

Skills Arcana +14, Intimidation +12, Occultism +16, Society +14, Time Lore +16

Str +2, **Dex** +3, **Con** +2, **Int** +4, **Wis** +2, **Cha** +3

Items dagger, robes

AC 22; **Fort** +13, **Ref** +13, **Will** +15

HP 72

Speed 25 feet

Melee ✦ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+8 piercing

Ranged ✦ dagger +14 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Occult Spells Known DC 23, attack +15; **2nd** *darkness, hideous laughter, paranoia*; **1st** *fear, grim tendrils, true strike*; **Cantrips (2nd)** *daze, detect magic, mage hand, telekinetic projectile*

STRANDED ON YESTERDAY'S TIDE

ENCOUNTER C (LEVELS 3-4)

WEAK CACOPHONOUS HOUND ECHOES (2) CREATURE 3

RARE NE MEDIUM ABERRATION TIME

Perception +11; greater darkvision

Languages Aklo

Skills Acrobatics +10, Athletics +9, Occultism +10, Stealth +10, Survival +6 (+10 to Track)

Str +3, **Dex** +4, **Con** +1, **Int** +4, **Wis** +3, **Cha** +1

AC 19; **Fort** +7, **Ref** +11, **Will** +9

HP 23; **Immunities** controlled, emotion; **Resistances** mental 3, poison 3, physical 3

Churning Gaze (aura, evocation, occult, visual) 30 feet. The hound echo's eyes glow balefully, causing the internal organs of a creature that meets its awful gaze to churn and spasm. When a creature ends its turn in the aura's emanation, it must succeed at a DC 19 Fortitude save or be sickened 1 (or sickened 2 on a critical failure). A creature that critically succeeds at its save is temporarily immune for 24 hours.

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 1d6 mental damage (DC 19 basic Will save). On a failure, it also becomes frightened 1 (or frightened 2 on a critical failure).

Vulnerable to Curved Space When a hound echo is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet

Melee ✦ jaws +11, **Damage** 2d6+2 piercing

Melee ✦ claw +11 (agile), **Damage** 1d10+2 slashing

Occult Innate Spells DC 22; **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste, slow*; **2nd** *invisibility* (self only)

Limited Angled Entry ✦ The hound echo casts a 4th-level *dimension door* spell, but it must transport itself into a space it can see that is adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges. It can't use Limited Angled Entry again for 1d4 rounds.

Once per day, the hound can use this ability to plane shift to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Replace one weak cacophonous hound echo with one cacophonous hound echo.

23-27 Challenge Points: Add one weak cacophonous hound echo.

28-32 Challenge Points: Add one cacophonous hound echo.

33+ Challenge Points (5+ players): Add two weak cacophonous hound echoes.



STRANDED ON YESTERDAY'S TIDE

CACOPHONOUS HOUND ECHOES (0) CREATURE 4

RARE NE MEDIUM ABERRATION TIME

Perception +13; greater darkvision

Languages Aklo

Skills Acrobatics +12, Athletics +11, Occultism +12, Stealth +12, Survival +8 (+12 to Track)

Str +3, **Dex** +5, **Con** +2, **Int** +5, **Wis** +3, **Cha** +2

AC 21; **Fort** +9, **Ref** +13, **Will** +11

HP 48; **Immunities** controlled, emotion; **Resistances** mental 4, poison 4, physical 4

Churning Gaze (aura, evocation, occult, visual) 30 feet. The hound echo's eyes glow balefully, causing the internal organs of a creature that meets its awful gaze to churn and spasm. When a creature ends its turn in the aura's emanation, it must succeed at a DC 21 Fortitude save or be sickened 1 (or sickened 2 on a critical failure). A creature that critically succeeds at its save is temporarily immune for 24 hours.

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 1d6 mental damage (DC 21 basic Will save). On a failure, it also becomes frightened 1 (or frightened 2 on a critical failure).

