

VTF4-03

Whirlpool of Madness

A One-Round D&D LIVING GREYHAWK[®]

Dyvers Regional Adventure

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The rainstorms that come in off the Nyr Dyv often water the city of Dyvers, but this storm has been lasting for days! Amongst the dismal downpour, you receive a summons from a stranger. Are you brave enough to face the tide of darkness? An adventure for APLs 8-16.

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 scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your PCs 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 *PC's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The PCs are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the PCs 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 PCs, while other text is for your eyes only. Text for the PCs will be in gray boxes. It's strongly recommended that you paraphrase the PC 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 PC characters.

Reporting

After the PCs have completed the scenario or the time allotted to run the scenario has run out, the PCs and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that PCs bring their own characters with them. If PCs 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 PCs without a character create one. Once all PCs have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

Because PCs 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Tuflik, Fals and Volverdyva Trade Route MetaRegion. Characters native to the Tuflik, Fals and Volverdyva Trade Route MetaRegion 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.

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

Adventure Background

This adventure takes place in the Free and Independent City of Dyvers, located on the southwestern shores of the Nyr Dyv. Dyvers is a large mercantile city that thrives on the trade brought in by its expansive port. The city has just recently completed rebuilding after a massive fire destroyed the main pier and the port authority, and devastated the poor district of town, creating an overwhelming homeless problem. The streets of Dyvers are no longer clogged with the homeless that had crowded them for over a year.

However, recently the western trade has become increasingly sporadic. The city still has a steady flow of goods from across the Nyr Dyv, but no longer can rely on the caravans arriving along the Volverdyva River and trade route. As such, some merchants have a scarce inventory, and a few have already closed up shop. Thus far the news is still circulated as uncertain, and often chalked up to pessimistic gossip.

For the last week, the city has been experiencing an incessant rainstorm. The streets are difficult to travel, and the sewers have become a chaos of flooding passages, as the city's workers desperately try to keep the sewers from overflowing into the streets. Most of the local constabulary is overwhelmed by the effects of this deluge, so PCs will experience a lax rule of law during this adventure. Also, the rainstorm has affected the city's residents. Many residents have taken a sour attitude, while others have become belligerent.

Adventure Summary

Introduction – PCs have arrived in Dyvers to find it amongst an extended downpour. They receive an invitation from a boy on the docks to a meeting at the Cathedral of Fharlanghn.

Encounter One: The Meeting – PCs go to the Cathedral of Fharlanghn, where they are led to a meeting room. There, the high priest asks the PCs to travel out onto the Nyr Dyv to determine the cause of the rainstorm.

Encounter Two: The Ship – PCs arrive at the docks the next morning to board the ship taking them onto the Nyr Dyv. Constables escort a prisoner aboard to be their helmsman. After that, the ship sets sail onto already rough waters.

Encounter Three: The Whirlpool – As the ship travels through stormy waters, it enters a thick unnatural fog. Inside the fog, the ship rocks with sudden violence! The prisoner attempts to jump overboard, leaving the helm unmanned. PCs can attempt to save the ship, but the PCs and the ship are drawn into a massive whirlpool leading to the bottom of the Nyr Dyv.

Encounter Four: The Ship Graveyard – The PCs either travel to, or awaken in the wide arid eye of the whirlpool. They can see ship wreckage scattered about, and a purple glow in the center coming from a watery hole.

Encounter Five: The Antechamber – The PCs follow the purple light, and swim into a small arid antechamber lit by a glowing spiral symbol of Tharizdun. If a PC touches the seal, they must make three saves, one to avoid a random negative effect, one versus being affected by a *water breathing* spell, and one to avoid being affected by a *freedom of movement* spell. Beyond lies another underwater tunnel.

Encounter Six: The Shrine – The PCs travel into the underwater tunnel and find themselves in an underwater shrine to the Elder Elemental Eye. The PCs battle a charmed cleric of Xerbo and his pet shark. Afterwards, they find another underwater tunnel, and may find a secret door as well.

Encounter Seven: Living Quarters – The PCs find the living quarters of the followers of the shrine. They may search and find treasure, and some valuable information.

Encounter Eight: Underwater Hallway – If the PCs find the secret door, they can travel along this well-crafted underwater hallway past a secret magically sealed door. The hallway ends in a natural tunnel curving deeper.

Encounter Nine: In Time to Stop the Ritual – If the PCs manage to open the secret door quickly after entering the temple, they witness a man performing a ritual. The man is Lareth the Beautiful, and he is summoning Olhydra, Princess of Evil Water Creatures. The PCs must battle an aboleth, who stands guard over Lareth while attempting to stop the ritual.

Encounter Ten: Too Late to Stop the Ritual – If the PCs take too long to arrive at the ritual chamber, then they are too late to stop the ritual. They see Olhydra, Princess of Evil Water Creatures, and battle the aboleth, but Olhydra is teleported away by her summoner.

Encounter Eleven: Pet's Quarters – If the PCs swim through the underwater tunnel, they find the lair of the aboleth's pet.

Encounter Twelve: Destroying the Node – PCs must destroy the underwater node in order to destroy the whirlpool in the Nyr Dyv.

Conclusion – As the PCs destroy the Node, they are swept out as the whirlpool reverses itself, and then abates. As the PCs cling to driftwood to stay afloat, a ship sails in to rescue them. They then sail back to Dyvers, where they receive a well-earned reward.

Introduction

For PCs that are native to Dyvers they are probably already in the city. Have them either meet up with friends at the docks (if the party is not all from Dyvers) or just steer them to the docks to begin with and adjust the following text.

The rocky, wet boat trip has finally ended as the rain continues to pour upon the docks of the City of Sails. The journey from the East was an arduous one as the war of Tusmit/Ket brews and the uneasy tales of Veluna being overrun by undead and devils.

The rain comes down in sheets as the dockhands file past you on their way to dryer places. The river seems dangerously close to overflowing onto the docks but for now it seems to be just below the break line. The docks are nearly deserted as one of the sailors brings your gear up from the bowels of the ship.

Hail begins to pound against the wooden planks as you step off the ship. A small boy, wearing drenched clothes, smelling like they haven't been taken off in quite some time, comes forward.

"G'day gents! Not many have braved the Nyr Dyv so I'm assuming yer the folks that he asked me to stay and watch for." As the boy smiles wide you see a few

glints of silver in his badly worn teeth. "Oh ya, here is the parchment that he wanted me to give ya. Been waiting here for oh a few weeks I think. Didn't want to miss ya at all" The boy then hands over the parchment but keeps his hand out there seemingly waiting for something...

The boy is obviously waiting for a tip from the PCs. Please record if the PCs tipped him on their AR but make no mention of it to them. Whether or not the PCs tip him the boy will simply walk away. If asked who asked him to wait here he will just say the man spoke with a weird strange accent and was olive skinned. Also if any PCs wish to use Sense Motive on the boy he will seem genuine on any roll.

The scroll has a complex seal with a wooden circle with an arc passing across it (the holy symbol of Fharlanghn.) It is assumed the PCs will take the parchment. If they don't then the boy will simply leave it on the ground and walk away. If the PCs for some weird chance cast detect magic the boy will radiate moderate transmutation and enchantment

Once one of the PCs opens the parchment, hand them **Player Handout #1**.

If the PCs ask the dock master about the boy, the dock master will explain that the boy has been standing on the docks for weeks, seemingly waiting for someone. The boy has been standing out in this accursedly long rainy spell for days! The dock master gave him a coat a few days ago, but the boy refused with a shake of the head and a smile. However, the boy did approach him once and asked him to hold a scroll in case a certain ship came into harbor while the boy was gone. He was gone only a few hours before returning and asking for the scroll back. The boy seemed intelligent and polite, and the dock master is glad that the ship finally came in and the boy can go home.

The PCs can easily find directions to the Cathedral of Fharlanghn. If they wish to perform miscellaneous errands before traveling to the cathedral, allow them to do so, but remind them that the over-saturated streets are difficult to travel, and the people they encounter are in a foul mood. Once they decide to go to the Cathedral of Fharlanghn, go to Encounter One: The Meeting.

Try to roleplay the average citizen as being extremely tired of being drenched by the rain.

Encounter One: The Meeting

The cathedral of Fharlanghn is a massive stone building at the crossroads of two major streets on the east side of the city. The front of the building boasts a wide stone walkway leading to a twenty-foot wide doorway. Inside, an old man in a traveler's outfit strides forward. "Greetings travelers, I am Holdoran. How may Fharlanghn ease your steps this rainy morn?"

☛ **Holdoran Iydilov:** Male human Clr3; hp 20.

Allow the PCs to introduce themselves, or produce the parchment. As soon as the acolyte gets a look at the seal on the note, he will ask the PCs to wait while he speaks to the head priest.

Holdoran is gone for about ten minutes, and you are just beginning to wonder if anything is wrong. Then, someone appears from the back of the cathedral. An elderly elven woman followed by Holdoran approaches the waiting room. Smiling, she bows and says, "Greetings, I am Hithradien Eowarang, May I ask your names?"

Allow the PCs to introduce themselves. If a PC doesn't mention where they are from, Hithradien will ask them. Hithradien is especially interested in where the PCs are from, as she has traveled over nearly the whole Flaeness. Once the PCs are finished introducing themselves, Hithradien will address them again.

"It is good to meet all of you. We have been awaiting your arrival. Please follow me to the meeting chambers." With that, she turns and heads into the back of the Cathedral and down a hallway to a room with a large round darkwood table surrounded by chairs. The table has been carved with the symbol of Fharlanghn in it.

☛ **Hithradien Eowarang:** Female elf Clr14; hp 95. (Stats do not matter in this module)

Hithradien will stand at the edge of the table and wait until the PCs are comfortable. Allow them to take seats or stand, then Hithradien will address them again.

"No doubt you have witnessed the current weather in Dyvers." With that, she gestures towards the roof, where you can still hear the steady beat of the rain. "This rain has been incessant for almost a week now. There have been minor floods, and the streets are difficult to travel." With this, she frowns sadly. "We have asked Fharlanghn for guidance, and we believe that the source of the rain lies out on the Nyr Dyv. We need strong travelers willing to travel by ship to

seek out the source of the rain, and find a way to stop it. Would you be willing to help us?

Allow the PCs to ask any questions they wish. Hithradien will tell the PCs that their part in the task is not clear, but they are to travel by ship onto the Nyr Dyv, seeking the source of the rainstorm. Divinations have revealed this as the appropriate method to solve the problem. Beyond this, Hithradien does not know for sure what may happen. She does, however, have faith that Fharlanghn has blessed the trip, and that everything will fall into place once the PCs have set out on the path onto the Nyr Dyv.

If the PCs ask for payment for the task, Hithradien will promise that the city will be very thankful to anyone who ends the rainstorm. There is no payment up front for the PCs, but Hithradien seems sure that rewards lie within the path of this task. After all, ***“Fharlanghn always rewards those with the strength to take the path set before them.”***

The Cathedral of Fharlanghn is planning on borrowing a ship from the Cathedral of Xerbo, unless the PCs have one of adequate size. The clerics plan to supply a skilled helmsman to steer the ship, and sailors to sail it. They will also send along a Walker of Fharlanghn to navigate them. They are unsure if the source of the rain is an island or if it is below water, but the navigator will be combining divination with his skills as a navigator to direct the ship.

Alternately, the PCs may want to take their own ship if they have one large enough (a longship or a sailing ship.) Hithradien will explain that a ship is already being prepared, and the PCs need not go to such reaches. She will be very polite, but insistent that a ship is already prepared. If the PCs absolutely insist on using their own ship, they will need to make a Diplomacy check [DC 15+APL] to convince Hithradien. If Hithradien is convinced, she will tell the PCs they may bring their own crew, but must allow the helmsman and navigator to be provided for them.

If the PCs mention Walker Salidious, Hithradien will say that she is familiar with Salidious, but hasn't seen or heard from him in a while. If mentioned that he possibly may be dead she will say a prayer to Fharlanghn and hope that his travel to the other side was painless. She does not know what befell him at all.

If the PCs have the map from VTF3-07 “*Midnight in the Garden of Law and Chaos*”, she will show interest in it, but doesn't know that much about it. She will say that the current situation could be connected, however. As the PCs inspect the map, a drop of water coalesces from a spot on the Nyr Dyv. Hithradien will take this, as a sign

from Fharlanghn, confirming that the path set before the PCs is the correct one.

If the PCs suggest that the problems could be related to the Temple of Elemental Evil, Hithradien's face will pale, and she will express that she certainly hopes that isn't the case. However, if the PCs have reason to believe it, she will advise them to take extreme caution in their investigation. She hasn't heard any wrongdoings by the cult in Dyvers in the past 10 months or so (which is true since VTF3-02 *Undertow* took place well over a year ago)

Once the PCs have agreed to go on the voyage, Hithradien tells them a ship, the *Sea Grass* will be ready to leave in the morning, and gives them directions to where it is at on the main pier. The PCs have the rest of the day to prepare for the trip. They can shop for any items they have access to, but feel free to let them know how miserable the streets, citizens, and shopkeepers are from the constant downpour.

If any of the PCs wish to gather information or seek additional divinations, they find that the majority of the resources and personnel of the city are battling a myriad of disasters resulting from the rainstorms. The majority of the city workers are dealing with the sewers, keeping them from overflowing. Others are helping to keep roofs repaired, or tending to over saturated buildings. The city is starting to come apart at the seams from all the rain, and the PCs will be hard-pressed to find anyone to who is not busy.

Once the PCs have decided to go to sleep and go to the docks proceed to Encounter Two: The Ship.

Encounter Two: The Ship

By morning the PCs should trek their way through the rain to the main pier, where the Longship *Sea Grass* is moored.

If the PCs are taking their own ship, modify the encounter as appropriate.

Carefully crossing the wide gangway leading up to the ship, a dozen sailors swiftly work the rigging of the ship, preparing to sail. Upon closer inspection, you spy that each of the sailors bears the symbol of a dragon turtle somewhere on them, whether on their clothing, on a piece of jewelry, or in the form of a tattoo. They seem to ignore you completely as they hurry to and fro amongst the rain.

