

Chapter 1 : Savage Tide | Obsidian Portal

Savage Tide Glories (opposite of the Obituaries thread) Oct 10, , pm by Sben " carborundum, psionichamster, Sben and 54 others.

Preferring colorful attire, she has donned a tight vest—swatches of cloth sewn together-- on top of a loose white blouse along with a loose pair of dark green pantaloons and crusty and worn pair of boots. The colorful visage accentuates her natural features; her dusky skin, close-cropped black hair and her dark brown eyes that have a tendency to crinkle at the corners most of the time. Personable and easy-going are two qualities that exemplify Mirasan to the tee. Decidedly self-assured, her gait is purposeful—at least when she knows where to go. Though respectful of authority when she feels its warranted, the Ijo woman will toe the line to avoid any undue attention. Life on the high seas has made her adaptable--at times practical as well-- and always keen to explore different options. Anan of the Ijo once fished in the waters of the Desparation Bay. Once a fisherman and sailor, the raids of the Ombo had made him and his few fellow villagers refugees. While some of his fellow refugees wished to join other Ijo villages, Anan felt otherwise. His life had taken a turn for the worst; his entire family—mother and younger brother—were taken. With limited supplies, and the clothes on their back, Anan and a few others had navigated their small sailing vessel towards the city of Senghor. Settling down in the city had taken time—especially with finding shelter and work, but Anan had different plans. The Senghorese Navy anti-slavery stance had become known to the young Ijo whose anger at the slavers had not abated. Wishing to strike back at them, he joined the Senghor Navy hoping for a fight against the wretched ones. If it gave him peace, Mirasan—his daughter—would never know. When she was five years of age, he had passed away in battle, and Desta—her mother—had never spoken in detail about the nightmares that plagued him so much. Left a widow, Desta tried hard to provide for her only child. Taking up the trade of a shipwright was one of the few options she had left. By the grace of Shimye-Magalla, there were those willing to give the daughter of Teruawa a chance. While her mother had intended to pass on her trade to her daughter, the latter had something else in mind. Though the young Ijo knew better than to believe the boastful stories of sailors and lowly navymen, the sea called to her. While she had gleaned some useful lessons on mathematics and ship-building, practical lessons of sailing came on her first trade ship. Taking the young Ijo woman on his ship, she was put to the test, scurrying back and forth as a deckhand. In fact, at times, it could be down right dismal and boring. Still, she grew used to life on a ship. Sailing to ports in the continent of Avistan was eye-opening, and deckhand grew knowledgeable about trade, sailing, navigation. Though, she had learned much on the trade ship, it was time to leave and seek another one. Wanting to experience life on a different port, she had settled down in the port of Eleder. At first, it was for the sailor to settle down. It made her sympathetic to Mwangi revolts, and readily willing to covertly pass on information and other items when asked by other tribesmen, in between her voyages. While she misses her home of Senghor; aiding her fellow Mwangi feels far more important than her feelings of home sickness. Her abode in the Lower Harbor, while tiny and sparse is where she stays in the meantime. Candlelight shimmered brightly through the crowded tavern in Portside that bustled with activity. The Ijo was glad that she and her crew had arrived earlier. Her last day on the Sea Boar, and Baolo—all smiles and winks—had suggested a night out in the local tavern in the docks. First time is hard on everyone, she thought, amused, and slightly pitying him. Turning neatly on her heel, she looked down towards the stranger. Curiously, she glanced at it; her hand simultaneously grasping it. Before he shoved off, she grabbed her own ale, and offered it to Kora. The name was not familiar to her. The mention of her skills had her worried. If she had heard of them, then what else had she heard about her? It looked liked she had no choice but to go along with it, if only to find out what this lady wanted from her.

Chapter 2 : Morrow's Savage Tide Adventure Path

The Savage Tide Adventure Path (or simply Savage Tide) is the third Adventure Path for the Dungeons & Dragons role-playing game, published over twelve installments from October through September in Dungeon magazine.

