

COR3-11



FORLORN MEMORIES

A ONE-ROUND D&D[®] LIVING GREYHAWK[™]
CORE ADVENTURE

Version 1.1

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Choices of the past and echoes of the present, the future may make memories to resonate through all time. Deep beneath the waves, a terror sleeps no more. The dread voice returns, corrupting those who draw near it. Will it be released onto Oerth, or will it be put to a final rest? Sequel to Forbidden Choice and Forgotten Echoes. An adventure for characters levels 3 – 14.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario. After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
 - If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
 - Sum the results of 1 and 2, and divide by the

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

number of characters playing in the adventure. Round to the nearest whole number.

- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

2. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
 - Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure. All characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE SUMMARY AND BACKGROUND

In 591 CY, a group of adventurers journeyed to the Vesve Forest, and uncovered an ancient malevolent presence imprisoned beneath Delvenbrass, an ancient Baklunish ruin (COR1-06 *Forbidden Choice*). They resealed the prison, and told very few of its existence.

Unfortunately last year, mercenaries found out about the location of the evil, and brought the stone slab it was imprisoned in, back to the town of Maraven. There,

the stone was stolen by ship, and taken to Iuz's regional capital of Admundfort, on the northern shores of the Nyr Dyv. Another party of adventurers managed to snatch the stone from the clutches of the Old One, and in their desperation to rid themselves of the oppressive evil, dumped the stone into the waters of the Lake of Unknown Depths, the Nyr Dyv. (COR2-10 *Forgotten Echoes*)

The stone went to the bottom of the lake, into the dark depths where few creatures would dare search; few, save perhaps the kuo-toa, a race of amphibious creatures predisposed toward finding forgotten power and using it for evil. The stone settled near an underwater community of the wicked humanoids; their high whip (cleric) Goluugula discovered it, not long after the heroes dumped it from the surface.

Over the next several months, Goluugula's will began to shatter, as the evil voices plagued him daily. They whispered dark secrets to him, and told him of the glory that would be his if the stone was shattered and the being inside was set free. Eventually, Goluugula became convinced that the being inside the stone was a greater servitor of Blibdoolpoolp, the evil goddess of the kuo-toa, and that by freeing it, he and his community would be blessed by her dark power. The voices inside the whip's head played along, and helped him conceive of a ritual to release it, all the while corrupting Goluugula and those closest to him.

Many sacrifices had to be made, both of his people and of innocents. The kuo-toa raided a nearby aquatic elf enclave to obtain more sacrifices. Here, the lord of their people, known as Nei'Tessyr, has suffered particularly greatly, as his sometimes lover, a sirine named Cylshay, has been taken as well. His enclave is small, and while they've attempted a rescue, the kuo-toas are larger in number, and far overpower the aquatic elves in magic. Therefore, he has sent an envoy to the surface world to find aid.

The heroes begin the adventure in transit on the ship known as *Tidecutter*. On their way to the Domain of Greyhawk, they are boarded by aquatic elves. The elven envoy explains their plight, and asks the heroes to come down into the depths with them to speak with their lord.

Assuming they agree, the heroes continue down into the Nyr Dyv, and the lord of the enclave of aquatic elves known as Nei'Tessyr addresses them. He explains that several of their people were captured by the kuo-toas, and also informs them that the most recent abduction was his siren lover Cylshay. Nei'Tessyr asks the heroes for aid in rescuing the abducted elves and his lover. If the heroes accept, then he gives them the location of the kuo-toa's lair. Nei'Tessyr also informs the characters that they should seek out the wisdom of the Kelp Seer, an enigmatic triton that lives nearby.

The heroes are on their way to the Kelp Seer, when the fiendish sea lion servitors of Goluugula ambush them. After the fight, they can continue on their way unmolested.

The Kelp Seer talks to the heroes, and tells them of the nature of the kuo-toa ritual, and what dire

consequences it holds for all of Oerth. He implores them to stop it, before the soon-to-be-released creature's power can be brought to bear. However, they must attack during the ritual tomorrow, when Goluugula is occupied; otherwise, he may attempt to escape with knowledge of the ceremony.

The heroes may return to the aquatic elves, and inform them of what has happened. The elves house them for the evening, allowing them a chance to prepare for the inevitable conflict with the kuo-toas.

The next day, the heroes leave the aquatic elves, and head to the domain of the kuo-toas. There, they must defeat Goluugula and his forces before the ritual can be finished and the evil is freed. Higher-level parties have to fight the demon-creature, and hopefully defeat it or drive it back to its Plane of existence.

Afterward, all knowledge of the evil that once dwelt beneath the ruins of Delvenbrass is somehow purged from their minds, leaving the whole encounter with the demon-creature as a vague dream. The only ones that are aware at all of the events that transpired, are those that bore the Curse of the Voice; they are the ones that are left alone with their memories.

CURSE OF THE VOICE

Many heroes possess a certificate called the *Curse of the Voice*. In some places during the event, special circumstances arise for a PC with such an item. Such instances are noted in the individual encounters below.

BINDER OF SOULS

If a hero possesses the dagger known as *binder of souls*, a dagger from COR1-06 *Forbidden Choice*, please note which hero possesses the item. It is acceptable for more than one hero at the table to have the dagger.

UNDERWATER CONDITIONS

Much of the adventure is set under the surface of the Nyr Dyv. The DM should become familiar with the special rules governing characters underwater. Appendix 2: *Underwater Rules* contains the relevant information.

INTRODUCTION

It is 24 Reaping in the Common Year 593, and you are standing on the deck of the Tidecutter, a merchant vessel that has agreed to take you from the port of Radigast City in the County of Urnst to the Domain of Greyhawk. Your journey across the Lake of Unknown Depths has thus far been a wonderfully pleasant one; the morning sky is clear and the wind is gusty but warm. Above your heads, the bright blue sail adorned with a white wave symbol has billowed to tautness, and the small green pennant snapping in the breeze bears the familiar swan signifying this vessel's allegiance to Urnst.

Captain Rand, an old salt of at least 50 winters, walks toward your group, favoring his right leg as always. "Another beautiful day it seems, eh? Looks like Xerbo's smiling upon us so far. Shouldn't be too much longer to Greyhawk. With the

good wind at our sails, we should be there in another day and a half or so. As usual, if you need anything, let Sinvyra know. I'll be down in my quarters for a bit."

☞ **Captain Rand:** Male human Exp5/War2.

☞ **First Mate Sinvyra:** Female human Exp4.

Captain Rand and his first mate Sinvyra are merchants traveling to Greyhawk City to sell the fine cloth used in many nobles' garments. They've been very accommodating to the heroes, since they were paid well for passage.

Allow the players a chance to introduce their characters to one another, as they have been at sea for several days. Spellcasters may also select their spells at this time. Characters with animal companions and familiars may bring any creature of size Small or smaller aboard, although traditionally wild animals need to be restrained, as well as dogs. In addition, aquatic animals such as dolphins and sharks may tag alongside the boat, although anything other than dolphins/porpoises makes the crew on board the sailing vessel very nervous. Once the players are ready, go to *Encounter 1: Envoy from the Depths*.

CURSE OF THE VOICE

Pull any players that have PCs with the *Curse of the Voice* aside, and read the following to them:

A familiar voice, smooth and close, utters a single word in your mind. You find yourself muttering it; you try to keep it from being said, but you cannot. It says, "Urzulegon".

Tell the player that he should vocalize this word in front of the other heroes. Continue on to *Encounter 1: Envoy from the Depths*.

ENCOUNTER 1: ENVOY FROM THE DEPTHS

In the evening hours, a group of aquatic elves boards the *Tidecutter* with the intent of making peaceful contact with the heroes, and to ask for help for their beleaguered people. The elves board the ship just after sundown. Players should roll Listen (DC 12) and Spot (DC 17) checks for the characters that are currently on deck, if awake. The normal sleeping quarters for the PCs are below decks. Characters that succeed, hear the sounds of several forms drop onto the deck of the ship, or see long whale-tails sprout from the surface of the Nyr Dyv and humanoid forms walk along them to the deck, or both if a hero succeeds at both checks. Read or paraphrase the following once one or more heroes move to investigate.

Several lithe, man-shaped forms walk along the deck of the ship. From the pale light of the full Great Moon hanging high

in the sky, you can see their forms are glistening with the accoutrements of the lake, as they walk slowly without much more than the slightest of sound toward the helm of the ship.

Once the heroes approach the envoy, the elves raise their hands to show they bear no ill intent. If the heroes approach peacefully, read or paraphrase the following.

One of the four forms parts from the group and moves forward. Wearing little more than a few strings of shells, a beautiful silvery green female elf smiles and steps closer, brushing bright blue-green seaweed hair out of her face. Two delicate charms hang from her neck, one an aquamarine dolphin, the other an intricate weave of small decorative shells and fibrous lake plants. Her webbed hand remains raised slightly above her shoulder, as she begins to speak in an unusual rolling form of Elven.

If no one seems to understand her, Sil'Krenna apologizes and speaks in Common.

☞ **Sil'Krenna:** Female aquatic elf Clr6 (Deep Sashelas); hp 39; AL CG; Diplomacy +11, Sense Motive +5.

"Greetings to those overtide. I am known as Sil'Krenna, first in the Creator's faith among my people, the Neitirral. I have been tasked by Nei'Tessyr, Lord of the Neitirral, to find those on vessels with allegiance to the swan, tower, or castle, and ask for assistance with a matter most urgent to my kind. Would any of you on this ship be in staunch opposition to the depredations of evil, wherever it may lie?"

Sil'Krenna is the head cleric of an enclave of aquatic elves that live in the depths of the Nyr Dyv close to the current position of the *Tidecutter*. The ruler of her people, Nei'Tessyr, has sent her and some warriors to find surface-dwelling heroes from the County of Urnst, Greyhawk, or the Shield Lands (good-aligned nations that are known for their heroes), and ask for help. After the characters assent to her question, Sil'Krenna can provide some information:

- Sil'Krenna's clan is rather small, only numbering one hundred or so inhabitants. Unfortunately, they do not have the strength of arms or resources to stop the latest threat to their people.
- A tribe of kuo-toas, an evil lake-dwelling race that seeks out baleful secrets to use against the more peaceful creatures of the Lake of Unknown Depths, has begun to conduct raids against the Neitirral. Until recently, the kuo-toas did not intrude upon the domain of the aquatic elves, but now, their leader Goluugula, seems intent on abducting the Neitirral.
- No one knows what the purpose is of the abductions, but it is certain that the kuo-toas are doing something sinister, and it must be stopped. The Neitirral were already weakened by a battle twenty years ago with a dragon turtle that slew most of their warriors. The abduction of several of their fighting men has further sapped their defensive capabilities.

- Nei'Tessyr sent some of his greatest warriors to combat Goluugula, but none have returned. He fears the worst. Apparently, his mood has darkened even further most recently. However, he won't talk to his people about what else could be troubling him.
- Sil'Krenna wants the heroes to journey down into the Nyr Dyv, and accompany her back to the demesne of her people. There, Nei'Tessyr awaits, to speak with whomever Sil'Krenna deems worthy enough to present to him.
- Sil'Krenna informs the heroes that they will ensure their safe return to Greyhawk whenever they are ready to depart from the aquatic elves' company. Captain Rand can continue on his way, and she promises that several of her lake allies will protect the ship on its way to Greyhawk City.

When Sil'Krenna has told them all she knows, she politely asks them if she may subject the characters to a spell to "determine their true hearts." She casts *detect evil*, and concentrates on each hero. If any heroes are revealed to be evil, a Diplomacy check (DC 10 + 1/APL; i.e., APL 2 is DC 12, APL 4 is DC 14, etc.) is required by a "non-evil" PC to convince her to allow the "evil" hero to be escorted beneath the waves. Allow a +1+4 bonus to the roll if the heroes are convincing in their argument, and multiple heroes can assist in the matter, assuming they all speak on behalf of the heroes in question. If this Diplomacy check fails, the adventure is over for those heroes that detect as evil. If the player has another character that is not "afflicted", they may play him or her (adjust the APL of the adventure accordingly, and the character is subject to all levels of play rules. So, he/she may earn only 1/2 xp for the adventure as a result, depending upon their level. Regardless, no matter how convincing the heroes are, the elves are very watchful and cautious around any heroes who detect as evil. Sil'Krenna also demands that "evil" characters be disarmed upon entering the domain of the Neitirral.

When the heroes are ready to depart Sil'Krenna gathers them together, and informs them that she is going to grant them a blessing from the Lord of the Seas (Deep Sashelas). Her necklace is a powerful relic devoted to her deity. She holds out her shell necklace, and casts *water breathing* on each hero, lasting 10 hours each. In addition, the necklace also bestows a swim speed of 20 feet for each hero, lasting as long as the *water breathing*. Review Appendix 2 for details on how a swim speed affects underwater combat and movement. She also recommends that heroes in heavy or medium armor take it off, as it may impede their swimming, and Sil'Krenna has one waterproof bag big enough to hold a couple of spellbooks and other small miscellaneous items the characters don't want getting wet. Animals won't be able to journey down into the depths, with the exception of aquatic creatures or familiars stowed carefully away. Captain Rand promises that any animals left aboard will be awaiting them upon their return to Greyhawk City. Once everyone is ready to leave the ship, go to *Encounter 2: Home of the Neitirral*.

Note: While under the effects of a *water breathing* spell, heroes can cast spells with a verbal component. While hearing may be severely impaired underwater, the ability to vocalize spells while *water breathing* is not. Also, remember to have the players calculate their new Swim skill check modifiers, taking into account all gear carried and the +8 bonus given for having a swim speed.

Development: If the heroes decide to attack the aquatic elves, they flee at the first opportunity. If Sil'Krenna escapes, the adventure is over for the heroes. If the heroes manage to immobilize her without harming her, she can still be convinced to divulge her purpose with a successful Diplomacy check (DC 20). Otherwise, she refuses to discuss anything, and begs for release so that she may seek out worthy adventurers to help her in her task.

ENCOUNTER –2: HOME OF THE NEITIRRAL

The lake elves slide back off of the deck of the Tidecutter, and beckon you to join them in the cool waters of the Lake of Unknown Depths. Entering the water, you are quite pleased with your newfound mobility, as you realize that not only can you breathe as a fish, but you swim as gracefully as one too! After a few more moments of acclimating yourself to your environment, Sil'Krenna and the others take their slick webbed hands in yours, and submerge into the depths.

As your chain of bodies descends, you taste the various particles that flow in and around your mouth, knowing that nothing on the surface world could be quite like this. The water becomes colder and colder, and your vision is very limited here at night; just when everything starts to go black, a small violet flame erupts nearby, and you can once again see one of the Neitirral smiling in the eerie glow. It is difficult to hear much more than the cool cocoon of the Nyr Dyv rushing past your ears, but you manage to make out several snippets of conversation between the aquatic elves; they seem relieved to have found your group so quickly.

After swimming for quite some time, a large dark form dotted with glowing purple specks grows from the tight, wet oblivion that surrounds you. Gliding closer, you notice it is a large shell-like structure growing from a rock bed. Approaching even further, you see a giant stone clamshell, carved from the side of a sloping undersea mountain. A walkway ring bulges from the center, working its way along the entire circumference. The same glowing purple flames that your newfound allies hold to light the way are on the ring; every so often, you see movement along the stone shelf. You fathom that they must be sentries guarding the enclave.

You ascend briefly as you close the distance with the shell fortress. A corona of indigo lights a passage directly down, into the heart of the structure. The elves release their strong, but gentle grip, and point below them in the direction of the purple nimbus. One by one, they dive downward, and a violet flash is visible as they pass through the portal. Sil'Krenna remains, and waits for each of you to pass.

Ask each hero if they follow down into the hole. As each one passes through, a bright purple flash encompasses them and all of their magic, with the exception of the blessings from Sil'Krenna's necklace, is suppressed while inside the home of the Neitirral. Effects with duration still wear off normally, since the magic is not suspended in time, but just suppressed. Whenever a PC leaves another flash renders their magic active again; upon re-entry, magic is suppressed again.

Any characters that detected as evil are stripped of their weapons upon entering the fortress.

IN THE HALLS OF THE DEEP LORD

The eerie glow of purple flame, along with the strange, delicate curves of the stone passageways make your swim through the complex a bit disorienting. You follow Sil'Krenna through the halls, admiring the beautiful scintillating colors of the decorative shells which hang all about in very pleasing patterns. Eventually, you are led to a large arched chamber, with an immense, vaulted ceiling. Guards, aquatic elves dressed in a beautiful scale and shell armor, pull away their golden spears upon sight of Sil'Krenna. They bow low and Sil'Krenna nods ever so slightly as she approaches the raised platform toward the back of the room.

