

VTF3-02

Undertow

A One-Round D&D Living Greyhawk
Tuflik, Fals and Velverdyva Trade Route Metaregional
Adventure

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Inflation soars, bandits prowl the streets in search of the unwary, the homeless ever increase in number and people “disappear” on occasion. If ever the city was in need of heroes it’s now. Can you help stop the city’s downward spiral into chaos? An adventure for APLs 6-12. Part Two of the ‘Three us the Evilest Number’ Series

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

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

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

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

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

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the City of Dyvers. Characters native to the Tulifk, Fals and Velverdyva Trade Route (Verbobonc, Dyvers, Ket, Veluna, Ekbir and Tusmit) pay one Time Unit; all others pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

The Dyvers Region

For judges not familiar with the Dyvers region two appendixes are included to answer some of the questions that may arise during the event. Appendix #2 is a brief write-up of the Dyvers region. Appendix #3 covers Crime and Punishment: Basic Dyvers Law.

The Current Effect of the Dock Fire on the Populace of the Free and Independent City of Dyvers

At this point in time, the Free and Independent City of Dyvers continues to reel from the massive fire in the dock district. Although the Magister and Gentry have tried their best to aid the displaced and shore up the economy, prices have begun to rise (Any item purchased in this scenario is 40% above normal value. The poor are present almost everywhere, except in the Gentry District, and ask the PCs for aid. Use Optional Encounter #1: Displaced People to add flavor during the adventure, but don't let it bog down the event. PCs paying Rich and Luxury lifestyles receive reverse the normal charisma modifiers from the poor and gentry unless they have aided the poor (Donated at least 3 GP per APL each) in Dyvers hour of need.

The newly created homeless have started to become unruly and angry with their situation, but at this point only attack if provoked.

Using Divination Spells in This Module

Due to the priesthood receiving numerous requests for aid from the victims of the Dock District fire, they are unable and unwilling to waste spell slots for divination spells when more readily useful ones can be cast. This is because they feel the homeless are more worthy of their efforts, and are to some extent afraid of the negative publicity coming from casting divination spells when more useful ones could be cast to benefit the common soul.

Slavery vs. Indentured Servants

Slavery is illegal in the Dyvers region. Indentured Servitude, however, isn't. Thus, there are those that sell themselves into indentured servitude for a period of time, either to pay off a debt or to get a grubstake. There is, of course, witnessed paperwork to be signed. The choice to enter indentured servitude is one of the factors that mark the difference between it and slavery. In a perfect world, the line between slavery and indentured servitude would be clear. However, life in the Dyvers region is often less than perfect, and some poor souls claim they were forced into indentured service. Unfortunately, if there is a valid contract, the burden of proof is on them. In some cases there have been

numerous complaints, and the constabulary takes a deeper look into the matter.

What Has Gone Before (The Meta-region plot thus far)

After the fall of the Temple of Elemental Evil, the surviving minions fled elsewhere to regroup under the influence of some other power. Recently, a faction was defeated at Crystal Falls (VTF3-01). Currently, splinters of the water cult have fled to the region of Dyvers.

The Alliance

The Alliance is a semi-secret organization that pulls strings behind the scenes to further their goals. Having their fingers in almost all the city's sources of revenue (both legal and illegal), they view the Circle of Crimson Stone's use of slaves potentially dangerous to the slave trade, and want this part of CoCS activity stopped. Preferably, adventurers can be used to fight the good fight. This allows the Alliance to stay behind the scene, and not incite tensions between its factions.

The Alliance will not help PCs cover up crimes, and are completely in covert mode in this module. It is their goal to set the PCs on a course of action and then recede into the shadows unseen to reap the benefit.

Adventure Summary and Background

Introduction: PCs from each of the regions in Meta-Region 2 has a reason for being in the Free and Independent City of Dyvers. Other PCs playing the module can use Player handout #1.

Encounter #1: A Night on the Town-The PCs arrive in the Free and Independent City of Dyvers, and happen upon a Circle of Crimson Stone event.

Encounter #1A: Thrillseekers-An additional hook to get the PCs into the module.

Encounter #2: Welcome to the Circle of Crimson Stone-The PCs find the Circle of Crimson Stone match, and one of them has the opportunity to fight in the second event of the night.

Encounter #2A: The Main Event-The Circle of Crimson Stone's fight card concludes with the Main Event. A

minotaur vs. a lightly armored human, and the minotaur breaks free.

Encounter #3: Startling Revelations-The PCs should find out the surviving slaves were originally to be smuggled out of Dyvers via Makilon Island, but were sold to the Circle of Crimson Stone instead.

Encounter #3A: A Midnight Cruise-A member of the alliance tries to steer the PCs toward accomplishing his goals.

Encounter #3B: Getting Out of the City-Use this encounter if the PCs try to get the slaves out of the city by means other than by boat.

Encounter #3C: Better Things to Do-If the PCs don't want to help the slaves escape the city, minions of Markessa the Red find them, and use information gathered from one of the former slaves to get a circumstance bonus against the PCs later in the module.

Encounter #3D: If the PCs Don't Save Corgin and Can't Find Humbert-Should the PCs not rescue the former slaves, they are challenged by members of the constabulary arriving on the scene.

Encounter #4A: The Zief Merchant-This encounter is with Rashod Yaaseen (a Zief merchant), whose son (Wajiid) is missing. The boy was last seen at a 3-day festival on Makilon island

Encounter #4B: The Constabulary-If the PCs desire, they can report what happened to the local constabulary. From here, they can find out more about Circle of Crimson Stone and slaver activity.

Encounter #4C: The Pit Fighter's Guild-If the PCs follow the Circle of Crimson Stone's trail, they might try to find information here.

Encounter #4D: The Dyvers Anti-Slavery League-If the PCs wait to travel to Makilon Island, they meet a member of the Dyvers Anti-Slavery League whom appreciated their efforts earlier in the module.

Encounter #4E: Choices-Should the PCs wish to go to Makilon Island, there are several ways to get there.

Encounter #4F: Setting Sail-If the PCs leave for Makilon Island directly, use this encounter.

Encounter #4G: Waiting to Set Sail-If the PCs do not leave directly to Makilon Island, but travel by ship later in the module, use this encounter.

Encounter #5: On Behalf of the Viscount-Parties having PCs with Verbobonc as a home region should wish to travel to Makilon Island on behalf of the Viscount. The PCs have a writ to verify they are here on the Viscount's behalf.

Encounter #5A: Reception of Diplomats-PCs coming to the Shadowind monastery on the behalf of the Viscount of Verbobonc are allowed time to refresh themselves, and are granted an audience with Mater TQuan.

Encounter #5B: Makilon Island-The PCs search should lead here. By diplomatic and investigative means, the PCs meet Master TQuan (the leader of the order), find out about cargo being dumped into the Nyr Dyv, and possibly meet Jasmine (a pseudodragon). The PCs should end up at the ruins on the island.

Encounter #5C: Arriving by Stealth to the North or South Side of the Island-Should the PCs try to fly, swim, or get to Makilon island by any other means besides the normal boat traffic, and wish to arrive from the North or South, use this encounter.

Encounter #5D: Arriving on the Island from the West-Should the PCs try to swim, fly, or get to Makilon island by any other means besides boat traffic, and wish to arrive from the West, use this encounter.

Encounter #5E: Spending the Night at the Monastery-Should the PCs spend the night, they are approached by the head of the monastery to ask them if they will investigate a problem for the monastery.

Encounter #5F: Jasmine-If the PCs take this path, they have a chance to acquire a mushroom from the monastery's garden, and meet Jasmine the pseudodragon.

Encounter #6: The Crypt-The investigative path leads here.

Encounter #6A: The Island's Secret-By searching the island, the PCs find a secret cave entrance to a Kuo-Toan lair.

Encounter #7: Steading the Kuo-Toans - By descending into the depths of the island, the PCs have the chance to recover slaves slated to be food for the beasts, fight the

menace of the Kuo-Toans, and encounter their portal to a water node.

Encounter #7A: Thank You!-Any slaves rescued by the PCs are extremely grateful, and can tell them some information about the Kuo-Toa.

Encounter #7B: The Portal-Should the PCs explore the underwater portal entrance, they may swim down to the glowing magical disk. Currently the portal is closed. PCs touching it receive the mark of Olhydra.

Encounter #8 Repercussions and Endings-As the PCs leave the Kuo-Toan island, they encounter minions of Markessa the Red delivering slaves. If they defeat Markessa's minions, they can return to Makilon island to tell the tale. Master T'Quan commends them, and upon their return to the Free and Independent City of Dyvers, they receive congratulations from the constabulary.

Optional Encounter #1: Displaced People-The dock district of the Free and Independent City of Dyvers has suffered a massive fire in CY592. This has caused a substantial amount of people to be displaced. Thus, there are more homeless in the city than usual. Use this encounter to add flavor, but don't let it bog down the module.

Appendix #1: Stats for all of the combats in this module

Appendix #2: Information on the Dyvers Region

Appendix #3: Crime and Punishment: Dyvers Law

Appendix #4: Builder Book Information

Judge's Map #1: Map of the Free and Independent City of Dyvers

Judge's Map #2: The area chosen for the evening's Circle of Crimson Stone event.

Judge's Map #3: Location of the Constabulary watch station.

Judge's Map #4: Location of the Pit Fighter's Guild office.

Judge's Map #5: The Kuo-Toan's lair

Player Handout #1: The General PC Introduction

Player Handouts #2A-F: Introduction for Dyvers PCs and PCs in Dyvers Meta-orgs--These PCs have various reasons for being in the module

Player Handout #3: Introduction for Ekbir PCs – The PCs from Ekbir are sent to escort a caravan to further open diplomatic relations with the Dyvers region. This is a different caravan than the one Ket PCs arrive with.

Player Handout #4: Ket PCs-The PCs from Ket are on leave from protecting a caravan, and are appalled at the rumors of non-honorable slavery. This is a different caravan than PCs from Ekbir arrive with.

Player Handout #5: Tusmit PCs-The PCs from Tusmit are contacted to deliver a message from Lakt'ai Khaset (the high priest of Boccob) be to the High priest of Boccob in Dyvers. They travel via a barge under the protection of the Water Watchers.

Player Handout #6: Veluna PCs-The PCs from Veluna are asked to investigate the High Roads Trading Company operations.

Player handout #7: Verbobonc PCs-The PCs from Verbobonc are here to pay a visit to the Shadowind monastery, and then send a report to the Viscount. These PCs are given a writ to verify they are in Dyvers on the behalf of the Viscount

Player Handout #8: Extended Veluna PC intro-This is for PCs that agree to check on the High Roads Trading Company.

Player Handout #9: The tattoo each of the Shadowind Monastery's members have on their chest

Player Handout #10: The Shadowind Monastery's Building

Encounter #1: A Night on the Town

Evening finds you on the edge of ruins that were once part of the dock district, but are now mere corpses of enterprise. Hope has not completely left the area though, as new buildings have begun to replace the old. The rebuild has to wait for another day though and as it is getting late, the carpenters, masons, and other craftsmen have left for the evening. As you take in the night you find not

everyone has gone home. Up ahead light shines from behind a building, and shadows dart across its path.

Give the PCs a moment to decide what to do, and to introduce themselves. Ideally, they investigate the light source. After a giving them a couple of minutes to take in the situation go to Encounter #1A: Thrillseekers.

Encounter #1A: Thrillseekers

While the PCs take in their surroundings, a Flannish couple walks towards them. The PCs are between the couple and the light. As they approach, the PCs can hear them speak. They are both slightly intoxicated.

"This is ridiculous! How much further do we have to go?" The Flannish man speaks.

His companion, apparently slightly annoyed cuts in, "Honestly I should have left you at home and went with you sister! From the directions given to me we're almost there. Now quit your whining before those people ahead of us (the PCs) hear you."

As the couple walk closer to the PCs, one of them speaks.

"Hello, I'm Kayesha Rowan (She is 32 years old, has amber eyes, light coppery skin and shoulder length wavy brown hair. Her clothes, while not luxurious, are definitely off the rack.) and this is my husband Turlough (He is 35 years old, has dark brown eyes, deep brown skin, and short curly hair. He is dressed moderately, but wears silver rings on each of his fingers). We're heading to the Circle of Crimson Stone match.

Are you going? My sister-in-law Viara went to the last one and talked about it for weeks!"

As she pauses, her husband speaks. "We've been out celebrating Wenta's bounty. Would you care for a blessing?" He holds out a half-full bottle of ale to you.

Allow the PCs time to take a drink if they wish. After that the Flannish couple is ready to continue their trek. The PCs may go with them, or proceed on their own. Go to Encounter #2: Welcome to the Circle of Crimson Stone!

Encounter #2: Welcome to the Circle of Crimson Stone!

When the PCs approach, read the following.

"As you approach, you see a crowd of at least Forty people gathered together in a crude circle (Use Judge's Map #2.). Slowly making your way forward, you can see what all the excitement is about. In the center of a makeshift ring, two burly shirtless men

chained together at the wrist are circling each other. Suddenly, one of them lets out a cry of rage and leaps at his foe. His opponent deftly sidesteps him, pulls the chain taunt, and drives the face of his foe into the street. As the man lays unmoving, most of the crowd cheers, while others curse in disgust.

In short order, two robed figures come out to unlock the chain and carry the fallen man out of the ring. The victor, after waving to the crowd, exits also. Then, a Rhennee man steps forward to address the crowd.

"I, Drago of the river, am in search of a worthy foe! (He has olive skin, close-cropped, dark brown, curly hair and hazel eyes. He looks at one of the PCs if any of them are obvious fighter or rogue types) Do any of you have the courage to face me in unarmed combat without embarrassing yourself?"

If no PC steps forward, a man of no discernible origin steps forward and gives Drago the thrashing of a lifetime.

If a PC steps forward, Drago speaks:

"Excellent! At least one of you has spirit. Prepare to receive your lesson." As Drago begins to stretch and prepare for the match the crowd builds in frenzy with more than a few raising a bottle to the night. Quickly though the noise dies down to a dull roar as all are intent on the match.

Circle of Crimson Stone Event Rules

- Combatants are responsible for their own recovery (This is for healing and spells to bring the combatant above 1 HP. Unless interrupted by the constabulary or other entity that would try and detain CoCS members, they will stop combatants from bleeding to death and bring them to at least 1 HP).
- The Circle of Crimson Stone is not responsible for collecting any bets made on matches
- Unless promoted as such, all matches are non-lethal (Drago's challenge is to non-lethal combat and the crowd knows him as such a fighter).

During the fight with Drago, the PCs can find out the following with a successful Gather Information (DC 8 + APL).

- The Circle of Crimson Stone matches are held irregularly to avoid unwanted attention.
- Usually, there are one or two warm-up matches before the main event.
- Sometimes people die due to injuries sustained in Circle of Crimson Stone matches

- The circle often has combatants from the Pit Fighters' Guild in its events, and sometimes adventurers participate.
- The match after Drago's is a lethal combat

Drago the Braggart (For all APLs. Combat is unarmed subdual only)

All APLs (EL 7)

Drago: Male Human (Rhennee) Ftr7, see Appendix #1 for complete stats

Once the Fight is done go to Encounter #2A: The Main Event!

Encounter #2A: The Main Event!

Drago is either cheered as he walks off the field, or carried off and the crowd falls silent, sensing the main event is about to happen.

Read the following:

The crowd parts on the east and west side of the circle, as robed figures with their hoods pulled down over their eyes push a large crate, and a man-sized crate into the arena. The crowd gasps, as they're opened and the contents are revealed. To the east, is a Suelish man chained to a stone block holds a longsword. To the west, a minotaur lies upon the floor of the crate. It is also chained to a stone block, but appears to be sleeping. Then one of the robed figures tosses the contents of a flask on the creature's face. For a moment the minotaur tosses and turns in its sleep, as if dreaming. Then with a snarl, it rises and glares at the crowd with baleful eyes as it grips its greataxe.

The PCs have two rounds to intervene before the minotaur attacks and slays his intended victim. The minotaur then breaks free. Once this happens and/or the PCs intervene, the crowd panics and flees. The robed humans take advantage of this by quickly taking off their robes and mingling with the fleeing crowd.

A successful Sense Motive check (DC 5) reveals the Suelish man is terrified.

Use Judge's Map #2 for the arena. The stats for the Combatants are in Appendix #1

Corgan Alcuin: male human (Suel) Ftr2; see Appendix #1 for complete stats

APL6 (EL7)

Minotaur: Bbn3; hp 77; See Appendix #1

APL8 (EL9)

Minotaur: Bbn5; hp 96; See Appendix #1

APL10 (EL11)

Minotaur: Bbn7; hp 113; See Appendix #1

APL12 (EL13)

Minotaur: Bbn9; hp 145; See Appendix #1

Should the PCs save Corgan read the following...