Vanthus Vanderboren, to Demogorgon. Everything Trying to Kill You: Again, the Isle of Dread Later, the Abyss. A recurring theme in the entire adventure is how most antagonists the players face consistently fight or betray one another, and in the process only end up hurting themselves. This is ultimately revealed to be what drives the campaign and its Big Bad , Demogorgon. It is revealed that his two heads actually have different minds, and that he is thus his own worst enemy, with both heads constantly fighting each other for dominance. The savage tide is the product of a plot of one of them to absorb the other, and defy this trope, giving himself an immense boost in power. This is ultimately what undoes Demogorgon, as well. By managing to get many of his enemies working together against him see Enemy Mine , he is left weakened enough that the players have a more reasonable chance of killing him. He murders his parents in hopes of inheriting their fortune Only to discover they left it all to Lavinia. In "City of Broken Idols," the final boss is an aspect of Demogorgon, who is the final boss of the campaign. As noted, the first time the players meet Vanthus he traps them in a dungeon full of zombie pirates. This sets the tone for the rest of the adventure. Later, Vanthus himself returns as an undead death knight. A God Am I: A possible fate for a PC - if Demogorgon is killed, his title, "Prince of Demons," becomes up for grabs, along with his territory in the Abyss. The Isle of Dread. The Olman Tribes on the Isle of Dread. In their distant past, they even built massive Mesoamerican-esque ziggurats and had a far-reaching empire Until the first of the shadow pearls went off and destroyed their empire in one night. Now there are only seven small tribes left, huddled at the edge of the Isle of Dread. The middle arc of the Adventure Path is basically a 3rd Edition update of the classic module Isle of Dread with more plot. In "Tides of Dread," the PCs fight off an invasion of their adopted home village by a pirate fleet. In "The Bullywug Gambit," the players see the effects of the savage tide for the first time. In "Tides of Dread," they fight off a pirate invasion and finally get to confront Vanthus. In "City of Broken Idols," they destroy the source of the shadow pearls - by fighting an aspect of Demogorgon! Scuttlecove, an anarchic pirate town the players visit late in the campaign.

Chapter 3 : Savage Tide #6 – The Lightless Depths | The Games Librarian

The Savage Tide Adventure Path is a twelve part campaign presented in the pages of DUNGEON Magazine. Additional material was also published in DRAGON magazine as a supplement to the campaign for both players and DM's alike.

