

URC5-02

A Fine Kettle of Fish

A Two-Round D&D LIVING GREYHAWK® County of Urnst Regional Adventure

Version 1.1

by Keith Palm

People are disappearing along the County's coast. The Lord-Mayor of Bampton needs someone to investigate. Do you have the skills to unravel this mystery? Once the source of the disappearances has been identified, it is time to assault the enemy stronghold and end the threat to Bampton and the County. APL 2-12.

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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Introduction

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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.
2. 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
CR of Animal		1	2	3	4
	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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in County of Urnst. Characters native to County of Urnst pay one Time Unit per round, all others 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy

new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

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Adventure Background

Round 1:

The Rhenee people entered Oerth from their legendary home world of Rhop about 450 years ago. They were driven west by the native Aerdy until they were pressed against the shores of the Nyr Dyv. Many of their kind were slain or enslaved before they adapted to life upon the Lake of Unknown Depths.

The Rhenee survived and to a degree thrived plying the waters of the great lake. Many have never forgiven the native people who oppressed and continue to scorn them to this day. Some Rhenee feel the time has come to carve out a nation of their own and dominate the water trade-ways of the Nyr Dyv and its tributaries.

Since the time of the Rhenee migration to the Flaness, a secret Rhenee society, the *Rhenipen R'asa* (the way of the Rhenee race), has sought to preserve the Rhenee culture, the Rhopan language, as well as cherish and recover items brought with the original migrants from Rhop. Following the Greyhawk Wars, the society has taken on a more nationalistic stance and is dominated by its more militant members.

Recently a particularly cunning Kuo-toa, following a vision from his goddess, has led a band of his kind back to the surface from the under-dark. They have reclaimed an ancient Koa-Toan temple that was abandoned millennia ago when the elves drove the Kuo-toa from the surface world. The temple is located on one of the many small islands that dot the surface of the Nyr Dyv. Sending his followers out to explore the island, they found the remnants of a failed colony of original Rhenee migrants. Learning about the cultures of the surface world, the wily Koa-Toan leader realized the value these authentic Rhopan relics would have to certain Rhenee.

Soon after, the Kuo-toa soon made contact with some unscrupulous barge-folk who connected them with the *Rhenipen R'asa*. The two sides came to a sinister agreement; the *Rhenipen R'asa* would provide human sacrifices for the Kuo-toa temple in exchange for the Rhopan relics. The devious *Rhenipen R'asa* chose the County of Urnst as the target for their kidnappings. They left evidence to implicate the Bandit Kingdom's Red Hand as the culprits, knowing the already strained relationship between the two regions. The County was also chosen as the target due to the close relationship between the Rhenee and Urnstmen. The last people they would suspect for the abductions were their friends, the Rhenee.

The plot went smoothly for several months until the Kuo-toa leader demanded greater and greater numbers of humans to sacrifice. The *Rhenipen R'asa* were hard pressed to abduct such large numbers of people unnoticed. Fortunately for them, the County civil war had attention drawn elsewhere. The Kuo-toa have now traded all of the Rhopan relics to the *Rhenipen R'asa*. However, they are

unwilling to lose their easy supply of sacrifices to the Drowning Goddess and have turned to blackmailing the *Rhenipen R'asa* to keep up the supply. The *Rhenipen R'asa* desperately want out of the arrangement but are unwilling to risk the fierce County retaliation on their fellow Rhenee should the truth become known.

Coinciding with these events, the port town of Bampton has enjoyed dramatic investment. Following the civil war, Lord-Vintner Deremett Torquann (Archbaron of Vinewind) has decided to improve upon the Field Barony of Bampton to draw some of the lucrative trade away from Radigast City. In addition, the Contessa has posted some of her naval forces in the town in response to the Nyronidian crisis. This has further increased the prestige, number of residents, and wealth of Bampton.

In the center of all of this is Gwydion Reineer, Lord-Mayor of Bampton and its surrounding communities. He is a loyal vassal to Baron Zeli Torquann [field baron of the Barony of Bampton, including Holbrook] but is dismayed that the Lord-Vintner sided with the Lord of the East during the civil war. He is excited at the prospect of growing Bampton into a major port and naval base, as it will greatly benefit the local people of this generally forgotten region of the County. He has been working hard to improve their lot and sees this as a stroke of luck to help him succeed. However, two things have made his life more difficult.

First, the kidnappings and raids have been occurring in his fiefdom. He has not yet found the raiders but evidence points to the Red Hand from the Bandit Kingdoms. Baron Zeli Torquann has ordered Gwydion to deal with the situation as he is busy with trading interests in Holbrook. The County navy has yet to locate any foreign raiding vessels in the area. He wishes to solve the problem before the raiders are bold enough to attack Bampton town and discourage any further investment.

His second problem is that he has fallen in love. Normally such an event is joyful but it has brought unwanted complications. Gwydion has been seeking a bride since his late father charged him with perpetuating the Reineer line (from the regional adventure, *Once an Eagle*). He was reluctant to wed due to the murder of his first wife by family rivals when he was a young man. Contrary to noble tradition, an alluring young Rhenee woman caught his eye and they plan to wed soon. However, the Rhen-folk, hearing that one of their own would be marrying a County noble, have descended on Bampton in great numbers to celebrate. They now proclaim loudly that Bampton is a "Rhenee town"! This influx of gypsy folk has caused much consternation to the lord-mayor, merchants, and town guard alike. Unbeknownst to them, the very kidnappers they seek hide among the Rhenee throng.

Adventure Summary

Introduction – Round 1:

The PC's are invited by Lord-Mayor Gwydion to investigate the raids on his behalf. They receive a letter requesting them to come to Reineer Keep for an audience. The PC's get a view of the new, improved Bampton as they arrive.

Encounter 1: Reineer Keep

The PC's meet with the lord-mayor and he lays out the problem and what he knows of it. He asks that they find the truth and if possible slay the perpetrators. His beautiful bride-to-be suggests that her fellow Rhen-folk may have information to share.

Encounter 2: The Headless Hydra Inn

The PC's arrive as some *Rhenipen R'asa* are finishing a provocative tale; will the PC's prevent a riot or join in?

Encounter 3: Temple of Saint Cuthbert

The PC's find a guilt-ridden young Rhenee praying in the temple. He has knowledge of the kidnappings but does not want to betray his fellow Rhenee. Can they convince him to share what he knows?

Encounter 4: Lost Lovers' Beach

The PC's can walk among the many barge-folk celebrating on the beach. They can get a taste of Rhenee culture and perhaps gain some information. Among the Rhen-folk is a fortune-teller.

Encounter 5: The Rooster on the Bull Inn

Many of the local town-folk have gathered here to avoid the Rhenee. Among them are Red Hand spies sent to investigate rumors a renegade group of Red Hand have been raiding the County coast for slaves. Can the PC's discover them and the information they know?

Encounter 6: The Market Park

Many things are for sale in the market, including fine weapons and magic. A *Rhenipen R'asa* spy has the area under surveillance. Can the PC's single him out before he reports to his superiors?

Encounter 7: The Temple of Xerbo

The PC's meet the racist cleric of Xerbo and perhaps gain some information. She highlights some of the stereotypes people have of the Rhenee.

Encounter 8: The South Lighthouse

By luck or detective work, the PC's find the *Rhenipen R'asa* leaders plotting at the ruins of the old South Lighthouse. Will they parley or beat the truth out of them?

Conclusion – Round 1:

The PC's uncover the *Rhenipen R'asa* plot and report back to the lord-mayor. He asks the PC's to find and destroy the Kuo-toa temple and rescue any survivors. Go to round 2.

DM Note: Time will likely only permit the PC's to fight in three of the four possible combat encounters in Round 1. The players should have sufficient information to proceed to Encounter 8 after two of the combat encounters.

Introduction – Round 2:

The County Navy transports the PC's to the island identified in Round 1. They circle the island from a distance allowing the PC's to decide where to land. The ship remains nearby awaiting a signal to pick up the PC's. The party gets a broad description of the island.

Encounter 9:

A sheltered beach a good distance from the crater is seen from the water. Upon landing they find the ruins of the lost Rhenee settlement. Close examination reveals clues from earlier times.

Encounter 10:

On the far side of the island from the crater-lake, a large copse of trees shields the point. Within they find the missing town hermit as well as his new companions. Can they make the hermit see the hags' true nature or will they leave him to his fate?

Encounter 11:

The PC's must make their way across the crater-lake to the volcanic plug. Can the PC's effectively fight the Kuo-Toa guards in their aquatic environment?

Encounter 12:

Climbing the carved stairs spiraling around the volcanic neck/plug, the PC's locate the sacrificial altar and a pair of Kuo-Toa whips.

Encounter 13:

Entering the subterranean lair of the fish-folk beneath the column of volcanic rock, the party encounters the Kuo-Toa monitor leader. The PC's must win their way past her to locate the missing Urnstmen.

Encounter 14:

The PC's find the prisoners in a devious prison. They must free the confused Urnstmen and bring them to the ship for rescue.

Conclusion – Round 2:

The PC's return home with the remaining missing people. The Lord-Mayor is glad to see them but laments how few were left to rescue.

DM Note: The course of events will vary with how the PC's proceed through the adventure, how many times

they rest, and the time of day. It is expected that the PC's will rest at least once during the adventure to recover spells and heal.

Players are encouraged to use some strategy against the Kuo-Toa rather than a head-on assault, which would not be in their favor.

Preparation for Play

Players who are Rhenee or **current** members (annual costs must have been paid at first regional module played in 2005) of these meta-organizations receive +4 circumstance bonus to Charisma-based skills when dealing with the Rhenee, and -4 penalty to charisma-based skills when dealing with the Cleric of Xerbo or patrons/employees of the Rooster on the Bull: Darkagard and Vetha.

As per the CoU *Favors and Influence* document, influence held with the following entities may be used to gain a +4 circumstance bonus on one Charisma-based skill up to a maximum of 4 influence points for 4 skills per player when dealing with the Rhenee in Round 1: **Rhenee** from URC2-01 *Ogre Island*.

Permitting non-standard use of influence during this scenario is up to the DM's discretion. The influence spent in this way must be appropriate for the entity granting the influence and that entity's region of influence. The cost for a single non-standard use is a minimum of 3 influence points, as per *Favors and Influence in the County of Urnst Regional Living Greyhawk Campaign*. The DM is required to email the Triad at coutriad@yahoogroups.com to report the non-standard use for evaluation to be included in subsequent revisions of that document.

NPC Spellcasting

In Bampton, there are clerics, sorcerers and wizards of sufficient level to cast up to 5th level spells as per the LGCS.

The closest druid circle with druids able to cast 4th level spells is in the Dreerwode Forest. After completing the scenario, each dead PC and his gear may be taken by one living PC to the Dreerwode Druids for reincarnation (therefore, a maximum of three dead can be taken by three living to the druids). Each PC, living and dead, making this trip must deduct an additional TU from their Adventure Record (in addition to any costs listed in the LGCS).

Introduction – Round 1

After receiving a summons from Gwydion Reineer, Lord-Mayor of Bampton, you find yourselves traveling south on the coastal road from Radigast City. As you crest a high ridge, you get a marvelous view of the fjord that cradles the port town of Bampton. Word has spread of recent investments in

the town and the new plank-wood streets are visible from your high vantage point. The harbor is glutted with lake-faring vessels. Several merchant vessels are moored at the docks, and a few County Navy ships are visible at the south end of the harbor. In addition to these, there is a multitude of Rhenee barges anchored in the harbor, making it nearly impassable. Rhen-folk and their many campsites litter the beach north of the docks.

Descending on the road from the northern ridge, you see gangs of men improving the road that leads deeper in the Archbarony of Vinewind. Occasionally the workers stop their labors to allow wagons carrying large casks of wine or brandy to proceed down into the town. Looming protectively above everything is Reineer Keep and its accompanying lookout tower.

Show the PC's the maps of Bampton in Appendix 1 to give them the layout of the town. Time of day is late afternoon. Have PC's introduce themselves and pick their spells before moving on to their meeting with Gwydion. If the PC's rest or dally for long periods of time adjust the time of day in encounters accordingly.

Encounter One: Reineer Keep

Ascending the steep road to the keep, it is evident that this stout, easily defended structure has contributed to the survival of the ruling family and the town over the centuries. The old, sturdy stone walls of the keep are contrasted by the newer, polished steel gate that allows entry into the keep. The gate is etched with an eagle design and is guarded by a single man-at-arms with a breastplate bearing a similar design.

Presenting the correspondence, you are led through a series of small, modestly appointed rooms to the great room. Within waits a middle-aged man wearing respectable but functional finery fit for a baron. His lineage is heavily Suel but lacks the sharp, cold features common to that race. Beside him sits a woman of startling beauty. She is a full-blooded Rhenee with fine swarthy skin and an impossibly curvaceous figure. She is adorned tastefully with a variety of bangles and bright silk scarves. Her large, grey eyes appraise you as the lord-mayor rises to greet you.

It is possible that the lord-mayor has met the PC's before in the regional adventure, URC2-08 *Once an Eagle*. If so, greet such characters appropriately. The lord-mayor has a relaxed, down to earth style and does not put on airs of nobility. He will introduce his betrothed, Papusza. He will ask them to sit at the table to discuss his problem. He will relate the following information:

- Raids on coastal villages have been occurring. The villagers disappear with the raids. Very few dead

bodies are found after a raid. The people may be taken for slavery.

- The abductions may have been going on longer than just the village raids. Investigations after the raids indicate that fisherman and isolated families were disappearing during the weeks before the raids started. No one known has escaped to describe the attackers.
- Some of the older Eagle Guards feel that Red Hand, in the Bandit Kingdoms, is responsible for the raids. There have been subtle clues at the villages that may support this claim. However no Red Handers ships have been sighted anywhere near the County coast recently.
- No other section of the County coast has been attacked yet. However, Lord-Vintner's riders are busy protecting the Nyrond border leaving the southern coastal lands vulnerable. With the Navy distracted with clearing all the traffic into the harbor, I fear that they may grow bold enough to attack Bampton itself if we do not retaliate.
- Though the County Navy has occupied all the ports, even in Holbrook, and increased patrols along the northern coast, they have yet to intercept any raiding ship. Perhaps they are coming from farther out in the Nyr Dyv and not along the coast.
- (At Papusza's suggestion) Perhaps the Rhenee would be a good source of information. Little goes unnoticed on the Nyr Dyv by the Rhen-folk. They are not always willing to speak with the Eagle Guard since they enforce the law in town but you may have better luck. Lost Lovers' Beach is filled with many Rhenee who have come to celebrate our marriage. You'll likely find out something there.
- If you haven't found lodging yet, the Headless Hydra is a landmark here in Bampton where many adventurers choose to stay. If the Hydra doesn't suit you, there's also the Rooster on the Bull Inn, though that is frequented by mostly locals. There are also two temples in town, St. Cuthbert and Xerbo should you need to pay your respects to these good deities. If you have need to equip yourselves, I highly recommend the Market Park. Some very good values can be found there for the savvy buyer.

If the PC's ask questions about local affairs, he can relate the following information:

- Lord-Vintner Torquann has invested a great deal of gold improving the port capabilities of Bampton, and its ability to transport goods into and out of Vinewind. He intends Bampton, along with Holbrook, to compete for trade with Radigast City.
- I am happy with the investment, as well as my lord's attentions focused elsewhere. If I cannot deal with

the situation personally, I fear that Zeli Torquann will move to discredit me.

- He has met his bride-to-be months ago in the Market Park. She initially rebuffed his courtship but now they are very much in love. He wants to marry and bear children soon before he grows too old. Field-Baron Torquann is indifferent, if not pleased with the union. The Rhenee ambassador to the County of Urnst, Grawn Boskvetvi, has sent a letter of support for the marriage.
- The Rhenee coming into town has been both a bane and a boon. The town's population has grown by one third. Merchants have had greater profits. However petty crime has risen and the locals distrust Rhenee, especially in such large numbers. Their boats have clogged the harbor, making shipping difficult. I am trying to be understanding at Papusza's request but the Eagle Guard is losing patience with the situation.
- The Eagle Guard is out patrolling the town. We have avoided imprisoning criminals so that we would not have to staff the prison. Instead we have been using stiff fines or expulsion from the town. You can find Eagle Guard members doing their job around town.

If or when the baron is asked about payment, he will seem slightly uncomfortable about the subject. He will answer as follows:

- Of course pay will be equitable with your level of expertise (i.e. APL). Discretion is appreciated as we are trying to establish ourselves as a safe and reliable port.
- Deal with the situation as you see fit within reason, including slaying the people responsible. Report back to me if you find the source of the raids if time allows.

The lord-mayor is available for the PC's to consult during the adventure; however he has no information beyond what is detailed here. The PC's may proceed to any of the following encounters in any order they wish. They do not have to complete every encounter and time constraints may not allow them to do so. Should the PC's proceed directly to the south lighthouse, round 1 could be over very quickly.

Creatures:

Lord-Mayor Gwydion Reineer: Male Human Aristocrat7

Papusza: Female Human Expert2

DM Note: Regardless of where the PC's go first, do not reveal information about the South Lighthouse until they have fought two of the possible three combat encounters. In playtests, PC's got the information too early and skipped the information gathering stage, missing out on

much of the plot, as well as experience and treasure. Do not run them through a third combat encounter prior to Encounter Eight: The Ruins of the South Lighthouse.

Information Gathering Encounters:

Encounter 2: The Headless Hydra (pg 9).

Encounter 3: Temple of Saint Cuthbert (pg. 11)

Encounter 4: Lost Lovers' Beach (pg. 12)

Encounter 5: Rooster on the Bull Inn (pg 14)

Encounter 6: The Market Park (pg 15)

Encounter 7: Temple of Xerbo (pg 17)

Encounter Two: The Headless Hydra

The Headless Hydra is a well-known local landmark and as such the PC's may proceed there early in the adventure. The tavern has been full since mid-day and the patrons are inebriated by this time in the evening. Read the following as the PC's approach:

The Headless Hydra Tavern is one of the larger and grander buildings in Bampton. It has a fine reputation in this region as a place for good food and ale as well as interesting entertainment. Many an adventurer has taken the owner up on his 'Ale for a Tale' offer much to the delight of the local populace.

Approaching the three-story, well-maintained building, the noise coming from within indicates that the tavern may be at more than its recommended capacity. The windows of the building are fogged due to the large number of people talking and sweating within. Adorning the entrance is a new hanging sign depicting a comical hydra juggling its own severed heads. The tavern is quite over-full and many of the customers are socializing outside around the front door.

If they move inside: *Pushing your way inside, you see the tavern is wall-to-wall people. The well-known owner, Haree Kormeer, and his staff are busy keeping up with the demand for ale. They have apparently given up trying to serve food and the wenches hand out cups of beer as fast as they can pour them. Haree and some of his men are trying to replace one of the now empty casks along the wall. Merchants, sailors, locals, and a fair number of Rhenee all make up the chaotic crowd of revelers.*

Allow the PC's to state their actions (get a drink, look for a seat, etc.) before continuing: *Abruptly, a large, scar-ridden Rhenee stands up on his chair in the center of the room. Expectantly, the crowd hushes in anticipation of a tale. He starts in a slurred and heavy Rhopan accent; "I have a tale for you pale'cido [non-Rhenee]. Once there was a world, a peaceful*

world where the people had naught to do but wander, craft, and trade. These free, happy nomads knew nothing of war, hunger, or envy. Then a miraculous thing occurred; a portal to an entirely new world appeared! Their gypsy nature got the better of them and a new kumpa'nia [tribe or clan] formed to travel to this new place." His dreamy stare transforms into a mean, drunken sneer, "These unfortunates emerged into a beautiful forest. Before long they met the native peoples of this new world. These people responded with fear, aggression, and hate. The newcomers sought to flee but the way home was lost to them. They were driven west losing many to disease, starvation, slavery and violent death. They were driven to the shores of a great lake, and there they, in desperation, cannibalized their precious wagons to make rafts... rafts that might spirit them away from their oppressors. Many died in the attempt, and many more fed the creatures of the lake but over generations the wanderers mastered life upon the lake." His voice becomes shrill with obvious venom, "But now the tale has come full circle; the lake people are no longer content to be the subject of derision. We will have our revenge upon our oppressors! The Nyr Dyv and all it touches are ours! Rhenee natsia [nation]!!!" At this, the tavern goes wild with shouts and the scrapes of chairs across the floor. Screams of "Rhenee scum" and "Aerdy murderers" fill the air. A riot is about to happen if the PC's do not intervene. Of course they could always join in too. There is valuable information to be learned if they subdue the Rhenee or if they prevent an all-out barroom brawl.

Creatures:

🗡 Rhenee thugs (4): See Appendix 2 by APL

👤 Commoners (60) – Non-combatants: Rhenee and Bampton mix, see Appendix 2

🗡 Warriors (10) – Non-combatants: See Appendix 2

👤 Haree Kormeer: See Appendix 3

👤 Lankos Kelson: See Appendix 3

Tactics: The Rhenee thugs who have started all the commotion are Rhenipen R'asa involved in the abductions. They are versed in non-lethal combat and will work together to use their saps in sneak attacks. They will try to provoke anyone willing to fight to attack them (making it easier for them to flank). The commoners will attempt to exit the building as soon as possible. The local warriors in the crowd have taken enough offense to stay and fight. The Rhenee thugs are tough looking so the warriors will focus their attacks on innocent Rhenee commoners first and leave the thugs to the PC's. Any PC using overt magic (visible spell or magical effect) will cause a complete panic among the commoners and some of the people will be trampled to death. PC's can move at only half speed through the crowd until all the

commoners are gone on round 3. Casting a spell in the crowd will require a Concentration check DC 10, or DC 15 if the crowd is panicked.

The PC's do have a chance to avert a fight if they try. They may try this with skill or magic. A PC may try a Diplomacy check at DC 20 to calm the crowd. This will be a rushed check (-10 penalty) unless the PC's can find a way to get the crowd to listen for the required minute (DM's discretion).

After the fifth round, if the encounter continues, Haree will emerge from the cellar where he went to get a keg of beer. He will not know what is going on and will try to use non-lethal magic to subdue anyone acting in a hostile manner. On the seventh round, Lankos Kelson, an Eagle Guard, will arrive to take charge of the situation.

Treasure: Each of the *Rhenipen R'asa* thugs wears a distinctive earring that marks them as a member of their organization. The dangling gold earrings resemble a decorative miniature wagon wheel.

All APLs – 4 Earrings (1 gp each).

