



## SEA MONSTERS OF GOLARION

The sea is a dangerous place, and not just because of the terrible storms and turbulent waters—as if that weren't enough, its countless creatures threaten to drag us into the dark waters below and feed upon our flesh. I've sailed on dozens of different ships in just as many waters, and not one voyage was without assault from some briny being full of rage and might. The fortune among us escaped with most of our limbs intact—for others, their only respite was a cold grave at the bottom of the drink. From the warm Obari to the deadly Valashmai, the waters churn with unearthly monsters and wretched beasts more than happy to feast upon us landlings.

—Eithren Jinros, *Tales from the Deep*

## SEA MONSTERS OF GOLARION

Strange and dangerous creatures lurk in every corner of Golarion's uncivilized regions, and the trackless oceans surrounding the Inner Sea contain aquatic denizens of impossible size and design. Deep within the oceans' inky depths, these leviathans rule underwater kingdoms and command legions of sodden horrors that emerge from the black waters only to prey upon land-dwelling creatures that wander too far out to sea.

This article provides numerous aquatic horrors to challenge your PCs and propel your campaign to the next level. These creatures can serve to enhance random encounters or extend your campaign by providing greater threats and insidious plots for high-level naval adventures.

### STRANGE SEA ENCOUNTERS

While countless sea serpents, aquatic dragons, and great whales swim the seas, many truly unique beasts have rightly earned their savage reputations.

**Borgot Monster:** First spotted by the Free Captain Ylgris Borgot, this beast also bears the moniker "the Serpent of Hell." The 200-foot-long sea serpent sports wickedly twisted horns and savage upper canines that extend well below its jaw. The most notable feature of the Serpent of Hell, however, is its burning flesh, which instantly bursts into ebon flames whenever the creature emerges from the water. By the time the Borgot Monster breaches the waves and crashes down on ship-borne victims, it has likely already set fire to the vessel's sails and hull with its blazing scales.

**Brinyblack:** Slinking its way across the surface of the Arcadian Ocean, this massive inky ooze resembles a puddle of some oily black substance floating in the sea. Most active under the dark canopy of night, the legendary Brinyblack burns holes in wooden ships' hulls with a mere touch, and numerous vessels have fallen to its caustic grasp. As a ship sinks, Brinyblack seeps into its inner chambers and holds in its search for living flesh. Tales tell of survivors who escaped Brinyblack's clutches only by hiding in metal chests or bobbing in giant cook pots and paddling their way to safety.

**Buklok the Crabfather:** A strange calcified protrusion juts from the top of this giant rock crab's shell—a statue standing nearly 4 feet tall and resembling a wizard in flowing robes with a full beard. Buklok is thought to be more than 250 years old, and the towering crab has myriad abilities: summoning swarms of crabs, invoking foul weather, and even controlling minds by stirring up unpleasant memories in its victims. The Crabfather is thought by many to be more than just a strangely mutated crab. Monster hunters and port officials want the beast destroyed, and many have put up bounties offering extravagant rewards for the creature's calcified protuberance.

**Fiendspray of Chains and Hooks:** Oceanic sages speculate that this unique creature is the result of some hellish

transformation that turned a kraken into the plaything of the Shadow Plane-dwelling kytons, who broke it down and rebuilt it into a perfect hunter for the sea's lightless depths. This fiend wraps the massive black chains and barbed hooks that replace its severed tentacles around ships to drag them beneath the briny waves. One tale claims that after the Fiendspray pulled the galleon *Black Knight* into a span of inky black water, the vessel later emerged fully intact, but ghostly apparitions had replaced the entire crew.

**Lull Column:** Revealing itself mostly at night, this strange circle of dark blue water initially appears harmless to unwary captains. When a ship sails over it, however, the thing quickly solidifies into a firm gelatinous cylinder 100 feet tall, lifting the ship above the water and marooning it on the column's sticky surface. The Lull Column usually holds a ship in place just above the water while pseudopods erupt from its trunk and strike bewildered crew members, absorbing their flesh almost instantly.

