

NAE5-02

Return to Gefjon

A One-Round D&D LIVING GREYHAWK[®] Principality of Naerie Regional Adventure

Version 1.5

Round 1

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Breddol the Sage once again needs someone to visit the caverns of Gefjon Isle and the sleepy village of Bandhar. It's been two years since the last trip, but surely things haven't changed that much? Or maybe they have.... Either way, it's time to board a ship and return to Gefjon. A one round scenario for APLs 2-8.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at pbendal@attglobal.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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

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	

would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Principality of Naerie. Characters native to Principality of Naerie pay 1 Time Unit per round, all others pay 2 Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Travel In The United Kingdom Of Ahlissa

For adventures not set in Ahlissa this whole section can be deleted.

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventure Background

Nearly two years ago, Breddol the sage hired a team of adventurers to recover a statue from Gefjon Isle (*NAE13-01 Stone Strider*). This statue was actually his old petrified adventuring companion, elf ranger names Thellesina, whose whereabouts had been previously unknown. The statue was located in caves on the northern tip of Gefjon Isle. These caves also had several statues of strange looking amphibious creatures. An order had been placed against moving them, but Breddol had permission to remove this one statue. Recently, the interest for these statues has waned.

Unknown to everyone (but suspected by Breddol), the statues were actually made to honour dead Kuo-Toa clerics and are considered sacred by them. As such, one would make a nice addition to his personal collection, since an earlier statue was lost during the Brotherhood occupation, and the two remaining statues within mainland are in personal collection of House Heshun and another is in Sage Keep.

Unfortunately, the situation is slightly complicated by a group of Sahuagin who have decided to claim the northern tip of Gefjon and have moved the statues to lower caverns – into a shrine of Sekolah that they have built – as trophies. Recent underwater skirmishes (where the Kuo-Toans have been victorious) have enabled the Kuo-Toa to send a force to Gefjon and re-take this section of the island. Neither party is interested in the small human settlement of Bandhar. The PCs will come across both races as they confront each other and can choose to help the Sahuagin, wait for the Kuo-Toa to attack and finish off the winning side, or sneak in and steal a statue on their own.

As an additional twist, a ship of the Scarlet Sign was wrecked by storms as it neared Gefjon and the crew drowned. The ship, however, was carrying some of Brotherhoods monsters, and their overseer released them, when the ship was sinking, to give them a chance of surviving. Fortunately (or unfortunately) some of these creatures managed to swim to Gefjon. They now form the islands only credible natural hazard but have so far stayed out of Bandhar. People living in this village have heard them prowling around and are a bit wary of things, especially since they saw the Brotherhood's ship near their island, though they do not know the ship has been wrecked.

Adventure Summary

Introduction: The PCs are at the Coast Road Inn near Gornor's Cove. There they meet Rhengott Fhals who offers them a job; Fetch a statue from Gefjon isle.

Encounter 1 Gornor's Cove: The PCs briefly visit Gornor's Cove and secure transport to Gefjon Isle.

Encounter 2 Gefjon Isle: The group arrives on Gefjon where they can pick up some local news and a guide to take them to the caves, if needed

Encounter 3 To the Caves: They arrive at the caves, only to find them empty! Somebody has removed the statues.

Encounter 4 Shipwreck: The PCs come across a shipwreck, where they can find tracks to the Krenshar, Mazchedeens, and some treasure.

Encounter 5 Krenshar: Following tracks to a cavern, the PCs can find a pregnant Krenshar, which they have a chance of taming.

Encounter 6 Mazchedeens (APL4+ only): Another set of tracks leads to a northern cave where Mazchedeens have taken residence.

Encounter 7 Sahuagins & Kuo-Toas: The characters come across a meeting between Sahuagins and Kuo-Toa. PCs can attack Sahuagins or ally themselves with them.

Encounter 8 Shrine to Sekolah: The PCs can gain entry to Sekolah's shrine and find the statue along with a crate of salvaged weapons.

Encounter 9 Kuo-Toa Attack! As the sun is setting, the Kuo-Toa arrive in force. The PCs must decide if they will help Sahuagin or not.

Encounter 10 Back to the mainland: After all is done, the PCs head back to Bandhar. Fortune is with our heroes today as a ship has just pulled into the harbour and is going to Naerie city. In Naerie city, they might get questioned by authorities if they are not careful with the statue.

Conclusion: When the PCs finally get to Breddol's house he is most pleased and gives PCs their reward. A suitable place has already been selected for the statue, and it is quickly placed there.

Introduction

DM information from Naerie Gazetteer: *Coast Road Inn:* More like a thorp, Coast Road Inn is a very popular tavern about 15 miles east of Gornor's Cove. It is run by a man named Butor (N male human Exp7), and it is a popular place of rest for merchants and adventurers travelling along the coast. It has large areas for horses, wagons and so forth. Butor employs over 20 people in his Inn.

Read or paraphrase the following:

It's a warm day in the Barony of Monne and the sun is shining brightly through the windows of the Coast Road inn as customers enjoy their breakfast. You've seated yourself in the corner table with several strangers who seem to be adventuring types.

Have players introduce each other at this point and then continue reading:

A group of mercenaries and a well dressed man seem to have a heated discussion at a nearby table,

"...But you lot promised to do it! I even paid you in advance!" the man says.

A brutal looking half-orc is quick to respond, "Yer right, but we got a better job instead of hauling dung covered statues around. Nuffing personal an that" and his three companions are quick to nod in agreement.

He throws a purse on the table, "But yer get yer money back, no worries. Come on lads, there are better offers in Sunndi."

As the Half-Orc and his three companions leave, the scholarly man is left alone at his table.

If any of the PCs have played *NAEI3-01 Stone Strider*, choose one of them and read the following:

Suddenly the man notices (PCs name). "I know you - you helped my employer Breddol two years ago! Remember me? Rhengot, Rhengot Fhals! Would you be interested in another job?"

If not, read the following:

The man notices you. "Excuse me fine sirs, but would you be interested in a small job? My name is Rhengott Fhals and I work for Breddol the Learned."

🔱 **Rhengott:** LN Male human Rog4; see Appendix 1-4.

Rhengott is looking for a group to travel to Gefjon and retrieve a statue of an amphibious creature from the caverns at the northern part of the island. He is a well dressed and well behaved man who just turned 28. His initial offer will be 4 nightingales (platinum pieces) x APL but after a successful hagggle (a successful DC 10 Diplomacy check) he can go up to 5 nightingales x APL. He can also issue characters with a travel pass in Breddols name that gives them a free return passage to Gefjon if PCs ask about paying for their journey. There is just one problem, this time Breddol does not have permissions from the Royal Office of Antiques, but Rhengott will not reveal this immediately.

Knowledge (Splintered Sun) or Knowledge-(history) can tell following things about Breddol:

DC 10: Breddol lives in Naerie city and collects exotic items. He is also a frequent visitor to Sage Keep in Barony of Schwente.

DC 15: In 593 CY he hired a group of adventurers to recover a petrified statue of his old adventuring companion from the caverns of Gefjon Isle.

DC 20: He spent brotherhood occupation hiding in Hollow Highlands, while hiring a Suel merchant to look over his house. Brotherhood stole some items from his nonetheless.

DC 25: His adventuring companion was an elf called Thellesina. She has bought an house from 'Fey Circle' (elf community) in Naerie city and is slowly adjusting to her new life.

Q: Who is Breddol?

A: *"You have not heard of him? How strange. He is a scholar of great repute, famous throughout Naerie, retired adventurer, respected member of Sage Keep and most importantly, my employer (Rhengott grins)."*

Q: So what do you want us to do?

A: *"Oh, a simple job. Go to caverns at the northern part of Gefjon isle and bring a statue back to Breddol in Naerie City. He will pay you (4 x APL) nightingales for this."*

Q: How do we get to Gefjon?

A: *"I suggest you go to Gornor's Cove and look for a boat there. I'm sure you will find one that can take you to Gefjon, unless you own your own boat that is. I can even write you travel documents so ship captains can later charge your traveling expenses from Breddol."*

Q: How do we get back?

A: *"I'm sure a ship will come along sooner or later and you can get back." (opposed Sense Motive vs. Bluff, Rhengott has +2 Bluff, tells that this is not exactly true as Rhengott cannot guarantee ships going that often to Gefjon)*

Q: Tell us more about the island of Gefjon?

A: *"Gefjon lies about 16 leagues southwest of Naerie City, in the Azure Sea. On the island is a small fishing village called Bandhar. On the north coast of the island are some natural caves. Some of these are completely submerged in the sea, others only partially so, and some of these contain the statues that Breddol is interested in."*

Q: How big is the statue?

A: *"About the size of a human. You might want to take a coffin or something like that to carry it (laughs). You can choose any statue you want, as long it's intact."*

Q: What are those statues?

A: *"We're not sure. Breddol thinks they may be statues of Kuo-Toa or Locanthans that live in Azure Sea. Why is there a cave full of their statues? We don't know, and people in Sage Keep have more interesting things to explore these days or at least that's what they say."*

Q: Can you pay us in advance?

A: *"I can give you half now and the rest when you deliver the statue to Breddol."*

Q: Is it a petrified ranger this time?

A: *"No no, just a regular statue, you have my word. (true)"*

Q: What do you know of Bandhar?

A: *"Bandhar houses about 100 people, most of them live by fishing, though there are some shepherds and small scale farming as well. The Servants of Procan have a small shrine there, though I really wonder why they bother, and it also has a general store and a low-quality inn."*

Q: Do you have permission to remove the statue?

A: *"Well...no, but it's just one statue. Nobody get's hurt if one is removed so there's nothing to worry about."*

A DC 10 Profession (lawyer) or DC 15 Knowledge (Splintered Suns) check can tell that getting caught in a crime like that would probably mean a month or two in jail and light fines.

Q: Do we need a guide on the isle?

A: *"I doubt it. A man walks from one end to another in a day. Ask the locals if you need one. I'm sure one of them will be your guide."*

If the PCs agree, read the following:

"Excellent. I'll meet you again in Naerie city once you are done. Breddol's home is in Luna Way. Oh, and try to be discrete when walking around with the statue. Captain Belva, Damar Rocharion or any of their lackeys might get interested, if you know what I mean."

If the PCs don't agree, the adventure is over.

Treasure:

If the PCs took the job, and asked for it, they get half their reward in advance.

APL 2: Loot (0 gp); Coin: (50 gp); Magic: (0 gp).

APL 4: Loot (0 gp); Coin: (100 gp); Magic: (0 gp).

APL 6: Loot (0 gp); Coin: (150 gp); Magic: (0 gp).

APL 8: Loot (0 gp); Coin: (200 gp); Magic: (0 gp).

Development: Assuming the characters agree, their next stop will be Gornor's Cove. Move to Encounter 1. If they insist, they can get a boat from Naerie city as well, in which case you must adjust the box text. If they have access to *teleport* spell or their own ship, then you can of course skip immediately to Gefjon.

Troubleshooting: If PCs report Rhengott, they receive half of the money offered as reward (see above) but the adventure ends. You may award them with full role-playing experience though.

Encounter 1: Gornor's Cove

Several miles along the coast road, is the sheltered natural harbour of Gornor's Cove, which also gives its name to the town. This town suffered much during the Brotherhood occupation and parts of it are still being rebuilt, years after the war. On a hilltop above the city, is the burial place of

Saint Idee of the Sails. Its walls stand proud, overlooking Gornor's Cove and the Azure Sea. However, the Nightingale banner of Ahlissa hangs over one wall, constantly reminding the town whom it's true masters are. Many stories are told about the hatred that the people of this town feel for Scarlet Brotherhood, Ahlissa and even old Ideean rulers."

If the characters followed Rhengot's advice, they should be in Gornor's Cove now.

👑 Gornor's Cove (Small Town): Conventional (House Lyrthi and Nuran both wield strong influence in town); AL LN/N/CG/CN; 800 gp limit; Assets (68,000 gp); Population 1,700; Mixed: Humans (Oeridian/Suel) 82%, Halflings 9%, Elves 7% Half-Orc 1%, Gnome 1%)

Authority figures: Eberic of House Lyrthi (LN male Ari6/Ftr4), local ruler. Thriendrill of Prymp (LE female Ft7/Marshall4), commander of Ahlissan garrison, Mudoric (LN male Clr8 of Zilchus), priest of Zilchus, Saron (N male War9), leader of city watch, Nuran (NG female Clr11 of Osprem), overseer of Saints burial site and leader of Osprems faith in Naerie.

Important characters: Qita (CN Aaracokra female Wiz9), Harbormaster Tedin (LN male Exp9) Ordog (N male Clr8), High priest of Xerbo in Naerie, Kalkat (N male Com13), leaders of the fishers guild.

Note: This is very free flowing encounter and DM can spend as much (or little time) he chooses in this town.

Gornor's Cove is a busy town when it comes to commerce but under the surface the disapproval towards Ahlissans is kept barely under control. Many people (especially after a few drinks) are not afraid to proclaim Ahlissans and especially Xavener as scumbags and the city watch, mostly composed of natives (Ahlissans like to stay among their own) are content to jail them for a day before sending them back home. They like the Scarlet Brotherhood even less and any Suel who seems a bit "funny" (out of region Suel character) or has *Pureblooded Suel* feat suffers a -2 penalty on all Charisma based skills when dealing with residents of the town and item prices are 5% higher than normal for them. The only person that almost the whole town likes is Overseer Nuran, who tends the burial site, even though she cannot let anyone but priesthood in.

Gornor's Cove has a large temple of Osprem and shrines to Zilchus, Procan & Xerbo. Temple of Osprem is heavily guarded by Ahlissan soldiers and making trouble there should be heavily penalised.

If the PCs go around looking for information or go to buy some supplies (like the coffin mentioned by Rhengott), they will also hear one of the following pieces of information on a successful DC 10 Gather Information check. If they fail, they get the usual "X (boy) & Y (girl) were seen together, they can't be up to any good" or "Somebody stole some broccoli from my garden, must be the bloody Hextorites!"

- People have seen wizard Qita flying back and forth between her tower and Sage Keep but the reasons for it are unclear.
- Captain Valetta set out three weeks ago to follow the rumours about 'Jungle of Lost Ships' and a vast treasure that could be found from there.
- A Dwur merchant returning from Onnwal reported seeing black forms over the Headlands when he was coming back.
- House Heshun is said to be hiring more half-orcs and orcs to their military units.
- A group of adventurers has found an old temple of Suloise gods in the Barony of Ingmalt.
- After the Naerie Compact, trade to Onnwal and Irongate received quite a boost. Now, many captains and merchants bring their wares here instead of going all the way to Naerie City.
- House Heshun is busy repairing Poelitz docks so they could get some revenue from trade going to Onnwal and Irongate.
- Berik Oedil (Lord of Ingmalt) is considering putting out a call for adventurers to clear out Wet Keep so it can be properly rebuilt.
- Sunndian soldiers traveling from New Keep to Naerie city have been attacked by undead creatures in Adder's Pass.
- A merchant tells that King Skotti of Keoland has been assassinated. Things there might get really bad.
- A bullywug invasion threatens settlements in southern Sunndi. A large battle was recently fought where Sunndians were forced back from their positions.
- The King of Nyronnd has changed and the new ruler is Emperor Sewardndt who has announced "Nyronnd is the true bastion of Aerdi Culture".

When the characters go to the dock area, read the following:

The atmosphere in the dock area is hectic, especially for such a small town as this. No less than twelve ships of

various sizes are here loading and unloading cargo, keeping the stevedores busy.

If the PCs go asking for a ship, they soon find out that most of the ships are headed either to Naerie City or towards Irongate, Onnwal or even further, but one ship, *The Stallion*, commanded by Captain Gerdan is heading to Gradsul (in Keoland) this evening and might make a stop at Gefjon. Once the PCs go to it, read the following:

The Stallion is docked on the west side of the harbour. It seems to be a modified cog, a ship of choice for open sea merchants, and seems to have been frequently repaired. A black bearded Oeridian man, with a limp, walks in front of it, observing items that are loaded on board, and scribbling information on a cargo manifest.

👤 **Gerdan the Lamé:** CN Male human Rog6. Gerdan is actually quite a tall and muscular individual but Lamé is a nick-name which was given by an old sweetheart of his and so he sticks with it.

Gerdan is no-nonsense captain and his tough, experienced crew is a mixture of all races imaginable and consists of professional sailors, youngsters with a taste for adventure and even a few liberated slaves that joined him after he ran across a small Pomarji ship (which he sunk). *The Stallion* frequently passes through the Strait of Gearnat to Hardby or Nyronnd and sees its fair share of action and that is the reason *The Stallion* frequently undergoes repairs.

Captain Gerdan is indeed going to Gefjon since *The Stallion* has a communal order (the whole village's needs for three months), which actually makes it worth the trouble to stop at Gefjon, and if Breddol is willing to pay for the voyage, so much the better. If the PCs did not ask for the pass from Rhengott, Gerdan will charge 5gp for each character - take it or leave it. (Mark this as other coin spent on the AR). If they ask how they can get back from Gefjon, Gerdan says he will stop at Irongate first and can ask his friend, captain Berin to collect them. He cannot give any guarantees about it though.

The Stallion sails on the evening tide, and the trip to Gefjon is uneventful. If the PCs want to interact with the captain or crew it will be up to you as DM to invent suitable personalities.

Development: Assuming the characters board *The Stallion*, move to Encounter 2. If not, they must wait a week for the next transport, losing an additional 1 TU as they wait for another ship or end the adventure here.

Encounter 2: Gefjon Isle

The trip is uneventful and The Stallion arrives off the village of Bandhar around noon. The village is very unremarkable. A few piers with small fishing boats form the village's 'docks area' and the village itself only has a score of buildings, most of them simple wooden huts. A light wooden palisade with an unstable looking watchtower is built on the northern side of the village. On the waterfront is a small stone building with a symbol of a trident over a cresting wave, and a larger wooden house with a board showing a beer mug. Captain Gerdan goes ashore to deal with the harbormaster, while the crew begins off-loading the small amount of cargo for the villagers.

