

DEEPWATER RISING

INTRODUCTION

Deepwater Rising is an adventure designed for five 16th-level player characters (PCs), and is part of the D&D Delve Night kit. Please review the instructions for use of the D&D Delve Night kit before using this adventure. The adventure uses tiles from the DU2 Streets of Shadow tile set. The adventure takes place in Paliisas, the capital city of the coastal kingdom of

Newabarr. A group of kuo-toa is preparing to open a long-sealed portal connecting their underground sea home to the sewers of Paliisas above.

Once the players are ready to begin play, read:

You are enjoying a well-deserved night of drinking and camaraderie in The Gilded Griffon Inn, recounting tales of your many adventures to several inn patrons. As you refill your tankards, you hear the shouts of chaos from outside your private, third-floor parlor. Voices pierce your chamber, shouting, "Help! Thieves! They've stolen the Sealing Stone! They must be stopped!" You look out the window to see several dark-clothed humanoids jump from the roof above you onto the building adjacent to your parlor, just a few feet from where you stand. Your guests look to you expectantly.

SETUP

Thirty years ago, workers in service to the monarch were excavating beneath Paliisas Castle, expanding the sewers, when an earthquake opened a gaping hole to the Underdark, beneath the sewers. They were promptly beset by kuo-toa in search of new slaves to aid in their constant wars with the other denizens of the Underdark.

The Newabarr city guard mobilized quickly and secured the area, preventing the kuo-toa from overrunning the sewers and the city above. Several wizards came together and closed the large opening between the sewers and the kuo-toa realm with a magical gate, sealing it permanently with a powerful ritual. They used a special sealing stone to complete this ritual.

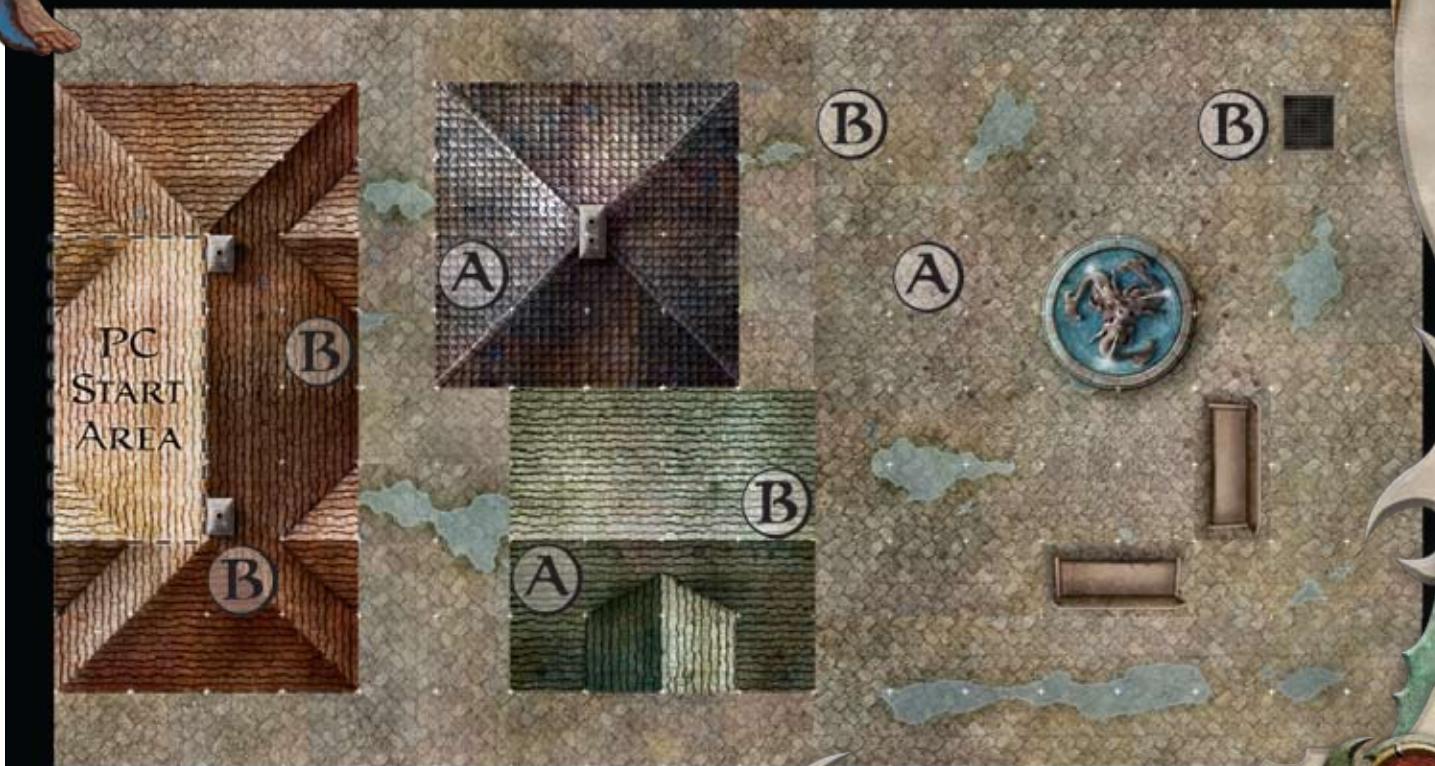
Work then continued on the sewers and the location of the magical gate was forgotten.