The ship has one mast, and the helm is on the raised stern of the ship. While the ship's prow is adorned with a dragon turtle, the man sitting on a bench on

the stern bears a holy symbol of Fharlanghn. There is a doorway that seems to lead below decks, so you can at least hope to get out of the rain as it continues on.

If the PCs greet the cleric of Fharlanghn, he will briefly introduce himself as the navigator, and request that he is allowed to concentrate in preparation for the voyage.

If the PCs ask who the captain of the ship is, the sailors will look confused, and state that it was their understanding that one of the PCs must be the captain. The navigator will explain that the sailors are extremely well-trained, and that in truth Fharlanghn is the captain of the ship. The sailors will accept any of the PCs assuming the title of captain, however. Any PCs who have Profession (sailor) or have any types of tattoos bearing sailor marks then they can be considered the captain if they wish since it's the most logical.

As soon as the PCs are comfortable on the ship, or start to head below decks, continue with the following.

You hear the sounds of boots marching on the nearby pier. Out of the dense rain, you see several men in armor, wearing blue tabards and the crest of the City of Dyvers. They seem to be surrounding someone, almost as if they're escorting him.

As the men reach the gangplank, you hear a loud voice ring out in common, "Ahoy Sea Grass!" To this, the sailors reply almost in unison "Ahoy!" One of the men on the pier, seemingly wearing finer armor and marked with insignia, walks across the gangplank and asks, "Who is in charge here?" The sailors' eyes turn towards (Whoever the PCs chose as captain)...

The man will introduce himself, as Lieutenant Nick Castle and he will ask to speak with the captain below deck away from any nosey types. Lt Nick Castle is delivering a prisoner under orders to relieve him into the hands of the officers of the ship. The prisoner's name is Sepp Daminov, a captured lieutenant of the major slaver Markessa the Red. He is also reputed to be a legendary helmsman, and has been granted a leniency on his sentence in return for helming the ship to wherever it is going. Sepp is currently manacled with an intricate set of manacles, and has been searched carefully for any hidden objects.

PCs may make a Knowledge (local – Tuflik, Fals, and Velderdyva Trade Route) check to know the following:

- DC 20 to know that there are very few lieutenants in the Dyvers Constabulary, only a dozen or so. It is the second-highest rank in the organization.

- DC 25 to know that Nick Castle hasn't been seen for the last six to eight months. Rumors have it he has been undercover.
- DC 30 to know that Nick Castle has had the specific task of keeping Sepp Daminov prisoner for the last eight months. There is a rumor that the constabulary regularly changes the safe house they are keeping the prisoner in, to prevent his associates from finding him.
- DC 35 to know that Nick Castle's entire family was killed by slavers, thus leading to his being chosen for this assignment. His superiors felt he was less likely to succumb to blackmail and bribery attempts.

Once the PCs have introduced themselves, and Lieutenant Nick Castle has explained who his prisoner is, read the following.

Lieutenant Nick Castle walks over to the gangplank and motion to the constables on the pier. They gather close, and shuffle across the gangplank, squeezing between the railings. As they reach the ship, the two sergeants in front reach behind them and grab a man by the shoulders. As they drag him forward, you see he is a scruff man in a sailor's outfit smiling broadly. The two sergeants look dour, and spying the prisoner's smile, Lieutenant Nick Castle strides forward and grabs the prisoner and drags him across the deck to the helm. The two sergeants follow him closely. The sergeants tightly hold the prisoner's arms at his sides.

Lieutenant Nick Castle then removes a chain from around his neck. Attached to the chain is the key. He uses the key to unlock the manacles attached to the prisoner's arms. He puts these manacles in his tunic, and draws a different set of manacles with a long chain from a pouch. He proceeds to draw the chain through a newly installed ring on the deck, and then attaches the manacles to the prisoner's legs. With that, he steps back, and the two sergeants release the prisoner. As the sergeants walk back to the gangplank, the Lieutenant turns back to you. "He's your responsibility now. Do NOT let him escape."

♣ **Sepp Daminov:** Male Rog6/DrP10; hp 98; see Appendix I.

Lieutenant Nick Castle will give the key to the Captain. If none of them seem appropriate, he will grudgingly hand it over to one of the PCs anyway, but will treat them with disapproval and suspicion.

As soon as Sepp has been manacled to the deck, and the PCs are on board and ready, the sailors will recommend they set sail. As long as the PCs agree, the sailors will draw in the gangplank and begin casting off lines.

As the ship begins to drift away from the pier, Lieutenant Nick Castle jumps off the ship onto the pier. The last you see of the lieutenant, he is still watching the Sea Grass as it sails into the rainy sea.

Once the ship has set sail onto the Nyr Dyv, continue to Encounter Three: The Whirlpool.

Encounter Three: The Whirlpool

It's only been a few hours since the ship has left the pier, and already the rough seas have become a great deal rougher. As the ship begins to pitch and yaw, you feel your stomach threatening to jump ship. The sailors look worried, and recommend that you either tie yourself to something or go below decks.

Have the PCs make Fortitude saves [DC 15+APL] or become nauseated until the ship can stop shaking. If they refuse to tie themselves to something or go below decks, have them make Reflex saves [DC 15+APL] against losing their footing, but if they fail the sailors will help stop them from falling overboard. If the PCs want to travel across the deck as the ship rocks, it requires a Balance check [DC 15+APL]. If the PCs attempt to cast spells to calm the weather, they can have an affect but it only lasts a minute or so before the rain commences again. Also make it clear that other then the helm, the only places to tie yourself to are the rails along the sides of the ship, about 15 feet from where Sepp is. The navigator's bench is closer, but the navigator will insist the PCs not tie themselves to the bench, as he is desperately trying to concentrate.

When all the PCs have had time to react to these conditions, continue with the following:

After suffering for what may have been hours, but seemed like days, the ship rolls over a wave and is suddenly deep within a fog. You can barely see your hand in front of your face, and the ship continues to rock and shake. You hear the sounds of the sailors as they scramble about the ship, still trying to man the rigging despite the poor visibility.

The fog is magical (acting like an *obscuring mist*), preventing all sight beyond five feet. Any spells the PCs cast that effect wind can calm the wind itself, but it will not dispel the fog. At this point, Sepp uses the opportunity to pick the lock on his manacles. He will wait until someone is not looking, and if someone is

looking, he will attempt to subtly but purposely helm the ship to rock hard enough to knock his overseer down. Once he has the lock picked, he will attempt to disguise the fact that his manacles are loosed, and wait for the right moment to jump overboard.

A 16th level caster created the fog.

Don't allow the PCs too much time to think about what to do with the fog, if possible. Once there has been enough time for Sepp to pick the locks (if he can get it done), and once the PCs have had enough time to worry about the fog, the ship rocks with sudden viciousness. Have the PCs make Balance checks [DC 18+APL] to stay on their feet. At this point, two of the sailors lose their grip and are cast overboard. If any PCs jump overboard to save them, they'll need a Swim check [DC 15+APL] to stay afloat, or else they will be pulled underwater.

***DM's Note: For the rest of this encounter, no PCs can drown in this part of the Nyr Dyv. This is part of the whirlpool's magic, and its purpose is to allow creatures to live for what may be hours while being spun violently within it. Most people never escape the whirlpool, and if they are not knocked unconscious from the spinning force, they often go mad.**

If the PCs attempt to stay on board, the ship gradually rocks harder and harder. As soon as Sepp sees a chance where no one is looking, he jumps ship. Sepp has a magic tattoo that he invokes once he reaches the water, polymorphing himself into a shark. Unless the PCs have in some way managed complete mastery of the situation, Sepp will easily escape in only a few rounds. It is heavily unlikely that the PCs can catch him if he manages to get off the ship. If the PCs did not afford him a chance to pick the locks on his manacles, he will try in desperation to pick the locks now. PCs will have to make the Reflex save every round while they attempt to stop him. If they do manage to stop him, he will not attempt to helm the ship, but will insist that it is a lost cause, and demand that he be unlocked so that he doesn't go down with the ship.

Once Sepp abandons the helm, the ship's violent motion becomes far worse unless a PC takes the helm and attempts to right the ship with a Profession (sailor) check [DC 20+APL]. It will require a Reflex save [DC 25+APL] in order for a PC to stay on their feet. In only a few rounds, the ship floats almost vertically, as it begins to swirl upon the whirlpool itself. A short time later, the fog will slowly dissipate, and the PCs will be able to see that they are being sucked within a giant whirlpool (the whirlpool has a 200-foot diameter). If the PCs don't abandon the ship, then eventually the ship will rock on its side, and the mast will catch in the waters and break

free. After that, the ship will slowly begin to roll over, and break up. Eventually the PCs should either be cast overboard or go down with the ship. Any characters that attempt to fly or that is already flying will find they are swept into the water immediately. This is due to the hurricane like winds driving everything into the whirlpool below.

The PCs should make Fortitude save [DC 20+APL] to stay conscious while they spin throughout the whirlpool into the depths of the Nyr Dyv. Any that make the save will eventually be swept deep into the whirlpool, far from the light of day. The conscious PCs will need to make a Fortitude save [DC 20+APL] or become nauseated, and must make a Constitution check [DC 20] against being fatigued from forcing themselves to stay conscious. Allow them to make another Fortitude save [DC 25+APL] to stay conscious, but anyone that is fatigued takes a -10 on this check. Feel free to remind them that they can give up and allow themselves to fall unconscious.

At any rate, after about an hour, the PCs will be swept to the bottom of the Nyr Dyv, and deposited on the sea bottom in the eye of the vortex.

For any PCs that have managed somehow to avoid getting swept into the depths (by going *ghost form* or *ethereal*) that is fine. Just record how long it takes them to go into the whirlpool as that is precious time they are losing while the ritual is taking place. If any PCs *teleport* back to Dyvers then the adventure is effectively over for them. They can take a ship back (will take days to get someone to sail them there) and when they go into the whirlpool again they will find no one there and Olhydra already would have been summoned.

The crew and everyone will be torn apart and killed in various ways. Sepp will escape (unless the PCs managed to keep him manacled) as he will change into the dire shark like previously noted. However if PCs have their own means of turning into a shark or other aquatic creature then they could reasonably catch him. If they do capture Sepp it is up to the PCs what they wish to do with them. They could tie him up and leave him on the Nyr Dyv floor where it is dry or take him with them throughout the labyrinth. Because Sepp is a dire shark it is assumed he can easily swim away even under the heavy currents of the whirlpool, it will just take a while for him.

Continue to Encounter Four: The Ship Graveyard.

Encounter Four: The Ship Graveyard

If any PCs managed to stay conscious, they are fatigued when they reach the arid sea bottom. They can easily awake the unconscious PCs, but until the PCs have rested for 8 hours, they are fatigued.

If all the PCs lost consciousness, then they will have been unconscious for 8 hours and are not fatigued.

Read the following for any PCs that have darkvision, or once any PC produces a light source:

As your eyes slowly open, you realize that you are no longer in the water! It appears you have been swept to the bottom of the Nyr Dyv, and around you see bits of wood strewn about. Some of it may be your ship, but other pieces look like they have been here for some time. A horizontally solid wall of flowing water shimmers in the distance and a faint purple glow radiates on the opposite side.

As the PCs travel around the eye of the vortex, they can find various parts of ships. There seem to be many different shipwrecks here, but it seems as if anything of worth has already been looted from them. The PCs may make Search checks [DC 14+APL] to find a piece of wood that seems to have the letters “**DANE**” originating from it’s shattered end. PCs may make a Knowledge (local – Tuflik, Fals, and Volverdyva Trade Route) skill check DC 30 to realize this is a piece of wood from the ship “Elizabeth Dane” out of Maraven that went missing recently, and had been assumed to be lost to slavers.

Other than the piece of wood, the wreckage seems to be worthless and uninteresting. There aren’t any tracks on the ground, and it looks like the area has been awash with water recently. There is a constant drizzle from the whirlpool dampening the ground as well.

If the PCs investigate the wall of water, they find that it stretches in an arc, and eventually creates a circle with a 200-foot diameter. If the PCs try and see beyond the wall, they need to make a Spot check [DC 20+APL] to see what appear to be shipwrecks deeper in the ocean.

If the PCs attempt to break through the wall of water, it will require a Strength check [DC 24+APL], and if they succeed, they will immediately be swept into the whirlpool again, where they need to make all the saves again. If they had a rope tied to them, the rope will almost immediately grow taut as the PC is spun into the whirlpool. After the rope is pulled taut, the flow of the water will throw the PC back out the wall, forcing them to make a Reflex save [DC 15+APL] or take 2d6 damage as they strike the ground.

The purple glow seems to emanate from the center of the circle on the other side opposite the water wall. The light emanates from a 5-foot diameter hole in the center of the circle. If the PCs inspect the hole, they will see that it is filled with water, and it seems that there is some type of metal ore glittering all over the sides of the hole as it leads down about 15 feet and seems to lead to the side. The purplish light seems to be coming from deeper within the tunnel. The tunnel is very narrow, and is actually only about 5-feet in diameter, making it fairly difficult to swim through.

- Any PCs that attempt to swim into the hole will need to make Swim checks [DC 12+APL], to avoid brushing up against the sharp ore embedded in the walls.
- For every five points the PC missed the swim check by, they take 1d6 damage from the ore. *Freedom of movement* does not prevent this damage, as the swim check is necessary to avoid touching the walls.
- As long as the PC succeeds on a swim check of at least 10, they'll still be able to swim through the tunnel at half speed, regardless of how much damage they take.
- The tunnel descends 15 feet, and then turns horizontal and leads 15 feet before slanting upwards to what appears to be the source of the purple glow.

If any of the PCs took damage from the ore while swimming through the tunnel, make a note of which PCs it was, and who traveled through that tunnel after them. They will have the scent of blood on them, and some creatures will be able to smell it on them.

Sepp will stay here if he is tied up as it is dry and does not require any spells to keep him alive. Note however that this is only if the PCs caught him.

Once the PCs swim through the tunnel, continue to Encounter Five: The Antechamber.