If the PCs have followed the most obvious route, they should have arrived in Bandhar with Gerdan. If they arrived by means of spells, like *teleport*, adjust the text accordingly. Anyone who played *NAEI3-01 Stone Strider* will remember that the palisade was not there last time they were here. A successful DC 10 Knowledge (religion) check reveals that the symbol on the temple is that of Procan, the Storm Lord. A DM map has been supplied in the appendix section for you to keep track of PC movements around the island.

👑 Bandhar (Hamlet): nonstandard (people generally mind their own business, coming together if situation requires it); AL N; 100gp limit; Assets (500gp) ; Population 100; Isolated (Humans o/s 96%, Halfling 4%).

Authority figures: Sannin (LN female Ftr3), local constable. Betto (LN male Exp4), community leader, Fregn (CN male Clr4 of Procan), religious leader.

Important characters: Tarmet (N male Com5), "Harbormaster", Sirida Burrowfeet (NG female halfling Exp2) and her family (3 members), Redasi of Sulward (LE male Wiz4), refugee from Lordship of the Isles. Severic (N male War5), militia leader, also a fisherman. Anig (CN female exp2), local barkeep, Edla (CN female Exp1), manager of general store.

The people of Banhdar don't pay much attention to the outside world. Happenings in Ahlissa rarely touch them and even when they do, the villagers ignore them unless there is a direct threat, in which case they adapt to it as best they can. New people are politely welcomed as long as they don't cause trouble, but otherwise people don't try to mingle with outsiders.

Bandhar has three buildings that might be useful to the PCs.

1. Temple of Procan
2. Fickle's General Store
3. Anig's Bar/Inn.
4. Redasi's home.

If they want to visit other buildings/people, you must invent suitable personalities yourself. Under no circumstance should they run into Raneh Shad. Regular people can tell following things:

- A ship with scarlet sails was spotted circling the island a little over a month ago and the people panicked, even though the ship went away. In response, a wooden palisade was built in case of Brotherhood attack on the northern side of the island.
- Another ship was seen five days ago. However a storm hit the island the same day and the ship has not been seen since.
- Strange animal noises have been heard from the north during last three days. People are a bit worried about it.
- Some weapons were ordered from the mainland to supplement the villages quite limited armaments.
- The newest arrival to the island is Redasi of Sulward, from the Lordship of the Isles. He seems to be a wizard of some sort and does not interact with the locals much.
- Fishermans have complained that their nets have been damaged and that catches of fish have been more meager than usual.

1. Temple of Procan:

Read or paraphrase the following

This small temple is dedicated to Procan, The Storm Lord. From its size, you would estimate that it could probably hold a gathering of around 20 people. It is a mystery why anyone would actually bother to build one in a tiny place like Bandhar.

This temple is maintained by Fregn (CN male Clr4 of Procan) and Bettel (N female Clr2 of Procan), a husband/wife team. Both are hardy looking Oeridians. Clerical spellcasting (up to 2nd level spells) is available here.

These two can tell the same things as mentioned above, but pass off the animal sounds as 'illusions that they've conjured up on their own minds because they're

bored'. When the ship of the Scarlet Sign appeared, Fregn & Bettel asked for Procan to help them and they are quite confident that the ship is no more and people should get on with their normal routine. If the PCs say they can try to find out, Fregn offers a letter of recommendation, which (see AR) might open a few doors on the mainland since he holds some leverage in that direction. Some example answers are below for you to use.

(Portray Fregn & Bettel as true believers)

Q: Who are you?

A: *"Fregn & Bettel, loyal servants of the Storm Lord, Procan."*

Q: Why are you here in this small village?

A: *"Surprising isn't it? But on this small island, surrounded by the sea, we can be close to the Storm Lord's presence. Not many in this village pray directly to him, but they all want to be safe from storms and that is what my lord can arrange."*

Q: Has anything strange happened lately?

A: *"A ship of the Scarlet Sign appeared but I prayed to Lord Procan to protect us and he did so. The ship is no more."*

Q: How can you know?

A: *"Because Lord Procan wanted it so. Don't believe when villagers say something about noises or scarlet warriors in the north. They are just illusions they've conjured up because they are bored. I wish Lord Procan would send a piece of the ship back to us so they would believe me but alas, Lord Procan does not wish to return what is rightfully his."*

Q: What if we bring this proof?

A: *"It would please me. I'm sure we can arrange something if you find it."*

Q: Do you know anyone who could work as a guide for us?

A: *"See if you can find Ator. He goes hunting around the isle and might be willing to help you. Anig, the barkeeper should know his whereabouts."*

Q: Any dangers on the island?

A: *"Aside from drowning or falling from a cliff? None that I can think of."*

Q: Can you tell us where the caves are?

A: *"Just walk north – you'll find them."*

2. Fickle's general store:

Read or paraphrase the following:

This small shop is full of ropes, tools, old weapons and assorted equipment. A middle-aged Oeridian woman maintains it, along with a young lad who spends most of his time swinging a wooden sword.

The village of Bandhar is small and Edla Fickle's general store *Fickle Wares* is the center of it. Characters can buy equipment from the PHB up to Bandhar's gp limit. Due to tight supply, prices for items are 120% of the listed price, rounded down to a nearest silver piece. Equipment is bought from non-islanders for 60% of the listed price instead of usual 50%.

👤 **Edla:** N Female human Exp2

👤 **Brozar:** N male (boy) human Com1

Edla can tell the same things as the other villagers. If the PCs ask if her son would like to guide them to caves, Edla forbids it since there is something dangerous up north. She can give the PCs a map of the island if they ask (give them handout 1) Below are answers to some questions:

(Portray Edla as gossiping woman and Bronzar as over-active, if a bit simple child)

Q: Has anything strange happened lately?

A: *"One of those damned Scarlet ships was circling the island recently. I'm sure they are up to no good."*

Q: Can Brozar guide us to caves?

A: *"No, there are monsters in the north. He'll be staying right here!"*
"But mum!"
"That's the end of it!"

Q: Monsters?

A: *"Yes! Severic said he saw something prowling near the palisade, and two nights ago I heard this awful screech. Poor Sirida, she and her family are nervous wrecks because of it."*

Q: Sirida?

A: *"Halfing baker. Very nice lady indeed, moved to the island last year."*

Q: Has anyone else moved to the island?

A: *(Brozar says) "Redasi! He is wizard you know, says he could turn me into a toad. Amazing isn't it!" "Ssshhh...don't talk in that tone."*
"But mum..."

Q: Do you know anyone who could guide us?

A: *"Maybe Atorr. I have a map of the island as well and you can have it if you want."*

3. Anigs Bar/Inn:

Read or paraphrase the following:

The small bar at the waterfront has seen better days. The floor is not in very good condition, the tables are small and the chairs have obviously been repaired quite a few times. At this time, the bar is empty, except for the female innkeeper and a man who is talking to her.

👤 **Anig, barkeep:** N Female human Exp2

👤 **Atorr:** CN male human Rgr1; see Appendix 1-4.

Anig's bar is a low-quality inn on the waterfront. Those who actually want to sleep here must pay an extortionate 8cp/night and the rooms are of quite bad quality (acceptable for drunken sailors who missed their ship and had to stay in the island, waiting for the next one). This is not a problem since there is not much demand for rooms on the island. Surprisingly, however, the beer is good, and a number of fishermen usually stop for a drink or two after a hard days work. The man at the bar is Atorr, Anig's 'boyfriend', who has just brought in a few rabbits he shot yesterday. Atorr can answer questions related to the island.

(Portray both as hard but friendly rural people)

Q: Do you know anyone who could guide us to caves in the north?

A: *"I can do that. 2 gp and I'll take you there and back. (mark this on other coin spent on AR)"*

Q: Any dangers in the Island?

A: *"No. Some vermin live on the north cliffs but that's all. There is an old ettercap in one of the caves as well, but the poor creature is half-blind and has bad legs, so it's not a threat to anyone except the few seagulls it catches in it's webs."*

Q: Can you take us to the Ettercap?

A: *"No."*

Q: Heard of the monsters in the north?

A: *"Sure have. Wouldn't be first time someone's long lost puppy has grown big. We have one every couple of years."*

Q: When were you outside village last time?

A: *"Yesterday. Shot a couple of conies half a mile from Bandhar, came back, skinned 'em and then I came here (winks at Anig)."*

Q: When can we leave for those caves?

A: *"I can be ready in an hour. We can get to those cliffs by tomorrow morning."*

4. Redasi's residence:

Read or paraphrase the following:

This house does not differ much from other houses of Bandhar, expect that a small blue symbol of a crown and anchor is next to the door, with the name 'Redasi' underneath it.

👤 **Redasi:** LE male human Wiz4; see Appendix 1-4.

Redasi is out fishing 50% of the time. The PCs can easily spot a blond Suel in mage robes trying to catch fish behind the house.

The PCs can knock on the door and are admitted into the presence of Redasi. He is a pure-blood Suel refugee from the Lordship of the Isles. He fell into disfavor with his previous master and had to escape. For some reason, he thought that Gefjon might make a suitable location to stay for a while. Unfortunately the people of Bandhar have no need or finances for his services and his only customers are occasional sailors who want scrolls or potions. Redasi, therefore, has taken up gardening and does some fishing (without a boat) to support himself. He is eager to listen to tales from the mainland, though he can't tell any to the players in return. He would like to move to Naerie City but fears that being from the Lordship of the Isles, people might be hostile. He desperately needs cash and if the PCs want to buy scrolls or potions from him, he is more than willing to sell them. Refer to his statistics in Appendix 1 to see what kind of scrolls/potions he can produce.

Following potions & scrolls are available, for a total amount of up to 500 gp (Bandhars asset limit). All assume minimum caster level required for spell. The following are immediately available:

potion of mage armor, oil of magic weapon, potion of cure light wounds (only 2 for sale, Redasi's own stock).

scrolls of cause fear, magic missile, ray of enfeeblement, reduce person, shield, sleep, Melf's acid arrow, false life, glitterdust, summon monster II,

PCs may copy spells from his spellbook to their own, for the cost of an equivalent scroll. Redasi is also willing to 'trade' spells of equivalent level that he does not know. Any new spells learned should be noted on that characters AR. Below are some answers that Redasi can give to questions.

(Portray Redasi as haughty nobleman, who nonetheless is eager for conversation even though he does not show it)

Q: Who are you?

A: *"I'm Redasi of Sulward."* A successful DC 10 Knowledge – (geography or Splintered Suns) reveals that he is from Lordship of the Isles.

Q: Why are you here?

A: *"My reasons are my own, as you can probably understand. I'm not exactly here because I want to be."*

Q: Come on, pretty please?

A: *"(sigh), since you would go around listening to rumors in the village anyway... I am an exile from Sulward, having fallen into a tight spot with certain people in the area. How I got here, is a long, sad and ultimately boring story so I will not tell it now."*

Q: What do you think of rumours about monsters?

A: *"I have enough things to worry about, money being most important, and don't need some non-existent monsters on top of them."*

Q: Can you sell us something?

A: *"Certainly. I have a small collection of scrolls and potions for sale immediately, or you can place orders for any spells I have access to. They will take a while to produce."*

Q: What do you think of Scarlet Brotherhood?

A: *"I can certainly say that it would be unfortunate for this island if they decided to come here in force. I would not welcome them but I doubt this place could resist even a small attack."*

Development: Once characters are done in the village, move to encounter 3.

Encounter 3: To the Caves

Note: This encounter uses encounter map 1.

The PCs should now be ready for their trip to northern Gefjon. Atorr may or may not be with them. Refer to the DM map for locations in Gefjon. If the PCs don't have a map with them, assume that they go to non-Sahuagin controlled caves first. If they have a map with them, they may pass the shipwreck location first. This is acceptable and has no real affect on the adventure.

The trip to northern Gefjon will take less than a day, but if the PCs leave at noon, they must sleep outside. Have them note their regular watches and Atorr can take one of them. Nothing happens during the night, except at the end

of last watch, a howl of an animal is heard from the north. Aside from this, nothing else happens during the night.

If the PCs sleep in Bandhar and leave in the morning, they arrive at the caves in the late afternoon when the sun is beginning to set. Adjust events accordingly.

Read or paraphrase the following:

It's been an uphill walk for a long time, but finally you reach the top of the cliffs. Waves break against the rocks over a hundred feet below. Carefully leaning over the edge, you see six dark caverns that have been carved into the cliffs below hundreds of years ago. These are the caves where the "Stone Strider" was located and according to Rhengott, home of the mysterious statues that Breddol wants.

There are six caverns in total. If the PCs were not wise enough to bring ropes or hire Atorr (who has some), climbing to the cave requires a successful DC 20 Climb check (15 for rough natural surface and 5 for slippery & mossy rock). Climb distance is 20 ft. From the mouth of the caves it's a 100 ft drop to the Azure Sea so if any character falls, use this information as guidelines how much falling damage they take. When the first PC reaches a cave, read or paraphrase the following:

The cave is empty. Not a single statue is to be found. On the floor, at regular intervals, are round areas of bare rock, free of the gull dung, which dominates the rest of the floor.

On APL2-4, also read the following:

"A chittering noise emanates from a nearby hole and four large rats come out of it."

APL 2-4: (EL1)

☛ Dire rat (4): hp 5, see *Monster Manual* p. 64

Tactics: These rats are not looking for a fight, and are trying to scare their enemy away. If attacked with ranged weaponry, they flee back into their hole. If attacked in melee, they bite their opponents and try to retreat into their hole. Using Wild Empathy can get them back off without a fight, granting full experience. Once rats are gone, they won't come back. It is also possible to make them go away with a successful DC 15 Handle Animal/Wild Empathy check.

Treasure: These rats have no treasure.

What happened: The Sahuagin removed the statues many days ago, using *potions of spider climb* and ropes to

get the statues down to sea level, and then rafts to move the statues to their caverns. A PC with the Track feat successful DC 25 Search check (DC 20 for hard ground, -1 for three or more targets and +6 for days that have passed) indicates that several web-toed (5 or 6 toed) creatures were here almost a week ago. A successful DC 12 Knowledge (nature) check allows the PC to know that it could be Sahuagin.

The other caves all produce similar results. A DC 5 Knowledge (nature) or Knowledge (geography) check however tells characters that there are caves in northwest part of the island as well and they might be worth investigating.

Development: If the PCs are smart, they should now head to other parts of the island to investigate. If they seem to give up and Atorr is with them, he says that there are also caverns on the western side of the island. If they want to head back to Bandhar, Sahuagin get slaughtered by Kuo-Toas and seal the cave where the statues are located. This still leaves Krenshar/Mazchadeens to look for but main encounters of the scenario cannot happen anymore.

Encounter 4: Shipwreck

The PCs probably come here from encounter 2. Read or paraphrase the following:

The small beach in front of you is littered with debris. Ropes, baskets and pieces of wood have been swept in with the tide, along with several bodies that lie in the shallow water.

The bodies (5) are a mixture of Suel and Olman males/females. They are naked (they removed their clothing to improve their swimming chances) Two of the bodies have been dragged a bit further and have been partially eaten (by sea gulls, krenshar and/or mazchadeens). Successful DC 10 Heal checks allow the PCs to estimate they have been dead for 4 to 6 days. The PCs can take some of this stuff as proof to Fregn and receive the favour of Church of Osprem.

The PCs can Search the general area of the beach. The following can be found:

- DC 5: (APL4+ only) tracks of a multi-legged creature (Mazchadeen) with four toes that lead north. Soft sand, so easy to track.
- DC 10: Tracks of a multi-legged creature with cat-like footprints that lead east. Ground gets a bit harder where the beach ends so tracking is not so easy.

- DC 14: Under a nearby bush, covered by seaweed and sand, is the body of a creature that looks like an ugly mix between a wolf and a hyena with cat-like paws, which has drowned and been swept ashore. On closer examination its facial skin can be partially peeled off. A DC 12 Knowledge (arcana) check identifies it as a krenshar.

Following tracks requires the Track feat. If no PC has the feat they can acquire the services of Atorr. The Survival check DC for following tracks is the same as for finding them with Search skill but remember if they come back later and time has passed, track check will be more difficult.

The PCs can also search the debris for valuables.

- DC 10 or lower: Wooden Holy symbol of Bralm (DC 10 Knowledge-religion identifies) and mundane equipment that has been ruined. no value.
- DC 14: A purse with assortment of gold & silver coins, bearing the symbol of the Scarlet Brotherhood. Also, a few coins with symbols of Greyhawk city, Irongate, Onnwal and Ahlissa. Value on all APLs. C: 20
- DC 18: A waterproof container with the documents of Ashrou Ner. Any character can tell that the Ahlissans might be interested in these documents. Mark this on AR.
- DC 22: A feather token (*whip*) with a symbol of Bralm carved into it. M: 83
- DC 26: *Pearl of Power* (1st).

Treasure:

ALL APLs: Loot (0 gp); Coin: (20 gp); Magic: *Quaal's feather token (whip)* (42 gp), *pearl of power (1st)* (83 gp).

Detect Magic results: *Quaal's feather token* (Moderate Conjunction), *pearl of power* (Strong Transmutation).

Documents of Ashrou Ner: For bringing documents to the authorities to be used against Scarlet Brotherhood, you have received a favor with House Haxx/Arxx. Cross off the one that does not apply.

If the PCs found the documents, successful DC 12 Knowledge (arcana) checks let them learn what the Krenshars are. A DC 14 Knowledge (Dungeoneering) check identifies the mazchadeens for what they are. Follow the standard rules for identifying monsters as described in the *Players Handbook* (for each 5 points above the basic DC reveal one ability or weakness of the creature). More information on mazchadeens can be found in Appendix 5. A Knowledge (the Splintered Sun), Knowledge (history) or

Bardic Lore (the last with a -5 on the roll) roll reveals the following:

DC 12: Mazchedeens are lizard like creatures, said to be used by Brotherhood against dwarf settlements.