Savage Tide, Pathfinder Edition Introduction: The adventure path starts in Sasserine, a medieval fantasy pastiche of merchant prince-era Venice with level 1 PCs and eventually leads the party across the ocean, into dangerous and wild jungles, to far-off colonies and coves, to the heart of darkness, and even to the Abyss itself, culminating in an epic-level adventure that the fate of the world will turn upon as the Prince of Demons, Demogorgon makes the master stroke of his thousand-year plan to spread limitless chaos throughout the Prime Material Plane and make whole his fractured self. Charged with bringing Vanthus Vanderboren to justice, the group scoured the streets of the city until at last they found the underground lair of the Lotus Dragons. But when they arrive they find pure bedlam in the form of scores of dead and diseased pirates, plagued by an infection that seemed to spread even to the flora and fauna. Putting the clues together as they fought, it was discovered that Vanthus attempted to steal some sort of artifact from the pirates of the Crimson Fleet but was caught in the act, and during the struggle the artifact was destroyed, spreading a wave of abomination over the area, turning most people and creatures into horribly disfigured monsters. Fighting their way into the caves the pirates used in the search for answers, they encountered Captain Harliss Javell, a Crimson Fleet captain who told the party she had already dispatched her men to Sasserine to kill Vanthus and his entire family for the slight against the fleet. Fearing for the safety of Lavinia and knowing Vanthus would not return home, the group made haste for Sasserine. In spite of being waylaid, the group breached the grounds of Vanderboren Manor and managed to defeat the Crimson Fleet hit squad, save the Jade Ravens, the Vanderboren private guard who had been defeated during the siege of the home, and save Lavinia from certain death. The open sea before them and Sasserine behind them, the party found themselves aboard a commandeered Crimson Fleet vessel taken as plunder, headed for the aptly named Isle of Dread. Dispelling the curse that made that salt-caked hell, the party sailed on for Farshore. Their momentary victory over nature was short-lived, however, as the weather turned foul and tossed their ship to the roiling sea. Crashing on the rocky bluffs of the Isle of Dread and losing most of their crew, the survivors of the Sea Wyvern marched south across the isle through perilous jungles full of giant beasts before reaching a tainted coil of a jungle glade, clearly crafted by demonic influence. With heavy hearts, the party at last glimpsed the fires of Farshore in the distance, but only to find that the colony burned even as they reached it. Finally reunited with their employer, the group found that even before the Crimson Fleet attacks, all was not well in Farshore. Lavinia campaigned against Manthalay Meravanchi, a former traveling companion of her parents who wished to rule the region through force, and his xenophobic style of leadership had burned many bridges with the Olman, the indigenous people of the Isle. Moreover, Farshore itself was woefully unprepared to weather a massive attack, leaving the group scrambling to bolster her defenses and recruit help from across the isle and acquire resources to aid the people of Farshore in repelling the invaders. Through a series of daring maneuvers and with the might of their new Olman allies, the invading Crimson Fleet – commanded by Vanthus, now twisted by demonic influence – was routed and beat back to the sea. With Lavinia having won the election that guaranteed her leadership over the colony, Vanthus dead, and the Fleet taught a harsh lesson about the fortitude of the tiny colony, Farshore at last had purchased itself some room to breathe. Using the log to follow the trail of custody back to a troglodyte tribe that dwelt beneath the Isle of Dread, the group eventually came to Golismorga, a massive cavern-city beneath the Isle of Dread that had been rendered dry by an Olman artifact used to end a millenia-done war with the aquatic aboleth. In the absence of those foes and the husk of that great city, the final step in the production line of shadow pearls had been established by those demonic forces who would profit off their production, and in a series of brave raids, the malignant temple responsible for their creation and the cultists who oversaw the operation were shut down. Upon returning to Farshore, our heroes were presented with still another piece of the puzzle: Believing that the island and the remains of the first Olman city, Thanaclan, may provide further clues as to the identity of their opponent and the provenance of the shadow pearls, the group