In a stone chair wreathed in a decorative shell pattern sits a mighty elf. His silver-scale armor is finer than mithral. His deep blue hair floats about like a headdress in the silent stillness of the cool lake water. The elf, who can only be Nei'Tessyr, Lord of the Neitirral, exchanges a few words with Sil'Krenna, far out of range of your limited hearing underwater. After a few moments, she bows and leaves his presence, moving toward you and the guards at the entrance.

"Nei'Tessyr wishes to speak with you in private. I will escort the guards out with me. Approach close, so that your ears may hear his words. May the Dolphin Prince be with you as you aid us; many thanks, again." Sil'Krenna leaves the room with the guards, as you approach the throne to talk with the leader of the Neitirral.

You drift up toward the throne; when you are close enough to see the stormy eyes of the regal elf, he raises his webbed hand to you, to halt your advance. While you have to strain your ears to hear him speak, the words are in Common and clear enough. "I am Nei'Tessyr, thirty-seventh Lord of the Neitirral, son of Nei'Thelen, and slayer of the Wrath of the Deep Old One. I thank you for answering my summons. Please, tell me of yourselves and your great deeds."

❖ **Nei'Tessyr:** Male aquatic elf Ftr14; hp 130; AL NG.

Nei'Tessyr waits patiently, listening to each hero's introduction carefully. Once they are finished, he asks each of them why they have come to help him; he is primarily looking for champions of good, but any answer that isn't completely selfish suits him.

Once he has received appropriate introductions from each PC, Nei'Tessyr shares the following information with the heroes.

In times past, the Neitirral were a large clan of elves devoted to protecting this region of the Nyr Dyv from the depredations of

evil. Twenty years ago a great battle took place in which the forces of the Deep Old One sent an army against my people. The army included an agent of destruction known as the Wrath of the Deep Old One that took the form of a dragon turtle.

A successful Knowledge (religion) check (DC 20) reveals that name to be one used by the god Panzuriel, an evil deity of the seas.

The battle was long, and bloody. In the end, we routed the forces of evil, but not before most of our greatest warriors were slain. My father was lost there as well, no doubt swallowed up by some horror summoned from beyond.

After the battle, we retreated to this fortress to rebuild our clan and once again stand as the Creator's champions. Obviously, we are still a long swim from our previous might.

Recently, another threat has manifested itself to my people. The vile kuo-toa that live near here have decided to initiate an act of war against the Neitirral. Their leader, a corrupt insane being known as Goluugula, or more recently the Dark Caller, has abducted many of my people. At first, they were mostly farmers tending to the kelp beds that lie near here, but now, he's become bold, attacking the walls of our very fortress and stealing away with our warriors.

Not more than ten brightwaters (days to the aquatic elves) ago, I prepared a counterstrike with several of my bravest warriors. We sent them to the cave-lair of the kuo-toa to kill Goluugula, but they never returned. I fear they have been lost as well.

What I am about to say now is not known to any but myself. I must have your word that you will not speak of it to any of my people, including Sil'Krenna (once he gets his assent from all the heroes, he continues). Our patron and my lover, Cylshay has disappeared. While she can be capricious, I know that something terrible has happened. Cylshay is rare for her kind in that she has forged a special bond with not only myself, but through me, my people as well. She maintains the protective wards of this fortress, and without her, in time the magic will fail. While my love for her is greater than the depths of the Nyr Dyv, I also fear for the Neitirral's existence. If our protections fall, it would not be long before our many enemies descend upon us like blood-crazed sharks and forever eliminate my clan from existence. My people do not know of her absence, as she is an infrequent visitor, but they know full well the importance of her gift. If the Neitirral learned of this, their morale, which I have carefully rebuilt, would be shattered.

This is why I sent for you. I need courage and honor to win the day against Goluugula and his dark plots. My people are at their last, and it has fallen to those overtide to aid us. Will you help save my people from a dark fate that may swallow us all?

Nei'Tessyr does not reveal to the heroes the true nature of Cylshay, as she is a sirine. Nei'Tessyr waits for the heroes to agree to help. Any that do not agree are asked to leave soon with Sil'Krenna to the surface. They are brought back to the Tidecutter, which hasn't gone very far yet. The adventure is over for those heroes.

Once the heroes agree to help, read or paraphrase the following.

"By the Creator, you are a blessing. On behalf of my people, I thank you. There is one who lives near here known as the Kelp Seer, from whom you should seek counsel. He is quite wise, and a bit eccentric. Our people consult him on many matters, and he keeps many secrets. You may reveal all that I have told you to him."

The Lord of the Neitirral produces a small stone that glows a faint luminescent white. "Take this. Its glow will become brighter as you get closer to his home. He lives on the other side of the kelp beds, and is not too far from here. You can leave as soon as you are ready. Return here when you're done; the stone will recess in brightness as you make your way back. I have prepared for your stay; there is a chamber that has been made especially for those overtide. Make speed now; the magic of Sil'Krenna's necklace will not last forever."

Upon leaving the chamber, the heroes are escorted back outside the fortress, to seek out the Kelp Seer. They are given two purple continual flame torches to help guide their way. Proceed to Encounter 3: Lions of the Sea.

ENCOUNTER –3: LIONS OF THE SEA

As the heroes near the location of the Kelp Seer, Goluugula has sent one or more of his "special pets" to intercept anyone that might be headed in that direction. While the Kelp Seer is too powerful a foe, the Dark Caller hopes to stop any others from visiting him, as Goluugula knows that the Kelp Seer may be able to divine his purpose.

Each hero that makes a successful Spot check (DC 15) to notice the fiendish sea lions gets a chance to act during the surprise round. They look like normal sea lions, except for their jet-black scales and glowing red eyes.

APL 4 (EL 5)

🐉 **Fiendish Sea Lion:** hp 51; see Appendix 1: NPCs.

APL 6 (EL 7)

🐉 **Fiendish Sea Lions** (2): hp 55, 51; see Appendix 1: NPCs.

APL 8 (EL 9)

🐉 **Fiendish Sea Lions** (4): hp 55, 55, 51, 51; see Appendix 1: NPCs.

APL 10 (EL 11)

🐉 **Fiendish Sea Lions, Advanced** (4): hp 80, 76, 76, 72; see Appendix 1: NPCs.

APL 12 (EL 13)

🐉 **Fiendish Sea Lions, Advanced** (6): hp 130, 126, 122, 118, 114; see Appendix 1: NPCs.

APL 14 (EL 15)

🐉 **Fiendish Sea Lions, Advanced** (6): hp 197, 193, 189, 189, 185, 181; see Appendix 1: NPCs.

Tactics: The sea lions are cunning, and use flanking tactics to focus their attacks on one or two of the PCs at a time. If reduced to 10 hp or less, they attempt to flee back to the kuo-toa's lair; it is then possible that Goluugula may cure one or more of them. If so, they are present in the final summoning chamber, Area D of Encounter 5: The Caves of the Kuo-Toa.

When the heroes defeat the creatures, they may proceed to the Kelp Seer's home and Encounter 4: The Kelp Seer Reveals All.

ENCOUNTER –4: THE KELP SEER REVEALS ALL

You can make out a faint yellow glow on a small hill ahead. As you close the distance in the cool night water, you see a cozy little hut, wrapped in the plant life of the lake. The interior light silhouettes a humanoid figure at the entrance. The creature apparently has the upper body of most humanoid races and two fin-like legs, and appears to be waving at you.

At the entrance, you can fully make out the figure now. It is an older-looking male, with aquamarine hair and an argent-azure skin tone, becoming a darker blue on his lower torso. He carries some sort of long, curved bone staff, and appears to bear a grinning impression on his face. He says in a very odd dialect of Common, "Oh, I knew I didn't stay up late in the dark for nothing! It's so good to see air-gulpers again. The elves call me the Kelp Seer, so you can call me that as well, if you like. Everything's ready, so come on in!"

This is the Kelp Seer, who has everything set out for the heroes inside his small hut.

🐉 **Kelp Seer:** Male triton CL11; AL NG.

When the characters step inside, they can see that his living quarters are littered with all sort of strange undersea accoutrements: fish head bones, clam shells, large vials of strange liquids, and stretched fish skins. In the center of it all is a strange unadorned stone pillar, about three feet in height. The very top of the pillar has been hollowed out, and there's a mound of rust-colored kelp inside, being held in place by several black stones.

"Please, please look around. Make yourselves comfortable. Everyone should have a taste of the delicious treat I've made. After all, I did work on it all day long." The Kelp Seer pulls a strand of rust-colored kelp and a small black stone from the

strange rock pillar-bowl in the center of the room, and gobbles it up. "Ooh, just perfect now. Why doesn't each of you take one and try it? Make certain that you take the stone holding yours down!"

The Kelp Seer insists everyone takes a strand of kelp and eats it. The strands are slimy to the touch, and when each hero tries one, they are immediately assailed by some sort of disturbingly fishy taste in the plant. The triton waits until everyone has taken theirs and consumed it before talking any further; he doesn't even make small talk. He only insists that they try some of his delicious meal.

Once everyone has partaken from the Kelp Seer's bowl, he chats with the heroes, asking about each of them. He is more than willing to talk about himself to the heroes. The Kelp Seer is a little eccentric, and quite excitable, and should be played by the DM as such. He has the following interesting things to say:

- I've been here quite a while now, and while I long for my home in the Eternal Seas, this place has been good to me. So, it seems that since my purpose here has not yet been completely fulfilled, I'll stay and help out the kinder folk that come my way.
- It's really quite good of you to come. I've been expecting you for a number of brightwaters now, so it's quite exciting to me to finally meet you. I hope you enjoyed the dinner I made; I thought you might be quite hungry. Naquar kelp always tastes best with my special blend of seven succulent fish oils.
- While the elves and some of the other good denizens of the waters come and visit from time to time, it always seems that the evil-doing creatures stay away. I don't know why they don't want to pick on such a harmless old man, but, it's nice to have such a dangerous reputation among them, I guess.
- That elf-lord is a good fellow. A little fish told me that he's lost his lover though; I hope she's not in any trouble. Although, with Cylshay, you never know. She's always here and there, so maybe she's just off somewhere else for a while? Sirines can be very capricious, you know.

After a while of chatting, the Kelp Seer finally gets down to business. Read or paraphrase the following.

"Well, now to the matter at hand, I guess. Does everyone still have their stone? It's very important that you hold it while I do this." The Kelp Seer dips his silvery webbed hand into the remaining kelp in the bowl, and pulls out a handful. He casts them into the water directly before him, and while they are suspended, floating in the water outstretched like the arms of an octopus, he begins to pluck them, one by one. As he takes them from their floating position above the bowl, he holds each in his hand, one at a time, inspecting them as if looking for some small detail. While doing so, he speaks.

"Ah, here we are. The Dark Caller has brought much death to his own people and the Neitirral to bring his work to an end. His mind is now lost to insanity, as he prepares to summon a great lord of evil from a black stone. The stone is not

from here; it is from your world, the realm of the sky. There are few left to attend him, but he has enough power to finish the rite; the sacrifice of many elves and his own assures this. None of those taken remain, wait, what's this? Cylshay is captive, and still alive! She is in great pain. He is using her as some sort of fuel to empower the ritual. It is to happen soon, just upon the next brightwater."

The Kelp Seer quiets, and begins to slowly put back the strands he just removed from the bowl. After several long moments, he speaks. "You need to stop Goluugula from completing his ritual. He will complete the bridge to bring a creature from a terrible place into this world. If that happens, all will be lost. The fate of both this world and your sky world may be sealed with the passage of this thing. You must confront the Dark Caller, and stop the ritual, but only once it has begun. Otherwise, he may use his powerful magic to escape with the stone, and we may not find him again. Cylshay will remain alive until the ritual is done; then, he will perform a final sacrifice to channel a great amount of unholy power into the creature."

Lines of worry cross the Kelp Seer's face. "You must go back to the Neitirral, and tell Nei'Tessyr what I have told you. Remember, do not go to the lair of the kuo-toa until just after brightwater begins; the Dark Caller must be distracted with his ritual in order for you to have a chance to defeat him, and save Cylshay. May the Creator look upon you with favor!" He then motions toward the door. "You good folk come back again when this is done. It would be so nice to talk under better circumstances."

RETURNING TO THE NEITIRRAL

The journey to the fortress of the Neitirral is uneventful. When the heroes arrive again, they are granted an immediate audience with Nei'Tessyr, and he listens carefully to what they have learned. Afterward, he seems quite upset, but hopeful that the heroes can stop Goluugula, save his beloved, and in turn, his people. He has the PCs escorted to a warm room in the fortress filled with air, so that they may sleep and the blessing may wear off without any danger to them. Heroes may rest, and prepare spells again.

In the morning, just before brightwater begins (before daybreak), Sil'Krenna comes to the heroes, and renews the blessings upon them. The priestess also gives leave to two scouts, Mer'lala and Mer'Eoth, to take the PCs to the kuo-toa caves.

CURSE OF THE VOICE

Just before the hero with the Curse awakens, he/she has the following happen (pull the player aside and read or paraphrase the following.

At the edges of wakefulness, you feel the soft warmth of the deep, soothing voice. It comforts you like a thick blanket on a cool autumn evening. "I have crossed the bridge. I only await the door to open. Come to me, and all will be as it should." You open your eyes, and find yourself in the cold, wet room the Neitirral prepared last evening.

ENCOUNTER –5: THE CAVES OF THE KUO-TOA

AREA A

It is to your relief that light has filtered down from the water's surface, which makes your journey to the caves far less disorienting. You swim for what must be a good couple of hours until you come upon what might have been a well-concealed hole in the side of a rock face, with one horrible exception. Along the sides of the entrance, the severed and bloated heads of dozens of elves and kuo-toa sit atop spears, their faces contorted into some terrifying visage, mouths agape, and eyes wide and full of fear. The two scouts with you turn away as quickly as possible, and refuse to look back in the direction of the caves.

The elven scouts go no further. They wait for the heroes outside, away from the cave entrance.

The entrance to the cave is lined with the heads of the sacrifices on spears. The entrance itself is roughly circular, about 25 feet in diameter. The two heads that are nearest the entrance are each enchanted with an *alarm* spell. The *alarm* on the head to the left is silent, alerting only the Dark Caller to its trigger. The *alarm* on the head to the right screams, alerting Droomlud, the Champion in Area B. The *alarms* are triggered if a creature comes within a 25-foot radius of the heads. They can be dispelled as though cast by a wizard of a level equal to the APL of the event.

AREA B

The tunnel continues on for a short while, winding this way and that. No sounds can be heard, but there is a taste in the water that becomes more and more evident as you continue onward. It is the taste of rot, certainly the taste of death.

At this point, the area is too dark see in normally. Characters with darkvision are fine, but characters with normal or low-light vision need a light source to see. In any case, the maximum distance one can see with vision (blindsight is an exception) is 90 feet here, unless the creature is aquatic, in which case it is 180 feet.

When you reach the terminus of the tunnel, the rotting taste becomes thicker as it opens up into a wide, expansive underwater cavern. Below you are gigantic strands of kelp that disappear into the blackness.

This cavern was used to harvest kelp, and is where the headless remains of the aquatic elves and kuo-toa lie, tied to the bottom of the kelp bed with stones. They bear no equipment. The cavern is 200 feet long, 160 feet wide, and 140 feet in diameter. The tunnel the characters entered from is 30 feet from the bottom of the cavern. There is another tunnel on the other side of the cavern that heads northeast of their entering position, but it is 100 feet from the bottom of this cavern.

Lying in wait at the top center of the cavern is the kuo-toa's greatest champion on his steed, a sea lion. His

name is Droomlud, and while he doesn't agree with the Dark Caller's recent decisions regarding the sacrifices made, he does his duty by defending their home from intruders. He is under orders to attack anyone that enters, no matter what the circumstances.

APL 4 (EL 6)

➤ **Droomlud the Champion:** Male kuo-toa Ftr3; hp 41; see Appendix 1: NPCs.

➤ **Ullguumm, Sea Lion Mount:** hp 60; see *Monster Manual*.

APL 6 (EL 8)

➤ **Droomlud the Champion:** Male kuo-toa Ftr3/Waverider3*; hp 65; see Appendix 1: NPCs.

➤ **Ullguumm, Sea Lion Mount:** hp 66; see Appendix 1: NPCs.