Development: The *Rhenipen R'asa* earrings may be useful later in the adventure if the PC's decide to disguise themselves as Rhenee or some other deception. Should the Rhenee escape after fighting the PC's then the *Rhenipen R'asa* in Encounter 8 will be alerted that the PC's might be coming.

Depending how the encounter went the PC's can get valuable information from either the Rhenee thugs or Haree Kormeer. The Eagle Guardsman, Lankos Kelson, will also be able to answer a few questions at the end of the encounter when the situation is resolved. If the PC's resolve the encounter violently, Haree will be furious and throw them out of the tavern. However any captured thugs will be available for interrogation. If the PC's successfully diffuse the situation the thugs will leave without a fight but Haree will be quite pleased and help the PC's with their investigation.

Successfully interrogating the thugs with an opposed Intimidate check can produce the following information. An intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). Each thug can be intimidated separately and PC's may aid one another. A PC may not try to intimidate a thug more than once. The thugs will get a +1 bonus to their opposed check for every one of his peers that are present during the interrogation attempt (feel braver and have more shame among his fellow Rhenee).

Fail check by 5 or more: The Rhenee thug will claim to be an agent of Grawn Boskvetvi, Rhenee ambassador to the County of Urnst. He will claim that Grawn is an agent of Iuz and works behind the scenes to destabilize the eastern Nyr Dyv.

Succeed in check: The thug will admit to being a Rhenee nationalist trying to stir up trouble in Bampton. He will admit to abducting some of the local people to sell into slavery.

Succeed check by 5 or more: The thug will proudly admit to being a member of the *Rhenipen R'asa* secret society. He will boast to kidnapping local people and trading them to secret allies on an island on the Nyr Dyv.

If by some chance the thugs manage to subdue the PC's then they will attempt to steal any easily grabbed items and flee the scene. Depending on what round it is, Haree or Lankos may stop their flight. Any items taken during this encounter can be retrieved if they defeat the *Rhenipen R'asa* in Encounter 8.

If the PC's manage to avoid violence, Haree will offer them a round on the house and sit down to thank them. If they relate that they are working for the lord-mayor then he will earnestly try to assist them. He can relate the following information through questions by PC's or through conversation.

- The Rhenee are generally kind, fun-loving folk. Although some of the Rhen-folk that have come into town are antagonistic and mean-spirited.
- There has been an increase in pick-pocketing lately but I am unsure if it is from the Rhenee or just that more people are in town.
- I have met Papisza and feel she is a fine match for the lord-mayor. I see no reason to oppose the match.
- A group of half-orcs with northern accents was nosing around yesterday. Half-orcs are not especially unusual, especially amongst sailors, but these seemed smarter and more observant than normal.
- The town-folk are trying to be tolerant of all the changes and the Rhenee since the lord-mayor is well liked. However some locals have been fomenting dissent and racism.

Lankos Kelson will arrive regardless of how the situation unfolds. He will thank them for calming the situation or subduing the thugs. He will angrily chastise the PC's if anyone was killed since the thugs were not wielding lethal weapons. He is able to relate the following information:

- The Rhenee have been particularly well behaved compared to other times they have visited town. He has heard that the Vetha, Rhenee wise-women, have been keeping people in line.
- There appears to be several sub-groups of Rhenee in town. Not all of them seem to get along. One group in particular, of which the thugs were members, seems to cow their fellow Rhenee.

- There have been half-orcs in town but none have caused any trouble.
- The Eagle Guard is supportive of their Lord-Mayor. They are all worn a little thin by the extra policing duties required of them.

The PC's may attempt to gather information after the situation resolves and the tavern goes back to normal (keep track of time). A successful check at DC 10 will reveal the following rumors:

- Iuz has sent water demons to plague the coast in preparation for an invasion!
- The Rhenee are kidnapping people and brainwashing them in an effort to increase their numbers.
- Baron Zeli Torquann is relocating the people to labor camps further north.
- The dragon turtle of the lake is eating whole villages!
- The Duchy of Urnst plans to annex the County! The missing people were their agents. They have left just prior to the invasion.

If the PC's try to find specific information about the *Rhenipen R'asa* they will have to make a Gather Information check at DC 25. Success reveals the following information:

- The *Rhenipen R'asa* used to be to a semi-secret ethnic organization to preserve Rhenee culture. Following the Greyhawk Wars, they have taken an extreme nationalistic stance.
- Some Rhenee whisper that the *Rhenipen R'asa* are resorting to evil alliances to achieve their goal of a Rhenee nation.

Encounter Three: The Temple of Saint Cuthbert

PC's might be drawn to visit the two temples of the city. Cuthbert has a strong and growing following in Bampton. He is particularly popular with the Eagle Guard and the merchants who rely on an orderly town to conduct profitable business. As Bampton is a major wine and brandy exporter, locals enjoy how the Cuthbert clerics deal with drunkenness and other foolishness.

The temple of Saint Cuthbert is a stout stone structure near the waterfront, not far from Lost Lovers beach. The building stands in stark contrast to the weathered wooden buildings that surround it. The Rhenee in town seem to conspicuously avoid the neighborhood surrounding the temple.

The tall, narrow windows on its exterior resemble archer slits. Dim light is visible within,

perhaps from a few candles. The front door's large sturdy padlock hangs open upon the door bolt.

The door shows no sign of tampering. No sound can be detected from within. The windows are made of thick, blurry glass and only allow an extremely distorted view of the interior. There is a small, stout door on the back that is bolted from the inside. The temple seems too small to contain living quarters on the premises. If the PC's enter the building:

Within is a square, rather plain worship area with long, hardwood plank benches serving as pews. At the front is a matching table upon which rests some lit candles and prayer books. A starburst pattern of red glass is visible on the wall above the table. Kneeling in the front center pew is a young man who appears to be a Rhenee. The young man is absorbed in his own thoughts and will assume that any who enter are clerics of Cuthbert. When the PC's draw close or get the young man's attention: *The young man turns to look at you and you immediately see that he is not of Rhenee blood at all, appearing mostly Oeridian. He has probably seen 17 years, and his eyes are red with fatigue and weeping.*

The young man, Rulin, will assume that the PC's are other devotees of Cuthbert. He will attempt to be polite and friendly, and can relate the following during conversation:

- Father Culwadden and the other clerics of Cuthbert are not here. They are about town trying to help keep order. They do not live on-site and are not normally here after dark.
- He has recently befriended the Father. He gave him a key to the temple in case he needed to get away from things and pray after-hours.
- The Father is not worried about theft since there is nothing especially valuable here and he trusts local people not to deface the temple. The statue of St. Cuthbert was moved to another location to allow more seating space in the temple.

If the conversation turns to him being a Rhenee, he can relate the following through conversation:

- He is not Rhenee by blood. He ran away when he was a child to live among the barge-folk. They accept many non-Rhenee into their clans. Often the Rhenee are blamed for kidnapping children who actually run away.
- He ran away because his father used to beat him severely. His father was a zealous follower of St. Cuthbert. His family lived in Holbrook but he has never gone back.
- Rhenee do not believe in gods like the other races of the Flanaess. He didn't either but recently something has caused him to reconsider the Rhenee

lack of faith. He has turned to the only god he has ever known.

Being part of a Rhenee clan, the mention of kidnapping, or the reason to seek religion may prompt the PC's to ask more questions. At that point Rulin will become evasive and try to return to his solitude. PC's may use skill or magic to get him to relate what he knows. Bluff, Diplomacy, or Intimidation can be used to get more information. Bluffs could range from 'we already know about the plot' to 'we are Rhenee too'. Use the appropriate modifier from the PHB when making the opposed check. The opposed Bluff or Intimidate check must be 10 or higher than Rulin's for him to give up the information. Diplomacy will require Rulin to go from Indifferent to Helpful before he will tell the full story. Rhenee PC's receive a +2 circumstance bonus to their Bluff and Diplomacy checks. Regardless of the method, if the PC's succeed in their attempts Rulin will relate the following:

- He knows that some Rhenee are involved in the abductions. They are from a group of Rhenee that keep to themselves and shun non-Rhenee blood barge-folk, like him. He overheard some of them talking about kidnapping people and trading them to somebody.
- He fears to reveal them because the Lord-Mayor or the Contessa may punish innocent Rhenee trying to find the culprits. However he feels terribly guilty about doing nothing.
- He sought advice from Father Culwadden since no other Rhenee would enter a temple. He has not told the Father specific information only that he has a dilemma. The Father has been kind and has not pushed to him to reveal the whole story. He does not want to get other Rhenee involved in his problem.
- Some of the Rhenee that he overheard have seen him enter the temple. They are suspicious of him now. He fears they might harm or kill him so he has been hiding in the temple.

Creatures:

🐉 Rulin: Male Human Commoner4

Development: Rulin will be greatly relieved to have told someone the truth. Realizing what he has done, he will grow more fearful for his life and refuse to leave the church until the Father returns. He cannot give specific identifying information about the men except that they all wear a similar gold earring (as per Encounter One). If the PC's leave the temple but return later to talk further to Rulin he will be gone and cannot be located again.

Encounter Four: Lost Lovers' Beach

Lost Lovers' Beach is the northernmost section of shore in Bampton Bay, lying directly north of the docks and west of the Market Park. As the only open space adjacent to the water, the Rhenee set up a temporary tent town on the beach. As the PC's approach the beach, read the following:

The smell of cook fires and the sound of flapping tarps greet your senses as you approach the town's beach. It has been converted into a multi-colored, maze-like tent town by the visiting Rhenee. Moving closer you can pick out a variety of music coming from various areas within the patchwork gathering of lake people. When they proceed in further: *Moving into the already well-worn pathways between the tents, you almost feel as if you are entering a foreign land. Everyone about you speaks in Rhopan. Rhenee merchants, smiths, and carvers eye you propitiously as you pass their covered stalls. You soon realize the tent areas are laid out in several loose wheel-spoke patterns with communal fire pits at the center of each. Winding your way through each area you notice each grouping favors particular colors and distinctive embroidery for their clothing. The differences between the Rhenee groups are more than raiment as they also have different food and music.*

In some they sing rhythmic, improvised vocals accompanied by clapping. In others, the men play zither and shawm as the women swirl their skirts in a spirited flamenco dance. Still more favor a seductive belly dance to the folksy sound of fiddles and tambourines.

If the PC's are not disguised or of the Rhenee race: *All you encounter are friendly and inviting while at the same time making it clear that you are an outsider. Barefoot children and cats hover around you as you are given free run of the camps.*

The PC's may attempt to gather information from any of the Rhenee clans present (keep track of time). A successful check at DC 10 will reveal the following rumors:

- The Contessa is trying to recruit Rhenee into her navy. She knows they are the best boatmen on the Nyr Dyv.
- Rhenee women have become very popular with Urnstmen after the Lord-Mayor announced his engagement. Rhenee men have become very jealous.
- The Rhenee have been very lucky not to lose any people in the recent disappearances. Some of the villages attacked were good friends of the lake-folk.

- Red Hand has been trying to recruit Rhenee to be their spies. The Rhenee are no friends of the Bandit Kingdoms or Iuz.
- Someone has inhabited one of the islands in the Nyr Dyv and has been trading with certain disreputable Rhenee.
- The Eagle Guard and other townsfolk hate Rhenee! We must be ready to protect our own.

If the PC's try to find specific information about the *Rhenipen R'asa* they will have to make a Gather Information check at DC 25. Success reveals the following information from various sources:

- The *Rhenipen R'asa* are heroes of the Rhenee people. They will lead us to greatness!
- The *Rhenipen R'asa* have strayed from the path. They will bring shame and violence upon the Rhenee people.
- The Vetha no longer trust the *Rhenipen R'asa* and will not associate with them. This is causing division among the usually tight knit Rhenee clans.
- Prominent members of the *Rhenipen R'asa* have been seen with items brought by the original migrants from Rhop! Where they have recovered these magnificent relics is a mystery.

In the course of their wandering and information gathering, the PC's will become aware of an isolated tent on the beach.

Growing accustomed to the sights and sounds of Rhenee revelry after a time you notice a lone dark tent on the northern most spur of the beach. None of the Rhenee approaches the area although the tent appears to be clean and well maintained. When they approach: Drawing closer, you notice a few tracks in the sand between the tent and the rest of the Rhenee. Lantern light shines weakly out of the tent flap that faces the bay. Crabs and gulls mill about the area as if guarding the inhabitant.

Looking within, you see an elderly Rhenee woman sitting on a carpet with her legs folded under her. All about her are charms made of shells, driftwood, and fish bones. She is draped with a brightly colored shawl, and a gold chain connects her nose ring and earring. Various symbols and charms hang from the chain. She smiles kindly at your approach. "Little late for a fortune, friends, but the lake speaks to me this night so take a seat around me. I'll have the gold up front mind you."

The woman is a Vetha who sells the occasional fortune telling while staying here in Bampton. She is also here to keep an eye on events and report to her fellow Vetha among the Rhenee. The price for a fortune is 10gp. The PC's are free to refuse. She will arrange them in a

horseshoe formation around her so that she can stare out the entrance at the water of the bay. She will engage in polite chatter as everyone gets settled but will not talk about local events. If the PC's mention the *Rhenipen R'asa* she will noticeably scowl but say nothing. A Spot check at DC 15 will reveal a letter hidden under a pillow next to the woman. A Sleight of Hand at DC 20, or DC 10 while she is in her fortune-telling trance, will allow it to be taken unnoticed. The letter is from another Vetha and written in coded Rhopan. With a Decipher Script check at DC 25 the PC can read the letter (See Player Handout #1). When the PC's are ready to hear the fortune:

All seated in a semi-circle looking out across the lapping waters, the woman gets a glazed look in her eyes. Her breathing slows to get in rhythm with the small waves upon the sand. She is silent for a time before she begins to speak in low, somber tones. "I see two rivers. One river is inky black and emanates pure evil. The other is foul, gray and polluted stinking like rotten fish. It projects feelings of murder and madness. The two rivers join together to make a force of suffering and death. The combined river empties into the Nyr Dyv corrupting all the lands upon its shores." The woman comes back to herself with a start and looks quite shaken. She looks at you with alarm and shakily rises to her feet. "I thank you for coming. I must be alone now."

She will usher the PC's out. She will refuse offers of help and will pull the tent flap closed as soon as she has seen them out. She will not accept visitors or answer any questions about the letter if they are able to decipher it. Should they become insistent or belligerent she will call out to her fellow Rhenee who will come to her aid in large numbers.

The fortune is not tied directly to this adventure but is a metaphor for a larger regional plot line.

Creatures:

☞ Vadoma: Female Human Sorcerer5/Vetha3

Encounter Five: Rooster on the Bull Inn

The Rooster on the Bull Inn is the second most prominent social gathering spot in Bampton besides the Headless Hydra. The inn has taken on a 'locals only' feel with the influx of new workers, Rhenee, and Navy sailors.

Not far from the Market Park, you find the rather shabby and neglected Rooster on the Bull Inn. Locals often jokingly call the inn the 'Cock and Bull' due to the number of tall-tales that sailors and old-timers like to tell there. The ground floor of the spacious building is dedicated to food and drink. The top floor contains all the rooms for boarders. [In fact, this is likely where the PC's would be staying in the

town] *Entering through one of the three entrances to the large common room, you find the interior to be as decrepit as the exterior. A stew pot hangs over the fire in the hearth and a large cask of wine is spiked along the wall. The serving wenches chat lazily being sure to collect the coin whenever anyone helps takes food or drink.*

The patrons all seem to be Bampton folk and they appraise you with an unwelcoming glare. They speak in hushed tones letting the occasional chuckle or guffaw break the steady hum of conversation. Let the PC's settle in and then continue.

After a time, the creaky steps from upstairs groan under considerable weight. Five rather hung-over looking half-orcs lumber down the stairs, help themselves to a large helping of stew, and take a seat away from everyone else. They are dressed like merchant sailors but do carry weapons.

The half-orcs are a cleric of Iuz and his bodyguards. They have come down from the Bandit Kingdoms to investigate rumors that Red Hand is abducting Urnstmen. They are not necessarily opposed to such activities but it is not sanctioned by the leadership in Balmund. They have been attempting to keep a low profile while they find out what is going on and who might be responsible. They will rebuff any attempts by PC's to talk.

PC's can try to listen in on their conversation. If anyone is within 20 feet they will whisper requiring a Listen check at DC 25 + 1 per 10 feet away to understand what is being said in Orc. If they are more than 20 feet then they will speak normally requiring a Listen check at DC 20 + 1 per 10 feet away to understand what is being said in Orcas. Role-play as needed but a successful check will allow the PC to discover that they are spies from Iuz looking into the disappearances and that they are beginning to suspect the Rhenee.

A Sense Motive check at DC 20 will give the PC the feeling that they are faking their hangover and the cleric is the leader of the group.

PC's may also do an opposed Spot check versus the half-orcs' disguise to see they are only dressed as sailors. The half-orcs get +5 to their roll for the minor details modifier. A PC with 5 or more ranks in Profession (Sailor) will receive a +2 synergy bonus to their Spot check. If a PC is successful they will notice that the half-orcs do not walk, talk, and dress quite right for a Nyr Dyv sailor.

If at any point the PC's confront them or act noticeably suspicious towards the half-orcs they will attack believing they have been exposed.

Creatures:

• 4 Half-Orc Bodyguards: See Appendix 2 by APL

• 1 Half-Orc Cleric of Iuz: See Appendix 2 by APL

• Deputy Constable Relak: See Appendix 3

Tactics: The half-orcs will fight in a very straightforward manner. The warriors know their job is to keep the PC's away from the cleric so he can cast spells. They will form a horseshoe formation around him to let him cast unmolested. Otherwise, all of them will fight to the death since they know they will be hung as spies anyway if captured.

Development: After 6 rounds of combat Deputy Constable Relak will arrive to take charge of the situation. Assuming that blood will have been spilled by then, he will realize this is no simple bar brawl and draw his weapon. He will begin shouting for order and an explanation. The half-orcs will not comply in any way, of course, and he will move to cut them down. Once the combat is complete, Relak will demand a full explanation. The Eagle Guard will bring any subdued half-orcs to the keep for interrogation. This is not negotiable. He will compromise and allow his guards to turn out their pockets before they are removed from the scene. Besides their equipment, they will find a letter written by the cleric of Iuz. See Player Handout #2.

PC's may Gather Information in the Rooster on the Bull with a DC check of 12 (higher due to local resistance). They may learn the following rumors on a successful check:

- The town hermit has not been seen in weeks. He might have finally died of old age. He lives, or lived, near the ruins of the old lighthouse just below where they recently built a new South Lighthouse.
- That Rhenee woman has ensorcelled the Lord-Mayor! They seek to rule the coast with their foul gypsy magic.
- The Rhenee are damned thieves. How else can some of them afford such finery? One group down by the south end of the docks was dressed in fancy clothes fit for nobility. Never seen clothes quite like it before.
- The cleric at the temple of Xerbo says the Rhenee are godless heathens! How can a people not worship any gods?
- My cousin is one of them who're missing. He disappeared months ago but no one would listen to me until a whole village was gone.

If the PC's try to find specific information about the Rhenipen R'sa they will have to make a Gather Information check at DC 25. Success reveals the following information from various sources:

- Some Rhenee big shot was arguing with a Rhenee wise-woman the other day down at the beach. He had a big group of people with him.

- A Rhenee brought in a strange item to the Bloody Hot Forge last week to be repaired. Apparently it was so strange that Pjorfe told them to take it to Marimon's Emporium to use magic to repair it.
- My friend at Wyvern Tooth Imports says that Rhenee have been bringing in antiquities to be checked for magic.

Encounter Six: The Market Park

The PC's may visit the Market Park to shop, gather information, look for suspects, or just out of curiosity. When they do, read the following:

The Market Park of Bampton is humming with activity even at this time of the evening. More people in town means more gold to be spent and local merchants have risen to the challenge. The park is a large field of shorn grass. Stalls and tents are set up haphazardly on the grass and shop-fronts are found in the buildings around its perimeter. Vendors from several nations are present, including several Rhenee craftsman. Goods of all types are available for purchase at reasonable prices. [Anything out of the PHB] *Of particular note, the Bloody Hot Forge and Marimon's Emporium of Unique Thaumaturgical Devices have joined forces to offer fine darkhas to the visiting Rhenee. Barge-folk warriors crowd around admiring the fine craftsmanship.* [Marimon is also selling scrolls, see the AR by APL] *Not to be outdone, Wyvern Tooth Imports has a variety of scrolls and potions for purchase.* [Any potion or scroll from the DMG under 750 gp] *The Eagle Guard patrols the entire area with a heavy presence.*

Among the crowd is a Rhenipen R'asa spy casing the town for potential kidnap victims. He is also looking for individuals who may create problems for his plans. Along the way he is pick-pocketing non-Rhenee to make a little extra cash. He will begin to tail the PC's shortly after they arrive. He will watch and listen where they go, who they talk to, and what they say. Once he thinks he knows what they are about, he will attempt to pick-pocket them before leaving to report his findings to the group at the South Lighthouse. See the PHB for Sleight of Hand opposed checks. If he is successful he will steal one extra time unit's worth of upkeep (12 gp for Standard, etc.). Should he go completely undetected, the gold can be retrieved if they defeat the Rhenee in Encounter 8.

Creatures:

Rhenee Pickpocket: See Appendix 2 by APL

Tactics: He will shadow the PC's with his Hide skill to get close enough to use his Listen skill. Once he has gotten a sense that they are searching for the kidnappers he will move in to pickpocket them with his Sleight of

Hand skill. If at any time he is noticed either tailing them or pick-pocketing, he will flee the scene at a full run. He does not intend to engage in combat unless absolutely necessary. He will try to lose pursuers along the way but will eventually go back to the South Lighthouse to report. If the PC's somehow manage to track or follow him there then proceed to Encounter 8.

Development: Should he escape to report, the Rhenee in the final encounter would be expecting the PC's. Should they capture him, they may try to interrogate him before the Eagle Guard takes him into custody. He will profess to be a mere pickpocket down on his luck. Successful intimidation will produce much the same information as Encounter 2 except that he will relate that the Rhenipen R'asa are camped by the South Lighthouse.

The PC's may attempt to gather information from the Market Park (keep track of time). A successful check at DC 10 will reveal the following rumors:

- Strange lights have been seen up by the ruins of the old South Lighthouse. Some say it is spirits, others say the hermit is up to his old tricks.
- The darkha that the Rhenee men use are cruel weapons brought from their original home world.
- Pjorfe, smith of the Bloody Hot Forge, has taken on a Rhenee apprentice. Some say he only did so to attract more Rhenee customers.
- Were-rats live beneath the new wood plank streets! They plan to take over the town.
- Slave Lords have been seen in town asking to buy the abducted people. Some say they were half-orcs others say they were dark-skinned half-elves.