trekked there, finding themselves too late to save the last remains of a slave Olman tribe kept in thrall by the demons who took over Thanacian after the Olman exodus from the city over a millennium prior. With the production line of Golismorga halted and the shadow pearl production operation nearly completed in any case, the demons there had begun to pull up stakes, starting with the mass sacrifice of their chattel slaves. With this unsettling news in mind, the group returned to Farshore to face even worse news: Assuming false identities for their trip to the cancerous port of Scuttlecove, it became apparent that many revelations yet awaited the group in the days ahead. In their search for Lavinia, they found themselves embroiled in a drug-trafficking struggle between crime boss and wizard Kedward Bone and the upstart madame of a notorious brothel named Wulvera. Resolution of that squabble got them the information they sought – the location of Harliss Jevall, who had been kidnapped and detained since sending her letter – but also alluded to a disquieting possibility: Finding that Vanthus had lost custody of Lavinia to one of the other powerful inmates shortly after his arrival, the group reluctantly set about resolving a fomenting power struggle that had been festering within the prison walls for many years. Ultimately, they were able to slay or barter with most of the powerful demons who called portions of the prison their domain and finally defeat Vanthus, but it came at a terrible cost: While she, too, was defeated, it did little to return Lavinia to life, and so Lavinia was taken with them until such a time as she could be returned. More importantly, they had gained a powerful piece of information: Unfortunately, this woman was, aside from being the former queen of all succubi, currently interred in the Wells of Darkness, an interdimensional oubliette that very powerful entities used to ensure that their prisoners remained silent and unreachable for eternity. After much struggle and much research, the heroes fought their way to a massive, red cathedral at the heart of the plane and made a bargain with the only entity in the multiverse capable of releasing creatures from the Wells, a demon lord named Ahazu, himself both the jailor and jailed of the Wells of Darkness. The deal as struck required our heroes to bring Ahazu a greater prisoner in sixty-six days, else their collective souls would be forfeit to the Wells, themselves. If his attention could be sufficiently divided, his mind would fracture, leaving him vulnerable. Shami-Amourae suggested a multi-stage assault on Gaping Maw by the forces of his enemies, and left to reconsolidate her power. It was at this point that Charon, Ferryman of the Styx, made his presence and his grudge with Demogorgon known to the heroes. Seeing in them a mutual hatred for the Prince of Demons, he directed them to speak to the powerful witch and scholar of the Abyss Iggwilv, who could guide and advise them in their goal. Iggwilv took an interest in the plot for reasons that remain her own, but her advice was sound: The last of these came at the highest cost, for it was through Malcanthet that our heroes learned that the feeling of unease they had received in Scuttlecove was justified. With their army assembled, the fateful hour drew nigh. But there was two more armies yet unaccounted for: Though the emissary of the cryptic deity would brook no question at the time, it was strongly suspected that the intercession of the god was provoked somehow by their fallen friend, Tobin, who was one of his votaries. With little time to lose before the appointed hour at which Demogorgon would unleash his savage tide, the time to take the fight to Gaping Maw had come. As the battle began, the pieces aligned to distract and confuse the Prince of Demons: The pearl was well-guarded by the forces of both Demogorgon and Dagon, and it was from the minions of the latter, a fully-mad abomination and ancient Olman traitor named Nulonga, that the group learned that the Prince of Demons was merely a pawn on the board of a cabal of obyrith lords, Dagon among them, who sought to use Demogorgon to destroy not only all life on the Prime, but all of demonkind and the gods, themselves, leaving only behind the terrible, alien beings known as the obyrith. This knowledge did not change their mission, however, and after dispatching the guardians of the master pearl and being reunited, albeit briefly, with Tobin, who confirmed their suspicions of his involvement, they fled Wat Dagon only to be interrupted by the Prince of Demons himself, who was enraged at the affront to his might and dedicated to a course of murder, even with his attentions – and therefore his power – severely divided by the assault on his plane and person. The final and most unkind cut was administered by the Demon Queen of the Succubi, herself, who revealed the truth of her betrayal and further insinuated to the Prince of Demons that he was worthless, weak, and impotent. In the battle that followed, the heroes were very narrowly victorious, thanks in great portion to the concerted efforts of Orcus, Iggwilv, Charon, Obox-Ob, Bagromar, Irori, Malcanthet, and their mortal allies, and the Demon Prince fell. All that remained was for the

mantle of Prince of Demons to go to another: Ultimately, their hesitation became a choice unto itself: Orcus arrived from his home plane of Thanatos to claim the prize, crushing the larval form of Vanthus beneath his cloven hoof. No one, however, could have anticipated what came next. Even as Kizziar and Othar had almost grasped the crown, Malcanthet, Demon Queen of the Succubi, materialized before them and snatched the crown for herself. As pyrrhic a victory as this seemed, our heroes were victorious: Only they would know the truth of what that victory had cost. But they returned home as heroes all the same.

Chapter 4 : 5E Savage Tide Adventure Path

Savage Tide is an Adventure Path released for the third edition of Dungeons & Dragons during Paizo Publishing's run of Dungeon Magazine. The adventure begins when the adventurers are hired by a noblewoman of the port city of Sasserine, Lavinia Vanderboren, to track down her missing brother, Vanthus.