"Praise Lydia! I thought I was a goner. This has been a horrible turn of events. One minute I was on Makilon Island waiting to be sent to live life as a free man and the next slavers sold me to these foul people. Thank you. THANK YOU for sparing my life!"

Go to Encounter #3: Startling Revelations

Treasure:

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

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

APL 10: L: 2 gp; C: 0 gp; M: 0 gp

APL 12: L: 2 gp; C: 0 gp; M: 0 gp

Encounter #3: Startling Revelations

If the PCs rescued Corgan Alcuin, they found he was once a slave on his way to freedom. He had been taken to Makilon island (home of the Shadowwind monastic order) to catch a ship to freedom, along with several liberated slaves. Unfortunately, he and some of the others were betrayed and sold back into slavery to the Circle of Crimson Stone, to fight for their lives in the ring. Should the PCs search the buildings where the crates for the main event came from, they find another crate with a slave (An Oeridian man by the name of Humbert Shapur. He has gray eyes, brown skin, short coal-black hair and is dressed in worn commoner's clothing.) chained up similarly to how Corgan was.

Both men fear being recaptured, do not want to be handed over to the authorities, and don't want to stay in the city. They would prefer to be put on a ship going anywhere where they can be free. If there are Shadowwind PCs in the party that aren't trying to conceal their shadow dragon tattoo, both Corgan and Humbert are visibly shaken but don't run, as they feel it will be futile.

Shadowind Monastery PCs

It may be possible that one or more of the PCs are members of the Shadowind Monastery. Should this be the case, they do not recognize Corgan or Shapur, as the former slaves were taken to Makilon island while the PCs were away. Ask the PCs if they openly show off their shadow dragon tattoo. If they keep it hidden normally the former slaves are not alarmed by seeing them. If Corgan and/or Shapur recognize any of the PCs as Shadowind monks they do not run and simply resign themselves to having been recaptured.

If the PCs try to get the former slaves passage, go to Encounter #3A: A Midnight Cruise

If the PCs try to get the former slaves smuggled out of the city, go to Encounter #3B: Getting Out of the City

If the PCs let the former slaves fend for themselves, go to Encounter #3C: Better Things to do.

If Corgan died, and Humbert wasn't found, go to Encounter #3D: If the PCs Don't Save Corgan and Can't Find Humbert

Encounter #3A: A Midnight Cruise

Should the PCs try to find passage for the former slaves, they are met by an elderly, sea-worn man standing on the dock, wrapped in an old cloak to protect him against the wind (the PCs can see he has gray eyes and weathered tan skin). After pausing for a moment to give the PCs a somber look, he takes a puff on his pipe and speaks.

G' (day, evening night. Whichever is appropriate). What brings you here today?

The old man is known to the locals only as "the Captain". He is a member of the Alliance (a secretive organization in Dyvers with their hand in almost everything in the city). The Alliance is VERY concerned with the recent turn in increased slaver activity. Left unchecked, this could pose a problem to other Alliance activity. The "Captain" recognizes the slaves if they are with the PCs, and if asked, can steer the PCs towards safe passage to Makilon Island.

He can tell the PCs the following.

- He knows of a ship (The "Top Line") leaving within the hour for Makilon Island, and then Radigast City. Those that played DYV 1-10 "The Power of Gold"

sailed on this ship, and know Captain Esgrock (The ship's captain and owner).

- Right now, they're short handed and wouldn't ask questions if able bodied souls showed up to help. Corgan and Humbert can work in the hold while the ship docks on Makilon island.
- The next ship to leave port isn't scheduled to leave until tomorrow.
- Recently, A Zief merchant (Rashodd Yaaseen) reported his son (Wajid) is missing. The boy was last reported as being on Makilon island attending a 3-day festival there. If the Captain is asked why he knows about this he simply shrugs and says "**People tell me things**".

The PCs have several options from here.

If they wish to report the incident, or check with the local authorities, then go to Encounter #4B: The Constabulary.

If they wish to investigate related entertainment (fighting for sport), then go to Encounter #4C: The Pit Fighter's Guild

If they wish to get passage to Makilon Island, then go to Encounter #4D: Setting Sail

If the PCs spend more than one day in the city, go to Encounter #4F: The Dyvers Anti-Slavery League

Should the PCs wait for the later ship, go to Encounter #4F: Waiting to Set Sail

Encounter #3B: Getting Out of the City

Should the PCs try to get the former slaves out of the Free and Independent City of Dyvers they don't have a problem doing so, as long as they maintain a bit of discretion about it (the city is a large one after all).

Encounter #3C: Better Things to Do

If the PCs don't wish to help Corgan and Humbert, the former slaves are disappointed, but are grateful for being set free. They thank the PCs for what they have done, and are on their way. This sets up a later circumstance bonus for the minions of Markessa the Red in Encounter #8:

Repercussions, as the slavers gain information they would not normally have when they recapture Humbert.

The PCs have several options from here.

Should the PCs stay in Dyvers until the morning, they run into Rashodd Yaaseen (A merchant from Zief), then go to Encounter #4A: The Zief Merchant.

If they wish to report the incident, or check with the local authorities, then go to Encounter #4B: The Constabulary.

If they wish to investigate related entertainment (fighting for sport), then go to Encounter #4C: The pit Fighter's Guild.

If they wish to get passage to Makilon Island, then go to Encounter #4D: Setting Sail.

If the PCs spend more than one day in the city, go to Encounter #4E: The Dyvers Anti-Slavery League.

Encounter #3D: If the PCs Don't Save Corgan and Can't Find Humbert

If Corgan isn't saved, and the PCs don't find Humbert, all is not lost. As they leave the match area, they see (on a successful Spot Check [DC 2 + APL]) several people approaching quickly. They are members of the constabulary. The leader of the group is a Flannish woman by the name of Fieona Moriah. She has deep brown skin, amber eyes and wavy shoulder length brown hair and questions the PCs but does not recognize them as the people she is looking for. To be safe, she tells the PCs that their commander (Colonel Tohmas Dolarrak) has questions for them, but after that they are free to go.

Any PCs that are members of the Dyvers constabulary are recognized by the patrol and they forgo asking the rest of the PCs questions if the constabulary member PC can vouch for them. They still need to go see Col Dolarrak though.

Questions

- Why were you in the dock district?
- What do you plan to do in the city?
- Whom (if anyone) are you affiliated with.

After the questions are answered go to Encounter #4B: The Constabulary

Encounter #4A: The Zief Merchant

If the PCs stay in the Free and Independent City of Dyvers for more than 12 hours, they run into Rashodd Yaaseen (A Zief Merchant he is a Baklunish man with golden skin, shoulder length, bluish black fine-textured hair and gray -green eyes. He dresses moderately but none of his clothes appear to be overly worn.). He is very distraught because his son Wajid is missing, and thus far he feels the constabulary has done little to find him. Wajid was last seen on Makilon Island, attending a three-day festival. Should the PCs be interested in finding his son, Yaaseen tells the PC that Wajid favors him and gives them a description. He would greatly appreciate it if the PCs can return the boy to him of course but has spent all his available funds trying to locate him.

The Three Day Festival

Should the PCs ask about the 3-day festival, Rashodd Yaaseen tells them a year ago the monastery delivered a pictorial history of the city. The festival was the first of it's kind for the monastery, as they celebrated their odyssey to Makilon Island, and their thanks for help received from the people of Dyvers.

Encounter #4B: The Constabulary

Should the PCs wish to report the Circle of Crimson Stone bloodsport activity to the local authorities, they can find the local Constabulary office (see Judge's Map #3) with either a successful Knowledge: Dyvers or a successful Gather Information check (DC 5).

Upon reporting to the constabulary, the PCs are directed to go to the constabulary headquarters, where they are ushered into Colonel Tohmas Dolarrak's office, where they see Dolarrak going over several reports of Circle of Crimson Stone activity, and behind his desk is a map of the city with several marks on it.

Read the following.

Before you sits a very busy soul. Being at least slightly courteous he straightens up as you enter. With the calculating eye of a seasoned lawman he looks you over.

"Ah, adventurers. For what reason do I have this pleasure?"

Colonel Dolarrak tells the PCs the following:

- He appreciates their help in the matter

- There have been several leads connecting the Circle of Crimson Stone with the Pit Fighter's Guild, but none have proven substantial
- The CoCS matches have taken a turn for the worse lately, as there have been more reports of both lethal matches and lopsided events involving the slaughter of ill-matched opponents. Recently, the bodies of former slaves have been found in the aftermath of CoCS matches.

Colonel Dolarrak is very interested in what the PCs might find out, and wants them to report back to him if they find anything more. He would like someone other than his full time constabulary members to pay a visit to Makilon Island. There have been rumors of former slaves taken to the island, and being sold back into slavery. He'd send one of his regulars, but currently is shorthanded due to the imprisonment of Szepkurva "Sepp" Daminov. She has been held in solitary confinement in a "safe house" to lessen the chance of rescue or escape. Currently they've been trying to get information on "Markessa the Red" from her but have had little luck.

IF the PCs appear to be competent Col Dollarak offers them the opportunity to investigate the CoCS on the Constabulary's behalf. As minor deputies they do not have the power to procure a Writ of Search (search warrant). Should the PCs accept and/or at least one of the PCs is a member of the Dyvers Constabulary read the following.

"Thank you. I thought I saw good character within you. As you search for Circle of Crimson Stone activity be very cautious. Minions of "Markessa the Red" lurk within the city in hopes of freeing her captured lieutenant. She's in a safe place but I only felt it fair to warn you of the danger."

Encounter #4C: The Pit Fighter's Guild

Should the PCs wish to go to the Pit Fighter's Guild office (see Judge's Map #4), they can find it by either asking Colonel Thomas Dolarrak for directions, making Knowledge: Dyvers or a Gather Information check (DC 10). The office is open from 9am to 5pm. There are no matches scheduled for the next 10 days. Currently, the secretary (Jenna Desmant-a 22 year old Flannish woman. She has wavy shoulder length hair, dark skin and brown eyes) and the promotion manager (Erardin Lull-a 28 year old Oeridian man. He has tan skin, honey colored short hair and brown eyes) are the only employees at the office for the next week, as several employees are out of the office on holiday. Both Jenna and Eradic are not part of

the Pit Fighter's Guild/Circle of Crimson Stone connection, although they've heard rumors of the connection.

Jenna and Eradic can tell and or do the following for the PCs

- Buy a ticket to the next weeks match (Standing room costs 1 CP, general admission seats cost 1 Wheel (SP), ring seats cost 1 Wheatsheaf (GP), and balcony seats cost 12 Wheatsheafs (GP))
- There are 2 members of the Pit Fighters' Guild management that are on leave. They may have left the city, as they haven't been seen for a couple of days. (They were running the Circle of Crimson Stone match.) Neither Jenna nor Eradic gives out home addresses or names of the management on leave without a writ from the constabulary requesting it (The constabulary does not give one of these out, even if the PCs ask them in this scenario).

Should the PCs persist in asking about the management on leave, they are told by the management that the Pit Fighter's Guild values the privacy of it's employees, and if the PCs aren't interested in buying event tickets, they should leave.

Encounter #4D: The Dyvers Anti-Slavery League

Should the PC wait to leave for Makilon Island until the next day, they are approached by a solemn woman wearing the holy symbol of Trithereon whom goes by the name of Satara Misrok. She asks them if they heard about the disturbance in the dock district on the night of the Circle of Crimson Stone match. Satara was also at the match, and was there to try and covertly free the slaves. This proved impossible, so she was very glad the PCs interceded (Providing they were able to free the slaves. If the PCs failed to free the slaves she is here because they tried.). Contact with Satara should be noted on the Adventure Record. This may qualify a PC for advancement in the Dyvers Anti-Slavery League.

Read the following.

"Greetings brave souls. I am Satara Misrok. It is rare to find those that have the courage to right wrongs. Your deeds were not unnoticed. While there are those who seek to buy and sell their fellow man. There are quite a few others in the city that wish to see all people free. Although I have pressing business elsewhere I felt the need to congratulate you on your heroics. Good day. We may meet again."

Encounter #4E: Choices

Should any of the PCs wish to investigate Makilon Island, ask them how they plan on getting there.

If they plan on seeking normal passage, go to Encounter #4F: Setting Sail.

If the PCs wait until the next morning to leave for Makilon Island, go to Encounter #4G: Waiting to Set Sail.

If they plan on arriving by stealth (not traveling by boat), ask them which side of the island they'd like to approach, North, West or South. If they arrive from the East, then the monks waiting for ships to approach/depart spot them.

If the PCs plan on arriving from the north or south, go to Encounter #5C: Arriving by Stealth to the North or South Side of the Island.

If the PCs plan on arriving from the west, go to Encounter #5D: Arriving on the Island by Stealth from the West.

Should the PCs wish to arrive on the East Side, they see activity on this side of the island, and allow them to approach from a different direction if they still wish to arrive stealthily.

Encounter #4F: Setting Sail

Docked and waiting to embark is the "Top Line" (introduced in DYV1-10 The Power of Gold). Any PC that played the module is known by Captain Esgrock and his crew. The captain is a 6-ft tall human, who is 36 years old. He has graying brown hair, green eyes and ruddy skin. His great grandfather was an orc. Captain Esgrock does NOT talk about this although his heritage shows when he is angry. Captain Esgrock has had trouble finding locals to flesh out his crew and would be VERY happy to take on the freed slaves, no questions asked (The Alliance has used their connections to keep potential crew members from signing on with Captain Esgrock in order to make it more probable the PCs sign on). For helping as crewmembers, Captain Esgrock will take the PCs to Makilon Island free of charge. If the PCs don't wish to work as part of the ship's crew, they are charged 6 Wheatsheaves (GP), as Captain Esgrock walks off muttering about people being **"too good to do honest work"**. Mark the appropriate spot on the Adventure Record for each PC that refuses to work.

Encounter #4G: Waiting to Set Sail

Should the PCs wait to leave for Makilon Island, they can find passage the next day in the morning. However, this allows the slavers in Encounter #8: Repercussions and Endings, to know that someone is onto their operations, and gives them a circumstance bonus to initiative in the encounter.

If the PCs miss the morning ship, they can still catch one to Makilon Island. Ships usually leave each day at 9am and 4pm.

The fare for the passage is 6 Wheatsheaves (GP). The PCs can also work aboard the ship instead of paying passage.

Encounter #5: On Behalf of the Viscount

PCs from Verbobonc have a specific reason for speaking with Master T'Quan. Arzach Mirvon has petitioned the Viscount to allow him to start a monastery in Verbobonc with the support of the Shadowwind Monastery. Although Arzach has proven himself worthy of notice by championing Verbobonc causes, and helping clear the Temple of Elemental Evil, the Viscount wishes to hear a report of the Verbobonc's delegation findings about the worthiness of Arzach's home monastery.

Because of this, Verbobonc PCs should be loath to arrive on the monastery by any other than honorable means. Master T'Quan has arranged for their passage to Makilon Island.

Should Verbobonc PCs arrive to Makilon island via transportation arranged for them, read the following.

As you near the island, the first mate in the crow's nest splits the serenity of the Nyr Dyv by a long and a short blast on a horn. Quickly, several monks assemble as your ship docks. Once it is safe to disembark, one of the monks introduces himself as Master Kashond. Solemnly, he approaches and speaks.

"Greetings travelers, are we so honored as to have the Viscount's delegation among us?"

Give the PCs a chance to respond. The monks have a visible tattoo on their chest (see Player's Handout #9).

If they acknowledge they are from Verbobonc go to Encounter #5A: Reception of Diplomats

If the PCs do not tell Master Kashond they are the Verbobonc diplomats (they must have a writ from the Viscount to be believed), go to Encounter #5B

Encounter #5A: Reception of Diplomats

Tables with PCs identifying themselves as being here on the behalf of the Viscount (Only PCs from Verbobonc will be able to produce such identification as they were given it in the introduction.), are shown to their rooms to freshen up, and allowed two hours to settle from their travels. After two hours have passed, they are taken to an audience with Master T'Quan. In assembly are Master T'Quan (the leader of the monastery), Master Kashond and Master Lyara. After introductions are done, Master T'Quan rises and speaks.

"Today, we are blessed to have the Viscount consider Arzach's request to establish a monastery in your lands. We hope you find our hospitality to be satisfactory, and in the morning plan to give you a tour of our home. Has the Viscount sent any questions he wishes us to answer?"

Player Handout #2: Verbobonc PCs has three questions for the delegation to ask. They are listed below with the answers.

Q: What will the proposed monastery bring to our lands?
A: Our members are adept at calligraphy, and have used this skill to chronicle the history of several places. He mentions that in the morning, the PCs will be shown a large pictorial history of Dyvers. Members of our order till the land and harvest the Nyr Dvy. We have honed our bodies to be instruments of discipline, and outsiders are often amazed at what a Shadowind monk can accomplish if their mind is set upon it.

Q: In the past we have been plagued by souls of weak moral character wreaking havoc. What assurances do we have that the proposed monastery won't pose similar problems.