If the PC's try to find specific information about the Rhenipen R'asa (at places such as the Bloody Hot Forge, Marimon's Emporium, or Wyvern Tooth Imports) they will have to make a Gather Information check at DC 25. Success reveals the following information; failure means that they were too busy or unavailable for questioning:

- (Bloody Hot Forge) Yeah, some rough looking Rhenee in fancy Rhenee clothes brought a very old, elaborately fashioned wagon wheel in to be repaired. It was too intricate and I didn't have the time so I sent them to Marimon's for a *mending* spell.
- (Marimon's) The Rhenee did bring in a highly stylized wagon wheel similar to the Atloi's (land-based Rhenee) wagons but very old and fancy. The damage was only superficial and easily repaired with a spell. While I was fixing it I checked for magic too. It was quite powerfully enchanted. I think it was part of a bigger item.
- (Wyvern Tooth Imports) A band of secretive Rhenee has been bringing in antiques to be checked for magic and *identified*. I have never seen items like

those. I believe they were things brought with the Rhenee from their home world of Rhop. They got highly agitated and suspicious when I asked them about it. They have since stopped bringing items.

Encounter Seven: The Temple of Xerbo

The PC's may very well think the Temple of Xerbo would be an excellent place to get information. When they travel there read the following:

The Temple of Xerbo is found near the docks. Several grizzled surly sailors, merchant and Navy alike, mill about the area drinking their liquor ration. Gulls and rats are plentiful and the air is thick with the stench of sewage dumped into the bay nearby. A variety of prostitutes linger nearby trying to attract the drunken sailors' attention.

Amid all this sits the venerable Temple of Xerbo. The old temple is mostly constructed of weathered, moss-covered stone. The doors, shutters, and shingles appear to be crafted from salvaged driftwood or ship parts. A faint crudely carved outline of a dragon turtle can be seen on the entrance doors. The warped planks of the doors allow the light from within to spill out onto the street.

Pushing the doors aside to get in from the fetid odor of the street, you find the interior isn't much better. This small church smells heavily of body odor and rotten fish. If the older, serene woman within notices, she gives no indication. She rises gracefully from her prayers to greet you, "Welcome to our humble port chapel of Xerbo. Do you seek the blessings of the Sea Dragon?" With a gesture of her hand, she motions you to sit on the eclectic collection of benches.

The cleric, Nokya Geeherts, has lived in Bampton her entire life. She actually revels in her life as a servant and teacher of the maritime town folk despite the squalor in which she lives. She gives everything she has to help poor sailors, longshoremen, shipwrights, and their widows in the name of Xerbo. She sees the recent investment and increase in trade through Bampton as a blessing and reward from her god for years of dedicated service. She blissfully ignores the rising popularity of St. Cuthbert in the town, and considers herself the spiritual leader of the community. She has been unsuccessfully looking for a young acolyte that meets her high standards to assist her with her duties as she approaches old age. If this kind, middle-aged woman has one flaw it is her passionate hatred for the Rhenee. She finds it absolutely blasphemous that a people can live and work upon the waters of the Nyr Dyv but not pay homage to the gods (especially to Xerbo, of course). She has fomented ill will against the visiting Rhenee in her sermons, and has been

warned by the Lord-Mayor through the Eagle Guard several times to desist. She will be quite pleasant until the subject of Rhenee comes up or if there is a Rhenee PC present. At that point she begins to rant about inherent 'defects' of the Rhenee people and culture. Some possible comments:

- The Rhenee are godless heathens! They refuse to acknowledge the rightful place of the divine over man. My patron is the source of all success of man making a living upon the waters.
- The Rhenee are thieves and liars. They tempt our children away to a life of sloth and sin.
- I heard some of them Rhen-folk were harassing that poor addled man who lives near the ruins of the old South Lighthouse! That sorry man should be left alone to live out his days.
- That Rhenee harlot has bewitched our fine Lord-Mayor! His family has worshipped at this very temple since the founding of this town. Those Vetha women are behind all of this!
- I noticed some Rhenee watching the temple the other day. I went out to shoo them off and they just grinned at me like devils before heading somewhere south of the docks. [She can confirm that they each wore one gold earring if asked.]
- The wicked Rhenee are responsible for the disappearances! Mark my words, the truth will come out!

Creatures:

Nokya Geeherts: Female Human Cleric8 of Xerbo

Development: The PC's may attempt to gather information from the Nokya or around the Docks (keep track of time). A successful check at DC 10 will reveal the following rumors:

- The Lord-Mayor is siding with the Contessa against the Lord-Vintner. He hopes to become the Baron of Bampton.
- The Navy is here to burn the town to the ground should another civil war break out. We are ready to stop them should it become necessary.
- The Rhenee revere demon-lords! They have been granted foul black magic for their services.
- The Rhenee darkhagards are the fiercest warriors on the Nyr Dyv. It is good that the County is allied with the Rhenee.
- Rhenee women can make a man mad with lust. They enjoy starting fights and then going on to tempt more men.

If the PC's try to find specific information about the *Rhenipen R'asa* they will have to make a Gather Information check at DC 25. Success reveals the following information:

- Some Rhenee boats have been coming and going in the dead of night. They were going too great lengths not too be seen.
- Some Rhenee were asking when ships were sailing and how many folk were on board. We sent them packing as the barge-folk are not above piracy at times.
- When we were entering the bay the other night, we heard the most beautiful song being sung somewhere up on the ridge. The words were Rhopan but it was no Rhenee song I ever heard.

Encounter Eight: The Ruins of the South Lighthouse

Either by chance or following leads from their investigation, the PC's should eventually make their way to the remains of the old South Lighthouse. It is possible that they have been in this area in the regional adventures, *Concerning Alreth* or *Once an Eagle*. If any of the *Rhenipen R'asa* encountered earlier in the adventure escaped then the Rhenee camping here will be expecting attack. Any escaped Rhenee will have been sent to get reinforcements and will not be present for the final encounter unless the PC's trailed them directly back to the camp. If the PC's have used any loud or flashy magic (fireball, etc.) in town then the Rhenee camp will also be on their guard. If they are not expecting the PC's, then it will be easier for the party to surprise the camp.

The camp is laid out against the ruins of the old lighthouse and the short rock walls around it to shield their fires and movement from notice. They will have three guards posted around the perimeter sixty feet from the center of the camp. The ruins of the lighthouse border a steep cliff-face falling to the bay far below. Sentries receive +2 to their Spot checks if they are expecting the PC's. The PC's may try to Disguise or Bluff their way into the camp. Having a *Rhenipen R'asa* earring will provide a +2 to their Disguise check. The *Rhenipen R'asa* is a loose association and not all members know one another.

If the PC's are expected: All the Rhenee will have their armor on, and half of those not on sentry duties will be sleeping (determine randomly).

If the PC's are not expected: Only the Rhenee sentries will be wearing armor, and three-quarters of those not on sentry duties will be sleeping (determine randomly).

The number of sentries is about a third of the warriors.

The PC's may attempt to parley with the *Rhenipen R'asa*. The leader, Boldor, will listen to what they have to say as he desperately wants out of the situation with the Kuo-toa. If the PC's outline the general background of the plot, he will admit to their involvement but attempt to cast themselves as victims of manipulation by their treacherous associates, the Kuo-toa. He will offer the location of the Kuo-toa temple if the PC's agree to leave any mention of Rhenee out of their report to the Lord-Mayor. He seems sincere in his effort to resolve the situation but PC's may get a feeling (Sense Motive DC 20) that he is not as innocent as he would lead them to believe. Should negotiations fail, proceed to combat.

Boldor appears as a pureblood, proud, middle-aged Rhenee wearing fine traditional Rhenee clothing under his fine armor. He is well spoken and the obvious leader of the group.

Creatures:

➤ Boldor: See Appendix 2 by APL

➤ *Rhenipen R'asa* warriors: See Appendix 2 by APL

Tactics: The warriors will work together to keep one another from getting flanked and to flank PC's. They will use the reach of their longswords to maximum advantage trying to engage warrior-like PC's. Boldor will target spellcasters for his melee attacks. He is willing to accept attacks of opportunity to close with them.

Should his warriors get wiped out Boldor will attempt to escape by jumping from the cliff down into the bay. He will grab his satchel bag (see below) before he flees. If he makes it into the water then he will begin to swim for a boat at the mouth of the bay. Boldor and any PC's leaping after him will take 2d6 hit points of damage from impact with the water. If captured he will admit to everything and try to lay all the blame upon himself covering for his fellow Rhenee and especially the *Rhenipen R'asa*.

Treasure: Beyond their possessions (see Appendix 2), the PC's will find Boldor's waterproof satchel bag. Inside they will find a very old tome (see AR for game effects). The book is written in an old dialect of Rhopan. The cover and pages are made of strange leather and paper (materials from Rhop). Once translated it is found to be a journal of a man who made the trip from Rhop to Oerth about 450 years ago. It details their misfortunes following their migration finishing when his clan finally settled on an island on the Nyr Dyv. The journal ends abruptly shortly after the settlement was founded. There are many notes about translating Rhopan into Flanaess languages and the customs of the native peoples of Oerth and how they differ from the Rhenee.

Development: The PC's may discover the location of the Kuo-toa temple from speaking with Boldor, interrogating captured *Rhenipen R'asa*, magic, or piecing together information from the descriptions in the journal. Using the journal as the sole source of information will require

one additional TU of time to study its contents. Should all the Rhenipen R'asa be killed and Boldor escape with the book then the PC's may have no way to locate the island and the adventure is over without a Round 2.

Conclusion – Round 1

When the PC's conclude their final encounter, regardless of the outcome, they will return to see the Lord-Mayor. If they did not find the information necessary to locate the island for round 2, they will be paid and politely dismissed from his service. Should they discover the location of the Kuo-toa island temple then read the following: *Concluding your investigation, you return to Reineer Keep to report your findings to the Lord-Mayor. He sees you privately in an austere room used by the Eagle Guard for meetings. He listens solemnly to your tale, asking few questions. Finishing your report, he scratches his chin with obvious concern. "This is a decidedly delicate situation. I will have to consult with my liege about the political ramifications of this treachery. However the threat is still at hand and must be dealt with immediately. I must work to quietly root out these radical Rhenee from Bampton. Hopefully my love can speak to the Vetha on my behalf to enlist their help in finding the last of them. Should it become known that Rhenee were involved in the abductions I do not think I could prevent retaliation by the townsfolk.*

This effort will keep my men busy for days at least. Some of the missing may yet live as captives of the foul fish-men. Something must be done now while there is still time. I am their lord and responsible for their protection. Will you infiltrate this island while I gather more forces for a full assault? You have proven yourselves capable and resourceful people. I need your aid once again.

Should the PC's agree, they get paid and proceed to round 2. If they refuse the adventure is over.

The End – Round 1

Introduction – Round 2

You have been given a day to recover and prepare for your journey to the island where the captive Urnstmen are said to be held. All wounds are healed by the clerics of St. Cuthbert before they depart. The Lord-Mayor quickly enlisted the aid of the Navy stationed in the town. They have blockaded the mouth of the Bay of Bampton to prevent any remaining Rhenipen R'asa from escaping justice. One small, fast boat was given the task of transporting you to the island. It takes an additional day of sailing and searching to find the island with the spotty directions you possess.

The island comes into view on the horizon and the ship's captain circles it in a series of tightening spirals to allow a rudimentary reconnaissance of the island. The first thing to draw your interest is a fair size crater, or maar, filled with a glassy lake of water. In the center of the lake is a large, jagged spur of dark rock, probably a volcanic plug or neck left from an earlier volcano. The side of the low-walled crater-lake forms the western edge of the island. From its eastern edge there is a large spur of land extending out to a point several hundred yards away. At the eastern point of the island there is a large copse of trees in contrast to the rolling grassy fields that cover the rest of the island. A large sheltered beach at the south-center part of the island would be the most inviting place to land under normal circumstances. No persons or activity is visible anywhere on the island. The PC's must decide where they would like to land. The captain tells the characters that he will remain in the area for three days. He will come to pick them up when he sees smoke from a signal fire. He and his sailors will not participate in any aspect of the mission. Once the PC's land proceed to the appropriate encounter.

Encounter Nine

The center part the island consists of short beach that quickly gives way to grassy fields. The crater can be seen off to the west and the stand of trees further off to the east. The area seems like an ideal area for habitation with rich volcanic soil and shelter from the western winds.

Scouting soon reveals the remnants of building foundations and root cellars from a long ago village. The ruins appear to have been thoroughly searched and pillaged relatively recently. Whoever did so took little care, destroying what little was left of the ruins in the process. As you discover the various foundations it appears the village was laid out in a wheel-like pattern. This was the Rhenee village that was the source of the items traded by the Kuo-Toa to the Rhenipen R'asa. It has been stripped completely bare of

anything remotely of any value. As they walk the area have the PC's make a Search check at DC 15 to notice a grass covered mound not far from the village in the direction of the crater. When they investigate:

*Approaching the mound of earth, it appears to resemble a burial mound often found in Flan or Elven regions of the Flanaess. Circling around you soon find a narrow stone archway giving entry down into the earth below the mound. Some words have been scratched into stone at the top of the arch. ["We will respect those who came before us" in Rhopan] Proceeding down the tight earthen tunnel, it dips sharply and then levels out. Continuing the cramped passage comes to a large pool of scummy, stagnant water (15' across, 3' deep). The passage appears to continue on the far side of the pool. Once they reach the far side: *Moving beyond the pool you enter an area where the walls change from hard-packed soil to solid rock. Shortly after the change the passage ends abruptly. You appear to be in a small room of some sort. The walls are covered with dust and cobwebs. Once cleared away, you find an ancient inscription directly in front of you on the wall and a total of four sealed cavities, two on either side of you, such as you would find in a tomb.* See Player Handout #3 for the inscription assuming the PC's can read or decipher Elven. Each grave is sealed with an ancient lock that requires an Open Lock check at DC 20 or the party will have to smash them open.*

Creatures: The pool of water the PC's must pass through contains the Underdark disease, scaleflake. The pool of water cannot be bypassed except by extraordinary means (magic, exceptional skill result, etc.). A Kuo-Toa found this area earlier in their exploration but recognized the water as being contaminated and did not explore any further into the passage. Scaleflake most often strikes aquatic or reptilian creatures, but anyone swimming, wading, or submerged in tainted water can contract it. Scaleflake manifests as swelling, oozing, smelly pustules coating the surface of the afflicted creature's body.

✈ Scaleflake: Infection—contact, DC 15, Incubation—1d3 days, Damage 1d4 Cha.

Treasure: The Elven graves do contain armor of their deceased owners. This is grave robbing so lawful or good PC's may take issue with anyone removing any items. The corpses are long ago mummified and will fall to dust if the armor is removed. There are no other items of note that have survived to the present day.

APL 2— Masterwork Chain Shirt (250gp)

APL 4— Mithral Chain Shirt (1,100gp).

APL 6— Mithral Chain Mail (4,150 gp).

APL 8— +1 Mithral Chain Mail (5,150gp).

APL 10— +1 Silent Moves Mithral Chain Mail (8,900gp).

APL 12— +2 Silent Moves Mithral Chain Mail (11,900gp).

Development: The inscription may give them some clues what to expect when facing the Kuo-Toa. Otherwise the encounter just provides interesting background information and perhaps some lighter armor to use during aquatic combat.

Encounter Ten

Proceeding to the eastern point of the island, you come to a large copse of trees uncharacteristic of the rest of the island. The tree growth is thick but narrow paths through the undergrowth are noticeable from the small forest's edge. Those with low-light or darkvision can make spot checks at DC 15 to notice the following: *Squinting from a distance, you see in the center of the area what appears to be the outline of a hut or cottage with a fine trickle of smoke coming from its chimney.* The PC's have to proceed into the wooded area to get any more detail without unusual means. Regardless of the time of day/night, at least one of the sea hags will be awake and alert. When the PC's explore the area: *Moving into the wooded area, you soon find a clearing in its center that contains a fair sized, rather old cottage.* If it is daytime: *In front of the cottage sits an old, weathered half-elven man whittling a piece of driftwood. He is idly chatting with three beautiful female creatures. They appear to have almost smooth wooden skin and wispy green vegetation for hair.* If it is night: *The cottage is quiet with a small amount of candlelight emerging through the shutters. Smoke rises lazily out of the chimney. One of the hags, posing as a dryad, will be awake should someone enter or investigate the cottage.*

If and when contact, whatever time of day, is made with the man and the hags posing as dryads react as follows:

Responding to your presence, the man rises to meet you with a smile while the female creatures eye you warily.

The man will quickly introduce himself as Demas and the disguised hags as the ones who saved him. He will go on to explain that several weeks ago some Rhenee in Bampton subdued him. He was taken by boat to this island and handed over to some frightening fish men who brought him into an underground cavern. They drugged him somehow but after some time in captivity he managed to escape and flee to this side of the island. Much of it is a blur and he does not remember much until the 'dryads' nursed him back to health. The dryads are in fact a covey of sea hags that initially took the man in out of curiosity using their *veil* spell-like ability to appear as dryads to the man. Over the next few weeks the hags have become attached to the man and want him to stay. They have maintained their deception the entire time and the man has had no reason to doubt their illusion. The hags are not evil and have genuine affection for Demas, and he for them. It is possible that Demas may

recognize some PC's from the regional adventure, *Concerning Alreth*. His memory is muddled by old age and his recent traumatic experience so he will only have very vague memories of those people or events.

This covey of hags has lived here for some time. They were upset when the Kuo-Toa emerged from the under-dark to resettle the island. Learning of their presence, the Kuo-Toa monitor sent a force to drive them from the island. The battle resulted in many Kuo-Toa and all of their merrow (aquatic ogres) servants being killed. Each side has been content to let the other alone since. The hags see their relationship with Demas as mutually beneficial; they care for him and he is an additional defender should the Kuo-Toa attack again (at least until they can recruit some new ogre/giant servants).

They will be civil to the PC's when they arrive in order to keep up the deception with Demas. When it is apparent that the party is here to attack the Kuo-Toa, they will offer sanctuary in their 'glade' for the duration of the characters' stay on the island. If the PC's are friendly, not overly inquisitive, and do not try to convince Demas to leave, they will offer to trade magic items that are not of use to them. They will sell the items at the cost listed or do a direct trade for an item of equal or greater value as per the DMG. They have no gold and cannot make up any difference in value between items (i.e. cannot make change). Items available are for the APL played and below (so for example, APL 6 can also acquire APL 2 and 4 items).

This is not intended to be a combat encounter. The hags will try to avoid violence if the characters should see through the *veil*. They do not want Demas to know their true forms as they enjoy appearing beautiful to him. Should the PC's become hostile refer to tactics below.

Creatures:

All APL's:

➤ 3 Sea Hags forming a Hag Covey as per page 144 of MM. Alignment: CN

➤ **Demas Kaartac:** Male half-elf Ftr7, see Appendix 3

Tactics: Anyone seeing through the *veil* will immediately be subject to the hags' Horrific Appearance ability. They cannot control its effects and Demas will be confused by the reaction. Anyone noticeably reacting to the hags' true appearance will receive an Evil Eye gaze from each of the hags to attempt to keep them quiet. Should that fail and the PC's react violently, they will use *force cage* to attempt to subdue the PC's non-violently. Demas will attack anyone harming one of the hags. If the hags cannot prevent the party from attacking, they will flee to the water while Demas engages them in melee.

Treasure:

APL 2– Quaal's Feather Token, Swan Boat (450 gp).

APL 4 (APL 2 plus) – Quiver of Ehlonna (1,800 gp).

APL 6 (APL 2-4 plus) – Gauntlets of Ogre Power (4,000 gp).

APL 8 (APL 2-6 plus) – Horseshoes of a Zephyr (6,000 gp).

APL 10 (APL 2-8 plus) – Necklace of Adaptation (9,000 gp).

APL 12 (APL 2-10 plus) – Ioun Stone, Iridescent Spindle (18,000 gp).

Development: If the PC's discover the hag's true nature but do not share the information with Demas, they will be very grateful. In return for their silence on the matter they will privately discuss what they know about the Kuo-Toa. They had a hag eye removed from one of their merrow servants by the Kuo-Toa monitor after their battle. She has been wearing it as a brooch ever since and the hags have used it to spy on the Kuo-Toa. They can share the following information:

- The leader, possibly a monk, is not a normal Kuo-Toa and displayed special abilities (breath weapon, poison, large teeth) during the battle with the merrow. She has shown the ability to use spells as well. She wields some sort of razor weapon on her hand.
- There are one or two clerics among the Kuo-Toa. They often perform sacrificial rites atop the volcanic plug/neck where they maintain a temple.
- The rest of the Kuo-Toa lives in the crater lake surrounding the volcanic plug temple.
- The leader spends much of her time in tunnels beneath the volcanic plug where the human captives are held. The captives are not guarded and act strangely within their prison.

Should the PC's reveal the hags' identity to Demas, give him a save versus the *veil* spell. Should he see through the illusion, he will be cross with the hags for deceiving him but he will remain on friendly terms. Regardless of the situation, Demas will intend to stay with the hags until they can replace their bodyguards (will take months). After that he will decide if he will return to Bampton or remain here in the island. Demas and the hags will not assist in any attacks on the Kuo-Toa.

Encounter Eleven

Examining the crater-lake closer, you find that its walls slope gradually up from the rest of the island to a height of about twenty feet. Peering over the edge, the crater contains a smooth lake of dark water perhaps 200 yards across. At its center is a large column of volcanic rock that appears like an enormous splinter that has erupted from the earth itself. It is composed of jagged, black stone, is just slightly cone-shaped, and towers perhaps 100 feet or more in the air. No sign of your foes can be found.

There is a team of Kuo-Toa guards waiting beneath the surface of the water. The lake gradually becomes deeper from the edge, from a depth of 2' at the outer edge to a depth of 5' at about 70 yards in towards the center. The water and its bottom are muddy out to that point and should be treated as a deep bog as per page 88 of the DMG. After the first 70 yards, the water abruptly drops off to a depth of 30' for the last 30 yards to the base of the volcanic spire. All the water is murky as per page 93 of the DMG.