Encounter Five: The Antechamber

As the tunnel slants up, it suddenly ends in an arid cave! As you poke your head out of the water, you see that this small cave holds the source of the purple glow. It appears to be an intricate spiral symbol on one wall that is seven feet in diameter and glows a brilliant purple.

PCs can make a Knowledge (religion) check [DC 15] to recognize it as the holy symbol of Tharizdun. The cave is a natural cave that is vaguely square, and 20 feet to a side. On the opposite side of the cave from the water entrance is another watery pool that leads to another horizontal tunnel that leads into darkness. This tunnel does not have the ore imbedded in it, and it seems to be somewhat wider than the other tunnel (about 6-foot in diameter.)

The cave is too small for more than four people to comfortably stand out of the water, so if there are more than four PCs in this area, either some of them are going to have to sit in the watery pools, or the PCs will have to crowd together. It is large, dominating nearly an entire wall, and as the PCs crowd together it becomes more difficult to stay away from it.

If the PC's cast *detect magic* and concentrate on the symbol, they will find that it radiates a moderate magic, and it has seven different auras:

- Faint Aura – Spellcraft check of 16 to determine it as enchantment. (*lesser confusion*)
- Faint Aura – Spellcraft check of 16 to determine it as necromantic. (*ray of enfeeblement*)
- Faint Aura – Spellcraft check of 17 to determine it as enchantment. (*touch of idiocy*)
- Faint Aura – Spellcraft check of 18 to determine it as evocation. (*continual flame*)
- Faint Aura – Spellcraft check of 18 to determine it as transmutation. (*water breathing*)
- Faint Aura – Spellcraft check of 18 to determine it as necromantic. (*ray of exhaustion*)
- Moderate Aura – Spellcraft check of 19 to determine it as abjuration. (*freedom of movement*)

A successful Knowledge (religion) check DC 22, Knowledge (arcana) check DC 30 or Bardic Lore check DC 25 reveals that the symbol may be affected by channeling negative energy into it (requiring a successful Rebuke Undead check DC 10+APL). As this power is usually evinced by evil clerics, most parties will not have access to this ability. If the PCs do have some way to channel negative energy into the symbol, it deactivates the randomized negative effect for one minute.

If any PC touches the Spiral Seal without channeling negative energy into it, they must make three saves:

- A Will save DC 15 or be affected with a *water breathing* spell (as cast by a 5th-level cleric.)

- A Will save DC 18 or be affected with a *freedom of movement* spell (as cast by a 9th-level cleric.)
- The third save is determined by rolling 1d4:
 1. No Save - *Touch of Idiocy* (as cast by a 3rd-level sorcerer.)
 2. Will Save DC 14 - *Lesser Confusion* (as cast by a 1st-level bard.)
 3. No Save - *Ray of Enfeeblement* (as cast by a 3rd-level sorcerer.)
 4. Fortitude save DC 16 - *Ray of Exhaustion* (as cast by a 5th-level sorcerer.)

The symbol is actually placed here for worshippers of the temple that aren't natural water creatures. The worshippers consider the negative effects a bit of worship to thank the dark god for the positive effects.

If none of the party is under the effects of *freedom of movement*, and none of the PCs will touch the symbol, try if possible to manufacture a circumstance for one of them to accidentally touch it. (i.e. they must make a Reflex save because the floor is uneven and slippery, and amongst their flailing, they brush up against the symbol.) Without at least some PCs having *freedom of movement*, the combats for the rest of the adventure will be exceedingly difficult. In addition, the rest of the adventure takes place underwater, so any PCs without *water breathing* will eventually find themselves unable to continue.

Once the PCs decide to continue into the next tunnel, they will find that the tunnel seems to continue about 60 feet before curving sharply to the left.

It is important to note when any of the PCs who have the smell of blood on them enter the water. The dire shark(s) in Encounter Six can smell blood one mile away, so will immediately begin to react, alerting the denizens of the water node to the party's approach. The aboleth has telepathic communication with all of its minions, and alerts Lareth of intruders. As a result, Lareth will start the abbreviated ritual, which means that the PCs only have one hour before Olhydra is summoned.

***DM NOTE:** Please begin watching the clock and make note of when an hour has passed if the sharks are alerted. If an hour of game time has passed then the ritual has happened. Once they reach the secret door continue to Encounter Ten: Too late to Stop the Ritual. If they reach the secret door in Encounter Eight in time then continue to Encounter Nine: In Time to Stop the Ritual. Also, the

cleric guardian of the shark will begin casting defensive spells on the shark and himself. (see Encounter Six).

****Also** all NPCs (except the sharks, elementals, and the pets) have eaten a *heroes feast* cast by Lareth.

Beyond the initial sharp left turn of the tunnel, the tunnel descends, but always seems to curve to the left. It curves left sharper and sharper, leading in circles over the course of about 500 feet or so before ending in a 20-foot wide entrance into a broad cavern. Once the PCs get within 180 feet of the cavern, the shark(s) inside will smell any of the PCs that don't have blood on them. The shark won't fit in the tunnel, but its restlessness alerts its cleric guardian. He begins casting defensive spells in preparation of the party's approach, if he hasn't already.

Once the PCs enter the cavern, go to Encounter Six: The Shrine.

Encounter Six: The Shrine

The tunnel suddenly widens and opens into a broad cavern. You suddenly realize that this cavern might be natural, but it has definitely been inhabited. There are benches, chairs, and other various furniture strewn about, and there is a coppery taste to the water. You also see what appears to be a huge shark swimming straight towards you!

APL 8 (EL 10)

☛ **Osmond:** human Clr5/Rog2; hp 50; see Appendix One.

☛ **Dire Shark:** hp 147; see *Monster Manual*.

APL 10 (EL 12)

☛ **Osmond:** human Clr9/Rog2; hp 84; see Appendix One.

☛ **Dire Shark:** hp 147; see *Monster Manual*.

APL 12 (EL 14)

☛ **Osmond:** human Clr11/Rog2; hp 105; see Appendix One.

☛ **Dire Shark, Advanced 24 HD:** hp 233; see Appendix One.

APL 14 (EL 16)

☛ **Osmond:** human Clr 11/Rog2; hp 105; see Appendix One.

☛ **Dire Shark, Advanced 30 HD (2):** hp 285; see Appendix One.

APL 16 (EL 18)

☛ **Osmond:** human Clr 13/Rog2; hp 121; see Appendix One.

☛ **Dire Shark, Advanced 30 HD (4):** hp 285; see Appendix One.

Tactics: The underwater combat rules from the *Dungeon Master's Guide* are in effect for this combat. Don't forget that anyone who is under the effect of a *freedom of movement* spell automatically succeeds at all grapple checks made to avoid a grapple. This will prevent the shark from using improved grab and swallow whole on some PCs. Osmond will already have cast *water breathing* and *freedom of movement* on himself prior to combat. Also if he has time he will cast a lot of buff spells. He will use *heal* on one of his dire sharks. Remember any fire spells must succeed at the Spellcraft check of DC 15+ spell level.

The cavern is roughly a 50-foot square cavern, with a 10-foot stone altar along the far wall, and stone furniture randomly lying about the floor. The cleric is standing behind the altar, and any of PCs may make a Spot check [DC 12+APL] on their turn to notice that he is adorned with a holy symbol of a dragon turtle. A Knowledge (religion) check [DC 15] will identify this as the holy symbol of Xerbo.

Additionally, if any of the PCs have played DYV2-06 "A Crime of Faith", they can make a Spot check [DC 7+APL] to recognize the man as one of the cultists that were captured and slain. Their bodies were said to have been found floating in the harbor after they were caught stealing from the temple of Zilchus. This man was the leader of the cult, and his body was not found. Alternately, a Knowledge (local -Tuflik, Fals, and Volverdyva Trade Route MetaRegion) check [DC 25] will reveal this information.

If any of the PCs have arcane sight or similar divinations up, they can detect an aura of enchantment upon the cleric. (The Aboleth has enslaved him. For the purposes of dispelling, treat it as a *dominate person* spell, caster level 16. If the domination is dispelled, Osmond will be dazed for one round, and then help the PCs defeat any remaining sharks.

They will not get Osmond's treasure if they have freed him of the charm. If the PCs do free and speak with him this will obviously take up time but don't let on to the PCs that this is vital as they should already figure it out.

Treasure:

APL 8: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *studded leather armor* (97 gp per character), +1 *trident* (192 gp per character).

APL 10: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *glamered studded leather armor* (322 gp per character), +1 *trident* (192 gp per character), *elemental gem (blue-green, water)* (187 gp per character).

APL 12: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *glamered studded leather armor* (322 gp per character), *trident of warning* (842 gp per character), *elemental gem (blue-green, water)* (187 gp per character), *ring of sustenance* (208 gp per character), *amulet of natural armor +1* (166 gp per character).

APL 14: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *glamered studded leather armor* (322 gp per character), *trident of warning* (842 gp per character), *elemental gem (blue-green, water)* (187 gp per character), *ring of sustenance* (208 gp per character), *amulet of natural armor +1* (166 gp per character), *pearl of the sirines* (1275 gp per character), *brooch of shielding* (125 gp per character), *periapt of wisdom +2* (333 gp per character).

APL 16: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *glamered studded leather armor* (322 gp per character), *trident of warning* (842 gp per character), *elemental gem (blue-green, water)* (187 gp per character), *ring of sustenance* (208 gp per character), *amulet of natural armor +1* (166 gp per character), *pearl of the sirines* (1275 gp per character), *brooch of shielding* (125 gp per character), *periapt of wisdom +6* (3000 gp per character), *cloak of the manta ray* (600 gp per character).

Development: After the combat, if Osmond was freed from the Aboleth's enslavement, he will plead with the PCs that he was ensorcelled, and cast as many healing spells on the party as he possibly can. He can show the PCs the secret door, and he can show them the living quarters. He has not been through the secret door, so doesn't know what is beyond it. He does know that this is a temple to the Elder Elemental Eye, and that at one point there were many yuan-ti here. There is also a terrible creature that resides here (Doesn't what it is though). The creature killed most of the yuan-ti about two weeks ago (their bodies have all been eaten by the sharks.) Before then, the yuan-ti talked about several kuo-toa that once were here as well. The kuo-toa were supposed to be bringing back some important artifact, but never returned. Some of the yuan-ti fled the cave, but he doesn't know where they went.

Most recently, a man in robes came to the temple in the last few days, and went through the secret door. Osmond is very distraught over his recent actions, and if pressed will confess to having been used as a part of the creatures attempts to sabotage the dock repairs in Dyvers. He helped to find and control several aquatic creatures, primarily crocodiles, and command them to attack the docks while they were still under repairs. He does insist that he didn't kill anyone, however. He also says that the creature commanded him to travel to the lighthouse at Merroc's Rock, and to open a secret door in the basement.

If any of the PCs mention his past, he will explain that after being killed by a vengeful group of thieves, he awoke alive at the bottom of the harbor. He wandered the shores, and tried to make a camp in an underwater cave, but was enslaved by the creature not long after that. He has been here for the last six months. He truly believes that Xerbo raised him for a reason, but he's confused about what it may be. The only course of action he can think of is to ask the Cathedral of Xerbo in Dyvers for help.

After the PCs have defeated the sharks and the cleric, they find that this room has only one obvious exit along a sidewall, a 10-foot wide doorway leading up a 50-foot long ramped tunnel to an arid chamber. If the party travels down this corridor, got to Encounter Seven: Living Quarters.

If the party searches for secret doors along the walls [DC 25], or if Osmond tells them about it, they find a 20-foot section of the wall to the left of the altar is a secret door. Only give the PCs this check if they ask for a Search check. The door is not trapped or locked. If the PCs open the door, go to Encounter Eight: Underwater Hallway.

Encounter Seven: Living Quarters

As you travel up the ramped corridor, you suddenly surface from the water into an arid natural cavern. The cavern has many odd beds near the front of the room, and a jumble of crates and chests in the back of the room. The beds are strangely long and narrow, about ten feet long and only four feet wide. and they run parallel to the walls.

This room is 50 feet wide by 150 feet long, with a natural ceiling that is usually about 30 feet high. Aside from one bed near the front of the room, the room doesn't appear to have been used in several weeks. There are no other exits from this room. If the PCs attempt to look for

tracks, they easily find the tracks of one human traveling from the entrance to the bed and back. A Survival check [DC 35] identifies several remnants of old snakelike tracks throughout the room. A Knowledge (dungeoneering) check [DC 15] identifies the tracks as Yuan-ti tracks.

The room is very large, so if the PCs search the front part of the room with the beds, it takes a minute and they don't find anything of use. If they search the back of the room with the crates and chests, it takes a minute and a Search check reveals the following: (If the PCs take 20 to search the room it will take a total of 10 minutes to do so)

- DC (12+APL): They find a *potion of rage* and a *divine scroll of control water*.
- DC (17+APL): They find also find a *wand of cure light wounds*.
- DC (22+APL): They find a secret compartment in one chest that has a note and a signet ring inside. The note is written in Rhopan. If any of the PCs speak Rhopan or can understand it, give them **Player Handout #2**. PCs can make a Knowledge (local - Tuflik, Fals and Velderdyva Trade Route) check DC 30 or a Knowledge (nobility and royalty) check DC 20 to recognize the signet ring as being that of Rashaman of Safeton. Rashaman is the husband of Dyvers Magister Larissa Hunter. (The Magister is the head of the Dyvers government.) Rashaman has been missing since CY 590, when he was lost at sea during a pirate attack on a marine ship.
- **DC 30:** The PCs find a strange nightingale buried underneath one of the beds in the mud. It was tightly wrapped in cloth as if it were a gift of some sort. Mark off the *Marvelous Nightingale* on the AR if the PCs don't find this.
- **(APLs 10-16 ONLY)** DC [26+APL]: There is a folding boat in the secret compartment of the chest as well. If the PCs say they are specifically searching the chest, the DC is only [15+APL].

If Osmond is helping the PCs, he will explain that the Yuan-ti slept here. If the PCs ask him about the ring and note, he'll say that he doesn't know anything about it. He does know that the temple bought slaves from slavers, but he hasn't seen any slavers in his time here.