DC 15: Mazchedeens are bred to not attack Suel people, unless attacked first.

Development: The PCs now have a number of options:

Follow the Krenshar tracks (if found and followed) - go to Encounter 5.

Follow the Mazchedeen tracks (APL4+ if found and followed) - go to Encounter 6.

Continue north to the caves - go to Encounter 7.

Or they can go back to Bandhar with this treasure and be content with that, in which case the adventure ends.

Encounter 5: Krenshar

Note: This encounter uses encounter map 2.

The PCs may come here from Encounter 4 or after dealing with the Sahuagin. Read or paraphrase the following:

The tracks lead toward a small cave, about half a mile from the beach.

The PCs may now take their time to prepare if they want. When they start to go in (sneaking won't help, Krenshar smells them), and when the first PC reaches the end, read or paraphrase the following:

A large creature that looks like a strange cross between a hyena and a wolf with a bulging stomach has backed into the corner. It bears its teeth and growls at you. A few rabbits are in the center of the cavern and piles of leaves and grass seem to form a nest of some sort.

APL 2-8: (EL1)

🐾 **Krenshar:** hp 11; see *Monster Manual* p.163.

This is a pregnant Krenshar. It won't attack unless first attacked, to preserve it's yet unborn cubs but it will try to use it's scare special ability to drive PCs away. If they all actually run away, Krenshar tries to get out of the cave and escape. The PCs can try to pacify it in several ways:

- Use any suitable spell like *calm emotions* and *charm monster*. Krenshar can succeed in one save without trouble but if it makes a second save, it treats PCs as enemies and attacks.

- Subduing it in combat with nonlethal damage, nets, tanglefoot, etc.
- Using a successful DC 15 Diplomacy check to calm it down. Following modifiers apply to this check:
 - o Tries to calm Krenshar without speaking Ancient Suloise -2
 - o Tries to calm Krenshar by speaking Ancient Suloise +1
 - o No ranks in Handle Animal skill -2
 - o 5 or more ranks in Handle Animal +2
 - o No ranks in knowledge (arcana) -1
 - o 5 or more ranks in Knowledge (arcana) +2

Any of these allows the PCs to receive Krenshar on their AR.

If the PCs attack using lethal damage and then stabilize the Krenshar, it will still consider them as enemies and taming it will be impossible. Cross it off the AR.

🐾 **Krenshar:** You have the opportunity to befriend a krenshar and train it to function among people. Doing so costs 1 TU and allows you to take the krenshar along on adventures according to normal rules for trained animals (despite their intelligence). In addition, if you have the Improved Familiar feat, 3+ caster levels and a BAB of +3 or more you can take it as a familiar (see the *Complete Warrior*). As a special exception a druid or ranger can opt to take it as an animal companion in which case it is available for druids of 4th level or higher as per the standard animal companion rules.

Treasure: Other than Krenshar, this cavern bears no treasure.

Development: The PCs now have a few options:

Follow the Mazchedeen tracks (if found and followed) - go to Encounter 6.

Continue north to the caves - go to Encounter 7.

Or they can go back to Bandhar, in which case the adventure ends.

Encounter 6: Mazchedeens

Note: This encounter uses encounter map 3.

The PCs may come here from Encounter 4 or after dealing with the Sahuagin. Note that this encounter only happens at APL 4+. Read or paraphrase the following:

Following the deep tracks about a mile up the beach, you see a cave entrance on a ledge, which is about 20ft from the ground.

If Atorr is with PCs, read the following:

"You should know that this is the cave of an old ettercap."

The ledge is 20 ft. high, requiring a successful DC 15 Climb check to scale. When the PCs get up, read or paraphrase the following:

Near the cave entrance the ground has been messed up and there are some kind of stains in the wall. Pitiful remains of a large web hang from the ceiling.

The Ettercap never knew what hit him, when the Mazchedeens arrived, first spitting their acid on it, blinding him and then ripping it to pieces with their teeth and claws. The body has been devoured, although a few bones can be found in the cavern itself.

Once the PCs get to the cavern, read or paraphrase the following:

A rough stone corridor opens into a larger cavern, which is at least 25 feet high. Something has definitely lived here, but at the moment it appears empty. On the right, another ledge rises towards the cavern's ceiling.

APL 4: (EL2)

➤ Mazchedeen: hp 22; see Appendix 5.

APL 6: (EL5)

➤ Mazchedeen (3): hp 22; see Appendix 5.

APL 8: (EL7)

➤ Mazchedeen (6): hp 22; see Appendix 5.

Tactics: The Mazchedeens are hiding on top of the ledge. They are taking 10 to Hide so spotting them requires successful DC 28 Spot checks. Spotting them enables the character to do pretty much what they please, since the Mazchedeens won't attack until somebody gets within 10ft of the ledge or attacks them with ranged weapons or spells. Pure Suel (in this case only those with *Pureblooded Suel* feat) are of course an exception, and could theoretically climb up the ledge and pat them on the head. The ledge is 15 ft. high and requires a successful DC 15 Climb check to get up.

The Mazchedeens will start using their acid attack. If nobody has spotted them, they gain a surprise round and

use their partial action to spit acid or move. They won't use it if they risk hitting a pure blood Suel that has not attacked them though.

On subsequent turns, they will use terrain to their advantage as much as they can, clinging to the roof and dropping on top of people and so forth. If opponents seem to lack ranged weaponry, they are more than happy to cling to the roof and wait for their acid attacks to recharge.

Treasure: There is no treasure in this cavern and only thing that PCs can find are few ettercap bones and a pile of Mazchedeen dung. It is not possible to tame these creatures.

Development: The PCs have now a number of options:

Follow the Krenshar tracks (if found and followed) - go to Encounter 5.

Continue north to the caves - go to Encounter 7.

Or they can go back to Bandhar, in which case the adventure ends.

Encounter 7: Sahuagin & Kuo-Toa

Note: This encounter uses encounter map 4.

Read or paraphrase the following:

A beach curves around the cliffs and some large rocks have tumbled down, forming a natural barricade across it. Some distance away, in front of yet another cave entrance, a group of blue-green, almost shark like creatures are listening to an ugly, fishlike creature with bulging, silver-black eyes squinting at the sun that stands in the shallow water.

If any character speaks Aquan, he understood what the Kuo-Toa says:

"When the yellow disk disappears today, we will arrive with our forces and destroy anything that violates our sacred territory. Leave or be destroyed."

If nobody understands Aquan, read the following:

The green fishlike creature talks in a gurgling voice to the shark-like creatures, which seem to be quite unimpressed.

Read the following after reading either one:

After it finishes talking, the toad-like creature backs away and disappears into the water.

The Sahuagin will stand around for a while until they gather into a group and discuss their plans for the

upcoming attack. This will only take 2 minutes and afterwards they again assume their guard positions.

APL 2: (EL5)

- **Krusxha:** male sahuagin Clr1; hp 24; see Appendix 1.
- **Sahuagin (2):** hp 11; see *Monster Manual* p. 217.

APL 4: (EL6)

- **Krusxha:** male sahuagin Clr1; hp 24; see Appendix 2.
- **Sahuagin (3):** hp 11; see *Monster Manual* p. 217.

APL 6: (EL8)

- **Krusxha:** male sahuagin Clr3; hp 38; see Appendix 3.
- **Sahuagin fighters (3):** male sahuagin Ftr2; hp 31; see Appendix 3.

APL 8: (EL10)

- **Krusxha:** male sahuagin Clr5; hp 48; see Appendix 4.
- **Sahuagin fighters (4):** male sahuagin Ftr3; hp 39; see Appendix 4.

Anyone who has seen these creatures before in their adventures can identify them for what they are: the shark-like humanoids are sahuagin and the fishlike humanoids are kuo-tuo. Else a separate DC 12 Knowledge (nature) check for each race can tell the same.

This group of Sahuagin is led by Krusxha, cleric of Sekolah and they have declared this area a sacred site. The Kuo-Toan statues have been moved inside as trophies. This action has, of course, angered the Kuo-Toa, who want their statues back (or at least seal them away) and the area free of Sahuagin. The lone Kuo-Toa was just a messenger asking for the Sahuagin to leave, as the Kuo-Toa would prefer not to spill blood in a sacred area.

The PCs can attack the Sahuagin straight away and possibly gain a surprise round, or they can approach them in the hope of opening some kind of dialogue. The Sahuagin try not to initiate a fight now, hoping to save their strength for the Kuo-Toa. If Krusxha learns they are after a statue, he will try to get them to help his group defend themselves against the Kuo-Toa, promising them one statue as reward (he is sincere, which is rare situation indeed). Under no circumstance are the characters allowed inside the shrine while any Sahuagin still live. If the PCs opt to talk, Krusxha will respond in common, as he does not expect any land dweller to speak Aquan, let alone Sahuagin. First thing he will always say is:

"You are on the holy ground of Sekolah and a battlefield of the Sahuagin and despised Kuo-Toa. Leave while you can."

Below are some example answers you can give to the PCs. Portray Krusxha as slightly arrogant individual, with a guttural voice.

Q: What was that creature saying?

A: ***"When the great sun disk settles today, a host of Kuo-Toa will arrive and try to take away what is rightfully ours."***

Q: Rightfully yours?

A: ***"This site, blessed by Sekolah and our trophies that prove our supremacy over the despised Kuo-Toa."***

Q: Trophies?

A: ***"The statues of their kin, now ours."***

Q: Can we have one of those statues?

A: ***"No, unless you are willing to defend Sekolah's sacred site. Then you may take one, if you survive."***

Q: How about we just take one from you?

A: ***"Then we kill you."***

Q: If we help you, will you stay away from Bandhar?

A: ***"The human settlement? We have no interest in it."***

If the PCs agree to help, they are told to prepare while the Sahuagin do the same. If Atorr is still with PCs, he will say:

"This is not what I signed up. You have to pay me 5 gold pieces more if you want me to stick around."

If one of the PCs pays this amount, mark it on the AR as other coin spent. If they don't Atorr leaves at this point to return to Bandhar.

There is a way to gain access to cave without fighting - the Sahuagin have been on shore for many hours now and must soon visit the sea or risk 'drowning'. If the PCs haven't revealed themselves they don't leave a guard behind when they go. If the PCs spoke with them, 50% of them will stay inside the shrine to guard it while the rest enter the water. After they return, the remaining guards go to a water.

Tactics: If a fight begins at this point, the Sahuagin try to get into close combat as soon as possible, triggering their frenzy at the first opportunity. They will defend their holy site to the death against land dwelling 'despoilers'. Remember that while they are on the beach during daytime, they suffer from *Light Blindness*.

Treasure: These Sahuagin are equipped only with their weapons and as such don't carry much treasure.

APL 2: Loot: (33 gp); Coin: (0 gp); Magic: (0 gp)

APL 4: Loot: (33 gp); Coin: (0 gp); Magic: *Potion of haste* (63 gp).

APL 6: Loot: (33 gp); Coin: (0 gp); Magic: *Potion of haste* (63 gp), *hand of the mage* (75 gp).

APL 8: Loot: (44 gp); Coin: (0 gp); Magic: *Potion of haste* (63 gp), *hand of the mage* (75 gp).

Detect magic results: *hand of the mage* (Faint Transmutation), *potion of haste* (Faint Transmutation).

Development: The characters can agree to help the Sahuagin, in which case you can move to encounter 9. If they killed them or wait for a chance to sneak in, move to encounter 8 and search the shrine.

Encounter 8: Shrine of Sekolah

Note: This encounter uses encounter map 4.

PCs may come here from encounter 7 after killing the Sahuagin or after encounter 9 if all the Sahuagin and Kuo-Toa are dead.

The stony passageway opens up into a 40 feet wide cave, in the center of which is a large stone slab and a stagnant pool of water. Around the cave, twenty statues showing a two-legged toad-like creature have been turned so that their backs face the centre.

A successful DC 20 Knowledge (religion) check reveals that the Sahuagin usually worship Sekolah at remote locations where they sacrifice large numbers of prisoners every new moon. A successful DC 15 Search check reveals that this place has not been used yet! Aside from the statues, the only valuable thing here is a crate of weapons that the Sahuagin salvaged from the sunken Brotherhood ship. It is hidden in a small, concealed hole in the back corner, behind the largest concentration of statues. A successful DC28 Search check enables the characters to find it.

If the PCs have sneaked in, carrying the statue probably require several PCs to do it. The statue weights 400 lbs. and four characters can carry it simultaneously. Those characters who do not carry the statue, may make a single search check (taking 10 or 20 is allowed). If they succeed, they find the crate and can leave with it. If PCs waste excessive amount of time or took 10/20 on search check, then Sahuagin return from the sea when PCs are leaving and attack immediately.

A successful DC 15 Appraise check shows that the statues are quite nice, but not of a very high quality. Dwarves can use stonecunning for this check. However, a successful DC 12 Knowledge (Splintered Sun) or Bardic Lore check tells that collectors or nobles in Naerie City

might give a pretty penny for them, if only to brag to their friends that they own one.

Treasure: Crate of Olman weapons and a fine looking elven blade.

All APLs: Loot (82 gp); Coin: (0 gp); Magic: (0 gp).

Note that a list of special weapons (from the *Complete Warrior*) is available after the adventure as noted on the AR. These are from this crate and if the PCs did not find it, they do not gain the access.

The PCs may also be able to steal a statue for themselves.

🗡️ **Kuo-Toa statue:** You own a Kuo-Toa statue and can use it as house decoration/doorstop. You can also sell it on the black market after any Naerie regional by spending 1 TU to find a buyer (you don't have to pay upkeep for this TU). Make a Profession (merchant) or (smuggler) check and multiply result by 10. This is how much you get: Sold in AR: ___ For: ___ gold pieces.

DM signature: _____

Development: If the characters have helped the Sahuagin repel the Kuo-Toan attack, they are given a statue as their reward. Proceed to encounter 10. If they have sneaked in whilst the Sahuagin were in the water and have just grabbed a statue, proceed to encounter 10. If took too long, then they will encounter the Sahuagin as they leave, proceed to Encounter 7's combat section.

The characters may also wait until the battle starts and try to sneak in during the confusion.

Encounter 9: Kuo-Toa Attack!

Note: This encounter uses map 5.

This encounter deals with the Kuo-Toa attacking the shrine. The characters are here if they agreed to help the Sahuagin, or stayed here after killing them. Allow the PCs to prepare to the best of their abilities for the attack. The Sahuagin will take up positions in the rocks next to the entrance unless instructed by PCs to go somewhere else (to take advantage of traps for example) Atorr will go to the very edge of the map and is content to shoot with his shortbow.

It is also possible for characters to build traps if the Sahuagin have been killed (they will not allow PCs to enter shrine proper, but will allow minor things like throwing caltrops onto the beach). Success will require a craft (trapmaking) or Disable Device check (made in secret by

the DM) against traps Disable Device check to see whether or not it actually functions. Following CR1 traps are available, if PCs have appropriate materials: Basic arrow trap, Fusillade of darts, scything blade trap, swinging block trap. In addition, PCs can build a CR2 trap Bricks from the ceiling (use of Stonecunning or appropriate craft/profession skill can be used) trap into a corridor leading into the temple. Every character may try to build a maximum of one trap.

If Atorr is still here, he will build a simple mechanical blade trap which he uses to catch rabbits. It covers a single square on the beach.

✦ **"Rabbit Catcher"**: CR 1; mechanical; location trigger; does not reset; Atk +8 melee (2d4/x3); Search DC 15; Disable Device DC 12.

The Kuo-Toa appear just after sunset (so neither they nor the Sahuagin suffer from *Light Blindness*), 30ft away from the shore. APLs 4-8, Kuo-Toa cleric will have cast a few spells before combat starts. These are:

APL4: *shield of faith* to himself (included in statistics), one round before Kuo-Toa attack, *bles*s to entire Kuo-Toa party, two round before Kuo-Toa attack.

APL6-8: *shield of faith* to himself (included in statistics), one round before Kuo-Toa attack, *bles*s to entire Kuo-Toa party, two round before Kuo-Toa attack, *bull strength* to Kuo-Toa monitor three rounds before the attack.

No spell modifiers have been taken into account in monster statistics.

Krusxha, if alive will cast *resist energy (electricity)* on himself just before the sun goes down.

APL 2: (EL5)

✦ **Kuo-Toa (3)**: Hp 11; see *Monster Manual* p. 163

APL 4: (EL8)

✦ **Kuo-Toa whip**: female Kuo-toa Clr1; Hp 25; see appendix 2

✦ **Kuo-Toa monitor**: male Kuo-toa Mnk1; Hp 24; see appendix 2

✦ **Kuo-Toa (4)**: Hp 11; see *Monster Manual* p. 163

APL 6: (EL10)

✦ **Kuo-Toa whip**: female Kuo-Toa Clr3; Hp 40; see appendix 3

✦ **Kuo-Toa monitor**; male Kuo-toa Mnk3 Hp 37; see appendix 3

✦ **Kuo-Toa fighters (4)**: Hp 31; see appendix 3

APL 8: (EL12)

✦ **Kuo-Toa whip**: female Kuo-Toa Clr4; Hp 48; see appendix 4

✦ **Kuo-Toa monitor**: male Kuo-toa Mnk4; Hp 45; see appendix 4

✦ **Kuo-Toa fighters (4)**: Hp 49; see appendix 4

✦ **Chuul**: Hp 93; see *Monster Manual* p. 35

Tactics: All of the regular Kuo-Toa and Kuo-Toa whip have made their shields *adhesive* if they carry them. Aside from cleric, they will all rush into close combat. Cleric will stay behind and use spells to support the others. Monitor will move into combat, use full attack against enemy (power attacking against targets in light armor) and as next action will grapple it and use earth's embrace for extra damage. Monitor carries potion of mage armor at APL 6-8 and as first action in combat he will always drink it, unless already in melee. At APL 4+, if reduced to 1 or 2 members, the rest of Kuo-Toas will try to flee. At APL 8, Kuo-Toa fighters replace their shields and spears with Pincer Staff and try to grapple their opponents with it. On APL8 Kuo-Toans also have a Chuul with them (hence pincer staffs to control it) which will be sent against the PCs. It is barely under control and will try to grapple one of them and then move the PC into it's tentacles. Chuul will keep fighting against other PCs with claws until tentacles paralyse the victim. It will then move back to sea with it's victim and dive away with a run action as soon as possible and finish of it's victim with coup de grace if mandibles have not already done so. It will not return to the beach, being content with just one target. Chuul will otherwise fight to the death.

