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## About This Content

### Pathfinder Adventure Path #46: Wake of the Watcher (Carrion Crown 4 of 6) (PFRPG)

#### Chapter 4: "Wake of the Watcher"

by Greg A. Vaughan

No one goes to Illmarsh. An ugly town, unfriendly to strangers and squatting amid the nastiest stretch of swamp in Ustalav, Illmarsh seems to breed rumor and madness, and those who speak of it always whisper of strange disappearances, misshapen shadows, and sacrifices to things terrible and forgotten. But when the trail of the death cultists known as the Whispering Way leads to Illmarsh, it's up to the PCs to learn the secrets of the sickly village. There they'll find a desperate people, caught in a war between beings from beneath the seas and invaders from the darkest corners of the cosmos. Can the heroes save Illmarsh from its tradition of terror? Or will they be the next victims of the horror from beyond the stars?

*This volume of Pathfinder Adventure Path continues the Carrion Crown Adventure Path and includes:*

- "Wake of the Watcher," a Pathfinder RPG adventure for 9th-level characters, by Greg A. Vaughan

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- Blasphemous secrets of the foul faiths known collectively as the Old Cults and sanity-shattering gods such as Azathoth, Nyarlathotep, and Cthulhu, by James Jacobs
  - A giant bestiary filled with eight classic monsters inspired by the writing of H. P. Lovecraft and the tales of the Cthulhu Mythos, by James Jacobs and Greg A. Vaughan
  - Laurel Cylphra's discovery that the dead aren't the only dangers in Ardis in a new entry into the Pathfinder's Journal, by F. Wesley Schneider

*This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:*

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

*Converted by: **Danny Stratton***

Released on November 16, 2018. Designed for Fantasy Grounds version 3.3.6 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset.

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Title: Fantasy Grounds - Pathfinder RPG - Carrion Crown AP 4: Wake of the Watcher (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 19 Nov, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

MAP: RECONITE ORDER OF THE INDOMITABLE SEA
MAP: TEMPLE

**4.08. E8. SECRET CHAPEL**

congregation in the bethel. The pool in this chamber connects to the pools in the Forsting Rooms (area E9 and E10) and chance to tunnels leading to the wharves (area D3) and Lindome House (area F27).

**D3. The Wharves**

**4.08. ENCOUNTER: SECRET CHAPEL**

CR: 9 XP: 6400

Token #	Name
1	Scion of the Sea

Placement:

COMBAT

Name	INIT	HP
Pip	16	30
Ralyn	16	7
Large Aberration	15	85
Burk	12	16
Algrim	7	16

**SCION OF THE SEA**

Non ID Name: Large Aberration

Type: Fiendish divine guardian chual  
CE Large aberration (aquatic, chaotic, evil)

INITIATIVE: +11 CR: 9

Senses: darkvision 60 ft.; Perception +19

**DEFENSE**

AC: 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

HD: 10d8+40

HP: 85

Saves: FORTITUDE +7 REFLEX +6 WILL +11

SQ: ability healing, amphibious, blessed life, bound to the faith, sacred site, DR 5/good; immune disease, mind-affecting effects, poisons; Resist acid 10; fire 10; SR 14; fast healing 5

Creature
  Trap/Hazard
  Vehicle

**IMAGE: SYMBOL OF D** **IMAGE: SYMBOL**



**YS 5.01.09. ENCOUNTER: CENTRAL HALL**

CR: 9 XP: 6400

Token # Name

1 Yib Thoolp

Placement:

MAP: UNDOMEDG HOUSE

MAP: UNDOMEDG HOUSE I

ST FLOOR

**COMBAT TRACKER**

Name	INIT	HP	Temp	Stab	Wind
Large humanoid	22	126			
Algrim	19	14			
Relyn	17	7			
Burk	14	14			
Pip	9	10			

**YS YIB THOOLP**

Non ID Name: Large Humanoid

Type: Female brineborn marsh giant  
CE Large humanoid (aquatic, giant)

INITIATIVE: +5 CR: 9

Senses: low-light vision; Perception +16

**DEFENSE**

AC: 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, -1 size)

HD: 12d8+72

HP: 126

Saves: FORTITUDE +16 REFLEX +9 WILL +10

SQ: amphibious, rock catching

**OFFENSE**

Speed: 40 ft., swim 40 ft.

Attack: greatclub +18 (2d8+13) or slam +18 (1d6+10) or

Creature  Trap/Haunt  Vehicle

**YS IMAGE: YIB THOOLP** **YS IMAGE: LARGE HUMANOID**







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