**She of Bliss and Loss:** The tojanida sorcerer known simply as She of Bliss and Loss maintains an open portal to a demiplane of her own design 40 miles south-southeast of Raptor Island in the Shackles. This mysterious realm houses only a single lush island, whose cheery inhabitants welcome all visitors with good hearts and noble intentions. On the beach and in the jungle, hundreds of humanoids from varying lineages and backgrounds eternally celebrate, cooking great feasts, playing games, making music, and otherwise indulging themselves in any passing desire. For every 8 hours spent within this tranquil realm, a day passes in Golarion. While it sounds idyllic, seafarers looking to use the place to recuperate typically find themselves constantly bothered by revelers asking them to join the festivities; they get little rest and accomplish few tasks because of these interruptions.

**Xochatli:** A living artifact from lost Azlant, this enormous clockwork leviathan lost contact with its creator and master when the continent was destroyed millennia ago, and now roams the Arcadian Ocean. Resembling a giant mechanical octopus, Xochatli was created to be a war machine. Despite having lost its controller ages ago, Xochatli still clings to its primary objective of protecting Azlant's borders, fiercely warding away any who would seek to trespass on the nation's ruined shores.

### NOTORIOUS SEA MONSTERS

Around tavern tables in every port of Golarion, sailors and dock workers enthusiastically recount tall tales of encounters with horrific monsters. While most regard these stories as merely the drunken rants of bored deckhands, some of the tales are chillingly true. The following pages detail three of Golarion's most infamous sea monsters.



## GIGAS CLAM

This monstrous clam's conjoined shells open wide enough to swallow a horse. Inside, two tubular siphons flank the thing's innards, which resemble a fleshy, vaguely humanoid woman, save that instead of a face, it has a singular massive maw filled with rows of ravenous teeth.

### GIGAS CLAM

CR 11



XP 12,800

CN Huge magical beast (aquatic)

Init +0; Senses darkvision 60 ft., low-light vision; Perception +13

#### DEFENSE

AC 26, touch 8, flat-footed 26 (+18 natural, –2 size)

hp 149 (13d10+78)

Fort +14, Ref +10, Will +8

DR 10/magic and slashing; Immune disease, poison

#### OFFENSE

Speed 20 ft., swim 60 ft.; jet (300 ft.)

Melee bite +20 (2d6+9/19–20), 2 slams +20 (1d8+9 plus grab)

Ranged siphon dart +11 (2d6+9/19–20 plus poison)

Space 15 ft.; Reach 15 ft.

Special Attacks devastating bite, siphon jet, swallow whole (4d8 acid damage, AC 19, 28 hp), trample (1d8+13, DC 22)

#### STATISTICS

Str 28, Dex 10, Con 23, Int 7, Wis 18, Cha 11

Base Atk +13; CMB +24 (+28 grapple); CMD 34 (can't be tripped)

Feats Combat Reflexes, Improved Critical (siphon dart), Improved Lightning Reflexes, Lightning Reflexes, Point-Blank Shot, Precise Shot, Vital Strike

Skills Perception +13, Swim +27

Languages Aquan

#### ECOLOGY

Environment any oceans

Organization solitary, cluster (2–5), or field (6–12)

Treasure incidental

#### SPECIAL ABILITIES

**Devastating Bite (Ex)** A gigas clam's bite attack threatens a critical hit on a roll of 19 or 20.

**Poison (Ex)** Siphon dart—injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d6 Str damage and paralysis; cure 2 consecutive saves.

**Siphon Dart (Ex)** A gigas clam constantly rolls collected sediment and calcifications into needle-like darts it can eject through its siphons. A gigas clam can fire one of these darts as a standard action at a maximum range of 100 feet with no range increment, dealing an amount of damage equal to 2d6 plus its Strength modifier, and possibly poisoning the target.

**Siphon Jet (Ex)** As a full-round action, a gigas clam can use its powerful siphon to move a creature or object at least one size smaller up to 20 feet directly away from itself or directly toward itself in a straight line. A creature trapped in this stream of water can avoid the push or pull with a

DC 22 Reflex save. A gigas clam can also use this jet to propel itself up to five times its swim speed in a straight line, and can use its trample attack in conjunction with this increased movement. If at any point during this movement the gigas clam comes in contact with a solid object (such as a ship's hull), it deals 4d8 points of damage as it rams the object with its durable shell. The save DC is Constitution-based.

Commonly found only in shallow beds of sediment on the ocean floor, the gigas clam is an unusual foe—one that often catches divers and sailors unaware when they mistake it for merely an oversized mollusk. Shining, misshapen barnacles cover a gigas clam's tough and distinctive shell, glittering nodes that attract curious fish toward the beast's side. Even larger predator fish such as marlins, tuna, and sharks can find themselves in the tightly clasped jaws of a gigas clam.