Vulnerable to Curved Space When a hound echo is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet

Melee ✦ jaws +13, **Damage** 2d6+4 piercing

Melee ✦ claw +13 (agile), **Damage** 1d10+4 slashing

Occult Innate Spells DC 24; **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste, slow*; **2nd** *invisibility* (self only)

Limited Angled Entry ✦ The hound echo casts a 4th-level *dimension door* spell, but it must transport itself into a space it can see that is adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges. It can't use Limited Angled Entry again for 1d4 rounds.

Once per day, the hound can use this ability to plane shift to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

STRANDED ON YESTERDAY'S TIDE

ENCOUNTER D (LEVELS 3-4)

COSMIC AMOEBA (1+)

CREATURE 1

N **SMALL** **MINDLESS** **OOZE**

Variant giant amoeba (*Pathfinder Bestiary* 2 192)

Perception +4; motion sense 60 feet, no vision

Skills Athletics +6, Stealth +3

Str +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A cosmic amoeba can sense nearby creatures through vibration and air or water movement.

AC 8; **Fort** +7, **Ref** +3, **Will** +5

HP 45; **Immunities** acid, cold, critical hits, mental, precision, unconscious, visual; **Weaknesses** slashing 5

No Breath The cosmic amoeba doesn't breathe and is immune to effects that require breathing (such as inhaled poison).

Speed 10 feet, climb 10 feet, swim 10 feet

Melee **◆** pseudopod +8, **Damage** 1d6 acid plus Grab

Constrict **◆** 1d4 bludgeoning plus 1d4 acid, DC 17

Envelop **◆◆◆** **Requirements** The cosmic amoeba begins its turn with a target its size or smaller grabbed; **Effect** The cosmic amoeba maintains the Grab and extends pseudopods to surround the creature and pull it inside the amoeba's body. This thereafter has the same effect as if the amoeba had Engulfed the creature (DC 17, 1d6 acid, Escape DC 17, Rupture 3).

Weak Acid A cosmic amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.

WEAK CACOPHONOUS HOUND ECHO (1+) CREATURE 3

RARE **NE** **MEDIUM** **ABERRATION** **TIME**

Perception +11; greater darkvision

Languages Aklo

Skills Acrobatics +10, Athletics +9, Occultism +10, Stealth +10, Survival +6 (+10 to Track)

Str +3, **Dex** +4, **Con** +1, **Int** +4, **Wis** +3, **Cha** +1

AC 19; **Fort** +7, **Ref** +11, **Will** +9

HP 23; **Immunities** controlled, emotion; **Resistances** mental 3, poison 3, physical 3

Churning Gaze (aura, evocation, occult, visual) 30 feet. The hound echo's eyes glow balefully, causing the internal organs of a creature that meets its awful gaze to churn and spasm. When a creature ends its turn in the aura's emanation, it must succeed at a DC 19 Fortitude save or be sickened 1 (or sickened 2 on a critical failure). A creature that critically succeeds at its save is temporarily immune for 24 hours.

SCALING ENCOUNTER D

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Replace one cosmic amoeba with an elite cosmic amoeba.

23-27 Challenge Points: Add one elite cosmic amoeba.

28-32 Challenge Points: Add one weak cacophonous hound echo to the encounter.

33+ Challenge Points (5+ players): Add one elite cosmic amoeba and one weak cacophonous hound echo to the encounter.

Otherworldly Mind (mental) Whenever a creature targets the hound with a mental effect, that creature takes 1d6 mental damage (DC 19 basic Will save). On a failure, it also becomes frightened 1 (or frightened 2 on a critical failure).

Vulnerable to Curved Space When a hound echo is not adjacent to a structural angle of 90° (or more acute), its resistance to physical damage is suppressed and it becomes sickened 1. It can't recover from this sickened condition, but the condition ends automatically once the hound is again adjacent to a suitable angle.