APL 8 (EL 10)

➤ **Droomlud the Champion:** Male kuo-toa Ftr3/Waverider5*; hp 81; see Appendix 1: NPCs.

➤ **Ullguumm, Sea Lion Mount:** hp 74; see Appendix 1: NPCs.

APL 10 (EL 12)

➤ **Droomlud the Champion:** Male kuo-toa Ftr3/Waverider7*; hp 97; see Appendix 1: NPCs.

➤ **Ullguumm, Sea Lion Mount:** hp 74; see Appendix 1: NPCs.

APL 12 (EL 14)

➤ **Droomlud the Champion:** Male kuo-toa Ftr3/Waverider9*; hp 113; see Appendix 1: NPCs.

➤ **Ullguumm, Sea Lion Mount:** hp 90; see Appendix 1: NPCs.

APL 14 (EL 16)

➤ **Droomlud the Champion:** Male kuo-toa Ftr4/Waverider10*; hp 129; see Appendix 1: NPCs.

➤ **Ullguumm, Sea Lion Mount:** hp 90; see Appendix 1: NPCs.

Tactics: If Droomlud is aware of the *alarm*, or the heroes make a lot of noise upon entering the cavern, he drinks any potions he might have upon his person, and (at APL 14) summons a huge water elemental, to kill the intruders. Droomlud charges in with his mount, using Ride-By Attack to hit and run, disappearing out of normal visual range while still staying within his sight. Since he

can see 180 feet as opposed to 90 feet. If either he or his mount is hurt badly, he'll stay out of melee, and throw his javelins of lightning until he runs out of ammunition. Once that happens, he'll retreat to Area D (see Encounter 6), and have Goluugula heal him.

AREA C

Following the twisting tunnel, you find yourself swimming in a general upward direction. Once again, the tunnel opens into a silent cavern. However, this time you note that there are small holes carved all about the sides of the rock.— The holes are up, down, and all around, spaced about the length of two longspears from each other.

This was the kuo-toa's living area. The holes in the walls of the cavern are each kuo-toa's home; there are well over 100 such holes here. None of them are currently occupied, as most of the former residents are dead, and there is nothing of interest to be found. The cavern is 400 feet long, 200 feet wide, and 90 feet high. The heroes enter from a tunnel about 20 feet above the bottom of the cavern. Another passageway, a tunnel only about 15 feet in diameter is found opposite the heroes' entrance heading off to the northwest, close to the ceiling of the cavern.

Above the tunnel leading further on, carved writing can be found in a strange, unfamiliar script. It is kuo-toan, and it says, "Enter the domain of the Sea Mother, and tremble before her power." The tunnel continues on to Area D; proceed to Encounter 6: The Coming of Urzulegon.

ENCOUNTER –6: THE COMING OF URZULEGON

As you make your way through this smaller tunnel, you note that the distance into the next chamber is much shorter, and you continue to swim upward.

Have the heroes make Spot checks (DC 12) to notice that the room ahead is not completely filled with water. There is a waterline here. This room is about 80 feet long, 60 feet high, and 90 feet across. The tunnel comes into the room about 50 feet from the bottom of the cave, leaving about a 40-foot ceiling above the waterline. The final 15 feet of the tunnel is a sheer shelf that just breaks the waterline, allowing someone to stand along the far wall without swimming.

LOWER-LEVEL HEROES (APLS 4-8)

The following text assumes the heroes have some way in which to see. If they do not, adjust accordingly. Also adjust for Goluugula's awareness of the heroes. If he is aware, the ritual continues while he prepares to deal with the heroes.

You poke your heads above the waterline, tasting air for the first time in many, many hours. Immediately, you hear the

sounds of chanting, and see a black, bulbous webbed figure, with scarlet eyes directing a number of other, more silvery-green kuo-toa in some sort of ritual. Next to him is a filth-encrusted altar with a horrible snapping toothy maw in front. Many frond-like dark tentacles surround the slaver's mouth; the terminus of the appendages appears to be a stunning red-haired woman, completely unclothed, her unmoving face locked in a contortion of pain. The ends of each of the many tentacles pierce her skin in several places, creating thick, spider-like bilious sores. The sight of such a thing of beauty in so much horrible agony is unforgivable and disgusting in the least.

To the other side of the black-skinned kuo-toa is a large black stone, about the length of a horse, and placed upright. Small fissures are forming along the surface; while you take in the scene with revulsion, you hear a small cracking sound.

Curse of the Voice

If a hero has the *Curse of the Voice*, it speaks to them now. Read or paraphrase the following to the applicable PCs.

The warm, comforting voice returns, like a summer's day with your sweetheart. Its silken tongue says, softly, "Attend me, my chosen. Kill the ones you have come here with, and then take my side so that you shall bathe in the heady lust of power you so richly deserve."

The hero (or heroes) must make a Will save (DC 15 + APL). Failure indicates that the hero is under a *dominate monster* effect, and does everything in his/her power to destroy the other heroes. The effect is not subject to *dispel magic* or greater dispelling, since it is a supernatural effect. It is, however, subject to an *antimagic field*, in which case, it is suppressed as long as the target stays in the field. Unless the hero has the slippery mind ability or a luck-based reroll power, there is no chance at making a second save. The player should be taken aside, and told that his PC must attempt to kill the other heroes in the most efficient way possible, with full use of his/her abilities.

Binder of Souls

If a hero possesses the dagger known as the *binder of souls*, plunging it into the black stone causes it to crumble away into oblivion just as if the Dark Caller had been defeated. See the Conclusion.

Time and the Ritual

Cracks are forming with greater and greater alacrity on the black stone. The ritual has already been started, and needs nothing more to finish it. There are only two ways to stop the ritual: kill Goluugula, or free Cylshay, the woman trapped in the tentacle mass.

Cylshay: Female sirine; hp 14.

*See Appendix 3: New Rules for additional information.

If neither conditions are met within 15 rounds, the stone bursts open, and Urzulegon is released. All kuo-toa other than Goluugula are instantly slain (see the Higher-Level Heroes section) and he begins to combat the heroes as well. Cylshay remains alive, but only for another 15

rounds, as the tentacle-thing feeds on her life essence to grant Urzulegon the remainder of his nigh-deific power. If Cylshay is not freed after that time, then Urzulegon receives all of his unholy powers, and immediately teleports away, to rampage across all of Oerth. See the Conclusion for more details.

APL 4 (EL 7)

➤ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr3 (Blibdoolpoolp); hp 38; see Appendix 1: NPCs.

➤ **Kuo-toa (2):** hp 11, 11; see the *Monster Manual*.

APL 6 (EL 9)

➤ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr5 (Blibdoolpoolp); hp 52; see Appendix 1: NPCs.

➤ **Kuo-toa Whips (2):** Male kuo-toa Clr1 (Blibdoolpoolp); hp 21, 21; see Appendix 1: NPCs.

APL 8 (EL 11)

➤ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr7 (Blibdoolpoolp); hp 66; see Appendix 1: NPCs.

➤ **Kuo-toa Whips (4):** Male kuo-toa Clr1 (Blibdoolpoolp); hp 21, 21, 21, 21; see Appendix 1: NPCs.

Tactics: If Goluugula was aware of the heroes' presence, he has cast whatever preparatory spells he can upon himself. This includes anything with a duration of one minute/level or longer. He attempts to stay as far away from the heroes as possible, ordering his underlings to engage them directly. At APLs 4 and 6, the whips can let loose with a *lightning bolt*, since they are standing near each other. Goluugula does everything within his power to prevent the freeing of Cylshay. When the heroes finish the battle, go to the Conclusion.

Freeing Cylshay

The strange, demonic tentacle-creature that holds Cylshay cannot in any way harm the PCs. However, it is rather tough to free the sirine. Twelve tentacles hold Cylshay, and each tentacle has 10 hit points. In addition, they automatically regenerate all damage the following round, and attempt again to reattach to Cylshay, which is automatic, unless a hero attempts to prevent it. The hero must win an opposed Strength check against an individual tentacle's Strength of 20.

One much easier way to dispatch the tentacles is with a *holy* weapon, since it does not regenerate from *holy* damage. Alternatively, a cleric can use a turn attempt (only positive energy will do, rebuking does not work) to destroy the tentacles. They turn as 2 HD undead, so a cleric of 4th level or greater can destroy them. Tentacles that are turned recoil, and do not reattach. Destroyed tentacles do not reappear.

A much grimmer alternative is possible as well. If Cylshay is killed, the ritual is broken, and the demon either cannot be freed, or if it has already been freed, it cannot gain the remainder of its power.

HIGHER-LEVEL HEROES (APLS 10-14)

The following text assumes the heroes have some way in which to see. If they do not, adjust accordingly. Also adjust for Goluugula's awareness of the heroes. If he is aware, the ritual continues while he prepares to deal with the heroes.

You poke your heads above the waterline, tasting air for the first time in many, many hours. Immediately, you hear the sounds of chanting, and see a black, bulbous webbed figure, with scarlet eyes directing a number of other, more silvery-green kuo-toa in some sort of ritual. Next to him is a filth-encrusted altar with a horrible snapping toothy maw in front. Many frond-like dark tentacles surround the slaver's mouth; the terminus of the appendages appears to be a stunning red-haired woman, completely unclothed, her unmoving face locked in a contortion of pain. The ends of each of the many tentacles pierce her skin in several places, creating thick, spider-like bilious sores. The sight of such a thing of beauty in so much horrible agony is unforgivable and disgusting to all but the blackest of hearts.

To the other side of the black-skinned kuo-toa is a large black stone, about the length of an upright horse. Just as you are about to act, the stone bursts, smoldering like the dying embers of a fire. Out of the cloud of dust and smoke is an eight-foot tall black nightmare, which can only be the creature that was trapped within. A bulging, elongated skull with bony ridges encases a swollen brain that crawls with some sort of glistening substance. Its body, slick and dripping with bile, is spindly but very muscular. The malevolent crimson eyes eclipse the creature's terrifying fanged maw as it turns to assess its return to the world. It speaks with a spirit-crushing resonance in your minds. "Urzulegon has returned! This world shall suffer all the greater for imprisoning me! And it shall begin with you!" You see all the other kuo-toa, with the exception of the Dark Caller, crumple to the ground, their heads crushed into a slick pulp as if struck by some great hammer.

Curse of the Voice

If a hero has the *Curse of the Voice*, it speaks to them now. Read or paraphrase the following to the applicable PCs.

The warm, comforting voice returns, like a summer's day with your sweetheart. Its silken tongue says, softly, "Attend me, my chosen. Kill the ones you have come here with, and then take my side so that you may bathe in the heady lust of power you so richly deserve."

The hero (or heroes) must make a Will save (DC 15 + APL). Failure indicates that the hero is under a *dominate monster* effect, and does everything in his/her power to destroy the other heroes. The effect is not subject to *dispel magic* or greater dispelling, since it is a supernatural effect. It is subject to an *antimagic field*, in which case, it is suppressed as long as the target stays in the field. Unless

the hero has the slippery mind ability or a luck-based reroll power, there is no chance at making a second save. The player should be taken aside, and told that his PC must attempt to kill the other heroes in the most efficient way possible, with full use of his/her abilities.

Binder of Souls

If a hero possesses the dagger known as the *binder of souls*, it bypasses all damage reduction when wielded against Urzulegon. If a critical hit is scored, Urzulegon is destroyed instantly. See the Conclusion.

Time and the Ritual

Urzulegon is growing in power with every passing moment. The ritual has already been started, and needs nothing more to finish it. There are only two ways to stop the ritual; kill Goluugula, or free Cylshay, the woman trapped in the tentacle mass. If neither of these conditions is met within 15 rounds, the tentacle-thing feeds on the sirine's life essence to grant Urzulegon the remainder of his nigh-deific power. See the Conclusion for more details.

✚ **Cylshay:** Female sirine; hp 14.

*See Appendix 3: *New Rules* for additional information.

Freeing Cylshay

The strange, demonic tentacle-creature that holds Cylshay cannot in any way harm the PCs. However, it is rather tough to free the sirine. Twelve tentacles hold Cylshay, and each tentacle has 10 hit points. In addition, they automatically regenerate all damage the following round, and attempt again to reattach to Cylshay, which is automatic, unless a hero attempts to prevent it. The hero must win an opposed Strength check against an individual tentacle's Strength of 20. The maw itself cannot be harmed, and cannot attack the heroes.

One much easier way to dispatch the tentacles is with a *holy* weapon, since it does not regenerate from *holy* damage. Alternatively, a cleric can use a turn attempt (only positive energy will do, rebuking does not work) to deal with the tentacles. They turn as 2 HD undead, so a cleric of 4th level or greater can destroy them. Tentacles that are turned recoil, and do not reattach. Destroyed tentacles do not reappear.

A much grimmer alternative is possible as well. If Cylshay is killed, the ritual is broken, and the demon either cannot be freed, or if it has already been freed, it cannot gain the remainder of its power.

APL 10 (EL 13)

✚ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr7 (Blibdoolpoolp); hp 66; see Appendix 1: NPCs.

✚ **Urzulegon*:** hp 103; see Appendix 1: NPCs.

APL 12 (EL 15)

✚ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr9 (Blibdoolpoolp); hp 80; see Appendix 1: NPCs.

✚ **Urzulegon*:** hp 103; see Appendix 1: NPCs.

APL 14 (EL 17)

✚ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr11 (Blibdoolpoolp); hp 103; see Appendix 1: NPCs.

✚ **Urzulegon*:** hp 103; see Appendix 1: NPCs.

Tactics: Urzulegon stays out of melee, preferring to defeat his enemies with his potent spell-like abilities. Goluugula, at the higher APLs, moves forward to engage the heroes, particularly if he's had advance notice of their arrival, and has cast preparatory spells on himself. He prefers to use touch-delivered spells instead of weapons, and at APL 14, a favorite tactic of his is to cast *harm* and then follow up with a quickened *inflict light wounds* in an attempt to slay the opponent. Both he and Urzulegon attempt to interpose themselves if heroes try to free Cylshay. Once Urzulegon is defeated, go to the Conclusion.

CONCLUSION

KILLING GOLUUGULA OR DESTROYING THE BLACK STONE (LOW APLS)

A great splitting noise is heard, as the entire cavern shakes, bits of the ceiling plunging down into the water. At the altar, the horrifying thing that was holding Cylshay retreats back into the stone, tentacles snapping backward like whips. The black stone crumbles into fragments, and falls away into an endless void. A voice loud and filled with hate cries out in your head, its one word fading quickly, as if falling down a never-ending chasm. "Nooooooooooooooooooooo!"

A wave of concussive force rolls out from the point where the black stone once stood, and momentarily you black out from the force it carries. As you shake yourself back into consciousness, you realize that your memory of what has happened here is somewhat incomplete. You remember coming here at the behest of Nei'Tessyr to free Cylshay from the depredations of Goluugula, but for some reason, you feel as though there is something missing.

Inform the players that, with the exception of those that had the *Curse of the Voice*, their characters have forgotten everything specifically about the black stone, the exact location in which it was found, and the demon Urzulegon. While they remember much of the details of the adventures COR1-06 *Forbidden Choice*, COR2-10 *Forgotten Echoes*, and this adventure, anything specific to the black stone or the demon is blank. For example, the heroes know they were in a dungeon dodging traps in the COR1-06 *Forbidden Choice*, but they can't remember what they found at the end, or where exactly the

dungeon was. In COR2-10 *Forgotten Echoes*, the characters remember going to Admundfort to retrieve something of great importance, but they can't remember exactly what it was. This forgetfulness spreads across the Flanaess in a matter of days; after a short time, all is forgotten about Urzulegon and the events surrounding its attempted return. Even written records erase themselves of the specific events related to its coming.

KILLING URZULEGON

As you strike the final blow, the demon crumples to the ground, its eyes smoldering as it begins to crack and pop, as if it is being cooked from the inside out. A final word from the now defeated creature from beyond, full of hate coalesces in your head. "Nooooooooooooo!"

The word falls away into oblivion, as a wave of concussive force rolls out from the point where the creature fell, and momentarily you black out from the force it carries. As you shake yourself back into consciousness, you realize that your memory of what has happened here is somewhat incomplete. You remember coming here at the behest of Nei'Tessyr to free Cylshay from the depredations of Goluugula, but for some reason, you feel as though there's something missing.