Treasure:

APL 8: L: 0 gp; C: 40 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *marvelous nightingale* (83 gp per character)

APL 10: L: 0 gp; C: 28 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *folding boat* (600 gp per character), *marvelous nightingale* (83 gp per character)

APL 12: L: 0 gp; C: 4 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *folding boat* (600 gp per character), *marvelous nightingale* (83 gp per character)

APL 14: L: 0 gp; C: 17 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *folding boat* (600 gp per character), *marvelous nightingale* (83 gp per character)

APL 16: L: 0 gp; C: 50 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *folding boat* (600 gp per character), *marvelous nightingale* (83 gp per character)

Encounter Eight: Underwater Hallway

As you open the door you feel the rush of cold water spilling out from beyond it. The door swings in slowly, straining against the higher water pressure behind it. Behind the door is a hallway made from stone blocks, each block seeming to be exactly the same size. There is another door about twenty feet beyond. It turns sharply left beyond the doorway, and seems to be twenty feet wide and twenty feet tall.

Once the PCs open the other door a huge amount of water will rush in as beyond that is full of water again. They must close the door behind them and let the hallway fill with water before continuing on fully underwater again.

If Osmond is helping the party, he will explain that he has never passed through this doorway. He knows that the evil creature that enslaved him lives back here, and he knows that some of the cultists passed back here. The last time he saw the most recent visitor, who was a handsome man, the man went through the doorway. He also knows that all of the slaves were taken this way, and none of them ever returned.

A Stonecutting check [DC 20], a Knowledge (architecture and engineering) check [DC 20], or a Knowledge (arcana) check [DC 25] will reveal that this hallway was magically crafted.

If the party travels down the hallway, they find that it extends 40 feet beyond the immediate left turn, and then turns left again. After that it is 100 feet long, ending in a turn to the right. If they attempt to look for tracks, they won't find any (Lareth didn't touch the walls or floor.)

There is a 10-foot wide secret door halfway down the 100-foot hallway. The PCs get a Spot check [DC 15+APL] to notice that halfway down the hallway the current of the water changes direction. A Search check [DC 30] locates the secret door (unless one of the PCs has a *detect magic* or *arcane sight* spell in effect, in which case the *arcane lock* spell is noticeable.)

If the PCs listen at the secret door, they hear nothing (there is a silence spell blocking any noise.) There is an *arcane lock* on this door, preventing it from opening normally. The PCs will have to dispel it (12th level caster), cast a *knock* spell, or break the door to get through.

Stone Secret Door: 4 in. thick; hardness 16 (magically hardened); hp 60; AC 5; Break DC 28.

If the PCs find this secret door and open it, then figure out how much time they have spent since fighting the cleric and shark in the sanctuary. If they have spent less than an hour in game, continue to Encounter Nine: In Time to Stop the Ritual. Otherwise, if the PCs have taken more than an hour in-game since fighting in the sanctuary, go to Encounter Ten: Too late to Stop the Ritual.

If the PCs continue down the 100-foot long hallway to the right turn, they find that the tunnel comes to an end about 30 feet later, and the water seems to gain a current as it flows into a twenty-foot diameter hole broken in the floor. If the PCs decide to travel into the hole, they find that it is a natural tunnel, averaging about 30-feet in diameter, leading horizontally about 200 feet before opening into a cavern. Proceed to Encounter Eleven: Pet's Quarters.

Encounter Nine: In time to Stop the Ritual

As the door opens, a sudden burst of water pressure threatens to sweep you away!

The PCs need to make a Reflex save [DC 20+APL], or they are swept off their feet and away from the secret door. They are swept down whichever side of the hallway they

were on to where it turns, leaving them 50 feet from the secret door. Once the door is open, the aboleth and its minions immediately attack.

The ritual room opens up into a 200-foot circular room with the altar and decanter in the very back. Remember it is bowl shaped as well.

Read the following as soon as any of the PCs can see through the doorway:

Beyond the doorway is a chilling spectacle. There is an immense room, with the entire floor sloping down towards the center, where a large water font of glowing water seems to pulsate. An attractive man stands a few feet from the font, staring into it. His bubbling voice seems unnaturally loud as he makes gestures and speaks in a strange tongue. Behind the man, you see a beautiful blue-green stone flask on a pedestal. In the corners of the room, there seem to be immense water vortexes swirling wildly. Of course, all of this is secondary to the huge tentacled creature that stands near the doorway; it's four rows of eyes staring at you with anger!

By spending less than an hour to reach the ritual room, the PCs have a chance to interrupt the ritual. Once the PCs start to open the door, Lareth abbreviates the ritual, finishing it so quickly that it is vulnerable to interruption. the PCs only have a few rounds (see below) to interrupt the ritual. The ritual can be interrupted one of three ways:

- The flask, a decanter of endless water, must be destroyed or plugged. It is currently on “geyser”, and is attached to the pedestal with sovereign glue. It has a hardness of 16, and 30 hit points, and all of its saves are +6. To plug it, a PC must make a Disable Device check [DC 19+APL] It and Lareth are in back of a *wall of force* 200 feet away from the doorway.
- All four large water elementals (currently in vortex form) must be destroyed. The elementals do not actively fight back, but the PCs are affected by their vortex.
- Lareth must be stopped from performing his ritual. This is extremely unlikely, as Lareth is VERY well protected. Lareth is physically present, but he is behind six walls of force, surrounding him completely in a 5-foot cube. Sound escapes by minute gaps in the walls. He has arranged for an *unhallow* effect on the side of the *wall of force* that he is on, to trigger if a non-evil character enters. The effect is a *silence*

spell that only affects non-evil characters. In preparation for the ritual, Lareth drank a *potion of freedom of movement* and a *potion of aid*. He is standing in a *magic circle against good* and a *magic circle against law*. Lareth has a *ring of spell storing (teleport)* and readies to activate it if he is threatened in any way, once initiative begins. No matter the outcome, Lareth must survive and escape.

APL 8 (EL 10)

At APL 8, the PCs have 5 rounds to stop the ritual.

☛ **Aboleth**: hp 76; see *Monster Manual*.

☛ **Blue Slaad**: hp 68; see *Monster Manual*.

☛ **Large Water Elementals (4) (Noncombatants)**: hp 76, 74, 72, 70; see *Monster Manual*.

APL 10 (EL 12)

At APL 10, the PCs have 4 rounds to stop the ritual.

☛ **Aboleth**: hp 76; see *Monster Manual*.

☛ **Blue Slaad (2)**: hp 68, 70; see *Monster Manual*.

☛ **Large Water Elementals (4) (Noncombatants)**: hp 76, 74, 72, 70; see *Monster Manual*.

APL 12 (EL 14)

At APL 12, the PCs have 3 rounds to stop the ritual.

☛ **Aboleth Wiz5**: hp 131; see Appendix One.

☛ **Blue Slaad (2)**: hp 68, 70; see *Monster Manual*.

☛ **Gray Slaad**: hp 95; see *Monster Manual*.

☛ **Large Water Elementals (4) (Noncombatants)**: hp 76, 74, 72, 70; see *Monster Manual*.

APL 14 (EL 16)

At APL 14, the PCs have 3 rounds to stop the ritual.

☛ **Aboleth (3)**: hp 76, 77, 78; see *Monster Manual*.

☛ **Blue Slaad (3)**: hp 68, 69, 70; see *Monster Manual*.

☛ **Gray Slaad (2)**: hp 95, 96; see *Monster Manual*.

☛ **Huge Water Elementals (4) (Noncombatants)**: hp 152, 150, 148, 151; see *Monster Manual*.

APL 16 (EL 18)

At APL 16, the PCs have 3 round to stop the ritual.

☛ **Aboleth Wiz7**: hp 148; see Appendix One.

☛ **Blue Slaad (3)**: hp 68, 69, 70; see *Monster Manual*.

☛ **Gray Slaad (2)**: hp 95, 96; see *Monster Manual*.

☛ **Death Slaad**: hp 142; see *Monster Manual*.

☛ **Huge Water Elementals (4) (Noncombatants)**: hp 152, 150, 148, 151; see *Monster Manual*.

The aboleth(s) will first attempt to enslave the strongest-looking party member. Also, if the PCs haven't defeated the pet, the aboleth(s) mentally command the pet to come out of its quarters and attack the PCs (see encounter Eleven, the pet has to travel 300 feet to reach

the ritual chamber, so it will take a few rounds for it to swim to the aboleth's aid.) If any of the PCs try to stop the ritual, the aboleth(s) and the slaadi attack the PCs in the following order:

1. Anyone attacking the vase
2. Anyone attacking Lareth
3. Anyone attacking the water elementals

The slaadi have all been summoned in the last hour, and are thus unable to use their summoning abilities. The slaadi have all had *water breathing* cast on them by Lareth who is a 12th level caster. Also there is an *unhallow* spell encircling the entire room which affects only those who worship Olhydra. This gives them *freedom of movement*.

If the PCs fail to stop the ritual within the indicated number of rounds (see above), read the following:

Suddenly, all the water vortexes in the corners of the room seem to burst, and then flow into the water font in the center of the room. You can feel the water momentarily reverse flow, creating a current towards the font in the center of the room. Suddenly, the water font bursts forth a gargantuan geyser that immediately takes the shape of an immense, dark, vaguely female watery figure. The man near the font smiles in ecstasy, and seems in awe of this new creature.

PCs can make a Knowledge (the planes) check [DC 46] (If they have played all the other VTF series mod this DC is 36) to recognize this creature as Olhydra, Princess of Evil Water Creatures. The PCs should not attack the gargantuan water creature, Olhydra, as she is an enemy far beyond them. If any of the PCs attack Olhydra, Princess of Evil Water Elementals, she swirls in a fury, and the PC needs to make a Reflex save DC 45 to stop from being sucked into her as she turns into a vortex. On her next initiative, she spits out the PC. Anything in the PC's possession containing water (potions, holy waters, alchemist fires, oils, and elixirs) must make a Fortitude save DC (10+APL), or the water becomes fouled and ruined. The PC has also gained the Ire of Olhydra (see AR).

After a few rounds, or when the PCs defeat the aboleth (Or if the PCs insist on trying to kill Lareth or Olhydra), Lareth teleports out with Olhydra. If the PCs managed to stop the summoning, then Lareth will curse, and *teleport* out. Once the PCs defeat their enemies, continue to Encounter Twelve: Destroying the Node.

Treasure: (note if they destroy the decanter to end the ritual they obviously lose it in the treasure)

APL 8: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character), *trident of fish command* (1554 gp per character).

APL 16: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character), *trident of fish command* (1554 gp per character).

Encounter Ten: Too Late to Stop the Ritual

Beyond the doorway is an immense room, with the floor sloping down towards the center, where a large pool of water lays. An attractive man stands a few feet from an overflowing water font, smiling in adoration of a gargantuan water creature floating above the font. Behind the man, you see a beautiful blue-green flask on a pedestal. About twenty feet away floats a huge tentacled creature, it's four rows of eyes staring at you. The gargantuan water creature seems to gurgle in laughter, and the tentacled creature moves toward you!

🐉 **Olhydra, Princess of Evil Water Creatures:** see Appendix One.

🧙 **Lareth the Beautiful:** human clr12: see Appendix One.

APL 8 (EL 10)

🐉 **Aboleth:** hp 76; see *Monster Manual*.

🐉 **Blue Slaad:** hp 68; see *Monster Manual*.

APL 10 (EL 12)

🐉 **Aboleth:** hp 76; see *Monster Manual*.

🐉 **Blue Slaad (2):** hp 68, 70; see *Monster Manual*.

APL 12 (EL 14)

🐉 **Aboleth Wiz5:** hp 131; see Appendix One.

🐉 **Blue Slaad (2):** hp 68, 70; see *Monster Manual*.

🐉 **Gray Slaad:** hp 95; see *Monster Manual*.

APL 14 (EL 16)

🐉 **Aboleth (3):** hp 76, 77, 78; see *Monster Manual*.

🐉 **Blue Slaad (3):** hp 68, 69, 70; see *Monster Manual*.

🐉 **Gray Slaad (2):** hp 95, 96; see *Monster Manual*.

APL 16 (EL 18)

🐉 **Aboleth Wiz7:** hp 148; see Appendix One.

🐉 **Blue Slaad (3):** hp 68, 69, 70; see *Monster Manual*.

🐉 **Gray Slaad (2):** hp 95, 96; see *Monster Manual*.

🐉 **Death Slaad:** hp 142; see *Monster Manual*.

The aboleth's first action is to attempt to enslave the strongest-looking party member. Also, if the PCs haven't defeated its pet, the aboleth mentally commands the pet to come out of its quarters and attack the PCs (see encounter nine, the pet has to travel 300 feet to reach the ritual chamber, so it will take a few rounds for it to swim to the aboleth's aid.) The Slaadi have all been summoned in the last hour, and are thus unable to use their summoning abilities. The slaadi have all had *water breathing* cast on them by Lareth who is a 12th level caster. Also there is an *unhallow* spell encircling the entire room which affects only those who worship Olhydra. This gives them *freedom of movement*.

The PCs should not attack the gargantuan water creature, Olhydra, as she is an enemy far beyond them. If any of the PCs attack Olhydra, Princess of Evil Water Elementals, she swirls in a fury, and the PC needs to make a Reflex save DC 45 to stop from being sucked into her as she turns into a vortex. On her next initiative, she spits out the PC. Anything in the PC's possession containing water (potions, holy waters, alchemist fires, oils, and elixirs) must make a Fortitude save DC (10+APL), or the water becomes fouled and ruined. The PC has gained the Ire of Olhydra (see AR).

After 2 rounds, or when the PCs defeat the aboleth, Lareth teleports out with Olhydra.

Once the PCs defeat their enemies, continue to Encounter Twelve: Destroying the Node.

Treasure:

APL 8: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character), *trident of fish command* (1554 gp per character).

APL 16: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character), *trident of fish command* (1554 gp per character).