A few weeks ago, the kuo-toa beneath the city learned of the hiding place of the *sealing stone*, which they believe, rightly so, will allow them to reopen the gate, allowing their fell brethren to venture first into the sewers and then into the city above to pillage and enslave.

The kuo-toa dispatched grimlock slaves to steal the *sealing stone* and bring it into the sewers so that they can perform a ritual that will reopen the gate and bring death and destruction upon the people of Paliisas.

ADJUSTING THE ENCOUNTERS

While this adventure is designed to be played with 5 16th-level characters, you can make some simple adjustments to the adventure to account for 4 or 6 16th-level characters. Simply remove or add a foe of roughly the same level as the encounter that is listed in that encounter's setup.



ENCOUNTER 1: THE ROOFTOP RACE

Encounter Level 15 (5800 XP)

SETUP

3 grimlock ambushers (A) (level 11 skirmishers)

5 grimlock berserkers (B) (level 13 brutes)

As the adventure begins, the PCs have the opportunity to spring into action without knowing the specifics of the situation. As they are seasoned adventurers, it is not unreasonable to assume they'll jump at the chance presented here.

The grimlocks on the rooftops protect a grimlock "runner" who is carrying the *sealing stone* to a sewer grate some distance away from the PCs. As the PCs jump into action, the grimlocks on the rooftops attempt to slow the party's advance so that the runner will be able to continue on unhindered.

As the adventurers enter the area, read:

Sloped rooftops spread out before you as people shout from the streets below. As you burst from the window of your parlor chamber, several burly humanoid forms turn to greet you in the near-darkness. The rooftops here stand twenty feet above the ground. Beyond your sight, an insistent voice calls out in guttural tones.

- **Acrobatics (DC varies):** A PC trained in Acrobatics who falls from a rooftop can make an Acrobatics check to reduce falling damage.
- **Athletics (DC 17):** The PC climbs up or down a building's exterior wall.
- **Perception (DC 25):** The PC hears the shouts of the "runner" grimlock as he nears the sewer grate in the city square beyond the rooftops. If the PC who hears this understands Deep Speech, he knows that the grimlock says, "At the grate. Going below. All hail deep masters!"

FEATURES OF THE AREA

Illumination: The entire area is in dim light. The grimlocks have concealment against adventurers who attack them at range with normal vision.

Terrain Features: The rooftops are sloped. If a creature moves up a sloped roof, that roof is considered difficult terrain. Moving down a sloped roof is treated normally. If a creature runs down a slope, it must make an Acrobatics check (DC 15). Failure results in the creature falling prone and sliding 1 square in the direction it was running. This can result in the creature falling off of the roof. A creature in danger of falling off of a roof in this manner makes a saving throw to avoid falling. A successful saving throw results in the creature being prone at the edge of the roof.

TACTICS

The grimlocks engage the PCs in close combat on the rooftops, always attempting to prevent the PCs from getting to the runner. They are completely subservient to their kuo-toa masters and fight to the death.

ENDING THE ENCOUNTER

The encounter ends when the grimlocks are killed or rendered unconscious.

TREASURE

None of the monsters carry anything of value.