Treasure: These Kuo-Toas all have shortspears and heavy wooden shields, expect on APL8. Cleric carries a masterwork pincer staff, which is included in the loot and is available for purchase after this module.

APL 2: Loot: 54 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 56 gp; Coin: 0 gp; Magic: *gauntlets of ogre power* (333gp).

APL 6: Loot: 59 gp; Coin: 0 gp; Magic: *gauntlets of ogre power* (333gp).

APL 8: Loot: 59 gp; Coin: 0 gp; Magic: *gauntlets of ogre power* (333gp).

Detect magic results: Faint transmutation (*gauntlets of ogre power*).

Development: If the PCs win, surviving Sahuagin bring out one of the statues for them. If Krusxha survived, he will also give the crate of weapons to the PCs (see encounter 8) as an extra reward and they also receive 'Krusxha' to their AR.

☛ **Krusxha:** You have helped the Sahuagin in their fight against the Kuo-Toa. This may prove useful in the future.

After this, the Sahuagin expect the PCs to leave. After this battle, there should be nothing more that holds the characters here and you can head to Encounter 10. Of course, if they haven't searched the Krenshar or Mazchedeen tracks, they can go back and do so now.

Encounter 10: Back to the Mainland

The PCs will most likely arrive here from encounter 9. If PCs have taken so many statues that their land speed is reduced to 15 ft., then they've missed the ship, unless they have their own! Following text assumes they did not take more than one. Read the following.

The trip back to Bandhar is uneventful, though arduous with your heavy cargo. As you crest the last hill and gaze down upon the village, you are greeted with a pleasant sight - a ship is docked in the harbour. Looks like you won't have to wait any longer than necessary.

There is really nothing else that the PCs need to do in the village. If they they have evidence to present to Fregn or decide to proclaim in loud voices that the Brotherhood has been vanquished, read the following:

Fregn comes to you, "Lord Procan informed me that you would keep your end of the bargain. Take this letter; servants of the Sea will help you in time of need. I'm sure Lord Procan is pleased and will spare you from his wrath on your way to the mainland. Farewell."

The PCs receive 'Favour of Fregn on their ARs.

☛ **Favor of Fregn:** Fregn has given you a letter of recommendation. It grants an influence point or favour with the Church of Osprem, Xerbo, Procan or the Velaeri.

Continue reading:

You come into the harbor and see the ships name, The Albatross. An old Oeridian man looks from the deck. "You must be those adventurers Edla told me about. Luckily for you we'll be leaving for Naerie City in an hour, if you want to come aboard. I'm Captain Naser, pleased to meet you."

If the players don't agree, they lose 1TU waiting for Gerdan's friend to arrive (he won't, another ship captained by a man named Nitessine arrives). If the PCs overland

speed dropped to 15 ft., they miss the ship and lose 1 TU as detailed above, unless they have their own ship. Alter box text accordingly. Assuming they get this ship, keep reading.

The Albatross is a fast ship and you reach Naerie city after dawn. Already the harbor is busy with merchants and workers. Next to your ship is one with the green & gold sails of Onnwal and many soldiers with the symbol of bronze star are boarding it. Members of the Sunndian 11th army, on their way to fight in Onnwal against the Brotherhood. All that you have to do now, is to take the statue to Breddol's home at Luna Way.

If the PCs take some precautions, like wrapping the statue in blankets or carrying it in a coffin, there will be no trouble. If they carry it around without any cover, they will be caught. Otherwise move to Conclusion.

Caught!

Read the following:

Carrying the statue of a large aquatic beast through the harbor and town certainly draws gazes from people as you make your way through busy streets. Suddenly you hear a female voice.

"Well, well, well, what do we have here then? Am I right in assuming that none of you fine people are members of the Antiquities Office?"

The group has had the misfortune to run into Captain Belva of the Nasranite Watch. She is a tall Oeridian woman in her mid 30s, with red hair that's been combed backwards. She's dressed in a chain shirt and has a longsword in her belt and she has eight Nasranite Watch members with him (War2)

All APLs (EL11)

☛ **Captain Belva:** Female Ftr10; Hp 94; see Appendix 1-4

☛ **Nasranite Watch (8):** Male/Female human War2; Hp 14; see Appendix 1-4

There are three ways out of this and the PCs can only attempt ONE of these before Belva hauls them in for questioning (bribing attempts lead to immediate arrest). If they succeed in opposed Bluff/Sense Motive check, Belva believes they are just moving this statue from one place to another. However each statue beyond the first imposes -2 circumstance penalty to this roll. If they successfully forged documents from the Antiquities Office, they can pass. If they have the documents of Ashrou Ner, they can give them to Belva who deems them more important than the statue and lets the PCs go (they lose the documents and

Belva gains the favor). If anyone has the *Favor of Damar Rocharion* from NAE4-03 The Apprentice, they can use it after a failed bluff check to save their hides from 4 TU penalty and fines. They do lose the statue...

If they fail to convince Belva, the statue(s) will be taken back, each PC must pay 100 gold pieces in fines (if unable, lose 2 additional TU) and lose 4 TU in jail and the adventure ends here without characters getting their pay or favor from Breddol or getting a change to hand over the documents of Ashrou Ner (Belva will do it) Any character who is *Wanted*, *Wanted In Ahlissa* or otherwise hunted by authorities will also have their identity discovered will face the results if their crimes. It should be noted that the Nasranite Watch cannot be bribed, so affected PCs will face the full punishment for their crimes. Only expectation to this is that those who are wanted as result of TSS3-06 The Prisoner will be taken away by Ahlissan soldiers on the eve of their execution so they can be 'tried' in Kalstrand. PCs lose 4 TU (in addition to other penalties) but are otherwise unharmed and lose their wanted status from TSS3-06. If PCs will only face imprisonment and fines, successful Profession (lawyer) check on DC 18 reduces the TU and money penalties by 50%.

If PCs attack Belva, there will be a battle. However you should warn PCs about such course of action. Nasranites will use nonlethal damage until one of them takes lethal damage, after which they switch to lethal force. If PCs win, they can quickly run away from Naerie city, otherwise more and more Nasranite Watch members will attack them and if needed, 1st army of Naerie or local clerics can join the fray which will eventually overwhelm PCs. If Nasranites win, any surviving PC who only used non-lethal damage is imprisoned for 52 TU (in addition to penalty for dealing with contraband as detailed above). Any PC who used lethal damage, will be executed on the spot (no resurrection possible) and property confiscated to the state which probably uses it to resurrect Nasranite watch members. No amount of bribes or favors can reduce the punishment after a battle. Even If PCs survive, they get 'Wanted in Naerie'.

☛ **Wanted in Naerie:** You are now wanted in Naerie. This follows rules for normal 'Wanted in Ahlissa' expect it only functions while in Naerie and cannot be removed.

Development: Assuming the characters get to Breddol's house without any trouble, move to conclusion.

Conclusion: Breddol's House

The PCs will arrive here from encounter 10 unless they were caught. Read or paraphrase the following:

You enter Breddol's house on Luna Way.

"Ah, welcome. Looks like your efforts bore some fruit. I never had any doubt!"

Breddol shows you where to put the statue in his living room. You notice that there are several statues there already, showing various strange creatures.

"Magnificent collection isn't it? Even Prince Barzhaan cannot compete, don't you agree? But where are my manners, please sit down and enjoy some refreshments. Do tell me all about your adventure while Rhengott sees to your payment."

Even if the PCs didn't haggle, give them full amount.

Treasure:

Reward for delivering the statue, obviously, if the PCs already received half at the start of the scenario they receive only half now:

APL 2: Loot: (0 gp); Coin: (100 or 50 gp); Magic: (0 gp).

APL 4: Loot: (0 gp); Coin: (200 or 100 gp); Magic: (0 gp).

APL 6: Loot: (0 gp); Coin: (300 or 150 gp); Magic: (0 gp).

APL 8: Loot: (0 gp); Coin: (400 or 200 gp); Magic: (0 gp).

In addition, they receive Favor of Breddol if they did not take additional statues. If they did, Breddol learns about it and is a bit disappointed that his collection is no longer so unique.

☛ **Favor of Breddol:** In addition to your payment, Breddol is willing to give you personal tutoring after any Naerie regional This will cost 2 extra Time Units if you choose to take it but from now on you gain +2 circumstance bonus to Knowledge (history) checks while in Principality of Naerie.

If PCs do not manage to bring the statue, Breddol is very disappointed but understands and tells PCs to keep their advance payment and mentions something about getting 'more qualified people' next time. Naturally PCs do not receive Favor of Breddol.

If the PCs have the documents of Ashrou Ner and want to hand them over to the authorities, tell them that it can be handed to representatives of either House Haxx or House Arxx. PCs will receive the appropriate favor. No matter which they choose, read the following as well after conclusion if they handed over the documents.

A completely different scene unfolds later in the Barony of Foelt. A group of half-orcs and orcs in the colours of House Heshun stand around a red robed man who huddles in the ground.

"Thought you could get some of your beasties into Naerie, did you!?" a harsh voiced sertern says and gives the man a good kick.

Torchlight flickers in the desperate Suel's eyes. Two half-orcs arrive, carrying a struggling man who has been bound tightly with ropes.

"Got the other one sir. "Excellent, the White Lady will be pleased. You've done a good job this night and I'll mention it in my report. As for you", the sertern turns towards the man on the ground, "we're going to torture you until you spill out your dirty little secrets and then we're gonna hang you, but I guess that isn't a surprise to you."

Campaign Consequences

This scenario will have effect on future adventures. Please send answers to following questions (comments are also welcome) to sampo@haarlaa.fi

- 1: Did PCs kill Mazchedeens?
- 2: Did PCs kill or tame Krenshar?
- 3: Did PCs found the documents and if they did, which house received them or did Captain Belva take them?
- 4: Did PCs help the Sahuagin?
- 5: If PCs helped Sahuagin, did any Kuo-Toa survive?
- 6: Did PCs decide to take the statue(s) for themselves?
- 7: Did PCs attack or kill Captain Belva?

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 3: To the Caverns

Surviving the encounter with rats.

APL2	30 XP
APL4	30 XP

Encounter 5: Krenshar

Taming or killing the Krenshar

APL2	30 XP
APL4	30 XP
APL6	30 XP
APL8	30 XP

Encounter 6: Mazchedeens

Killing the Mazchedeens.

APL2	0 XP
APL4	60 XP
APL6	150 XP
APL8	210 XP

Encounter 7: Sahuagins & Kuo-Toas

Killing the Sahuagin, allying with them or stealing the statue without a fight.

APL2	150 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP

Encounter 9: Kuo-Toas attack!

Killing the Kuo-Toa

APL2	150 XP
APL4	240 XP
APL6	300 XP
APL8	360 XP

Discretionary Role-playing Award

APL2	90 XP
APL4	135 XP
APL6	180 XP
APL8	225 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP

APL6
APL8

900 XP
1125 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.

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

Encounter 4: Shipwreck

APL 2-8: Loot: 0 gp; Coin: 20 gp; Magic: *Quaal's feather token (whip)* (42 gp), *pearl of power (1st)* (83 gp).

Encounter 7: Sahuagins & Kuo-Toas

APL 2: Loot: 33 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 33 gp; Coin: 0 gp; Magic: *potion of haste* (63 gp).

APL 6: Loot: 33 gp; Coin: 0 gp; Magic: *potion of haste* (63 gp), *hand of the mage* (75 gp).

APL 8: Loot: 44 gp; Coin: 0 gp; Magic: *potion of haste* (63 gp), *hand of the mage* (75 gp).

Encounter 8: Shrine for Sekolah

APL 2-8: Loot: 82 gp; Coin: 0 gp; Magic: 0 gp

Encounter 9: Kuo-Toas attack!

APL 2: Loot: 54 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 56 gp; Coin: 0 gp; Magic: *gauntlets of ogre power* (333gp).

APL 6: Loot: 59 gp; Coin: 0 gp; Magic: *gauntlets of ogre power* (333gp).

APL 8: Loot: 59 gp; Coin: 0 gp; Magic: *gauntlets of ogre power* (333gp)

Conclusion:

APL 2: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 169 gp; Coin: 120 gp; Magic: 125 gp - Total: 414 gp

APL 4: Loot: 171 gp; Coin: 220 gp; Magic: 521 gp - Total: 912 gp; **CAP: 650 gp**

APL 6: Loot: 174 gp; Coin: 320 gp; Magic: 596 gp - Total: 1090 gp; **CAP: 900 gp**

APL 8: Loot: 185 gp; Coin: 420 gp; Magic: 596 gp - Total: 1202 gp

Special

☛ **Favor of Fregn:** Fregn has given you a letter of recommendation. It gives an influence point or favour with the Church of Osprem, Xerbo, Procan or the Velaeri.

☛ **Documents of Ashrou Ner:** For bringing documents to the authorities to be used against the Scarlet Brotherhood, you have received a favor with House Haxx/Arxx. Cross off the one that does not apply.

☛ **Krenshar:** You have the opportunity to befriend a krenshar and train it to function among people. Doing so costs 1 TU and allows you to take the krenshar along on adventures according to normal rules for trained animals (despite their intelligence). In addition, if you have the

Improved Familiar feat, 3+ caster levels and a BAB of +3 or more you can take it as a familiar (see the *Complete Warrior*). As a special exception a druid or ranger can opt to take it as an animal companion in which case it is available for druids of 4th level or higher as per the standard animal companion rules.

☛ **Kuo-Toa statue:** You own a Kuo-Toa statue and can use it as a house decoration/doorstop. You can also sell it on the black market after any Naerie regional by spending 1TU to find a buyer (you don't have to pay upkeep for this TU). Make a Profession (Merchant) or (Smuggler) check and multiply the result by 10. This is how much you get: Sold in AR: ___ For: ___ gold pieces.
DM signature: _____

☛ **Krusxha:** You have helped the Sahuagin in their fight against the Kuo-Toa. This may prove useful in the future.

☛ **Favor of Breddol:** In addition to your payment, Breddol is willing to give you personal tutoring after any Naerie regional This will cost 2 extra time units if you choose to take it but from now on you gain +2 circumstance bonus to Knowledge-History checks while in Principality of Naerie.

☛ **Wanted in Naerie:** You are now wanted in Naerie. This follows rules for normal 'Wanted in Ahlissa' expect it only functions while in Naerie and cannot be removed.

Items for the Adventure Record

☛ **Favor of Fregn:** Fregn has given you a letter of recommendation. It gives an influence point or favour with the Church of Osprem, Xerbo, Procan or the Velaeri.

☛ **Documents of Ashrou Ner:** For bringing documents to the authorities to be used against the Scarlet Brotherhood, you have received a favor with House Haxx/Arxx. Cross off the one that does not apply.

☛ **Kuo-Toa statue:** You own a Kuo-Toa statue and can use it as a house decoration/doorstop. You can also sell it on the black market after any Naerie regional by spending 1TU to find a buyer (you don't have to pay upkeep for this TU). Make a Profession (Merchant) or (Smuggler) check and multiply the result by 10. This is how much you get: Sold in AR: ___ For: ___ gold pieces.
DM signature: _____

☛ **Krusxha:** You have helped the Sahuagin in their fight against the Kuo-Toa. This may prove useful in the future.

☛ **Krenshar:** You have the opportunity to befriend a krenshar and train it. Doing so costs 1 TU and allows you to take the krenshar along on adventures according to normal rules for trained animals (despite their intelligence). In addition, if you have the Improved Familiar feat, 3+ caster levels and a BAB of +3 or more, you can take it as a familiar (see the *Complete Warrior*). As a special exception, a druid or ranger can opt to take it as an animal companion in which case it is available for druids of 4th level or higher as per the standard animal companion rules.

☛ **Favor of Breddol:** Breddol is willing to give you personal tutoring after any Naerie regional. This will cost 2 extra time units if you choose to take it but from now on you gain +2 circumstance bonus to Knowledge (history) checks while in Principality of Naerie.

☛ **Wanted in Naerie:** You are now wanted in Naerie. This follows rules for normal 'Wanted in Ahlissa' expect it only functions while in Naerie and cannot be removed.

Item Access

APL 2

- ❖ *Quaal's feather token (whip)* (Adventure, DMG)
- ❖ *pearl of power 1st level* (Adventure, DMG)
- ❖ Dire pick (Regional, CW)
- ❖ Scourge (Regional, CW)
- ❖ Masterwork elven thinblade (Regional, CW)
- ❖ Blowgun, greater (Regional, CW)
- ❖ 10 darts (Regional, CW)
- ❖ Bolas, barbed (Regional, CW)
- ❖ Boomerang (Regional, CW)
- ❖ Masterwork Kuo-Toa pincer staff (310gp, Regional, MM)

APL 4 (All of APL 2 plus the following)

- ❖ *potion of haste* (Adventure, CL 5th, DMG)
- ❖ *gauntlets of ogre power* (Adventure, DMG).

APL 6 (All of APLs 2-4 plus the following)

- ❖ *hand of the mage* (Adventure, DMG)

APL 8 (All of APLs 2-6)

Appendix 1: APL 2

Introduction:

Rhengott: Male human Rog4; CR 4, Medium-sized humanoid (human); HD 4d6+4; hp 21; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Base Atk +3; Grp +4; Atk melee +4 (1d6+1/19-20, short sword); Full Atk melee +4 (1d6+1/19-20, short sword); SA Sneak attack +2d6 SQ Evasion, uncanny dodge; AL LN; SV Fort +2, Ref +7, Will +2; Str 12, Dex 16, Con 13, Int 13, Wis 12, Cha 10.