There is no sign of Urzulegon. Inform the players that, with the exception of those that had the *Curse of the Voice*, their characters have forgotten everything specifically about the black stone, the exact location in which it was found, and the demon Urzulegon. While they remember much of the details of the adventures COR1-06 *Forbidden Choice*, COR2-10 *Forgotten Echoes*, and this adventure, anything specific to the black stone or the demon is blank. For example, the heroes know they were in a dungeon dodging traps in the COR1-06 *Forbidden Choice*, but they can't remember what they found at the end, or where exactly the dungeon was. In COR2-10 *Forgotten Echoes*, the characters remember going to Admundfort to retrieve something of great importance, but they can't remember exactly what it was. This forgetfulness spreads across the Flanaess in a matter of days; after a short time, all is forgotten about Urzulegon and the events surrounding its attempted return. Even written records erase themselves of the specific events related to its coming.

THE RITUAL IS COMPLETED

As the last bit of tenuous life energy is drained from the graying husk that used to be the maiden known as Cylshay, the tentacles retreat back into the stone, and the gaping maw fades away. Urzulegon, his eyes burning like a red inferno, stares intensely at the ceiling, now impervious to your spells and weapons. In your mind, a terrible, terrible laughter is heard. "My power has returned. Oerth will feel my wrath." As the smell of sulfur reaches your nostrils, you realize that the dread demon Urzulegon has disappeared, to begin his reign of unholy terror.

If a hero possesses the *Curse of the Voice*, the DM should write on it "Thrall of Urzulegon." The character does not

lose the curse unless otherwise instructed by the critical events of this adventure. The other heroes do not lose memory of what has happened unless again instructed by the critical event of this adventure.

THE REMAINS OF GOLUUGULA

Searching the lair of the mad kuo-toa high priest, you find several tablets written in the strange script of that vile race.

Characters that wish to study the writings of the Dark Caller may do so, but if mentioned to the aquatic elves, they inform the heroes that such secrets are not meant to be known by those who do not harbor malevolence in their hearts.

Studying the tablets requires that the character understand the kuo-toas written language, a relatively obscure language. Access to the unspeakable secrets within the writings requires one of the following:

- The hero has the Speak Language (kuo-toa) skill.
- The hero makes a successful Decipher Script check (DC 25).
- The hero has daily access to *comprehend languages* or a magic item such as a *helm of comprehend languages* and *read magic*, and clears the 90% chance to understand kuo-toa.
- Alternatively, the hero may take the tablets back to the Great Library of Greyhawk. Non-members of the library must spend one Time Unit in research and 200 gold; members need only spend the Time Unit.

If a PC does unlock the sanity-bending secrets of the Writings of the Dark Caller, a Will save (DC 15) must be made upon completion, as this knowledge has its price. Failure of the saving throw indicates that the character has permanently lost a portion of his sanity to the study of the blasphemous texts, and immediately receives a -1 inherent penalty to Wisdom. This cannot be reversed in any way, save by a *wish* or *miracle* spell. The DM should write the result of the saving throw on the Adventure Record in the space provided. In addition, the dark writings yield the following benefits.

- The character may now spend a skill point or two skill points to select Speak Language (kuo-toa) per the standard rules for his/her character class (either class or cross-class skill).
- If the character is a spellcaster with access to the *summon monster IV* spell, the tablets reveal the secrets of summoning a fiendish sea lion (alignment CE) as an alternate monster. Depending on the character's class and alignment, they may still be barred from summoning such a creature, but they always possess the knowledge to do so.

SAVING CYLSHAY AND RETURNING TO THE NEITIRRAL

In the coming few days, you spend time helping the beautiful sirine recover under the care of the aquatic elves. She has grown quite fond of the adventurers that saved her life, and she asks you to stop by the Kelp Seer's home sometime in the future so that you may receive a reward. After a little while, wanderlust begins to overcome Cylshay, and she eventually takes her leave of the Neitirral.

You stay a little while longer, helping Nei'Tessyr understand your customs as well as learning some of the aquatic elves' culture. Eventually, Nei'Tessyr readies an exquisite longboat that somehow magically rose from the depths, new and clean. Several of the warriors from the fortress, as well as Sil'Krenna, board the ship with you to set sail for Greyhawk City. The symbol of a blue dolphin cresting a wave flies high from the mast, signifying the ship's allegiance only to the one the elves of the Nyr Dyv call the Creator, Deep Sashelas.

When you arrive in port, you say your final goodbye to the good-natured elves. They ask you to come to their home anytime you are able, and they seem honestly saddened to leave your company. It seems that with the removal of the threat of the Dark Caller, and Cylshay's return, their future may be brighter than it has been in over twenty years, and they would like you to share in what you've fought so hard to preserve.

Characters may return at any time to retrieve the gift left for them at the Kelp Seer's home; a beautiful aquamarine charm in the shape of a dolphin. It is Cylshay's gift to the heroes, a figurine of wondrous power (aquamarine dolphin).

CURSE OF THE VOICE

For heroes that defeated the menace of Urzulegon, and possess the Curse of the Voice, read or paraphrase the following.

After watching the menace from beyond laid to rest, you realized that something has changed. Inside, you are more at peace. You know the voice will not return to haunt you again.

As you discuss the events that unfolded to your companions, frustration starts to set in. No one can seem to remember exactly what happened except for you! You try to tell the others what transpired, but they look at you as if you're crazy.

Weeks pass, and you go to the Great Library of Greyhawk to talk with the librarians about the research they once did on the ancient evil buried beneath Delvenbrass. They have absolutely no idea what you're talking about when you mention the specifics of your adventures. While they seem to remember a scholar being found dead here last year, they don't seem to remember what exactly he was researching at the time of his demise.

You feel as though you're going mad. You must have been in some dream that you're only now waking up from. Whatever the mysterious circumstance, it seems like you alone will bear forlorn memories of the almost catastrophic events surrounding the return of Urzulegon. Perhaps, you wonder if the voice was but a blessing, and this is the true curse.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Defeat the fiendish sea lions.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

Encounter Five

Defeat Droomlud the Champion.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter Six

Defeat Goluugula (and Urzulegon at high APLs).

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Saving Cylshay's life.

APL 4	60 XP
APL 6	75 XP
APL 8	90 XP
APL 10	105 XP
APL 12	120 XP
APL 14	135 XP

Roleplaying Award

Give out this award however you see fit - roleplaying, accomplishing goals, performing heroic actions, etc.

APL 4	75 XP
APL 6	105 XP
APL 8	135 XP
APL 10	165 XP
APL 12	195 XP
APL 14	225 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP

APL 8
APL 10
APL 12
APL 14

1125 XP
1350 XP
1575 XP
1800 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Five

APL 4: L: 1 gp; C: 0 gp; M: 387 gp; +1 *shell armor* (98 gp per character), +1 *trident* (193 gp per character), *javelin of lightning* (63 gp per character), 2 *potions of cure light wounds* (4 gp per potion per character), *potion of endurance* (25 gp per character).

APL 6: L: 1 gp; C: 0 gp; M: 517 gp; +1 *shell armor* (98 gp per character), +1 *trident* (193 gp per character), 2 *javelins of lightning* (63 gp per javelin per character), 2 *potions of cure moderate wounds* (25 gp per potion per

character), *potion of bull's strength* (25 gp per character), *potion of endurance* (25 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: 1113 gp; +1 *shell armor* (98 gp per character), +1 *large shield* (96 gp per character), *trident of the depths* (693 gp per character), 2 *javelins of lightning* (63 gp per javelin per character), 2 *potions of cure moderate wounds* (25 gp per potion per character), *potion of bull's strength* (25 gp per character), *potion of endurance* (25 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: 1613 gp; +2 *shell armor* (348 gp per character), +2 *large shield* (346 gp per character), *trident of the depths* (693 gp per character), 2 *javelins of lightning* (63 gp per javelin per character), 2 *potions of cure moderate wounds* (25 gp per potion per character), *potion of bull's strength* (25 gp per character), *potion of endurance* (25 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: 1613 gp; +2 *shell armor* (348 gp per character), +2 *large shield* (346 gp per character), *trident of the depths* (693 gp per character), 2 *javelins of lightning* (63 gp per javelin per character), 2 *potions of cure moderate wounds* (25 gp per potion per character), *potion of bull's strength* (25 gp per character), *potion of endurance* (25 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: 2030 gp; +3 *shell armor* (765 gp per character), +2 *large shield* (346 gp per character), *trident of the depths* (693 gp per character), 2 *javelins of lightning* (63 gp per javelin per character), 2 *potions of cure moderate wounds* (25 gp per potion per character), *potion of bull's strength* (25 gp per character), *potion of endurance* (25 gp per character).

Encounter Six

APL 4: L: 0 gp; C: 0 gp; M: 170 gp; +1 *large shield* (96 gp per character), *wand of endurance* (10 charges; 7 gp per charge per character), *potion of cure light wounds* (4 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: 174 gp; +1 *large shield* (96 gp per character), *wand of endurance* (10 charges; 7 gp per charge per character), 2 *potions of cure light wounds* (4 gp per potion per character).

APL 8: L: 0 gp; C: 0 gp; M: 174 gp; +1 *large shield* (96 gp per character), *wand of endurance* (10 charges; 7 gp per charge per character), 2 *potions of cure light wounds* (4 gp per potion per character).

APL 10: L: 0 gp; C: 0 gp; M: 507 gp; +1 *large shield* (96 gp per character), *periapt of Wisdom* (+2) (333 gp per character), *wand of endurance* (10 charges; 7 gp per charge per character), 2 *potions of cure light wounds* (4 gp per potion per character).

APL 12: L: 0 gp; C: 0 gp; M: 1090 gp; +1 *large shield* (96 gp per character), *periapt of Wisdom* (+2) (333 gp per character), *staff of frost* (5 charges; 583 gp per charge per character), *wand of endurance* (10 charges; 7 gp per charge per character), 2 *potions of cure light wounds* (4 gp per potion per character).

APL 14: L: 0 gp; C: 0 gp; M: 4007 gp; +1 *large shield* (96 gp per character), *periapt of Wisdom* (+2) (333 gp per character), *rod of negation* (2917 gp per character), *staff of frost* (5 charges; 583 gp per charge per character), *wand of*

endurance (10 charges; 7 gp per charge per character), 2 *potions of cure light wounds* (4 gp per potion per character).

Total Possible Treasure

APL 4: L: 1 gp; C: 0 gp; M: 557 gp - Total: 558 gp
APL 6: L: 1 gp; C: 0 gp; M: 691 gp - Total: 692 gp
APL 8: L: 0 gp; C: 0 gp; M: 1287 gp - Total: 1250 gp
APL 10: L: 0 gp; C: 0 gp; M: 2120 gp - Total: 2100 gp
APL 12: L: 0 gp; C: 0 gp; M: 2703 gp - Total: 2703 gp
APL 14: L: 0 gp; C: 0 gp; M: 6037 gp - Total: 6000 gp

Special

Figurine of Wondrous Power (Aquamarine Dolphin): This small ornate aquamarine figurine, commonly crafted by good-aligned aquatic races, transforms into a normal dolphin under the command of its possessor. The item can be used twice per week for up to 6 hours per use. In addition, the dolphin can cast *water breathing* as an 11th-level sorcerer once during each 6-hour period; the spell effect may last beyond the time the figure remains animated. When 6 hours have passed or the command word is spoken, the *aquamarine dolphin* once again becomes a tiny statuette.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *water breathing*, must have the assistance of a good-aligned aquatic creature (which can be accomplished at the conclusion of any normal scenario in which the character makes friendly contact with good-aligned aquatic creatures); **Market Price:** 14,000 gp; **Weight:** N/A.

Writings of the Dark Caller: You have decided to plumb into the blasphemous works of the corrupt kuo-toa known as Goluugula, the Dark Caller. For reading the vile tablets, you have uncovered knowledge most men were not meant to know, and upon concluding your studies, you must make a Will save (DC 15) or suffer a -1 inherent penalty to your Wisdom attribute that may only be reversed with a *wish* or *miracle* spell. Your studies allow you to have the potential to learn Speak Language (kuo-toa) (although you must still pay the normal skill point cost for learning the language), and you are able to summon a fiendish sea lion (alignment CE) with a *summon monster IV* spell, if you have such magic available to you (based on class and alignment restrictions).

Will save result ____ -1 Inherent Penalty? ____

Forlorn Memories: For bearing the burden of the Curse of the Voice, it seems that you are one of the very few that bear knowledge of Urzulegon, and the events leading to his return. Almost all others you have met remember nothing surrounding the prison beneath Delvenbrass, the black stone slab, or the demon. Despite all you do, written records and the conscious thought of others dismiss your ramblings on the matter. Whether this is a boon, or yet another curse, remains to be seen.

ITEMS FOR THE ADVENTURE RECORD

Wand of Endurance

Caster Level: 3rd; **Prerequisites:** Craft Wand, *endurance*; **Market Price:** 4250 gp; **Weight:** N/A.

Shell Armor: This armor is created out of specially treated tortoise shells and more exotic sea life. Druids can wear shell armor without losing access to their spells or class features. Normal shell armor is medium armor, has a cost of 25 gp, gives a +3 AC bonus, has a maximum Dex bonus of +3, an armor check penalty of -2, 20% arcane spell failure, and weighs 20 lb. Description of this item can be found in the *Arms and Equipment Guide*, pages 15-17.

Caster Level: varies dependant on bonus; **Prerequisites:** Craft Magic Arms and Armor for magical suits; **Market Price:** varies; **Weight:** 20 lb.

Trident of the Depths: This +1 trident allows its wielder to move through water with ease. While holding a trident of the depths, the wielder can swim at a speed of 30 feet. When submerged in water of any kind, the trident gains an additional +1 bonus on attack and damage. When submerged in ocean water, this bonus increases to +2; the bonus for being underwater stacks with the trident's enhancement bonus. Presented in the *Arms and Equipment Guide*, page 121.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *water walk*; **Market Price:** 8315 gp; **Weight:** 5 lb.

Figurine of Wondrous Power (Aquamarine Dolphin): This small ornate aquamarine figurine, commonly crafted by good-aligned aquatic races, transforms into a normal dolphin under the command of its possessor. The item can be used twice per week for up to 6 hours per use. In addition, the dolphin can cast *water breathing* as an 11th-level sorcerer once during each 6-hour period; the spell effect may last beyond the time the figure remains animated. When 6 hours have passed or the command word is spoken, the *aquamarine dolphin* once again becomes a tiny statuette.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *water breathing*, must have the assistance of a good-aligned aquatic creature (which can be accomplished at the conclusion of any normal scenario in which the character makes friendly contact with good-aligned aquatic creatures); **Market Price:** 14,000 gp; **Weight:** N/A.

Writings of the Dark Caller: You have decided to plumb into the blasphemous works of the corrupt kuo-toa known as Goluugula, the Dark Caller. For reading the vile tablets, you have uncovered knowledge most men were not meant to know, and upon concluding your studies, you must make a Will save (DC 15) or suffer a -1 inherent penalty to your Wisdom attribute that may only be reversed with a *wish* or *miracle* spell. Your studies allow you to have the potential to learn Speak Language (kuo-

toa) (although you must still pay the normal skill point cost for learning the language), and you are able to summon a fiendish sea lion (alignment CE) with a *summon monster IV* spell, if you have such magic available to you (based on class and alignment restrictions).

Will save result ____ -1 Inherent Penalty? ____

Forlorn Memories: For bearing the burden of the Curse of the Voice, it seems that you are one of the very few that bear knowledge of Urzulegon, and the events leading to his return. Almost all others you have met remember nothing surrounding the prison beneath Delvenbrass, the black stone slab, or the demon. Despite all you do, written records and the conscious thought of others dismiss your ramblings on the matter. Whether this is a boon, or yet another curse, remains to be seen.

ITEM ACCESS

APLs 4-6

- ❖ *Figurine of wondrous power (aquamarine dolphin)* (Any, see above)
- ❖ *Wand of endurance* (Adventure, see above)
- ❖ *+1 shell armor* (Adventure, A&EG)
- ❖ *Javelin of lightning* (Adventure, DMG)

APL 8 (All of APLs 4-6, plus the following)

- ❖ *Trident of the depths* (Adventure, A&EG)

APL 10 (All of APLs 4-8, except *+1 shell armor*, plus the following)

- ❖ *+2 shell armor* (Adventure, A&EG)
- ❖ *+2 large shield* (Adventure, DMG)
- ❖ *Periapt of Wisdom (+2)* (Adventure, DMG)

APL 12 (All of APLs 4-10, except *+1 shell armor*, plus the following)

- ❖ *Staff of frost* (Adventure, DMG)

APL 14 (All of APLs 4-12, except *+1* and *+2 shell armor*, plus the following)

- ❖ *+3 shell armor* (Adventure, A&EG)
- ❖ *Rod of negation* (Adventure, DMG)

APPENDIX 1: NPCS

ENCOUNTER 3: LIONS OF THE SEA

APL 4 (EL 5)

🦁 **Fiendish Sea Lion:** CR 5; Large magical beast; HD 6d10+18; hp 51; Init +1; Spd swim 40 ft.; AC 18 (touch 10, flat-footed 17); Atk +7 melee (1d6+4, 2 claws) and +2 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rend (2d6+6), smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 10, DR 5/+1; SR 12; AL NE; SV Fort +8, Ref +6, Will +3; Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10.