Speed 30 feet

Melee **◆** jaws +11, **Damage** 2d6+2 piercing

Melee **◆** claw +11 (agile), **Damage** 1d10+2 slashing

Occult Innate Spells DC 22; **8th** *discern location*; **4th** *dimensional anchor*; **3rd** *haste, slow*; **2nd** *invisibility* (self only)

Limited Angled Entry **◆** The hound echo casts a 4th-level *dimension door* spell, but it must transport itself into a space it can see that is adjacent to an angle of 90° (or more acute) in the structure or environment around it. For example, it could teleport to a space adjacent to a wall (using the angle between the wall and floor) or a corner in a room, or adjacent to a sizable tree growing straight up out of the ground, but not to a flat plain or a room with only curved corners and edges. It can't use Limited Angled Entry again for 1d4 rounds.

Once per day, the hound can use this ability to plane shift to or from the Dimension of Time, with the same restrictions on what angles it can appear next to.

STRANDED ON YESTERDAY'S TIDE

ELITE COSMIC AMOEBIA (0)

CREATURE 2

N **SMALL** **MINDLESS** **OOZE**

Variant giant amoeba (*Pathfinder Bestiary 2* 192)

Perception +6; motion sense 60 feet, no vision

Skills Athletics +8, Stealth +5

Str +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A cosmic amoeba can sense nearby creatures through vibration and air or water movement.

AC 10; **Fort** +9, **Ref** +5, **Will** +7

HP 55; **Immunities** acid, cold, critical hits, mental, precision, unconscious, visual; **Weaknesses** slashing 5

No Breath The cosmic amoeba doesn't breathe and is immune to effects that require breathing (such as inhaled poison).

Speed 10 feet, climb 10 feet, swim 10 feet

Melee **◆** pseudopod +10, **Damage** 1d8 acid plus Grab

Constrict **◆** 1d6 bludgeoning plus 1d4 acid, DC 19

Envelop **◆◆◆** **Requirements** The cosmic amoeba begins its turn with a target its size or smaller grabbed; **Effect** The cosmic amoeba maintains the Grab and extends pseudopods to surround the creature and pull it inside the amoeba's body. This thereafter has the same effect as if the amoeba had Engulfed the creature (DC 19, 1d8 acid, Escape DC 19, Rupture 3).

Weak Acid A cosmic amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.

STRANDED ON YESTERDAY'S TIDE

APPENDIX 3: GAME AIDS



ERAS THE NEEDLE



CALISRO BENARRY

TROYUS



MARDA BONEHOOK



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APPENDIX 3: GAME AIDS



POG



CAPTAIN FIDERO

ARJOL PARKIT



HOUND OF TINDALOS



STRANDED ON YESTERDAY'S TIDE

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Treasure Bundles

CP TOTAL	LEVEL RANGE
8-14	1-2
16-18 (5+ players)	1-2
6-18 (4 players)	3-4
9+	3-4

- □ □ □ Area **A**, page 9: Up to 4 Treasure Bundles for winning the trust of key NPCs.
- □ □ □ Area **B**, page 10: 3 Treasure Bundles for recovering Arjol's journal, plus 1 additional Treasure Bundle for deciphering the journal.
- Area **B**, page 10: 1 Treasure Bundle for finding Arjol's medallion.
- Area **D**, page 12: 1 Treasure Bundle for helping Captain Fidero and his crew complete the ritual.

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each
- 3rd-level PCs = 4 points each
- 4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1-2 encounters appear in Appendix 1, and level 3-4 encounters appear in Appendix 2.

Elite Adjustment

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Weak Adjustment

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

STRANDED ON YESTERDAY'S TIDE



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
Reporting Codes: (check when instructed, line through all if no conditions to report)				<input type="checkbox"/> A	<input type="checkbox"/> B
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal				<input type="checkbox"/> C	<input type="checkbox"/> D
					Reputation Earned:

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

STRANDED ON YESTERDAY'S TIDE

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