Skills & Feats: Appraise +7, Bluff +2, Decipher Script +11, Diplomacy +7, Disable Device +8, Gather Information +5, Knowledge-Splintered Suns +5, Listen +9, Open Lock +8, Sleight of Hand +5, Spot +9, Tumble +9, Use Magic Device +7; Alertness, Improved Initiative, Skill Focus (Decipher Script).

Possessions: Leather armor, masterwork dagger, masterwork short sword, purse, belt pouch, light horse (with saddle, etc).

Encounter 2: Gefjon Isle

Redasi: Male human Wiz4; CR 4; Medium Humanoid (Human); HD 4d4+4; hp 17; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +2; Grp +3; Atk +4 melee (1d4+1/19-20, masterwork dagger); Full Atk +4 melee (1d4+1/19-20, masterwork dagger); AL LE; SV Fort +2, Ref +3, Will +5; Str 13, Dex 14, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Concentration +6 (+10 when casting on the defensive), Craft (Alchemy) +5, Intimidate +2, Knowledge (Splintered Sun) +4, Knowledge (Arcane) +5, Profession (Fisherman) +2, Spellcraft +6; Brew potion, Combat Casting, Pureblood Suel, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*detect magic, read magic, ray of frost* (2); 1st—*charm person, magic missile, ray of enfeeblement, shield*; 2nd—*false life, glitterdust, summon monster II*.

Possessions: Fine clothing, masterwork dagger x2, spell component pouch, 10 gold pieces, hawk familiar, spellbook with following spells: 0—*all* (from the *Players Handbook*); 1st—*Endure elements, protection from Good/Evil/Law/Chaos, shield, grease, unseen servant, comprehend languages, detect undead, true strike, charm person, hypnotism, sleep, burning hands, floating disk, magic missile, color spray, cause fear, ray of enfeeblement, animate rope, reduce person, expeditious retreat, feather fall, reduce person*; 2nd—*Arcane lock, protection from arrows, resist energy, glitterdust, acid arrow, detect thoughts, mirror image*.

false life, alter self, eagle's splendor, spider climb, summon monster II.

Atorr: Male human Rgr1; CR 1; Medium Humanoid (Human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +3; Atk +3 melee (1d6+2/x3, handaxe) or +4 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d6+2/x3, handaxe) or +4 ranged (1d6/x3, shortbow); SA Favored enemy (animal: +2); SQ Wild empathy; AL CN; SV Fort +4, Ref +4, Will +1; Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +6, Craft (Trapmaking) +2, Handle animal +5, Knowledge (nature) +2, Profession (hunter) +5, Move Silently +4, Spot +3, Survival +5, Swim +6; Point Blank shot, Track, Weapon focus (shortbow).

Possessions: Traveler's clothing, dagger, handaxe, shortbow, 20 arrows, leather armour, 2 gold pieces, 5 silver pieces, backpack, 50 ft. hemp rope, hammer, 8 pitons, "traps".

Encounter 7" Sahuagin and Kuo-Toa

Krusxha, cleric of Sekolah: Male sahuagin Clr1; CR 3; Medium Monstrous Humanoid (aquatic); HD 2d8+2+1d8+1; hp 24; Init +2; Spd 30 ft., swim 60 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +6; Atk: +5 melee (1d4+4, talon) or +7 melee (1d8+5, trident) or +4 ranged (1d10/19-20, heavy crossbow); Full Atk +5 melee (1d8+4, trident) and +4 melee (1d4+2, bite) or +4 melee (1d4+4, 2 talons) and +4 melee (1d4+1, bite) or +4 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, rake; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +5, Ref +5, Will +8; Str 18, Dex 15, Con 14; Int 12, Wis 17, Cha 8.

Skills and Feats: Diplomacy -1, Handle animal +5 (+9 while dealing with sharks), Hide +6 (+10 while underwater), Listen +9 (+13 while underwater), Profession (Hunter) +1 (+5 while within 50 miles of its home), Ride +3, Spot +9 (+13 while underwater), Survival +2 (+6 while within 50 miles of its home), Swim +8; Alertness, Great Fortitude, Multiattack, Weapon Focus (Trident).

Blindsight (Ex): A Sahuagin can locate creatures underwater on a 30ft radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next

round, clawing madly until it or its opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a DC 15 Fortitude save or become fatigued. Even if save is successful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

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

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as “food”, “enemy” or “friend”. Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Spells Prepared (3/3; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance, 1st—cause fear, cure light wounds, protection from good**.

*Domain spell. *Domains:* Evil (Cast Evil spells at +1 caster level); War (bonus weapon feats with deities favored weapon – trident).

Possessions: Trident, wooden holy symbol of Sekolah, heavy crossbow, 10 bolts.

Encounter 10: Back to Mainland

Captain Belva: Female human Ftr10; CR 10; Medium Humanoid (human); HD 10d10+30; hp 94; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +10; Grp +13; Atk +17 melee (1d8+7/17-20, +2 *long sword*) or +12 ranged (1d8+3, +1 *light crossbow*); Full Atk +17/+12 melee (1d8+7/17-20, *long sword*) or +10/+10/+5 ranged (1d8+3, +1 *light crossbow*); AL LN; SV Fort +11, Ref +4, Will +4; Str 16, Dex 10, Con 16, Int 12, Wis 11, Cha 13.

Skills and Feats: Climb +8, Diplomacy +2, Intimidate +10, Knowledge (the Splintered Sun) +6, Sense Motive +5, Listen +2, Spot +2, Swim +5; Alertness, Improved Critical (long sword), Point Blank Shot, Power Attack, Rapid Reload (light crossbow), Rapid Shot, Weapon focus (long sword), Weapon Focus (crossbow), Weapon specialization (long sword), Weapon Specialization (crossbow).

Languages: Common, Old Oeridian.

Possessions: +1 *chain shirt, cloak of resistance* +1, +2 *long sword, +1 light crossbow, 20 bolts, +1 heavy steel shield, amulet of natural armor* +1, 2x *potion of cure moderate wounds*, signal whistle, lantern, oil, 10 tindertwigs, pipe, ‘felten tobacco’.

Nasranite watch member (8): Male human War2; CR 1; Medium Humanoid (human); HD 2d8+5; hp 14; Init +0; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, long sword); Full Atk +5 melee (1d8+2/19-20, long sword); AL LG/LN/N/LE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 11, Cha 11.

Skills and Feats: Climb +2, Handle Animal +2, Intimidate +2, Jump +2, Profession (Watchman) +1, Ride +1, Swim +1; Toughness, Weapon Focus (long sword).

Possessions: Chain shirt armor, small steel shield, dagger, longsword, signal whistle, bull’s eye lantern. One member in the group replaces small steel shield with light crossbow and 10 bolts.

Appendix 2: APL 4

Introduction:

Rhengott: Male human Rog4; CR 4, Medium-sized humanoid (human); HD 4d6+4; hp 21; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Base Atk +3; Grp +4; Atk melee +4 (1d6+1/19-20, short sword); Full Atk melee +4 (1d6+1/19-20, short sword); SA Sneak attack +2d6 SQ Evasion, uncanny dodge; AL LN; SV Fort +2, Ref +7, Will +2; Str 12, Dex 16, Con 13, Int 13, Wis 12, Cha 10.

Skills & Feats: Appraise +7, Bluff +2, Decipher Script +11, Diplomacy +7, Disable Device +8, Gather Information +5, Knowledge-Splintered Suns +5, Listen +9, Open Lock +8, Sleight of Hand +5, Spot +9, Tumble +9, Use Magic Device +7; Alertness, Improved Initiative, Skill Focus (Decipher Script).

Possessions: Leather armor, masterwork dagger, masterwork short sword, purse, belt pouch, light horse (with saddle, etc).

Encounter 2: Gefjon Isle

Redasi: Male human Wiz4; CR 4; Medium Humanoid (Human); HD 4d4+4; hp 17; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +2; Grp +3; Atk +4 melee (1d4+1/19-20, masterwork dagger); Full Atk +4 melee (1d4+1/19-20, masterwork dagger); AL LE; SV Fort +2, Ref +3, Will +5; Str 13, Dex 14, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Concentration +6 (+10 when casting on the defensive), Craft (Alchemy) +5, Intimidate +2, Knowledge (Splintered Sun) +4, Knowledge (Arcane) +5, Profession (Fisherman) +2, Spellcraft +6; Brew potion, Combat Casting, Pureblood Suel, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*detect magic, read magic, ray of frost* (2); 1st—*charm person, magic missile, ray of enfeeblement, shield*; 2nd—*false life, glitterdust, summon monster II*.

Possessions: Fine clothing, masterwork dagger x2, spell component pouch, 10 gold pieces, hawk familiar, spellbook with following spells: 0—*all* (from the *Players Handbook*); 1st—*Endure elements, protection from Good/Evil/Law/Chaos, shield, grease, unseen servant, comprehend languages, detect undead, true strike, charm person, hypnotism, sleep, burning hands, floating disk, magic missile, color spray, cause fear, ray of enfeeblement, animate rope, reduce person, expeditious retreat, feather fall, reduce person*; 2nd—*Arcane lock, protection from arrows, resist energy, glitterdust, acid arrow, detect thoughts, mirror image*.

false life, alter self, eagle's splendor, spider climb, summon monster II.

Atorr: Male human Rgr1; CR 1; Medium Humanoid (Human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +3; Atk +3 melee (1d6+2/x3, handaxe) or +4 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d6+2/x3, handaxe) or +4 ranged (1d6/x3, shortbow); SA Favored enemy (animal: +2); SQ Wild empathy; AL CN; SV Fort +4, Ref +4, Will +1; Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +6, Craft (Trapmaking) +2, Handle animal +5, Knowledge (nature) +2, Profession (hunter) +5, Move Silently +4, Spot +3, Survival +5, Swim +6; Point Blank shot, Track, Weapon focus (shortbow).

Possessions: Traveler's clothing, dagger, handaxe, shortbow, 20 arrows, leather armour, 2 gold pieces, 5 silver pieces, backpack, 50 ft. hemp rope, hammer, 8 pitons, "traps".

Encounter 7" Sahuagin and Kuo-Toa

Krusxha, cleric of Sekolah: Male sahuagin Clr1; CR 3; Medium Monstrous Humanoid (aquatic); HD 2d8+4+1d8+2; hp 24; Init +2; Spd 30 ft., swim 60 ft.; AC 17 (touch 11, flat-footed 15); Base Atk +2; Grp +6; Atk: +6 melee (1d4+4, talon) or +7 melee (1d8+4, trident) or +4 ranged (1d10/19-20, heavy crossbow); Full Atk +6 melee (1d8+4, trident) and +6 melee (1d4+2, bite) or +4 melee (1d4+4, 2 talons) and +4 melee (1d4+2, bite) or +4 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, rake; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +5, Ref +5, Will +8; Str 18, Dex 15, Con 14; Int 12, Wis 17, Cha 8.

Skills and Feats: Diplomacy -1, Handle animal +5 (+9 while dealing with sharks), Hide +6 (+10 while underwater), Listen +9 (+13 while underwater), Profession (Hunter) +1 (+5 while within 50 miles of its home), Ride +3, Spot +9 (+13 while underwater), Survival +2 (+6 while within 50 miles of its home), Swim +8; Alertness, Great Fortitude, Multiattack, Weapon Focus (Trident).

Blindsight (Ex): A Sahuagin can locate creatures underwater on a 30ft radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next

round, clawing madly until it or its opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a DC 15 Fortitude save or become fatigued. Even if save is successful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

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

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Spells Prepared (3/3; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance, 1st—cause fear, cure light wounds, protection from good*.*

*Domain spell. *Domains:* Evil (Cast Evil spells at +1 caster level); War (bonus weapon feats with deities favored weapon – trident).

Possessions: Trident, wooden holy symbol of Sekolah, heavy crossbow, 10 bolts.

Encounter 9: Kuo-Toa Attack

Kuo-Toa Whip: Female Kuo-Toa Clr1; CR 4; Medium Monstrous Humanoid (aquatic); HD 2d8+4+1d8+2+3; hp 25; Init +0; Spd 20 ft., swim 50 ft.; AC 18 (touch 12, flat-footed 18); Base Atk +2; Grp +5; Atk: +5 melee (1d10+4, masterwork pincer staff) or +0 melee (1d4+4, bite); Full Atk +5 melee (1d10+3, masterwork pincer staff) and +0 melee (1d4+2, bite); SA Lightning bolt, pincer staff; SQ Adhesive, amphibious, immunity to poison & paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; SV Fort +7, Ref +3, Will +9; Str 16, Dex 10, Con 14; Int 12, Wis 19, Cha 8.

Skills and Feats: Diplomacy +4, Knowledge (religion) +4, Escape artist +8, Listen +7, Move Silently +3, Search +8, Spot +11, Swim +9; Alertness, Great Fortitude, Toughness.

Lightning bolt (Su): Two or more Kuo-Toa clerics (know as whips) operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely be within 30ft while it builds. The lightning bolt deals 1d6 damage per whip but successful reflex save (DC13+number of whips) halves the damage.

Pincer staffs (Ex): Many Kuo-Toa fighters and all whips of level 7th or more carry this large exotic weapon. A pincer staff deals 1d10 bludgeoning damage, threatens on natural 20 and deals double damage on critical hit. It has 10ft reach and cannot be used against adjacent targets. A wielder that hits opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action, without provoking attack of opportunity. If the wielder wins a grapple check, the staff establishes a hold and deals 1d10 bludgeoning damage each round that grapple is maintained.

Adhesive (Ex): Kuo-Toas use their own body oil and other materials to give their shields a finish almost like a flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful attack against Kuo-Ta must succeed at DC14 reflex save or his weapon sticks to the shield and is yanked out of wielders grasp. Creatures using natural weapon are automatically grappled if they become stuck. A Kuo-Ta requires 1 hour and special material costing 20gp to coat a shield with adhesive. The adhesive remains good for three days or until it actually catches something or someone (in which case the shield can trap no additional items, since adhesive is used up). Pulling a stuck weapon or limb free requires DC20 strength check.

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

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

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

Slippery (Ex): All Kuo-Toas secrete oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect Kuo-Toa and they can usually wiggle free of most other types of confinement.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*cure minor wounds, guidance, read magic; 1st—bless* (casted), *inflict light wounds**, *shield of faith* (casted).

*Domain spell. *Domains*: Destruction (Smite 1/day, +4 to hit and +Clr lvl dmg); Water (Turn/destroy fire creatures, rebuke/command or bolster water creatures 4/day).

Possessions: Wooden holy symbol of Blibdoolpoolp, masterwork pincer staff.

Kuo-Ta monitor: Male Kuo-Toa Mnk1; CR 4; Medium Monstrous Humanoid (aquatic); HD 2d8+4+1d8+2; hp 24; Init +2; Spd 20 ft., swim 50 ft.; AC 21(touch 15, flat-footed 18); Base Atk +2; Grp +10; Atk +6 melee (1d6+4, unarmed strike) or +2 melee (1d4+4, bite); Full Atk +6 melee (1d6+4, unarmed strike) and +2 melee (1d4+2, bite) or +4/+4 melee (1d6+4, unarmed strike) and +2 melee (1d4+2, bite); SA Stunning fist 1/day (DC 14); SQ Adhesive, amphibious, immunity to poison & paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL LE; SV Fort +6, Ref +7, Will +9; Str 19, Dex 13, Con 14; Int 12, Wis 18, Cha 6,

Skills and Feats: Escape artist +12, hide +7, Knowledge (religion) +3, Listen +9, Move Silently +10, Search +8, Spot +11, Swim +9; Alertness, Earth's Embrace (new feat, see app. 5), Great Fortitude, improved grapple, improved unarmed strike.

Adhesive (Ex): Kuo-Toas use their own body oil and other materials to give their shields a finish almost like a flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful attack against Kuo-Toa must succeed at DC14 reflex save or his weapon sticks to the shield and is yanked out of wielders grasp. Creatures using natural weapon are automatically grappled if they become stuck. A Kuo-Toa requires 1 hour and special material costing 20 gp to coat a shield with adhesive. The adhesive remains good for three days or until it actually catches something or someone (in which case the shield can trap no additional items, since adhesive is used up). Pulling a stuck weapon or limb free requires DC 20 Strength check.

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

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

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

Slippery (Ex): All Kuo-Toas secrete oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect Kuo-Toa and they can usually wiggle free of most other types of confinement.

Skills (Ex): Kuo-Toas receive +8 racial bonus to escape artist checks and +4 racial bonus to spot and search checks. A Kuo-Toa has +8 racial bonus on any swim check to perform some special action or avoid hazard. Kuo-Toa can always take 10 on swim checks, even when distracted or endangered. Kuo-Toa can use run action while swimming, provided it swims in straight line.

Possessions: Gauntlets of ogre power.

Encounter 10: Back to Mainland

Captain Belva: Female human Ftr10; CR 10; Medium Humanoid (human); HD 10d10+30; hp 94; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +10; Grp +13; Atk +17 melee (1d8+7/17-20, +2 *long sword*) or +12 ranged (1d8+3, +1 *light crossbow*); Full Atk +17/+12 melee (1d8+7/17-20, *long sword*) or +10/+10/+5 ranged (1d8+3, +1 *light crossbow*); AL LN; SV Fort +11, Ref +4, Will +4; Str 16, Dex 10, Con 16, Int 12, Wis 11, Cha 13.

Skills and Feats: Climb +8, Diplomacy +2, Intimidate +10, Knowledge – Splintered Suns +6, Sense Motive +5, Listen +2, Spot +2, Swim +5; Alertness, Improved Critical (long sword), Point Blank Shot, Power Attack, Rapid Reload (light crossbow), Rapid Shot, Weapon focus (long sword), Weapon Focus (crossbow), Weapon specialization (long sword), weapon specialization (crossbow).