Creatures:

🐉 Kuo-Toa Guards: by APL in Appendix 2

Tactics: The Kuo-Toa guards are not fools and know they have the advantage in the aquatic environment. They will not attack until the PC's enter the middle of the deep channel around the base of the spire. The lake is Nonflowing Water as per page 92 of the DMG. Use Table 3-22: Combat Adjustments Underwater on page 92 of the DMG if the PC's fight the Kuo-Toa in the water. If the party is using some type of watercraft to cross the lake, the Kuo-Toa will attack the craft from below in an attempt to sink it. If they are using some sort of magical effect (*water-walking*, *levitation*, etc.) to cross the surface of the water, they will also attack. If the PC's have a way to fly across to the spire then they will attempt to remain unnoticed beneath the water and let the whips confront them with magic from the top of the spire. If the party moves into the tunnels below the spire without engaging the guards (by flight, *dimension door*, etc.), then Kuo-Toa guards will wait until they have entered and then follow behind slowly to cut off any escape. If the party should make it past the guards and out of the water they will remain underwater until they either go into the tunnel or engage the whips on top of the spire.

If the party engages the guards, there is a chance that the whips at the top of the spire may hear (DC 15) the commotion and join the battle. Note that the sound of battle (-10 to DC) and the 100' distance (+10 to DC) to the top cancel each other out.

Should the PC's flee the lake back to the island, any remaining Kuo-Toa (guards or whips) will not pursue. They will report to the monitor, who will organize a hunting party to go after the PC's at night. The most wounded or weakest single Kuo-Toa will be left below in the tunnels to guard the prisoners. The PC's may use the pursuit to prepare an ambush for the hunting party or use their absence to sneak into the tunnels to free the prisoners. The Kuo-Toa will not follow the PC's into the hags' wooded area on the far side of the island. If they do not find the PC's by dawn then they will return to their respective encounter areas. However all will receive a +2 circumstance bonus to Spot and Listen checks for the remainder of the adventure for expecting another attack.

Note: Time of day is important as the Kuo-Toa have Light Blindness. Use Table 3-23 on page 94 of the DMG to determine what kind of temperate weather is

occurring that day. Normal or heat wave weather conditions will be considered bright light for purposes of affecting the Kuo-Toa. Submerged Kuo-Toa are not subject to Light Blindness.

Encounter Twelve

Approaching the base of the giant plug of volcanic stone, you now notice a narrow, worn staircase ascends from the base to precariously spiral around the rock formation leading all the way to its top. The staircase seems ancient but scratches in its mossy cover reveal recent use. Examining around the base near the water line, you soon find a smooth tube-like tunnel descending down on the north face of the rock. If the whip(s) become aware of PC's ascending the spire either during or after battling the guards, he/they will attempt to attack them from above. The craggy rock surrounding anyone climbing the stairs provides cover as per page 150 in the PHB (as well as to the Kuo-Toa above). PC's may also climb the rock face itself at a DC of 15. The stair is 5' wide and total walking distance to the top is 400'. The tunnel leads downward to Encounter 13. When the PC's reach the top (by foot or magic), read the following: *Arriving at the top, you find that it has been carved flat to create a temple of sorts. The top is perhaps 40' across with a 5' X 5' X 5' stone block altar in its center carved with interlocking lobster claw designs. The altar is thick with old dried blood and bits of torn, desiccated flesh surround its base. Two small, upright shell-like carvings with shallow depressions within them are on either side of the 'platform' forming the top. (Whips' austere sleeping areas while tending the temple)*

Creatures:

🐉 Kuo-Toa Whips by APL as per Appendix 2.

Tactics: The whip(s) will try to use their lightning bolt ability or other ranged/summoning spells on any PC's flying nearby or climbing to the top. Once PC's are within a round or two of reaching the top (they will try to know when with a Listen check), the whip(s) will begin casting their protective/enhancing spells in preparation for melee combat with their pincer staves. It is possible to bull rush opponents over the edge to fall on to the stairs far below and bounce into the water for damage of 8d6.

At APL 12, the temple area has an *unhallow* spell cast upon it which gives has a *silence* spell effect on any creature not of the Kuo-Toa faith, centered on the altar.

Treasure:

APL 2: (2) Masterwork Pincer Staves (320 gp)

APL 4: (2) +1 Pincer Staves (2,320 gp)

APL 6: (2) +1 Shock Pincer Staves (8,320 gp)

APL 8: (2) +1 Wounding Pincer Staves (18,320 gp)

APL 10: (2) +1 Wounding Mithral Pincer Staves (25,820 gp)

APL 12: (2) +1 Shock Wounding Pincer Staves (32,320 gp)

Development: As per Encounter 11, the whips may hear any battle below and attempt to join the fray. They will also be including in any hunting party that pursues retreating PC's. Should the party go directly into the tunnel below without engaging them in combat, they will also move in behind them to cut off any retreat.

Encounter Thirteen

When the PC's decide to descend the tunnel beneath the volcanic spire read the following: *The tunnel leading down appears to be ancient lava tubes or some other similar geologic formation. The smooth, 10' wide tunnel meanders down haphazardly until you are sure you are at a depth somewhere well below the crater-lake. You almost get the feeling as if you are descending into the intestines of some great earthen beast. The tunnel soon levels off and heads in a generally straight direction for a time.* (PC's with a compass or stonecunning may determine that they are moving under the body of the island.)

Ahead of you the pass begins to widen and in the distance opens into a larger room.

PC's making Listen check at DC 20 will hear the faint sound of slowly moving water. When one or more PCs look or move into the room:

This is a slightly oval room about 80 feet across. The walls are covered with marvelously detailed mosaics made from various shells and lake rocks depicting important events in early Kuo-Toa history. One panel shows the Kuo-Toa uniting under the worship of Blibdoolpoolp and oppressing other sentient races. The next one depicts the emergence of a cleric and monk caste to dominate the Kuo-Toa populace. The final mosaic pictures horrible carnage in a great war between the fish men and the olve. The image shows the Kuo-Toa fleeing underground to escape the wrath of the elves. Another lava tube passage seems to exit from the far side of the room. (and is the direction the sound of running water is coming from).

If the party used stealth to enter the area, then the monitor may be in this room meditating quietly. If they used loud magic (*fireball*, *sound burst*, etc.) near the mouth of the tunnel or made noise during their descent then she may be aware of their coming. If so, she will be lying in wait near the entrance to this room and will attempt to surprise the PC's as they enter. The DC for the monitor to hear any commotion above ground is 30. Moving down the tunnel depends on distance and the characters' Move Silently check.

Creatures:

🐉 Kuo-Toa Monitor by APL as per Appendix 2.

Tactics: The monitor will try to vary its attack as much as possible to keep the party off balance and guessing as much as possible. If she has enough time she will use her protective or enhancing spells to prepare for their arrival (APL 4-12). On round one she will start with her Frightful Presence ability (APL 4-12). Next she will follow with her breath weapon, followed by either flurry of blows or sai/bite combinations until she can use her breath weapon again (APL 4-12). She is a zealot and will fight to the death rather than suffer their presence in this unholy place. Tactics will be much the same if encountered during the hunting party.

Development: After dispatching the creature, they will realize that she was an atypical Kuo-Toa by both her abilities and her especially fearsome appearance. This will match some of the descriptions given by the traitorous Rhenee in round 1 thereby identifying her as the leader.

Treasure:

APL All: Hag Eye Brooch (20 gp)

APL 2: Masterwork Sai (301 gp)

APL 4: +1 Sai (2,301 gp)

APL 6: +1 Ki Focus Sai (8,301 gp)

APL 8: +1 Keen Ki Focus Sai (18,301 gp)

APL 10: +1 Keen Ki Focus Adamantine Sai (21,301 gp)

APL 12: +1 Speed Sai (32,301 gp)

Encounter Fourteen

When they move past Encounter Thirteen into the next passage: *Moving beyond the mosaic room, the tunnel narrows slightly and then bends at a sharp angle to the left. Turning the corner, you find the tunnel widens to accommodate the emergence of a slow moving underground river that runs alongside the trail. Its inky black water appears fairly deep, and soon flows back under the rock deeper into the earth.* (This is how the Kuo-Toa made their way up from the Under-Oerth. It is extremely far underwater and inaccessible to PC's unless they request a special mission from the County of Urnst triad to trace it to its source). *Continuing down the passage, you hear the sound of shuffling feet and child-like babbling. The passage again opens up but this time into a crudely carved enclosure. The mouth of the enclosure is sealed poorly with an assortment of wooden branches wedged into place. Within are what appears to be the remaining missing Urnstmen. Taking a closer look, the area appears to be about 30-35' across and the damp walls and ceiling are covered with a gray-and-white fungus of some sort. The people within are acting quite strangely; some react to you with*

great fear, others charge at you or other prisoners menacingly, and still others stare into space dumbly. Many of the prisoners appear to have bit or scratched one another, and all appear quite malnourished.

Cave creeper, the Underdark fungus, on the walls, is affecting the prisoners. It was brought here by the Kuo-Toa and causes the effect of a *confusion* spell to all within 20' of it (Fortitude DC 15). Another DC 15 Fort save is required 1 minute later—even by those who succeeded the first save—to avoid taking 2d4 points of Intelligence damage. Sunlight or acid instantly destroys cave creeper.

Creatures:

🐉 20 Male and Female Commoners1

Tactics: When the PC's enter the room to free the prisoners they will be subject to the cave creeper effects. All of the commoners are already under its effect and will act as per the *confusion* spell. Anyone caused by the spell effect to attack another will have the target determined randomly by the DM. The commoners may have to be forcibly or magically subdued to remove them from the room.

Development: Once the prisoners are free of the room, they will shortly return to their senses but still be dull-witted from the Intelligence damage. This will slowly heal as per page 146 of the PHB unless healed magically by the party. All of them can tell tales of abduction by Rhenee and being sold or traded to the Kuo-Toa. Some have vague recollections of the Kuo-Toa selecting out prisoners and removing them (to become sacrifices on the altar above). They will follow the PC's gratefully but are incapable of moving silently in anyway unless using magical or extraordinary means.

If the party is trying to sneak the prisoners out while the Kuo-Toa are out hunting them, keep track of time to see if the Kuo-Toa return while they are trying to escape with the survivors.

Conclusion A (Victory) – Round

2

You have returned triumphantly on the Navy vessel with the freed captives. The Lord-Mayor and his consort are waiting to meet you at the docks. He smiles broadly and waves both hands overhead in excitement. A crowd quickly forms around him, joining his cheer at your return. As you draw near, Gwydion leaps abroad to heartily pump each of your hands in greeting. As he turns to examine the Urnstmen, he stops abruptly. "Surely there are more back on the island...", he says with sudden horror. Seeing the look on your faces, "... but there were more than a hundred taken! Well, Joramy has had her way then... we hung all the treacherous Rhenee found to be in league with the fish folk. The Vetha

helped us root them out from among the other gypsies while you were away.” He eyes his Rhenee betrothed with sympathy. He again turns to you, “You have performed a great service and I will see to it that the Lord-Vintner rewards you well. And a warm welcome will always greet you in Bampton.”

Conclusion B (Defeat) – Round 2

You have been driven from the island by the formidable Kuo-Toa. They proved themselves to be more than worthy opponents. The navy ship picked you up has brought you back to Bampton. The Lord-Mayor and his guard are there to meet you at the docks. The captain used a mirror to signal the lighthouse of your arrival. Eying your wounds and the empty ship, Gwydion helps each of you disembark the ship. He receives your report glumly and shares that the remaining Rhenee collaborators have been caught and hung. Respecting your effort, the Lord-Mayor still rewards each of you handsomely.

The End – Round 2

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 Two

Defeated Rhenee Thugs

APL2 90 xp; APL4 135 xp; APL6 AA xp; APL8 AA xp; APL10 AA xp; APL12 315 xp

Encounter Five

Defeated Red Hand spies

APL2 90 xp; APL4 AA xp; APL6 180 xp; APL8 225 xp; APL10 270 xp; APL12 315 xp

Encounter Six

Defeated Rhenee pickpocket

APL2 90 xp; APL4 135 xp; APL6 180 xp; APL8 225 xp; APL10 270 xp; APL12 315 xp

Encounter Eight

Defeated Rhenee leader and warriors

APL2 90 xp; APL4 135 xp; APL6 180 xp; APL8 225 xp; APL10 270 xp; APL12 315 xp

Encounter Eleven

Defeat the Kuo-Toa guards

APL2 90 xp; APL4 135 xp; APL6 180 xp;

APL8 225 xp; APL10 270 xp; APL12 315 xp;

Encounter Twelve

Defeat the Kuo-Toa Whip(s)

APL2 90 xp; APL4 135 xp; APL6 180 xp;

APL8 225 xp; APL10 270 xp; APL12 315 xp;

Encounter Thirteen

Defeat the Kuo-Toa Monitor

APL2 180 xp; APL4 270 xp; APL6 360 xp;

APL8 450 xp; APL10 540 xp; APL12 730 xp;

Story Award – Round 1

Discovered location of the Kuo-toa temple:

APL2 45 xp; APL4 68 xp; APL6 90 xp; APL8 113 xp; APL10 135 xp; APL12 158 xp

Discretionary roleplaying award – Round 1

APL2 45 xp; APL4 68 xp; APL6 90 xp; APL8 113 xp; APL10 135 xp; APL12 158 xp

Story Award – Round 2

Save the Urnstmen:

APL2 45 xp; APL4 68 xp; APL6 90 xp;

APL8 113 xp; APL10 135 xp; APL12 158 xp;

Discretionary roleplaying award – Round 2

APL2 45 xp; APL4 67 xp; APL6 90 xp;

APL8 112 xp; APL10 135 xp; APL12 157 xp;

Total possible experience:

APL2 900 xp; APL4 1,350 xp; APL6 1,800 xp; APL8 2,250 xp; APL10 2,700 xp; APL12 3,150 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

All APLs: L: 104 gp; C: 4 gp; M: 0 gp

Encounter Five:

APL 2: L: 308 gp; C: 25 gp; M: 0 gp

APL 4: L: 308 gp; C: 50 gp; M: 0 gp

APL 6: L: 308 gp; C: 75 gp; M: 0 gp

APL 8: L: 308 gp; C: 100 gp; M: 0 gp

APL 10: L: 308 gp; C: 125 gp; M: 0 gp

APL 12: L: 318 gp; C: 150 gp; M: 0 gp

Encounter Six:

APL 2: L: 15 gp; C: 25 gp; M: 0 gp

APL 4: L: 15 gp; C: 50 gp; M: 0 gp

APL 6: L: 15 gp; C: 75 gp; M: 0 gp

APL 8: L: 15 gp; C: 100 gp; M: 0 gp

APL 10: L: 15 gp; C: 125 gp; M: 0 gp

APL 12: L: 15 gp; C: 150 gp; M: 0 gp

Encounter Eight:

APL 2: L: 84 gp; C: 0 gp; M: 154 gp

APL 4: L: 134 gp; C: 0 gp; M: 1,154 gp

APL 6: L: 90 gp; C: 0 gp; M: 4,741 gp

APL 8: L: 150 gp; C: 0 gp; M: 7,591 gp

APL 10: L: 150 gp; C: 0 gp; M: 13,741 gp

APL 12: L: 150 gp; C: 0 gp; M: 24,241 gp

Conclusion:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp

APL 4: L: 0 gp; C: 200 gp; M: 0 gp

APL 6: L: 0 gp; C: 300 gp; M: 0 gp

APL 8: L: 0 gp; C: 400 gp; M: 0 gp

APL 10: L: 0 gp; C: 500 gp; M: 0 gp

APL 12: L: 0 gp; C: 600 gp; M: 0 gp

Encounter Nine:

APL 2: L: 125 gp; C: 0 gp; M: 0 gp

APL 4: L: 0 gp; C: 0 gp; M: 550 gp

APL 6: L: 0 gp; C: 0 gp; M: 2,075 gp

APL 8: L: 0 gp; C: 0 gp; M: 2,575 gp

APL 10: L: 0 gp; C: 0 gp; M: 4,450 gp

APL 12: L: 0 gp; C: 0 gp; M: 5,950 gp

Encounter Ten:

APL 2: L: 0 gp; C: 0 gp; M: 225 gp

APL 4: L: 0 gp; C: 0 gp; M: 900 gp

APL 6: L: 0 gp; C: 0 gp; M: 2,000 gp

APL 8: L: 0 gp; C: 0 gp; M: 3,000 gp

APL 10: L: 0 gp; C: 0 gp; M: 4,500 gp

APL 12: L: 0 gp; C: 0 gp; M: 9,000 gp

Encounter Eleven:

APL 2: L: 8 gp; C: 0 gp; M: 0 gp

APL 4: L: 16 gp; C: 0 gp; M: 0 gp

APL 6: L: 16 gp; C: 0 gp; M: 0 gp

APL 8: L: 16 gp; C: 0 gp; M: 0 gp

APL 10: L: 16 gp; C: 0 gp; M: 0 gp

APL 12: L: 28 gp; C: 0 gp; M: 0 gp

Encounter Twelve:

APL 2: L: 320 gp; C: 0 gp; M: 0 gp
APL 4: L: 0 gp; C: 0 gp; M: 2,320 gp
APL 6: L: 0 gp; C: 0 gp; M: 8,320 gp
APL 8: L: 0 gp; C: 0 gp; M: 18,320 gp
APL 10: L: 0 gp; C: 0 gp; M: 25,820 gp
APL 12: L: 0 gp; C: 0 gp; M: 32,320 gp

Encounter Thirteen:

APL 2: L: 155 gp; C: 10 gp; M: 0 gp
APL 4: L: 0 gp; C: 10 gp; M: 2,155 gp
APL 6: L: 0 gp; C: 10 gp; M: 4,155 gp
APL 8: L: 0 gp; C: 10 gp; M: 9,155 gp
APL 10: L: 0 gp; C: 10 gp; M: 10,655 gp
APL 12: L: 0 gp; C: 10 gp; M: 16,155 gp

Conclusion – Round 2:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp
APL 4: L: 0 gp; C: 200 gp; M: 0 gp
APL 6: L: 0 gp; C: 300 gp; M: 0 gp
APL 8: L: 0 gp; C: 400 gp; M: 0 gp
APL 10: L: 0 gp; C: 500 gp; M: 0 gp
APL 12: L: 0 gp; C: 600 gp; M: 0 gp

Total Possible Treasure (cannot exceed max gp on Adventure Record)

APL 2: L: 1,119 gp; C: 264 gp; M: 379 gp - Total: 2,118 gp
APL 4: L: 577 gp; C: 514 gp; M: 7,079 gp - Total: 8,170 gp
APL 6: L: 533 gp; C: 764 gp; M: 21,291 gp - Total: 22,588 gp
APL 8: L: 593 gp; C: 1,014 gp; M: 40,641 gp - Total: 42,248 gp
APL 10: L: 593 gp; C: 1,264 gp; M: 59,166 gp - Total: 61,023 gp
APL 12: L: 615 gp; C: 1,514 gp; M: 87,866 gp - Total: 89,208 gp

DM Note: (From an article posted at Wizard's Living Greyhawk website by Circle member, Steve Conforti)

There are many things you can use the gold above the cap for:

NPC Spellcasting Services – You can use the excess gold to pay an NPC, if available, to cast spells on your behalf. This is the most common use of this excess

gold. Example: paying a local cleric to cast *raise dead* on your comrade at the end of the adventure.

NPC Services – You can use excess gold to pay an NPC for a room at the inn, to provide a bribe to a crooked guard or politician, to hire a tracker, or to pay a fine, for example. Example: paying the toll for your PC to cross a bridge during the adventure.

Temporary Purchase of Items – You can buy items, mundane and magical, that are available during the adventure for use during that adventure. Anything you purchase with excess gold in this way cannot be kept after the adventure ends; it converts back to gold if it hasn't been consumed. You can also use items you find during the adventure in this manner. Example: purchasing or finding a *potion of invisibility* during the adventure and using it in the same adventure.

Items for the Adventure Record

Special:

Darkha — (Medium-sized Two-handed Exotic Melee/Ranged Weapon; *Living Greyhawk Journal* #2) Dmg 1d8; Critical x3; Range 30 ft.; Weight 4 lbs; Type Piercing. Description: A darkha is an exotic melee weapon favored by Rhenee that resembles a two-pronged harpoon. (Frequency: Adventure; LGJ#2; 4 gp).

Book of Rhop — This ancient tome describes the migration of the Rhenee from their home world of Rhop to Oerth. It contains detailed notes on the Rhopan language and Rhenee mores, customs, and beliefs. The idioms, expressions, social norms, and cultural references are invaluable for understanding the Rhenee psyche. A character spending an additional 3 TU studying this book will gain a permanent +2 to all Charisma-based skill checks when dealing with Rhenee.