Skills: Listen +7, Spot +7.

Rend (Ex): A fiendish sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+6 points of damage.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

APL 6 (EL 7)

🦁 **Fiendish Sea Lions (2):** CR 5; Large magical beast; HD 6d10+18; hp varies; Init +1; Spd swim 40 ft.; AC 18 (touch 10, flat-footed 17); Atk +7 melee (1d6+4, 2 claws) and +2 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rend (2d6+6), smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 10, DR 5/+1; SR 12; AL NE; SV Fort +8, Ref +6, Will +3; Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10.

Skills: Listen +7, Spot +7.

Rend (Ex): A fiendish sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+6 points of damage.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

APL 8 (EL 9)

🦁 **Fiendish Sea Lions (4):** CR 5; Large magical beast; HD 6d10+18; hp varies; Init +1; Spd swim 40 ft.; AC 18 (touch 10, flat-footed 17); Atk +7 melee (1d6+4, 2 claws) and +2 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rend (2d6+6), smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 10, DR 5/+1; SR 12; AL NE; SV Fort +8, Ref +6, Will +3; Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10.

Skills: Listen +7, Spot +7.

Rend (Ex): A fiendish sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+6 points of damage.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

APL 10 (EL 11)

🦁 **Fiendish Sea Lions, Advanced (4):** CR 7; Large magical beast; HD 8d10+24; hp varies; Init +1; Spd swim 40 ft.; AC 18 (touch 10, flat-footed 17); Atk +9 melee (1d6+4, 2 claws) and +4 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rend (2d6+6), smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 15, DR 5/+2; SR 16; AL NE; SV Fort +9, Ref +7, Will +3; Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10.

Skills: Listen +8, Spot +8.

Rend (Ex): A fiendish sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+6 points of damage.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

APL 12 (EL 13)

🦁 **Fiendish Sea Lions, Advanced (6):** CR 8; Huge magical beast; HD 10d10+50; hp varies; Init +0; Spd swim 40 ft.; AC 19 (touch 8, flat-footed 19); Atk +13 melee (1d8+8, 2 claws) and +8 melee (2d6+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rend (2d8+12), smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 15, DR 5/+2; SR 20; AL NE; SV Fort +12, Ref +7, Will +4; Str 27, Dex 10, Con 21, Int 4, Wis 13, Cha 10.

Skills: Listen +9, Spot +9.

Rend (Ex): A fiendish sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d8+12 points of damage.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

APL 14 (EL 15)

🦁 **Fiendish Sea Lions, Advanced (6):** CR 10; Huge magical beast; HD 14d10+70; hp varies; Init +0; Spd swim 40 ft.; AC 19 (touch 8, flat-footed 19); Atk +16 melee (1d8+8, 2 claws) and +11 melee (2d6+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rend (2d8+12), smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 15, DR 5/+2; SR 25; AL NE; SV Fort +14, Ref +9, Will +5; Str 27, Dex 10, Con 21, Int 4, Wis 13, Cha 10.

Skills: Listen +11, Spot +11.

Rend (Ex): A fiendish sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d8+12 points of damage.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

ENCOUNTER 5 (AREA B)

APL 4 (EL 6)

➤ **Droomlud the Champion:** Male kuo-toa Ftr3; CR 5; Medium-size monstrous humanoid (aquatic); HD 2d8+3d10+10; hp 41; Init +0; Spd 15 ft., swim 50 ft.; AC 22 (touch 10, flat-footed 22); Atk +9 melee (1d8+4, trident) or +5 ranged (1d6+3, javelin); SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious; AL NE; SV Fort +7, Ref +4, Will +6; Str 16, Dex 10, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Craft (armorsmithing) +7, Escape Artist +18, Listen +9, Move Silently +2, Ride +8, Search +10, Spot +11; Alertness, Great Fortitude, Mounted Combat, Mounted Archery, Ride-By Attack.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Possessions: +1 shell armor, large shield, +1 trident, quiver with 4 javelins, *javelin of lightning*, 2 *potions of cure light wounds*, *potion of endurance*.

APL 6 (EL 8)

➤ **Droomlud the Champion:** Male kuo-toa Ftr3/Waverider3*; CR 8; Medium-size monstrous humanoid (aquatic); HD 2d8+6d10+16; hp 65; Init +0; Spd 15 ft., swim 50 ft.; AC 22 (touch 10, flat-footed 22); Atk +12/+7 melee (1d8+4, trident) or +8 ranged (1d6+3, javelin); SA Breach, mounted weapon bonus, trident charge; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, ride

bonus; AL NE; SV Fort +10, Ref +5, Will +9; Str 17, Dex 10, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Craft (armorsmithing) +7, Escape Artist +18, Jump +9, Listen +9, Move Silently +2, Ride +13, Search +10, Spot +11; Alertness, Great Fortitude, Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge.

Mount: See Ullguumm, below.

Breach (Ex): While mounted, Droomlud can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" high jump as part of a charge, with a maximum height distance of twice its length. If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off-balance). A waverider cannot use this ability in two consecutive rounds.

Mounted Weapon Bonus (Ex): Droomlud has a +2 bonus on trident attack rolls while mounted, and a +1 bonus on javelin attack rolls while mounted.

Trident Charge (Ex): Droomlud can use a trident to deal double damage when used from the back of a charging mount. The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Ride Bonus (Ex): Droomlud gains a +2 bonus to all Ride checks (bonus is already included in skill).

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Possessions: +1 shell armor*, large shield, +1 trident, quiver with 4 javelins, 2 javelins of lightning, 2 potions of cure moderate wounds, potion of bull's strength, potion of endurance.

*See Appendix 3: New Rules for additional information.

➤ **Ullguumm, Sea Lion Mount:** Large magical beast; HD 6d10+1d8+21; hp 66; Init +1; Spd swim 40 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); SA Rend; SQ Improved evasion, empathic link, share saving throws; AL N; SV Fort +9, Ref +6, Will +8; Str 20, Dex 12, Con 17, Int 5, Wis 13, Cha 10.

Skills and Feats: Listen +7, Spot +8.

Rend (Ex): A sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+7 points of damage.

Improved Evasion (Ex): If the waverider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su): The waverider has an empathic link with his mount out to a distance of 1 mile. The waverider cannot see through the mount's eyes, but the two can communicate telepathically. Even intelligent mounts see the world differently from their riders, so misunderstandings are always possible.

Share Saving Throws: The mount uses its own base saves or the waverider's, whichever is higher (already factored into the mount's statistics above).

APL 8 (EL 10)

➤ **Droumlud the Champion:** Male kuo-toa Ftr3/Waverider5*; CR 10; Medium-size monstrous humanoid (aquatic); HD 2d8+8d10+20; hp 81; Init +0; Spd 15 ft., swim 50 ft.; AC 23 (touch 10, flat-footed 23); Atk +16/+11 melee (1d8+5, trident of the depths*) or +10 ranged (1d6+3, javelin); SA Breach, improved mounted archery, mounted weapon bonus, sound, trident charge; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, ride bonus; AL NE; SV Fort +11, Ref +5, Will +10; Str 17, Dex 10, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Craft (armorsmithing) +7, Escape Artist +18, Jump +13, Listen +9, Move Silently +2, Ride +17, Search +10, Spot +11; Alertness, Great Fortitude, Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge, Weapon Focus (trident).

Mount: See Ullguumm, below.

Breach (Ex): While mounted, Droumlud can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" high jump as part of a charge, with a maximum height distance of twice its length. If it contacts an opponent during the jump, the waverider gains the

normal +2 bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off-balance). A waverider cannot use this ability in two consecutive rounds.

Improved Mounted Archery: When making ranged attacks with his javelin or trident while mounted, Droumlud takes only a -1 penalty on ranged attacks if the mount is making a double move, and -2 if the mount is running.

Mounted Weapon Bonus (Ex): Droumlud has a +3 bonus on trident attack rolls while mounted, and a +2 bonus on javelin attack rolls while mounted.

Sound (Ex): Droumlud can dive at high speed as part of a charge when attacking opponents underwater. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of six times its length. If it contacts an opponent during the dive, the waverider gains a +4 bonus on his attack roll and increases the damage multiplier with his mounted weapon one more step (double to triple, triple to quadruple) but takes a -4 penalty to Armor Class for the next round. A waverider cannot use this ability in two consecutive rounds.

Trident Charge (Ex): Droumlud can use a trident to deal double damage when used from the back of a charging mount. The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Ride Bonus (Ex): Droumlud gains a +4 bonus to all Ride checks (bonus is already included in skill).

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Possessions: +1 shell armor*, +1 large shield, trident of the depths*, quiver with 4 javelins, 2 javelins of lightning, 2 potions of cure moderate wounds, potion of bull's strength, potion of endurance.

*See Appendix 3: New Rules for additional information.

➤ **Ullguumm, Sea Lion Mount:** Large magical beast; HD 6d10+2d8+24; hp 74; Init +1; Spd Swim 40 ft.; AC 20 (touch 10, flat-footed 19); Atk +10 melee (1d6+5, 2 claws) and +5 melee (1d8+2, bite); SA Rend; SQ Improved evasion, empathic link, share saving throws; AL N; SV Fort +11, Ref +7, Will +10; Str 21, Dex 12, Con 17, Int 6, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +8.

Rend (Ex): A sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+7 points of damage.

Improved Evasion (Ex): If the waverider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su): The waverider has an empathic link with his mount out to a distance of 1 mile. The waverider cannot see through the mount's eyes, but the two can communicate telepathically. Even intelligent mounts see the world differently from their riders, so misunderstandings are always possible.

Share Saving Throws: The mount uses its own base saves or the waverider's, whichever is higher (already factored into the mount's statistics above).

APL 10 (EL 12)

➤ **Drooomlud the Champion:** Male kuo-toa Ftr3/Waverider7*; CR 12; Medium-size monstrous humanoid (aquatic); HD 2d8+10d10+24; hp 97; Init +0; Spd 15 ft., swim 50 ft.; AC 25 (touch 10, flat-footed 25); Atk +19/+14/+9 melee (1d8+6/19-20, trident of the depths*) or +12 ranged (1d6+3, javelin); SA Breach, full mounted attack, improved mounted archery, mounted weapon bonus, skim, sound, trident charge; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, ride bonus; AL NE; SV Fort +12, Ref +6, Will +11; Str 18, Dex 10, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Craft (armorsmithing) +8, Escape Artist +18, Jump +19, Listen +9, Move Silently +2, Ride +21, Search +10, Spot +11; Alertness, Great Fortitude, Improved Critical (trident), Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge, Weapon Focus (trident).

Mount: See Ullguumm, below.

Breach (Ex): While mounted, Drooomlud can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the

skill or the waverider's, whichever is better, to make a "running" high jump as part of a charge, with a maximum height distance of twice its length. If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off-balance). A waverider cannot use this ability in two consecutive rounds.

Full Mounted Attack (Ex): Drooomlud may attack as a standard action when his mount moves more than 5 feet rather than a partial action.

Improved Mounted Archery: When making ranged attacks with his javelin or trident while mounted, Drooomlud takes only a -1 penalty on ranged attacks if the mount is making a double move, and -2 if the mount is running.

Mounted Weapon Bonus (Ex): Drooomlud has a +4 bonus on trident attack rolls while mounted, and a +3 bonus on javelin attack rolls while mounted.

Skim (Ex): Drooomlud can make more effective charges against foes out of the water, skimming over the surface like a flying fish. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of four times its length, and a "running" high jump with a maximum vertical distance of twice its length. (Use the same roll to determine height and length.) If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on its attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off balance). A waverider cannot use this ability in two consecutive rounds.

Sound (Ex): Drooomlud can dive at high speed as part of a charge when attacking opponents underwater. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of six times its length. If it contacts an opponent during the dive, the waverider gains a +4 bonus on his attack roll and increases the damage multiplier with his mounted weapon one more step (double to triple, triple to quadruple) but takes a -4 penalty to Armor Class for the next round. A waverider cannot use this ability in two consecutive rounds.

Trident Charge (Ex): Drooomlud can use a trident to deal double damage when used from the back of a charging mount. The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Ride Bonus (Ex): Drooomlud gains a +6 bonus to all Ride checks (bonus is already included in skill).

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or

creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Possessions: +2 *shell armor**, +2 *large shield*, *trident of the depths**, quiver with 4 javelins, 2 *javelins of lightning*, 2 *potions of cure moderate wounds*, *potion of bull's strength*, *potion of endurance*.

*See Appendix 3: New Rules for additional information.

➤ **Ullguumm, Sea Lion Mount:** Large magical beast; HD 6d10+2d8+24; hp 74; Init +1; Spd Swim 40 ft.; AC 20 (touch 10, flat-footed 19); Atk +10 melee (1d6+5, 2 claws) and +5 melee (1d8+2, bite); SA Rend; SQ Improved evasion, empathic link, share saving throws; AL N; SV Fort +11, Ref +7, Will +10; Str 21, Dex 12, Con 17, Int 6, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +8.

Rend (Ex): A sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+7 points of damage.

Improved Evasion (Ex): If the waverider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su): The waverider has an empathic link with his mount out to a distance of 1 mile. The waverider cannot see through the mount's eyes, but the two can communicate telepathically. Even intelligent mounts see the world differently from their riders, so misunderstandings are always possible.

Share Saving Throws: The mount uses its own base saves or the waverider's, whichever is higher (already factored into the mount's statistics above).

APL 12 (EL 14)

➤ **Drooomlud the Champion:** Male kuo-toa Ftr3/Waverider9*; CR 14; Medium-size monstrous humanoid (aquatic); HD 2d8+12d10+28; hp 113; Init +0; Spd 15 ft., swim 50 ft.; AC 25 (touch 10, flat-footed 25); Atk +21/+16/+11 melee (1d8+6/19-20, *trident of the depths**) or +14 ranged (1d6+3, javelin); SA Breach, full mounted attack, mounted weapon bonus, skim, sound, superior mounted archery, trident charge; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, ride bonus, wavedancing; AL NE; SV Fort +12, Ref +6, Will +11; Str 18, Dex 10, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Craft (armorsmithing) +8, Escape Artist +18, Jump +21, Listen +9, Move Silently +2, Ride +25, Search +10, Spot +12; Alertness, Great Fortitude, Improved Critical (trident), Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge, Weapon Focus (trident).

Mount: See Ullguumm, below.

Breach (Ex): While mounted, Drooomlud can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" high jump as part of a charge, with a maximum height distance of twice its length. If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off-balance). A waverider cannot use this ability in two consecutive rounds.

Full Mounted Attack (Ex): Drooomlud may attack as a standard action when his mount moves more than 5 feet rather than a partial action.

Mounted Weapon Bonus (Ex): Drooomlud has a +5 bonus on trident attack rolls while mounted, and a +4 bonus on javelin attack rolls while mounted.

Skim (Ex): Drooomlud can make more effective charges against foes out of the water, skimming over the surface like a flying fish. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of four times its length, and a "running" high jump with a maximum vertical distance of twice its length. (Use the same roll to determine height and length.) If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on its attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off balance). A waverider cannot use this ability in two consecutive rounds.

Sound (Ex): Drooomlud can dive at high speed as part of a charge when attacking opponents underwater. The

mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of six times its length. If it contacts an opponent during the dive, the waverider gains a +4 bonus on his attack roll and increases the damage multiplier with his mounted weapon one more step (double to triple, triple to quadruple) but takes a -4 penalty to Armor Class for the next round. A waverider cannot use this ability in two consecutive rounds.

Superior Mounted Archery (Ex): Droomlud takes no penalties when making ranged attacks with his trident or javelin while mounted.

Trident Charge (Ex): Droomlud can use a trident to deal double damage when used from the back of a charging mount. The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Ride Bonus (Ex): Droomlud gains a +8 bonus to all Ride checks (bonus is already included in skill).