Grimlock Ambusher (A)	Level 11 Skirmisher
Medium natural humanoid (blind)	XP 600
Initiative +9	Senses Perception +7; blindsight 10
HP 110; Bloodied 55; see also <i>offensive shift</i>	
AC 26; Fortitude 25, Reflex 23, Will 23	
Immune gaze	
Speed 6	
↓ Greataxe (standard; at-will) ♦ Weapon +16 vs. AC; 1d12 + 5 damage (crit 2d12 + 17).	
↓ Offensive Shift (immediate reaction, when an enemy moves within 2 squares of the grimlock ambusher and attacks an ally of the grimlock; recharges when first bloodied)	
The grimlock ambusher shifts and makes a melee basic attack against the enemy.	
Alignment Evil	Languages Common, Deep Speech
Skills Athletics +15, Endurance +12	
Str 20 (+10)	Dex 14 (+7)
Con 14 (+7)	Int 9 (+4)
Wis 15 (+7)	Cha 9 (+4)
Equipment greataxe	

Grimlock Berserker (B)	Level 13 Brute
Medium natural humanoid (blind)	XP 800
Initiative +7	Senses Perception +8; blindsight 10
HP 156; Bloodied 78	
AC 25; Fortitude 27, Reflex 22, Will 23	
Immune gaze	
Speed 6	
↓ Greataxe (standard; at-will) ♦ Weapon +16 vs. AC; 1d12 + 6 damage (crit 2d12 + 18).	
↓ Power Attack (standard; at-will) ♦ Weapon Requires greataxe; +14 vs. AC; 1d12 + 12 damage (crit 2d12 + 24).	
↓ Frenzied Attack (standard; at-will) ♦ Weapon The grimlock berserker makes two greataxe attacks against a bloodied enemy.	
Grimlock Rage	
When the grimlock berserker bloodies an enemy, it gains 10 temporary hit points.	
Alignment Evil	Languages Common, Deep Speech
Skills Athletics +17, Endurance +14	
Str 22 (+12)	Dex 12 (+7)
Con 16 (+9)	Int 7 (+4)
Wis 15 (+8)	Cha 9 (+5)
Equipment greataxe	

ENCOUNTER 2: SEWER SLAVE SCOUTS

Encounter Level 16 (7000 XP)

SETUP

1 water archon waveshaper (W) (level 16 controller)
2 storm archon tide striders (T) (level 15 skirmishers)
4 water archon river reavers (R) (level 13 brutes)

After the adventurers defeat the grimlocks, read:

As you gather together in the square, a group of city guardsmen run to you, a beaten and bloodied grimlock in tow. Their captain surveys the dead grimlocks, looks to you, and says, "Quite well done, friends. I'll speak quickly since time is of the essence. This grimlock has revealed to me that a compatriot of his has stolen a sealing stone and fled into the sewers. I believe the kuo-toa who live far beneath this city are seeking to open a magically-sealed gate that keeps them at bay. They need this sealing stone to open the gate. I don't believe I can organize a large enough guard force to deal with this problem quickly. Will you track the runner and foil the kuo-toa plot?"

Should the PCs ask for monetary reward, the captain offers them 1000 gp each should they be successful in their endeavor. Once the PCs agree to pursue the runner into the sewers, continue on.

Several water and storm archon slaves prowl the sewers. Under order from their kuo-toa masters, they seek to stop any incursion by "above-worlders" who venture into the sewers to foil their masters' plans. These archons perform their duties to the best of their abilities, fearing retribution from their masters.

As the adventurers enter the area, read:

You follow the bloody trail of the grimlock runner through the twisting sewers. The sewer chambers are somewhat cramped, the ceiling only seven feet above the floor. All is dark here, forcing you to light torches and sunrods to see anything beyond your face. After following the blood trail for a time, you see the soft, flickering glow of torches ahead of you. Several bipedal forms move about a far-off sewer intersection, these beings engaging in a heated discussion that you can barely make out.

- **Perception (DC 25):** The character notices that the archons are clearly dissatisfied with their jobs. If the character understands Primordial, he learns that the water archon waveshaper is particularly disgruntled.

FEATURES OF THE AREA

Illumination: The sewers are dark. If the PCs want to be able to see, they need to have light sources. The archons, possessing normal vision, bear torches which they drop when combat begins.

Terrain Features: The watery areas of the sewers are two feet deep and are considered difficult terrain. The floor areas bordering these watery areas are clear and unimpeded. The archons can move through the watery areas at normal speed due to their swim speed.

TACTICS

When the PCs attack, the waveshaper hangs back and aids his allies from afar. The tide striders engage the PCs and attempt to stop them from getting to the waveshaper and river reavers. The river reavers stay near the waveshaper and make ranged attacks to pull their attackers into melee combat, preventing them from easily moving on to the waveshaper.