Gigas clams are primarily sedentary monsters, content to lie in wait as prey inevitably wanders toward their seemingly harmless forms. Vast fields of the titanic bivalves can be found scattered along the ocean floor of the Inner Sea, feeding on fish and any debris that falls to the bottom, including shipwreck victims and castaways thrown overboard by pirates. If no food presents itself for some time, a bed of gigas clams either relocates or crawls toward land in search of a more dependable source of food.

Gigas clams depart from their mostly passive hunting style once per year, when the bulging summer moon is at its fullest. Entire beds of the creatures propel themselves upward and burst through the surface of the water, attacking passing ships as well as coastal communities. During these times, gigas clams seek out their most favored prey: air-breathing humanoids. Using their powerful siphons to slam into passing merchant vessels and war galleons, the massive clams are indiscriminate in their search for humanoid flesh. Though they are normally hasty and seldom use tactics to obtain their prey, occasionally a lone gigas clam uses its feminine figure to trick unsuspecting ships into gigas clam-infested waters. The clam and its kin ruthlessly ram the vessel until its contents spill into the open water.

Once trapped inside a gigas clam's quivering and contracting musculature, victims are almost certainly doomed, as the clam's acidic innards swiftly melt and destroy anything within. When engaged in melee, a gigas clam can strike with both its fleshy siphons as well as its terrible foot, which terminates in a toothy maw that can deliver devastating wounds.

Since gigas clams openly attack land-dwellers only during 1 month out of the year, coastal communities and fisherfolk dwelling near gigas clam beds know to prepare their ships and docks for the deadly onslaughts of these creatures. But

## SEA MONSTERS OF GOLARION

even the most formidable defenses are not enough to hold back great numbers of the clams, and most find it easier to simply avoid settling near gigas clam fields. Particularly bold monster hunters and sages travel throughout the Inner Sea during the summer in hopes of spotting the slimy beasts, using elaborate charts and maps listing past reports of the creatures to pick which areas to observe. A few whisper tales of immense magical pearls buried within the clams, which they postulate are responsible for the clams' increased size and intelligence. Others propose that the monsters absorb a portion of their victims' intelligence and memories while digesting them.

### INFAMOUS DEEDS

Primarily encountered in the shallow depths of the Inner Sea and off the coast of western Garund, gigas clams leave a trail of destruction during their annual rampages, and have committed numerous deeds that prove them worthy of their notoriety.

Humanoids living beneath the waves fear gigas clams as well—a field of the creatures destroyed the merfolk town of Selsurisa west of Absalom 10 years ago. The settlement had fought off the ravenous clams in years past, but the attack that devastated it was odd in that it took place during the region's cold season. The merfolk were thus unprepared when the beasts amassed and overran the town in a matter of hours. As the clams destroyed the town's sculpted caves and elegant spires, the merfolk sent waves of soldiers and giant crab companions to fight back, but their hasty defenses were no match for the sheer ferocity of the gigas clams. The merfolk have since relocated to other settlements around the Isle of Kortos, but have not forgotten the day of the attack, which many claim was inspired by fiendish sorcery not normally available to the gigas clams. Many of the merfolk still yearn to reclaim their overrun settlement, whose ruined towers and rubble-choked caves now serve as the breeding grounds for the brutal beings.

In the early days of Bloodcove's founding, gigas clams found their way deep into the Fever Sea and settled in the Vanji River delta, where they feed on the plentiful fish and other sea creatures that travel downstream with the river's current. The mammoth clams posed a great threat to the fledgling Bloodcove's fragile trade and commerce, since few ships dared sail near the shallow delta in fear of surprise attacks by the unpredictable creatures. The pirates of the then-small port banded together and eventually defeated the beasts, but were unable to kill all of them. Some residents still worry that the clams might organize a retributive assault.

### ADVENTURE HOOKS

Gigas clams tend to remain passive during the cooler months, but those who venture too close to their homes during the wrong season might run afoul of the giant mollusks.

- A trio of scavenger ships recently returned from looting Azlanti ruins only to meet their fate at the hands of a gigas clam, which smashed the ships to pieces and littered their treasures all over the sea floor below. Only the captain and two sailors survived the ordeal; the captain wants to return and claim what's his, while his two crew members want to have nothing to do with the sea for a long while.
- In response to sightings of a gigas clam breaching the water this past summer near Corentyn, the Chelish Navy issued notice of a substantial bounty on the strange beasts. Several folk plan to set sail to hunt the creature. One ship in particular is crewed entirely by tengus, who

keep a mysterious contraption covered with oiled canvas on their ship's deck and guard it day and night.