Wavedancing (Ex): Droomlud can maneuver very effectively out of the water. Rider and mount can move up to four times the mount's swim speed out of water and can make charges, including Ride-By Attacks if the waverider has this feat (normal charge rules apply). In addition, he can now use his breach, sound, and skim abilities in consecutive rounds.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Possessions: +2 *shell armor**, +2 *large shield*, *trident of the depths**, quiver with 4 javelins, 2 *javelins of lightning*, 2

potions of cure moderate wounds, *potion of bull's strength*, *potion of endurance*.

*See Appendix 3: New Rules for additional information.

➤ **Ullguumm, Sea Lion Mount:** Large magical beast; HD 6d10+4d8+30; hp 90; Init +1; Spd swim 40 ft; AC 22 (touch 10, flat-footed 21); Atk +13 melee (1d6+6, 2 claws) and +8 melee (1d8+3, bite); SA Rend; SQ Improved evasion, empathic link, share saving throws, speak with creatures of its kind; AL N; SV Fort +12, Ref +8, Will +11; Str 22, Dex 12, Con 17, Int 6, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +8; Improved Critical (claws).

Rend (Ex): A sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+9 points of damage.

Improved Evasion (Ex): If the waverider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su): The waverider has an empathic link with his mount out to a distance of 1 mile. The waverider cannot see through the mount's eyes, but the two can communicate telepathically. Even intelligent mounts see the world differently from their riders, so misunderstandings are always possible.

Share Saving Throws: The mount uses its own base saves or the waverider's, whichever is higher (already factored into the mount's statistics above).

Speak with Creatures of Its Kind (Su): The mount can communicate with creatures of approximately the same kind.

APL 14 (EL 16)

➤ **Droomlud the Champion:** Male kuo-toa Ftr4/Waverider10*; CR 14; Medium-size monstrous humanoid (aquatic); HD 2d8+14d10+32; hp 129; Init +0; Spd 15 ft., swim 50 ft.; AC 26 (touch 10, flat-footed 25); Atk +23/+18/+13/+8 melee (1d8+8/19-20, *trident of the depths**) or +16 ranged (1d6+3, javelin); SA Breach, full mounted attack, mounted weapon bonus, skim, sound, superior mounted archery, trident charge; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, Ride bonus, wavedancing, call of the deeps; AL NE; SV Fort +14, Ref +6, Will +12; Str 19, Dex 10, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Craft (armorsmithing) +8, Escape Artist +18, Jump +23, Listen +9, Move Silently +2, Ride +27, Search +10, Spot +13; Alertness, Great Fortitude, Improved Critical (trident), Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge, Weapon Focus (trident), Weapon Specialization (trident).

Mount: See Ullguumm, below.

Breach (Ex): While mounted, Droomlud can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" high jump as part of a charge, with a maximum height distance of twice its length. If it contacts an

opponent during the jump, the waverider gains the normal +2 bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off-balance). A waverider cannot use this ability in two consecutive rounds.

Call of the Deeps (Su): At 10th level, a waverider can summon one or more water elementals once per day, as with a *planar ally* spell.

Full Mounted Attack (Ex): Droomlud may attack as a standard action when his mount moves more than 5 feet rather than a partial action.

Mounted Weapon Bonus (Ex): Droomlud has a +5 bonus on trident attack rolls while mounted, and a +5 bonus on javelin attack rolls while mounted.

Skim (Ex): Droomlud can make more effective charges against foes out of the water, skimming over the surface like a flying fish. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of four times its length, and a "running" high jump with a maximum vertical distance of twice its length. (Use the same roll to determine height and length.) If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on its attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off balance). A waverider cannot use this ability in two consecutive rounds.

Sound (Ex): Droomlud can dive at high speed as part of a charge when attacking opponents underwater. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of six times its length. If it contacts an opponent during the dive, the waverider gains a +4 bonus on his attack roll and increases the damage multiplier with his mounted weapon one more step (double to triple, triple to quadruple) but takes a -4 penalty to Armor Class for the next round. A waverider cannot use this ability in two consecutive rounds.

Superior Mounted Archery (Ex): Droomlud takes no penalties when making ranged attacks with his trident or javelin while mounted.

Trident Charge (Ex): Droomlud can use a trident to deal double damage when used from the back of a charging mount. The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Ride Bonus (Ex): Droomlud gains a +4 bonus to all Ride checks (bonus is already included in skill).

Wavedancing (Ex): Droomlud can maneuver very effectively out of the water. Rider and mount can move up to four times the mount's swim speed out of water and can make charges, including Ride-By Attacks if the waverider has this feat (normal charge rules apply). In

addition, he can now use his breach, sound, and skim abilities in consecutive rounds.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Possessions: +3 *shell armor**, +2 *large shield*, *trident of the depths**, quiver with 4 javelins, 2 *javelins of lightning*, 2 *potions of cure moderate wounds*, *potion of bull's strength*, *potion of endurance*.

*See Appendix 3: New Rules for additional information.

➤ **Ullguumm, Sea Lion Mount:** Large magical beast; HD 6d10+4d8+30; hp 90; Init +1; Spd swim 40 ft.; AC 22 (touch 10, flat-footed 21); Atk +13 melee (1d6+6, 2 claws) and +8 melee (1d8+3, bite); SA Rend; SQ Improved evasion, empathic link, share saving throws, speak with creatures of its kind; AL N; SV Fort +12, Ref +8, Will +11; Str 22, Dex 12, Con 17, Int 6, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +8; Improved Critical (claws).

Rend (Ex): A sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+9 points of damage.

Improved Evasion (Ex): If the waverider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su): The waverider has an empathic link with his mount out to a distance of 1 mile. The waverider cannot see through the mount's eyes, but the

two can communicate telepathically. Even intelligent mounts see the world differently from their riders, so misunderstandings are always possible.

Share Saving Throws: The mount uses its own base saves or the waverider's, whichever is higher (already factored into the mount's statistics above).

Speak with Creatures of Its Kind (Su): The mount can communicate with creatures of approximately the same kind.

ENCOUNTER 6 (AREA D)

APL 4 (EL 7)

☛ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr3 (Blibdoolpoolp); CR 6; Medium-size monstrous humanoid (aquatic); HD 5d8+10; hp 38; Init +0; Spd 20 ft., swim 50 ft.; AC 19 (touch 10, flat-footed 19); Atk +4 melee (1d8/x3, shortspear) and -1 melee (1d4, bite) or +4 melee (1d10, pincer staff) and -1 melee (1d4, bite) or +4 ranged (1d8/x3, thrown shortspear); SA Lightning bolt, pincer staff, smite good, rebuke undead, spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, darkvision 60 feet, cold resistance 10, fire resistance 10, DR 5/+1, SR 10; AL NE; SV Fort +7, Ref +6, Will +10; Str 10, Dex 10, Con 14, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +10, Escape Artist +18, Knowledge (arcana) +10, Listen +11, Move Silently +3, Search +12, Spellcraft +6, Spot +14; Alertness, Combat Casting, Great Fortitude, Lightning Reflexes.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips).

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small size but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Possessions: shortspear, pincer staff, +1 large shield, wand of endurance (10 charges)***, *potion of cure light wounds*.

Spells Prepared (4/3+1/2+1; base DC = 14 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st—*cause fear, inflict light wounds**, *random action, shield of faith*; 2nd—*calm emotions, fog cloud**, *sound burst*.

***Domain spell. Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

***See Appendix 3: New Rules for additional information.

APL 6 (EL 9)

☛ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr5 (Blibdoolpoolp); CR 8; Medium-size monstrous humanoid (aquatic); HD 7d8+14; hp 52; Init +0; Spd 20 ft., swim 50 ft.; AC 19 (touch 10, flat-footed 19); Atk +5 melee (1d8/x3, shortspear) and +0 melee (1d4, bite) or +5 melee (1d10, pincer staff) and +0 melee (1d4, bite) or +5 ranged (1d8/x3, thrown shortspear); SA Lightning bolt, pincer staff, smite good, rebuke undead, spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, darkvision 60 feet, cold resistance 10, fire resistance 10, DR 5/+1, SR 14; AL NE; SV Fort +8, Ref +6, Will +13; Str 10, Dex 10, Con 14, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +12, Escape Artist +18, Knowledge (arcana) +12, Listen +11, Move Silently +3,

Search +12, Spellcraft +6, Spot +14; Alertness, Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips).

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small size but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Possessions: shortspear, pincer staff, +1 *large shield*, *wand of endurance* (10 charges)**, 2 *potions of cure light wounds*.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*; 1st—*inflict light wounds**, *random action* (2), *shield of faith*; 2nd—*calm emotions*, *fog cloud**, *hold person*, *sound burst*; 3rd—*blindness/deafness*, *contagion**, *dispel magic*.

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

**See Appendix 3: New Rules for additional information.

➤ **Kuo-toa Whips (2):** Male kuo-toa Clr1 (Blibdoolpoolp); CR 3; Medium-size monstrous humanoid (aquatic); HD 3d8+3; hp 21; Init +0; Spd 20 ft., swim 50 ft.; AC 18 (touch 10, flat-footed 18); Atk +3 melee (1d8+1/x3, shortspear) and -2 melee (1d4, bite) or +3 melee (1d10+1, pincer staff) and -1 melee (1d4, bite) or +4 ranged (1d8+1/x3, thrown shortspear); SA Lightning bolt, pincer staff, rebuke undead, spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious; AL NE; SV Fort +5, Ref +3, Will +7; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Concentration +4, Escape Artist +18, Knowledge (arcana) +6, Listen +9, Move Silently +3, Search +10, Spot +11; Alertness, Combat Casting, Great Fortitude.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips).

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small size but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or

otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Possessions: shortspear, pincer staff, large shield.

Spells Prepared (3/2+1; base DC = 12 + spell level): o—*cure minor wounds, guidance, resistance*; 1st—*cure light wounds, inflict light wounds**, *random action*.

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

APL 8 (EL 11)

➤ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr7 (Blibdoolpoolp); CR 11; Medium-size monstrous humanoid (aquatic); HD 9d8+18; hp 66; Init +0; Spd 20 ft., swim 50 ft.; AC 19 (touch 10, flat-footed 19); Atk +7/+2 melee (1d8/x3, shortspear) and +2 melee (1d4, bite) or +7/+2 melee (1d10, pincer staff) and +2 melee (1d4, bite) or +7 ranged (1d8/x3, thrown shortspear); SA Lightning bolt, pincer staff, smite good, rebuke undead, spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, darkvision 60 feet, cold resistance 15, fire resistance 15, DR 5/+2, SR 18; AL NE; SV Fort +9, Ref +7, Will +14; Str 10, Dex 10, Con 14, Int 14, Wis 19, Cha 12.

Skills and Feats: Concentration +14, Escape Artist +18, Knowledge (arcana) +14, Listen +11, Move Silently +3, Search +12, Spellcraft +6, Spot +14; Alertness, Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes, Quicken Spell.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a

stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips).

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small size but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Possessions: shortspear, pincer staff, +1 large shield, wand of endurance (10 charges)***, 2 potions of cure moderate wounds.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): o—*cure minor wounds* (3), *detect magic, guidance, resistance*; 1st—*entropic shield, inflict light wounds**, *random action* (2), *shield of faith*; 2nd—*calm emotions, fog cloud**, *hold person, silence, sound burst*; 3rd—

blindness/deafness, contagion*, dispel magic, magic vestment; 4th—inflict critical wounds*, poison, summon monster IV.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

**See Appendix 3: New Rules for additional information.

➤ **Kuo-toa Whips (4):** Male kuo-toa Clr1 (Blibdoolpoolp); CR 3; Medium-size monstrous humanoid (aquatic); HD 3d8+3; hp 21; Init +0; Spd 20 ft., swim 50 ft.; AC 18 (touch 10, flat-footed 18); Atk +3 melee (1d8+1/x3, shortspear) and -2 melee (1d4, bite) or +3 melee (1d10+1, pincer staff) and -1 melee (1d4, bite) or +4 ranged (1d8+1/x3, thrown shortspear); SA Lightning bolt, pincer staff, rebuke undead, spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious; AL NE; SV Fort +5, Ref +3, Will +7; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Concentration +4, Escape Artist +18, Knowledge (arcana) +6, Listen +9, Move Silently +3, Search +10, Spot +11; Alertness, Combat Casting, Great Fortitude.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips).

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small size but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like

flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Possessions: shortspear, pincer staff, large shield.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0—*cure minor wounds, guidance, resistance*; 1st—*cure light wounds, inflict light wounds**, *random action*.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

APL 10 (EL 13)

➤ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr7 (Blibdoolpoolp); CR 11; Medium-size monstrous humanoid (aquatic); HD 9d8+18; hp 66; Init +0; Spd 20 ft., swim 50 ft.; AC 19 (touch 10, flat-footed 19); Atk +7/+2 melee (1d8/x3, shortspear) and +2 melee (1d4, bite) or +7/+2 melee (1d10, pincer staff) and +2 melee (1d4, bite) or +7 ranged (1d8/x3, thrown shortspear); SA Lightning bolt, pincer staff, smite good, rebuke undead, spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, darkvision 60 feet, cold resistance 15, fire resistance 15, DR 5/+2, SR 18; AL NE; SV Fort +9, Ref +7, Will +14; Str 10, Dex 10, Con 14, Int 14, Wis 19, Cha 12.

Skills and Feats: Concentration +14, Escape Artist +18, Knowledge (arcana) +14, Listen +11, Move Silently +3, Search +12, Spellcraft +6, Spot +14; Alertness, Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes, Quicken Spell.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a

successful Reflex save halves this amount (save DC 13 + number of whips).

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small size but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Possessions: shortspear, pincer staff, +1 large shield, wand of endurance (10 charges)***, 2 potions of cure moderate wounds.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—*cure minor wounds* (3), *detect magic*, *guidance*, *resistance*; 1st—*entropic shield*, *inflict light wounds**, *random action* (2), *shield of faith*; 2nd—*calm emotions*, *fog cloud**, *hold person*, *silence*, *sound burst*; 3rd—*blindness/deafness*, *contagion**, *dispel magic*, *magic vestment*; 4th—*inflict critical wounds**, *poison*, *summon monster IV*.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee

attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

**See Appendix 3: New Rules for additional information.

Urzulegon*: Large outsider (chaotic, evil); CR 12; HD 9d8+63; hp 103; Init +1; Spd 30 ft.; AC 28 (touch 10, flat-footed 27); Atk +16 melee (1d8+8, bite) and +11 melee (1d6+4, 2 claws); SA Spell-like abilities; SQ DR 20/+2, poison and electricity immunity, cold, fire and acid resistance 20, telepathy, half damage; SR 23; AL CE; SV Fort +14, Ref +7, Will +12; Str 27, Dex 13, Con 24, Int 15, Wis 18, Cha 19.

Skills and Feats: Concentration +19, Hide +9, Listen +24, Move Silently +13, Search +14, Sense Motive +10, Spellcraft +14, Spot +24; Empower Spell-Like Ability*, Iron Will, Quicken Spell-Like Ability*.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *detect good*, *mage armor*, *magic circle against good*, *suggestion** (usable 3/day as a quickened spell-like ability), and *unholy blight** (usable 3/day as an empowered spell-like ability); 3/day—*dispel good*, and *dominate person*; 1/day—*blasphemy*. These abilities are as the spells cast by a 14th-level sorcerer; save DC 15 + spell level.

Telepathy (Su): Urzulegon can communicate telepathically with any creature within 1 mile that has a language.

Half Damage (Ex): Any physical attack against Urzulegon (not spells), including hits from magical weapons, deals only half damage. This effect does not stack with the creature's damage reduction; apply either the damage reduction or the half damage, whichever results in the least amount of damage suffered.

Skills: Urzulegon receives a +8 racial bonus on Listen and Spot checks.

* See Appendix 3: New Rules for additional information.

APL 12 (EL 15)

Goluugula the Dark Caller: Male fiendish kuo-toa Clr9 (Blibdoolpoolp); CR 13; Medium-size monstrous humanoid (aquatic); HD 11d8+22; hp 80; Init +0; Spd 20 ft., swim 50 ft.; AC 19 (touch 10, flat-footed 19); Atk +8/+3 melee (1d8/x3, shortspear) and +3 melee (1d4, bite) or +8/+3 melee (1d10, pincer staff) and +3 melee (1d4, bite) or +8 ranged (1d8/x3, thrown shortspear); SA Lightning bolt, pincer staff, smite good, rebuke undead, spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, darkvision 60 feet, cold resistance 15, fire resistance 15, DR 5/+2, SR 22; AL NE; SV Fort +10, Ref +8, Will +16; Str 10, Dex 10, Con 14, Int 14, Wis 21, Cha 12.