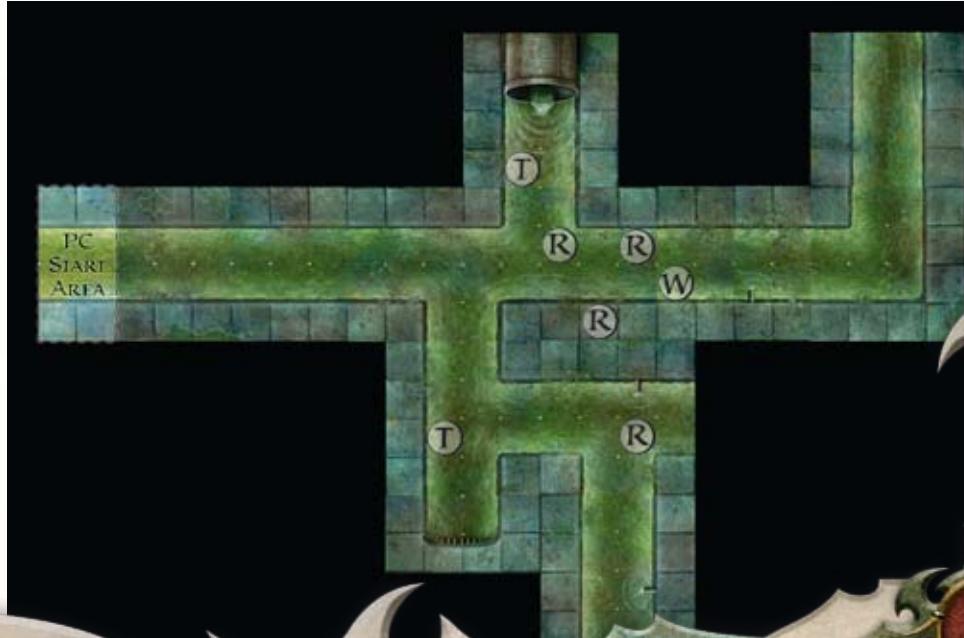
If the waveshaper is bloodied and all of the tide striders and river reavers are defeated, the waveshaper flees the combat.

ENDING THE ENCOUNTER

The encounter ends when the archons have been killed or rendered unconscious. If any of the tide striders or river reavers are captured, they reveal nothing about the kuo-toa plot, but gladly inform the PCs that death waits for them in the sewers beyond. If the waveshaper is captured, it reveals that the kuo-toa are probably already finishing the last part of their plan and that the city will soon be overrun with the slimy fish-men.

TREASURE

None of the monsters carry anything of value.



Water Archon River Reaver (R)	Level 13 Brute
Medium elemental humanoid (aquatic, water)	XP 800
Initiative +8 Senses Perception +7	
HP 159; Bloodied 79	
AC 25; Fortitude 27, Reflex 25, Will 24	
Immune disease, forced movement, poison; Resist 10 acid; Vulnerable cold (a water archon river reaver that takes cold damage is slowed until the end of its next turn)	
Saving Throws +2 against immobilized, restrained, and slowed	
Speed 5, swim 7	
➊ Trident (standard; at-will) ♦ Weapon +16 vs. AC; 3d8 + 3 damage, and the target takes a -2 penalty to AC until the end of its next turn.	
➋ Water Harpoon (standard; recharge ➊ ➋) Ranged 5; +16 vs. AC; 4d8 + 5 damage, and the water archon river reaver pulls the target adjacent to it.	
➌ Whirlpool of Tines (standard; recharges when first bloodied) Close burst 1; targets enemies; +16 vs. AC; 2d8 + 5 damage, and the target takes 2 damage for each square it moves on its turn (save ends). Miss: Half damage, and the target takes 1 damage for each square it moves on its turn (save ends).	
Alignment Chaotic evil Languages Primordial	
Str 18 (+10) Dex 15 (+8) Wis 13 (+7)	
Con 19 (+10) Int 12 (+7) Cha 10 (+6)	
Equipment scale armor, trident	