## UGASH-IRAM

This immense creature resembles a horrific, twelve-armed squid. Its emerald eyes burn with a terrifying malignance, and the thing has a fanged maw where its beak should be.

**UGASH-IRAM**

**CR 15**



**XP 51,200**

NE Colossal magical beast (aquatic)

Unique gutaki (variant devilfish) (*Pathfinder RPG Bestiary 2* 88, *Pathfinder Adventure Path #7* 81)

**Init** +8; **Senses** darkvision 120 ft., low-light vision, see in darkness; **Perception** +20

### DEFENSE

**AC** 28, touch 6, flat-footed 24 (+4 Dex, +22 natural, –8 size)

**hp** 229 (17d10+136)

**Fort** +18, **Ref** +14, **Will** +10

**DR** 10/cold iron; **Resist** acid 10, cold 10

### OFFENSE

**Speed** 5 ft., swim 60 ft.; jet (320 ft.)

**Melee** tentacles +20 (6d6+11 plus grab)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** savage bite (+20 melee, 4d8+11/18–20 plus poison), unholy blood

**Spell-Like Abilities** (CL 15th; concentration +20)

At will—*disfiguring touch*\* (DC 17)

3/day—*bestow curse* (DC 18), *freedom of movement*, *protection from energy*

1/day—*dominate monster* (DC 24), *rage*

\* See *Ultimate Magic*.

### STATISTICS

**Str** 32, **Dex** 19, **Con** 26, **Int** 13, **Wis** 20, **Cha** 16

**Base Atk** +17; **CMB** +36 (+40 grapple); **CMD** 50 (can't be tripped)

**Feats** Cleave, Combat Expertise, Combat Reflexes, Deadly Finish\*\*, Greater Disarm, Improved Disarm, Improved Initiative, Power Attack, Stand Still

**Skills** Bluff +13, Knowledge (geography) +10, Knowledge (planes) +11, Perception +20, Sense Motive +13, Stealth –8, Swim +23

**Languages** Abyssal, Aquan, Common; telepathy 100 ft.

\*\* See *Ultimate Combat*.

### SPECIAL ABILITIES

**Poison (Ex)** Savage bite—*injury*; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

South of Jalmeray, deep in the Yogisa Trench in the middle of the Obari Ocean, the terrifying gutaki known as Ugash-Iram lords over the underwater city of Achom. Ugash-Iram and its lesser kin practice foul rites and perform horrible rituals to honor their patron deity, Dagon, amid the city's strange and twisted spires, which rise out of a dark fissure in the seabed like claws climbing toward the surface. Crackling eruptions of magical energy briefly illuminate the city in flashes of light, but it is otherwise as dark and lightless as the souls of its foul inhabitants.

Because of its isolation in the deepest waters of the Obari Ocean, few surface-dwellers know of Ugash-Iram's existence, though those fisherfolk and sailors who've heard tales of the mighty being know to fear it. Locathah sages place the indomitable gutaki's age at over 3,000 years old, and dwellers in the underwater regions surrounding Achom have long loathed and feared Ugash-Iram, whose legions of devotees have spelled the ruin of countless aquatic cities. Ugash-Iram itself is



## SEA MONSTERS OF GOLARION

responsible for destroying a dozen massive underwater cities in the past millennium, and the scattered ruins that lie around the Yogisa Trench serve as testament to its power.

Those aquatic creatures Ugash-Iram doesn't outright annihilate are captured and integrated into Achom either as members of the slave caste or as converted devotees to Dagon. Entire tribes of sahuagin, adaros, and iku-tursos have united under the banner of Ugash-Iram and its gutaki kin in Achom, and the underwater metropolis bulges at the borders with the thousands of evil inhabitants who make their home there. These inhabitants raid for Ugash-Iram and populate its city, protecting Achom and performing all kinds of menial tasks for their overlord. With these minions, Ugash-Iram's deadly reach extends all the way to the surface of the Obari Ocean and even the nearby shores of Geb, Jalmeray, and Qadira.