A: We have risen from being shipwrecked upon this island to a position of respect in the Free and Independent City of Dyvers. This was accomplished because of our people's moral steadfastness and internal fortitude. It is our wish to help others, now that we are reaping the bounty of our efforts.

Q: Dyvers is a diverse land that allows a vast freedom of beliefs. There are concerns that allowing this monastery

to be established may lead to internal strife in our lands when peoples of differing religious climates meet.

A: The role of the Shadowind Monastery is to help individuals achieve personal perfection through discipline and hard work. It is not our goal to promote any religious beliefs, as that is the choice of the worshipper. Thus, we would presume members admitted to the new monastery would be those that worship the religions common in your land.

"After polite conversation, the evening winds down and Master T'Quan excuses himself for the night. You are escorted to your rooms and asked if you require anything before turning in."

Go to Encounter #5E: Spending the Night at the Monastery.

Encounter #5B: Makilon Island

If the PCs make it to the island by any means noticeable by the monks several members of the monastery greet them. The monks have a visible tattoo on their chest (see Player's Handout #9). If they traveled on a ship normally headed there (Such as captain Esgrock's) other members of the monastery board ship to return to the city.

The monks ask the PCs what their business is on the island, and offer an audience with the monastery's leader, Master T'Quan. As the PCs travel across Makilon island they see it is full of life. Upon arriving at the monastery they see the monks live in a bizarre home (Give out Player Handout #10 to the players. The outside walls of the building have been crafted to look like fish scales and reflects light like the inside of a seashell. The walkway around the building bears the likeness of a giant squid. Where the squid touches the corners of the building stone tentacles rise along it's entwine themselves in pairs and wrap themselves around the building as if they were trying to pull it into the earth.

The monks tell the PCs that this building was here when they arrived and they've restored it. The door to the monastery opens as one of the monks makes a deft motion in front of it. On the walls of the hallway are frescoes of strange amphibious humanoids (Kuo-Toans) being driven into the Nyr Dvy by humans with spears.

The PCs are told the monks historians and calligraphers by trade. They run the scribe's guild and have a calligraphy studio on the second floor. On the top floor is an assembly hall, which bears two stained glass images of shadow dragons (one in spring and one in winter).

After the PCs are given a brief tour of the monastery they are granted an audience with Master T'Quan (He is

65 years old. Is bald, has gray eyes and tan skin). The aged mentor is polite to the PCs, but wants to know why they are there. It is common for the monastery to allow visitors to stay there for the night, and the PCs will be given rooms should they wish. Otherwise, the PCs are told they are expected to sail from the island at the earliest opportunity.

Should the PCs spend the night and/or speak with members of the monastery of the slaves encountered at Encounters #2A: The Main Event! and/or Encounter #3: Startling Revelations, go to Encounter #5E Spending the Night at the Monastery.

Otherwise, the PCs are engaged in polite conversation for 20-30 minutes, and then told

“Master T’Quan must be about his business as the monastery is currently short handed, but you are welcome to stay the evening.”

Encounter #5C: Arriving by Stealth to the North or South Side of the Island

It may be the case that the PCs get to Makilon undetected. Should this happen, they see a Suelish woman standing near the water's edge. It is apparent she is doing some sort of exercise or warm up stretching. For a moment she stops, looks around, and then motions to the PCs. Her name is Lorelei Calthar. Part of a tattoo is visible on her chest. (see Player’s handout #9). If they speak with her, she knows the following.

- She’s been looking for her boyfriend. His name is Balthasan Largoros. She’ll give the PCs a description of her boyfriend.
- Balthasan assisted the monastery’s operation on the far side of the island. He usually isn’t gone for more than two days, but hasn’t been back for over a week.
- Earlier last week, she saw a ship drop cargo crates into the Nyr Dyv. She could have sworn she saw fish or some other large creature swarm the drop site as the ship left.

Should the PCs approach Lorelei in a non-threatening manner (or takes a less threatening posture when trying to talk with her) read the following.

“My word! It is not every day one sees such strange fish (If the PCs flew change this to bird flying across the Nyr Dyv.) *rise up from the Nyr Dyv. Why have you blessed me so with your presence?”*

Surprisingly Lorelei doesn’t ask the PCs why they came to the island the way they did. If the PCs don’t

make a big deal about how they got there, she doesn’t ask them. She’s hoping they might be able to help her find Balthasan. Her fellow monastery members haven’t had much luck up to this point.

Encounter #5D: Arriving on the Island by Stealth from the West

Should the PCs decide to enter the island from the west side, they find that surprisingly there are no guards or monks out and about. From the beach, there are two natural paths (left and right). PCs that played DYVI-10: The Power of Gold will know where they are.

If the PCs go to the left, go to Encounter #5F: Jasmine

If the PCs go to the right, go to Encounter #6: The Crypt

Encounter #5E: Spending the Night at the Monastery

Should the PCs decide to spend the night at the Shadowind monastery, they are fed and shown their rooms as the monastery shuts down for the night at 10pm. Only a few of the monks keep watch at night. One of their primary concerns, however, are their guests so should the PCs wish to explore the monastery at night, they are greeted by a pair of monks within 30 minutes. The monks politely ask the PCs what they need, and escort them to their rooms.

If the PCs stay in their rooms for more than 15 minutes when the monastery shuts down, they have a special guest, as master T’Quan knocks on their door. Should they decide to answer, he asks for their pardon for disturbing them. If the PCs let him in to talk he asks them of their travels. If any of the PCs talk about heroic or selfless deeds they’ve done, he asks to speak privately with those PCs. If they agree to talk with him privately, read the following (If there are Verbobonc PCs in the party, he seems more distraught as he knows they are here to evaluate the monastery’s request to place a monastery in Verbobonc). He only tells PCs the box text below if they agree to keep what he says to themselves. Should the PCs not agree to do this, he excuses himself and leaves. He returns if the PCs reconsider.

“I was correct in my prior evaluation of your moral stature. My friends, something does not sit well with me. For some time now, our monastery has helped those whom have been made slaves find

freedom. Up until recently, our plan of sending former slaves to Makilon's sister island has worked well. Now, although I can't be sure, I feel something is not right. Unfortunately, as we are so short handed here, I cannot spare the people to check upon my fears. If you would be so kind, I would appreciate your using the underground tunnel at the far end of the island to see what transpires upon the other island".

If questioned further, Master T'Quan says the following:

- Balthasan Largoros (the monk in charge of transporting former slaves off the island) has been missing for over a week. It is possible he is involved in skullduggery, but most likely he has been captured by slavers.
- Typically, the monastery receives some sort of message to verify their freedom. A lot fewer messages have been received as of late. While on occasion a former slave doesn't care to send word, this has happened far too many times to ignore.

The PCs are given directions to navigate the tunnel to the other island. The tunnel is located on the far side of the island in a former crypt the monastery has been converting for their use. There are two paths the PCs can take to get there. The path to the left runs through a cultivated area of the island (there is a walkway the PCs can travel through without disturbing the area). Master T'Quan has no preference as to which path the PCs take.

Should the PCs take the left path go to Encounter #5F: Jasmine.

Should the PCs take the right path go to Encounter #6: The Crypt.

Encounter #5F: Jasmine

Background

If any of the PCs have the Pasha the Pseudodragon cert (from DYV1-10 The Power of Gold) they are met by Pasha after they leave the monastery. The he is very happy to see them, wishes to hear about what they've been doing since they were last on the island. If allowed the Pseudodragon accompanies the PC that has the cert (if more than one PC has this cert he tries to spend equal time with them. Pasha will not go with the PCs if they go into the crypt. Pasha is a friends of Jasmine

Arriving at the Encounter

The PCs should arrive at this encounter by taking the left path from Encounters#5D and/or #5E. By taking the left path they arrive in a cultivated area of the island. PCs that played DYV1-10: The Power of Gold recognize the area if they have ether the 'Magic Mushroom' cert (or record they used or sold it on their logsheet/adventure cert) and/or the 'Pasha the Pseudodragon' cert. To the right of the cultivated area is a cave (this is where Pasha was found). The cultivated area appears to be a garden (PCs that were here before know this garden is where the magic mushrooms come from.). There is one mushroom ready to be cultivated.

If the PCs go into the cave, they hear a feral high-pitched growl comes from the back (the cave is roughly 20 feet in diameter, with a 10-foot ceiling). This cave is where Pasha came from. On a ledge in the back of the cave is Jasmine the Pseudo-Dragon. She has come here to look for Pasha.

Should the PCs enter the cave read the following...

"Ahem! Polite souls would ASK before barging into one's home. However since you're here and may be able to shed light on what I'm looking for you may stay. AH! Your bad manners are starting to be contagious! Please allow me to introduce myself. I am Jasmine" Upon Jasmine saying her name the PCs notice where Jasmine is.

- If Pasha is with the PCs, both Pasha and Jasmine are overjoyed and converse in Draconic for several minutes and are oblivious to the PCs.
- If Pasha is not with them, Jasmine is very wary of the PCs but will calm down enough to talk with them. She has seen the cargo dumped into the Nyr Dyv and also seen man-sized fish men come to carry them off.
- She is NOT interested in becoming anyone's familiar. Thanks for asking though.

Encounter #6: The Crypt

Both the right and left path from the monastery leads to the crypt. The crypt is the site of Halston Jevin's ill-fated excavation. PCs that have played DYV1-10 The Power Gold know of Jevin, the expedition, and where the crypt is. Those that played the second round of the module know the crypt leads to an underground passage, which leads to a nearby island. PCs that haven't played DYV1-10 can easily traverse the crypt, as it has been cleared out. Tracking/Wilderness Lore checks reveal the most traveled path is the one that leads to the underground

passage. If the PCs got directions from the monastery they know which way to go.

Encounter #6A: The Island's Secret

By traveling through the underground tunnel or across the Nyr Dyv, the PCs can reach the monastery's unofficially controlled island. It is a small piece of land with few trees, and the only features of interest are the cave the PCs exit the tunnel from and a cave on the opposite side of the island. A Spot Check(DC 4 + APL) reveals that heavy things have been dragged across the sand. Should the PCs explore this they find another cave and evidence of past campfires. Should the PCs travel to the end of the cave, they find a tunnel entrance (See Judge's Map #5. The tunnel leads to the lair of the Kuo-Toa (Encounter #7).

Encounter #7: Steading the Kuo-Toa

By descending into the depths of the island, the PCs have the chance to recover slaves slated to be food for the beasts when they are no longer able to work. The PCs then fight the menace of the Kuo-Toa, and encounter the damaged portal to a water node.

The What's Going On

With the fall of the Temple of Elemental Evil, the escaped minions have made new alliances. Part of their local plans is to increase access from their new HQ to the Free and Independent City of Dyvers. An ancient sealed portal exists, but it is damaged and possibly unstable. To open the portal, amphibious Kuo-Toans serving the Water Cult have entered into a tenacious but useful relationship with minions of "Markessa the Red". The pirates have received orders to assist the Kuo-Toans and to take payment form treasure brought up from the depths of the Nyr Dyv. They have no knowledge of the involvement of the Water Cult, but wouldn't care that much if they did. The Kuo-Toans have been receiving slaves from the pirates in order to excavate the portal. Slaves are needed due to the risk of dimensional explosion from the damaged portal. This is exhausting work as the slaves have to swim down to the portal and roll the rocks out through the underwater entrance to the Nyr Dyv then surface for air. Thus more than one slave has perished due to the experience. As the PCs enter the encounter, the Kuo-toans are waiting for Markessa's

agents, whom are two hours late. Suspecting treachery, the Kuo-Toa are on alert (+4 circumstance bonus to Spot Checks and Initiative), and in higher APLs the whips have cast preparatory spells.

Markessa's agents having been alerted to the PCs movements, and are waiting offshore in hopes the PCs weaken or destroy the Kuo-Toa. Should the PCs defeat the Kuo-Toa or leave the cave, they find Markessa's agents waiting for them on the beach.

The Kuo-Toans have been using slaves to clear debris from the damaged portal in the bottom of the pool. Currently, the slaves are exhausted and lying facedown on the northernmost island. As parts of the islands are underwater, it is either through sheer luck or a weary will to live that the slaves' heads are above water. The Zief merchant's son is among the slaves.

Tactics

As the encounter starts, the Kuo-Toa are totally submerged (This gives them a +2 circumstance bonus to their hide checks). They do not attack until either the PCs enter the water, take an obvious offensive action, or attempt to check on/retrieve the slaves. The slaves are exhausted, and will neither call out to the PCs or fight. The best they can accomplish is a slight whimper. When combat ensues, the Kuo-Toan fighters throw their *beads of force* (where applicable) at any PCs that look either like armored fighter types or arcane spellcasters (yep they might accidentally target a monk with good saves but them's the breaks) while the whips target the PCs with the largest of the sonic balls from their necklace. Whip "C" & "D" move to the nearest sandy area and begin to cast spells. Fighters "A" & "B" stay in the water to attack any PCs trying to cross to the whips or the slaves. However if the PCs do not enter the water and instead wait to cast spells the kuo-toan fighters close to attack on the second round. Remember they have reach weapons. The Water Elemental Lesser Planer Ally stays submerged to defend the whips. Should the PCs stay on the sand area to cast spells or use missile weapons the Elemental rises from the water to attack them.

Terrain Modifiers

30' into the cave the PCs notice the sandy floor has gotten decidedly more damp. This translates into a -1 circumstance penalty to Attack Rolls, Reflex Saves and Armor Class. Movement is also slowed by 25%. The Kuo-Toans are used to such an environment and suffer no penalty.

Due to the humidity here fire based spells suffer a -1 circumstance penalty per die.

The walls by water are slick and offer little in the way of handholds. This translates to a -4 penalty to climb checks.

About Judge's Map #6

The ceiling of the tunnel to the Kuo-Toan lair and the lair itself is roughly 10 feet high. The water level in the lair and the Nyr Dyv level are the same. The air in the lair is very humid.

The Portal

The portal on Judge's map #2 is a circle of red coral 5ft in radius. The plane of the portal is solid bluish green light. Several chunks of coral are smashed away and missing. Every few minutes, the color of the light turns dark red, then back to normal. The portal needs repair work before it will function.

Should any PCs touch the portal (by searching or by simply making contact) they take $2+APL*d6$ worth of sonic damage (Reflex Save of DC= 10+APL for half damage) and in addition, they receive the Mark of Olhydra.

The portal radiates strong enchantment/conjuration magic as well it radiates strong evil. The portal can not be dispelled.

The slaves have touched the portal during their time clearing it. They do not know about the effect of the mark. The Kuo-Toans only spoke common in the slaves presence.

Introduction to Combat

Once combat starts and when the Kuo-Toans act read the following.

With steady determination what can only be a nightmarish marriage of men and a horrid creature form the sea rises. For a moment it's large eyes quickly grow accustomed to the light as its scaly green hide seems to grow darker in color until the beast is nearly dark red. As it transforms you see scars of old battles mark the creature. With an air of authority it barks a strange tongue to its comrades and then bears it's hateful gaze upon you and with great effort speaks the common tongue.

You are not who was supposed to arrive. There is treachery here. Although I had my doubts we honored our bargain with the men of "The Red Pirate". This is how they repay us! The Kuo-Toans are no one's fool, especially not the fool of surface dwellers. You will not live to see the sun again." The Kuo-Toan motions to his comrades. "SLAY the infidels!".

The Kuo-Toans

APL6 (EL10)

◆ **Kuo-Toan Whips (2):** Clr3; hp 33, hp 33; See Appendix 1

◆ **Kuo-Toan Bodyguards (4):** Ftr1; hp 32, hp 32, hp 32; See Appendix 1

APL8 (EL12)

◆ **Kuo-Toan Half-Dragon (Black) Whips (2):** Clr3; hp 44, hp 44; See Appendix 1

◆ **Kuo-Toan Half-Dragon (Black) Bodyguards (2):** Ftr3; hp 52, hp 52; See Appendix 1

APL10 (EL14)

◆ **Kuo-Toan Half-Dragon (Black) Whips (2):** Clr5; hp 67, hp 67; See Appendix 1

◆ **Kuo-Toan Half-Dragon (Black) Bodyguards (2):** Ftr5; hp 72, hp 72; See Appendix 1

APL12 (EL16)

◆ **Kuo-Toan Half-Dragon (Black) Whips (2):** Clr7; hp 102, hp 102; See Appendix 1

◆ **Water Elemental, Large:** 68hp (Lesser Planer Ally) See *Monster Manual*

◆ **Water Elemental, Large:** 68hp (Lesser Planer Ally) See *Monster Manual*

◆ **Kuo-Toan Half-Dragon (Black) Bodyguards (2):** Ftr7; hp 100, hp 100; See Appendix 1

The Kuo-Toan slaves (ALL APIs)

◆ **Wajid Yaaseen:** male Baklunish Com4; hp 21

◆ **Amand Cowell:** male Suel Com4; hp 21

◆ **Remin Silma:** Suel males) Com4; hp 21

Treasure

APL 6: L: 28 gp; C: 0 gp; M: *Necklace of Sonicballs Type I [2]* (138 gp per character/per necklace); +1 *Pincer Staff [4]* (204 gp per character/per staff)

APL 8: L: 28 gp; C: 0 gp; M: *Necklace of Sonicballs Type I* (138 gp per character/per necklace); +1 *Pincer Staff [2]* (204 gp per character/per staff)

APL 10: L: 28 gp; C: 0 gp; M: *Necklace of Sonicballs Type I [2]* (138 gp per character/per necklace); +1 *Pincer Staff [2]* (204 gp per character/per staff); *Bead of Force [2]* (167 gp per character/per bead)

APL 12: L: 28 gp; C: 0 gp; M: *Necklace of Sonicballs Type I [2]* (138 gp per character/per necklace); +1 *Pincer Staff [2]* (204 gp per character/per staff); *Bead of Force [2]* (167 gp per character/per bead)

If the PCs survive and rescue any of the slaves go to Encounter #7A: Thank You! then go to Encounter #8 Repercussions and Endings. Should no slaves be rescued and/or the PCs flee go to Encounter #8: Repercussions and Endings.