Water Archon Tide Strider (T)	Level 15 Skirmisher
Medium elemental humanoid (aquatic, water)	XP 1,200
Initiative +13 Senses Perception +9	
Body Torrent aura 1; each enemy within the aura that hits or misses the water archon tide strider with an attack is pushed 1 square.	
HP 144; Bloodied 72	
AC 29; Fortitude 27, Reflex 28, Will 26	
Immune disease, forced movement, poison; Resist 10 acid; Vulnerable cold (a water archon tide strider that takes cold damage is slowed until the end of its next turn)	
Saving Throws +2 against immobilized, restrained, and slowed	
Speed 6, swim 8	
➊ Greatspear (standard; at-will) ♦ Weapon Reach 2; +20 vs. AC; 2d10 + 4 damage.	
➋ Way of Water (standard; recharge ➊ ➋) The water archon tide strider shifts 6 squares and makes one greatspear attack against each enemy within reach at any point during the move.	
Combat Advantage Hits from a water archon tide strider's melee attacks knock prone any target that is granting combat advantage to it.	
Alignment Chaotic evil Languages Primordial	
Str 17 (+10) Dex 19 (+11) Wis 14 (+9)	
Con 16 (+10) Int 15 (+9) Cha 14 (+9)	
Equipment scale armor, greatspear	

Water Archon Waveshaper (W)	Level 16 Controller (Leader)
Medium elemental humanoid (aquatic, water)	XP 1,400
Initiative +10 Senses Perception +12	
HP 157; Bloodied 78	
AC 30; Fortitude 28, Reflex 27, Will 30	
Immune disease, forced movement, poison; Resist 10 acid; Vulnerable cold (a water archon waveshaper that takes cold damage is slowed until the end of its next turn)	
Saving Throws +2 against immobilized, restrained, and slowed	
Speed 6, swim 8	
➊ Waveshape (standard; at-will) +20 vs. Reflex; 2d6 + 5 damage, and the target is pushed 1 square and knocked prone.	
➋ Dizzying Whirlpool (standard; at-will) Ranged 10; +19 vs. Fortitude; 2d8 + 7 damage, and the target cannot charge or shift (save ends).	
➌ Geyser (standard; recharge ➊ ➋) Area burst 2 within 10; +19 vs. Reflex; 2d8 + 4 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.	
Ocean Call (minor; recharges when bloodied) Each ally that is within 10 squares of the water archon waveshaper and that has the water keyword or the aquatic keyword shifts 3 squares as a free action and gains 10 temporary hit points.	
Alignment Chaotic evil Languages Primordial	
Skills Intimidate +16	
Str 14 (+10) Dex 19 (+12) Wis 25 (+15)	
Con 21 (+13) Int 15 (+10) Cha 17 (+11)	
Equipment robes, 2 war fans	



ENCOUNTER 3: THE PERIMETER GUARD

Encounter Level 16 (7200 XP)

SETUP

2 kuo-toa monitors (M) (level 16 skirmishers)

3 kuo-toa harpooners (H) (level 14 soldiers)

1 blackspawn gloomweb (G) (level 16 lurker)

The kuo-toa perimeter guard waits in this sewer chamber. The harpooners wait in formation in the middle of the chamber while the monitors hide around corners. Their blackspawn gloomweb slave lurks within the large pipe.

The blood trail leads you further into the depths of the sewers. All is dark. As you approach a corner, you hear the sounds of activity beyond. Peering around the corner, you see three bi-pedal fish people bearing harpoons and shields and wearing slimy leather armor. They babble to each other excitedly.

- **Perception (DC 10):** The character can make out the kuo-toa harpooners speech. If the character understands Dark Speech, he hears one of them say, “Stand ready. We must protect the whips. They are preparing the ritual to bring death from below.”
- **Perception (DC 20):** The character hears the kuo-toa monitor hiding around the corner nearest to the party.
- **Perception (DC 30):** The character hears the sloshing of the blackspawn gloomweb in the pipe before it emerges.
- **Stealth (DC 25):** Each PC who approaches the corner successfully and without a light source gains the benefit of a surprise round action. Once two adventurers fail this check, no others can attempt it, the kuo-toa having noticed the group’s approach.



FEATURES OF THE AREA

Illumination: The sewers are dark. If the PCs want to be able to see, they need to have light sources. The kuo-toa and gloomweb possess darkvision and are not carrying light sources.

Terrain Features: The watery areas of the sewers are two feet deep and are considered difficult terrain. The floor areas bordering these watery areas are clear and unimpeded save for one area of rubble that counts as difficult terrain. The kuo-toa can move through the watery areas at normal speed due to their swim speed. The blackspawn gloomweb can avoid being slowed in the watery areas by climbing across the ceiling. The smaller of the two wooden bridges is old and rickety. If two creatures stand on this bridge at the same time, it collapses, causing the creatures to fall prone. Affected creatures receive an immediate saving throw to avoid this effect.