Isolated in its flooded metropolis beneath the sea, Ugash-Iram has plenty of resources, a generous life span, and thousands of minions at its disposal, making it a formidable foe for any who would seek to stop the despotic gutaki before its influence spreads even further.

### INFAMOUS DEEDS

The legends of Ugash-Iram remain shrouded in mystery, since few aquatic humanoids have seen the monster, and fewer still have lived to tell the tale. Some claim that the gutaki gained its power by devouring other gutaki, gaining greater power and its array of 12 tentacles.

One especially strange tale claims Ugash-Iram once captured a great kraken and imprisoned it deep in the gaping Yogisa Trench. Ugash-Iram is said to keep the behemoth perpetually on the brink of death—the gutaki and its minions carefully torture the kraken and subject it to grotesque experiments and disfiguring transformations. Just as gutaki were supposedly born when Dagon defeated the great kraken Kaktora, Ugash-Iram hopes that by subjecting its captured kraken to cruel experiments, it can create its own race of 12-tentacled followers.

While ships crossing the middle of the Obari Ocean face all manner of risks, perhaps the worst is capture by Ugash-Iram's minions. Records tell of a combined effort by Ugash-Iram's adaro and sahuagin soldiers to capture a diplomatic fleet from Vudra some years ago. A dozen lucky sailors perished during the raid; the aquatic horrors captured everyone else, smearing them with a magical jelly that allowed them to breathe underwater and dragging them to Achom for torture, experimentation, and eventual sacrifice to their lord Dagon.

### ADVENTURE HOOKS

Tracking Ugash-Iram down is not a task for the faint of heart, and those who do manage to find the vile underwater metropolis of Achom would do well to stay away. Despite

### ACHOM

Ugash-Iram lords over the city of Achom, a submerged metropolis built in the great oceanic ravine known as the Yogisa Trench. Most of the city is magically carved from the walls of the trench, and wicked spires curve out from the face of the rift, twisting and intertwining with each other on their journey upward. On the lightless floor of the trench, Ugash-Iram built its indomitable palace over the last 2,000 years, calling the massive temple to Dagon Deep Achom. Here, at the center of the city and focal point of all of Ugash-Iram's work, an inky haze constantly hangs over the place, and even the sparse light from the city directly above cannot pierce this veil. Ugash-Iram's most trusted gutaki wardens guard Deep Achom, with the aid of seven ghawwas recruited from the extraplanar seas of Abaddon. These ghawwas assist in the torture of Ugash-Iram's favorite prisoner, the kraken known as Hurkera.

Deformed eels, strange deep-sea fish, and octopi with any number of arms other than the normal eight swim throughout the city, but the most notable inhabitants are its overseer caste of gutaki slavers and mages. The remainder of the population is almost evenly divided between regular devilfish, skum, sahuagin, and other evil aquatic races, though merfolk scouts have reported a bizarre creature dwelling at the bottom of the trench around Deep Achom, a monster some claim is a slithering hydraggon. How Ugash-Iram was able to commandeer the aid of such foul creatures as qliphoth or divs is a secret even its most trusted gutaki advisors don't know, but some guess that they are gifted servants sent by Dagon himself.

the danger, adventurers might find any number of reasons to explore the foul settlement and face its cruel inhabitants.

- A tribe of adaro aligned with Ugash-Iram of Achom threatens Vudrani vessels bound for Jalmeray. At risk of losing their precious cargo, merchants send word to ports along the Obari Ocean's shores, searching for a group to deal with the adaro threat and determine their true motives.
- Tired of living in fear of Ugash-Iram, locathah, merfolk, cecaelias, and other non-evil aquatic creatures recently formed a congress to address the gutaki's tyranny. Legends tell of a magical device of unknown origin lost within the Obari Ocean south of Stonespire Island. Thought to be capable of blocking out mental domination—among other powers—this device would prove a great weapon in the fight against Ugash-Iram and the other denizens of Achom. The aquatic council has put out a great bounty for retrieval of the item.



## URTLEYTLAR, THE TEMPEST QUEEN

This writhing terror is made of tentacles and the heads of multiple hounds. The figure of a beautiful woman extends from the monster's center, though its fiendish visage is far from welcoming.