Skills and Feats: Concentration +16, Escape Artist +18, Knowledge (arcana) +16, Listen +12, Move Silently +3, Search +12, Spellcraft +6, Spot +15; Alertness, Combat

Casting, Great Fortitude, Iron Will, Lightning Reflexes, Quicken Spell.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips).

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small size but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Possessions: shortspear, pincer staff, +1 large shield, *peripart of Wisdom* +2, *staff of frost* (5 charges), *wand of endurance* (10 charges)**, 2 *potions of cure moderate wounds*.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0—*cure minor wounds* (3), *detect magic*, *guidance*, *resistance*; 1st—*divine favor*, *entropic shield*, *inflict light wounds**, *random action* (2), *shield of faith*; 2nd—*calm emotions*, *fog cloud**, *hold person*, *silence* (2), *sound burst*; 3rd—*blindness/deafness*, *contagion**, *dispel magic*, *magic vestment* (2); 4th—*air walk*, *divine power*, *inflict critical wounds**, *poison*; 5th—*ice storm**, *slay living*, *summon monster V*.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

**See Appendix 3: New Rules for additional information.

➤ **Urzulegon***: Large outsider (chaotic, evil); CR 12; HD 9d8+63; hp 103; Init +1; Spd 30 ft.; AC 28 (touch 10, flat-footed 27); Atk +16 melee (1d8+8, bite) and +11 melee (1d6+4, 2 claws); SA Spell-like abilities; SQ DR 20/+2, poison and electricity immunity, cold, fire and acid resistance 20, telepathy, half damage; SR 23; AL CE; SV Fort +14, Ref +7, Will +12; Str 27, Dex 13, Con 24, Int 15, Wis 18, Cha 19.

Skills and Feats: Concentration +19, Hide +9, Listen +24, Move Silently +13, Search +14, Sense Motive +10, Spellcraft +14, Spot +24; Empower Spell-Like Ability*, Iron Will, Quicken Spell-Like Ability*.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *detect good*, *mage armor*, *magic circle against good*, *suggestion** (usable 3/day as a quickened spell-like ability), and *unholy blight** (usable 3/day as an empowered spell-like ability); 3/day—*dispel good*, and *dominate person*; 1/day—*blasphemy*. These abilities are as the spells cast by a 14th-level sorcerer; save DC 15 + spell level.

Telepathy (Su): Urzulegon can communicate telepathically with any creature within 1 mile that has a language.

Half Damage (Ex): Any physical attack against Urzulegon (not spells), including hits from magical weapons, deals only half damage. This effect does not stack with the creature's damage reduction; apply either the damage reduction or the half damage, whichever results in the least amount of damage suffered.

Skills: Urzulegon receives a +8 racial bonus on Listen and Spot checks.

* See Appendix 3: New Rules for additional information.

APL 14 (EL 17)

➤ **Goluugula the Dark Caller:** Male fiendish kuo-toa Clr11 (Blibdoolpoolp); CR 15; Medium-size monstrous humanoid (aquatic); HD 13d8+35; hp 103; Init +0; Spd 20 ft., swim 50 ft.; AC 19 (touch 10, flat-footed 19); Atk +10/+5 melee (1d8/x3, shortspear) and +5 melee (1d4, bite) or +10/+5 melee (1d10, pincer staff) and +5 melee (1d4, bite) or +10 ranged (1d8/x3, thrown shortspear); SA

Lightning bolt, pincer staff, smite good, rebuke undead, spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious, darkvision 60 feet, cold resistance 20, fire resistance 20, DR 10/+3, SR 24; AL NE; SV Fort +11, Ref +8, Will +18; Str 10, Dex 10, Con 14, Int 14, Wis 22, Cha 12.

Skills and Feats: Concentration +18, Escape Artist +18, Knowledge (arcana) +18, Listen +13, Move Silently +3, Search +12, Spellcraft +6, Spot +16; Alertness, Combat Casting, Giant's Toughness**, Great Fortitude, Iron Will, Lightning Reflexes, Quicken Spell.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips).

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small size but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an *unsuccessful* melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various *hold* spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Possessions: shortspear, pincer staff, +1 large shield, *periapt of Wisdom* +2, *rod of negation*, *staff of frost* (5 charges), *wand of endurance* (10 charges)**, 2 *potions of cure moderate wounds*.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level): 0—*cure minor wounds* (3), *detect magic*, *guidance*, *resistance*; 1st—*divine favor*, *entropic shield*, *inflict light wounds**, *random action*, *shield of faith*; 2nd—*calm emotions*, *fog cloud**, *hold person*, *silence* (2), *sound burst*; 3rd—*blindness/deafness*, *contagion**, *dispel magic* (2), *magic vestment* (2); 4th—*air walk*, *divine power*, *inflict critical wounds**, *poison*, *summon monster IV*; 5th—*inflict light wounds (quicken)**, *inflict light wounds (quicken)*, *slay living*, *summon monster V*; 6th—*harm**, *harm*, *summon monster VI*.

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); and Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

**See Appendix 3: New Rules for additional information.

Urzulegon*: Large outsider (chaotic, evil); CR 12; HD 9d8+63; hp 103; Init +1; Spd 30 ft.; AC 28 (touch 10, flat-footed 27); Atk +16 melee (1d8+8, bite) and +11 melee (1d6+4, 2 claws); SA Spell-like abilities; SQ DR 20/+2, poison and electricity immunity, cold, fire and acid resistance 20, telepathy, half damage; SR 23; AL CE; SV Fort +14, Ref +7, Will +12; Str 27, Dex 13, Con 24, Int 15, Wis 18, Cha 19.

Skills and Feats: Concentration +19, Hide +9, Listen +24, Move Silently +13, Search +14, Sense Motive +10, Spellcraft +14, Spot +24; Empower Spell-Like Ability*, Iron Will, Quicken Spell-Like Ability*.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *detect good*, *mage armor*, *magic circle against good*, *suggestion** (usable 3/day as a quickened spell-like ability), and *unholy blight** (usable 3/day as an empowered spell-like ability); 3/day—*dispel good*, and *dominate person*; 1/day—*blasphemy*. These abilities are as the spells cast by a 14th-level sorcerer; save DC 15 + spell level.

Telepathy (Su): Urzulegon can communicate telepathically with any creature within 1 mile that has a language.

Half Damage (Ex): Any physical attack against Urzulegon (not spells), including hits from magical weapons, deals only half damage. This effect does not stack with the creature's damage reduction; apply either

the damage reduction or the half damage, whichever results in the least amount of damage suffered.

Skills: Urzulegon receives a +8 racial bonus on Listen and Spot checks.

* See Appendix 3: New Rules for additional information.

Appendix III: Underwater Combat Rules

WATER, WATER EVERYWHERE

The phrase "underwater adventure" usually conjures up images of sunken ships and fearsome monsters of the sea. That need not be the case, however. There is water nearly everywhere, especially in deep caves and dungeons where so many daredevils venture in search of glory and treasure.

Water can be a potent dungeon feature, and the clever DM can use it to make traps more fearsome (the water-filled pit and the flooding room are old standbys), and also to conceal treasure or to make combat more demanding—just how well will your characters do once the villain they're pursuing jumps into an underground river?

This article considers the basics of underwater encounters no matter where they occur, from subterranean pools to the deep blue sea.

Movement And Combat Underwater

Land-based creatures can have considerable difficulty when trying to fight in the water. Water affects a creature's attack rolls, damage, Armor Class, and movement. In some cases, a creature's opponents may get a bonus to attack the creature. The effects are summarized below:

Other Water Effects

Water can affect everything from spells to vision, as noted below.

Fire

Non-magical fire (including alchemist's fire) does not burn underwater.

Magical Effects

Most spells, spell-like abilities, and supernatural abilities work normally underwater. Water does not block line of effect, except where noted below.

Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a successful Spellcraft check (DC 15+spell level). If successful, the spell creates a bubble of steam instead of its usual fiery effect. Supernatural fire effects are ineffective underwater unless their descriptions state otherwise.

The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell useful underwater, the surface also blocks the spell's line of effect. For example, a fireball cast underwater cannot be targeted at creatures above the surface, nor can an underwater fireball spread above the surface.

Invisible creatures displace water and leave a visible bubble, though the creature still has half concealment (20% miss chance).

Ranged Attacks Underwater

Thrown weapons are ineffective underwater, even when launched from land or the air. Other ranged weapons suffer a -2 attack penalty for each 5 feet of water they pass through in addition to the normal penalties for range. (See the equipment section for specific exceptions to these rules).

Attacks from Land

Attacks tend to be deflected when they pass through the water's surface. Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep have one-quarter cover against melee or ranged attacks from landbound (or airborne) opponents. Landbound opponents who have freedom of movement effects ignore this cover when making melee attacks. A completely submerged creature (no part of its body sticking above the surface) has one-half cover against attacks from landbound opponents unless those opponents have freedom of movement effects. Magical effects are unaffected, except for fire effects, and effects that require attack rolls, which are treated like any other ranged attack.

In addition, attacks (both melee and ranged) also suffer a -2 attack penalty for each 5 feet of water they pass through. Attackers using reach to make melee attacks ignore this penalty if they have free action effects. Creatures with swimming speeds also ignore the penalty for melee attacks.

Ranged attacks from submerged creatures against opponents on land (or in the air) suffers the same penalties. That is, an opponent on land or in the air has one-half cover against

Combat Adjustments For Water¹

CONDITION	SLASH OR BLUDGEON ATTK./DMG.	CLAW OR TAIL ATTK./DMG.	MOVE	OFF BALANCE?
<i>Freedom of movement effect</i>	Normal	Normal	Normal	No
<i>Swim speed</i>	-2/Half	Normal	Normal	No
<i>Successful Swim check</i>	-2/Half ²	-2/Half	Quarter or half ²	No
<i>Firm Footing⁴</i>	-2/Half	-2/Half	Half	No
<i>None of the above</i>	-2/Half	-2/Half	Quarter or half ²	Yes ⁵

¹Water modifiers apply when wading in water at least waist deep, swimming, or walking along the bottom of a body of water.

²The speeds listed are standard for the Swim skill. You can move one quarter your speed as a move action or one-half your speed as a full-round action. To avoid the off-balance penalty (see note 5), you must make a Swim check (DC 5 + the DC for the water). The effects of a successful check last until your next turn. Making the Swim check is a move-equivalent action.

³Creatures without *freedom of movement* effects or swim speeds make grapple checks underwater at a -2 penalty, but they inflict damage normally when grappling.

⁴Creatures have firm footing when walking along the bottom, braced against a wall, or the like. You can walk along the bottom only if you carry enough weight to weigh you down. The amount of weight required depends on your size, as follows: Fine 1 lb.; Diminutive 2 lb.; Tiny 4 lb.; Small 8 lb.; Medium-size 16 lb.; Large 32 lb.; Huge 64 lb.; Gargantuan 128 lb.; Colossal 256 lb. The items you carry to weigh yourself down must be non-bulky and non-buoyant.

⁵Off-balance creatures lose Dexterity bonuses to Armor Class, and opponents gain a +2 attack bonus against them.

attacks from submerged creatures and such attacks suffer a -2 penalty for every 5 feet of water they pass through. Waterborne creatures with ignore this penalty when making melee attacks.

Underwater Visibility

Submerged or swimming creatures may also again concealment from the water, depending on how clear it is.

Ocean water and water in glacial lakes and spring-feed pools is generally free of heavy silt, algae, or other visual impediments and is fairly clear. Even perfectly clear water obscures vision, even darkvision, beyond 200 feet. Creatures have one-quarter concealment at 50 feet (10% miss chance), one-half concealment at 100 feet (20% miss chance), three-quarters concealment at 150 feet (30% miss chance), and nine-tenths concealment at 200 feet (40% miss chance). Beyond 200 feet, creatures have total concealment (50% miss chance and opponents cannot use sight to locate the creature).

Most freshwater lakes and rivers contains moderate amount of silt, algae, swirling sands, seaweed, or other visual impediments.

This turbid water allows less sighting distance, and creatures become completely concealed more quickly. The maximum sighting distance in turbid water is 100 feet or less (the more turbid the water, the less sighting distance). At half the listed distance, creatures have one-half concealment, at the listed distance creatures have nine-tenths concealment, and total concealment beyond the listed distance. For example, if murky water allows vision to 40 feet, creatures have one-half concealment at 20 feet, nine-tenths concealment at 40 feet and total concealment beyond 40 feet.

Water in swamps, lagoons, and stagnant ponds may contain excessive amounts of algae, seaweed, mud, or other visual impediments. Such water is so murky that it allows vision to 5 feet or 0 feet.

Aquatic creatures can see twice as far through the water as other creatures (but twice 0 feet is still 0 feet).

Holding Your Breath

As noted in the *Dungeon Master's Guide*, Any character can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by 1. When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hit points and is dying. In the third round, he drowns.

Vigorous activity, such as fighting, strains the character, reducing the time a character can hold his breath to a number of rounds equal to his Constitution score.

Encounter Distance Underwater

To determine encounter distance underwater, use the steps outlined in Chapter 3 of the *Dungeon Master's Guide*. Use the following table to determine the

The Third Dimension

Because swimming creatures can move in all three dimensions, it's often necessary to measure distances between creatures at different depths, or to adjudicate movement upward or downward at an angle.

The table below shows distances between points at different heights; the values have been rounded off to the nearest multiple of 5 for convenience in game play.

To use the table, find the horizontal distances between the two points (D1) and then the vertical distance between them (D2), the point where the column and the row cross is the actual distance.

Fore example, it two creatures are 100 feet apart horizontally and 50 feet apart vertically, the actual distance between them is 110 feet. You also can use the table to determine how far swim in a turn if it also travels up or down. To do so, find the vertical distances the creature wishes to swim on left side of the table (D2), them move right until you find the first number that equals the creature's swimming speed. The number at the top of the column is the horizontal distance the creature can move. For example, a creature with a swimming speed of 30 makes a double move (total movement 60 feet), and wants to rise 35 feet in the process. The creature moves 50 feet horizontally while rising the 35 feet.

Underwater Equipment

There are a few sundry pieces of equipment that can assist characters in their underwater adventures.

Crossbow: Crossbow bolts tend to perform better underwater than other projectiles, and suffer only a -1 penalty to attack rolls for each 5 feet of water they pass through (instead of the usual -2 penalty for 5 feet of water).

Most crossbows, however are fitted with winches or levers for cocking and loading, and these mechanisms can be difficult to use underwater. If the user does not have firm footing (see the combat section) the user must make a Swim check (DC 5+ the

Encounter Distance Underwater

To determine encounter distance underwater, use the steps outlined in Chapter 3 of the *DUNGEON MASTER'S Guide*, but use the following tables to determine the spotting distance.

UNDERWATER SPOTTING DISTANCE

Terrain	Distance*
Dense weeds	1d4 x 5 ft. (25 ft.)
Moderate weeds	2d4 x 10 ft. (50 ft.)
Light weeds	3d4 x 10 ft. (75 ft.)
Open Water	5d4 x 10 ft. (125 ft.)
Murky Water	Limit of sight**

*Double the spotting distance for aquatic creatures.

**Or the spotting distance allowed by the terrain, whichever is lower.

UNDERWATER SPOTTING DISTANCE

Circumstances	DC
Base	20 ¹
Size	+/-4
Contrast	+/-5 or more
Stillness (not moving)	+5 per size category
6 or more creatures	-2
Moonlight ²	+5
Starlight ³	+10
Total darkness	Impossible ⁴

DEPTH MODIFIER⁵

Clear water	+5 per 50 ft.
Turbid water	+5 per 35 ft.
Murky water	+5 per 10 ft.

¹It should be 25 if one side is hiding, and ignore size modifiers (see page 60 in the *DUNGEON MASTER'S Guide*).

²Give a +5 bonus to Spot checks if the spotter has low-light vision or if she has darkvision that extends far enough.

³Unless the spotter has darkvision that extends far enough.

⁴No depth modifier applies at depths less than the listed number. For greater depths, apply the modifier for each additional unit of depth or fraction of a unit.

⁵Ignore the depth modifier if the spotter has darkvision that extends far enough. If the spotter has low-light vision, double the unit. For example, a creature with low-light vision operating in clear water at a depth of 95 feet has no depth modifier for spotting.

Triangulated Distances

(All distances are expressed in feet.)