While the basic concept of an Adventure Path was nothing new, the level of refinement in Savage Tide was quite extraordinary. However, each module was fairly episodic. Paizo Publishing pioneered the modern Adventure Path in Dungeon. Savage Tide was their third - and final - Adventure Path published in periodical format. Subsequent efforts focused in sequential "modules" and other types of products. Savage Tide was their most-polished product, and really is quite impressive in scope, scale, and continuity. Savage Tide shares many of the good, and most of the bad, points of any adventure path. Each module in an adventure path must: They came out with two exceptions every month. In order to keep players "on script", each installment had to be completed in "a month", which was generally determined to be about two play sessions of about four hours each. A typical home campaign would probably not advance a character by one level after every session, from levels 1 through 10. This has to happen even for characters that miss a week here or there. Most of the scenarios in the series feel - in and of themselves - fairly episodic and linear. Because the adventure path is a series of scenarios, there is an undeniable feel of being railroaded from point A to point B to Point C, with each installment. Almost always, there is a "finale" event in the installment that sets up the next installment. The biggest commercial game, ever, had two flagship periodicals - and for just over a full year, both of them were devoted to supporting the adventure path. Yes, they had "other stuff", and it was good other stuff. But the obvious focus was the adventure path. Savage Tide Preview in Dungeon Issue - Sep kicked everything off, letting players and Dungeon Masters alike know what was in the pipeline. It was time to think about rolling up new characters and starting at Level 1! The next twelve issues of Dungeon carried the adventure path installments. The "Savage Tidings" column provided background, and a couple of "Isle of Dread" bonus articles made sure everybody knew the adventure path was, conceptually, strongly tied to the ever-popular X1: The Isle of Dread. All told, thirty-one major articles shared between two flagship periodicals for just over a full year. And that "back when" both magazines were print. Too, the last installment appeared in the last-ever printed issue of Dungeon and the last supporting column appeared in the last-ever printed issue of Dragon. The whole Adventure Path is comprised of these adventures:

Chapter 5 : Savage Tide: Excellent! | Savage Tide | RPGGeek

The Savage Tide Adventure Path is a complete campaign featured over the course of a year in Dungeon, running from issue # to issue #, that will take your PCs from their lowly beginnings at 1st level to the lofty heights of 20th, and possibly beyond. It all begins in the exotic port city of Sasserine, detailed in this booklet.