Encounter Eleven: Pet's Quarters

If any of the party has swam through bloodied waters (either in the sharp-studded tunnel, or after killing the shark), the pet will smell them coming from 120 feet away (the pet is very sensitive to the smell of blood. If the party managed to either not spill any blood, or if they managed to clean themselves off since passing through it, the pet will not smell them until they are 60 feet away. It is very hungry, and charges at the first sign of food.

APL 8 (EL 10)

🐉 **Chuul, Advanced 19 HD:** hp 200; see Appendix One.

APL 10 (EL 12)

🐉 **Spirit Naga Sor3:** hp 105; see Appendix One.

APL 12 (EL 14)

🐉 **Twelve-Headed Cryohydra:** hp 119; see *Monster Manual*.

APL 14 (EL 16)

🐉 **Kraken, Advanced 32HD:** hp 504; see Appendix One.

APL 16 (EL 18)

🐉 **Yuan-Ti Anathema:** hp 297; see Appendix One.

The pet's cavern is a round dead-end cavern approximately 100 feet in diameter. There are innumerable amounts of bones, shredded clothing, and excrement strewn about. It requires a Fortitude save [DC 15+APL] to search the refuse, and the searching reveals nothing. (The cultists already stripped the slaves of valuables before feeding them to the pet.) The majority of the bodies are humanoid, but a Knowledge (dungeoneering) [DC 17] will recognize some of the bones as Yuan-Ti, and others as Kuo-toa.

Treasure:

APL 16: L: 0 gp; C: 0 gp; M: *belt of giant strength +4* (1333 gp per character)

Also for those pets that cannot breathe underwater they have had *water breathing* cast upon them by Osmond (Use appropriate APLs to determine his caster level) earlier in the day as commanded by the aboleth. They are not under the affect of the unhallow spell in this room but if they are summoned by the aboleth once they reach the ritual room they gain that effect.

Encounter Twelve: Destroying the Node

If Olhydra was summoned or not, the PCs find they are still in the underwater node, and the whirlpool is still spinning. In order to dispel the whirlpool, the power of the temple must be weakened. The PCs need to destroy three vital parts of the temple and if they are having trouble give them some knowledge checks to find what they are missing:

- **The Altar** – Desecrating or destroying the altar weakens the temple. The altar has a hardness of 16, and 30 hit points.
- **Water Portal** – Destroying the portal weakens the temple. The portal has a hardness of 30, and has 60 hit points.
- **The Spiral Seal** – Destroying the spiral seal also weakens the temple. The seal has a hardness of 20, and has 60 hit points. If the PCs attack it with melee weapons, they are affected by the spells it casts. However, if it is attacked with ranged spells or weapons, the PCs are not affected by the seal's spells.

Conclusion

Adjust the text if the PCs did not stop the summoning. If they did not it will still be raining but not as hard. The whirlpool will have been stopped but due to Olhydra's presence the rain persists.

As your blow strikes true upon the evil of the temple, the ceiling crumbles, and you are violently ejected upward as all the water rises at a catastrophic speed and darkness swallows the surroundings. You are propelled up through the sea bottom, and then beyond, faster and faster. Finally, you see a gleam of light above, and it swiftly swells into the harsh glare of sunlight as you are flung above the surface of the water for several feet before splashing back down in the water. There is driftwood floating to the surface everywhere, and you easily find a piece to cling to. As your eyes struggle to adjust to the brightness of the sun, you see something floating on the horizon. After a few moments, you're amazed to see that it's a ship! The sails carry the crest of Dyvers, and the ship swiftly sails nearby, and the sailors help you climb aboard. As you sail back to Dyvers, you learn that the sailors were dispatched by the clerics of Fharlanghn,

and have been navigating under the direction of another walker.

Upon setting foot on the pier of Dyvers, you see that a large group of people has assembled to welcome you. You recognize the high cleric of the Cathedral of Fharlanghn and Lieutenant Nick Castle, but there is a large column of Dyvers Army soldiers as well.

The PCs can approach any of these three, but all of them will eventually greet them.

Lieutenant Nick Castle will either take immediate custody of Sepp, or will be intensely scornful if Sepp managed to escape. He will barely disguise his fury long enough to hear how Sepp escaped, and will then immediately insist that he must inform his superiors of what has happened, and hurriedly travel into the city.

Hithradien Eowarang will greet the PCs, and thank them for their efforts in dispelling the whirlpool and ending the rain (If they stopped the summoning). She will tell the PCs that the walkers of Fharlanghn would be glad to help lighten all your future steps. She explains that the Cathedral will make available to the PCs the rare *Traveling Boots of Fharlanghn*.

The columns of Army soldiers all stand at attention, and guard a woman in uniform at their center. Once the PCs approach the soldiers, they will part, creating an aisle leading up to her. PCs with a home region of Dyvers automatically recognize her, while other PCs may make a Knowledge (local – Tuflik, Fals, and Velderdyva Trade Route) check [DC 10] to recognize her as Larissa Hunter, Magister of Dyvers (the Magister is the head of the Dyvers Government.) Larissa Hunter will express the city's gratitude, and explain that she has also personally come to thank the PCs on behalf of the high council. Their deed today will not be forgotten, and they will always be welcome within the walls of Dyvers.

If any of the PCs show Rashaman's signet ring to Larissa, she will lose her composure, and snatch the ring from them, almost coming to tears.

She will demand to hear how the PCs came across the ring, and demand to be given the note. Once she has read the note, she will regain her composure, and thank the PCs. She will express her own personal favor for returning her husband's ring, and then hurriedly give orders for the soldiers to march. She disappears within the column of soldiers as they march back towards the royal district.

If the PCs managed to use teleportation or other magic to come home, then they are eventually greeted by all three of the above people, as appropriate. However, if they teleported away before dispelling the whirlpool,

the Magister does not meet with them. The Cathedral of Fharlanghn is still grateful to the PCs for undertaking such a dangerous mission, and offers to sell them *Traveling Boots of Fharlanghn*. The PCs can eventually get an audience with the Magister by presenting the signet ring, and she will express her personal favor for the ring and the note.

If the PCs have the map from VTF3-07 with the nodes and look at it the map is still burning brightly in Tusmit and (whether or not they stopped the summoning in this module) it will have stopped being wet near Dyvers. However there is no clue as to any of the other nodes being active like in VTF4-02.

Read the following once everyone is done:

Two of the nodes have revealed themselves with two more to go. Fire has unleashed its fury in the west while the rain (Continues/has stopped) in the east. When will the rage of the earth and ferocity of the air cults tip their hands? Where is Walker Salidious? Surely he could answer these questions and alleviate some fears...

The End

Experience Point Summary

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

Encounter Six: The Shrine

Defeating the cleric and his shark(s).

APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp
APL 16	540 xp

Encounter Nine OR Ten

Defeating the Aboleth.

APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp
APL 16	540 xp

Encounter Eleven: Pet's Quarters

Defeating the Aboleth's pet.

APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp
APL 16	540 xp

Encounter Twelve: Destroying the Node

Destroying the Water Node.

APL 8	125 xp
APL 10	150 xp
APL 12	175 xp
APL 14	200 xp
APL 16	225 xp

Discretionary roleplaying award

APL 8	100 xp
APL 10	120 xp
APL 12	140 xp
APL 14	160 xp
APL 16	180 xp

Total possible experience:

APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp;
APL 14	1,800 xp
APL 16	2,025 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 Six: The Shrine

APL 8: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *studded leather armor* (97 gp per character), +1 *trident* (192 gp per character).

APL 10: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *glamered studded leather armor* (322 gp per character), +1 *trident* (192 gp per character), *elemental gem (blue-green, water)* (187 gp per character).

APL 12: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *glamered studded*

leather armor (322 gp per character), *trident of warning* (842 gp per character), *elemental gem (blue-green, water)* (187 gp per character), *ring of sustenance* (208 gp per character), *amulet of natural armor* +1 (166 gp per character).

APL 14: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *glamered studded leather armor* (322 gp per character), *trident of warning* (842 gp per character), *elemental gem (blue-green, water)* (187 gp per character), *ring of sustenance* (208 gp per character), *amulet of natural armor* +1 (166 gp per character), *pearl of the sirines* (1275 gp per character), *brooch of shielding* (125 gp per character), *periapt of wisdom* +2 (333 gp per character).

APL 16: L: 2 gp; C: 0 gp; M: *quall's feather token*, *swan boat* (37 gp per character), +1 *glamered studded leather armor* (322 gp per character), *trident of warning* (842 gp per character), *elemental gem (blue-green, water)* (187 gp per character), *ring of sustenance* (208 gp per character), *amulet of natural armor* +1 (166 gp per character), *pearl of the sirines* (1275 gp per character), *brooch of shielding* (125 gp per character), *periapt of wisdom* +6 (3000 gp per character), *cloak of the manta ray* (600 gp per character).

Encounter Seven: Living Quarters

APL 8: L: 0 gp; C: 40 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *marvelous nightingale* (83 gp per character)

APL 10: L: 0 gp; C: 28 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *folding boat* (600 gp per character), *marvelous nightingale* (83 gp per character)

APL 12: L: 0 gp; C: 4 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *folding boat* (600 gp per character), *marvelous nightingale* (83 gp per character)

APL 14: L: 0 gp; C: 17 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *folding boat* (600 gp per character), *marvelous nightingale* (83 gp per character)

APL 16: L: 0 gp; C: 50 gp; M: *potion of rage* (62 gp per character), *wand of cure light wounds* (62 gp per character), *divine scroll of control water* (58 gp per character), *folding boat* (600 gp per character), *marvelous nightingale* (83 gp per character)

Encounter Nine OR Ten

APL 8: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character), *trident of fish command* (1554 gp per character).

APL 16: L: 0 gp; C: 0 gp; M: *decanter of endless water* (750 gp per character), *trident of fish command* (1554 gp per character).

Encounter Eleven: Pet's Quarters

APL 16: L: 0 gp; C: 0 gp; M: *belt of giant strength +4* (1333 gp per character)

Total Possible Treasure

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

APL 14: 6,600 gp

APL 16: 9,900 gp

Items for the Adventure Record

☛ **Gratitude of the Dyvers Cathedral of Fharlanghn** – In honor of your efforts, the followers of Fharlanghn have offered to sell you Travelling Boots of Fharlanghn. These boots are meant to help protect the wearer from the dangers of the elements. The wearer may, three times per day, activate the boots to cast *resist energy* (7th-level caster) on himself. Frequency: Metaregional; Minor abjuration; CL 7th; Craft Wondrous Item, *resist elements*; Price 10,080 gp.

☛ **Gratitude of the Dyvers Cathedral of Xerbo** – For returning their lost follower alive, the Cathedral of Xerbo is grateful to you, and offers to sell you the following magic items: *Lesser Strand of Prayer Beads*, *Strand of Prayer Beads*, *Pearl of Power* (4th-level spells). Frequency: Dyvers Regional and Metaregional.

☛ **Tipping the small boy:** Did the above named PC tip the small boy at the docks? If so how much? _____

☛ **Disfavor with the Dyvers Constabulary** – For allowing Sepp Daminov to escape, you may not join the Dyvers Constabulary or receive a promotion as long as

you have this disfavor. You may expend a favor with the Dyvers Constabulary to cancel out this disfavor.

☛ **Ire of Olhydra** – The PC has dared to strike Olhydra, Princess of Evil Water Elementals, and has suffered her wrath. The PC seems to always be sweating, and must drink twice the normal amount of water to sustain themselves. If the PC is in a desert climate, they instead require four times the normal amount of water to sustain themselves. They also seem to be very susceptible to heat and thus take 1 extra point of damage per hit die on anything dealing with fire. This stacks with the Ire of Imix. (Can be removed casting a *miracle* or *wish*)

☛ **Marvelous Nightingale:** This beautiful ornate onyx bird poses in a most graceful way. When someone pets the bird it comes alive and sings such an eloquent and graceful ballad ever heard. Frequency: Metaregional; Price 999 gp

Appendix One: NPCs

Encounter Two: The Ship

♣ **Sepp Daminov:** Male Rog6/DrP10*; CR 16; Medium Humanoid; HD 16d6+32; hp 98; Init +7; Spd 30 ft.; AC 13, Touch 13, Flat-footed 10; Base Atk +14; Grp +14; Atk +14 melee (1d3 nonlethal, unarmed); Full Atk +14/+9/+4 melee (1d3 nonlethal, unarmed); SA Concealed weapon attack, fight with two weapons, +3d6 sneak attack; SQ Come about, evasion, fearsome reputation +10, hoist the black flag, leadership +6, rope swing, scourge of the seas, shifting deck, trap sense +2, trapfinding, uncanny dodge, wind at your back; AL NE; SV Fort +7, Ref +15, Will +4; Str 10, Dex 16, Con 14, Int 16, Wis 8, Cha 14.

Skills and Feats: Appraise +9, Balance +26, Climb +3, Diplomacy +3, Escape Artist +24, Intimidate +30, Jump +26, Open Locks +22, Profession (Sailor) +25, Sense Motive +5, Sleight of Hand +22, Swim +22, Tumble +26, Use Rope +22; Acrobatic, Agile, Athletic, Endurance, Quick Draw, Skill Focus (Profession: Sailor), Weapon Finesse.

Possessions: Traveler's Outfit.

*See Appendix 2: New Rules

Encounter Six: The Shrine

APL 8 (EL 10)

♣ **Osmond:** male human Clr5/Rog2 (Xerbo); CR 7; Medium Humanoid; HD 5d8+2d6+14; hp 50; Init +1; Spd 30 ft.; AC 15 [+1 Dex, +4 armor] Touch 11, flat-footed 14; Base Atk +4; Grp +4; Atk/Full Atk +5 melee (1d8+1, +1 trident); SA Sneak attack +1d6, turn undead; SQ Evasion, trapfinding; AL N; SV Fort +6, Ref +5, Will +7; Str 10, Dex 13, Con 15, Int 8, Wis 16, Cha 14.

Skills and Feats: Bluff +4, Concentration +10, Heal +8, Hide +4, Knowledge (religion) +0, Move Silently +4, Spellcraft +1; Brew Potion, Combat Casting, Leadership, Martial Weapon Proficiency (trident).