Encounter #7A: Thank You!

Should the PCs rescue any of the slaves, they find them extremely exhausted (they must be assisted in walking, and cannot swim). One of them is the Zief Merchant's son

They know the following

- They were betrayed by Balthasan Largoros (A Shadowind monk), whom sold them back into slavery to pirates. The pirates gave them to the Kuo-Toans in exchange for treasure brought up from the Nyr Dyv's depths.
- They were forced to swim underwater to help clear debris away from a glowing disk beneath the water.
- The Kuo-Toan priests pushed them to the brink of exhaustion. Two days ago one of the slaves died and was taken out into the Nyr Dyv to feed the fishes (This slave is lost).
- The Zief merchant's son tells the PCs his father would be very appreciative if they returned him to his father.

Encounter #8: Reprecusions and Endings

This encounter happens when the PCs leave the cave entrance to the Kuo-Toan's lair after they fight the Kuo-Toans. Ideally, the Barls and Timlack flank the cave entrance, and Elgir has a readied action to step out into the gap to attack and block the escape route.

It may be the case that some of the PCs don't go into the cave, and thus are outside when Markessa's agents approach. These PCs get a spot check to detect their approach. Markessa's minions do not come ashore unless the PCs have been gone for 20 minutes. They try to travel stealthily.

Logistics

All listen checks suffer a -2 penalty due to the noise of the surf. If the PCs did not rescue Humbert Shapur (Encounter: Startling Revelations) the slavers in this encounter receive a +4 circumstance bonus to spot/listen due to their knowing someone is on to their operation

due to Shapur being sighted and have decided to stake out the island.

APL6 (EL7)

- **Barls:** Ftr4/Rog1; hp 37; See [Appendix 1](#)
- **Timlack:** Ftr4/Rog1; hp 37; See [Appendix 1](#)
- **Elgir:** Bbn5; hp 50; See [Appendix 1](#)

APL8 (EL9)

- **Barls:** Ftr4/Rog3; hp 47; See [Appendix 1](#)
- **Timlack:** Ftr4/Rog3; hp 47; See [Appendix 1](#)
- **Elgir:** Bbn7; hp 68; See [Appendix 1](#)

APL10 (EL11)

- **Barls:** Ftr4/Rog5; hp 57; See [Appendix 1](#)
- **Timlack:** Ftr4/Rog5; hp 57; See [Appendix 1](#)
- **Elgir:** Bbn9; hp 86; See [Appendix 1](#)

APL12 (EL13)

- **Barls:** Ftr4/Rog7; hp 67; See [Appendix 1](#)
- **Timlack:** Ftr4/Rog7; hp 67; See [Appendix 1](#)
- **Elgir:** Bbn11; hp 104; See [Appendix 1](#)

Treasure

APL 6: L: 28 gp; C: 0 gp; M: +1 *Greataxe* (193 gp per character); +1 *Chainmail* (108 gp per character)

APL 8: 28 gp; C: 0 gp; M: +1 *Greataxe* (193 gp per character); +1 *Chainmail* (108 gp per character)

APL 10: 28 gp; C: 0 gp; M: +2 *Greataxe* (693 gp per character); +1 *Chainmail* (108 gp per character)

APL 12: 28 gp; C: 0 gp; M: +3 *Greataxe* (1,527 gp per character); +1 *Chainmail* (108 gp per character)

Before combat starts read the following as Barls speaks.

"Thank you for taking care of the gill-heads for us. As a token of appreciation we'll make sure you're sold to good home after we rough you up a bit."

Aftermath

Since Markessa's agents are slavers they view any PC downed as sellable goods and thus will not coup de grace PCs. When running combat with them roll their attacks separately and resolve each damage roll before rolling the next attack. If a PC is dropped below zero apply the other attacks to a different opponent if possible. Death of course happens but if reasonably possible the slavers prefer the PCs alive to sell.

If the PCs Are Victorious

If any of the slavers are captured they spill their guts as they fear for their lives. Read the following..

"Now there's no reason to be hasty about this. Our mate Szepkurva was taken by the city's constabulary on a raid. We were delivering "goods" (slaves) to the gill-pusses for plunder they brought up from the deep. If all went well we'd have enough to grease the wheels of justice enough to free her. "Sepp" was Markessa's lieutenant. Markessa ordered us to work with the gill-pusses. She's got powerful friends to make arrangements like this. Heh now, I'm not a bad guy, I just fell in with the wrong crowd. Puhl-eh-Ease! Don't kill me".

At this point the speaking slaver is sobbing. Any other conscious surviving slavers look away in disgust.

If the PCs are defeated

Should the PCs fall to Markessa's minions they loose 4 Time Units. This time represents both the time spent in slavery and effort taken to get free once again. The PCs must decide at the table if they wish to be free once more. Mark this time off on the Adventure Record. They also lose all positions but may invoke the 'Charity of Friends' clause from the LGCS.

Optional Encounter #1: Displaced People

Use this encounter for flavor purposes if you have time, but don't let it bog down the event. It can happen anywhere in the city except for the Gentry district.

As the PCs travel the streets a fruit rind hits one of them in the face (Roll randomly).

Read the following

"A fie on your lot! Half the city's in poverty and you're out and about lording your good fortune as if it's your Osprem given right to do so!".

Looking about the PCs see a fishwife dressed in near rags. Apparently she's been rooting around in a pile of garbage looking for something near edible. Because of her lot in life she is in a VERY foul mood. If the PCs treat her decently she speaks with them.

She tells the PCs the following.

- Her son was on the ship that the Dragon Turtle stomped on when it came into the bay during the dock fire.
- She lost her home in the fire

- Last week as she was about to get enough to rent a room she was accosted by ruffians whom stole all she had. She feels lucky to have escaped with a beating.

Should the PCs offer her money she refuses the first attempt (She does have some pride left). If the PCs do not offer again she spits on the ground and says the following.

"Feh! I should have known ye weren't serious. GO! Find amusement with someone else. I've enough problems."

If the PCs offer again she takes the money, bites down on one coin and thanks them.

Teyacapan (Teya) Citlali (Olman Female) COM 1: CR 1, HD 1d4+2; HP 6; Init +2; Spd 30 ft.; AC 13 (+2 Dex, Dodge), Atks +4 melee (1d3+2[x2] subdual, unarmed strike), or +4 ranged (Whatever is available); AL N; SV Fort +2, Ref +2, Will +2.

Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 14

Skills and Feats: Profession: Net Maker +6, Swim + 6, Dodge, Iron Will

Description :Teyacapan has reddish brown skin, dirty straight black hair and dark eyes

Equipment: None

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter #2A: The Main Event

Defeating the minotaur

APL6:	210 xp
APL8:	270 xp
APL10:	330 xp
APL12:	390 xp

Encounter #2A: The Main Event

Saving the slaves

APL6:	45 xp per slave (90 xp total)
APL8:	60 xp per slave (120 xp total)
APL10:	75 xp per slave (150 xp total)
APL12:	90 xp per slave (180 xp total)

Encounter #7: Steading the Kuo-Toa

Defeat the Kuo-Toa's

APL6:	300 xp
APL8:	360 xp
APL10:	420 xp
APL12:	480 xp

Encounter #7: Rescuing the slaves

Saving the slaves

APL6:	18 xp per slave (90 xp total)
APL8:	21 xp per slave (105 xp total)
APL10:	24 xp per slave (120 xp total)
APL12:	27 xp per slave (135 xp total)

Encounter #8: Repercussions and Endings

Defeat Markessa's Agents

APL6:	210 xp
APL8:	270 xp
APL10:	330 xp
APL12:	390 xp

Total possible experience

APL6:	900 xp
APL8:	1,125 xp
APL10:	1,350 xp
APL12:	1,575 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item

stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter #2A: The Main Event!

Defeat and loot the Minotaur

APL 6: L: 2 gp; C: 0 gp; M: 0 gp
APL 8: L: 2 gp; C: 0 gp; M: 0 gp
APL 10: L: 2 gp; C: 0 gp; M: 0 gp
APL 12: L: 2 gp; C: 0 gp; M: 0 gp

Encounter #7: Steading the Kuo-Toa

Defeat and loot the Kuo-Toa's

APL 6: L: 28 gp; C: 0 gp; M: *Necklace of Sonicballs Type I* [2] (138 gp per character/per necklace); +1 *Pincer Staff* [4] (204 gp per character/per staff)

APL 8: L: 28 gp; C: 0 gp; M: *Necklace of Sonicballs Type I* (138 gp per character/per necklace); +1 *Pincer Staff* [2] (204 gp per character/per staff)

APL 10: L: 28 gp; C: 0 gp; M: *Necklace of Sonicballs Type I* [2] (138 gp per character/per necklace); +1 *Pincer Staff* [2] (204 gp per character/per staff); *Bead of Force* [2] (167 gp per character/per bead)

APL 12: L: 28 gp; C: 0 gp; M: *Necklace of Sonicballs Type I* [2] (138 gp per character/per necklace); +1 *Pincer Staff* [2] (204 gp per character/per staff); *Bead of Force* [2] (167 gp per character/per bead)

Encounter #8: Repercussions and Endings

Defeat and loot Markessa's agents

APL 6: L: 28 gp; C: 0 gp; M: +1 *Greataxe* (193 gp per character); +1 *Chainmail* (108 gp per character)

APL 8: 28 gp; C: 0 gp; M: +1 *Greataxe* (193 gp per character); +1 *Chainmail* (108 gp per character)

APL 10: 28 gp; C: 0 gp; M: +2 *Greataxe* (693 gp per character); +1 *Chainmail* (108 gp per character)

APL 12: 28 gp; C: 0 gp; M: +3 *Greataxe* (1,527 gp per character); +1 *Chainmail* (108 gp per character)

Adventure Treasure Totals

APL 6:	800 gp
APL 8:	905 gp
APL 10:	1,877 gp
APL 12:	2,711 gp

Appendix #1: The Combatants

Encounter #2: Welcome to the Circle of Crimson Stone!

All APL's (EL 7)

Male Human (Rhennee) Ftr 7, CR 7: Medium Humanoid; HD 7d10 + 14; HP 60; Init +2; Spd 30; AC 12 (flat-footed 10, touch 12); Atk +10/+5 Melee (1d3+3, unarmed strike, subdual); Ranged: +9/+4 (Whatever is available although ranged weapons should not be needed in this combat AND Drago would not embarrass himself by being the first one to throw something in the match); AL N; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 14

Skills and Feats: Intimidate +12, Jump +13, Combat Reflexes, Dodge, Expertise, Improved Bull Rush, Improved Unarmed Strike, Mobility, Power Attack.

Equipment: None.

Encounter #2A: The Main Event The Victim

Corgan Alcuin: male human (Suelish, Male) Ftr 2; CR 2; Medium Humanoid; HD 2d10 + 4; HP 22; Init +2; Spd 30; AC 18 (flat-footed 16, touch 12), Atk +5 melee, unarmed strike, subdual); or +4 ranged (Whatever is available); AL N; SV Fort +4, Ref +0, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Handle Animal + 5, Swim +7 Blind-Fight, Cleave, Dodge, Power Attack.

Equipment: Longsword, Chain Shirt, Large Wooden Shield.

Description: Corgan has fair skin, pale blue eyes and wiry shoulder length blonde hair.

APL 6 (EL 7)

Minotaur: male minotaur Bbn3; CR 7; Large Monstrous Humanoid; HD 6d8+12 + 3d12+6; HP 77; Init +4; Spd 40; AC 14 (flat-footed 14, touch 9); Atk +12/+8 melee (2d8+6, huge greataxe[x3]) and +7 melee (1d8+4, gore); or +8/+3 ranged (Whatever is available); SA: Rage 1/day, Charge 4d6+6; SQ: Fast Movement, Natural Cunning, Scent, Uncanny Dodge; AL N; SV Fort +10, Ref +6, Will +6; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +11, Jump +12, Listen +9, Search +6, Spot +8, Cleave, Great Fortitude, Improved Initiative, Power Attack.

Charge (Ex): A minotaur can make a charge that, in addition to the normal benefits of charging, allows

them to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning(Ex): Minotaurs are immune to maze spells, never become lost, and can track enemies. Further, they are never caught flat-footed.

Equipment: Huge Greataxe.

APL 8 (EL 9)

Minotaur: male minotaur Bbn5 CR 9; HD 6d8+12 + 5d12+10; HP 96; Init +4; Spd 40; AC 14 (flat-footed 14, touch 9); Atk +14/+9 melee (2d8+7, huge greataxe [x3]) and +10 (1d8+2, gore); or +10/+5 ranged (Whatever is available); SA: Charge 4d6+6, Rage 1/day; SQ: Fast Movement, Natural Cunning, Scent, Uncanny Dodge; AL N; SV Fort +10, Ref +6, Will +6; Str 20, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +11, Jump +12, Listen +10, Search +8, Spot +9, Cleave, Great Fortitude, Improved Initiative, Power Attack.

Charge (Ex): A minotaur can make a charge that, in addition to the normal benefits of charging, allows them to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning(Ex): Minotaurs are immune to maze spells, never become lost, and can track enemies. Further, they are never caught flat-footed.

Equipment: Huge Greataxe.

APL 10 (EL 11)

Minotaur: male minotaur Bbn7 CR 11; HD 6d8+12 + 7d12+14; HP 113; Init +4; Spd 40; AC 14 (flat-footed 14, touch 9); Atk +17/+12/+7 melee (2d8+7, huge greataxe [x3]) and +12 (1d8+2, gore); or +10/+5 ranged (Whatever is available); SA: Charge 4d6+6, Rage 1/day; SQ: Fast Movement, Natural Cunning, Scent, Uncanny Dodge; AL N; SV Fort +11, Ref +7, Will +7; Str 20, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +11, Jump +12, Listen +10, Search +7, Spot +10, Cleave, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (Greataxe).

Charge (Ex): A minotaur can make a charge that, in addition to the normal benefits of charging, allows them to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning(Ex): Minotaurs are immune to maze spells, never become lost, and can track enemies. Further, they are never caught flat-footed.

Equipment: Huge Greataxe.

APL 12 (EL 13)

Minotaur: male minotaur Bbn9 CR 12; HD 6d8+18 + 9d12+26; HP 145; Init +4; Spd 40; AC 14 (flat-footed

14, touch 9); Atk +19/+14/+9 melee (2d8+7, huge greataxe [x3]) and +14 melee (1d8+2, gore); or +12/+7/+2 ranged (Whatever is available); SA: Charge 4d6+6, Rage 1/day; SQ: Fast Movement, Natural Cunning, Scent, Uncanny Dodge; AL N; SV Fort +13, Ref +8, Will +8; Str 20, Dex 10, Con 16, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +11, Jump +12, Listen +10, Search +9, Spot +12, Cleave, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (Greataxe).

Charge (Ex): A minotaur can make a charge that, in addition to the normal benefits of charging, allows them to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Minotaurs are immune to maze spells, never become lost, and can track enemies. Further, they are never caught flat-footed.

Equipment: Huge Greataxe.

Encounter #7: Steading the Kuo-Toa

Wajiid Yaaseen: (Baklunish male), **Amand Cowell and Remin Silma** (Seulish males) Com 4: CR 2, HD 4d4+8; HP 21; Init +2; Spd 30 ft; AC 12 (flat-footed 10, touch 12); Atk +4 melee (1d3+2, subdual, unarmed strike), or +4 ranged (Whatever is available); AL N; SV Fort +3, Ref +1, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 14

Skills and Feats: Ride +9, Spot +7, Dodge, Run.