TACTICS

The kuo-toa harpooners leap into battle with fervor, attempting to overwhelm the toughest-looking opponent as quickly as possible. If the party holds back to attack at range, they use *reeling harpoon* in order to drag opponents closer so that the blackspawn gloomweb can get to them more easily.

The kuo-toa monitors attack at range until they get a chance to engage a single foe directly and use *lightning fist*. The gloomweb waits in the pipe until an adventurer becomes visible in front of it. It then rushes forward with *goring charge*.

If the adventurers kill or otherwise disable all but two of the monsters, one of the remaining kuo-toa attempts to flee through the corridor in the upper right of the map to warn the kuo-toa whips further on. The remaining monster attempts to cover his escape.

ENDING THE ENCOUNTER

The encounter ends when the kuo-toa and the gloomweb have been killed or rendered unconscious, or have fled to warn the other kuo-toa.

If a kuo-toa escapes to warn the others, they are prepared for the adventurers’ approach, negating any possibility of a surprise round.

TREASURE

One of the kuo-toa soldiers is carrying a +4 *terror* weapon (the exact form is determined by the player who received the item).

Kuo-Toa Harpooner (H)	Level 14 Soldier
Medium natural humanoid (aquatic)	XP 1,000
Initiative +12 Senses Perception +13; darkvision	
HP 137; Bloodied 68	
AC 28; Fortitude 26, Reflex 26, Will 24	
Speed 6, swim 6	
⊕ Harpoon (standard; at-will) ♦ Weapon	
+20 vs. AC; 1d8 + 3 damage, and the target is grabbed and takes ongoing 5 damage (until escape). While the target is grabbed, the kuo-toa harpooner cannot use the harpoon to make attacks.	
↗ Reeling Harpoon (standard; at-will) ♦ Weapon	
Ranged 5/10; +20 vs. AC; 1d8 + 3 damage, and the kuo-toa harpooner makes a secondary attack against the same target. Secondary Attack: +18 vs. Fortitude; 1d8 + 3 damage, and the target is pulled 3 squares.	
↓ Sticky Shield (immediate reaction, when missed by a melee attack; at-will)	
The kuo-toa harpooner makes an attack against the attacker: +18 vs. Reflex; a weapon wielded by the target drops in the target's space.	
Slick Maneuver (move; at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Str 17 (+10) Dex 17 (+10) Wis 13 (+8)	
Con 17 (+10) Int 13 (+8) Cha 15 (+9)	
Equipment leather armor, slimy light shield, 4 harpoons	
Kuo-Toa Monitor (M)	Level 16 Skirmisher
Medium natural humanoid (aquatic)	XP 1,400
Initiative +15 Senses Perception +15; darkvision	
HP 153; Bloodied 76	
AC 30; Fortitude 27, Reflex 28, Will 26	
Speed 6, swim 6	
⊕ Slam (standard; at-will)	
+21 vs. AC; 2d10 + 4 damage.	
↗ Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +21 vs. AC; 1d8 + 5 damage.	
↓ Leap Kick (standard; at-will)	
The kuo-toa monitor shifts 2 squares and makes a slam attack.	
↓ Lightning Fist (standard; encounter) ♦ Lightning	
+19 vs. Reflex; 3d8 + 4 lightning damage, and the target is stunned (save ends).	
Slick Maneuver (move; at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Skills Acrobatics +18, Dungeoneering +15	
Str 19 (+12) Dex 20 (+13) Wis 15 (+10)	
Con 17 (+11) Int 15 (+10) Cha 16 (+11)	
Equipment leather armor, crossbow with 20 bolts	