Item Access

APL 2:

- Scroll of Repair Minor Damage (Frequency: Regional; MH; 13 gp)
- Masterwork darkha (Frequency: Adventure; see above; 307gp)
- Quaal's Feather Token, Swan Boat (Frequency: Regional; DMG; 450 gp)

APL 4 (all of APL 2 plus the following):

- Scroll of Inhibit (Frequency: Regional; MH; 25 gp)
- +1 darkha (Frequency: Adventure; see above; 2,307gp)
- Mithral Chain Shirt (Frequency: Adventure; DMG; 1,100gp)

- *Quiver of Ehlonna* (Frequency: Adventure; DMG; 1,800 gp)

APL 6 (all of APL2-4 plus the following):

- *Scroll of Curse of Impending Blades* (Frequency: Regional; MH; 200 gp)
- +1 keen darkha (Frequency: Adventure; see above; 8,307gp)
- *Mithral Chain Mail* (Frequency: Adventure; DMG; 4,150 gp)
- *Gauntlets of Ogre Power* (Frequency: Adventure; DMG; 4,000 gp)

APL 8 (all of APL2-6 plus the following):

- *Scroll of Curse of Impending Blades, Legion's* (Frequency: Regional; MH; 375gp)
- +1 keen adamantite darkha (Frequency: Adventure; see above; 11,007gp)
- +1 *Mithral Chain Mail* (Frequency: Adventure; DMG; 5,150 gp)
- *Horseshoes of a Zephyr* (Frequency: Adventure; DMG; 6,000 gp)

APL 10 (all of APL2-8 plus the following):

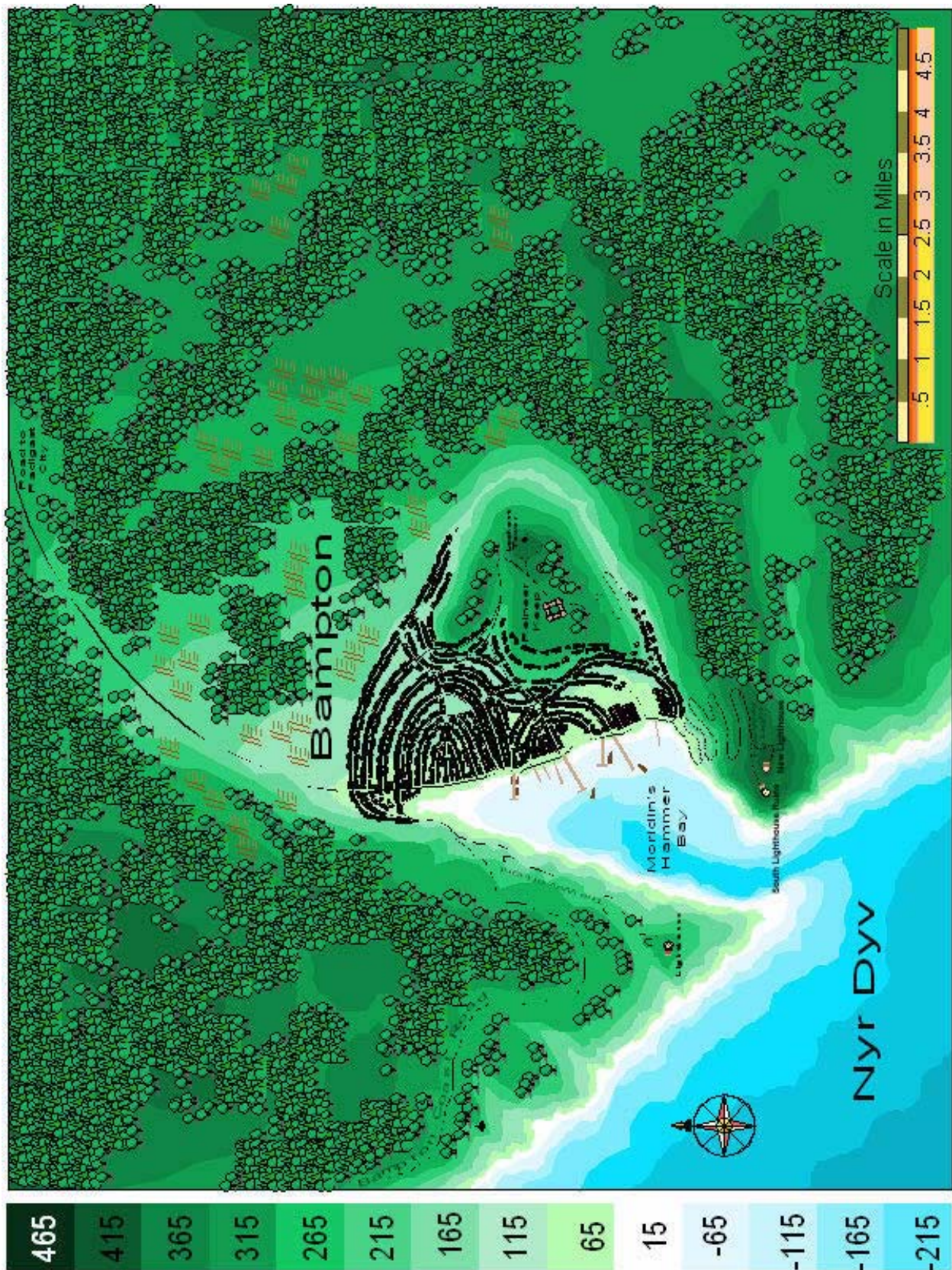
- *Scroll of Undeniable Gravity, Legion's* (Frequency: Regional; MH; 700gp)
- +1 keen returning darkha (Frequency: Adventure; see above; 18,307gp)
- +1 *Silent Moves Mithral Chain Mail* (Frequency: Adventure; DMG; 8,900gp)
- *Necklace of Adaptation* (Frequency: Adventure; DMG; 9,000 gp)

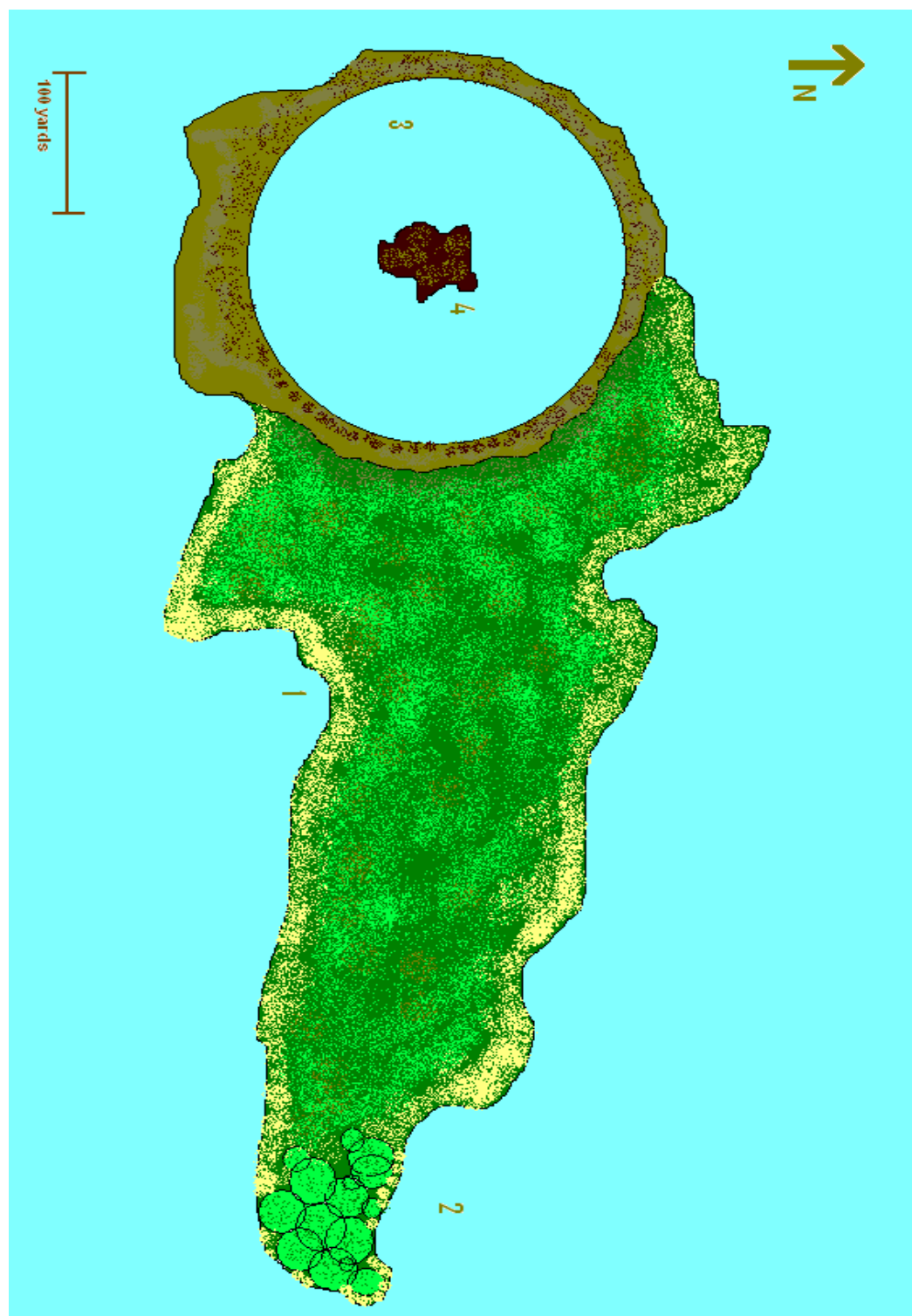
APL 12 (all of APL2-10 plus the following):

- *Scroll of Arc of Lightning* (Frequency: Regional; MH; 1,125 gp)
- +1 *speed darkha* (Frequency: Adventure; see above; 32,307gp)
- +2 *Silent Moves Mithral Chain Mail* (Frequency: Adventure; DMG; 11,900 gp)
- *Ioun Stone, Iridescent Spindle* (Frequency: Adventure; DMG; 18,000 gp)

Appendix 1: Maps







Appendix 2: Creatures

APL 2

Encounter 2: EL 4

Rhenee Thugs (4): Human Rog1; CR 1; Medium humanoid (human); HD (1d6)+2; hp 8; Init +3; Spd 30ft; AC 16, flatfooted 13, touch 13; Base Atk +0; Grp +3; Atk +3 melee (1d6+3 20/x2 Sap); Full Atk +3 melee (1d6+3 20/x2 Sap); SA Sneak Attack +1d6; SQ Trapfinding; AL: NE; Sv: Fort +2, Ref +5, Will -1; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Appraise +0, Balance +5, Bluff +1, Climb +6, Escape Artist +6, Intimidate +0, Jump +6, Listen +1, Move Silently +4, Spot +0, Swim +5, Tumble +6; Dodge, Martial Weapon Proficiency (Sap).

Possessions: Sap, studded leather armor.

Bampton Toughs (10) Non-combatants: Male Human War1; CR 0; Medium Humanoid (human); HD (1d8)+1; hp 9; Init +1; Spd 30ft; AC 12, flatfooted 11, touch 11; Base Atk +1; Grp +2; Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); Full Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); SA —; SQ —; AL: NG; Sv: Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +3, Handle Animal +2, Intimidate +2, Jump +3, Ride -2, Swim +3; Improved Unarmed Strike, Weapon Focus (Unarmed Strike).

Possessions: Dagger, padded armor.

Commoners (60) Non-combatants: Human Com1; CR 0; Medium Humanoid (human); HD (1d4)+3; hp 7; Init +0; Spd 30ft; AC 10, flatfooted 10, touch 10; Base Atk +0; Grp +0; Atk +0 (1d3 20/x2 Unarmed Strike); Full Atk +0 (1d3 20/x2 Unarmed Strike); SA —; SQ —; AL: NG; Sv: Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +1, Craft (woodworking) +1, Handle Animal +1, Jump +1, Listen +1, Profession (Various) +1, Ride -4, Spot +1, Swim +1, Use Rope +1; Endurance, Toughness.

Possessions: Outfit (Peasant's).

Encounter 5: EL 4

Half Orc Warriors (4): Male Half-orc War1; CR 1/2; Medium humanoid (orc); HD (1d8)+3; hp 11; Init +2; Spd 30ft; AC 12; flatfooted 10, touch 12; Base Atk +1; Grp +4; Atk +5 (2d4+4 18-20/x2 Falchion); Full Atk +5 (2d4+4 18-20/x2 Falchion); SA —; SQ —; AL: CE; Sv:

Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +0, Jump +4, Ride -2, Swim +4; Weapon Focus (Falchion).

Possessions: Falchion.

Half-Orc Cleric of Iuz: Male Half-orc Clr2; CR 2; Medium humanoid (orc); HD (2d8)+2; hp 15; Init +1; Spd 30'; AC 11, flatfooted 10, touch 11; Base Atk +1; Grp +2; Atk +2 (1d8+1 20/x2 Morningstar); Full Atk +2 (1d8+1 20/x2 Morningstar); SA — Rebuke Undead 3/day; SQ —; AL: CE; Sv: Fort +4, Ref +3, Will +6; Str 12, Dex 12, Con 12, Int 11, Wis 16, Cha 10.

Skills and Feats: Concentration +5, Disguise +2, Heal +4, Hide +2, Knowledge (Religion) +1, Spellcraft +1; Lightning Reflexes.

Possessions: Morningstar.

Cleric Spells Prepared: (4/4; DC 13 + spell level) 0— [cure minor wounds, detect magic, inflict minor wounds, resistance]; 1st—[cure light wounds, inflict light wounds, protection from good*, shield of faith].

*Domain spell. Domains: Trickery (Bluff, Disguise and Hide are class skills.) Evil (Cast evil spells at +1 caster level).

Encounter 6: EL 4

Rhenee Pick-Pocket: Male Human Rog4; CR 4; Medium humanoid (human); HD (4d6); hp 18; Init +4; Spd 30ft; AC 16, flatfooted 16, touch 14; Base Atk +3; Grp +2; Atk +2 melee (1d4-1 19-20/x2 dagger) or +7 ranged (1d4-1 19-20/x2 dagger); Full Atk +2 melee (1d4-1 19-20/x2 dagger) or +7 ranged (1d4-1 19-20/x2 dagger); SA — Sneak Attack +2d6; SQ Evasion, Trap Sense +1, Trapfinding, Uncanny Dodge; AL: NE; Sv: Fort +1, Ref +8, Will +1; Str 9, Dex 18, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Decipher Script +2, Disable Device +0, Disguise +2, Escape Artist +5, Gather Information +7, Hide +13, Jump +6, Listen +7, Move Silently +13, Sense Motive +2, Sleight of Hand +16, Spot +7, Tumble +13, Use Rope +6; Deft Hands, Skill Focus (Sleight of Hand), Stealthy.

Possessions: 4 Daggers, leather armor.

Encounter 8: EL 4

Boldor: Male Human Bar1/Ftr1; CR 2; Medium Humanoid (human); HD (1d12)+(1d10)+4; hp 22; Init

+2; Spd 40ft; AC 15, flatfooted 13, touch 12; Base Atk +2; Grp +5; Atk +7 (1d8+5 20/x3 darkha) or +6 ranged (1d8+4 20/x3 darkha); Full Atk +7 (1d8+5 20/x3 darkha) or +6 ranged (1d8+4 20/x3 darkha); SA —; SQ Rage 1/day; AL: NE; Sv: Fort +6, Ref +2, Will +0; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Craft (Shipmaking) -1, Intimidate +5, Jump +7, Listen +4, Survival +4, Swim +9; Dodge, Exotic Weapon Proficiency (darkha), Weapon Focus (darkha).

Possessions: Masterwork darkha, studded leather armor.

Rhenipen R'asa Warriors (4): Male Human Warr; CR 0; Medium Humanoid (human); HD (1d8)+6; hp 11; Init +2; Spd 30ft; AC 15, flatfooted 13, touch 12; Base Atk +1; Grp +4; Atk +4 (1d8+4 20/x3 Longspear); Full Atk +4 (1d8+4 20/x3 Longspear); SA —; SQ —; AL: NE; Sv: Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 9, Cha 9.

Skills and Feats: Intimidate +1, Jump +3, Swim +4; Iron Will, Weapon Focus (Longspear).

Possessions: Longspear, studded leather armor.

Encounter 11: EL 4

Kuo-Toa (2): As per page 163 of *Monster Manual*.

Encounter 12: EL 4

Whip, Male Kuo-Toa Clr2; CR 4; Medium Monstrous Humanoid; HD (2d8)+(2d8)+4; hp 27; Init +0; Spd 20ft, Swim 50ft; AC 16, flatfooted 16, touch 10; Base Atk +3; Grp +5; Atk +7 melee (1d8+2; Trident); or +5 melee (1d4+2 Bite); Full Atk +7 melee (1d8+2; Trident) and +0 melee (1d4+2; Bite); SA Smite 1/day; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Keen Sight, Light Blindness, Rebuke Undead, Slippery, Turn Fire; AL: NE; Sv: Fort +4, Ref +3, Will +8; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Concentration +2, Escape Artist +8, Heal +3, Knowledge (Religion) +4, Listen +8, Move Silently +3, Search +8, Spellcraft +2, Spot +13, Swim +10; Alertness, Weapon Focus (Trident).

Cleric Spells Prepared: (4/4; save DC 12 + spell level): o—[create water, cure minor wounds, detect magic, purify food and drink]; 1st—[detect good, entropic shield, magic weapon, obscuring mist*].

*Domain Spell. *Domains:* Water (Turn/destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead); Destruction (Gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage

rolls equal to cleric level. Must declare smite before making the attack.)

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: Masterwork trident.

Encounter 13: EL 4

Monitor, Female Kuo-Toa Mnk2; CR 4; Size: Medium Monstrous Humanoid; HD (2d8)+(2d8)+4; hp 27; Init +1; Spd 20', Swim 50'; AC 19, flatfooted 18, touch 13; Base Atk +3; Grp +4; Atk +5 melee (1d4+1; Sai) or +4 melee (1d4+1; Bite); Full Atk +3/+3 (1d4+1; Sai) and -3 melee (1d4+1; Bite); or Atk +5 melee (1d4+1; Sai) and Atk -1 melee (1d4+1; Bite); SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Evasion, Keen Sight, Light Blindness, Slippery; AL: LE; Sv: Fort +4, Ref +7, Will +8; Str 12, Dex 12, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Balance +3, Escape Artist +9, Hide +4, Knowledge (Religion) +4, Listen +10, Move Silently +2, Search +8, Spot +14, Swim +9, Tumble +8; Alertness, Combat Reflexes, Exotic Weapon Proficiency (Sai), Stunning Fist.

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: Masterwork steel tin, *hag eye brooch*.

Kuo-toa Abilities and Weapons:

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

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 on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

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 or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

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

APL 4

Encounter 2: EL 6

Rhenee Thugs (4): Male Human Ftr1/Rog1; CR 2; Medium humanoid (human); HD (1d10)+(1d6)+4; hp 18; Init +3; Spd 30ft; AC 16, flatfooted 13, touch 13; Base Atk +1; Grp +4; Atk +5 (1d6+3 20/x2 Sap); Full Atk +5 (1d6+3 20/x2 Sap); SA — Sneak Attack +1d6; SQ Trapfinding; AL: NE; Sv: Fort +4, Ref +5, Will -1; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Balance +5, Climb +3, Escape Artist +3, Intimidate +0, Jump +11, Listen +0, Swim +2, Tumble +11; Acrobatic, Dodge, Weapon Focus (Sap).

Possessions: Sap, studded leather armor.

Bampton Toughs (10) Non-combatants: Male Human War1; CR 0; Medium Humanoid (human); HD (1d8)+1; hp 9; Init +1; Spd 30ft; AC 12, flatfooted 11, touch 11; Base Atk +1; Grp +2; Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); Full Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); SA —; SQ —; AL: NG; Sv: Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +3, Handle Animal +2, Intimidate +2, Jump +3, Ride -2, Swim +3; Improved Unarmed Strike, Weapon Focus (Unarmed Strike).

Possessions: 4 Daggers, padded armor.

Commoners (60) Non-combatants: Human Com1; CR 0; Medium Humanoid (human); HD (1d4)+3; hp 7; Init +0; Spd 30ft; AC 10, flatfooted 10, touch 10; Base Atk +0; Grp +0; Atk +0 (1d3 20/x2 Unarmed Strike); Full Atk +0 (1d3 20/x2 Unarmed Strike); SA —; SQ —; AL: NG; Sv: Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +1, Craft (woodworking) +1, Handle Animal +1, Jump +1, Listen +1, Profession (Various) +1, Ride -4, Spot +1, Swim +1, Use Rope +1; Endurance, Toughness.

Possessions: Outfit (Peasant's).

Encounter 5: EL 6

Half Orc Warriors (4): Male Half-orc War2; CR 1; Medium Humanoid (orc); HD (2d8)+6; hp 19; Init +2; Spd 30ft; AC 12, flatfooted 10, touch 12; Base Atk +2; Grp +5; Atk +6 (2d4+4 18-20/x2 Falchion); Full Atk +6 (2d4+4 18-20/x2 Falchion); SA —; SQ —; AL: CE; Sv: Fort +6, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +0, Intimidate +0, Ride -2, Swim +4; Weapon Focus (Falchion).

Possessions: Falchion.

Half-Orc Cleric of Iuz: Male Half-orc Clr 4; CR 4; Medium Humanoid (orc); HD (4d8)+4; hp 27; Init +1; Spd 30ft; AC 11, flatfooted 10, touch 11; Base Atk +3; Grp +4; Atk +4 (1d8+1 20/x2 Morningstar); Full Atk +4 (1d8+1 20/x2 Morningstar); SA — Rebuke Undead 3/day; SQ —; AL: CE; Sv: Fort +7, Ref +4, Will +7; Str 12, Dex 12, Con 12, Int 11, Wis 16, Cha 10.

Skills and Feats: Bluff +1, Concentration +4, Diplomacy +2, Disguise +2, Heal +5, Knowledge (Religion) +2, Spellcraft +2; Great Fortitude, Lightning Reflexes.

Possessions: Morningstar.

Cleric Spells Prepared: (5/5/4; save DC 13 + spell level): 0—[cure minor wounds, detect magic, inflict minor wounds, read magic, resistance]; 1st—[cure light wounds, detect good, inflict light wounds, protection from good*, shield of faith]; 2nd—[bull's strength, hold person, inflict moderate wounds, invisibility*].

*Domain spell. *Domains:* Trickery (Bluff, Disguise and Hide are class skills.), Evil (Cast evil spells at +1 caster level).

Encounter 6: EL 6

Rhenee Pick-Pocket: Male Human Rog6; CR 6; Medium Humanoid (human); HD (6d6); hp 26; Init +4; Spd 30ft; AC 17, flatfooted 17, touch 14; Base Atk +4; Grp +3; Atk +3 melee (1d4-1 19-20/x2 Dagger) or +8 ranged (1d4-1 19-20/x2 dagger); Full Atk +3 melee (1d4-1 19-20/x2 Dagger) or +8 ranged (1d4-1 19-20/x2 dagger); SA — Sneak Attack +3d6; SQ Evasion, Trap Sense +2, Trapfinding, Uncanny Dodge; AL: NE; Sv: Fort +2, Ref +9, Will +2; Str 9, Dex 18, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Balance +6, Bluff +5, Climb +3, Diplomacy +2, Disguise +2, Escape Artist +6, Gather Information +9, Hide +15, Intimidate +2, Jump +1, Listen +9, Move Silently +15, Search +2, Sleight of Hand +20, Spot +9, Tumble +13, Use Rope +6; Deft Hands, Run, Skill Focus (Sleight of Hand), Stealthy.

Possessions: 4 Daggers, leather armor, ~~potion of barkskin~~ +1.

Encounter 8: EL 6

Boldor: Male Human Bar1/Ftr3; CR 4; Medium Humanoid (human); HD (1d12)+(3d10)+8; hp 38; Init +2; Spd 40ft; AC 15, flatfooted 13, touch 12; Base Atk +4; Grp +7; Atk +9 melee (1d8+5 20/x3 darkha) or +8 ranged (1d8+4 20/x3 darkha); Full Atk +9 melee (1d8+5 20/x3 darkha) or +8 ranged (1d8+4 20/x3 darkha); SA —; SQ Rage 1/day; AL: NE; Sv: Fort +7, Ref +3, Will +1; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Craft (Shipmaking) -1, Intimidate +7, Jump +9, Listen +4, Survival +4, Swim +10; Dodge, Exotic Weapon Proficiency (darkha), Mobility, Spring Attack, Weapon Focus (darkha).