Equipment: None

Description: All three of the slaves have the mark of Olhydra (they do not know its properties as the Kuo-Toans mainly use threatening gestures to get the slaves to do what they want) and are dressed in rags. Wajiid Yaaseen is a Baklunish man with golden skin, shoulder length, bluish black fine-textured hair and gray-green eyes. He was captured during the 3-day ceremony on Makilon Island when he happened upon Balthasan Largoros at the wrong time. Amand Cowell has fair skin, violet eyes and short kinky yellow hair. Remin Silma has fair skin, curly short red hair and gray eyes. Both Amand and Remin were slaves that had thought they were on the way to freedom but instead ended up here.

APL 6 (EL 10)

Biblop and Loplip (Kuo-Toan Whips) (2) (C & D on Judge's Map #2): Male Medium-Size Humanoid (Aquatic) Clr3 (Elder Elemental Eye): CR 5, HD 5d8 + 5; hp 33; Init +4; Spd 20 ft, swim 50ft; AC 18 (22) (flat-footed 18 (22), touch 10); Atk +5 melee (1d8+1,

Shortspear [x3]) and +0 melee (1d4, bite); or +4 ranged (1d8, Shortspear [x3]); SA: Destruction Domain, Lightning Bolt, Necklace of Sonicballs; SQ: Keen Sight, Slippery, Adhesive, Immunities, Electricity Resistance 30, Light Blindness, Amphibious; AL NE; SV Fort +6, Ref +4, Will +8; Str 13, Dex 10, Con 13, Int 13, Wis 15, Cha 8

Skills and Feats: Concentration +9, Escape Artist +18, Knowledge: Nyr Dyv +6, Listen +9, Move Silently +3, Search +10, Spellcraft +9, Spot +10, Speaks Common in addition to the normal languages known, Alertness, Great Fortitude, Improved Initiative, Combat Casting.

Spells (4/4/3, base DC 12 + spell level): 0- Detect Magic, Guidance, Resistance, Virtue; 1st- Command, Doom, Shield of Faith, Inflict Light Wounds*1 2nd- Cure Moderate Wounds, Sound Burst, Shatter*;

*Domain spell

Domains. **Destruction** (supernatural ability, once a day, to make a single smiting melee attack with a +4 attack bonus and a damage bonus equal to cleric level, declared before making the attack);

Evil (Evil spells cast at +1 caster level)].

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

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

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

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

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

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

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

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

Equipment: *Necklace of Sonicballs Type I* (Same as Necklace of Fireballs Type I but Energy substituted with sonic energy), *Potion of Mage Armor* (Made at 5th level and taken 2 hours ago), Large Wooden Shield, Pincher Staff.

Kuo-Toans (2) (A & B on Judge's Map #2): Male Medium-Size Humanoid (Aquatic) Ftr1; CR 3; HD 2d8+4 + 1d10+2; HP 25; Init +0; Spd 20 ft., swim 50 ft.; AC 18 (22) (flat-footed 18 (22), touch 10); Atk +6 melee (1d10+4, +1 Pincer Staff) and -1 melee (1d4+1, bite); or +3 ranged (1d8, Shortspear [x3]); SA: Pincer Staff; SQ: Keen Sight, Slippery, Adhesive, Immunities, Electricity Resistance 30, Light Blindness, Amphibious; AL NE; SV Fort +6, Ref +3, Will +5; Str 14, Dex 10, Con 14, Int 13, Wis 15, Cha 8

Skills and Feats: Climb +5, Escape Artist +18, Knowledge: Nyr Dyv +6 Listen +9, Move Silently +3, Search +10, Spot +9, Speaks Common in addition to the normal languages known, Alertness, Great Fortitude, Exotic Weapon Proficiency (Pincer Staff).

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

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

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

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

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

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

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

Equipment: +1 Pincer Staff, Large Wooden Shield, Shortspear.

APL 8 (EL 12)

Bliblop (Kuo-Toan) Whip (D on Judge's Map #2): Male Medium-Size Dragon; Half Black Dragon (Dragon) Half Kuo-Toan (Aquatic) Clr3 (Elder Elemental Eye); CR7, HD 5d10 + 10; HP 44; Init +4; Spd 20 ft., swim 50 ft.; AC 22 (26) (flat-footed 22 (26), touch 10); Atk +9 melee (1d10+5, Pincher Staff) and +4 melee (1d6+5, bite); or +4 ranged (1d8, Shortspear [x3]); SA: Breath Weapon (Line of Acid 1TD, 6d4 line, DC17), Darkvision 60ft, Destruction Domain, Lightning Bolt, Low Light Vision, Necklace of Sonicballs; SQ: Keen Sight, Slippery, Adhesive, Immunities, Electricity Resistance 30, Light Blindness, Amphibious; Immune to Paralysis, Immune to Sleep; AL NE; SV Fort +7, Ref +4, Will +8; Str 21, Dex 10, Con 15, Int 15, Wis 15, Cha 10

Skills and Feats: Concentration +16, Escape Artist +18, Knowledge: Nyr Dyv +11, Listen +9, Move Silently +8, Search +15, Spellcraft +12, Spot +15, Speaks

Common in addition to the normal languages known, Alertness, Great Fortitude, Improved Initiative, Combat Casting.

Spells (4/4/3, base DC 12 + spell level): o- Detect Magic, Guidance, Resistance, Virtue, 1st Command, Doom, Shield of Faith, Inflict Light Wounds, 2nd- Cure Moderate Wounds, Sound Burst, Shatter*.*

***Domain spell**

Domains: Destruction (supernatural ability, once a day, to make a single smiting melee attack with a +4 attack bonus and a damage bonus equal to cleric level, declared before making the attack);

Evil (Evil spells cast at +1 caster level)].

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

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

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

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

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

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

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

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

Equipment: *Necklace of Sonicballs Type I* (Same as Necklace of Fireballs Type I but Energy substituted with sonic energy), *Potion of Mage Armor* (Made at 5th level and taken 2 hours ago), Large Wooden Shield, Pincher Staff.

Lolip (Kuo-Toan Whip) (C on Judge's Map #2): Male Medium-Size Dragon; Half Black Dragon (Dragon) Half Kuo-Toan (Aquatic) Clr3 (Elder Elemental Eye): CR 7, HD 5d10 + 10; HP 44; Init +4; Spd 20 ft., swim 50ft.; AC 22 (26) (flat-footed 22 (26), touch 10); Atk +9 melee (1d10+5, Pincher Staff) and +4 melee (1d6+5[x2], bite); or +4 ranged (1d8, Shortspear [x3]); SA: Breath Weapon (Line of Acid 10ft, 6d4 line, DC 17), Darkvision 60ft, Destruction Domain, Lightning Bolt, Low Light Vision, Necklace of Sonicballs; SQ: Keen Sight, Slippery, Adhesive, Immunities, Electricity Resistance 30, Light Blindness, Amphibious; Immune to Paralysis, Immune to Sleep; AL NE; SV Fort +7, Ref +4, Will +8; Str 21, Dex 10, Con 15, Int 15, Wis 15, Cha 10

Skills and Feats: Concentration +16, Escape Artist +18, Knowledge: Nyr Dyr +11, Listen +9, Move Silently +8, Search +15, Spellcraft +12, Spot +15, Speaks Common in addition to the normal languages known, Alertness, Great Fortitude, Improved Initiative, Combat Casting.

Spells (4/4/3, base DC 12 + spell level): o- Detect Magic, Guidance, Resistance, Virtue; 1st-: Command, Doom, Shield of Faith, Inflict Light Wounds, 2nd- Cure Moderate Wounds, Sound Burst, Shatter*.*

***Domain spell**

Domains: Destruction (supernatural ability, once a day, to make a single smiting melee attack with a +4 attack bonus and a damage bonus equal to cleric level, declared before making the attack);

Evil (Evil spells cast at +1 caster level)].

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

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

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

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

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

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

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

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

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

Equipment: Large Wooden Shield, *Potion of Mage Armor* (Made at 5th level and taken 2 hours ago), Pincher Staff.

Kuo-Toans (2) (A & B on Judge's Map #2): Male Medium-Size Humanoid Half Black Dragon (Dragon) Ftr3 CR7, HD 2d10 + 3d12 + 15; HP 52; Init +0; Spd 20 ft., swim 50ft.; AC 22 (flat-footed 22, touch 10); Atk +13 melee (1d10+8, +1 Pincer Staff) and +5 melee (1d6+7,

bite); or +5 ranged (1d8, Shortspear [x3]); SA: Breath Weapon (Line of Acid 1TD, 6d4 line, DC17), Pincer Staff; SQ: Darkvision 60ft, Keen Sight, Low-Light Vision, Slippery, Adhesive, Immunities, Acid, Electricity, Resistance 30, Immune to Paralysis, Immune to Sleep, Light Blindness, Amphibious; AL NE; SV Fort +8, Ref +3, Will +5; Str 22, Dex 10, Con 16, Int 15, Wis 15, Cha 10

Skills and Feats: Climb +13, Escape Artist +18, Handle Animal +7, Intimidate +7, Knowledge: Nyr Dvy +8, Listen +9, Move Silently +3, Search +10, Spot +11, Speaks Common in addition to the normal languages known Alertness, Great Fortitude, Exotic Weapon Proficiency (Pincer Staff),, Weapon Focus (Pincher Staff)

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

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

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

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

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

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

circumstance penalty to all attacks rolls, saves, and checks while operating in bright light.

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

Equipment: +1 Pincer Staff, Bead of Force, Shortspear, Large Wooden Shield.

APL 10 (EL 14)

Blibplop and Loplip (Kuo-Toan Whips) (2) (C & D on Judge's Map #2): Male Medium-Size Dragon; Half Black Dragon (Dragon) Half Kuo-Toan (Aquatic) Clr5 (Elder Elemental Eye): CR9, HD 7d10 + 21; HP 67; Init +4; Spd 20 ft., swim 50ft.; AC 22 (26) (flat-footed 22 (26), touch 10); Atk +10 melee (1d10+5, Pincher Staff) and +5 melee (1d6+5, bite); or +5 ranged (1d8, Shortspear [x3]); SA: Breath Weapon (Line of Acid 1TD, 6d4 line, DC17), Darkvision 60ft, Destruction Domain, Lightning Bolt, Low Light Vision, Necklace of Sonicballs; SQ: Keen Sight, Slippery, Adhesive, Immunities, Electricity Resistance 30, Light Blindness, Amphibious; Immune to Paralysis, Immune to Sleep; AL NE; SV Fort +7, Ref +6, Will +11; Str 21, Dex 10, Con 16, Int 15, Wis 15, Cha 10

Skills and Feats: Concentration +18, Escape Artist +20, Knowledge: Nyr Dyv +13, Listen +12, Move Silently +10, Search +17, Spellcraft +14, Spot +15, Speaks Common in addition to the normal languages known, Alertness, Great Fortitude, Improved Initiative, Combat Casting, Lightning Reflexes.

Spells (5/5/4/3, base DC 12 + spell level): 0- Detect Magic, Guidance, Inflict Minor Wounds, Resistance, Virtue; 1st- Bless, Command, Doom, Entropic Shield, Shield of Faith, Inflict Light Wounds*; 2nd- Cure Moderate Wounds, Sound Burst [2], Shatter*; 3rd - Dispel Magic, Cure Serious Wounds, Magic Circle vs. Good*

*Domain spell

Domains: Destruction (supernatural ability, once a day, to make a single smiting melee attack with a +4 attack bonus and a damage bonus equal to cleric level, declared before making the attack); Evil (Evil spells cast at +1 caster level)].

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

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage,

threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

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

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

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

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

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

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

Equipment: Necklace of Sonicballs Type I (Same as Necklace of Fireballs Type I but Energy substituted with sonic energy), *Potion of Mage Armor* (Made at 5th level and taken 2 hours ago), Large Wooden Shield, Pincher Staff.

Kuo-Toans (2) (A & B on Judge's Map #2): Male Medium-Size Dragon; Half Black Dragon (Dragon) Half Kuo-Toan (Aquatic); Ftr5 CR9, HD 2d10 + 5d12 + 21; HP 72; Init +0; Spd 20 ft., swim 50ft.; AC 22 (flat-footed 22, touch 10); Atk +15 melee (1d10+8, +1 Pincer Staff) and +5 melee (1d6+7[x2], bite); or +5 ranged (1d8, Shortspear [x3]); SA: Breath Weapon (Line of Acid 1TD, 6d4 line, DC17), Pincer Staff; SQ: Darkvision 60ft,

Keen Sight, Low-Light Vision, Slippery, Adhesive, Immunities, Acid, Electricity, Resistance 30, Immune to Paralysis, Immune to Sleep, Light Blindness, Amphibious; AL NE; SV Fort +9, Ref +4, Will +4; Str 22, Dex 10, Con 16, Int 15, Wis 15, Cha 10

Skills and Feats: Climb +15, Escape Artist +20, Handle Animal +9, Intimidate +9, Knowledge: Nyr Dv +10, Listen +9, Move Silently +3, Search +12, Spot +13, Speaks Common in addition to the normal languages known Alertness, Great Fortitude, Exotic Weapon Proficiency (Pincer Staff), Weapon Focus (Pincher Staff), Dodge.

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

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

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

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

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

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

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

Equipment: +1 Pincer Staff, Bead of Force, Shortspear, Large Wooden Shield.

APL 12 (EL 16)

Bliblop and Loplip (Kuo-Toan Whips) (2) (C & D on Judge's Map #2 Male Medium-Size Dragon; Half Black Dragon (Dragon) Half Kuo-Toan (Aquatic) Clr7 (Elder Elemental Eye): CR 13, HD 9d10 + 45; HP 102; Init +4; Spd 20 ft., swim 50ft.; AC 22 (26) (flat-footed 22 (26), touch 10); Atk +11 melee (1d10+5, Pincher Staff) and +6 melee (1d6+5, bite); or +6 ranged (1d8, Shortspear [x3]); SA: Breath Weapon (Line of Acid 1TD, 6d4 line, DC17), Darkvision 60ft, Destruction Domain, Lightning Bolt, Low Light Vision; SQ: Keen Sight, Slippery, Adhesive, Immunities, Electricity Resistance 30, Light Blindness, Amphibious; Immune to Paralysis, Immune to Sleep; AL NE; SV Fort +10, Ref +5, Will +12; Str 21, Dex 10, Con 16 (20), Int 15, Wis 15, Cha 10

Skills and Feats: Concentration +20, Escape Artist +22, Knowledge: Nyr Dv +15, Listen +14, Move Silently +12, Search +19, Spellcraft +16, Spot +17, Speaks Common in addition to the normal languages known, Alertness, Great Fortitude, Improved Initiative, Combat Casting, Lightning Reflexes.

Spells (6/6/5/4/3, base DC 12 + spell level): Level 0: Cure Minor Wounds, Detect Magic, Guidance, Inflict Minor Wounds, Resistance, Virtue; 1st - Bless, Command, Doom, Entropic Shield, Shield of Faith, Inflict Light Wound*, 2nd - Cure Moderate Wounds, Endurance (pre-cast an hour ago for 4 points of Constitution), Endurance (pre-cast on the Kuo-Toan fighters an hour ago for 4 points of Constitution), Sound Burst, Shatter*, 3rd - Bestow Curse, Dispel Magic, Invisibility Purge, Contagion*, Level 4: Dismissal, Lesser Planar Ally (Pre-cast a half hour ago. A 8 HD Water Elemental agreed to defend the Kuo-Toans if attacked.), Inflict Critical Wounds*

***Domain spell**

Domains: Destruction (supernatural ability, once a day, to make a single smiting melee attack with a +4 attack bonus and a damage bonus equal to cleric level, declared before making the attack);

Evil (Evil spells cast at +1 caster level)].

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

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

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

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

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

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

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

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

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

Equipment: *Necklace of Sonicballs (Type I)*, *Potion of Mage Armor* (Made at 5th level and taken 2 hours ago), Large Wooden Shield, Pincher Staff.

◆ **Kuo-Toans (2) (A & B on Judge's Map #2):** Male Medium-Size Dragon; Half Black Dragon (Dragon) Half Kuo-Toan (Aquatic); Ftr7: CR 11, HD 2d10 + 7d12 + 45; HP 100; Init +0; Spd 20 ft., swim 50 ft.; AC 22 (flat-footed 22, touch 10); Atk +17/+12 melee (1d10+8, +1

Pincer Staff) and +7 melee (1d6+7, bite); or +7 ranged (1d8, Short spear [x3]); SA: Breath Weapon (Line of Acid 1TD, 6d4 line, DC17), Pincer Staff; SQ: Darkvision 60 ft., Keen Sight, Low-Light Vision, Slippery, Adhesive, Immunities, Acid, Electricity, Resistance 30, Immune to Paralysis, Immune to Sleep, Light Blindness, Amphibious; AL NE; SV Fort +10, Ref +6, Will +7; Str 22, Dex 10, Con 16 (20), Int 15, Wis 16, Cha 10

Skills and Feats: Climb +17, Escape Artist +22, Handle Animal +11, Intimidate +11, Knowledge: Nyr Dyv +12, Listen +9, Move Silently +3, Search +14, Spot +15, Speaks Common in addition to the normal languages known Alertness, Great Fortitude, Exotic Weapon Proficiency (Pincer Staff), Iron Will, Lightning Reflexes, Weapon Focus (Pincher Staff), Weapon Specialization (Pincher Staff) Dodge.