Blackspawn Gloomweb (G)	Level 16 Lurker
Large natural beast (reptile)	XP 1,400
Initiative +19 Senses Perception +8; darkvision	
HP 120; Bloodied 60	
AC 30; Fortitude 26, Reflex 27, Will 20; see also <i>gloom</i>	
Resist 15 acid	
Speed 8, climb 8 (spider climb); see also <i>mobile melee attack</i>	
⊕ Bite (standard; at-will) ♦ Acid	
+21 vs. AC; 2d10 + 6 damage, and ongoing 5 acid damage (save ends).	
↗ Goring Charge (standard; at-will)	
The blackspawn gloomweb makes a charge attack: +21 vs. Fortitude; 2d8 + 7 damage, the target is knocked prone, and the blackspawn gloomweb makes a bite attack against the same target.	
↓ Mobile Melee Attack (standard; at-will)	
The blackspawn gloomweb can move up to half its speed and make one melee basic attack at any point during that movement. The creature doesn't provoke opportunity attacks when moving away from the target of its attack.	
↗ Acidic Web (standard; at-will) ♦ Acid	
Ranged 10; +20 vs. Reflex; the target takes ongoing 10 acid damage and is restrained (save ends both).	
Gloom	
If the blackspawn gloomweb does not move on its turn, the shadows that constantly swirl around its form settle into a cloudlike mass that grants concealment until the beginning of its next turn.	
Alignment Unaligned Languages –	
Skills Stealth +20	
Str 22 (+14) Dex 24 (+15) Wis 10 (+8)	
Con 18 (+12) Int 2 (+4) Cha 8 (+7)	

ENCOUNTER 4: THE RITUAL CHAMBER

Encounter Level 17 (8500 XP)

SETUP

2 **kuo-toa whips** (W) (level 16 controllers)
6 **kuo-toa guards** (G) (level 16 minions)
2 **kuo-toa harpooneers** (H) (level 14 soldiers)
2 **cave-ins** (T)

This sewer intersection here is the location of the magical gate established years ago. As the adventurers approach, two kuo-toa whips have already begun the ritual that will collapse the gate. Several other kuo-toa guard the whips as they complete the ritual. The grimlock runner has been killed and its body disposed of.

If one of the kuo-toa from Encounter 3 escaped, he is here and all of the kuo-toa are fully prepared for an assault (no possibility of surprise).

As the adventurers enter the area, read:

You turn a corner into a large chamber containing a sewer intersection. Several kuo-toa guard the perimeter while two kuo-toa, garbed in ornate coats and head-dresses, chant in their vile tongue. As they chant, the sewer water in front of them bubble and boils. Occasional tremors shake the chamber, causing rocks and dust to fall from the cracking ceiling.

- **Arcana (DC 20):** Magical energy flows through the 4x4 area immediately in front of the whips. The PC knows the whips are trying to collapse the magically-sealed gate with their ritual.
- **Dungeoneering (DC 20):** The PC realizes that the ceiling is weakening.

FEATURES OF THE AREA

Illumination: The sewers are dark. If the PCs want to be able to see, they need to have light sources. The kuo-toa possess darkvision and are not carrying light sources.

Terrain Features: The watery areas of the sewers are two feet deep and are considered difficult terrain. The floor areas bordering these watery areas are clear and unimpeded save for two areas of rubble that counts as difficult terrain. The kuo-toa can move through the watery areas at normal speed due to their swim speed.

TACTICS

When the adventurers approach, one of the kuo-toa whips stops chanting and attacks at range. The other whip continues the ritual. The kuo-toa guards team up to attack front-line invaders and the harpooneers attempt to engage ranged attackers and spellcasters.

The cave-in marked T1 starts on the 2nd round of combat. The cave-in marked T2 starts on the 4th combat round. Once they start, both cave-ins continue until the ritual is completed or interrupted.

ENDING THE ENCOUNTER

The encounter ends when all of the kuo-toa are killed or rendered unconscious.

Make a note of how long the combat takes. The kuo-toa whip finishes the ritual on round 10 of the combat, opening the portal to the Underdark. If this kuo-toa is bloodied, his concentration is sufficiently disrupted, he stops casting, and attacks the party.

If the kuo-toa plot is foiled, the party can head back up to the city, present the *sealing stone* to the town guard, and collect their reward.

If the kuo-toa are successful in opening the portal, the PCs will have to race to escape the sewers before the kuo-toa below begin their invasion.

TREASURE

After searching the room, the PCs find the *sealing stone* and a +4 rod of dark reward. The kuo-toa whips' head-dresses each contain two emeralds, valued at 1500 gp apiece (a total of four emeralds).