Possessions: +1 *darkha*, masterwork studded leather armor.

Rhenipen R'asa Warriors (4): Male Human War2; CR 1; Medium Humanoid (human); HD (2d8)+6; hp 19; Init +2; Spd 30ft; AC 15, flatfooted 13, touch 12; Base Atk +2; Grp +5; Atk +6 (1d8+4 20/x3 Longspear); Full Atk +6 (1d8+4 20/x3 Longspear); SA —; SQ —; AL: NE; Sv: Fort +6, Ref +2, Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 9, Cha 9.

Skills and Feats: Intimidate +1, Jump +5, Swim +6; Iron Will, Weapon Focus (Longspear).

Possessions: Longspear, studded leather armor.

Encounter 11: EL 6

Kuo-Toa Guards (4), Male Kuo-Toa War1; CR 2; Medium Monstrous Humanoid; HD (2d8)+(1d8)+3; hp 18; Init +0; Spd 20ft, Swim 50ft; AC 18, flatfooted 18, touch 10; Base Atk +3; Grp +4; Atk +4 melee (1d6+1 20/x3 shortspear) or +3 ranged (1d6+1 20/x3 shortspear) or +4 melee (1d4+1 20/x2 Bite); Full Atk +4 melee (1d6+1 20/x3 shortspear) or +3 ranged (1d6+1 20/x3 shortspear) and -1 melee (1d4+1 20/x2 Bite); SA —; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Keen Sight, Light Blindness, Slippery; AL: NE; Sv: Fort +5, Ref +3, Will +5; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +6, Knowledge (Religion) +4, Listen +9, Move Silently +1, Search +6, Spot +12, Swim +5; Alertness, Great Fortitude.

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: Heavy wooden shield, shortspear.

Encounter 12: EL 6

Whips (2), Male Kuo-Toa Clr2; CR 4; Medium Monstrous Humanoid; HD (2d8)+(2d8)+4; hp 27; Init +0; Spd 20ft, Swim 50ft; AC 16, flatfooted 16, touch 10; Base Atk +3; Grp +5; Atk +7 melee (1d8+3; Trident) or +5 melee (1d4+2 Bite); Full Atk +7 melee (1d8+3; Trident) and +0 melee (1d4+2 Bite); SA Smite 1/day, Lightning Bolt; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Keen Sight, Light Blindness, Rebuke Undead, Slippery, Turn Fire; AL: NE; Sv: Fort +4, Ref +3, Will +8; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Concentration +2, Escape Artist +8, Heal +3, Knowledge (Religion) +4, Listen +8, Move Silently +3, Search +8, Spellcraft +2, Spot +13, Swim +10; Alertness, Weapon Focus (Trident).

Cleric Spells Prepared: (4/4; save DC 12 + spell level): 0—[create water, cure minor wounds, detect magic, purify food and drink]; 1st—[detect good, entropic shield, magic weapon, obscuring mist*].

*Domain Spell. *Domains:* Water (Turn/destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead); Destruction (Gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to cleric level. Must declare smite before making the attack.)

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 Trident.

Encounter 13: EL 6

Monitor, Female Kuo-Toa of Legend Mnk2; CR 6; Medium Outsider; HD (2d8)+(2d8)+24; hp 47; Init +7; Spd Walk 20ft, Swim 50ft; AC 27, flatfooted 24, touch 16; Base Atk +3; Grp +10; Atk +11 melee (1d4+8; Sai) or +10 melee (1d6+7; bite); Full Atk +9/+9 melee (1d4+8; Sai) and +3 melee (1d6+7; Bite); or +11 melee (1d4+8; Sai) and Atk +5 melee (1d6+7; Bite); SA Breath Weapon (Acid); SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Damage Reduction 10/+1, Greater Bite Damage, Frightful Presence, Keen Sight, Light Blindness, Poison, Raging Blood (Acid), Slippery, Evasion, Flurry of Blows; AL: LE; Sv: Fort +12, Ref +12, Will +12; Str 24, Dex 16, Con 23, Int 15, Wis 16, Cha 12.

Skills and Feats: Balance +5, Concentration +7, Escape Artist +16, Listen +8, Move Silently +6, Search +6, Spot +12, Swim +16, Tumble +10; Weapon Focus (Sai), Improved Initiative, Exotic Weapon Proficiency (Sai), Improved Grapple.

Cleric Spells Prepared: (5/4/3/2, DC 13 + spell level) 0—[create water, cure minor wounds, detect magic, mending, read magic]; 1st—[enlarge person, entropic shield, protection from good, shield of faith]; 2nd—[bear's endurance, bull's strength, cure moderate wounds]; 3rd—[blindness/deafness, cure serious wounds, dispel magic].

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 Sai, hag eye brooch.

Kuo-toa Abilities and Weapons:

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15ft cone, 3d6 damage). A target can make a Reflex save (DC 18) for half damage.

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

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 on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

Frightful Presence (Ex): When a monster of legend makes a loud sound, it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 13) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent to that monster of legend's frightful presence for 24 hours.

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 or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

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

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 18) does not take poison damage from that particular attack. The initial and

secondary damage are the same: 1d6 points of strength damage.

Raging Blood (Su): Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of damage of the acid damage to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric. It does not gain extra domain spell slots for these domains as a cleric would.

APL 6

Encounter 2: EL 8

Rhenee Thugs (4): Male Human Ftr2/Rog2; CR 4; Medium humanoid; HD (2d10)+(2d6)+12; hp 36; Init +3; Spd 30ft; AC 16, flatfooted 13, touch 13; Base Atk +3; Grp +6; Atk +7 (1d6+3 20/x2 Sap); Full Atk +7 (1d6+3 20/x2 Sap); SA — Sneak Attack +1d6; SQ Evasion, Trapfinding; AL: NE; Sv: Fort +6, Ref +6, Will +1; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Balance +5, Bluff +1, Climb +4, Escape Artist +7, Intimidate +1, Jump +11, Listen +0, Swim +2, Tumble +13; Acrobatic, Dodge, Iron Will, Mobility, Weapon Focus (Sap).

Possessions: Sap, studded leather armor.

Bampton Toughs (10) Non-combatants: Male Human War1; CR 0; Medium Humanoid (human); HD (1d8)+1; hp 9; Init +1; Spd 30ft; AC 12, flatfooted 11, touch 11; Base Atk +1; Grp +2; Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); Full Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); SA —; SQ —; AL: NG; Sv: Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +3, Handle Animal +2, Intimidate +2, Jump +3, Ride -2, Swim +3; Improved Unarmed Strike, Weapon Focus (Unarmed Strike).

Possessions: 4 Daggers, padded armor.

Commoners (60) Non-combatants: Human Com1; CR 0; Medium Humanoid (human); HD (1d4)+3; hp 7; Init +0; Spd 30ft; AC 10, flatfooted 10, touch 10; Base Atk +0; Grp +0; Atk +0 (1d3 20/x2 Unarmed Strike); Full Atk +0 (1d3 20/x2 Unarmed Strike); SA —; SQ —; AL: NG; Sv: Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +1, Craft (woodworking) +1, Handle Animal +1, Jump +1, Listen +1, Profession (Various) +1, Ride -4, Spot +1, Swim +1, Use Rope +1; Endurance, Toughness.

Possessions: Outfit (Peasant's).

Encounter 5: EL 8

Half Orc Warriors (4): Male Half-orc War2; CR 1; Medium Humanoid (orc); HD (2d8)+6; hp 19; Init +2; Spd 30ft; AC 12, flatfooted 10, touch 12; Base Atk +2; Grp +5; Atk +6 (2d4+4 18-20/x2 Falchion); Full Atk +6 (2d4+4 18-20/x2 Falchion); SA —; SQ —; AL: CE; Sv: Fort +6, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +0, Intimidate +0, Ride -2, Swim +4; Weapon Focus (Falchion).

Possessions: Falchion.

Half-Orc Cleric of Iuz: Male Half-orc Clr7; CR 7; Medium Humanoid (orc); HD (7d8)+7; hp 45; Init +5; Spd 30ft; AC 11, flatfooted 10, touch 11; Base Atk +5; Grp +6; Atk +6 (1d8+1 20/x2 Morningstar); Full Atk +6 (1d8+1 20/x2 Morningstar); SA — Rebuke Undead 3/day; SQ —; AL: CE; Sv: Fort +8, Ref +5, Will +8; Str 12, Dex 12, Con 12, Int 11, Wis 16, Cha 10.

Skills and Feats: Bluff +1, Concentration +4, Diplomacy +2, Disguise +2, Heal +5, Knowledge (Religion) +2, Spellcraft +2; Great Fortitude, Improved Initiative, Lightning Reflexes.

Possessions: Morningstar.

Cleric Spells Prepared: (6/6/5/4/2; DC 13 + spell level) 0—[cure minor wounds, detect magic, guidance, inflict minor wounds, read magic, resistance, virtue]; 1st—[bane, command, cure light wounds, detect good, protection from good*, shield of faith]; 2nd—[bear's endurance, bull's strength, hold person, inflict moderate wounds, invisibility*, undetectable alignment]; 3rd—[bestow curse, blindness/deafness, dispel magic, nondetection]; 4th—[confusion*, summon monster IV].

*Domain spell. Domains: Trickery (Bluff, Disguise and Hide are class skills.), Evil (Cast evil spells at +1 caster level).

Encounter 6: EL 8

Rhenee Pick-Pocket: Male Human Rog8; CR 8; Medium Humanoid (human); HD (8d6); hp 34; Init +4; Spd 30ft; AC 18, flatfooted 18, touch 14; Base Atk +6/+1; Grp +6; Atk +6 melee (1d4 19-20/x2 Dagger) or +10 ranged (1d4 19-20/x2 Dagger); Full Atk +6/+1 melee (1d4 19-20/x2 Dagger) or +10/+5 ranged (1d4 19-20/x2 Dagger); SA — Sneak Attack +4d6; SQ Evasion, Improved Uncanny Dodge, Trap Sense +2, Trapfinding; AL: NE; Sv: Fort +2, Ref +10, Will +2; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Balance +7, Bluff +5, Climb +4, Decipher Script +1, Diplomacy +3, Disguise +3, Escape Artist +6, Forgery +1, Gather Information +9, Hide +17, Intimidate +3, Jump +6, Listen +11, Move Silently +15, Open Lock +4, Search +2, Sleight of Hand +22, Spot +9, Tumble +13, Use Rope +6; Deft Hands, Run, Skill Focus (Sleight of Hand), Stealthy.

Possessions: 4 Daggers, leather armor, ~~potion of barkskin~~ +2.

Encounter 8: EL 8

Boldor: Male Human Bar1/Ftr5; CR 6; Medium Humanoid (human); HD (1d12)+(5d10)+12; hp 54; Init +2; Spd 40ft; AC 16, flatfooted 14, touch 12; Base Atk +6/+1; Grp +9; Atk +10 (1d8+7 19-20/x3 darkha) or +9 (1d8+6 19-20/x3 darkha); Full Atk +10/+5 (1d8+7 19-20/x3 darkha) or +9/+4 (1d8+6 19-20/x3 darkha); SA —; SQ Rage 1/day; AL: NE; Sv: Fort +8, Ref +3, Will +3; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Craft (Shipmaking) -1, Intimidate +7, Jump +9, Listen +4, Spot +2, Survival +4, Swim +11; Dodge, Exotic Weapon Proficiency (darkha), Iron Will, Mobility, Spring Attack, Weapon Focus (darkha), Weapon Specialization (darkha).

Possessions: +1 keen darkha, +1 studded leather armor.

Rhenipen R'asa Warriors (6): Male Human War2; CR 1; Medium Humanoid (human); HD (2d8)+6; hp 19; Init +2; Spd 30ft; AC 15, flatfooted 13, touch 12; Base Atk +2; Grp +5; Atk +6 (1d8+4 20/x3 Longspear); Full Atk +6 (1d8+4 20/x3 Longspear); SA —; SQ —; AL: NE; Sv: Fort +6, Ref +2, Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 9, Cha 9.

Skills and Feats: Intimidate +1, Jump +5, Swim +6; Iron Will, Weapon Focus (Longspear).

Possessions: Longspear, studded leather armor.

Encounter 11: EL 8

Kuo-Toa Guards (4), Male Kuo-Toa Ftr2; CR 4; Medium Monstrous Humanoid; HD (2d8)+(2d10)+4; hp 29; Init +0; Spd 20ft, Swim 50ft; AC 18, flatfooted 18, touch 10; Base Atk +4; Grp +6; Atk +7 melee (1d6+2 20/x3 Shortspear) or +5 ranged (1d6+2 20/x3 Shortspear) or +6 melee (1d4+2 20/x2 Bite); Full Atk +7 melee (1d6+2 20/x3 Shortspear) or +5 ranged (1d6+2 20/x3 Shortspear) and +1 melee (1d4+2 20/x2 Bite); SA —; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Keen Sight, Light Blindness, Slippery; AL: NE; Sv: Fort +6, Ref +3, Will +5; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +9, Knowledge (Religion) +2, Listen +7, Move Silently +1, Search +8, Spot +11, Swim +9; Alertness, Combat Reflexes, Great Fortitude, Weapon Focus (Shortspear).

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: Heavy wooden shield, shortspear.

Encounter 12: EL 8

Whips (2), Male Kuo-Toa Clr4; CR 6; Medium Monstrous Humanoid; HD (2d8)+(4d8)+6; hp 39; Init +0; Spd 20ft, Swim 50ft; AC 16, flatfooted 16, touch 10; Base Atk +5; Grp +7; Atk +9 melee (1d8+3 +1d6 electric; +1 shock Trident) or +7 melee (1d4+2 Bite); Full Atk +9 melee (1d10+3 +1d6 electric; +1 shock Trident) and +2 melee (1d4+2 Bite); SA Smite 1/day, Lightning Bolt; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Keen Sight, Light Blindness, Rebuke Undead, Slippery, Turn Fire; AL: NE; Sv: Fort +5, Ref +4, Will +9; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Concentration +6, Escape Artist +8, Heal +5, Knowledge (Religion) +4, Listen +8, Move Silently +3, Search +8, Spellcraft +2, Spot +13, Swim +10; Alertness, Exotic Weapon Proficiency, Weapon Focus (Trident).

Cleric Spells Prepared: (5/5/4; DC 12 + spell level) 0—[create water, cure minor wounds, detect magic, purify food and drink, read magic]; 1st—[cure light wounds, entropic shield, magic weapon, obscuring mist*, protection from good]; 2nd—[bull's strength, cure moderate wounds, fog cloud*, hold person, owl's wisdom].

*Domain Spell. *Domains:* Water (Turn/destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead); Destruction (Gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to cleric level. Must declare smite before making the attack.)

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 shock Trident.

Encounter 13: EL 8

Monitor, Female Kuo-Toa of Legend Mnk4; CR 8; Medium Outsider; HD (2d8)+(4d8)+36; hp 69; Init +7; Spd Walk 30ft, Swim 50ft; AC 27, flatfooted 24, touch 16; Base Atk +5; Grp +12; Atk +14 melee (1d4+8; Sai) or +12 melee (1d6+7; Bite); Full Atk +12/+12 melee (1d4+8; Sai) and +5 melee (1d6+7; Bite); or +14 melee (1d4+8; Sai) and Atk +7 melee (1d6+7; Bite); SA Breath Weapon (Acid), Ki Strike (Magic); SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Damage Reduction 10/+1, Greater Bite Damage, Frightful Presence, Keen Sight, Light Blindness, Poison, Raging Blood (Acid), Slippery; Evasion, Flurry of Blows, Slow Fall, Still Mind; AL: LE; Sv: Fort +13, Ref +13, Will +13; Str 24, Dex 16, Con 23, Int 15, Wis 16, Cha 12.

Skills and Feats: Balance +5, Concentration +7, Diplomacy +2, Escape Artist +16, Jump +8, Listen +14, Move Silently +6, Search +6, Spot +14, Swim +16, Tumble +14; Alertness, Blind Fight, Combat Casting, Improved Initiative, Exotic Weapon Proficiency (Sai), Weapon Focus (Sai), Improved Grapple, Combat Reflexes.

Cleric Spells Prepared: (5/4/3/2, DC 13 + spell level)
0—[create water, cure minor wounds, detect magic, mending, read magic]; 1st—[enlarge person, entropic shield, protection from good, shield of faith]; 2nd—[bear's endurance, bull's strength, cure moderate wounds]; 3rd—[blindness/deafness, cure serious wounds, dispel magic].

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 ki focus sai, hag eye brooch.

Kuo-toa Abilities and Weapons:

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15ft cone, 3d6 damage). A target can make a Reflex save (DC 18) for half damage.

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

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 on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

Frightful Presence (Ex): When a monster of legend makes a loud sound, it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 13) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent to that monster of legend's frightful presence for 24 hours.

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 or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

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

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 18) does not take poison damage from that particular attack. The initial and secondary damage are the same: 1d6 points of strength damage.

Raging Blood (Su): Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of damage of the acid damage to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric. It does not gain extra domain spell slots for these domains as a cleric would.

APL 8

Encounter 2: EL 10

Rhenee Thugs (4): Male Human Ftr3/Rog3; CR 6; Medium humanoid (human); HD (3d10)+(3d6)+18; hp 52; Init +3; Spd 30ft; AC 16, flatfooted 13, touch 13; Base Atk +5; Grp +8; Atk +9 (1d6+3 20/x2 Sap); Full Atk +9 (1d6+3 20/x2 Sap); SA — Sneak Attack +2d6; SQ Evasion, Trap Sense +1, Trapfinding; AL: NE; Sv: Fort +7, Ref +7, Will +3; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Balance +5, Bluff +3, Climb +4, Escape Artist +11, Intimidate +2, Jump +11, Listen +0, Swim +3, Tumble +15; Acrobatic, Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus (Sap).

Possessions: Sap, studded leather.

Bampton Toughs (10) Non-combatants: Male Human War1; CR 0; Medium Humanoid (human); HD (1d8)+1; hp 9; Init +1; Spd 30ft; AC 12, flatfooted 11, touch 11; Base Atk +1; Grp +2; Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); Full Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); SA —; SQ —; AL: NG; Sv: Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +3, Handle Animal +2, Intimidate +2, Jump +3, Ride -2, Swim +3; Improved Unarmed Strike, Weapon Focus (Unarmed Strike).

Possessions: 4 Daggers, padded armor.

Commoners (60) Non-combatants: Human Com1; CR 0; Medium Humanoid (human); HD (1d4)+3; hp 7; Init +0; Spd 30ft; AC 10, flatfooted 10, touch 10; Base Atk +0; Grp +0; Atk +0 (1d3 20/x2 Unarmed Strike); Full Atk +0 (1d3 20/x2 Unarmed Strike); SA —; SQ —; AL: NG; Sv: Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +1, Craft (woodworking) +1, Handle Animal +1, Jump +1, Listen +1, Profession (Various) +1, Ride -4, Spot +1, Swim +1, Use Rope +1; Endurance, Toughness.

Possessions: Outfit (Peasant's).

Encounter 5: EL 10

Half Orc Warriors (4): Male Half-orc War5; CR 4; Medium Humanoid (orc); HD (5d8)+15; hp 43; Init +2; Spd 30ft; AC 12, flatfooted 10, touch 12; Base Atk +5; Grp +8; Atk +9 (2d4+4 18-20/x2 Falchion); Full Atk +9 (2d4+4 18-20/x2 Falchion); SA —; SQ —; AL: CE; Sv: Fort +7, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +0, Intimidate +1, Jump +4, Ride -1, Swim +4; Combat Reflexes, Weapon Focus (Falchion).

Possessions: Falchion.

Half-Orc Cleric of Iuz: Male Half-orc Clr7; CR 7; Medium Humanoid (orc); HD (7d8)+7; hp 45; Init +5; Spd 30ft; AC 11, flatfooted 10, touch 11; Base Atk +5; Grp +6; Atk +6 (1d8+1 20/x2 Morningstar); Full Atk +6 (1d8+1 20/x2 Morningstar); SA — Rebuke Undead 3/day; SQ —; AL: CE; Sv: Fort +8, Ref +5, Will +8; Str 12, Dex 12, Con 12, Int 11, Wis 16, Cha 10.

Skills and Feats: Bluff +1, Concentration +4, Diplomacy +2, Disguise +2, Heal +5, Knowledge (Religion) +2, Spellcraft +2; Great Fortitude, Improved Initiative, Lightning Reflexes.

Possessions: Morningstar.

Cleric Spells Prepared: (6/6/5/4/2; DC 13 + spell level) 0—[cure minor wounds, detect magic, guidance, inflict minor wounds, read magic, resistance, virtue]; 1st—[bane, command, cure light wounds, detect good, protection from good*, shield of faith]; 2nd—[bear's endurance, bull's strength, hold person, inflict moderate wounds, invisibility*, undetectable alignment]; 3rd—[bestow curse, blindness/deafness, dispel magic, nondetection*]; 4th—[confusion*, summon monster IV].

*Domain spell. Domains: Trickery (Bluff, Disguise and Hide are class skills.), Evil (Cast evil spells at +1 caster level).

Encounter 6: EL 10

Rhenee Pick-Pocket: Male Human Rog10; CR 10; Medium Humanoid (human); HD (10d6); hp 42; Init +8; Spd 30ft; AC 19, flatfooted 19, touch 14; Base Atk +7/+2; Grp +7; Atk +7 melee (1d4 19-20/x2 dagger) or +11 ranged (1d4 19-20/x2 dagger); Full Atk +7/+2 melee (1d4 19-20/x2 dagger) or +11/+6 ranged (1d4 19-20/x2 dagger); SA — Sneak Attack +5d6; SQ Evasion, Improved Uncanny, Trap Sense +3, Trapfinding; AL: NE; Sv: Fort +3, Ref +11, Will +3; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Balance +7, Bluff +5, Climb +4, Decipher Script +1, Diplomacy +5, Disguise +3, Escape Artist +6, Forgery +1, Gather Information +9, Hide +19, Intimidate +3, Jump +6, Listen +11, Move Silently +15, Open Lock +4, Search +2, Sense Motive +5, Sleight of Hand +24, Spot +9, Swim +1, Tumble +17, Use Magic Device +4, Use Rope +6; Deft Hands, Improved Initiative, Run, Skill Focus (Sleight of Hand), Skill Mastery (Sleight of Hand, Hide, Gather Information), Stealthy.

Possessions: 4 Daggers, leather armor, ~~potion of barkskin~~ +3.