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

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

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

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

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

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

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

Equipment: +1 *Pincer Staff*, *Bead of Force*, Shortspear, Large Wooden Shield.

Encounter #8: Repercussions and Endings

APL 6 (EL 8)

Barls and Timlack (2): Male Humans Ftr4/Rog1; CR 5, HD 4d10 + 1d6 + 5; HP 37; Init +8; Spd 30; AC 20 (flat-footed 16, touch 14); Atk +9 (1d6+3, Rapier [18-20]); or +8 ranged (1d8, Light Crossbow [19-20]); SA: Dual Strike, Sneak Attack +1d6; AL LE; SV Fort +5, Ref +7 Will +3; Str 13, Dex 18, Con 13, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +5, Hide +9, Jump +6, Ride +9, Spot +6, Swim +8, Dodge, Dual Strike, Improved Initiative, Weapon Finesse (Rapier), Weapon Focus (Rapier), Weapon Specialization (Rapier).

Equipment: Chain Shirt, Rapier, Large Wooden Shield.

Background: Barls and Timlack have been working together for some time. Recently the needed a bit of muscle and duped the barbarian Elgir into entering a rigged drinking contest with Barl (Elgir's drinks were slightly drugged). After Barls won the match, he successfully struck up a friendship with the barbarian and added him to their group. Barls and Timlack have each other's back in an emergency, but neither would shed a tear if Elgir was lost, although it would be a pain to have to find more muscle.

Elgir: Male Human Bbn5; CR 5, HD 5d12 + 10; HP 50; Init +2; Spd 30; AC 18 (flat-footed 16, touch 12); Atk +10 melee (1d12+5, Greataxe [x3]); or +7 ranged (1d8, Longbow [x3]); SA: Rage 2/day, SQ: Fast Movement, Uncanny Dodge; AL CN; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Handle Animal +8, Intimidate +8, Intuit Direction +6, Listen +5, Swim +7, Wilderness Lore +4, Cleave, Power Attack, Weapon Focus (Greataxe).

Equipment: +1 Greataxe, +1 Chainmail, Longbow, Quiver w/20 arrows.

Background: Elgir once lost a drinking contest to Barls, and has had respect for the man ever since. A recent addition to the forces of Markessa the Red, he

trusts only Barls with his life. If needed he'll defend Timlack, but he does not like being in his company, and would not be upset if Timlack has an "accident".

APL 8 (EL 10)

Barls and Timlack (2): Male Humans Ftr4/Rog3; CR 9, HD 4d10 + 3d6 + 7; HP 47; Init +8; Spd 30; AC 20 (flat-footed 16, touch 14); Atk +11/+6 (1d6+3, Rapier [18-20]), or +10/+5 (1d8, Light Crossbow [19-20]); SA: Dual Strike, Sneak Attack +1d6; SQ: Evasion, Uncanny Dodge; AL LE; SV Fort +6, Ref +8 Will +4; Str 13, Dex 18, Con 13, Int 10, Wis 14, Cha 10.

Skills and Feats: Appraise +2, Balance +5, Climb +5, Escape Artist +5, Gather Information +1, Hide +13, Jump +6, Read Lips +3, Ride +9, Search +2, Spot +10, Swim +8, Combat Reflexes, Dodge, Dual Strike, Improved Initiative, Weapon Finesse (Rapier), Weapon Focus (Rapier), Weapon Specialization (Rapier).

Equipment: Chain Shirt, Rapier, Large Wooden Shield.

Background: Barls and Timlack have been working together for some time. Recently the needed a bit of muscle and duped the barbarian Elgir into entering a rigged drinking contest with Barl (Elgir's drinks were slightly drugged). After Barls won the match, he successfully struck up a friendship with the barbarian and added him to their group. Barls and Timlack have each other's back in an emergency, but neither would shed a tear if Elgir was lost, although it would be a pain to have to find more muscle.

Elgir: Male Human Bbn7; CR 7, HD 7d12+14; HP 68; Init +2; Spd 30; AC 18 (flat-footed 16, touch 12); Atk +12/+7 (1d12+5, Greataxe [x3]), or +9/+4 ranged (1d8, Longbow [x3]); SA: Rage 2/day, SQ: Fast Movement, Uncanny Dodge; AL CN; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Handle Animal +10, Intimidate +9, Intuit Direction +10, Listen +6, Swim +7, Wilderness Lore +4, Cleave, Combat Reflexes, Power Attack, Weapon Focus (Greataxe).

Equipment: +1 Greataxe, +1 Chainmail, Longbow, Quiver w/20 arrows.

Background: Elgir once lost a drinking contest to Barls, and has had respect for the man ever since. A recent addition to the forces of Markessa the Red, he trusts only Barls with his life. If needed he'll defend Timlack, but he does not like being in his company, and would not be upset if Timlack has an "accident".

APL 10 (EL 12)

Barls and Timlack (2): Male Humans, Ftr4/Rog5; CR 11, HD 4d10 + 5d6 +9; HP 57; Init +8; Spd 30; AC 20 (flat-footed 16, touch 14); Atk +12/+7 (1d6+4, Rapier [18-20]); or +11/+6 ranged (1d8, Light Crossbow [19-20]); SA: Dual Strike, Sneak Attack +4d6 SQ: Evasion, Uncanny Dodge; AL LE; SV Fort +7, Ref +10 Will +7; Str 14, Dex 18, Con 13, Int 10, Wis 14, Cha 10.

Skills and Feats: Appraise +3, Balance +7, Climb +6, Escape Artist +6, Gather Information +4, Hide +16, Jump +7, Read Lips +4, Ride +11, Search +5, Spot +11, Swim +9, Combat Reflexes, Dodge, Dual Strike, Improved Initiative, Iron Will, Weapon Finesse (Rapier), Weapon Focus (Rapier), Weapon Specialization (Rapier).

Equipment: Chain Shirt, Rapier, Large Wooden Shield.

Background: Barls and Timlack have been working together for some time. Recently the needed a bit of muscle and duped the barbarian Elgir into entering a rigged drinking contest with Barl (Elgir's drinks were slightly drugged). After Barls won the match, he successfully struck up a friendship with the barbarian and added him to their group. Barls and Timlack have each other's back in an emergency, but neither would shed a tear if Elgir was lost, although it would be a pain to have to find more muscle.

Elgir: Male Human Bbn 9; CR 9, HD 9d12 + 18; HP 86; Init +6; Spd 30; AC 18 (flat-footed 16, touch 12); Atk +16/+11 (1d12+7, Greataxe [x3]); or +11/+6 ranged (1d8, Longbow [x3]); SA: Rage 3/day, SQ: Fast Movement, Uncanny Dodge; AL CN; SV Fort +8, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Handle Animal +10, Intimidate +13, Intuit Direction +12, Listen +14, Swim +7, Wilderness Lore +4, Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (Greataxe).

Equipment: +2 Greataxe, +1 Chainmail, Longbow, Quiver w/20 arrows.

Background: Elgir once lost a drinking contest to Barls, and has had respect for the man ever since. A recent addition to the forces of Markessa the Red, he trusts only Barls with his life. If needed he'll defend Timlack, but he does not like being in his company, and would not be upset if Timlack has an "accident".

APL 12 (EL 14)

Barls and Timlack (2): Male Humans Ftr4/Rog7; CR 13, HD 4d10 + 7d6 +11; HP 67; Init +8; Spd 30; AC 20 (flat-footed 16, touch 14); Atk +14/+9 melee (1d6+4,

Rapier [19-20]); or +13/+8 ranged (1d8, Light Crossbow [19-20]); SA: Dual Strike, Sneak Attack +4d6 SQ: Evasion, Uncanny Dodge; AL LE; SV Fort +7, Ref +10 Will +7; Str 14, Dex 18, Con 13, Int 10, Wis 14, Cha 10.

Skills and Feats: Appraise +5, Balance +9, Climb +6, Escape Artist +12, Gather Information +6, Hide +18, Jump +7, Read Lips +6, Ride +11, Search +7, Spot +11, Swim +9, Combat Reflexes, Dodge, Dual Strike, Improved Initiative, Iron Will, Weapon Finesse (Rapier), Weapon Focus (Rapier), Weapon Specialization (Rapier).

Equipment: Chain Shirt, Rapier, Large Wooden Shield.

Background: Barls and Timlack have been working together for some time. Recently the needed a bit of muscle and duped the barbarian Elgir into entering a rigged drinking contest with Barl (Elgir's drinks were slightly drugged). After Barls won the match, he successfully struck up a friendship with the barbarian and added him to their group. Barls and Timlack have each other's back in an emergency, but neither would shed a tear if Elgir was lost, although it would be a pain to have to find more muscle.

Elgir, Male Human, Bbn11: CR 11, HD 11d12 + 22; HP 104; Init +6; Spd 30; AC 18 (flat-footed 16, touch 12); Atk +19/+14/+9 melee (1d12+8, greataxe [x3]); or +13/+8/+3 ranged (1d8, Longbow [x3]); SA: Rage 3/day, SQ: Damage Reduction +1/-, Fast Movement, Uncanny Dodge; AL CN; SV Fort +9, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +10, Handle Animal +10, Intimidate +13, Intuit Direction +12, Listen +14, Swim +7, Wilderness Lore +10. Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (Greataxe).

Equipment: +3 Greataxe, +1 Chainmail, Longbow, Quiver w/20 arrows

Background: Elgir once lost a drinking contest to Barls, and has had respect for the man ever since. A recent addition to the forces of Markessa the Red, he trusts only Barls with his life. If needed he'll defend Timlack, but he does not like being in his company, and would not be upset if Timlack has an "accident".

Appendix #2: Introduction to the Dyvers Region

Welcome to Dyvers!

Welcome to Dyvers! Olidammara must be smiling upon you by sending you to our region. Here one can find both adventure and intrigue. So enjoy yourself but beware, as not all our citizens are as nice as they appear to be.

How Dyvers came to be independent

Long ago the city of Dyvers was the capitol of Furyondy. For over 150 years our city enjoyed unparalleled prosperity and prestige. Then in CY 288 King Thrommel I, throwing tradition to the wind and desiring a more prestigious capitol had the plans drawn up for a new capitol, Chendl. This set the stage for Dyvers' eventual independence.

Once Dyvers was out of the spotlight the city slid further from the affairs of the central Furyondy as the centuries passed and tottered on the brink of recession. The construction of Willip drew trade away from the city and added further to Dyvers financial woes. When Landgraf of Selintan pursued his expansion plans for Greyhawk Dyvers fell into an economic slump. The direct competition between Dyvers and Greyhawk caused a bitter rivalry to develop as our city fought for it's economic life. Steadily Dyvers influence was sapped by the economic invader whom was brash enough to take the title "Gem of the Flanaess without bothering to confer with the Gentry. Although times have gotten considerably better for our city the rivalry with Greyhawk is still evident today.

Meanwhile Furyondy's relationship with Veluna led to many of the crown's cities to establish a code of "canon law" replete with church courts steeped in Raoan doctrine and Cuthbertine punishment. Having had enough the Gentry informed the crown that they intended to split from Furyondy in CY 526. Whether it was due to Furyondy needing an ally in the region because it feared Greyhawk's growing power or reasons unknown Thrommel II allowed the secession to pass unchallenged. We were free at last!

Geography

Unbeknownst to some, the Dyvers region consists of more than the Free and Independent City of Dyvers (Pop. 52,000). In truth nothing could be further from the fact. The Dyvers region covers 2,000 square miles of the southern bank of the Velverdyva, reaches into the Gnarley forest and holds the northwestern most tip

of the Kron Hills. To the east on the road to Greyhawk is the town of Maraven (Pop. 530). Caltaran (Pop. 870) is nestled at the point where the Velverdyva and Serrault rivers meet. Banebridge (Pop. 650) Halfling 96%, Human 2%, Elf 1%, Other Races 1%, a predominately halfling village is to the south of the Free and Independent City of Dyvers.

Banebridge: A relatively small village catering to the needs of the Darkleaf halfling clan, halflings and the many travelers along the Gnarley Road. The village sits on the bank of Flint Creek and has a bridge crossing it. The fortified Bane Bridge was the site of a battle long ago. The dead from that battle were buried on the bank opposite the village. The population is Halfling, but the village can accommodate those that are taller. The community is also where the clan's farming help goes to relax after a long day of tending the fields. Half-orcs are typically treated with suspicion until they prove they have business in town, and their stopovers are accepted/tolerated. Good company is also taken into account. Both the faiths of Zilchus and Yondalla are represented in the village.

Caltaran: This fortified town is the seat of The Right Honorable Lord Klebert Grandhearth, Lord Mayor of Caltaran, Protector of the West Lands. Its small size belies its importance as a crossroads for overland travel and as Dyvers' primary source of wood for our renowned shipyards. Just half a day's ride to the east lays our fair city of Dyvers. If you see a rider galloping from Caltaran toward Dyvers, it's probably a messenger with urgent news about a trade caravan that will arrive in the City tomorrow. In the cutthroat markets of Dyvers, information is power. Four day's ride west along the River Trail, which passes Westguard and follows the beautiful forested Velverdyva River Valley, brings you to the Free City of Verbobonc. The path from Westguard to Verbobonc has not been improved for wheeled travel. The Low Road is a smoother but one day longer route to Verbobonc. It has been the preferred caravan route for centuries, starting in Dyvers, crossing the bridge into Caltaran, and then taking you southwest along the Serrault River, winding up into the deep-forested hills and valleys of the western Gnarley Forest. It passes through Hommlet, and then curves north to the City of Verbobonc, and all the way up to Veluna City. The whole trip from Dyvers to Veluna City takes ten days mounted, thirty days by cart and wagon. The Caltaran-Dianrift ferry is the first Velverdyva crossing west of the Nyr Dyv, and the only land traffic link to our motherland, Furyondy, for the next one hundred miles. The mighty

Velverdyva River is 3 ¾ miles across at this point, and dotted with semi-permanent sandbars. For most of the trip, the ferrymen employ 15' poles, but oars must be used to cross several deep channels.

Small river barges are poled upstream on the Serault River as far as Sobanwych. Along the way, they must dodge huge log rafts traveling downstream from the woodcutters of the Gnarley to the lumber mill in Caltaran. On the north side of town are the docks, which serve the ferry, barges, and even merchant ships sailing far up the navigable channels of the Velverdyva. Many caravans and pilgrims pass through Caltaran, but rarely stay more than a single night. The travelers usually set up camp outside of town along the bank of the Serault, so there aren't as many inns and hostels as you'd expect for a crossroads. What rooms there are, however, are expensive and in high demand. Nightly entertainment and good local food can be had at any of a dozen taverns, inside and outside of the town walls.

Adventurers may find employ guarding caravans leaving for the Far West on the Low Road. The Low Road is notorious for bandits who display disturbingly organized and planned ambushes. Rewards for their capture are often posted in public places, as are the raven adorned skeletons of those brought to justice. But be careful, the Lord Grandhearth makes sure that Caltaran is known for its strict laws and merciless punishments. And the Sheriff seems to be even more intolerant and ruthless than his liege. Pentar Kayim of the Dyvers Adventurers Guild owns a hostel there. Drop by if you need help or information.

Demographics

In general the citizens of the Free and Independent City of Dyvers are mercantile-minded people that will cut corners to make a profit. However one can find a wide variety of souls ranging from farmers working the land to affluent cosmopolitan socialites. While predominately human (79% Osfbr) there are a good number of gnomes (8%) and halflings (6% lightfoot) that call our largest city in the region home. Elves (3% High and Sylvan equally), half-elves (1%), dwarves (2% hill) and half-orcs (1%) also frequent our home. Having the most lucrative trading nexus in the Flanaess tends to draw people to it.

Unlike most regions we offer great religious freedom. Within the Free and Independent City of Dyvers one can find places of worship for possibly the widest selection of deities in the Flanaess. While not polytheistic by nature the citizens of Dyvers do not wish to incur the wrath of anyone needlessly. It's just not good business. Thus if one looks hard enough it

may well be possible to find places of worship for the most obscure deity or a place to lay a peace offering to an infernal being to placate them and stay its wrath.

What Thieves Guild?

Unfortunately a side effect of being a prosperous trading region is that one attracts their fair share of undesirables. As the teeming Free and Independent City of Dyvers has gained the reputation of being a good place to get lost in some people with clouded morals have taken to preying on others. While an occasional gang of thugs may form there is hardly any chance that something so formal as an alliance of thieves could happen without the authorities catching wind of it.