Spells Prepared (5/4+1/3+1/2+1 save DC 13 + spell level); 0th— *cure minor wounds*, *detect magic*, *guidance*, *light*, *read magic*; 1st— *bless*, *obscuring mist**, *protection from good*, *sanctuary*, *shield of faith*; 2nd— *bull's strength*, *fog cloud**, *remove paralysis*, *resist energy*; 3rd— *searing light*, *magic circle against good*, ~~*water breathing*~~*.

*Domain spell. *Domains:* Water (turn or destroy fire elementals, rebuke or command water elementals), Animal (You can use speak with animals once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills).

Possessions: Sailor's outfit, holy symbol of Xerbo, *quall's feather token*, *swan boat*, +1 studded leather armor, +1 trident, *potion of water breathing*.

APL 10 (EL 12)

♣ **Osmond:** male human Clr9/Rog2 of Xerbo; CR 11; Medium Humanoid; HD 9d8+2d6+33; hp 84; Init +1; Spd 30 ft.; AC 15 [+1 Dex, +4 armor] Touch 11, flat-footed 14; Base Atk +7; Grp +7; Atk +8 melee (1d8+1, +1 trident); Full Atk +8/+3 melee (1d8+1, +1 trident); SA Sneak attack +1d6, turn undead; SQ Evasion, trapfinding; AL N; SV Fort +9, Ref +9, Will +9; Str 10, Dex 13, Con 16, Int 8, Wis 16, Cha 14.

Skills and Feats: Bluff +4, Concentration +17, Heal +8, Hide +4, Knowledge (religion) +0, Move Silently +4, Spellcraft +3; Brew Potion, Combat Casting, Leadership, Lightning Reflexes, Martial Weapon Proficiency (trident).

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1 save DC 13 + spell level); 0th— *cure minor wounds* (2), *detect magic*, *guidance*, *light*, *read magic*; 1st— *bless*, *entropic shield*, *obscuring mist**, *protection from good*, *sanctuary*, *shield of faith*; 2nd— *bear's endurance*, *bull's strength*, *delay poison*, *fog cloud**, *remove paralysis*, *resist energy*; 3rd— *searing light*, *magic circle against good*, *prayer*, ~~*water breathing*~~* (2); 4th— ~~*freedom of movement*~~, *spell immunity*, *summon nature's ally IV**; 5th— *slay living*, *ice storm**.

*Domain spell. *Domains:* Water (turn or destroy fire elementals, rebuke or command water elementals), Animal (You can use speak with animals once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills).

Possessions: Sailor's outfit, holy symbol of Xerbo, *quall's feather token*, *swan boat*, +1 glamerred studded leather armor, +1 trident, *elemental gem (blue-green)*.

APL 12 (EL 14)

♣ **Osmond:** male human Clr11/Rog2 of Xerbo; CR 13; Medium Humanoid; HD 11d8+2d6+39; hp 105; Init +2; Spd 30 ft.; AC 17 [+1 natural, +2 Dex, +4 armor] Touch 12, flat-footed 15; Base Atk +9; Grp +9; Atk +11 melee (1d8+2, trident of warning); Full Atk +11/+6 melee (1d8+2, trident of warning); SA Sneak attack +1d6, turn undead; SQ Evasion, trapfinding; AL N; SV Fort +10, Ref +10, Will +10; Str 10, Dex 14, Con 16, Int 8, Wis 16, Cha 14.

Skills and Feats: Bluff +4, Concentration +19, Heal +8, Hide +4, Knowledge (religion) +0, Move Silently +4, Spellcraft +5; Brew Potion, Combat Casting, Endurance, Leadership, Lightning Reflexes, Martial Weapon Proficiency (trident).

Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1 save DC 13 + spell level); 0th— *cure minor wounds* (2), *detect magic*, *guidance*, *light*, *read magic*; 1st— *bless*, *entropic shield*, *obscuring mist**, *protection from good*, *protection from law*, *sanctuary*, *shield of faith*; 2nd— *bear's endurance*,

*bull's strength, delay poison, fog cloud**, *remove paralysis, resist energy*, 3rd - *searing light, invisibility purge, magic circle against good, magic circle against law, prayer, ~~water breathing~~* (2)*; 4th - *death ward, ~~freedom of movement~~, spell immunity, summon nature's ally IV**; 5th - *ice storm*, righteous might, slay living*; 6th - *antilife shell*, harm*.

*Domain spell. *Domains*: Water (turn or destroy fire elementals, rebuke or command water elementals), Animal (You can use speak with animals once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills).

Possessions: Sailor's outfit, holy symbol of Xerbo, *quall's feather token, swan boat, +1 glamerd studded leather armor, trident of warning, elemental gem (blue-green), ring of sustenance, amulet of natural armor +1*.

☛Dire Shark, Advanced 24 HD: CR 11; Huge Animal (aquatic); HD 24d8+110; hp 233; Init +6; Spd swim 60 ft.; AC 17, Touch 10, Flat-footed 15; Base Atk +18; Grp +33; Atk/Full Atk +26 melee (2d8+10/19-20, bite); Face/Reach 15 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent; AL N; SV Fort +18, Ref +16, Will +15; Str 24, Dex 15, Con 18, Int 1, Wis 12, Cha 10.

Skills and Feats: Listen +15, Spot +14, Swim +15; Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite).

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or small, 32 tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run

action while swimming, provided it swims in a straight line.

APL 14 EL (16)

☛Osmond: male human Clr11/Rog2 of Xerbo: CR 13; Medium Humanoid; HD 11d8+2d6+39; hp 105; Init +2; Spd 30 ft.; AC 17 [+1 natural, +2 Dex, +4 armor] Touch 12, flat-footed 15; Base Atk +9; Grp +9; Atk +11 melee (1d8+2, *trident of warning*); Full Atk +11/+6 melee (1d8+2, *trident of warning*); SA Sneak attack +1d6, turn undead; SQ Evasion, trapfinding; AL N; SV Fort +10, Ref +10, Will +11; Str 10, Dex 14, Con 16, Int 8, Wis 18, Cha 14.

Skills and Feats: Bluff +4, Concentration +19, Heal +8, Hide +4, Knowledge (religion) +0, Move Silently+4, Spellcraft +5; Brew Potion, Combat Casting, Endurance, Leadership, Lightning Reflexes, Martial Weapon Proficiency (trident).

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1 save DC 14 + spell level); 0th - *cure minor wounds* (2), *detect magic, guidance, light, read magic*, 1st - *bless, entropic shield, obscuring mist*, protection from good, protection from law, sanctuary, shield of faith*, 2nd - *bear's endurance, bull's strength, delay poison, fog cloud*, remove paralysis, resist energy*, 3rd - *searing light, invisibility purge, magic circle against good, magic circle against law, prayer, ~~water breathing~~* (2)*; 4th - *death ward, divine power, ~~freedom of movement~~, spell immunity, summon nature's ally IV**; 5th - *ice storm*, righteous might, slay living*; 6th - *antilife shell*, harm*

*Domain spell. *Domains*: Water (turn or destroy fire elementals, rebuke or command water elementals), Animal (You can use speak with animals once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills).

Possessions: Sailor's outfit, holy symbol of Xerbo, *quall's feather token, swan boat, +1 glamerd studded leather armor, trident of warning, elemental gem (blue-green), ring of sustenance, amulet of natural armor +1(not worn), pearl of the sirines, brooch of shielding(not worn), periapt of wisdom+2*.

☛Dire Shark, Advanced 30 HD (2): CR 13; Huge Animal (aquatic); HD 30d8+132; hp 285; Init +6; Spd Swim 60 ft.; AC 18, Touch 10, Flat-footed 16; Base Atk +23; Grp +39; Atk/Full Atk +32 melee (2d8+12/19-20, bite); Face/Reach 15 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent; AL N; SV Fort +21, Ref +19, Will +18; Str 26, Dex 15, Con 18, Int 1, Wis 12, Cha 10.

Skills and Feats: Listen +18, Spot +17, Swim +16; Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack, Toughness (4), Weapon Focus (bite).

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or small, 32 tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APL 16 (EL 18)

Osmond: male human Clr13/Rog2 of Xerbo: CR 15; Medium Humanoid; HD 13d8+2d6+45; hp 121; Init +2; Spd 30 ft., Swim 60 ft.; AC 16 [+2 Dex, +4 armor] Touch 12, Flat-footed 14; Base Atk +10; Grp +10; Atk +12 melee (1d8+2, *trident of warning*); Full Atk +12/+7 melee (1d8+2, *trident of warning*); SA Sneak attack +1d6, turn undead; SQ Evasion, trapfinding; AL N; SV Fort +11, Ref +11, Will +14; Str 10, Dex 14, Con 16, Int 8, Wis 22, Cha 14.

Skills and Feats: Bluff +4, Concentration +21, Heal +11, Hide +4, Knowledge (religion) +0, Move Silently+4, Spellcraft +7; Brew Potion, Combat Casting, Diehard, Endurance, Leadership, Lightning Reflexes, Martial Weapon Proficiency (trident).

Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1 save DC 16 + spell level); 0th-*cure minor wounds* (2), *detect magic*, *guidance*, *light*, *read magic*; 1st- *bless*, *divine favor*, *entropic shield*, *obscuring mist**, *protection from good*, *protection from law*, *sanctuary*, *shield of faith*; 2nd- *bear's endurance* (2), *bull's strength*, *death knell*, *delay poison*, *fog cloud**, *remove paralysis*, *resist energy*; 3rd- *searing light*, *invisibility purge*, *magic circle against*

good, *magic circle against law*, *prayer*, ~~*water-breathing*~~* (2); 4th- *death ward* (2), *divine power*, ~~*freedom of movement*~~, *spell immunity*, *summon nature's ally IV**; 5th- *greater command*, *ice storm**, *righteous might*, *slay living*, ~~*spell resistance*~~; 6th- *antilife shell**, *blade barrier*, *harm*, *heal*; 7th- *acid fog**, *repulsion*.

*Domain spell. **Domains:** Water (turn or destroy fire elementals, rebuke or command water elementals), Animal (You can use speak with animals once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills).

Possessions: Sailor's outfit, holy symbol of Xerbo, *quall's feather token*, *swan boat*, +1 *glamered studded leather armor*, *trident of warning*, *elemental gem (blue-green)*, *ring of sustenance*, *amulet of natural armor* +1(not worn), *pearl of the sirines*, *brooch of shielding*(not worn), *periapt of wisdom*+6, *cloak of the manta ray*.

Dire Shark, Advanced 30 HD (4): CR 13; Huge Animal (aquatic); HD 30d8+132; hp 285; Init +6; Spd Swim 60 ft.; AC 18, Touch 10, Flat-footed 16; Base Atk +23; Grp +39; Atk/Full Atk +32 melee (2d8+12/19-20, bite); Face/Reach 15 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent; AL N; SV Fort +21, Ref +19, Will +18; Str 26, Dex 15, Con 18, Int 1, Wis 12, Cha 10.

Skills and Feats: Listen +18, Spot +17, Swim +16; Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack, Toughness (4), Weapon Focus (bite).

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or small, 32 tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a

hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Encounter Ten & Eleven

All APLS

Lareth the Beautiful: Male human Clr12; CR 12; Medium Humanoid (human); HD 12d8+36; hp 99; Init +8; Spd 30 ft; AC 21 [+4 armor, +4 Dex, +3 deflection] touch 16, flat-footed 14; Base Atk +9/+4; Grp +13; Atk +15 (1D6+7, +1 *quarterstaff*) or +13 ranged (ray); Full Atk +15/+9 (1D6+7, +1 *quarterstaff*) or +13 ranged (ray); SA Rebuke undead 1/day; SQ Insanity; AL CE; SV Fort +11, Ref +9, Will +15; Str 18, Dex 18, Con 16, Int 9, Wis 24, Cha 6.

Skills and Feats: Concentration +16, Diplomacy +2, Knowledge (religion) +3, Spellcraft +5; Improved Initiative, Weapon Focus (*quarterstaff*), Combat Casting, Power Attack, Spell Penetration

Spells Prepared (6/7+1/6+1/6+1/4+1/4+1/3+1; Base DC = 17 + Spell Level; 0th – read magic, guidance, inflict minor wounds, light, detect magic, resistance; 1st – bane, cause fear, protection from good*, divine favor, sanctuary, shield of faith, deathwatch, doom; 2nd – bull's strength, death knell, endurance, Tharizdun's touch*, owl's wisdom, align weapon, sound burst; 3rd – dispel magic, invisibility purge, rage*, searing light (2), protection from energy, ~~water-breathing~~; 4th – confusion*, greater magic weapon, poison, freedom of movement, spell immunity; 5th – true seeing, slay living, righteous might, bolts of bedevilment*, plane shift; 6th – stonesskin*, harm, greater dispel magic, ~~heroes-feast~~

* Domains: Evil – Cast evil spells at +1 caster level; Madness – 1/day add Insanity score to Wis-based roll.

Possessions: holy symbol of Tharizdun, *bracers of armor +4*, *cloak of arachnida*, +1 *quarterstaff*, *periapt of wisdom +4*, *ring of protection +3*, *ring of spell storing (teleport)*, *planar fork to elemental plane of water*

Olhydra, Princess of Evil Water Creatures: CR 17; Gargantuan elemental (water); HD 36d8+252; hp 435; Init +11; Spd 50 ft, swim 200 ft; AC 27, Touch 14, Flat-footed 20; Base Atk +20/+15/+10/+5; Grp +42; Atk +31 melee (4d8+10/19-20, slam); Full Atk +31/+26/+21/+15 melee (4D8+10/19-20, slam); Face/Reach 20 ft. by 20 ft./20ft; SA Liquid corruption, drench, spell-like abilities, vortex, water mastery; SQ SR 30, DR 15/-, darkvision 60 ft, elemental traits; AL CE; SV Fort +19, Ref +28, Will +20; Str 31, Dex 25, Con 24, Int 22, Wis 18, Cha 18.

Skills and Feats: Concentration +10, Knowledge (the planes) +11, Hide -2, Listen +29, Spot +29; Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved

Critical (slam), Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Iron Will, Lightning Reflexes, Power Attack, Spring Attack, Weapon Finesse (slam), Weapon Focus (slam), Whirlwind Attack.