	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
10	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
15	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130
20	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
25	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140
30	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
35	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150
40	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155
45	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160
50	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165
55	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170
60	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175
65	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180
70	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185
75	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190
80	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195
85	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200
90	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205
95	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210
100	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215
105	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	220
110	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	220	225
115	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	220	225	230
120	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	220	225	230	235

DC for the water) to successfully reload the crossbow. Hand crossbows and special underwater crossbows don't require a swim check to reload.

Goggles: These crystal lenses set into a leather mask allow for clear vision underwater. They allow non aquatic creatures to see one and half times as far as normal underwater (but one and half times 0 is still 0).

Javelins and Similar Weapons: Unlike most other thrown weapons, a javelin is effective when at a submerged target from the land or air. The target of the javelin attack still gains cover from the water and the attack also suffers the standard penalty of 1-2 penalty for 5 feet of intervening water. Darts, spears, and tridents also share this characteristic.

Short-hafted Piercing Weapons: Weapons such as the morningstar and the pick, while capable of inflicting piercing damage, impose a -2 attack penalty and inflict only half damage when employed underwater without a freedom of movement effect.

Underwater Crossbow: Sometimes called a Sahuagin crossbow, this martial weapon has an ingenious system of levers and stirrups that make it easy to reload underwater, and you can reload the weapon crossbow normally without a swim check.

The sahuagin are infamous for their ability with these weapons and a sahuagin that makes a successful Swim check (DC 5+ the DC for the water) can reload a heavy underwater crossbow as a move equivalent action; this maneuver is only effective in water at least 3 feet deep.

Underwater Crossbow Bolts: These bolts are specially shaped for underwater use. When fired underwater, they suffer no penalties for the intervening water. The underwater bolts are of limited use above water. The crossbow's range increment is reduced by half and the bolt can be fired a maximum of 5 range increments.

Underwater Equipment

Item	Cost	Weight	Craft DC
Goggles	25 gp	1 lb.	15
Underwater crossbow, light	55 gp	6 lb.	15
Underwater crossbow, heavy	75 gp	9 lb.	15
Underwater crossbow bolts (10)	2 gp	5 lb.	12

APPENDIX 3: NEW RULE

NEW FEATS

Giant's Toughness [General] *As presented in Masters of the Wild*

You are amazingly tough.

Prerequisite: Base Fort save bonus +9.

Benefit: You gain +9 hit points.

Special: You can gain this feat multiple times.

Empower Spell-Like Ability [General] *As presented in Savage Species*

You can use a spell-like ability with greater effect than normal.

Prerequisite: Spell-like ability caster level 4th.

Benefit: Choose one of your spell-like abilities, subject to the restrictions below. You can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When you use an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half. An empowered spell-like ability does half again as much damage as normal, cures half again as many hit points, affects half as many targets, and so on as appropriate. For example a night hag's empowered *magic missile* deals $1\frac{1}{2}$ times normal damage (roll $1d4+1$ and multiply the result by $1\frac{1}{2}$ for each missile). Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities without random variables are not affected.

You can only select a spell-like ability duplicating a spell with a level less than or equal to one-half your caster level (round down), -2. See the table below. For example, a creature that uses its spell-like abilities as a 13th-level caster can only empower spell-like abilities duplicating spells of 4th level or lower.

Special: This feat can be taken multiple times. Each time it is taken, you can apply it to another one of your spell-like abilities.

EMPOWER SPELL-LIKE ABILITY

Spell Level	Caster Level to Empower
0	4th
1	6th
2	8th
3	10th
4	12th
5	14th
6	16th
7	18th
8	20th
9	-

Quicken Spell-Like Ability [General] *As presented in Savage Species*

You can use a spell-like ability with a moment's thought.

Prerequisite: Spell-like ability caster level 8th.

Benefit: Choose one of your spell-like abilities, subject to the restrictions below. You can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. You can perform another action - including the use of another spell-like ability - in the same round that you use a quickened spell-like ability. You may only use one quickened spell-like ability per round.

You can only select a spell-like ability duplicating a spell with a level less than or equal to one-half your caster level (round down), -4. See the table below. For example, a creature that uses its spell-like abilities as a 15th-level caster can only quicken spell-like abilities duplicating spells of 3rd level or lower. In addition, a spell-like ability that duplicates a spell with a caster time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, you can apply it to another one of your spell-like abilities.

QUICKEN SPELL-LIKE ABILITY

Spell Level	Caster Level to Quicken
0	8th

1	10th
2	12th
3	14th
4	16th
5	18th
6	20th
7	-
8	-
9	-

NEW ITEMS

Shell Armor As presented in the Arms and Equipment Guide

This armor is created out of specially treated tortoise shells and more exotic sea life. Druids can wear shell armor without losing access to their spells or class features. Normal shell armor is medium armor, has a cost of 25 gp, gives a +3 AC bonus, has a maximum Dex bonus of +3, an armor check penalty of -2, 20% arcane spell failure, and weighs 20 lb.

Caster Level: varies dependant on bonus; *Prerequisites:* Craft Magic Arms and Armor for magical suits; *Market Price:* varies; *Weight:* 20 lb.

Trident of the Depths As presented in the Arms and Equipment Guide

This +1 *trident* allows its wielder to move through water with ease. While holding a *trident of the depths*, the wielder can swim at a speed of 30 feet. When submerged in water of any kind, the trident gains an additional +1 bonus on attack and damage. When submerged in ocean water, this bonus increases to +2; the bonus for being underwater stacks with the trident's enhancement bonus.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *water walk*; *Market Price:* 8315 gp; *Weight:* 5 lb.

Sirine As presented in Monster Manual II

Medium-Size Fey (Aquatic)

Hit Dice: 4d6 (14 hp)

Initiative: +4

Speed: 30 ft., swim 60 ft.

AC: 17 (+4 Dex, +3 deflection), touch 17, flat-footed 13

Attacks: Short sword +2 melee, or touch +2 melee touch

Damage: Short sword 1d6/19-20, touch 1d4 Int

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: *Charming song*, Intelligence damage, spell-like abilities

Special Qualities: Deflection, low-light vision, soothing touch

Saves: Fort +1, Ref +8, Will +7

Abilities: Str 10, Dex 18, Con 11, Int 13, Wis 16, Cha 17

Skills: Animal Empathy +10, Concentration +7, Heal +10, Hide +11, Perform (dancing, singing, plus one other) +14, Swim +15, Wilderness Lore +10

Feats: Dodge, Expertise

Climate/Terrain: Temperate or warm aquatic

Organization: Solitary or family (3 – 8)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 5 – 8 HD (Medium-size)

Sirines are playful, gregarious creatures that love to sing, swim, dance, and laugh. They frequently draw strangers into their games and parties, but they rarely grant such visitors more than a few hours of their time.

A sirine appears to be a normal human woman in most respects, although its skin often has a noticeable yellor or green tinge. The hair can be any normal, human hair color or it can be lustrous silver or dark green. A sirine wears only lightweight clothing while on land and often nothing at all while in the water. The typical sirine carries a short sword or dagger at all times.

Although sirines are always happy to have fun with strangers, they are extremely reclusive about their communities. They take care to seek camaraderie only when away from their homes, and then only for a short while. Any creature that follows a sirine home, or stumbles upon that location accidentally, is likely to come under attack.

After a few hours, most sirines have had enough of the companionship of other creatures, so they slip away, usually by diving underwater. For a stranger, and particularly a male, earning the trust of a sirine is nearly impossible.

These creatures trust no one except other sirines, though in time of need they do accept any offered aid. Such assistance does not earn the giver any more of a sirine's company than would otherwise have been bestowed, however, nor does the creature feel obligated to reward its benefactor in any way. Occasionally a sirine bestows a gift, usually a small gem, seashell, or other trinket, on an admirer who has been particularly charming company.

COMBAT

Sirines are not especially touch in a stand-up fight, but they excel at evading and escaping from enemies. They rarely let themselves get drawn into battle unless their homes are threatened. Instead, they use their spell-like abilities and special attacks to slip away, or use a combination of singing and Intelligence drain to incapacitate foes and then dump them far away where they can cause no harm.

Approximately one-third of all sirines are proficient with bows, javelins, or slings. About one in ten sirines has a magic weapon, usually a *javelin of lightning*.

Charming Song (Sp): At will, a sirine can sing a special song that functions like a *charm person* spell (caster level 2nd; save DC 14), except that it lasts for 11 hours and affects every creature that hears it.

Intelligence Damage (Su): Any creature hit by a sirine's touch attack takes 1d4 points of Intelligence damage (or 2d4 points on a critical hit).

Spell-Like Abilities: 1/day – *fog cloud*, *improved invisibility*, *polymorph self*. Caster level 11th; save DC 13 + spell level.

Deflection (Su): A sirine is surrounded by an aura that grants it a deflection bonus to AC equal to its Charisma bonus.

Soothing Touch (Su): A sirine, if it desires, can use its touch to restore 1d6 points of Intelligence damage caused by any sirine.

Skills: A sirine receives a +8 racial bonus on Perform checks.

NEW PRESTIGE CLASS

Waverider As presented in *Savage Species*

Undersea folk have their own champions, experts at mounted combat from the backs of allied sea creatures. The waverider and her companion animal defend their city with a vigor that exceeds either individual's powers.

Waveriders are often merfolk or tritons who enter military service to defend their communities. Occasionally aquatic elves join this profession, although their independent nature does not tend to produce large settlements. Locathah and even kuo-toa waveriders are not unknown. Rarely, sahuagin take this prestige class, but their ferocious and xenophobic nature does not lend itself readily to such a partnership.

Waveriders work well in groups and are often encountered in military-style organizations. Adventuring parties of aquatic beings often include one or more waveriders.

Hit Die: d10.

REQUIREMENTS

To qualify to become a waverider, a character must fulfill all the following criteria.

Race: Fey, humanoid, monstrous humanoid, or outsider with the aquatic subtype.

Base Attack Bonus: +5.

Skills: Ride (an aquatic animal) 6 ranks.

Feats: Mounted Archery, Mounted Combat.

CLASS SKILLS

The waverider's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (any) (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the waverider prestige class.

Weapon and Armor Proficiency: Waveriders are proficient with all simple and martial weapons, with all types of armor, and with shields.

Waverider Mount: A waverider can call a special aquatic mount to serve her. This may be a hippocampus, sea lion, shark, porpoise, elasmosaurus, or whale. This creature is stronger and more intelligent than others of its type. A waverider may have only one mount at a time. If the mount is slain, the waverider can call another after a year and a day.

Mounted Weapon Bonus (Ex): At each level, the waverider gains the indicated bonus on her attack roll with the designated weapon while mounted.

Trident Charge (Ex): A waverider can use a trident to deal double damage when used from the back of a charging mount. The Spirited Charge feat can be used to increase the damage multiple to triple normal.

Ride Bonus (Ex): At 2nd, 5th, 7th, and 9th level, a waverider gains the indicated bonus on Ride checks.

Breach (Ex): On reaching 3rd level, a mounted waverider can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" high jump as part of a charge, with a maximum height distance of twice its length. If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the –2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off-balance). A waverider cannot use this ability in two consecutive rounds.

Sound (Ex): On reaching 4th level, a waverider can dive at high speed as part of a charge when attacking opponents underwater. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of six times its length. If it contacts an opponent during the dive, the waverider gains a +4 bonus on his attack roll and increases the damage multiplier with his mounted weapon one more step (double to triple, triple to quadruple) but takes a –4 penalty to Armor Class for the next round. A waverider cannot use this ability in two consecutive rounds.

Improved Mounted Archery: At 5th level, a waverider is better able to use a crossbow, harpoon, javelin, trident, or shortspear while mounted. When making ranged attacks with any of these weapons while mounted, a waverider takes only a –1 penalty on ranged attacks if the mount is making a double move, and –2 if the mount is running.

Full Mounted Attack (Ex): At 6th level, a waverider may attack as a standard action when his mount moves more than 5 feet rather than a partial action.

Skim (Ex): On reaching 7th level, a mounted waverider can make more effective charges against foes out of the water, skimming over the surface like a flying fish. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jump as part of a charge, with a maximum distance of four times its length, and a "running" high jump with a maximum vertical distance of twice its length. (Use the same roll to determine height and length.) If it contacts an opponent during the jump, the waverider gains the normal +2 bonus on its attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the –2 penalty to Armor Class against opponents out of the water (those underwater are still able to take advantage of the waverider's being temporarily off balance). A waverider cannot use this ability in two consecutive rounds.

Superior Mounted Archery (Ex): At 8th level, a waverider takes no penalties when making ranged attacks with a crossbow, harpoon, javelin, trident or shortspear while mounted.

Wavedancing (Ex): On reaching 9th level, a mounted waverider can maneuver very effectively out of the water. Rider and mount can move up to four times the mount's swim speed out of water and can make charges, including Ride-By Attacks if the waverider has this feat (normal charge rules apply). In addition, he can now use his breach, sound, and skim abilities in consecutive rounds.

Call of the Depths (Su): At 10th level, a waverider can summon one or more water elementals once per day, as with a *planar ally* spell.

THE WAVERIDER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Waverider mount, mounted weapon bonus +1 (trident), trident charge
2nd	+2	+3	+0	+3	Mounted weapon bonus +1 (javelin/harpoon), Ride bonus +2
3rd	+3	+3	+1	+3	Breach, mounted weapon bonus +2 (trident)
4th	+4	+4	+1	+4	Sound, mounted weapon bonus +2 (javelin/harpoon)
5th	+5	+4	+1	+4	Improved mounted archery, mounted weapon bonus +3 (trident), Ride bonus +4
6th	+6	+5	+2	+5	Full mounted attack, mounted weapon bonus +3 (javelin/harpoon)
7th	+7	+5	+2	+5	Skim, mounted weapon bonus +4 (trident), Ride bonus +6
8th	+8	+6	+2	+6	Superior mounted archery, mounted weapon bonus +4 (javelin/harpoon)
9th	+9	+6	+3	+6	Wavedancing, mounted weapon bonus +5 (trident), Ride bonus +8
10th	+10	+7	+3	+7	Call of the depths, mounted weapon bonus +5 (javelin/harpoon)

NEW MAGIC ITEM

Figurine of Wondrous Power (Aquamarine Dolphin): This small ornate aquamarine figurine, commonly crafted by good-aligned aquatic races, transforms into a normal dolphin under the command of its possessor. The item can be used twice per week for up to 6 hours per use. In addition, the dolphin can cast *water breathing* as an 11th-level sorcerer once during each 6-hour period; the spell effect may last beyond the time the figure remains animated. When 6 hours have passed or the command word is spoken, the *aquamarine dolphin* once again becomes a tiny statuette.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *water breathing*, must have the assistance of a good-aligned aquatic creature (which can be accomplished at the conclusion of any normal scenario in which the character makes friendly contact with good-aligned aquatic creatures); **Market Price:** 14,000 gp; **Weight:** N/A.

NEW CREATURE

Urzulegon, Tanar'ri: Large outsider (chaotic, evil); CR 12; HD 9d8+63; hp 103; Init +1 (Dex); Spd 30 ft.; AC 28 (touch 10, flat-footed 27) [-1 size, +1 Dex, +18 natural]; Atk +16 melee (1d8+8, bite) and +11 melee (1d6+4, 2 claws); SA Spell-like abilities; SQ DR 20/+2, SR 23, poison and electricity immunity, cold, fire and acid resistance 20, telepathy, half damage; AL CE; SV Fort +14, Ref +7, Will +12; Str 27, Dex 13, Con 24, Int 15, Wis 18, Cha 19.

Skills and Feats: Concentration +19, Hide +9, Listen +24, Move Silently +13, Search +14, Sense Motive +10, Spellcraft +14, Spot +24; Empower Spell-Like Ability, Iron Will, Quicken Spell-Like Ability.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *detect good*, *mage armor*, *magic circle against good*, *suggestion** (usable 3/day as a quickened spell-like ability), and *unholy blight** (usable 3/day as an empowered spell-like ability); 3/day—*dispel good*, and *dominate person*; 1/day—*blasphemy*. These abilities are as the spells cast by a 14th-level sorcerer (save DC 15 + spell level).

Telepathy (Su): Urzulegon can communicate telepathically with any creature within 1 mile that has a language.

Half Damage (Ex): Any physical attack against Urzulegon (not spells), including hits from magical weapons, deals only half damage. This effect does not stack with the creature's damage reduction; apply either the damage reduction or the half damage, whichever results in the least amount of damage suffered.

Skills: Urzulegon receives a +8 racial bonus on Listen and Spot checks.

*The above creature is a highly modified, non-psionic form of the cerebilith, from the *Psionics Handbook*.