Government

Typically the Magister (the head of the Dyvers Government) is elected by the Gentry of Dyvers for an undefined term. Larissa Hunter, the current Magister, was elected after the former Magister, Margus lost favor in the wake of his failure to adequately handle the annexation comments made by Furyondy's Knights of the Heart. Since her election the fiery, strong-willed former army commander has captured the hearts of her people. She is patriotic to the core and has caused foreign tempers to flare on more than one occasion by taking the opportunity to rub the noses of Greyhawk and Furyondy in minor trade victories.

Skullduggery

In CY590 tragedy befell Larissa Hunter as her husband Rashaman of Safeton disappeared when two of the Free Marines ships turned up missing. Despite attempts to locate him, his whereabouts are still unknown at this time. Popular opinion is that pirates were involved.

Locally it appears that some of the evil souls that fled when the Horde of Elemental Evil was put to route have settled in our region. Their nefarious influence has been felt as the Dyvers criminal element becomes bolder. In light of this, along with the threat of invasion by Turrosh Mak's Pomarj Empire, the Gentry of Dyvers has charted out evacuation plans for the city. Adding to the tension is the advent of the criminal front known only as the Kalmach.

The Rhennee

Strangers in a strange land the Rhennee view our region through gray, blue, hazel and on rare occasion green eyes. These secretive and oft mistrusted

folk find themselves most at home on the waterways of the Flanaess. Ranging from olive to tan complexion these masters of inland sailing and navigation are loyal to their own kind but view outsiders (even the rare land-dwelling Rhennee-referred to derogatoritivly by the folk as Attlo) as fair game.

Relatively unknown to our region until around CY141 the Rhennee have learned to use what life has dealt them to their advantage. They make a living by ferrying good and passengers, fish, hunting, selling crafts and illegal means (theft and smuggling). Currently the bargefolk inhabit the four islands of the city's river quarter. As the Rhennee live on the waterways it is possible that they know the whereabouts of Larissa Hunter's husband. If they do however they have remained silent thus far.

Cut from modest stock the average male Rhennee is about 5' 6" tall and usually become warriors to protect the tribe. The women while smaller are the only members of their folk to become spell casters by learning the ways of magic through their "wise Women" mentors. Both genders typically dress in muted colors in a simple, functional clothing style.

Appendix #3: Crime and Punishment-Dyvers Law

How Fines and Punishment

Work- If found guilty, a PC pays the fine listed by the offense and the fine and the penalties (If any) are recorded on the adventure cert. The penalties listed are doubled for repeat offenders.

If after a PCs gold has been depleted to pay a fine the PCs items are sold off. If there is a choice on what to sell the player makes it.

If a PC is guilty of a crime send the player's name, RPGA#, PC name and offense to jcts@iland.net

Lawyers-For non-murder cases that do not involve a Guildmaster, a noble or a member of the Gentry a lawyer may be obtained to absolve the PC of guilt. The cost for such assistance is 150% of the fine and 1 TU for in region PCs. The cost of out of region PCs is 200% of the fine and 2 TUs.

Frivolous Lawsuits-Having better things to do with their time. Most NPCs do not bother pursuing frivolous lawsuits. PCs that are found to be the instigator of a frivolous lawsuit face the same penalty as Unlawful Imprisonment.

Imprisonment-If your PC is imprisoned they must pay 10GP per TU imprisoned. If a PC cannot pay the full gold piece penalty for their incarceration then they die in prison (As per item #12 of RUP-3). The prisons in the Flanaess are dangerous places.

Assault-5 GP Fine Plus if weapons where used then confiscation of the weapons.

Bards-No its not Illegal to be a Bard, but to perform inside of a building without a license is, Fine 10 GP for the 1st offense,

Breaking and Entering-If part of the Footpads Guild then 100 GP fine and 1 TU in Jail. If not part of the Footpads Guild then 250 GP fine and 2 TU in jail.

Destruction of Private Property-150% of the cost of the property as a fine. Optionally one TU per 50 GP value in jail.

Destruction of Public Property-200% of the cost of the property as a fine. Optionally one TU per 50 GP value in jail.

Drawing Weapons-Not a lot of people know this but drawing a weapon in the city is against the law, the fine is 2 GP, plus One (1) TU doing Civic Duties. If you can prove that it is self-defense then the fine is 1 GP

Drunk and Disorderly-Two TU in jail and 1GP fine.

Endangering Innocents-4 GP

Endangering the Public or Property by Spell Casting-If the caster is a member of one of the Guilds then the fine is 100 GP per spell level. If the caster is not a member of one of the Guilds then it is 250 GP per spell level.

Manslaughter (Accidental Death)-Adjudicated by the triad acting as an in character "court". Outcomes could lead to as many as 208 TUs in prison

Murder (Intentional Death)-Evil act. Character is taken into custody by the Judge and turned over to the triad. Character is removed form play. This is not to be used in matters of self-defense.

Operating a Business Without a Permit-500 GP plus the confiscation of the Business. It will be turned over to the Merchants Guild for their disposal.

Poaching-100 GP fine and One (1) TU in jail

Theft-Petty-Up to 100 GP of value. If the accused is a member of the Alliance then it's a 10% fine. If the accused is NOT of the Alliance then the watch gets to have fun, 200% fine and One (1) TU doing Civic Duties.

Theft-Grand-Over 100 GP of Value. Fine 200% the cost of the item, and One (1) TU per 100 GP value in jail.

Unlawful Imprisonment-Two TU in jail and 300 GP fine.

Unlawful Killing of a Gelatinous Cube in the Sewers-500 GP fine, Plus a quest that takes 4 TU to capture a new one.

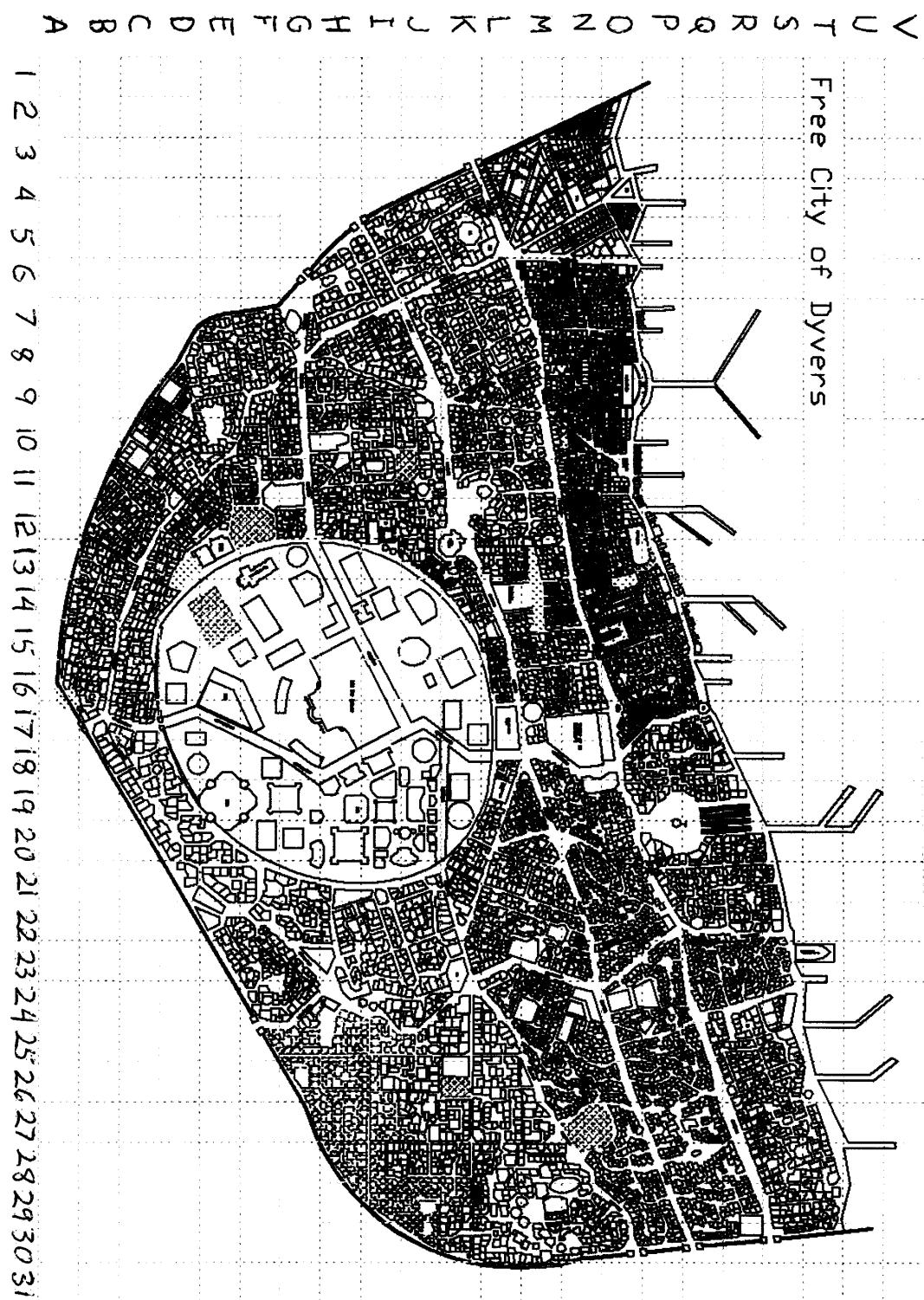
Appendix #4: Builder Book Material

Dual Strike- (From the Sword and Fist Page#6)

Perquisites: BAB of +3, Combat Reflexes. **Benefit** If you and an ally both have this feat and are flanking an opponent, you both get a +4 bonus on your attack roll. **Normal:** The standard flanking attack roll bonus is +2.

Judge's Map #1: The Free and Independent City of Dyvers

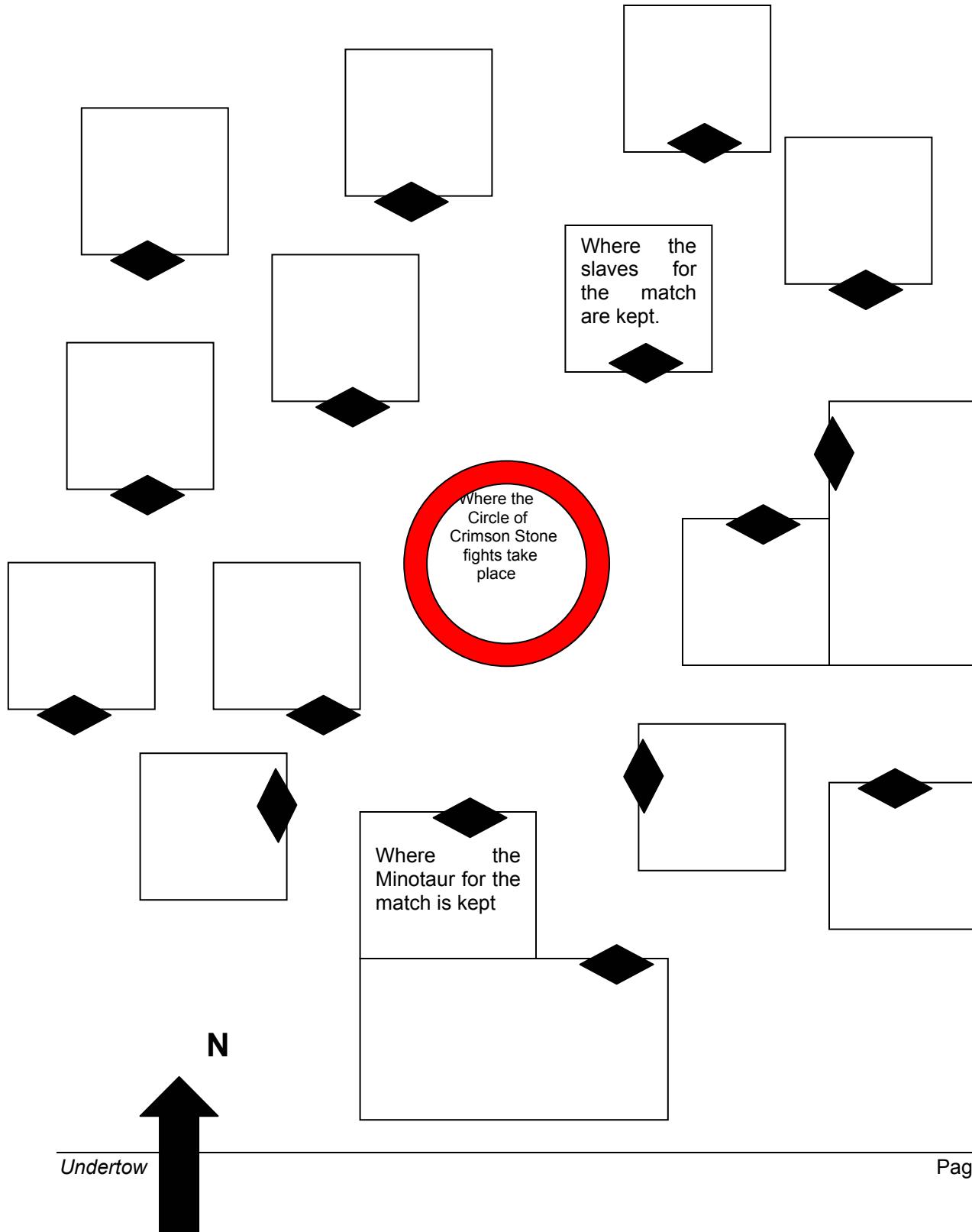
Scale-One square is 200'



Judge's Map #2: The Circle of Crimson Stone Arena

Scale One inch = 20 feet. All the squares on this handout are abandoned, fire damaged

warehouses. The  on each building is where the door is.



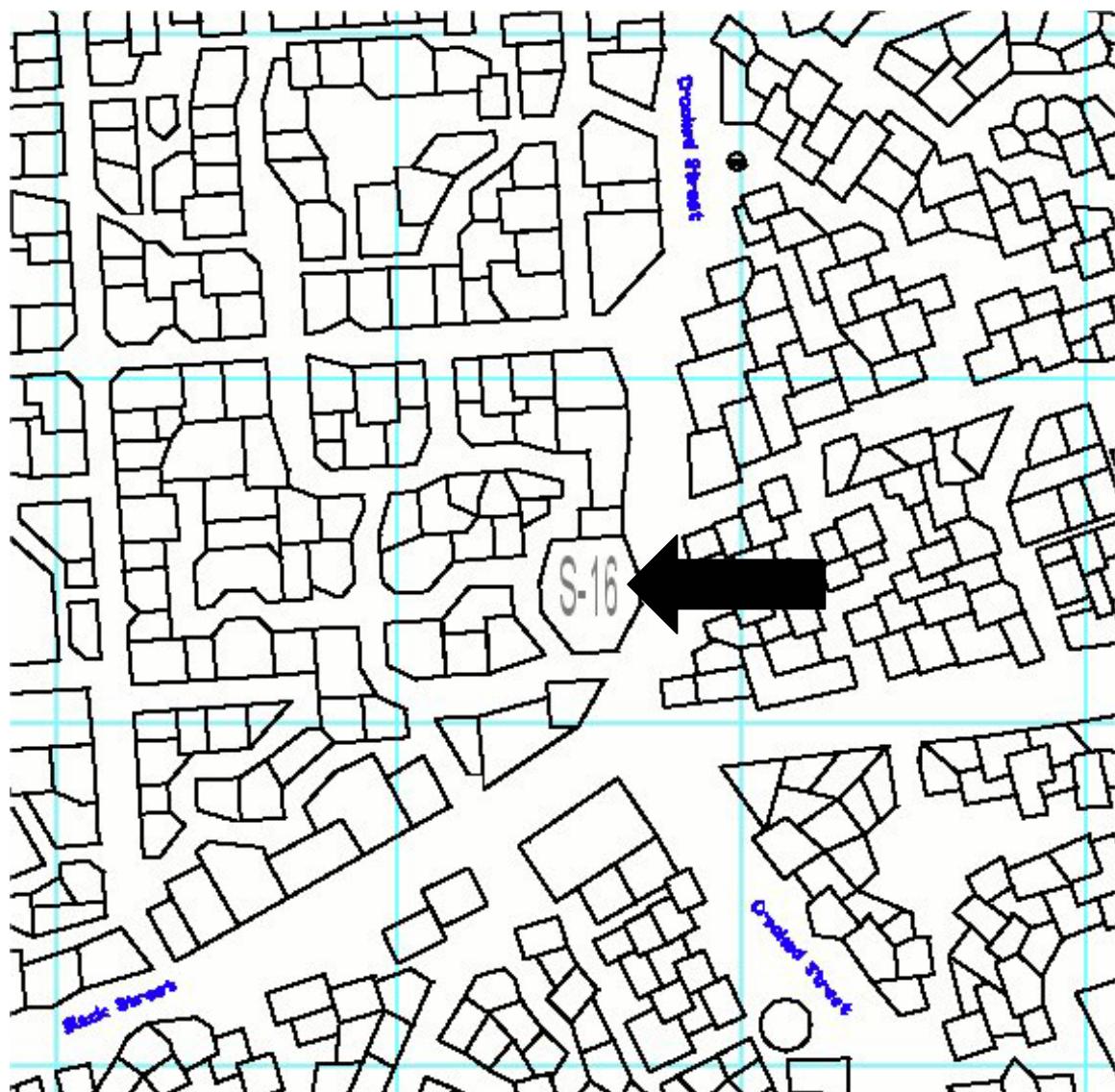
Judge's Map #3: The Constabulary Office Map Grid