Spell-like Abilities (Sp): At will – *ice storm*, DC 18, *fog cloud*, *transmute rock to mud* DC 19, and *control water* DC 20; 1/day – *summon elemental* (one elder water elemental, 1D3 huge water elementals, 1D3 sea hags, 1D6 water weirds, or 2D10 sahuagin), all as a 15th level sorcerer.

Vortex (Su): Olhydra can transform into a whirlpool at will, provided she is underwater, remaining so as long as desired. In vortex form, Olhydra can move through the water or along the bottom at her swim speed. The vortex is up to 10 feet wide at the base, up to 50 feet wide at the top, and up to 100 feet tall. Olhydra's movement while in vortex form does not provoke attacks of opportunity, even if she enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if Olhydra moves into or through the creature's space.

Creatures huge or smaller might take damage when caught in the vortex and may be swept up in it. An affected creature must succeed on a Reflex save (DC 45) when it comes into contact with the vortex or take 3d8 damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where Olhydra takes them or to escape the whirlpool. Creatures caught in the whirlpool can otherwise act normally, but must make a Concentration check (DC 20+spell level) to cast a spell. Creatures caught in the whirlpool take a -4 penalty to dexterity and a -2 penalty on attack rolls. Olhydra can have as many creatures inside the vortex at one time as will fit inside the vortex's volume.

Olhydra can eject any carried creatures whenever she wishes, depositing them wherever the vortex happens to be.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on Olhydra, and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

While in vortex form, Olhydra cannot make slam attacks and does not threaten the area around her.

Possessions: None.

APL 12 (EL 14)

Aboleth: Wiz5; CR 12; Huge aberration (Aquatic); HD 8d8+56 plus 5D4+35; hp 131; Init +7; Spd 10 ft, swim 60 ft; AC 18 [-2 size, +3 Dex, +7 natural] touch 11, flat-footed 15; Base Atk +11; Grp +28; Atk +18 melee (1D6+9 plus slime, tentacle); Full Atk +18 melee (1D6+9 plus slime, 4 tentacles); SA Enslave, psionics, slime, spells; SQ Aquatic subtype, darkvision 60 ft, mucus cloud, summon familiar; AL CE; SV Fort +15 Ref +10, Will +15; Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14.

Skills and Feats: Bluff +13, Concentration +19, Decipher Script +13, Diplomacy +6, Disguise +2, Intimidate +4, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (history) +13, Knowledge (the planes) +13, Listen +15, Search +10, Sense Motive +15, Spellcraft +13, Spot +17, Survival +3; Improved Initiative, Combat Casting (figured in), Eschew Materials, Great Fortitude, Lightning Reflexes, Scribe Scroll, Spell Penetration.

Spells Prepared (4/5/3/2; Base DC = 15 + Spell Level; 0th – read magic, acid splash, detect magic, resistance; 1st – magic missile, mage armor, shield, ray of enfeeblement; 2nd – bull's strength, scorching ray, see invisibility; 3rd – haste, lightning bolt.

APL 16 (EL 18)

Aboleth: Wiz7; CR 14; Huge aberration (Aquatic); HD 8d8+56 plus 7D4+49; hp 148; Init +7; Spd 10 ft, swim 60 ft; AC 18 [-2 size, +3 Dex, +7 natural] touch 11, flat-footed 15; Base Atk +12; Grp +29; Atk +19 melee (1D6+9 plus slime, tentacle); Full Atk +19 melee (1D6+9 plus slime, 4 tentacles); SA Enslave, psionics, slime, spells; SQ Aquatic subtype, darkvision 60 ft, mucus cloud, summon familiar; AL CE; SV Fort +16 Ref +11, Will +16; Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14.

Skills and Feats: Bluff +13, Concentration +21, Decipher Script +15, Diplomacy +7, Disguise +2, Intimidate +4, Knowledge (arcana) +15, Knowledge (dungeoneering) +15, Knowledge (history) +15, Knowledge (the planes) +13, Listen +15, Search +10, Sense Motive +15, Spellcraft +15, Spot +17, Survival +3; Improved Initiative, Combat Casting (figured in), Eschew Materials, Great Fortitude, Lightning Reflexes, Scribe Scroll, Spell Penetration, Greater Spell Penetration.

Spells Prepared (4/5/4/3/2; Base DC = 15 + Spell Level; 0th – read magic, acid splash, detect magic, resistance; 1st – magic missile, mage armor, shield, ray of enfeeblement; 2nd – bull's strength, scorching ray (2), see

invisibility; 3rd – haste, lightning bolt, displacement; 4th – enervation, confusion

Encounter Eleven: Pet's Quarters

APL 8 (EL 10)

Chuul, Advanced 19 HD: CR 10; Huge Aberration (Aquatic); HD 19d8+114; hp 200; Init +6; Spd 30 ft., swim 20 ft.; AC 23, Touch 10, flat-footed 21; Base Atk +15; Grp +33; Atk +26 melee (3d6+10, claw); Full Atk +26 melee (3d6+10, 2 claws); Face/Reach 15ft./10ft.; SA Constrict 4d6+10, improved grab, paralytic tentacles; SQ Amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +12, Ref +10, Will +13; Str 30, Dex 14, Con 22, Int 10, Wis 14, Cha 5.

Skills and Feats: Hide +12, Listen +19, Spot +19, Swim +18; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (claw)

Constrict (Ex): On a successful grapple check, a chuul deals 4d6+10 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 21 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 2d6+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Skills: A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APL 10 (EL 12)

Spirit Naga Sor3: hp 105; CR 12; Large Aberration; HD 9d8+3d4+48; hp 105; Init +1; Spd 40 ft.; AC 16, Touch 10, Flat-footed 15; Base Atk +7; Grp +15; Atk/Full Atk +10 melee (3d6+6 plus poison, bite); Face/Reach 10 ft./5 ft.; SA Charming gaze, poison, spells; SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +7, Will +12; Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 18.

Skills and Feats: Concentration +19, Listen +15, Spellcraft +11, Spot +15; Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials^B, Improved Natural Attack (bite), Lightning Reflexes.

Sorcerer Spells Known (6/7/7/7/6/4; save DC 14 + spell level): 0th—*acid splash, cure minor wounds, detect magic, guidance, inflict minor wounds, message, prestidigitation, resistance, touch of fatigue*, 1st—*mage armor, magic missile, protection from good, ray of enfeeblement, shield*, 2nd—*cure moderate wounds, false life, summon swarm, touch of idiocy*, 3rd—*displacement, lightning bolt, water breathing*, 4th—*greater invisibility, unholy blight*, 5th—*slay living*.

Charming Gaze (Su): As charm person, 30 feet, Will DC 20 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Spirit nagas can cast spells from the cleric spell list and from the Chaos and Evil domains as arcane spells. The cleric spells and domain spells are considered arcane spells for a spirit naga, meaning that the creature does not need a divine focus to cast them.

APL 14 (EL 16)

☛Kraken, Advanced 32HD: CR 16; Gargantuan Magical Beast (Aquatic); HD 32d10+352; hp 504; Init +4; Spd Swim 20 ft.; AC 20, Touch 6, Flat-footed 20; Base Atk +32; Grp +56; Atk +41 melee (2d8+12/19-20, tentacle); Full Atk +41 melee (2d8+12/19-20, 2 tentacles) and +35 melee (1d8+6, 6 arms) and +35 melee (4d6+6, bite); Face/Reach 20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm); SA Improved grab, constrict 2d8+12 or 1d8+6; SQ Darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities; AL NE; SV Fort +29, Ref +18, Will +17; Str 34, Dex 10, Con 32, Int 21, Wis 20, Cha 20.

Skills and Feats: Concentration +46, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Listen +42, Search +28, Sense Motive +40, Spot +42, Survival +5 (+7 following tracks), Swim +34, Use Magic Device +16; Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Natural Attack (arm), Improved Overrun, Improved Trip, Iron Will, Power Attack, Weapon Focus (tentacle).

Improved Grab (Ex): To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A kraken deals automatic arm or tentacle damage with a successful grapple check.

Jet (Ex): A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): A kraken can emit a cloud of jet-black in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Spell-like abilities: 1/day—*control weather, control winds, dominate animal* (DC 18), *resist energy*. Caster level 9th. The save DC is Charisma-based.

Skills: A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APL 16 (EL 18)

☛Yuan-Ti, Anathema: CR 18; Huge Aberration; HD 22d8+198; hp 297; Init +5; Spd 40 ft; swim 20 ft.; AC 29 (-2 size, +1 Dex, +20 natural), touch 9, flat-footed 28; Base Atk +16; Grp +32; Atk +26 melee (2d8+16 plus 2D6/15-20, *+1 gargantuan blasphemous falchion*) or +22 melee (1D8+8, claw); Full Atk +26/+21/16 melee (2d8+16 plus 2D6/15-20, *+1 gargantuan blasphemous falchion*) or +22 melee (1D8+8, 2 claws) and +20 melee (1D8+4, 6 bites); Face/Reach 15 ft./15 ft); SA Improved grab, constrict 1d8+8, poison, spell-like abilities, psionics; SQ Darkvision 60 ft., acid and poison immunity, all-around vision, attach grafts, DR 15/good and magic, electricity and fire resistance 10, SR 26, regeneration 5; AL CE; SV Fort +16, Ref +10, Will +20; Str 31, Dex 13, Con 29, Int 24, Wis 24, Cha 22

Skills and Feats: Climb +35, Knowledge (arcane) +32, Knowledge (dungeoneering) +32, Concentration +34, Hide +18*, Listen +32, Move Silently +26, Search +36, Spot +36, Swim +18, Survival +7*; Blind-Fight, Improved Critical (falchion), Dodge, Combat Expertise, Improved Initiative, Lightning Reflexes, Weapon Focus (falchion), Power Attack

Spell-Like Abilities: 3/day—*animal trance, cause fear, deeper darkness, entangle, haste, neutralize poison, suggestion, baleful polymorph, unholy blight*, 1/day—*blasphemy, unholy aura*. Caster level 20th; save DC 16+spell level

Possessions: *belt of giant strength +4*

Appendix Two: New Rules

Dread Pirate, as presented in *Song & Silence*, modified by the LG 3.5 Changes to the Class Guidebooks.

Dread Pirate as presented in *Song & Silence*

Thugs and cutthroats in every port lay claim to the title “pirate,” but actually making a fortune through piracy is no easy task. A dread pirate, however, has mastered every aspect of larceny on the high seas. His network of contacts tells him when a particularly valuable cargo is shipping out. After a flawless ambush at sea, he swings aboard the target ship on a rope, rapier in hand. Once he and his shipmates have overpowered the prize vessel’s crew, they liberate the cargo and make their escape. Later, the dread pirate meets representatives from the black market in some isolated cove and sells his newly acquired cargo for a handsome profit.

Some dread pirates accomplish their goals through fear, killing indiscriminately and ruling their ships at rapier-point. Others minimize bloodshed and exhibit a curious sort of chivalry, perhaps realizing that the captain and crew of a prize ship are more likely to surrender if they believe they’ll live to see port again. Now and then a dread pirate takes his chivalric streak a step further and preys only on the ships of enemy nations-or even solely on other pirates.

A dread pirate’s lifestyle fits most rogues to a tee, for the job requires a number of skills that members of other classes don’t have the time or inclination to

learn. However, the class is also attractive for some spellcasters, who can use magic to conceal their ships or incapacitate a prize vessel’s crew.

Hit Die: d6

Requirements

To qualify for the dread pirate prestige class, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +4

Skills: Appraise 8 ranks, Profession (sailor) 8 ranks, Swim 5 ranks, Use Rope 5 ranks.

Feats: Quick Draw, Weapon Finesse

Special: The character must own a ship worth at least 10,000 gp. The method of acquisition-purchase, force of arms, or skullduggery-makes no difference, as long as he can freely operate it on the high seas.

Class Skills

The dread pirate’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *PC’s Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Fight with two weapons
2 nd	+2	+0	+3	+0	Fearsome reputation +2
3 rd	+3	+1	+3	+1	Rope swing, wind at your back
4 th	+4	+1	+4	+1	Fearsome reputation +4
5 th	+5	+1	+4	+1	Leadership +2, shifting deck
6 th	+6	+2	+5	+2	Come about, fearsome reputation +6
7 th	+7	+2	+5	+2	Concealed weapon attack, leadership +4
8 th	+8	+2	+6	+2	Fearsome reputation +8, <i>hoist the black flag</i>
9 th	+9	+3	+6	+3	Leadership +6
10 th	+10	+3	+7	+3	Fearsome reputation +10, scourge of the seas

Class Features

The following are class features of the dread pirate prestige class. The Difficulty Class (DC) for any required skill check is included where appropriate.

Weapon and Armor Proficiency: A dread pirate is proficient with simple and martial weapons and with light and medium armor. If he is wearing light, medium, or no armor he can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting. A dread pirate most often fights with a rapier and either a short sword or a dagger in his off hand. If he has no magical means of swimming in armor, he usually goes unarmored, at least while aboard ship.

Fearsome Reputation: At 2nd level, the dread pirate is developing a reputation on the high seas. At this point, he must decide whether to adopt the honorable pirate's code (avoid undue bloodshed and focus on cargo, not mayhem) or take the more bloodthirsty, dishonorable approach. Unless he is going incognito, the dread pirate gains a +2 circumstance bonus on Diplomacy checks (if honorable) or Intimidate checks (if dishonorable). Every two dread pirate levels thereafter, this bonus increases by +2. Failure to live up to his reputation at any point may (at the DM's discretion) negate these bonuses.

Rope Swing (Ex): If a number of overhead ropes or booms are nearby (and on a ship, they almost always are), a dread pirate of 3rd level or higher can grab one and swing up to 20 feet in a straight line as a move-equivalent action or as the movement portion of a charge action. If the dread pirate makes a successful Use Rope check (DC 15), this movement doesn't provoke attacks of opportunity for moving through threatened square. A successful Use Rope check (DC 25) allows the character to move up to 20 feet through occupied squares without provoking attacks of opportunity. Failure in either case means the dread pirate swings through the desired area but provokes attacks of opportunity normally. Rope swing can be used on land as well-in a room with a tapestry or chandelier, for example.