Encounter 8: EL 10

Boldor: Male Human Bari/Ftr 7; CR 8; Medium Humanoid (human); HD (1d12)+(7d10)+16; hp 70; Init +3; Spd 40ft; AC 17, flatfooted 14, touch 13; Base Atk +8/+3; Grp +11; Atk +12 melee (1d8+7 18-20/x3 darkha) or +12 ranged (1d8+6 18-20/x3 darkha); Full Atk +12/+7 melee (1d8+7 18-20/x3 darkha) or +12/+7 ranged (1d8+6 18-20/x3 darkha); SA —; SQ Rage 1/day; AL: NE; Sv: Fort +9, Ref +5, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Craft (Shipmaking) +1, Intimidate +7, Jump +9, Listen +5, Spot +3, Survival +4, Swim +11; Dodge, Exotic Weapon Proficiency (darkha), Improved Critical (darkha), Iron Will, Mobility, Spring Attack, Weapon Focus (darkha), Weapon Specialization (darkha).

Possessions: +1 keen adamantine darkha, +1 studded leather armor.

Rhenipen R'asa Warriors (10): Male Human War2; CR 1; Medium Humanoid (human); HD (2d8)+6; hp 19; Init +2; Spd 30ft; AC 15, flatfooted 13, touch 12; Base Atk +2; Grp +5; Atk +6 (1d8+4 20/x3 Longspear); Full Atk +6 (1d8+4 20/x3 Longspear); SA —; SQ —; AL: NE; Sv: Fort +6, Ref +2, Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 9, Cha 9.

Skills and Feats: Intimidate +1, Jump +5, Swim +6; Iron Will, Weapon Focus (Longspear).

Possessions: Longspear, studded leather armor.

Encounter 11: EL 10

Kuo-Toa Guards (4), Male Kuo-Toa Ftr2/Rog2; CR 6; Medium Monstrous Humanoid; HD (2d8)+(2d10)+(2d6)+6; hp 39; Init +0; Spd 20ft, Swim 50ft; AC 18, flatfooted 18, touch 10; Base Atk +5; Grp +7; Atk +8 melee (1d6+2 20/x3 Shortsppear) or +6 ranged (1d6+2 20/x3 shortsppear) or +7 melee (1d4+2 20/x2 Bite); Full Atk +8 melee (1d6+2 20/x3 Shortsppear) or +6 ranged (1d6+2 20/x3 shortsppear) and Atk +2 melee (1d4+2 20/x2 Bite); SA Sneak Attack +1d6; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Evasion, Keen Sight, Light Blindness, Slippery, Trapfinding; AL: NE; Sv: Fort +6, Ref +6, Will +5; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Climb +4, Escape Artist +9, Hide +2, Knowledge (Religion) +2, Listen +12, Move Silently +1, Search +8, Spot +16, Swim +9; Alertness, Combat Reflexes, Enhanced Adhesive*, Great Fortitude, Weapon Focus (Shortsppear).

**Enhanced Adhesive:* When the kuo-toa's shield is coated with its natural adhesive, it is more difficult than usual for an opponent to avoid becoming stuck to it and to break free once stuck. The DC for the

opponent's Reflex save to avoid getting stuck after an unsuccessful melee attack increases by +2. The DC for the opponent's Strength check to free itself or its weapon after becoming stuck increases by the same amount. (From *Forgotten Realms Underdark*).

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: Heavy wooden shield, shortspear.

Encounter 12: EL 10

Whips (2), Male Kuo-Toa Clr6; CR 8; Medium Monstrous Humanoid; HD (2d8)+(6d8)+16; hp 59; Init +0; Spd 20ft, Swim 50ft; AC 16, flatfooted 16, touch 10; Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+3 +1 Con/19-20; +1 wounding Trident) or +8 melee (1d4+2 Bite); Full Atk +10/+5 melee (1d8+3 +1 Con/19-20; +1 wounding Trident) and +3 melee (1d4+2 Bite); SA Smite 1/Day, Lightning Bolt; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Keen Sight, Light Blindness, Rebuke Undead, Slippery, Turn Fire; AL: NE; Sv: Fort +7, Ref +5, Will +10; Str 14, Dex 10, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Concentration +11, Escape Artist +8, Heal +3, Knowledge (Religion) +12, Listen +8, Move Silently +3, Search +8, Spellcraft +2, Spot +13, Swim +10; Alertness, Improved Critical (Trident), Weapon Focus (Trident).

Cleric Spells Prepared: (5/5/5/3; DC 12 + spell level)
0—[create water, cure minor wounds, detect magic, purify food and drink, read magic]; 1st—[cure light wounds, entropic shield, magic weapon, obscuring mist*, protection from good]; 2nd—[bull's strength, cure moderate wounds, fog cloud*, hold person, owl's wisdom]; 3rd—[contagion*, cure serious wounds, dispel magic].

*Domain Spell. *Domains:* Water (Turn/destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead); Destruction (Gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to cleric level. Must declare smite before making the attack.)

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 wounding Trident.

Encounter 13: EL 10

Monitor, Female Kuo-Toa of Legend Mnk6; CR 10; Medium Outsider; HD (2d8)+(6d8)+56; hp 99; Init +7; Spd Walk 40ft, Swim 50ft; AC 28, flatfooted 25, touch 17; Base Atk +6/+1; Grp +13; Atk +15 melee (1d4+8/19-20; Sai) or +13 melee (1d6+7; Bite); Full Atk +13/+13/+8 (1d4+8 /19-20; Sai) and +6 melee (1d6+7; Bite); or +15/+10 melee (1d4+8/19-20; Sai) and +8 melee (1d6+7; Bite); SA Breath Weapon (Acid), Ki Strike (Magic); SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Damage Reduction 10/+1; Greater Bite Damage, Frightful Presence, Keen Sight, Light Blindness, Poison, Raging Blood (Acid), Slippery, Evasion, Flurry of Blows, Slow Fall, Still Mind, Purity of Body; AL: LE; Sv: Fort +15, Ref +14, Will +14; Str 24, Dex 16, Con 24, Int 15, Wis 16, Cha 12.

Skills and Feats: Balance +5, Concentration +8, Diplomacy +2, Escape Artist +16, Hide +5, Jump +8, Listen +16, Move Silently +6, Search +6, Spot +20, Swim +16, Tumble +16; Alertness, Blind Fight, Combat Casting, Improved Initiative, Exotic Weapon Proficiency (Sai), Weapon Focus (Sai), Improved Grapple, Combat Reflexes, Improved Disarm.

Cleric Spells Prepared: (5/4/3/2, DC 13 + spell level) 0—[create water, cure minor wounds, detect magic, mending, read magic]; 1st—[enlarge person, entropic shield, protection from good, shield of faith]; 2nd—[bear's endurance, bull's strength, cure moderate wounds]; 3rd—[blindness/deafness, cure serious wounds, dispel magic].

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 keen ki focus Sai, hag eye brooch.

Kuo-toa Abilities and Weapons:

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15ft cone, 3d6 damage). A target can make a Reflex save (DC 18) for half damage.

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

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 on a DC 14

Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

Frightful Presence (Ex): When a monster of legend makes a loud sound, it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 13) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent to that monster of legend's frightful presence for 24 hours.

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 or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

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

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 18) does not take poison damage from that particular attack. The initial and secondary damage are the same: 1d6 points of strength damage.

Raging Blood (Su): Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of damage of the acid damage to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric. It does not gain extra domain spell slots for these domains as a cleric would.

APL 10

Encounter 2: EL 12

Rhenee Thugs (4): Male Human Ftr4/Rog4; CR 8; Medium humanoid; HD (4d10)+(4d6)+24; hp 68; Init +3; Spd 30ft; AC 16, flatfooted 16, touch 13; Base Atk +7/+2; Grp +10; Atk +11 (1d6+5 20/x2 Sap); Full Atk +11/+6 (1d6+5 20/x2 Sap); SA — Sneak Attack +2d6; SQ Evasion, Trap Sense +1, Trapfinding, Uncanny Dodge; AL: NE; Sv: Fort +8, Ref +8, Will +3; Str 16, Dex 16, Con 16, Int 9, Wis 8, Cha 8.

Skills and Feats: Balance +6, Bluff +4, Climb +4, Diplomacy +1, Disguise +1, Escape Artist +13, Intimidate +4, Jump +11, Listen +1, Spot +0, Swim +5, Tumble +17; Acrobatic, Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus (Sap), Weapon Specialization (Sap).

Possessions: Sap, studded leather.

Bampton Toughs (10) Non-combatants: Male Human War1; CR 0; Medium Humanoid (human); HD (1d8)+1; hp 9; Init +1; Spd 30ft; AC 12, flatfooted 11, touch 11; Base Atk +1; Grp +2; Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); Full Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); SA —; SQ —; AL: NG; Sv: Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +3, Handle Animal +2, Intimidate +2, Jump +3, Ride -2, Swim +3; Improved Unarmed Strike, Weapon Focus (Unarmed Strike).

Possessions: 4 Daggers, padded armor.

Commoners (60) Non-combatants: Human Com1; CR 0; Medium Humanoid (human); HD (1d4)+3; hp 7; Init +0; Spd 30ft; AC 10, flatfooted 10, touch 10; Base Atk +0; Grp +0; Atk +0 (1d3 20/x2 Unarmed Strike); Full Atk +0 (1d3 20/x2 Unarmed Strike); SA —; SQ —; AL: NG; Sv: Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +1, Craft (woodworking) +1, Handle Animal +1, Jump +1, Listen +1, Profession (Various) +1, Ride -4, Spot +1, Swim +1, Use Rope +1; Endurance, Toughness.

Possessions: Outfit (Peasant's).

Encounter 5: EL 12

Half Orc Warriors (4): Male Half-orc War7; CR 6; Medium Humanoid (orc); HD (7d8)+21; hp 59; Init +2; Spd 30ft; AC 12, flatfooted 10, touch 12; Base Atk +7/+2; Grp +10; Atk +11 (2d4+4 18-20/x2 Falchion); Full Atk +11/+6 (2d4+4 18-20/x2 Falchion); SA —; SQ

—; AL: CE; Sv: Fort +8, Ref +4, Will +2; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +0, Intimidate +1, Jump +4, Ride +1, Swim +4; Combat Reflexes, Dodge, Weapon Focus (Falchion).

Possessions: Falchion.

Half-Orc Cleric of Iuz: Male Half-orc Clr10; CR 10; Medium Humanoid (orc); HD (10d8)+10; hp 63; Init +5; Spd 30ft; AC 11, flatfooted 10, touch 11; Base Atk +7/+2; Grp +8; Atk +8 (1d8+1 20/x2 Morningstar); Full Atk +8/+3 (1d8+1 20/x2 Morningstar); SA — Rebuke Undead 3/day; SQ —; AL: CE; Sv: Fort +10, Ref +6, Will +10; Str 12, Dex 12, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Bluff +5, Concentration +9, Diplomacy +4, Disguise +7, Heal +5, Hide +2, Intimidate +2, Knowledge (Religion) +3, Spellcraft +4; Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes.

Possessions: Morningstar.

Cleric Spells Prepared: (6/6/6/5/4/3; DC 13 + spell level) 0—[cure minor wounds, detect magic, guidance, inflict minor wounds, read magic, resistance]; 1st—[bane, command, cure light wounds, detect good, protection from good*, shield of faith]; 2nd—[bear's endurance, bull's strength, hold person, inflict moderate wounds, invisibility*, undetectable alignment, summon monster ii]; 3rd—[animate dead, bestow curse, blindness/deafness, dispel magic, nondetection*]; 4th—[confusion*, freedom of movement, magic weapon (greater), summon monster IV]; 5th—[dispel good*, flame strike, slay living].

*Domain spell. Domains: Trickery (Bluff, Disguise and Hide are class skills.), Evil (Cast evil spells at +1 caster level).

Encounter 6: EL 12

Rhenee Pick-Pocket: Male Human Rog12; CR 12; Medium Humanoid (human); HD (12d6); hp 50; Init +8; Spd 30ft; AC 20, flatfooted 20, touch 14; Base Atk +9/+4; Grp +9; Atk +9 melee (1d4 19-20/x2 dagger) or +13 ranged (1d4 19-20/x2 dagger); Full Atk +9/+4 melee (1d4 19-20/x2 dagger) or +13/+8 ranged (1d4 19-20/x2 dagger); SA — Sneak Attack +6d6; SQ Evasion, Improved Uncanny Dodge, Trap Sense +4, Trapfinding; AL: NE; Sv: Fort +4, Ref +12, Will +4; Str 10, Dex 19, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Balance +7, Bluff +15, Climb +4, Decipher Script +1, Diplomacy +5, Disguise +3, Escape Artist +6, Forgery +1, Gather Information +9, Hide +24, Intimidate +3, Jump +6, Listen +15, Move Silently +15, Open Lock +4, Search +2, Sense Motive +5, Sleight of Hand +26, Spot +9, Swim +1, Tumble +17, Use Magic Device +4, Use Rope +6; Deft Hands,

Improved Initiative, Run, Skill Focus (Sleight of Hand, Hide), Skill Mastery (Sleight of Hand, Hide, Gather Information), Stealthy.

Possessions: 4 Daggers, leather armor, ~~potion of barkskin +4~~

Encounter 8: EL 12

Boldor: Male Human Bar2/Ftr8/Rog1; CR 11; Medium Humanoid (human); HD (2d12)+(8d10)+(1d6)+22; hp 93; Init +3; Spd 40ft; AC 18, flatfooted 18, touch 13; Base Atk +10/+5; Grp +13; Atk +14 (1d8+7 18-20/x3 darkha) or +14 ranged (1d8+6 18-20/x3 darkha); Full Atk +14/+9 (1d8+7 18-20/x3 darkha) or +14/+9 ranged (1d8+6 18-20/x3 darkha); SA — Sneak Attack +1d6; SQ Rage 1/day, Trapfinding, Uncanny Dodge; AL: NE; Sv: Fort +11, Ref +9, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Climb +8, Craft (Shipmaking) +1, Intimidate +10, Jump +11, Listen +9, Spot +3, Survival +5, Swim +11, Tumble +12; Combat Reflexes, Dodge, Exotic Weapon Proficiency (darkha), Improved Critical (darkha), Iron Will, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (darkha), Weapon Specialization (darkha).

Possessions: +1 keen returning darkha, +2 studded leather armor.

Rhenipen R'asa Warriors (10): Male Human War2; CR 1; Medium Humanoid (human); HD (2d8)+6; hp 19; Init +2; Spd 30ft; AC 15, flatfooted 13, touch 12; Base Atk +2; Grp +5; Atk +6 (1d8+4 20/x3 Longspear); Full Atk 6 (1d8+4 20/x3 Longspear); SA —; SQ —; AL: NE; Sv: Fort +6, Ref +2, Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 9, Cha 9.

Skills and Feats: Intimidate +1, Jump +5, Swim +6; Iron Will, Weapon Focus (Longspear).

Possessions: Longspear, studded leather armor.

Encounter 11: EL 12

Kuo-Toa Guards (4), Male Kuo-Toa Ftr3 Rog3; CR 8; Medium Monstrous Humanoid; HD (2d8)+(3d10)+(3d6)+16; hp 59; Init +0; Spd 20ft, Swim 50ft; AC 18, flatfooted 18, touch 10; Base Atk +7/+2; Grp +9; Atk +10 melee (1d6+2 20/x3 shortspear); or +8 ranged (1d6+2 20/x3 shortspear) or +9 melee (1d4+2 20/x2 Bite); Full Atk +10/+5 melee (1d6+2 20/x3 Shortspear) or +8 ranged (1d6+2 20/x3 shortspear) and +4 melee (1d4+2 20/x2 Bite); SA Sneak Attack +2d6; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Evasion, Keen Sight, Light Blindness, Slippery, Trap Sense +1, Trapfinding; AL: NE; Sv: Fort +8, Ref +7, Will +7; Str 14, Dex 10, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Climb +5, Escape Artist +9, Hide +2, Knowledge (Religion) +2, Listen +15, Move Silently +4, Search +8, Spot +19, Swim +11; Alertness, Combat Reflexes, Enhanced Adhesive*, Great Fortitude, Weapon Focus (Shortspear).

**Enhanced Adhesive:* When the kuo-toa's shield is coated with its natural adhesive, it is more difficult than usual for an opponent to avoid becoming stuck to it and to break free once stuck. The DC for the opponent's Reflex save to avoid getting stuck after an unsuccessful melee attack increases by +2. The DC for the opponent's Strength check to free itself or its weapon after becoming stuck increases by the same amount. (From *Forgotten Realms Underdark*).

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: Heavy wooden shield, shortspear.

Encounter 12: EL 12

Whips (2), Male Kuo-Toa Clr8; CR 10; Medium Monstrous Humanoid; HD (2d8)+(8d8)+20; hp 73; Init +0; Spd 20ft, Swim 50ft; AC 16, flatfooted 16, touch 10; Base Atk +8/+3; Grp +10; Atk +12 melee (1d8+3 +1 Con/19-20; +1 wounding mithral Trident) or +10 melee (1d4+2 Bite); Full Atk +12/+7 melee (1d8+3 +1 Con/19-20; +1 wounding mithral Trident) and +5 melee (1d4+2 Bite); SA Smite 1/Day, Lightning Bolt; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Keen Sight, Light Blindness, Rebuke Undead, Slippery, Turn Fire; AL: NE; Sv: Fort +8, Ref +7, Will +11; Str 14, Dex 10, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Concentration +15, Escape Artist +8, Heal +3, Knowledge (Religion) +10, Listen +8, Move Silently +3, Search +8, Spellcraft +8, Spot +13, Swim +10; Alertness, Improved Critical (Trident), Lightning Reflexes, Weapon Focus (Trident).

Cleric Spells Prepared: (6/5/5/4/3; DC 12 + spell level) 0—[create water, cure minor wounds, detect magic, purify food and drink, read magic, virtue]; 1st—[cure light wounds, entropic shield, magic weapon, obscuring mist*, protection from good]; 2nd—[bull's strength, cure moderate wounds, fog cloud*, hold person, owl's wisdom]; 3rd—[contagion*, cure serious wounds, dispel magic invisibility purge]; 4th—[control water*, greater magic weapon, summon monster IV].

**Domain Spell. Domains:* Water (Turn/destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead); Destruction (Gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage

rolls equal to cleric level. Must declare smite before making the attack.)

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 wounding mithral Trident.

Encounter 13: EL 12

Monitor, Female Kuo-Toa of Legend Mnk8; CR 12; Medium Outsider; HD (2d8)+(8d8)+70; hp 123; Init +7; Spd Walk 40ft, Swim 50ft; AC 28, flatfooted 25, touch 17; Base Atk +8/+3; Grp +15; Atk +17 (1d4+8/19-20; Sai) or +15 melee (1d6+7; Bite); Full Atk +15/+15/+10 (1d4+8/19-20; Sai) and +8 melee (1d6+7; Bite) or +17/+12 (1d4+8/19-20; Sai) and +10 melee (1d6+7 20/x2 Bite); SA Breath Weapon (Acid), Ki Strike (Magic); SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Damage Reduction 10/+1; Greater Bite Damage, Frightful Presence, Keen Sight, Light Blindness, Poison, Raging Blood (Acid), Slippery, Evasion, Flurry of Blows, Slow Fall, Still Mind, Purity of Body, Wholeness of Body; AL: LE; Sv: Fort +16, Ref +15, Will +15; Str 24, Dex 16, Con 24, Int 15, Wis 16, Cha 12.

Skills and Feats: Balance +5, Concentration +13, Diplomacy +3, Escape Artist +16, Hide +5, Jump +8, Listen +18, Move Silently +6, Search +6, Spot +22, Swim +16, Tumble +18; Alertness, Blind Fight, Combat Casting, Improved Critical (Sai), Improved Initiative, Exotic Weapon Proficiency (Sai), Weapon Focus (Sai), Improved Grapple, Combat Reflexes, Improved Disarm.

Cleric Spells Prepared: (5/4/3/2, DC 13 + spell level) 0—[create water, cure minor wounds, detect magic, mending, read magic]; 1st—[enlarge person, entropic shield, protection from good, shield of faith]; 2nd—[bear's endurance, bull's strength, cure moderate wounds]; 3rd—[blindness/deafness, cure serious wounds, dispel magic].

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 keen ki focus adamantine sai, hag eye brooch.

Kuo-toa Abilities and Weapons:

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15ft cone, 3d6 damage). A target can make a Reflex save (DC 18) for half damage.

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

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 on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

Frightful Presence (Ex): When a monster of legend makes a loud sound, it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 13) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent to that monster of legend's frightful presence for 24 hours.

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 or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

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

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 18) does not take poison damage from that particular attack. The initial and secondary damage are the same: 1d6 points of strength damage.

Raging Blood (Su): Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of damage of the acid damage to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric. It does not gain extra domain spell slots for these domains as a cleric would.

APL 12

Encounter 2: EL 14

Rhenee Thugs (4): Rog5/Ftr5; CR 10; Medium humanoid (human); HD (5d6)+(5d10)+20; hp 72; Init +8; Spd 30ft; AC 21, flatfooted 17, touch 14; Base Atk +8/+3; Grp +11; Atk +12/+7 (1d6+5 20/x2 Sap); Full Atk +12/+7 (1d6+5 20/x2 Sap); SA — Sneak Attack +3d6; SQ Evasion, Trap, Trapfinding, Uncanny Dodge; AL: NE; Sv: Fort +7, Ref +9, Will +3; Str 16, Dex 18, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Appraise +2, Balance +8, Bluff +3, Climb +10, Diplomacy +2, Disguise +2, Escape Artist +8, Gather Information +2, Intimidate +3, Jump +12, Listen +3, Move Silently +5, Sleight of Hand +4, Spot +1, Swim +11, Tumble +20; Acrobatic, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (Sap), Weapon Specialization (Sap).

Possessions: Sap, studded leather armor—~~potions of barkskin +4.~~

Bampton Toughs (10) Non-combatants: Male Human War1; CR 0; Medium Humanoid (human); HD (1d8)+1; hp 9; Init +1; Spd 30ft; AC 12, flatfooted 11, touch 11; Base Atk +1; Grp +2; Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); Full Atk +2 melee (1d4+1 19-20/x2 Dagger) or +3 (1d3+1 20/x2 Unarmed Strike) or ranged +2 (1d4+1 19-20/x2 dagger); SA —; SQ —; AL: NG; Sv: Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 11, Cha 10

Skills and Feats: Climb +3, Handle Animal +2, Intimidate +2, Jump +3, Ride -2, Swim +3; Improved Unarmed Strike, Weapon Focus (Unarmed Strike).

Possessions: 4 Daggers, padded armor.