S-16

Watch Station

Map Square Q-22 and area

One square = 200 ft x 200 ft



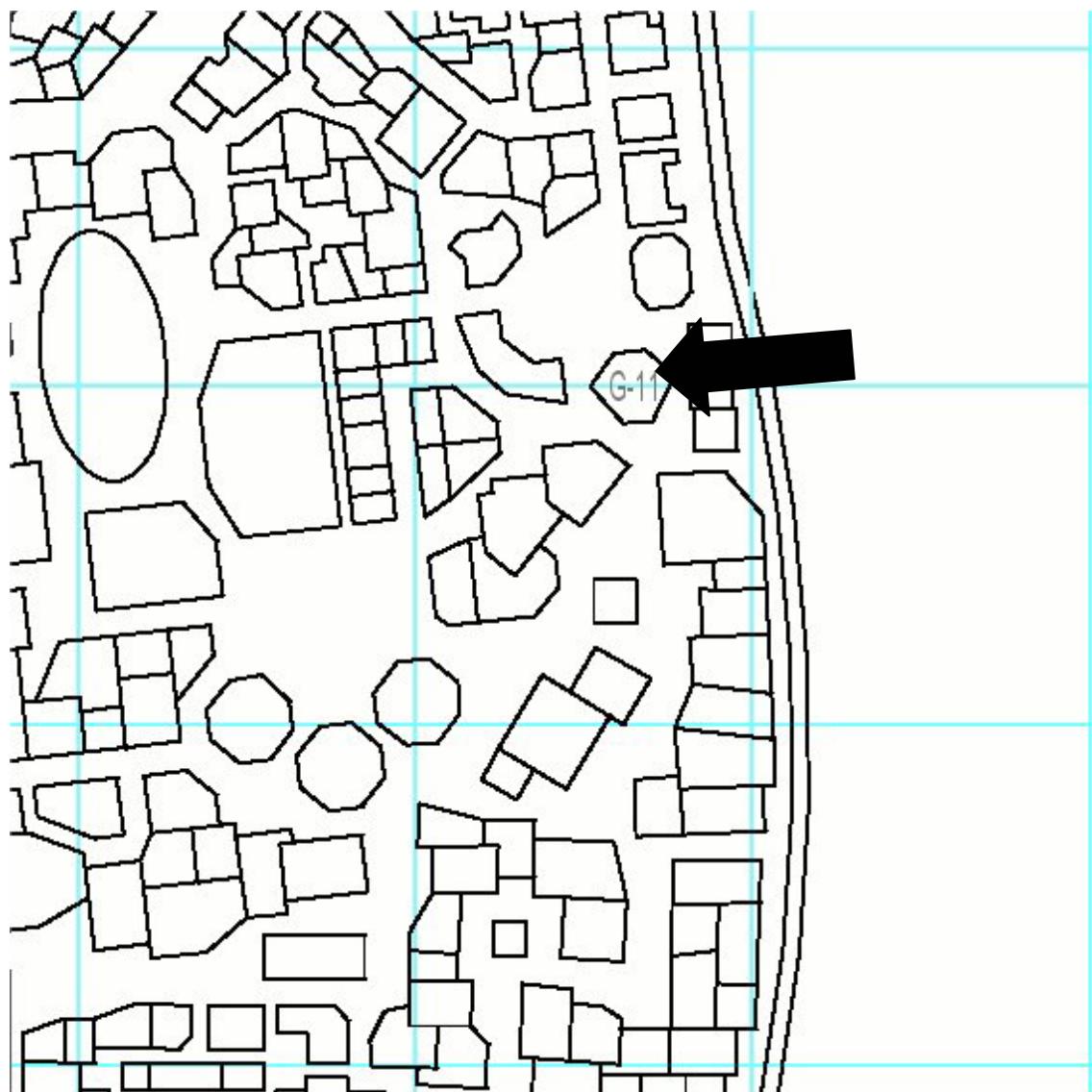
Judge's Map #4: The Pit Fighter's Guild Map Grid

G-11

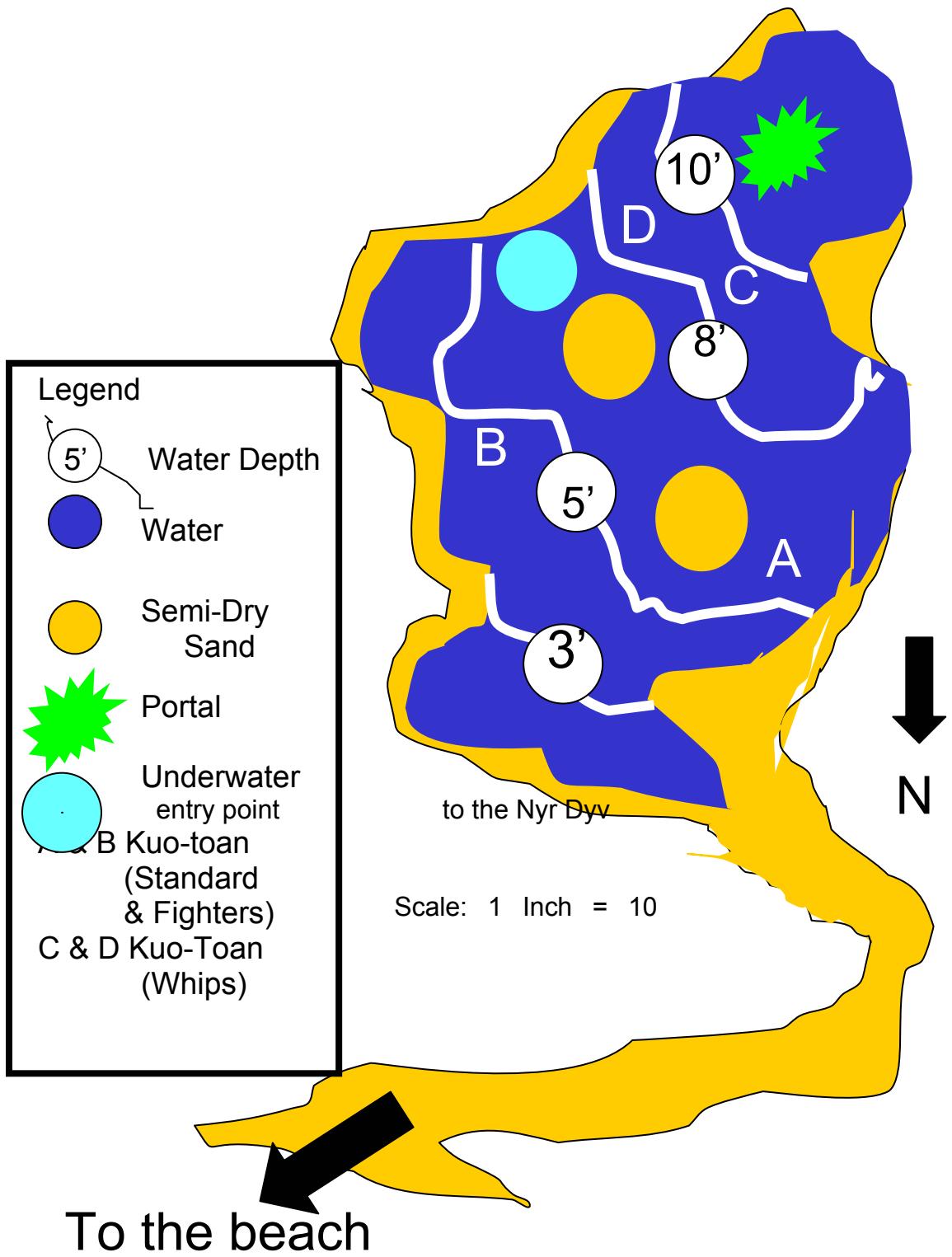
Pit Fighter's Guild

Map square M-30 and area

One Square = 200 ft by 200 ft



Judge's Map #5: The Kuo-Toan 's Lair



Player's Handout #1: General PC Introduction

Thus far today has been fairly boring. In the hopes of catching a glimmer of action by traversing the city. Unfortunately this has provided little entertainment. Then later in the evening as you walk through the dock district.

cut

Player Handout #2A: Dvyers PC Introduction

Things have changed quite a bit in the city since the dock district fire. It is commonplace now to see the homeless on a daily basis. Prices seemed to rise overnight sparking rumors that the shortages weren't really that bad and merchants are merely taking advantage of the situation. Still life could be worse and you've decided to take in the night air to clear your head of the day's troubles. Then later in the evening as you walk through the dock district.

cut

Player Handout #2B: The Alliance

While the turmoil from the dock district fire has opened new opportunities for the Alliance the Hidden masters are not at all pleased with some of the action going on. The word on the street has it that the Circle of Crimson Stone is using slaves for death matches and not properly disposing of the bodies. Left unchecked this could cause major problems for future "traffic". Your contact with the Alliance has "requested" that you find one of the CoCS events (they are not announced publicly) to review the situation. Should you accomplish this write a note of your findings, place the note in a tightly corked bottle and toss it off the easternmost pier.

For the most part your efforts to look for the CoCS have been fruitless. Then in the evening as you walk across the dock district.

cut

Player's Handout #2C# The Constabulary

For far too long the Circle of Crimson Stone has run amok and flaunted their operation in the face of the constabulary. Now they add to their impudence by forcing slaves to meet their end in their blood sport matches. You are tasked with finding the CoCS. There will be several other constabulary members out on patrol to assist you. Should you make contact with the CoCS do NOT attempt to break up the match by yourself or with civilians. Wait until backup arrives.

Task in hand you patrol a suspected part of the Dock district. Unfortunately noting seems to be amiss. Then as evening comes while walking across the dock district.

cut

Player's Handout #2D: The Dyvers Anti-Slavery League

For a couple of weeks now your contacts have leaked information to you about a disruption of the freedom route you've set up with the Shadowind monastery. Thus far attempts to gain further information have come back empty with the exception of one thing. Apparently a new arrival to the criminal scene known as the "Circle of Crimson Stone" has been rumored to be using slaves in their matches. Normally your organization views the CoCS's actions as a way to thin out those that shouldn't reproduce. However that was when all participating were doing so of their free will. If slaves are involved these matches have to stop NOW.

Not being sure where to start you look for the seedier element of the city. If all goes well you can find a CoCS match and make sure innocents aren't harmed. If everything is on the up and up and no slaves are involved then you'll leave them to their own devices. For the most part your search is fruitless. Then in the evening as you walk across the dock district.

Player's Handout #2E: The Military

Times have been tough for those in the military. The blasted dock fire has thrown good souls into poverty while the rich make wheatsheaves off it. To make matters worse there's been rumblings about the military being used to shore up the constabulary's forces in case of riot. That's all you need is to be made to use force against friends. Its just not right. Thinking far too long on this you decide to take a walk. This helps little as you see more signs of the unfortunate. Then in the evening as you walk across the dock district.

cut

Player's Handout #2F: The Shadowind Monastery

Not since the shipwreck on Makilon island has your order faced such a problem. For some time now the monastery has helped those that had fallen into slavery escape to other countries to start life anew. This has made the membership proud to champion freedom. As of late however rumors have been floating back to your order of former slave being sold back into slavery instead of being sent to freedom. The disappearance of brother Balthasan Largoros (the monk that handled the transfer of slaves to freedom) has further complicated the issue. The head of the monastery, Master T'Quan has requested that you travel to the mainland to follow a lead. Apparently an undisciplined groups of chaotic souls known as the Circle of Crimson Stone has begun to sponsor lethal blood sport matches. It is your goal to find one of these matches and see if they are exploiting slaves. If they are OR they are running a lethal match you are to put a stop to it. Otherwise you are to fade into the background and gather information about the CoCS.

For a while you stalk the streets with little luck. To help conceal your identity you've covered your shadow dragon tattoo with you clothing. Then in the evening as you walk across the dock district.

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Player's Handout #3: Introduction for PCs from Ekbir

Life has been fairly boring as of late. No dragons to slay, evil to vanquish or plots to foil. Thus when you see a posting for a caravan looking to hire on able-bodied souls to guard a diplomatic envoy sponsored by the government of Ekbir you jump at the chance. After further discussion you find the caravan's destination is the Free and Independent City of Dyvers. Unfortunately the journey is nearly as boring as life has been recently as you finally reach the city. Having fulfilled your obligation to the caravan you explore the city in hopes of finding some sort of excitement. For the most part the city seems obsessed with making a quick buck and boredom returns. Then one evening as you cross the dock district...

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Player's Handout #4: Introduction for PCs from Ket

It has been a trying time since you accepted the assignment from a member of the Mouquollad Consortium to travel to this western city and deliver a message. While Dyvers isn't as prominent as City of Greyhawk it is in most instances more importance to your people and improved trade relations could open avenues elsewhere. Time and again you've been appalled here as some of the locals talk of friends having been abducted late at night to be sold into slavery. At least at home all you had to fear was the government throwing you into the mines until you dropped dead.

After finishing your mission but before you head for home you happen to cross the dock district late in the evening...

Player's Handout #5: Introduction for PCs from Tusmit

You have been asked by Lakt"ai Khaset (the high priest of the Temple of Boccob in Tusmit) to deliver a package to the temple of Boccob in Dyvers. Passage has been arranged via a barge under the protection of the Water Watchers to transport you to the Free and Independent City of Dyvers. For the most part the journey is uneventful and what does arrive the Water Watchers dispatch quickly. Upon arriving in Dyvers several of locals give you directions to the temple and the delivery goes off without a hitch. With a week to wait before returning home on the next barge you decide to explore the city. One night while traversing the city you happen to cross the dock district late in the evening.

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Player's Handout #6: Introduction for PCs from Veluna

Against the better judgment of some, the High Roads trading company was granted the boon of opening an office in the Free and Independent City of Dyvers. Far too many strange rumors have come back to Veluna of their abandonment of Rao's ways and the kindness that is usually shown from workers of the High Roads for the decadence and easy life of the wicked. Not wanting to judge without evidence Journeyman Ralish of the High Roads Trading Company has sent you to investigate the matter. The task, should you take it, is to make contact with the Dyvers branch of the company, assess the situation and report back to the home office. Being representatives of Veluna and the High Roads Trading Company you are to be aware of opportunities to show both your country and company in a positive light.

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Player's Handout #7: Introduction for PCs from Verbobonc

You have been chosen by the Viscount to travel to the Free and Independent City of Dyvers to interview its leader, Master T'Quan. The Viscount has sent 4 questions to be asked. In the answer section are general answers the Viscount feels would be acceptable. When you meet with Master T'Quan and ask him questions mark the yes/no section depending on if you feel Master T'Quan gave an acceptable answer. If you feel the question was not answered acceptably DO NOT ask the question again nor do you ask other questions. Accept the monastery's hospitality humbly and as you are a representative of the Viscount conduct yourself as such. As has happened in your own land trouble may arise that needs your help. Should this happen assist as best you can. You are given an official writ to verify you are acting on the Viscount's behalf.

Q: What will the proposed monastery bring to our lands?

A: If Master T'Quan mentions 2 or more skills the monastery has this will suffice.

Was this question answered properly (circle one) Yes/ No

Q: In the past we have been plagued by souls of weak moral character wreaking havoc. What assurances do we have that the proposed monastery won't pose similar problems.

A: If Master T'Quan mentions his people's moral fortitude and/or wishing to help others the Viscount will be satisfied.

Was this question answered properly (circle one) Yes/ No

Q: Dyvers is a diverse land that allows a vast freedom of beliefs. There are concerns that allowing this monastery to be established may lead to internal strife in our lands when peoples of differing religious climates meet.

A: If Master T'Quan talks of not wishing to change the status quo religiously in the Verbobonc region the Viscount is assured.

Was this question answered properly (circle one) Yes/ No

Once all questions have been answered and you've circled Yes or No for each hand this sheet to the judge

Player Handout #8: Extended Introduction for PCs from Veluna

After getting an odd look because of your accent you're given a tour of the High Roads Trading Company's operations. For the most part things looked on the up and up although the people here tend to live a bit more decadently compared to what you're used to. But they do have permission to be here and unfortunately when in Dyvers some do as the locals do. All in all you don't have much to report and decide to take in the city. One night while traveling across the dock district.

Player Handout #9: The Shadowind Tattoo



Player Handout #10: The Shadowind Monastery