From the Journal of K. Garnham Apprentice Seeker This may prove to be my first entry in this blasted thing that is, in any way, interesting. A few days ago I received a the following message: Greetings, and I trust this missive finds you in good health. I think that I can present you with an opportunity uniquely suited to your skills. Please inform the carrier of this letter of your response to this invitation, and I hope to be speaking to you soon. Lavinia Vanderboren It was delivered by an elderly halfling woman named Kora. I made the usual inquiries, but had no luck in finding out anything about Lavinia Vanderboren or why she would need the services of a small time crook such as myself. My brother believed he was being called upon for carpentry work. I do not think that he is aware of just how deadly he can be. He is, in many ways, so much better a person than I am. The pair of us were brought into a sitting room by the same elderly halfling lady who had delivered our invitations. Already present was a young woman in the priestly gear of Aster. Dexter lit up at the sight of a priest of his favorite faith. Her name is Maggie Teach. Looks to be sixteen. We were next introduced to Aliosha. An elven woman of good bearing with foreign accent and clothing. She was introduced as Lady and preferred to be called that when I asked for a shorter form of the 20 or 30 syllables that seem to form her name. Her bearing suggested dignity, but her clothing was not in proper repair. She has a wolf named Bolk as a traveling companion. Before our hostess arrived a group of four adventurers passed by the room we were in. I instantly disliked that man. Were they another group who turned down the offer we were about to hear? The only servant visible was Kora and it was obvious that the room was underfurnished. Signs of poverty in a prospective employer is never good. We were than introduced to our hostess. She is slightly older than I and Dex with excellent bearing. Her inheritance was in a magically locked vault under the palace. The only keys to the vault were a pair of magic rings owned by her parents. Her mother lost hers before the accident!!! The family owed docking fees for the Nixie in the amount of platinum. One of those persons was Solar Vark. Vark was the person that Lavinia gave the fees to. He pocketed the money and told her to shove off. She wanted us to reclaim the money, ring and teach Vark a lesson. We bought a few drinks and some information. Vark had a bad reputaion. There were reports of people moving about on board. A new ship they had purchased had burned to the waterline with them on board. We made our way to the docks. A borrowed rowboat got us to the Nixie. There were three guards on deck. It was a quiet night and I could make out the sounds of a couple having sex in a cabin towards the rear of the ship. Also the sounds of snoring. A creaky set of hinges gave me away as I entered the antechamber outside a pair of rooms. While the guards came closer I entered the snoring filled room. My companions, having heard the guards take notice, climbed up and confronted them. I managed to sap one of the sleeping thugs before the other woke. I then drew first blood on the other thug forcing him to surrender. It turns out that Vark was one of the sex partners that I had overheard. By the time I finished with the two thugs he and his woman had joined the battle against my teammates. Vark had joined in hand-to-hand while the woman was further back using a light crossbow. In retrospect I should have used my bow from cover, but I moved forward to engage her with my rapier. I managed to sneak up on her, but missed my shot. She, on the other hand, hit one of my favorite arteries. Vark was captured alive. Another guard who was in the hold had tried to start a fire and was killed by the cargo. Vark was using the Nixie to hold contraband animals. A giant spider-thing had gotten loose and killed the woman as she was setting the blaze. We killed the spider before it could eat Bolk. They took Vark back to Lavinia while I got in contact with R about the animals. We were offered longer-term employment by Lavinia. She asked us to join her when she went to the vault. In three days we were patched together and went to the vault. There I noticed her house symbol. It was on the vault door-the Seeker symbol. In addition to the rings there was a guardian construct resembling a snake. We, mostly Dex, beat it down. Then there was a very large locking mechanism. Aliosha figured out the trick to the lock and we were in the vault proper. Which had, of course, been ransacked. Lavinia spent about an hour

going through what remained. Afterwards she tore somebody a new one. He had the ring and was known to be a member of the family so he was allowed through. She said that had been acting differently, even hitting Lavinia before his vanishing. She wants us to find him and bring him to her. The only lead we have right now is an unknown lover that Valthus has in Azure district.

Chapter 6 : The Savage Tide Adventure Path - [Dungeon Magazine Spoilers!]

The Savage Tide Adventure Path - [Dungeon Magazine Spoilers!] When your player characters defeat the Wormgod Kyuss at the pulse-pounding conclusion of the Age of Worms Adventure Path in this very issue, they will have rescued the world itself from an unspeakable danger.

Maps The first savage tide has already touched the mortal world. Unleashed from the cruel heart of a shadowpearl. The tide swept over an ancient civilization. The hateful architects of the savage tide watched, taking pride in the ruin they had wrought. Now, after a thousand years, the savage tide is about to return. Yet this time, the doom will not be limited to one hapless city. This time, all of civilization waits unknowing on the shore. Many thanks are owed to the many people who worked so diligently on the Savage Tide Adventure Path. In the Savage Tide Adventure Path, your characters are destined to face a wide range of dangerous monsters, hostile terrain, murderous organizations, and sinister magic. This campaign begins in the exotic port city of Sasserine , and it is here that the foundations of your character will be laid. The City of Sasserine is perched on the edge of the known world, the last stop before the endless expanse of the Amedio Jungle. It is a hub of trade, and home to more than fifteen thousand souls, a bastion of civilization in a realm haunted by piracy, disease, violent weather, and monsters. This campaign assumes your starting character is a Sasserine native, and as such you can expect to know a fair amount in advance about the city. Likewise, each district has a common church or faith shared by many of its citizens. Party The Year is The information presented here is based upon the Savage Tide Adventure Path created by: Many of the images are subject to copyright and are reproduced here from open sources. All information presented here is for the advancement of the game and not for profit. We play on Saturdays mostly every weekend. My game is online and in person. Savage Tide Adventure Path.