**URTLEYTLAR, THE TEMPEST QUEEN CR 20**



**XP 307,200**

Female scylla cleric of Rovagug 8 (*Pathfinder RPG Bestiary 2* 241)

CE Huge aberration (aquatic)

**Init** +14; **Senses** all-around vision, blindsight 30 ft., darkvision

60 ft., low-light vision, *see invisibility*; Perception +34

**Aura** frightful presence (30 ft., DC 27)

### DEFENSE

**AC** 38, touch 28, flat-footed 23 (+5 deflection, +14 Dex, +1 dodge, +10 natural, -2 size)

**hp** 406 (28 HD; 20d8+8d8+280); fast healing 10

**Fort** +22, **Ref** +22, **Will** +27

**Defensive Abilities** *freedom of movement*, improved evasion;

**DR** 10/cold iron and lawful; **Immune** charm effects, cold, confusion and insanity effects; **Resist** acid 20, fire 20; **SR** 31

### OFFENSE

**Speed** 30 ft., fly 60 ft. (good), swim 50 ft.

**Melee** 3 bites +37 (1d8+12/19-20 plus bleed), 4 tentacles +35 (1d6+6 plus grab)

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

**Special Attacks** bleed (1d6), channel negative energy 10/day (DC 21, 4d6), constrict (1d6+10), deadly weather\* (8 rounds/day), gale aura\* (8 rounds/day)

**Spell-Like Abilities** (CL 16th; concentration +23)

Constant—*fly*, *freedom of movement*, *nondetection*, *see invisibility*

At will—*acid arrow*, *control water*, *fog cloud*, *greater dispel magic*, *major image* (DC 20)

3/day—*black tentacles*, *charm monster* (DC 21), *insanity* (DC 24), *mirage arcana* (DC 22), *solid fog*

1/day—*control weather*, *power word stun*, *project image* (DC 24), *summon* (level 8, 1 charybdis 100%)

**Cleric Spells Prepared** (CL 8th; concentration +17)

4th—*cure critical wounds* (DC 23), *divine power*, *inflict critical wounds*<sup>B</sup> (DC 23), *tongues*, *unholy blight* (DC 23)

3rd—*call lightning*<sup>B</sup> (DC 22), *cure serious wounds* (DC 22, 2), *invisibility purge*, *magic circle against good*, *water breathing*

2nd—*darkness*, *death knell* (DC 21), *gust of wind*<sup>B</sup> (DC 21), *shatter* (2), *spiritual weapon*

1st—*cause fear* (DC 20), *command* (DC 20, 2), *divine favor*, *entropic shield*, *obscuring mist*<sup>B</sup>, *shield of faith*, *true strike*

o (at will)—*bleed* (DC 19), *detect magic*, *guidance*, *virtue*

**D** Domain spell; **Domains** Destruction (Catastrophe subdomain\*), Weather (Storms subdomain\*)

\* See the *Advanced Player's Guide*.

### STATISTICS

**Str** 35, **Dex** 38, **Con** 31, **Int** 18, **Wis** 29, **Cha** 24

**Base Atk** +21; **CMB** +35 (+39 grapple); **CMD** 65

**Feats** Combat Reflexes, Critical Focus, Dodge, Improved

Critical (bite), Mobility, Multiattack, Power Attack, Selective Channeling, Staggering Critical, Stunning Critical, Vital Strike, Weapon Finesse, Weapon Focus (bite), Weapon Focus (tentacle)

**Skills** Acrobatics +35, Bluff +25, Fly +35, Knowledge (nature) +22, Knowledge (planes) +25, Perception +34, Sense Motive +30, Spellcraft +31, Stealth +27, Swim +45, Use Magic Device +29

**Languages** Aboleth, Abyssal, Aklo, Aquan, Common

**SQ** amphibious, aura, change shape (1 humanoid form; *alter self*), undersized weapons

**Gear** *amulet of mighty fists* +3, *belt of physical perfection* +4, *ring of protection* +5

An awakened horror shaken from the depths of the sea by the catastrophic calling of Earthfall, the beast known as Urtleytlar swims the Arcadian Ocean, wreaking havoc wherever she treads. Urtleytlar is one of the Lesser Spawn of Rovagug, having escaped the Rough Beast's prison deep beneath the earth like those before her. The drow of Sekamina tell legends of a terrible many-headed beast crawling from the depths of the Dying Sea to prey upon their coastal settlements, and scholars among the dark elves hypothesize that this beast may have originated from somewhere in Orv. In this instance, their legends hold true, for Urtleytlar indeed swam the lightless depths of the Sightless Sea for centuries until she made it up the Braid, raided the aboleth population guarding the Inverted Sea, and emerged into a broken Azlant already claimed by the Arcadian Ocean.