Kuo-Toa Guard		Level 16 Minion
Medium natural humanoid (aquatic)		XP 350
Initiative +11	Senses Perception +12; darkvision	
HP 1; a missed attack never damages a minion.		
AC 29; Fortitude 24, Reflex 25, Will 23		
Speed 6, swim 6		
⊕ Spear (standard; at-will) ♦ Weapon		
+21 vs. AC; 7 damage.		
Slick Maneuver (move; at-will)		
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.		
Alignment Evil	Languages Deep Speech	
Str 15 (+10)	Dex 16 (+11)	Wis 9 (+7)
Con 15 (+10)	Int 11 (+8)	Cha 13 (+9)
Equipment leather armor, light shield, spear		

Kuo-Toa Harpooner		Level 14 Soldier
Medium natural humanoid (aquatic)		XP 1,000
Initiative +12	Senses Perception +13; darkvision	
HP 137; Bloodied 68		
AC 28; Fortitude 26, Reflex 26, Will 24		
Speed 6, swim 6		
⊕ Harpoon (standard; at-will) ♦ Weapon		
+20 vs. AC; 1d8 + 3 damage, and the target is grabbed and takes ongoing 5 damage (until escape). While the target is grabbed, the kuo-toa harpooner cannot use the harpoon to make attacks.		
✗ Reeling Harpoon (standard; at-will) ♦ Weapon		
Ranged 5/10; +20 vs. AC; 1d8 + 3 damage, and the kuo-toa harpooner makes a secondary attack against the same target. Secondary Attack: +18 vs. Fortitude; 1d8 + 3 damage, and the target is pulled 3 squares.		
† Sticky Shield (immediate reaction, when missed by a melee attack; at-will)		
The kuo-toa harpooner makes an attack against the attacker: +18 vs. Reflex; a weapon wielded by the target drops in the target's space.		
Slick Maneuver (move; at-will)		
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.		
Alignment Evil	Languages Deep Speech	
Str 17 (+10)	Dex 17 (+10)	Wis 13 (+8)
Con 17 (+10)	Int 13 (+8)	Cha 15 (+9)
Equipment leather armor, slimy light shield, 4 harpoons		

Kuo-Toa Whip		Level 16 Controller
Medium natural humanoid (aquatic)		XP 1,400
Initiative +12	Senses Perception +16; darkvision	
HP 156; Bloodied 78		
AC 30; Fortitude 28, Reflex 27, Will 27		
Speed 6, swim 6		
⊕ Pincer Staff (standard; sustain standard; at-will) ♦ Weapon		
Reach 2; +19 vs. AC; 1d8 + 3 damage, and the target is grabbed (until escape). While the target is grabbed, the kuo-toa whip cannot make attacks with its pincer staff. When the kuo-toa whip sustains the grab, it deals 1d10 damage to the target. The kuo-toa whip can release the target as a minor action, sliding the target to any other square within its reach.		
✗ Lightning Strike (standard; at-will) ♦ Lightning		
Ranged 10; +18 vs. Reflex; 2d8 + 5 lightning damage, and the target is blinded until the end of the kuo-toa whip's next turn.		
✗ Slime Vortex (standard; encounter)		
Area burst 4 within 20; targets enemies; +18 vs. Fortitude; 1d10 + 5 damage, the target takes a -2 penalty to attack rolls (save ends), and the target slides 3 squares and is knocked prone. Miss: Half damage, and the target slides 1 square.		
Slick Maneuver (move; at-will)		
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.		
Alignment Evil	Languages Deep Speech	
Skills Dungeoneering +16, Religion +15		
Str 17 (+11)	Dex 18 (+12)	Wis 17 (+11)
Con 20 (+13)	Int 15 (+10)	Cha 18 (+12)
Equipment coat, pincer staff, headdress		

Cave-In	Level 13 Lurker
Hazard	XP 800

A disruption of some sort sets off a chain reaction that doesn't end until all the room is covered in rubble.

Hazard: When triggered, rocks and debris fall from above to fill the area with attacks. It attacks a different part of the area each turn, on its initiative.

Perception

♦ DC 31: The character sees that the ceiling appears unstable.

Additional Skill: Dungeoneering

♦ DC 26: Same as for Perception, above.

Initiative +6

Trigger

The trigger for a cave-in can be random, caused by the actions of others, or timed. When triggered, the cave-in rolls initiative. Between the trigger and the cave-in's attack, characters in the area know that a cave-in is beginning. On its turn, the cave-in attacks a random square within the encounter area.

Attack

Standard Action Close burst 1

Targets: All creatures in burst

Attack: +16 vs. Reflex

Hit: 2d12 + 8 damage

Miss: Half damage.

Effect: The burst area becomes difficult terrain.

Sustain Standard: The cave-in attacks each round, targeting a different square.

Countermeasure

♦ A character who makes a DC 31 Dungeoneering check as a minor action can determine the square the trap will attack on its next turn.