Chapter 7 : Savage Tide Adventure Path | Obsidian Portal

Savage Tide is a series of linked scenarios that appeared in Dungeon, forming what was (by then) called an "Adventure Path". It was targeted at Dungeons & Dragons (4th Edition). While the basic concept of an Adventure Path was nothing new, the level of refinement in Savage Tide was quite extraordinary.

In the aftermath of the attack on Farshore, the characters go over what intelligence they were able to gather from the log books and survivors of the fleet. One reference notes that the black pearls that are responsible for triggering the Savage Tides come from a shadowy group known as the Lords of Dread. The pirate fleet has been negotiating with an ancient and legendary Dragon Turtle that dwells on the northern edge of the island, and in return he allows them passage to the caverns and lava tubes that lead to the Lords of Dread. From here, the characters are given a pretty straightforward directive from Lavinia. It should go without saying that my players rolled their eyes at this. The Dragon Turtle in question, Emraag the Glutton, is a creature of legend amongst the local Olman tribesmen, a dread aspect of myth and terror that none have ever faced and lived. His lair is littered with the wreckage of dozens of ships that dared enter his domain, and it is only in folly that the characters seek conflict with him. In a lot of ways, this reminded me of the set-piece encounter in Legacy of Fire, where the characters had the option of fighting a Dragon Turtle within the extraplanar realm of Kakishon. The set-up for that particular encounter had some problems, in that the text had never been edited to make sense in the scope of the module, but the actual fight and the lair beneath were pretty fun. The encounter with Emraag was fairly quick and to the point, as the players had carefully prepared themselves with a stock of magic items specifically, they returned to Sasserine via Teleport and outfitted everyone with Cloaks of the Manta Ray and careful tactics. Along the way, they encounter tribes of Troglodytes that have been corrupted to worship Demogorgon a similar parallel to the corrupted worship of the Deep Ones in Wake of the Watcher, strangely, as well as a non-corrupted Trog Cleric who offers to help them along their way. This was when I ended up shifting one of the encounters of the module to fit one of the characters. The Barbarian had been flailing about, trying to settle on a build that offered a little more flavor for the setting. Since the player had recently finished playing Far Cry 3, the option of a Tatau-based warrior appealed directly to him. So, instead of waiting until the beginning of the next module, I allowed the NPC in question who is saved from being sacrificed in this module to initiate the character immediately. There was also a strange sort of Beholder subplot, where my players came to appreciate the dire reputation that these particular iconic creatures enjoy. Suffice to say, they found that they hated dealing with intelligent and powerful monsters that generate Anti-Magic Fields. This works on a level of pacing, where they discover a single petrified specimen in the setting lore, any Aboleth caught outside of water secretes a hard shell to keep them from dying; the problem is that they remain conscious and go mad over the centuries, followed by a couple more. They agree to destroy the seals that isolate the ancient city "now revealed to be an Aboleth city that was ravaged by the magics of the Olman gods" which will destroy the hold the Kopru have over the island. And finally, they reach the city. The city in question is Golismorga, a showcase of weird biotechnology "the buildings are described in the most awful manner possible, talking of randomly sprouting eyes and oozing, wound-like orifices" and general blasphemy. Much of the lore of the city derives from the 3. I loved it, going into greater and greater description of the writhing insanity that the city was built on. Combined with the fact that Rakis-Ka specifically wanted to tear their souls apart only added to the characterization. These are fascinatingly wretched abominations that collect the brains of their victims and use them to power their abilities. It was poor timing on the part of my players, but they managed to survive the encounter, more or less, destroying the maguffin and moving on to the final encounter. The last fight takes place in what amounts to being the only dungeon in this module, a weird and fleshy pyramid that has been reconsecrated to Demogorgon. In Golarion terms, it amounted to being the unholy blood of the god Rovagug, referenced here as Holashner. Within the pyramid was a leveled Kopru Cleric of Demogorgon and one final abomination, a tentacled creature that looked similar to a Carrion Crawler but was adapted to swimming in the Black Bile. Since it had unrestricted movement and vision, along with Fast Healing, in the Black Bile, it just swam around in it while taking pot