Wind at your Back: At 3rd level, the dread pirate has become a master at eking every bit of propulsion out of the prevailing winds. Any ship he captains moves 1 mile per hour faster than normal.

Leadership Bonus: At 5th level, the dread pirate gains a +2 bonus to his character level for the purpose of acquiring cohorts with the Leadership feat. Every

two dread pirate levels thereafter, this bonus increases by +2.

Shifting Deck: As a free action, a dread pirate of 5th level or higher can attempt a Balance check (DC 15). Success negates any penalties for uneven ground, such as a ship's deck in rolling seas, and any higher-ground bonuses that opponents might otherwise have. The DM may set a higher DC for checks involving particularly uneven or dangerous ground.

Come About: The dread pirate's ability to maneuver a vessel is legendary. At 6th level, he gains a +4 insight bonus on Profession (sailor) checks.

Concealed Weapon Attack: A dread pirate often hides small daggers up his sleeves or in his boots. At 7th level, a dread pirate who doesn't already have the sneak attack ability gets it now at a +2d6 damage bonus, but he can use it only to make sneak attacks with concealed weapons. If the character does have the sneak attack ability from a previous class, the damage bonuses stack only for sneak attacks made with concealed weapons.

Hoist the Black Flag (Sp): The unique insignia of a dread pirate of 8th level or higher is so well known that when it is displayed on a flag or banner, every ally within 50 feet of it gains a +2 morale bonus on attacks. This bonus lasts for 10 rounds after the flag is revealed, or until it is destroyed or lowered, whichever occurs first. Hoist the black flag may be used three times per day, and the dread pirate must either hoist the flag personally or hand it to an ally who then hoists it.

Scourge of the Seas: A 10th-level dread pirate's exploits have become so legendary that hundreds of able sailors are willing to sign on as his crew for no compensation other than a share of the booty. High-level dread pirates can use their influx of sailors to crew pirate fleets of up to a dozen ships. Any small city's dock district has enough sailors (1st-level warriors and experts) to crew a single ship, and a larger city can provide the crew for an entire fleet. This ability is separate from the Leadership feat; crewmembers acquired with the scourge of the seas ability don't count as cohorts or followers.

Yuan-Ti Anathema, as presented in Fiend Folio
(and modified by 3.5 revision update)

Yuan-Ti Anathema

Huge Aberration

Hit Dice:	22d8 + 198 (297 hp)
Initiative:	+5
Speed:	40 ft., climb 20 ft., swim 20 ft.
AC:	29 (-2 size, +1 Dex, +20 natural), touch 9, flat-footed 28
Base Attack/Grapple:	+16/+32
Attack:	Gargantuan +1 <i>blasphemous falchion</i> +23, or claw +22 melee
Full Attack:	Gargantuan +1 <i>blasphemous falchion</i> +23/+18/+13, or claws +22 melee and 6 bites +20 melee
Damage:	Gargantuan +1 <i>blasphemous falchion</i> 2d8+13 (+2d6) against good), claw 1d8+8, bite 1d8+4 plus poison
Face/Reach:	15 ft./15 ft.
Special Attacks:	Constrict 1d8+8, improved grab, poison, psionics, spell-like abilities
Special Qualities:	Acid immunity, all-around vision, attach grafts, darkvision 60 ft., DR 15/good and magic, electricity resistance 10, fire resistance 10, poison immunity, regeneration 5, scent, SR 26
Saves:	Fort +16, Ref +10, Will +20
Abilities:	Str 27, Dex 13, Con 29, Int 24, Wis 24, Cha 22
Skills:	Climb +33, Craft or Knowledge (any two) +32, Concentration +34, Hide +18*, Listen +32, Move Silently +26, Search +36, Spot +36, Swim +16, Survival +7*
Feats:	Blind-Fight, Cleave, Dodge, Combat Expertise, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack
Climate/Terrain:	Warm forest and underground
Organization:	Solitary or cult (1 anathema plus 2- 13 purebloods, 2-5 halfbloods, and 2-4 abominations)
Challenge Rating:	18
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+6

Revered as divine incarnations of their unspeakable deity, these creatures are the most loathsome form of the vile yuan-ti race. They represent such a perversion

of their original human nature that their very existence is heresy against all the deities of humanity, no matter how evil-thus, they proudly call themselves anathema.

An anathema's basic shape is that of an enormous serpent, some 25 feet long. A pair of arms and the vague shape of a humanoid torso are the last vestiges of its original humanity. The arms end in clawed hands with only three fingers. In place of a head, six long serpents project from the top of the torso, allowing the creature to see in all directions and attack as many as eight different opponents at once. The creature's scales range in shade from deep maroon to midnight blue or violet black, usually lighter on the torso and underbelly. Its twelve eyes glitter yellow with malice and intelligence. It has a musky odor about it that most mammals find unsettling.

Like other yuan-ti, anathemas speak their own language, plus Common, Draconic, and Abyssal.

COMBAT

When found with other yuan-ti, an anathema prefers to let its minions handle the mundane work of melee combat while it uses its psionics and spell-like abilities to weaken the enemy ranks. Alone, or when forced into melee, an anathema grapples opponents, using its dissolving touch psionic power to melt foes in its grasp, and blasting enemies who are hanging back from combat (archers and spellcasters) with its spell-like abilities.

Constrict (Ex): With a successful grapple check, an anathema can constrict a grabbed opponent, dealing 1d8+8 points of bludgeoning damage.

Improved Grab (Ex): If an anathema hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +32). If it gets a hold, it also constricts on the same round. Thereafter, the anathema has the option to conduct the grapple normally, or simply use one of its six serpent-heads to hold the opponent (-20 penalty on grapple check, but the anathema is not considered grappled). It usually chooses the latter option.

Poison (Ex): An anathema delivers its poison (Fort DC 30 negates) with each successful bite attack. Initial and secondary damage are the same (1d4 Con).

Psionics (Sp): An anathema can produce the following effects at will.

Alternate Form: An anathema can assume the form of a Tiny to Huge viper (see the Monster

Manual). This ability is similar to the *shapechange* spell cast by a 19th-level sorcerer but allows only viper forms. In viper form, the anathema's poison deals 1d6 points of Constitution damage instead of 1d4.

In addition, an anathema can assume the form of a viper swarm (described in *Fiend Folio*)

Chameleon Power: An anathema can change the coloration of itself and its equipment to match its surroundings. *An anathema using *chameleon power* receives a +10 circumstance bonus on Hide checks.

Detect Poison: As the spell cast by a 20th-level sorcerer.

Dissolving Touch: An anathema can exude acid from its body, dealing 7d6 points of acid damage to anything it touches. If it uses this power when grappling or constricting an opponent, the acid deals 10d6 points of damage instead. The acid is effective only on the round when this power is used, and it becomes inert when it leaves the anathema's body.

Mass Aversion: An anathema creates a compulsion effect targeting all enemies within 30 feet. The targets must succeed on a Will save (DC 27) or gain an aversion to snakes for 10 minutes. Affected subjects must stay at least 20 feet from any snake, yuan-ti, or ti-khana creature (described in *Fiend Folio*), whether alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding on another Will save (DC 27), but still suffers from deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off or the subject is no longer within 20 feet of a snake, yuan-ti, or ti-khana creature. This ability is otherwise similar to antipathy as cast by a 16th-level sorcerer.

Spell-Like Abilities: 3/day-*animal trance*, *cause fear*, *deeper darkness*, *entangle*, *haste*, *neutralize poison*, *suggestion*, *baleful polymorph*, *unholy blight*, 1/day-*blasphemy*, *unholy aura*. Caster level 20th; save DC 16+spell level.

All-Around Vision (Ex): An anathema's six heads allow it to see in all directions at once. Because of this ability, it has a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Attack Grafts (Su): An anathema has the ability to transform humanoid and monstrous humanoid creatures, making them more like yuan-ti. Each day, an anathema can attach eight yuan-ti grafts (described in *Fiend Folio*) to one or more creatures. This requires 1 hour of uninterrupted work per graft, during which the anathema can do nothing else. Between grafts, the anathema can rest or engage in light activity such as

talking or walking but cannot fight, cast spells, use magic items, conduct research, or perform any other physically or mentally demanding task.

In addition, anathemas can create the mixture of venom, roots, and herbs required to create either a tainted one or a broodguard (described in *Savage Species* and *Monster Compendium: Monster of Faerun*).

Regeneration (Ex): An anathema takes normal damage from force effects and adamantite weapons. Attack forms that don't deal hit point damage ignore regeneration, and an anathema does not restore hit points lost from starvation, thirst, or suffocation.

Scent (Ex): An anathema can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Anathemas have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Anathemas have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered. Anathemas have a +8 racial bonus on Survival checks when tracking by scent.

ANATHEMA SOCIETY

Anathemas are extremely rare among the yuan-ti, and yuan-ti society as a whole seems not quite sure what to do with them. They are never found in yuan-ti cities, for the power they represent is such a destabilizing force that order and structure collapse around them. Many live as solitary outcasts in the wilds near larger collections of yuan-ti.

Most anathemas, however, quickly gather cults of other yuan-ti around them, sometimes involuntarily. The most warped and unstable yuan-ti of that whole warped and unstable species are irresistibly drawn to the unspeakable evil that the anathemas exude, and a violent cult is the natural result.

A cult centered around an anathema is always a plague on the surrounding lands. No race or kind of creature can live in peace with such a cult nearby, for the yuan-ti will not rest until they have obliterated any other civilization within a week's travel of their lair. An anathema's only creed is annihilation in service to the great serpent who, the yuan-ti believe, will one day devour the world.

ANATHEMA ITEMS

Anathemas are known for a number of unique items, both magical and mundane. Finding these items in the hands of a lesser yuan-ti is an almost certain sign that they are members of an anathema cult.

Blasphemous Weapons: Weapons with this property are a blight upon the world, and a paladin or good cleric who learns of one's existence is duty-bound to work unceasingly toward its destruction. A blasphemous weapon is evilly aligned due to the fiendish spirit bound within it. Like an unholy weapon, it deals 2d6 points of bonus unholy (evil) damage against all of good alignment; on a critical hit this damage is increased to 2d10 and the weapon unleashes a limited *blasphemy* effect that targets only the creature hit.

A blasphemous weapon bestows two negative levels on any good creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Blasphemous bows, crossbows, and slings bestow the property upon their ammunition.

Anathemas often equip their most powerful cultists with blasphemous scimitars and falchions.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *blasphemy*, *unholy blight*, creator must be evil; *Market Price:* +4 bonus.

Serpent Symbol: This silver disk represents the world with a snake coiled around it, mouth gaping wide as if to consume it. This is a holy symbol used by anathema cults, symbolizing their devotion to destruction and giving them some concrete magical abilities to back it up. Once per day, a *serpent symbol* can generate either a *disintegrate* spell or a *destruction* spell, according to the command of the wearer. The save DC for both effects is 20. The device functions only in the hands of a yuan-ti. (However, a character with the Use Magic Device skill can emulate the yuan-ti race to make the *serpent symbol* function.)

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, Heighten Spell, *destruction*, *disintegrate*, creator must be a yuan-ti; *Market Price:* 50,000 gp.

Sickening Weapon: A Sickening weapon functions as an unholy weapon that releases extra unholy power upon striking a successful critical hit against a good creature. The struck creature hit must

make a successful Fortitude save (dc 16) or take a –2 penalty on attack rolls, weapon damage rolls, saves, skill checks, and ability checks for 1d4 rounds.

Lower-level yuan-ti cultists often wield sickening weapons.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *unholy blight*, creator must be evil; *Market Price:* +3 bonus.

Venomous Fire: This alchemical creation is an insidious method of delivering toxic venom. In essence, venomous fire is similar to alchemist's fire—it is a viscous substance that burns when exposed to air. However, it is also mixed with yuan-ti venom, so that, in the round after taking any damage from the fire itself, a character must make a Fortitude saving throw (DC 17) against the poison that entered the body through the wounds from the fire. Initial and secondary damage from the poison are the same (1d6 Con). If the fire is allowed to burn for another round (thus causing the character to take damage on successive rounds), the character is exposed to two doses of poison.

A flask of venomous fire is a grenadelike weapon with a range increment of 10 feet. It deals 1d6 points of fire damage on a direct hit, plus 1d6 points of fire damage in the next round if it is not extinguished (requiring a full-round action and a Reflex save against DC 15). A splash deals 1 point of fire damage, and a target hit by the splash has a +4 circumstance bonus on the Fortitude save against the poison.

Cost: 220 gp; *Weight:* 1 lb.

ANATHEMA CHARACTERS

An anathema's favored class is cleric. Like other yuan-ti clerics, anathemas worship Merrshaulk and can choose any two of the following domains: Chaos, Evil, Destruction, and Plant.

Because of its numerous special abilities, an anathema PC's effective character level (ECL) is equal to its class level + 28. Thus, a 1st-level anathema cleric has an ECL of 29 and is the equivalent of a 29th-level character.

Player Handout 1: Sealed Message

This wax-covered scroll has a fine seal of a wooden circle with an arc passing across it. It appears to have been written some time ago.

Greetings my friends. I am proud of the tasks you have performed on the road west, and am saddened to call on you so soon.

There is a matter of great importance occurring in Dyvers, and I ask that you meet with some of the local walkers if you would be so kind as to help. I wish I could be there to see your faces once more but fate has conspired against me.

You will be welcomed at the local Cathedral of Fharlanghn.

Walker Salidious

Player Handout 2: Message hidden in a chest

This message, written in Rhopan, was found in a chest in the living quarters along with a signet ring.

Captain,

The creatures here are crazy! They kill each other for no reason! I can't stand it here much longer, and I don't think I can wait for the next ship. I have a plan, and hopefully I'll be able to escape. I've left this message in the chest with our payment, so you'll understand why I left. I'll meet you at the appropriate spot. I've left the ring as proof I'll keep our bargain. Take their money, but keep your distance. They're not right!

-R