Languages: Common, Old Oeridian.

Possessions: +1 *chain shirt, cloak of resistance +1, +2 long sword, +1 light crossbow, 20 bolts, +1 heavy steel shield, amulet of natural armor +1, 2x potion of cure moderate wounds, signal whistle, lantern, oil, 10 tindertwigs, pipe, 'felten tobacco'.*

Nasranite watch member (8): Male human War2; CR 1; Medium Humanoid (human); HD 2d8+5; hp 14; Init +0; Spd 30 ft (30ft in armor); AC 16 (touch 11, flat-footed 15); Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, long sword); Full Atk +5 melee (1d8+2/19-20, long sword); SA; SQ; AL LG/LN/N/LE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 11, Cha 11.

Skills and Feats. Climb +2, Handle Animal +2, Intimidate +2, Jump +2, Profession (Watchman) +1, Ride +1, Swim +1; Toughness, Weapon Focus (long sword).

Possessions. Chain shirt, small steel shield, dagger, long sword, signal whistle, bull's eye lantern. One member in the group replaces small steel shield with light crossbow and 10 bolts.

Appendix 3: APL 6

Introduction:

Rhengott: Male human Rog4; CR 4, Medium-sized humanoid (human); HD 4d6+4; hp 21; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Base Atk +3; Grp +4; Atk melee +4 (1d6+1/19-20, short sword); Full Atk melee +4 (1d6+1/19-20, short sword); SA Sneak attack +2d6 SQ Evasion, uncanny dodge; AL LN; SV Fort +2, Ref +7, Will +2; Str 12, Dex 16, Con 13, Int 13, Wis 12, Cha 10.

Skills & Feats: Appraise +7, Bluff +2, Decipher Script +11, Diplomacy +7, Disable Device +8, Gather Information +5, Knowledge-Splintered Suns +5, Listen +9, Open Lock +8, Sleight of Hand +5, Spot +9, Tumble +9, Use Magic Device +7; Alertness, Improved Initiative, Skill Focus (Decipher Script).

Possessions: Leather armor, masterwork dagger, masterwork short sword, purse, belt pouch, light horse (with saddle, etc).

Encounter 2: Gefjon Isle

Redasi: Male human Wiz4; CR 4; Medium Humanoid (Human); HD 4d4+4; hp 17; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +2; Grp +3; Atk +4 melee (1d4+1/19-20, masterwork dagger); Full Atk +4 melee (1d4+1/19-20, masterwork dagger); AL LE; SV Fort +2, Ref +3, Will +5; Str 13, Dex 14, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Concentration +6 (+10 when casting on the defensive), Craft (Alchemy) +5, Intimidate +2, Knowledge (Splintered Sun) +4, Knowledge (Arcane) +5, Profession (Fisherman) +2, Spellcraft +6; Brew potion, Combat Casting, Pureblood Suel, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*detect magic, read magic, ray of frost* (2); 1st—*charm person, magic missile, ray of enfeeblement, shield*; 2nd—*false life, glitterdust, summon monster II*.

Possessions: Fine clothing, masterwork dagger x2, spell component pouch, 10 gold pieces, hawk familiar, spellbook with following spells: 0—*all* (from the *Players Handbook*); 1st—*Endure elements, protection from Good/Evil/Law/Chaos, shield, grease, unseen servant, comprehend languages, detect undead, true strike, charm person, hypnotism, sleep, burning hands, floating disk, magic missile, color spray, cause fear, ray of enfeeblement, animate rope, reduce person,*

expeditious retreat, feather fall, reduce person; 2nd—*Arcane lock, protection from arrows, resist energy, glitterdust, acid arrow, detect thoughts, mirror image, false life, alter self, eagle's splendor, spider climb, summon monster II*.

Atorr: Male human Rgr1; CR 1; Medium Humanoid (Human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +3; Atk +3 melee (1d6+2/x3, handaxe) or +4 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d6+2/x3, handaxe) or +4 ranged (1d6/x3, shortbow); SA Favored enemy (animal: +2); SQ Wild empathy; AL CN; SV Fort +4, Ref +4, Will +1; Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +6, Craft (Trapmaking) +2, Handle animal +5, Knowledge (nature) +2, Profession (hunter) +5, Move Silently +4, Spot +3, Survival +5, Swim +6; Point Blank shot, Track, Weapon focus (shortbow).

Possessions: Traveler's clothing, dagger, handaxe, shortbow, 20 arrows, leather armour, 2 gold pieces, 5 silver pieces, backpack, 50 ft. hemp rope, hammer, 8 pitons, "traps".

Encounter 7: Sahuagin & Kuo-Toas

Krusxha: Male Sahuagin Clr3; CR 5; Medium Monstrous Humanoid (aquatic); HD 2d8+4+3d8+6; hp 38; Init +3; Spd 30 ft., swim 60 ft.; AC 19 (touch 13, flat-footed 15); Base Atk +4; Grp +8; Atk: +8 melee (1d4+4, talon) or +9 melee (1d8+4, trident) or +7 ranged (1d10/19-20, heavy crossbow); Full Atk +9 melee (1d8+4, trident) and +6 melee (1d4+2, bite) or +6 melee (1d4+4, 2 talons) and +4 melee (1d4+2, bite) or +7 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, rake; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +7, Ref +8, Will +9; Str 18, Dex 16, Con 14; Int 12, Wis 17, Cha 8.

Skills and Feats: Diplomacy +7, Handle animal +5*, Hide +6 (+10 underwater), Listen +9 (+13 underwater), Profession (hunter) +1*, Ride +3, Spot +9 (+13 underwater), Survival +2, Swim +9; Alertness, Great Fortitude, Multiattack, Weapon Focus (Trident).

Possessions: Wooden holy symbol of Sekolah, trident, heavy crossbow, 10 bolts, *potion of haste, hand of the mage*.

Blindsense (Ex): A Sahuagin can locate creatures underwater on a 30 ft. radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end it's frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a take a DC 15 Fortitude save or become fatigued. Even if save is succesful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

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

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Spells Prepared (4/4/3; base DC = 12 + spell level):
0—*cure minor wounds, detect magic, guidance, read magic*, 1st—*cause fear, cure light wounds, protection from good**; 2nd—*bull's strength, spiritual weapon*, summon monster II*.

*Domain spell. *Domains*: Evil (Cast evil spells at +1 caster level); War (Free martial weapon proficiency and Weapon Focus with trident)

Sahuagin fighters (3): Male sahuagin Ftr2; CR 4; Medium Monstrous Humanoid (aquatic); HD 2d8+4+2d10+4; hp 31; Init +3; Spd 30 ft., swim 60 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +4; Grp +9; Atk +9 melee (1d4+5, talon) or +10 melee (1d8+5, trident) or +7 ranged (1d10/19-20, heavy crossbow); Full Atk +10 melee (1d8+5, trident) and +7 melee (1d4+2, bite) or +7 melee (1d4+5, 2 talons) and +5 melee (1d4+2, bite) or +7 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, rake; SQ Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +7,

Ref +5, Will +5; Str 20, Dex 16, Con 14; Int 14, Wis 15, Cha 6.

Skills and Feats: Handle animal +4*, Climb+4, Hide +6 (+10 underwater), Intimidate +2, Listen +6 (+10 underwater), Profession (Hunter) +1*, Ride +3, Spot +5 (+9 underwater), Survival +1, +8, Swim +9; Dodge, Great Fortitude, Multiattack, Weapon Focus (Trident)

Possessions: Trident, heavy crossbow, 10 bolts.

Blindsense (Ex): A Sahuagin can locate creatures underwater on a 30 ft. radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end it's frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a take a DC 15 Fortitude save or become fatigued. Even if save is succesful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

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

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Encounter 9: Kuo-Toa Attack!

Kuo-Toa Whip: Female Kuo-Toa Clr3; CR 6; Medium Monstrous Humanoid (aquatic); HD 2d8+4+3d8+6+3; hp 40; Init +0; Spd 20 ft., swim 50 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +4; Grp +8; Atk +9 melee (1d10+3, masterwork pincer staff) or +2 melee (1d4+4, bite); Full Atk +9 melee (1d10+3, masterwork pincer staff) and +2 melee (1d4+1, bite); SA Lightning bolt, pincer staff; SQ Adhesive, amphibious, immunity to poison & paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; SV Fort +8,

Ref +4, Will +11; Str 16, Dex 10, Con 14; Int 12, Wis 19, Cha 6.

Skills and Feats: Diplomacy +4, Knowledge (religion) +5, Escape artist +8, Listen +7, Move Silently +4, Search +8, Spot +12, Swim +10; Alertness, Great Fortitude, Toughness, Weapon Focus (pincer staff).

Lightning bolt (Su): Two or more Kuo-Toa clerics (know as whips) operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely be within 30ft while it builds. The lightning bolt deals 1d6 damage per whip but successful reflex save (DC13+number of whips) halves the damage.

Pincer staffs: Many Kuo-Toa fighters and all whips of level 7th or more carry this large exotic weapon. A pincer staff deals 1d10 bludgeoning damage, threatens on natural 20 and deals double damage on critical hit. It has 10ft reach and cannot be used against adjacent targets. A wielder that hits opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action, without provoking attack of opportunity. If the wielder wins a grapple check, the staff establishes a hold and deals 1d10 bludgeoning damage each round that grapple is maintained.

Adhesive (Ex): Kuo-Toas use their own body oil and other materials to give their shields a finish almost like a flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful attack against Kuo-Ta must succeed at DC 14 Reflex save or his weapon sticks to the shield and is yanked out of wielders grasp. Creatures using natural weapon are automatically grappled if they become stuck. A Kuo-Ta requires 1 hour and special material costing 20 gp to coat a shield with adhesive. The adhesive remains good for three days or until it actually catches something or someone (in which case the shield can trap no additional items, since adhesive is used up). Pulling a stuck weapon or limb free requires DC20 Strength check.

Amphibious (Ex): Although Kuo-Toas breath by means of gills, they can survive indefinitely on land.

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

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

Slippery (Ex): All Kuo-Toas secrete oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect Kuo-Toa and they can usually wiggle free of most other types of confinement.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, read magic*; 1st—*bles, cure light wounds, inflict light wounds**, *shield of faith* (casted); 2nd—*bull strength, shatter**, *summon monster II*.

*Domain spell. *Domains:* Destruction (Smite 1/day, +4 to hit and +Clr lvl dmg); Water (Turn/destroy fire creatures, rebuke/command or bolster water creatures 4/day).

Possessions: Wooden holy symbol of Blibdoolpoolp, masterwork pincer staff.

Kuo-Toa monitor: Male Kua-Toa Mnk3; CR 6; Medium monstrous humanoid (aquatic); HD 2d8+4+3d8+6; hp 37; Init +2; Spd 20 ft, swim 50ft; AC 22 (touch 16, flat-footed 18); Base Atk +4; Grp +13; Atk +9 melee (1d6+5, unarmed strike) or +5 melee (1d4+5, bite); Full Atk +9 melee (1d6+5, unarmed strike) and +4 melee (1d4+5, bite) or +7/+7 melee (1d6+5, unarmed strike) and +2 melee (1d4+2, bite); SA Stunning fist 3/day (DC 15); SQ Adhesive, amphibious, evasion, immunity to poison & paralysis, keen sight, light blindness, resistance to electricity 10, slippery, still mind (+2 bonus on saves vs. enchantment); AL LE; SV Fort +7, Ref +8, Will +10; Str 20, Dex 14, Con 13; Int 15, Wis 18, Cha 6.

Skills and Feats: Escape artist +12, hide +7, Knowledge (religion) +4, Listen +9, Move Silently +10, Search +8, Spot +11, Swim +9, Tumble +6; Alertness, Deflect Arrows, Earth's Embrace (new feat, see app. 5), Great Fortitude, Improved Grapple, Improved Unarmed Strike, Power Attack.

Adhesive (Ex): Kuo-Toas use their own body oil and other materials to give their shields a finish almost like a flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful attack against Kuo-Toa must succeed at DC 14 Reflex save or his weapon sticks to the shield and is yanked out of wielders grasp. Creatures using natural weapon are automatically grappled if they become stuck. A Kuo-Toa requires 1 hour and special material costing 20 gp to coat a shield with adhesive. The adhesive remains good for three days or until it actually catches something or someone (in which case the shield can trap no additional items, since adhesive is used up). Pulling a stuck weapon or limb free requires DC 20 Strength check.

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

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

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

Slippery (Ex): All Kuo-Toas secrete oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect Kuo-Toa and they can usually wiggle free of most other types of confinement.

Possessions: *Potion of mage armor, gauntlets of ogre power.*

Kuo-Toa fighter (4): Male Kuo-Toa Ftr1; CR 4; Medium Monstrous Humanoid (aquatic); HD 2d8+6+1d10+3+3; hp 31; Init +1; Spd 20 ft., swim 50 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +3; Grp +6; Atk +7 melee (1d6+3/x3, short spear) or +1 melee (1d4+3, bite); Full Atk +7 melee (1d6+4/x3, short spear) and +1 melee (1d4+1, bite); SA Pincer staff; SQ Adhesive, amphibious, immunity to poison & paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; SV Fort +6, Ref +4, Will +7; Str 17, Dex 13, Con 16; Int 12, Wis 16, Cha 6.

Skills and Feats: Intimidate +0, Knowledge (religion) +4, Escape artist +8, Listen +7, Move Silently +3, Search +8, Spot +11, Swim +10; Alertness, Great Fortitude, weapon focus (shortspear), toughness.

Adhesive (Ex): Kuo-Toas use their own body oil and other materials to give their shields a finish almost like a flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful attack against Kuo-Toa must succeed at DC 14 Reflex save or his weapon sticks to the shield and is yanked out of wielder's grasp. Creatures using natural weapons are automatically grappled if they become stuck. A Kuo-Toa requires 1 hour and special material costing 20 gp to coat a shield with adhesive. The adhesive remains good for three days or until it actually catches something or someone (in which case the shield can trap no additional items, since adhesive is used up). Pulling a stuck weapon or limb free requires DC 20 Strength check.

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

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

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

Slippery (Ex): All Kuo-Toas secrete oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect Kuo-Toa and they can usually wiggle free of most other types of confinement.

Possessions: Short spear, adhesive coated heavy wooden shield.

Encounter 10: Back to Mainland

Captain Belva: Female human Ftr10; CR 10; Medium Humanoid (human); HD 10d10+30; hp 94; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +10; Grp +13; Atk +17 melee (1d8+7/17-20, +2 *longsword*) or +12 ranged (1d8+3, +1 *light crossbow*); Full Atk +17/+12 melee (1d8+7/17-20, +2 *longsword*) or +10/+10/+5 ranged (1d8+3, +1 *light crossbow*); AL LN; SV Fort +11, Ref +4, Will +4; Str 16, Dex 10, Con 16, Int 12, Wis 11, Cha 13.

Skills and Feats: Climb +8, Diplomacy +2, Intimidate +10, Knowledge – Splintered Suns +6, Sense Motive +5, Listen +2, Spot +2, Swim +5; Alertness, Improved Critical (*longsword*), Point Blank Shot, Power Attack, Rapid Reload (*light crossbow*), Rapid Shot, Weapon focus (*longsword*), Weapon Focus (*crossbow*), Weapon specialization (*longsword*), weapon specialization (*crossbow*).

Languages: Common, Old Oeridian.

Possessions: +1 *chain shirt, cloak of resistance +1, +2 longsword, +1 light crossbow, 20 bolts, +1 heavy steel shield, amulet of natural armor +1, 2x potion of cure moderate wounds, signal whistle, lantern, oil, 10 tindertwigs, pipe, 'felten tobacco'.*

Nasranite watch member (8): Male/Female War2; CR 1; Medium Humanoid (human); HD 2d8+5; hp 14; Init +0; Spd 30 ft (30ft in armor); AC 16 (touch 11, flat-footed 15); Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, *longsword*); Full Atk +5 melee (1d8+2/19-20, *longsword*); SA; SQ; AL LG/LN/N/LE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 11, Cha 11.

Skills and Feats: Climb +2, Handle Animal +2, Intimidate +2, Jump +2, Profession (Watchman) +1, Ride +1, Swim +1; Toughness, Weapon Focus (longsword).

Possessions: Chain shirt armor, small steel shield, dagger, longsword, signal whistle, bull's eye lantern. One member in the group replaces small steel shield with light crossbow and 10 bolts.

Appendix 4: APL 8

Introduction:

Rhengott: Male human Rog4; CR 4, Medium-sized humanoid (human); HD 4d6+4; hp 21; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Base Atk +3; Grp +4; Atk melee +4 (1d6+1/19-20, short sword); Full Atk melee +4 (1d6+1/19-20, short sword); SA Sneak attack +2d6 SQ Evasion, uncanny dodge; AL LN; SV Fort +2, Ref +7, Will +2; Str 12, Dex 16, Con 13, Int 13, Wis 12, Cha 10.

Skills & Feats: Appraise +7, Bluff +2, Decipher Script +11, Diplomacy +7, Disable Device +8, Gather Information +5, Knowledge-Splintered Suns +5, Listen +9, Open Lock +8, Sleight of Hand +5, Spot +9, Tumble +9, Use Magic Device +7; Alertness, Improved Initiative, Skill Focus (Decipher Script).

Possessions: Leather armor, Masterwork dagger. Masterwork shortsword, purse, belt pouch, light horse (with saddle, etc).

Encounter 2: Gefjon Isle

Redasi: Male human Wiz4; CR 4; Medium Humanoid (Human); HD 4d4+4; hp 17; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +2; Grp +3; Atk +4 melee (1d4+1/19-20, masterwork dagger); Full Atk +4 melee (1d4+1/19-20, masterwork dagger); AL LE; SV Fort +2, Ref +3, Will +5; Str 13, Dex 14, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Concentration +6 (+10 when casting on the defensive), Craft (Alchemy) +5, Intimidate +2, Knowledge (Splintered Sun) +4, Knowledge (Arcane) +5, Profession (Fisherman) +2, Spellcraft +6; Brew potion, Combat Casting, Pureblood Suel, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*detect magic, read magic, ray of frost* (2); 1st—*charm person, magic missile, ray of enfeeblement, shield*; 2nd—*false life, glitterdust, summon monster II*.