Commoners (60) Non-combatants: Human Com1; CR 0; Medium Humanoid (human); HD (1d4)+3; hp 7; Init +0; Spd 30ft; AC 10, flatfooted 10, touch 10; Base Atk +0; Grp +0; Atk +0 (1d3 20/x2 Unarmed Strike); Full Atk +0 (1d3 20/x2 Unarmed Strike); SA —; SQ —; AL: NG; Sv: Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +1, Craft (woodworking) +1, Handle Animal +1, Jump +1, Listen +1, Profession (Various) +1, Ride -4, Spot +1, Swim +1, Use Rope +1; Endurance, Toughness.

Possessions: Outfit (Peasant's).

Encounter 5: EL 14

Half Orc Warriors (4): Male Half-orc Bar8/Ftr1; CR 9; Medium Humanoid (orc); HD (8d12)+(1d10)+27; hp 94; Init +2; Spd 40ft; AC 13, flatfooted 13, touch 12;

Base Atk +9/+4; Grp +13; Atk +14 (2d4+6 15-20/x2 Falchion); Full Atk +14/+9 (2d4+6 15-20/x2 Falchion); SA —; SQ Improved Uncanny Dodge, Rage 3 times/day; Trap Sense; AL: CE; Sv: Fort +11, Ref +4, Will +4; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +6, Handle Animal +1, Intimidate +5, Jump +10, Listen +10, Ride +2, Survival +2, Swim +9; Combat Reflexes, Dodge, Improved Critical (Falchion), Iron Will, Weapon Focus (Falchion).

Possessions: Falchion, padded armor.

Half-Orc Cleric of Iuz: Male Half-orc Clr10; CR 10; Medium Humanoid (orc); HD (10d8)+10; hp 63; Init +5; Spd 30ft; AC 13, flatfooted 12, touch 13; Base Atk +7/+2; Grp +8; Atk +8 (1d8+1 20/x2 Morningstar); Full Atk +8/+3 (1d8+1 20/x2 Morningstar); SA — Rebuke Undead 3/day; SQ —; AL: CE; Sv: Fort +10, Ref +6, Will +10; Str 12, Dex 12, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Bluff +5, Concentration +9, Diplomacy +4, Disguise +7, Heal +5, Hide +2, Intimidate +2, Knowledge (Religion) +3, Spellcraft +4; Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes.

Possessions: Morningstar, ~~potions of mage armor.~~

Cleric Spells Prepared: (6/6/6/5/4/3; DC 13 + spell level) 0—[cure minor wounds, detect magic, guidance, inflict minor wounds, read magic, resistance]; 1st—[bane, command, cure light wounds, detect good, protection from good*, shield of faith]; 2nd—[bear's endurance, bull's strength, hold person, inflict moderate wounds, invisibility*, undetectable alignment, summon monster ii]; 3rd—[animate dead, bestow curse, blindness/deafness, dispel magic, nondetection*]; 4th—[confusion*, freedom of movement, magic weapon (greater), summon monster IV]; 5th—[dispel good*, flame strike, slay living].

*Domain spell. Domains: Trickery (Bluff, Disguise and Hide are class skills.), Evil (Cast evil spells at +1 caster level).

Encounter 6: EL 14

Rhenee Pick-Pocket: Human Rog5/Asn9; CR 14; Medium Humanoid (human); HD (5d6)+(9d6); hp 58; Init +4; Spd 30ft; AC 21; flatfooted 21, touch 14; Base Atk +9/+4; Grp +9; Atk +14 melee (1d4 19-20/x2 dagger) or +14 ranged (1d4 19-20/x2 dagger); Full Atk +14/+9 melee (1d4 19-20/x2 dagger) or +14/+9 ranged (1d4 19-20/x2 dagger); SA — Death Attack, Sneak Attack +8d6; SQ +4 save vs. poison, Evasion, Hide in Plain Sight, Improved Uncanny Dodge, Poison Use, Trap Sense +1, Trapfinding; AL: NE; Sv: Fort +4, Ref +14, Will +4; Str 10, Dex 18, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +11, Bluff +5, Climb +5, Diplomacy +7, Disguise +11, Escape Artist +7, Gather Information +5, Hide +14, Intimidate +2, Jump +9, Move Silently +14, Search +5, Sleight of Hand +28, Spot +5, Swim +10, Tumble +25, Use Magic Device +5, Use Rope +6; Acrobatic, Deft Hands, Skill Focus (Sleight of Hand), Stealthy, Weapon Finesse, Weapon Focus (Dagger).

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target, (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade (**does not apply in this encounter**).

Save Bonus against Poison (Ex): Assassins train with poisons of all types and slowly grow more and more resistant to their effects. This is reflected by a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the assassin gains (+2 at 4th level, +3 at 6th level, and so on).

Possessions: 4 Daggers, leather armor, ~~poison of barkskin +5~~.

Encounter 8: EL 14

Boldor: Male Human Bar2/Ftr8/Rog1; CR 11; Medium Humanoid (human); HD (2d12)+(8d10)+(1d6)+22; hp 93; Init +3; Spd 40ft; AC

18, flatfooted 18, touch 13; Base Atk +10; Grp +13; Atk +14 melee (1d8+7 18-20/x3 darkha) or ranged +14 (1d8+6 18-20/x3 darkha); Full Atk +14/+9 melee (1d8+7 18-20/x3 darkha) or ranged +14/+9 (1d8+6 18-20/x3 darkha); SA — Sneak Attack +1d6; SQ Rage 1/day, Trapfinding, Uncanny Dodge; AL: NE; Sv: Fort +11, Ref +9, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Climb +8, Craft (Shiplmaking) +1, Intimidate +10, Jump +11, Listen +9, Spot +3, Survival +5, Swim +11, Tumble +12; Combat Reflexes, Dodge, Exotic Weapon Proficiency (darkha), Improved Critical (darkha), Iron Will, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (darkha), Weapon Specialization (darkha).

Possessions: +1 speed darkha, +2 studded leather armor.

Rhenipen R'asa Warriors (10): Male Human War7; CR 1; Medium Humanoid (human); HD (7d8)+21; hp 59; Init +2; Spd 30ft; AC 15, flatfooted 13, touch 12; Base Atk +7/+2; Grp +10; Atk +11 (1d8+4 20/x3 Longspear); Full Atk +11/+6 (1d8+4 20/x3 Longspear); SA —; SQ —; AL: NE; Sv: Fort +8, Ref +4, Will +3; Str 16, Dex 15, Con 16, Int 9, Wis 9, Cha 9.

Skills and Feats: Climb +6, Handle Animal +1, Intimidate +3, Listen +1, Spot +1, Swim +11; Alertness, Combat Reflexes, Iron Will, Weapon Focus (Longspear).

Possessions: Longspear, studded leather armor.

Encounter 11: EL 14

Kuo-Toa Guards (7), Male Kuo-Toa Ftr3 Rog3; CR 8; Medium Monstrous Humanoid; HD (2d8)+(3d10)+(3d6)+16; hp 59; Init +0; Spd 20ft, Swim 50ft; AC 18, flatfooted 18, touch 10; Base Atk +7/+2; Grp +9; Atk +10 melee (1d6+2 20/x3 shortspear) or +8 ranged (1d6+2 20/x3 shortspear) or +9 melee (1d4+2 20/x2 Bite); Full Atk +10/+5 melee (1d6+2 20/x3 Shortspear) or +8 ranged (1d6+2 20/x3 shortspear) and Atk +4 melee (1d4+2 20/x2 Bite); SA Sneak Attack +2d6; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Evasion, Keen Sight, Light Blindness, Slippery, Trap Sense, Trapfinding; AL: NE; Sv: Fort +8, Ref +7, Will +7; Str 14, Dex 10, Con 14, Int 13, Wis 14, Cha 8.

Skills and Feats: Climb +5, Escape Artist +9, Hide +2, Knowledge (Religion) +2, Listen +15, Move Silently +4, Search +8, Spot +19, Swim +11; Alertness, Combat Reflexes, Enhanced Adhesive*, Great Fortitude, Weapon Focus (Shortspear).

**Enhanced Adhesive:* When the kuo-toa's shield is coated with its natural adhesive, it is more difficult than usual for an opponent to avoid becoming stuck to it and to break free once stuck. The DC for the opponent's Reflex save to avoid getting stuck after an

unsuccessful melee attack increases by +2. The DC for the opponent's Strength check to free itself or its weapon after becoming stuck increases by the same amount. (From *Forgotten Realms Underdark*).

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: Heavy wooden shield, shortspear.

Encounter 12: EL 14

Whips (2), Male Kuo-Toa Clr10; CR 12; Medium Monstrous Humanoid; HD (2d8)+(10d8)+24; hp 87; Init +0; Spd 20ft, Swim 50ft; AC 16, flatfooted 16, touch 10; Base Atk +9/+4; Grp +11; Atk +13 melee (1d8+3 + 1d6 electric + 1 Con/19-20; +1 shock wounding Trident) or +11 melee (1d4+2 Bite); Full Atk +13/+8 melee (1d8+3 + 1d6 electric + 1Con /19-20; +1 shock wounding Trident) and +6 melee (1d4+2 Bite); SA Smite 1/Day, Lightning Bolt; SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Keen Sight, Light Blindness, Rebuke Undead, Slippery, Turn Fire; AL: NE; Sv: Fort +9, Ref +8, Will +13; Str 14, Dex 10, Con 14, Int 13, Wis 16, Cha 8.

Skills and Feats: Concentration +15, Escape Artist +8, Heal +3, Knowledge (Religion) +16, Listen +8, Move Silently +3, Search +8, Spellcraft +14, Spot +13, Swim +10; Alertness, Combat Casting, Improved Critical, Lightning Reflexes, Weapon Focus (Trident).

Cleric Spells Prepared: (6/6/6/5/4/3; DC 12 + spell level) 0—[create water, cure minor wounds, detect magic, purify food and drink, read magic, virtue]; 1st—[cure light wounds, entropic shield, magic weapon, obscuring mist*, protection from good, summon monster I]; 2nd—[bull's strength, cure moderate wounds, fog cloud*, hold person, owl's wisdom, summon monster II]; 3rd—[contagion*, cure serious wounds, dispel magic invisibility purge, magic vestment]; 4th—[control water*, divine power, greater magic weapon, summon monster IV]; 5th—[ice storm*, righteous might, summon monster V].

***Domain Spell. Domains:** Water (Turn/destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead); Destruction (Gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to cleric level. Must declare smite before making the attack.)

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 shock wounding Trident

Encounter 13: EL 14

Monitor, Female Kuo-Toa of Legend Mnk10; CR 14; Medium Outsider; HD (2d8)+(10d8)+84; hp 147; Init +7; Spd Walk 50ft, Swim 50ft; AC 29, flatfooted 26, touch 18; Base Atk +9/+4; Grp +16; Atk +18 (1d4+8/19-20; Sai) or +16 (1d6+7; Bite); Full Atk +16/+16/+11 (1d4+8/19-20; Sai) and +9 melee (1d6+7; Bite) or +18/+13 (1d4+8; Sai) and +11 (1d6+7; Bite); SA Breath Weapon (Acid), Ki Strike (Magic); SQ Adhesive, Amphibious, Immunity to Poison and Paralysis, Resistance to Electricity 10, Damage Reduction 10/+1, Greater Bite Damage, Frightful Presence, Keen Sight, Light Blindness, Poison, Raging Blood (Acid), Slippery, Evasion, Flurry of Blows, Slow Fall, Still Mind, Purity of Body, Wholeness of Body; AL: LE; Sv: Fort +17, Ref +16, Will +16; Str 24, Dex 16, Con 24, Int 16, Wis 16, Cha 12.

Skills and Feats: Balance +5, Concentration +13, Diplomacy +4, Escape Artist +16, Hide +8, Jump +8, Listen +20, Move Silently +6, Search +7, Spot +22, Swim +20, Tumble +20; Alertness, Blind Fight, Combat Casting, Improved Critical (Sai), Improved Initiative, Exotic Weapon Proficiency (Sai), Power Attack, Weapon Focus (Sai), Improved Grapple, Combat Reflexes, Improved Disarm.

Cleric Spells Prepared: (5/4/3/2, DC 13 + spell level) 0—[create water, cure minor wounds, detect magic, mending, read magic]; 1st—[enlarge person, entropic shield, protection from good, shield of faith]; 2nd—[bear's endurance, bull's strength, cure moderate wounds]; 3rd—[blindness/deafness, cure serious wounds, dispel magic].

Extraordinary Abilities: See the entry at the end of this APL's stat block for all extraordinary abilities for kuo-toas and monitors. Abilities normally found in the *Player's Handbook* are not included.

Possessions: +1 speed Sai, hag eye brooch.

Kuo-toa Abilities and Weapons:

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15ft cone, 3d6 damage). A target can make a Reflex save (DC 18) for half damage.

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

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 on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck. Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

Frightful Presence (Ex): When a monster of legend makes a loud sound, it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 13) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent to that monster of legend's frightful presence for 24 hours.

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 or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds kuo-toas for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

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

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 18) does not take poison damage from that particular attack. The initial and secondary damage are the same: 1d6 points of strength damage.

Raging Blood (Su): Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of damage of the acid damage to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric. It does not gain extra domain spell slots for these domains as a cleric would.

Appendix 3: NPC's

Haree Kormeer: Male Half-Elf Brd13; CR 13; Medium humanoid (elf); HD (13d6); hp 54; Init +0; Spd 30ft; AC 12, flatfooted 12, touch 10; SA —; SQ +2 racial bonus on saving throws against enchantment spells or effects, Bardic knowledge, Bardic music 13/day, Countersong, Fascinate, Immunity to sleep spells and similar magical effects, Inspire Competence, Inspire Courage +2, Inspire Greatness, Song of Freedom, Suggestion (Sp); AL: NG; Sv: Fort +4, Ref +8, Will +8; Str 10, Dex 10, Con 10, Int 17, Wis 10, Cha 20.

Skills and Feats: Appraise +9, Balance +6, Bluff +9, Climb +4, Concentration +5, Decipher Script +9, Diplomacy +11, Disguise +11, Escape Artist +4, Forgery +9, Gather Information +13, Heal +1, Hide +4, Intimidate +6, Jump +7, Knowledge (Arcana) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nobility and Royalty) +7, Knowledge (Religion) +7, Knowledge (The Planes) +7, Listen +7, Move Silently +4, Perform (Oratory) +21, Perform (String Instruments) +9, Perform (Wind Instruments) +9, Search +6, Sense Motive +4, Sleight of Hand +4, Spellcraft +9, Spot +3, Tumble +8, Use Magic Device +11; Alertness, Deceitful, Diligent, Investigator, Magical Aptitude.

Possessions: +2 bracers of armor, wand of color spray, cloak of charisma +2.

Bard Spells Known (3/5/4/4/3/1; DC 15 + spell level) 0—[detect magic, light, mage hand, message, read magic, summon instrument]; 1st—[comprehend languages, detect secret doors, identify, undetectable alignment]; 2nd—[calm emotions, hold person, invisibility, suggestion]; 3rd—[cure serious wounds, deep slumber, dispel magic, slow]; 4th—[cure critical wounds, dominate person, hold monster, legend lore]; 5th—[greater dispel magic, mass suggestion.]

Lankos Kelson: Male Human Ftr4; CR 4; Medium Humanoid (human); HD (4d10)+4; hp 32; Init +1; Spd 20'; AC 16, flatfooted 15, touch 11; Base Atk +4; Grp +7; Atk +7 melee (1d6+3 20/x2 Sap) or +7 melee (1d4+3 19-20/x2 Dagger) or +5 ranged (1d4+3 19-20/x2 Dagger) or +8 melee (1d10+6 20/x3 Halberd); Full Atk +7 melee (1d6+3 20/x2 Sap) or +7 melee (1d4+3 19-20/x2 Dagger) or +5 ranged (1d4+3 19-20/x2 Dagger) or +8 melee (1d10+6 20/x3 Halberd); SA —; SQ —; AL: LN; Sv: Fort +7, Ref +4, Will +4; Str 16, Dex 12, Con 12, Int 11, Wis 12, Cha 12.

Skills and Feats: Diplomacy +4, Gather Information +2, Heal +2, Listen +2, Ride +3, Search +1, Sense Motive +3, Spot +2; Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes, Weapon Focus (Halberd), Weapon Specialization (Halberd).

Possessions: Breastplate, sap, dagger, halberd

Deputy Constable Relak: Male Human Rgr6; CR 6; Medium Humanoid (human); HD (6d8)+6; hp 39; Init +1; Spd 30ft; AC 15, flatfooted 14, touch 11; Base Atk +6/+1; Grp +7; Atk +8 (1d6+1 20/x2 Quarterstaff); Full Atk +8/+3 (1d6+1 20/x2 Quarterstaff); SA — Favored Enemy (Humanoid, Human) +4, Favored Enemy (Humanoid, Orc) +2; SQ Animal Companion, Wild Empathy; AL: LG; Sv: Fort +6, Ref +6, Will +4; Str 12, Dex 13, Con 12, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +2, Concentration +5, Decipher Script +3, Diplomacy +2, Disguise +2, Escape Artist +1, Forgery +3, Gather Information +2, Handle Animal +5, Heal +8, Hide +6, Intimidate +2, Jump +4, Knowledge (Geography) +3, Knowledge (Nature) +3, Listen +10, Move Silently +6, Open Lock +0, Ride +0, Search +6, Sense Motive +3, Sleight of Hand +1, Spot +8, Survival +8, Swim +3, Tumble +1, Use Rope +5; Alertness, Blind Fight, Ranger Two Weapon Combat, Self Sufficient, Stealthy.

Possessions: Masterwork chain shirt, quarterstaff (Darkwood).

Ranger Spells Prepared – (2; DC 12 + spell level): 1st—[animal messenger, entangle].

Demas Kaartac (the Bampton town hermit), Male Half-Elf Ftr7; CR 7; Medium Humanoid; HD (7d10)+14; hp 67; Init +5; Spd 30ft; AC 11, flatfooted 10, touch 11; Base Atk +7/+2; Grp +8; Atk +8 (1d6+1 20/x3 Shortspear) or +8 ranged (1d6+1 20/x3 Shortspear); Full Atk +8/+3 (1d6+1 20/x3 Shortspear) or +8/+3 ranged (1d6+1 20/x3 Shortspear); SA —; SQ +2 racial bonus on saving throws against enchantment spells and effects, Immunity to sleep spells and similar magical effects; AL: LN; Sv: Fort +7, Ref +3, Will +4; Str 12, Dex 12, Con 15, Int 14, Wis 14, Cha 11.

Skills and Feats: Bluff +1, Climb +7, Craft (Woodcarving) +10, Diplomacy +2, Disguise +3, Forgery +4, Gather Information +3, Heal +3, Hide +4, Intimidate +1, Jump +2, Listen +3, Move Silently +4, Search +3, Spot +3, Swim +11; Blind Fight, Combat Expertise, Deceitful, Improved Initiative, Leadership, Stealthy, Weapon Focus (Bastard Sword).

Possessions: Outfit (peasant's), shortspear.

Player Handout #1

Vadoma,

The Rhenipen R'asa have gone too far this time. I fear they will bring the might of the Contessa down upon us all. We are unsure who they trade their captives to. The Vetha are using our contacts to discern if it is the Slave Lords, Iuz, the Scarlet Brotherhood, or some other sinister faction. No new slaves have appeared in any ports so we know not where the abducted Urnstmen end up. We are not ready yet to involve Grawn Boskretvi until we have more proof.

Even more confounding is why the Rhenipen R'asa have dared to put our people in such peril of retaliation. Our folk have little use for wealth. Some of the sisters have heard tales that they have acquired books, clothes, jewelry, and other items that made the journey from Rhop with the forebears. How they have acquired such items centuries after the migration eludes us. They have expelled all Vetha from their ranks since we declared them renegade, so we have little information.

Keep watch on happenings in Bampton. It is known that the Rhenipen R'asa oppose the marriage of a Rhence to the Urnst nobleman. Many of them are known to have traveled there recently. Do not involve any outsiders. We cannot risk the Contessa knowing that Rhence are responsible for the raids.

May you burn candles for me.

Dritta

Player Handout #2: (written in Orc)

LORD,

WE STILL SEEK THE UNKNOWN RAIDERS. MANY HERE BELIEVE THAT WE RED HANDERS ARE RESPONSIBLE. THEY CLAIM TO HAVE PROOF OF THIS EVEN THOUGH WE KNOW THIS TO BE UNTRUE. RAMPTON IS FULL OF THE WRETCHED RHEEE. THE URNSTMEN MAKE GOOD WINE AND SOMETHING CALLED BRANDEE.

A RHEEE BECAME SUSPICIOUS OF US ASKING QUESTIONS. HE LIED TO US AND LED US INTO AN AMBUSH. FOOLISH HUMANS! WE KILLED ALL OF THEM. I HAVE NEVER SEEN RHEEE ACT SO AGGRESSIVELY. I THINK THEY ARE HIDING SOMETHING. THEIR LEADER HAD A MESSAGE SAYING TO MEET OUTSIDE OF TOWN TONIGHT. WE WILL GO TO THE MEETING INSTEAD!

THE MESSENGER SHIP LEAVES TONIGHT SO I WILL DROP THIS LETTER BEFORE WE INVESTIGATE. I WILL TELL YOU WHAT HAPPENED IN THE NEXT REPORT.

YOUR MOST USEFUL SERVANT,

SCROHAR

Player Handout #3: Tomb Inscription (written in Elven)

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Translation:

Here lie four of our greatest kin. They have fallen during the great crusade to eradicate the vile fish men. All Olven people have sworn to drive their wickedness from the face of the world. As in any war, some of the best among us must make the sacrifice for the greater good, and our comrades here were ones such as these. We are in the final campaign of extermination and this isle was found to host a temple to the foul demon they worship as the Drowning Goddess. The assault upon the temple was terrible to behold and respect must be given to the fierce defense with which the Kuo-Toa defended this place. Perhaps we underestimated the fervor they feel for Blibdoolpoolp. Here lie:

- Valaberyn, a high elf blade-singer of great renown, who met his fate battling the Kuo-Toa leviathan in the Cauldron.
- Anamalador, a wood elf dark stalker of Kuo-Toa, who infiltrated the base of the spire but died a brutal death at the fin of the monitors.
- Elboddlaen, a high elf consecrated harrier of Corellon, who was blasted from the top of the Spire by whips' lightning.
- Balaeriel, a sea elf water elemental savant, who bled the water crimson under the foul grip of many pincer staves.

May you rest in peace knowing that we will avenge you.