Urtleytlar spent her first millennia on Golarion's surface terrorizing the eastern coasts of Arcadia, after which the foul beast felt an irresistible call to the lands of the east. The world rippled with destruction after the passing of Aroden, and this surge of chaos washed over Urtleytlar as she felt the pull of her lord Rovagug in the Inner Sea region. She swam eastward, weaving through the shattered continent of Azlant, and as she headed toward the Eye of Abendego, she saw the storm as a manifestation of the Rough Beast's destructive power. The monstrous scylla delights in the powerful storm, and preaches Rovagug's words of destruction through the ruin she sows.

Since making the Abendego Gulf her home, Urtleytlar has gathered numerous evil aquatic humanoids (and even depraved sailors) to her wretched bosom. The boggards and skum that make up the greatest number of her minions extend her reach to the broken shores of the Sodden Lands and Shackles. Some say she guides foolish sailors hoping to sail into the hurricane, providing them temporary safety in exchange for a taste of their souls.

A handful of boggard tribes swear fealty to the Tempest Queen by capturing slaves and dragging them to the shores as sacrifices. Urtleytlar makes choice selections from among her minions' offerings, leaving the scraps for the boggards

themselves to enjoy. Though she doesn't need the froglike humanoids for her conquests, she nonetheless enjoys their adoration. In addition to these minions, she counts a number of skum armies—left masterless after their abandonment by their aboleth rulers—as her thralls. Beneath the howling winds of the Eye of Abendego, hundreds of skum dwell in the ruins of Lirgen, now sunken beneath the sea. From this base, they make deals with both boggards and humans who have managed to survive in the flooded wastes of the Sodden Lands. These tribes and gangs provide Urtleytlar with slaves and food, and she strengthens their reach by aiding them in their destructive endeavors. In addition to these humanoids, Urtleytlar uses Megrexti, her charybdis counterpart and favorite plaything, as a living weapon, sending it into the middle of fleets of ships or other attackers and laughing in delight as it tears her victims to pieces.

Urtleytlar chose as her alternate form a strangely beautiful Cyclops woman. As old a creature as she is, perhaps Urtleytlar feels a kinship with the giants who once ruled the land and waters she now calls home. Regardless, her alternate form has tricked many explorers searching for the ruins of Ghol-Gan, easing them into an odd complacency before she utterly destroys them and their crews.

## INFAMOUS DEEDS

Thriving within the dangerous force of the Eye of Abendego, the Tempest Queen gleefully besets any ship or fleet hoping to penetrate the storm. Many explorers in search of lost cities from Lirgen or ruins of ancient Ghol-Gan risk running across this wrathful creature.

An insane, destructive whimsy marks Urtleytlar's behavior, and she delights in betrayal at the slightest offense. She leads some sailors safely through the storm for a time, then closes off the pockets of calm on the pitiful crew, leaving them to be ripped apart by the blistering winds and churning waters.

According to the ship logs of the famed explorer Escobar Vellian, his last major encounter in the Sodden Lands was escaping the clutches of Urtleytlar. Assaulted by her fanatical skum minions and subjected to her numerous magical gambits, Vellian lost two ships during his attempts to escape, and returned to his home port with only one ship and less than one-fifth of his original crew.

## ADVENTURE HOOKS

Urtleytlar tends to find sailors before they find her, and those who purposefully seek out the legendary monster are regarded as mad.

- Eager to acquire more power to further her course of destruction, Urtleytlar sends skum scouts to raid the underwater city of Wetan near the Sodden Lands. Once a port city of Lirgen, Wetan fell beneath the waves with the formation of the Eye of Abendego, and after the

settlement's destruction, a tribe of locathah squatters sought the protection of its abandoned buildings. There they discovered an inoperable planetary gate and managed to partially activate it. Urtleytlar can sense the power and wants it for her own, despite not knowing exactly what she might gain.

- Though Urtleytlar enjoys the caress of the Eye, she is hardly contained to one place, and her touch can be felt on the shores of the Shackles, the Sodden Lands, and Mediogalti Isle. Her destructive roaming causes especial trouble for the pirates of the Shackles, and a number of unlikely collaborators have settled their grudges, forming a pact to locate the dangerous scylla and kill her. Of course, with an endeavor like this, the pirates are eager for additional help.