Possessions: Fine clothing, masterwork dagger x2, spell component pouch, 10 gold pieces, hawk familiar, spellbook with following spells: 0—*all* (from the *Players Handbook*); 1st—*Endure elements, protection from Good/Evil/Law/Chaos, shield, grease, unseen servant, comprehend languages, detect undead, true strike, charm person, hypnotism, sleep, burning hands, floating disk, magic missile, color spray, cause fear, ray of enfeeblement, animate rope, reduce person, expeditious retreat, feather fall, reduce person*; 2nd—*Arcane lock, protection from arrows, resist energy,*

glitterdust, acid arrow, detect thoughts, mirror image, false life, alter self, eagle's splendor, spider climb, summon monster II.

Atorr: Male human Rgr1; CR 1; Medium Humanoid (Human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +3; Atk +3 melee (1d6+2/x3, handaxe) or +4 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d6+2/x3, handaxe) or +4 ranged (1d6/x3, shortbow); SA Favored enemy (animal: +2); SQ Wild empathy; AL CN; SV Fort +4, Ref +4, Will +1; Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +6, Craft (Trapmaking) +2, Handle animal +5, Knowledge (nature) +2, Profession (hunter) +5, Move Silently +4, Spot +3, Survival +5, Swim +6; Point Blank shot, Track, Weapon focus (shortbow).

Possessions: Traveler's clothing, dagger, handaxe, shortbow, 20 arrows, leather armour, 2 gold pieces, 5 silver pieces, backpack, 50 ft. hemp rope, hammer, 8 pitons, "traps".

Encounter 7: Sahuagin & Kuo-Toas

Krusxha, cleric of Sekolah: Male Sahuagin Clr5; CR 7; Medium Monstrous Humanoid (aquatic); HD 2d8+4+5d8+10; hp 42; Init +3; Spd 30 ft., swim 60 ft.; AC 17 (touch 13, flat-footed 15); Base Atk +5; Grp +9; Atk +9 melee (1d4+4, talon) or +10 melee (1d8+4, trident) or +8 ranged (1d10/19-20, heavy crossbow); Full Atk +10 melee (1d8+4, trident) and +7 melee (1d4+2, bite) or +7 melee (1d4+4, 2 talons) and +5 melee (1d4+2, bite) or +8 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, rake; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +7, Ref +8, Will +9; Str 18, Dex 16, Con 14; Int 12, Wis 17, Cha 8.

Skills and Feats: Diplomacy +8, Handle animal +5*, Hide +6 (+10 underwater), Listen +10 (+14 underwater), Profession (Hunter) +1*, Ride +3, Spot +9 (+13 underwater), Survival +2, Swim +9; Alertness, Dodge, Great Fortitude, Multiattack, Weapon Focus (Trident).

Blindsight (Ex): A Sahuagin can locate creatures underwater on a 30 ft. radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy. Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end it's frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a take a DC 15 Fortitude save or become fatigued. Even if save is succesful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

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

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Spells Prepared (5/4/3/2; base DC = 12 + spell level): 0—*cure minor wounds (2), detect magic, guidance, read magic*; 1st—*bless, cause fear, cure light wounds, protection from good**; 2nd—*bull's strength, spiritual weapon*, summon monster II*; 3rd—*magic vestment*, protection from energy*;

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); War (Free martial weapon proficiency and Weapon Focus with trident).

Possessions: Wooden holy symbol of Sekolah, trident, heavy crossbow, 10 bolts, *potion of haste, hand of the mage*.

Sahuagin fighters (3): Male Sahuagin Ftr3; CR 5; Medium Monstrous Humanoid (aquatic); HD 2d8+4+3d10+4; hp 39; Init +3; Spd 30 ft., swim 60 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +5; Grp +10; Atk +10 melee (1d4+5, talon) or +11 melee (1d8+5, trident) or +8 ranged (1d10/19-20, heavy crossbow); Full Atk +11 melee (1d8+5, trident) and +8 melee (1d4+2, bite) or +8 melee (1d4+5, 2 talons) and +6 melee (1d4+2, bite) or +7 ranged (1d10/19-20, heavy crossbow); SA Blood frenzy, rake; SQ Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +7,

Ref +6, Will +6; Str 20, Dex 16, Con 14; Int 14, Wis 15, Cha 6.

Skills and Feats: Handle animal +5*, Climb+4, Hide +6 (+10 underwater), Intimidate +3, Listen +6 (+10 underwater), Profession (Hunter) +1*, Ride +3, Spot +5 (+9 underwater), Survival +1, Swim +9; Dodge, Great Fortitude, Multiattack, Weapon Focus (Trident)

Blindsense (Ex): A Sahuagin can locate creatures underwater on a 30 ft. radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy. Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end it's frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a take a DC 15 Fortitude save or become fatigued. Even if save is succesful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

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

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 ft. away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Possessions: Trident, heavy crossbow, 10 bolts.

Encounter 9: Kuo-Toa attack!

Kuo-Toa whip: Female kuo-toa Clr4; CR 7; Medium Monstrous Humanoid (aquatic); HD 2d8+4+4d8+8+3; hp 48; Init +0; Spd 20 ft., swim 50 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +5; Grp +9; Atk +10 melee (1d10+4, masterwork pincer staff) or +3 melee (1d4+3, bite); Full Atk +10 melee (1d10+4, masterwork pincer staff) and +4 melee (1d4+1, bite); SA Lightning bolt, pincer staff; SQ Adhesive, amphibious, immunity to poison & paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; SV Fort +9,

Ref +4, Will +12; Str 16, Dex 10, Con 14; Int 15, Wis 19, Cha 8.

Skills and Feats: Diplomacy +4, Knowledge (religion) +6, Escape artist +8, Listen +7, Move Silently +4, Search +8, Spellcraft +3, Spot +12, Swim +10; Alertness, Great Fortitude, Toughness, Weapon Focus (pincer staff).

Lightning bolt (Su): Two or more Kuo-Toa clerics (know as whips) operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely be within 30 ft. while it builds. The lightning bolt deals 1d6 damage per whip but successful Reflex save (DC 13+number of whips) halves the damage.

Pincer staffs: Many Kuo-Toa fighters and all whips of level 7th or more carry this large exotic weapon. A pincer staff deals 1d10 bludgeoning damage, threatens on natural 20 and deals double damage on critical hit. It has 10 ft. reach and cannot be used against adjacent targets. A wielder that hits opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action, without provoking attack of opportunity. If the wielder wins a grapple check, the staff establishes a hold and deals 1d10 bludgeoning damage each round that grapple is maintained.

Adhesive (Ex): Kuo-Toas use their own body oil and other materials to give their shields a finish almost like a flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful attack against Kuo-Ta must succeed at DC 14 Reflex save or his weapon sticks to the shield and is yanked out of wielders grasp. Creatures using natural weapon are automatically grappled if they become stuck. A Kuo-Toa requires 1 hour and special material costing 20 gp to coat a shield with adhesive. The adhesive remains good for three days or until it actually catches something or someone (in which case the shield can trap no additional items, since adhesive is used up). Pulling a stuck weapon or limb free requires DC 20 Strength check.

Amphibious (Ex): Although Kuo-Toas breath by means of gills, they can survive indefinitely on land.

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

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or *daylight* spell) blinds

Kuo-Toas for 1 round. On subsequent round they are dazzled while operating in bright light.

Slippery (Ex): All Kuo-Toas secrete oily film that makes them difficult to grapple or snare. Webs, magical or otherwise don't affect Kuo-Toa and they can usually wiggle free of most other types of confinement.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance (2), read magic; 1st—bless (casted), cure light wounds, inflict light wounds*, protection from good, shield of faith (casted); 2nd—bull strength (casted), shatter*, sound burst, summon monster II.*

*Domain spell. **Domains:** Destruction (Smite 1/day, +4 to hit and +Clr lvl dmg); Water (Turn/destroy fire creatures, rebuke/command or bolster water creatures 4/day).

Possessions: Wooden holy symbol of Blibdoolpoolp, masterwork pincer staff.

Kuo-Toa monitor: Male Kuo-Toa Mnk4; CR 7; Medium Monstrous Humanoid (aquatic); HD 2d8+4+4d8+8; hp 45; Init +2; Spd 20 ft., swim 50 ft.; AC 21 (touch 15, flat-footed 18); Base Atk +5; Grp +14; Atk +10 melee (1d8+5, unarmed strike) or +6 melee (1d4+5, bite); Full Atk +10 melee (1d8+5, unarmed strike) and +6 melee (1d4+2, bite) or +8/+8 melee (1d8+5, unarmed strike) and +6 melee (1d4+2, bite); SA Pincer staff, stunning fist 4/day (DC 16); SQ Adhesive, amphibious, immunity to poison & paralysis, evasion, keen sight, light blindness, resistance to electricity 10, slippery, slow fall 20 ft., still mind (+2 bonus on saves vs. enchantments); AL LE; SV Fort +6, Ref +8, Will +10; Str 20, Dex 13, Con 14, Int 12, Wis 18, Cha 6.

Skills and Feats: Escape artist +12, hide +7, Knowledge (religion) +4, Listen +9, Move Silently +11, Search +9, Spot +11, Swim +9, Tumble +7; Alertness, Deflect Arrows, Earth's Embrace (new feat, see app. 5), Great Fortitude, Improved Grapple, Improved Unarmed Strike, Power Attack.

Pincer staffs: Many Kuo-Toa fighters and all whips of level 7th or more carry this large exotic weapon. A pincer staff deals 1d10 bludgeoning damage, threatens on natural 20 and deals double damage on critical hit. It has 10 ft. reach and cannot be used against adjacent targets. A wielder that hits opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action, without provoking attack of opportunity. If the wielder wins a grapple check, the staff establishes a hold and deals 1d10 bludgeoning damage each round that grapple is maintained.

Adhesive (Ex): Kuo-Toas use their own body oil and other materials to give their shields a finish almost like a flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful attack against Kuo-Toa must succeed at DC 14 Reflex save or his weapon sticks to the shield and is yanked out of wielders grasp. Creatures using natural weapon are automatically grappled if they become stuck. A Kuo-Ta requires 1 hour and special material costing 20 gp to coat a shield with adhesive. The adhesive remains good for three days or until it actually catches something or someone (in which case the shield can trap no additional items, since adhesive is used up). Pulling a stuck weapon or limb free requires DC 20 Strength check.

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Possessions: Potion of mage armor, gauntlets of ogre power +2.

Kuo-Toa fighter (4): Male Kuo-Toa Ftr3; CR 6; Medium Monstrous Humanoid (aquatic); HD 2d8+6+3d10+9+3; hp 49; Init +0; Spd 20 ft., swim 50 ft.; AC 18 (touch 10, flat-footed 18); Base Atk +5; Grp +9; Atk +10 melee (1d10+6, pincer staff) or +4 melee (1d4+4, bite); Full Atk +10 melee (1d10+6, pincer staff) and +4 melee (1d4+2, bite); SA Pincer staff; SQ Adhesive, amphibious, immunity to poison & paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; SV Fort +7, Ref +4, Will +7; Str 18, Dex 13, Con 14; Int 12, Wis 16, Cha 6.

Skills and Feats: Intimidate +2, Knowledge (religion) +4, Escape artist +8, Listen +7, Move Silently +4, Search +8, Spot +11, Swim +12; Alertness, Great Fortitude, Weapon Focus (pincer staff), Toughness.

Pincer staffs: Many Kuo-Toa fighters and all whips of level 7th or more carry this large exotic

weapon. A pincer staff deals 1d10 bludgeoning damage, threatens on natural 20 and deals double damage on critical hit. It has 10 ft. reach and cannot be used against adjacent targets. A wielder that hits opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action, without provoking attack of opportunity. If the wielder wins a grapple check, the staff establishes a hold and deals 1d10 bludgeoning damage each round that grapple is maintained.

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Possessions: pincer staff.

Encounter 10: Back to Mainland

Captain Belva: Female Human Ftr10; CR 10; Medium Humanoid (human); HD 10d10+30; hp 94; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +10; Grp +13; Atk +17 melee (1d8+7/17-20, +2 *longsword*) or +12 ranged (1d8+3, +1 *light crossbow*); Full Atk +17/+12 melee (1d8+7/17-20, *longsword*) or +10/+10/+5 ranged (1d8+3, +1 *light crossbow*); AL LN;

SV Fort +11, Ref +4, Will +4; Str 16, Dex 10, Con 16, Int 12, Wis 11, Cha 13.

Skills and Feats: Climb +8, Diplomacy +2, Intimidate +10, Knowledge – Splintered Suns +6, Sense Motive +5, Listen +2, Spot +2, Swim +5; Alertness, Improved Critical (longsword), Point Blank Shot, Power Attack, Rapid Reload (light crossbow), Rapid Shot, Weapon focus (longsword), Weapon Focus (crossbow), Weapon specialization (longsword), weapon specialization (crossbow).

Languages: Common, Old Oeridian.

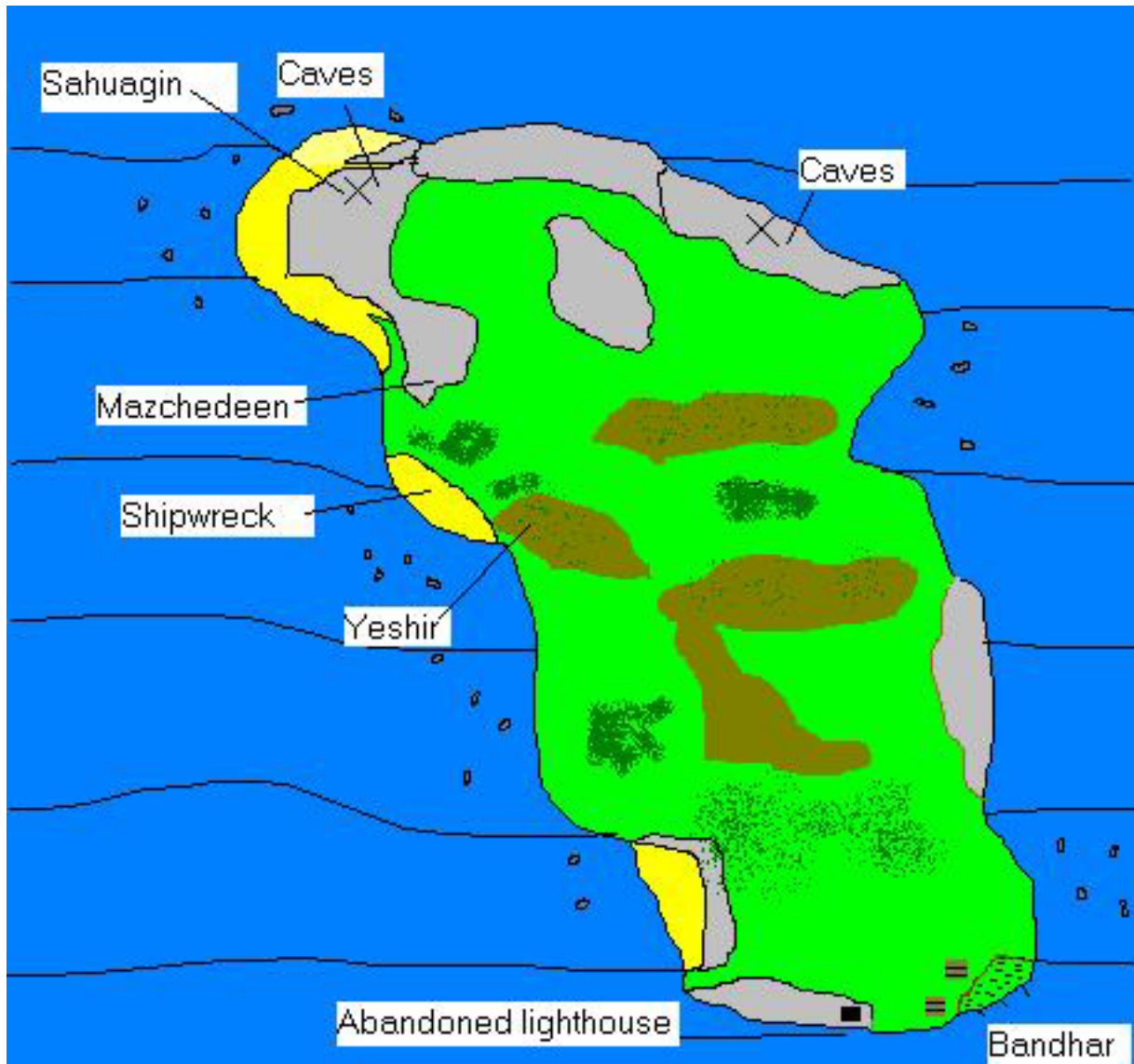
Possessions: +1 chain shirt, Cloak of resistance +1, +2 longsword, +1 light crossbow, 20 bolts, +1 heavy steel shield, amulet of natural armor +1, 2x potion of cure moderate wounds, signal whistle, lantern, oil, 10 tindertwigs, pipe, 'felten tobacco'.

Nasranite watch member (8): Male/Female Human War2; CR 1; Medium Humanoid (human); HD 2d8+5; hp 14; Init +0; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA; SQ; AL LG/LN/N/LE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 11, Cha 11.

Skills and Feats: Climb +2, Handle Animal +2, Intimidate +2, Jump +2, Profession (Watchman) +1, Ride +1, Swim +1; Toughness, Weapon Focus (longsword).

Possessions: Chain shirt armor, small steel shield, dagger, longsword, signal whistle, bull's eye lantern. One member in the group replaces small steel shield with light crossbow and 10 bolts.