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shots at the group. Between this creature and the Kopru Cleric, my players were nearly ready to give up on the module. Much as I loved the setting, the combination of the two monsters ground the game down to the point that there was a collective vote for a hiatus. Further updates as situation warrants.

Chapter 8 : Savage Tide | Series | RPGGeek

Morrow's Savage Tide Adventure Path takes place fifty years after Swashbuckling in Freeport in the same campaign world. In fact, most of the PCs in Savage Tide are the grandchildren of the PCs in Swashbuckling in Freeport.

Maps The Lords of Dread are iconic legends, their stories retold so many times that many of the events and characters would be unrecognisable to someone that was actually alive at the time. Their title makes them sound like some sinister force for evil, but as we all know they were a great force for good. They earned their title as many of their earliest exploits were around the Isle of Dread, a region they helped, if not tame, at least make inhabitable. In truth we cannot even be sure that the Lords of Dread were real people, they were more likely amalgamations of several different characters from history. Still with any great legend there is a seed of truth behind the stories. Let us introduce each hero in turn. Valdis Aldranna, the noble wizard. Skilled in the arcane arts, some claim his families wealth allowed him to learn his skills of warfare in the colleges of Sasserine, others that he was born a sorcerer and was cast out from his family, cut off from their wealth. The Aldranna family name is recorded in the heraldic records of Sasserine, although in the Aldranna family Valdis was traditionally a female name so it is unclear if the character has a historical counterpart. Tamzana Alteresine, the noble warrior. The opposite to Valdis, the yin to his yang. A dark and brooding character haunted by the sins of her forefathers. Like Valdis she too is skilled in magic, but she was also skilled with the blade. In some tales she is part demon, in other wholly human. Trantil, the angry giant. A strong warrior that stood nearly 8ft tall. Some even claim he was not a man at all but a Goliath, other he was giant-kin. He is most likely an amalgam of several characters that fought in the gladiatorial pits in Sasserine, before the sport became illegal. Certainly no man alive to day is capable of the feats of strength attributed to him. Shallasar, the untrusted outsider. This character is usually of some race typically viewed as untrustworthy in the locality the story is told. So to the a fisherman of Sasserine, Shallasar might be a sea-elf, in a cultured city of Greyhawk, he becomes a feral half-orc, I have even heard him described as a dwarf in the by one bard in the halls of elven court. He was most likely added as a morality tale by some early scholar. Dalrin, the turbulent priest. In these stories there is always a priest, standing for what is right, even if it goes against the will of church authority. Dalrin according to legend associated with prostitutes, even marrying one and owed his life to a demon lord, but still put himself before his flock. She represents the old faiths, the Earth mother, but also as a hunter civilizations domination over nature. The group played first five adventures upto Tides of Dread, using the 3rd Edition Dungeons and Dragons rules. When 4th Edition came out the campaign was put on hold for over a year and when it came back first session this coming Sunday, 5th July , the heroes had undergone a transformation to 4th Edition rules. Oh and Valdis is actually female but I keep forgetting, looks like the bards did as well.

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Savage Tide, Pathfinder Edition. Introduction: This is a Pathfinder edition of the popular Savage Tide campaign path published by Paizo www.nxgvision.com adventure path starts in Sasserine, a medieval fantasy pastiche of merchant prince-era Venice with level 1 PCs and eventually leads the party across the ocean, into dangerous and wild jungles, to far-off colonies and coves, to the heart of.