DM Aid:
Gefjon encounter map



Appendix 5 New Rules Items

New Monsters

From “Beasts of the Scarlet Brotherhood” article in *Dungeon # 106* by Paul Looby and Stuart Kerrigan.

Mazchedeen (Tunnel Hunters): CR 2; Medium Aberration; HD 4d8+4; hp 22; Init +4; Spd 40 ft, climb 20ft; AC 16 (+4 dex, +2 natural), touch 14, flat-footed 12; Base Atk +3; Grp +5; Atk: +5 melee (2d6 +2, bite); Full Atk +5 melee (2d6+2, bite) and +0 melee (1d4+1, 2 claws); Space/Reach 5ft./5ft.; SA Acid Spit; SQ Blindsight 60ft, camouflage, Suel failsafe; AL LN; SV Fort +2, Ref +5, Will +5; Str 14, Dex 18, Con 13; Int 9, Wis 10, Cha 10.

Skills and Feats: Hide +18, Listen +3, Move Silently +8; Improved natural attack (bite), Stealthy.

Spit acid (Ex): Mazchedeens can spit 15-foot long line of acid once every 1d6 rounds. The acid deals 4d4 points of damage. A successful Reflex save (DC 13) halves the damage. This DC is constitution based.

Camouflage (Ex): Due to their rough, pigmented hide, Mazchedeens gain a +10 racial bonus on hide-checks.

Suel Failsafe (Ex): Mazchedeens are bred not to attack humans of purely Suel origin, unless attacked first.

Mazchedeens (tunnel-hunters) are specially bred through the foul sorcery of the Scarlet Brotherhood to fight in the subterranean cavern networks of the dwarves and gnomes.

Sleek quadrupeds with powerfully muscled limbs, mazchedeens can run and climb on all fours, but frequently rear onto their back legs to rake foes with their cruelly curved fore-claws. Their long horse-like heads have two-vestigial eyes and a pair of slit nostrils set above the extensive fanged maw. Despite being sightless, Mazchedeens can navigate and locate foes without difficulty in complete darkness. Tunnel-hunters have extremely thick, rough, pigmented hide, which can change color to blend into creatures surroundings, making them very difficult to spot when they are motionless. Mazchedeens are thought to be one of the products of Scarlet Brotherhood's diabolical monster breeding program. As such, they can understand commands in Ancient Suloise, but only if issued with a priming control phase, know to the creatures Brotherhood masters alone. Moreover, tunnel-hunters have been conditioned not to initiate

combat with humans of pure Suel ancestry – a failsafe to prevent the creatures turning on their creators. It is a mystery how the sightless creatures discern Suel from other humans.

The Brotherhood uses the tunnel-hunters as shock troops to suppress usually fierce resistance encountered in dwarven and non-dwarven settlements. Tales from Irongate and the Hollow Highlands tell of creatures bearing a striking resemblance to mazchedeens wreaking a bloody havoc in clanholds and settlements in the years following the Greyhawk Wars. They are also used as “Watchdogs” at the gates to sensitive Brotherhood strongholds where their ability to distinguish non-Suel humans has been the undoing of many a would-be spy.

The reproductive cycle of the Mazchedeen is unknown and it is unclear what differences, if any, there is between male and female mazchedeen. Mazchedeens have no spoken language but can comprehend commands issued in Ancient Suloise.

Combat

Mazchedeens are dangerous opponents, capable of using guile and tactics to undo their foes. Alone, they make full use of their climbing ability and natural camouflage to lay in wait and ambush unsuspecting targets, often clinging upside down to the roofs of caves and passages and then dropping onto passing victims. In groups, Mazchedeens like to swarm over their enemy, using their climbing ability to move over defensive lines, simultaneously overwhelming them and striking at the vulnerable spell-casters behind. In melee, their primary weapon is their vicious and toothy maw. Mazchedeens also make good use their own front claws, rearing up on their hind legs, or dangling down from cavern roofs to rake their victims. Particularly stubborn foes are dealt with by means of acid, secreted by glands in the creature's throat and spat into faces of enemies.

New feats:

Earth's Embrace (General)

You can crush your opponents when you grapple them.

Prerequisites: Str 15, Improved Grapple or Improved Grab, Improved Unarmed Strike.

Benefit: While grappling, if you pin your opponent you deal extra 1d12 points of damage in each round that you maintain the pin. You must hold your

opponent down immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than you are pinning) +4 bonus on attack rolls against you (but you are not helpless). You do not gain this damage against creatures that are immune to critical hits.

Normal: You may deal normal damage to a pinned opponent by making a successful grapple check.

Source: Complete Warrior, page 97.

Pureblooded Suel (General)

Undiluted Suloise blood flows through your veins, hearkening back to ancient empires and making you an attractive potential associate to pro-Suel Scarlet Brotherhood racists.

Benefit: Your notoriously short temper grants you a +1 bonus on intimidate checks, while the resolve and magical aptitude of your ancestors grants you a +1 bonus on all saving throws against spells and spell-like effects. You also gain +2 bonus on charisma based skills against members of the Scarlet Brotherhood.

Special: You may only select this feat at 1st level.

Availability: Human (Pure Suel).

Source: Dragon Magazine 319.

Player's Handout 1: Documents of Ashrou Ner

Cargo & passenger manifest, signed by Ashrou Ner

15 Crew members.
35 Olman warriors and assorted equipment
2100 units of sea rations
3 Crates of ceremonial Olman weapons (Ial Tornadth)
1 Box of magical scrolls (Scant)
10 Krenshars, one of the females is expecting cubs, aggression level lower than normal. (Scant)
8 Mazchedeen. Suel Overseer present. (4 to Scant, 4 to our agents in Iron Hills)
2000 pounds of flour (Scant)
50 barrels of water.
600 pounds of feed for gargo.

(Rest of the list is mainly about mundane equipment such as tools, ropes, agricultural products, etc. Which are to be shipped to Scant, occupied capital of Onnwal)

Shar, brother Ashnour.

Change of orders. I have assigned 30 new crew members for Red Wind and required supplies. While you are on your way to Scant to deliver "cargo" to Sister Kurianye, you must perform one small task. About 16 leagues southwest from Naerie city, is a small island of Gefjon. Take Red Wind there and conquer it. It is most insignificant place but would be a suitable place for a base on the Azure Sea. It's one hundred inhabitants should not prove much of a problem. Once you are finished, take all worthy slaves with you to Scant. The rest should be used to rebuild Gefjon until they are disposed. If you capture any of the pure stock, try to ascertain them about our cause and leave Sister Noulad to oversee their indoctrination.

Brother Farrid

Brother Ashmour

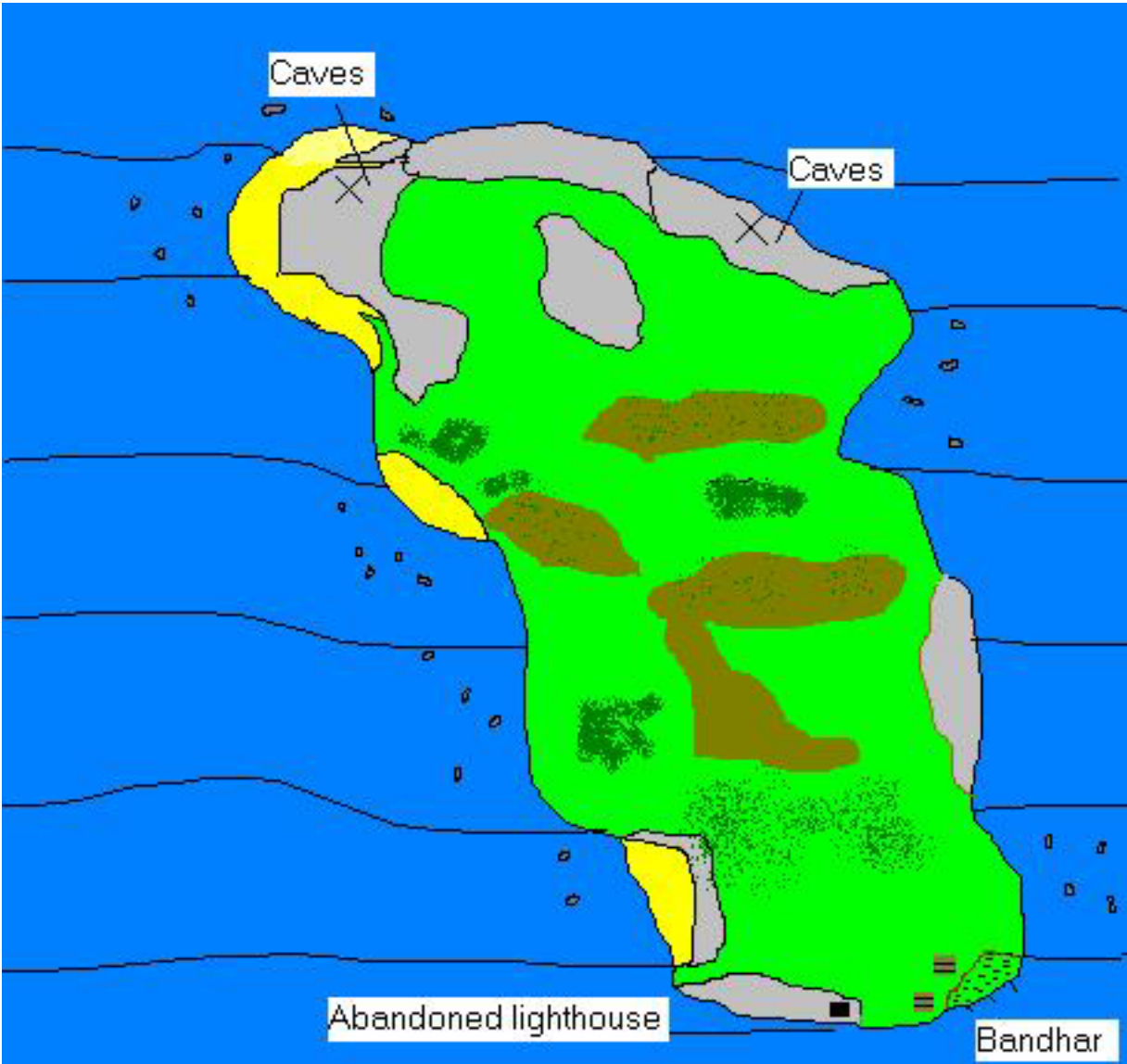
Four of the Mazchedeen should be left to our friends in the Iron Hills. They will be most valuable weapons against the Dwur. Make sure their overseer is the first one to approach them, otherwise you might have a mess on your hands like that one in Ekul. They will be expecting you on Dwurs Cove at 11th of Goodmonth S.D 6111. It should be new moon then and you can sneak in quickly and leave before Ahlissans can do anything.

Krenshars are for breeding program at Scant. If your food supplies ran low, start disposing them. Should not really happen but you know how unpredictable sea can be. I'm actually quite proud of this new species. Including "material" from Dullstrand Sennenhounds seems to have increased their temper, which will be useful in when we release them into the countryside of Onnwal.

Keep Mazchedeen alive & well fed. Our friends need them in Iron Hills and more are required for our planned operations in the Headlands of Onnwal.

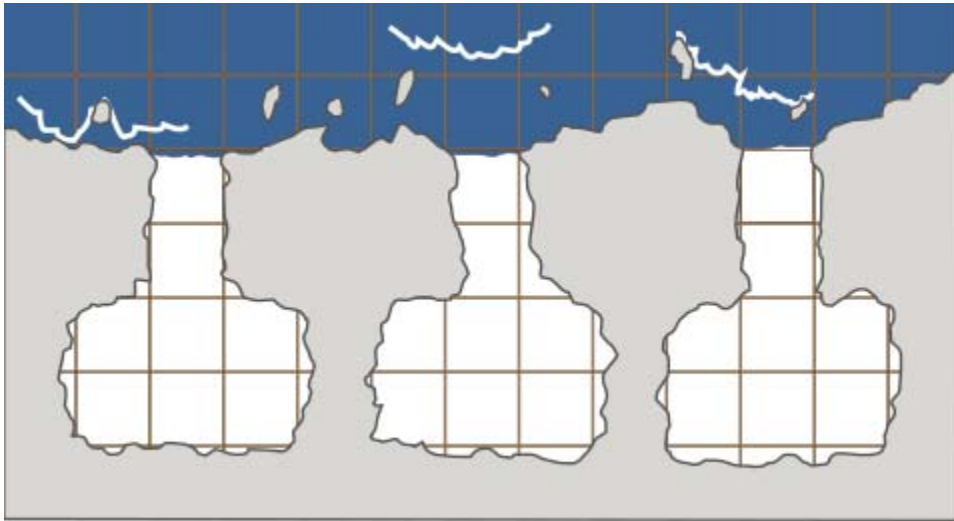
Sister Iresa

**Player's Handout 2:
Map of Gefjon**



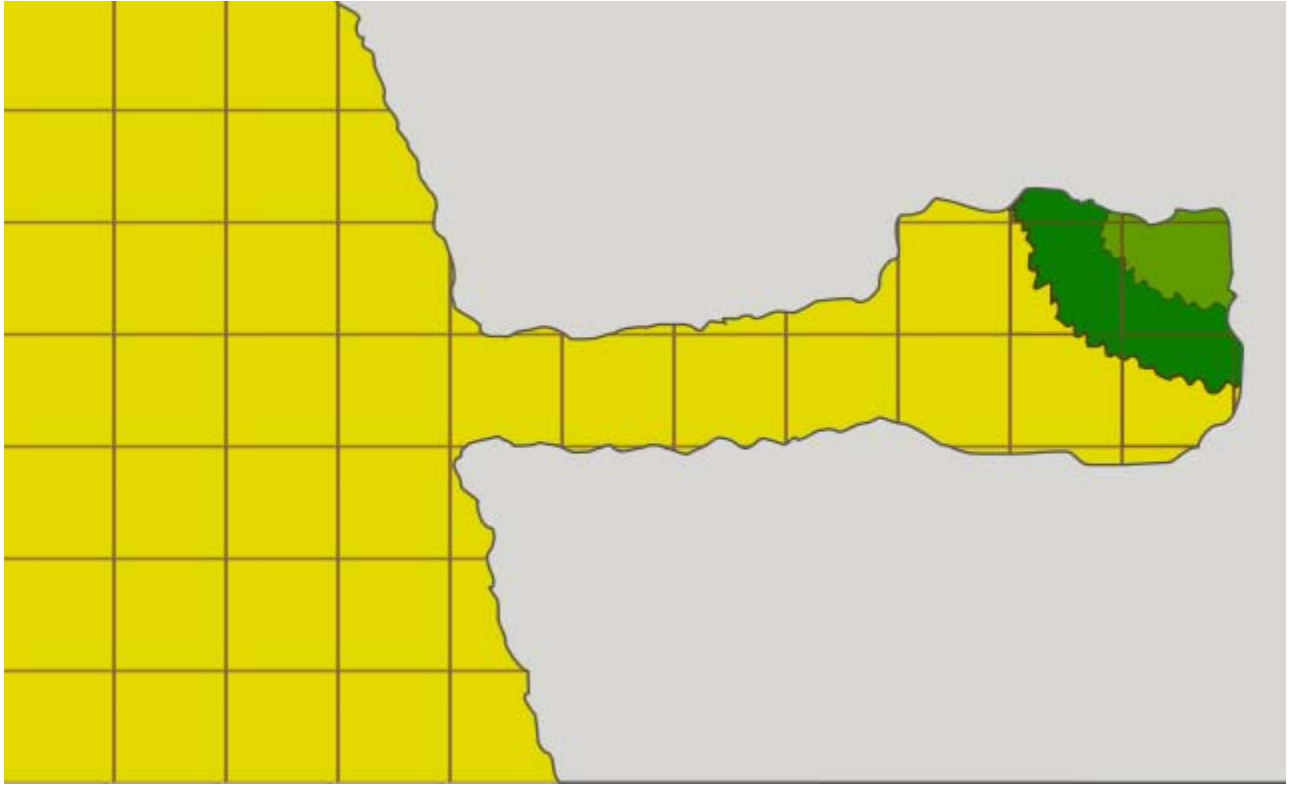
Encounter map 1:

(Each square = 5ft)



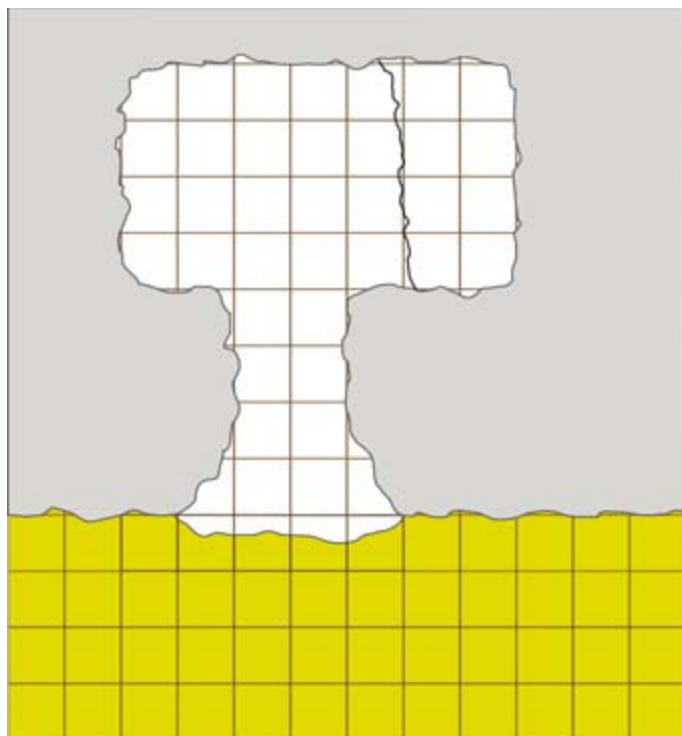
Encounter Map 2:

(Each square = 5ft)



Encounter Map 3:

(Each square = 5ft)



Encounter Map 4:

(Each square = 5ft)

