

Suffer the Children

A One-Round Dungeons & Dragons® Living Greyhawk™ County of Urnst regional Adventure

by Mike Dethlefs

Reviewers: JP Chapleau and D'Anne Rooney

Playtesters: Chris Berry, Rich Clark, Sean "The Bold" Curtis, John Foye, Pam Fye, Brian Glose, Erin Hutton, Murry McEntire, Leonard Logan, Barry Oviatt, Bill Scharfenberg

A mysterious plague holds the fate of two towns in the balance. The call has gone out for help, but will it be in time? This adventure is not recommended for Asherati characters. Part one of the *Legacy of the Leviathan* series. A one-round County of Urnst adventure set in the Archbarony of Dyvarna for characters levels 1-15 (APLs 2-12).

This adventure includes an additional, optional encounter for APLs 8-12 only.

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Living Greyhawk Journal #2* [many authors], *Player Handbook II* [David Noonan] and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr, Jennifer Clarke Wilkes]

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).

Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the County of Urnst. Characters from the County of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Before starting to run this adventure, make sure you know if the PCs want to play the additional encounter. This is **VERY** important because the encounter is placed within the main adventure itself, not at the end like many others.

ADDITIONAL OPTIONAL ENCOUNTER

If you are running this adventure at APL 8 or higher, there is an option to run an additional encounter. Since the encounter is set *WITHIN* the adventure and not at the end like many others. The decision to play it and to pay its extra TU cost (1 TU for County PCs, 2 TUs for others), has to be made *BEFORE* you begin to play the adventure.

NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Many centuries ago, an evil water cult (today believed to be associated with Tharizdun) summoned a creature called the Leviathan to help them conquer their enemies. With the beasts they managed to conquer all before them, forcing their enemies to join together in order to defeat them.

Three such former enemies, leaders of communities and priests of Osprem, Procan and Xerbo gathered three items that they fashioned themselves with the blessings and power of their respective god. Thus were created: the Chalice of Procan, the Crown of Xerbo and the Trident of Osprem.

With these artifacts, they sealed the portal allowing the Leviathan into the Flanaess, and forced the beast out. Since then the three items have been housed in temples of their respective gods on islands in the Nyr Dyv....

Of the three, the Chalice is best known. The Chalice has the ability to heal any disease. Some even say it has the power to confer immortality upon one who knows the proper rituals. The Crown and the Trident passed into the pages of history, and were, for the most part, forgotten.

Many years ago, a group of people, who were unsatisfied with their lot in Holbrook and Bampton, set out to settle their own lands. They happened upon a lush green island and decided to settle there. They decided to name the town and the island Rhyndmere after their leader, Jaren Rhynd.

All was well, until the arrival of a priest of Xerbo, by the name of Teredar. Teredar managed to convert Jaren, and a number of the townsfolk, from the worship of Xerbo with a number of miracles. Jaren's brother, Edran Rhynd, refused to convert to Xerbo's worship and left, along with a number of his followers, and went to a nearby island, where they could follow Procan as their ancestors did. In gratitude, the island and town was named Rhyndmarsh after Edran. In the intervening years, relations between the two settlements have cooled down to a civil level.

About 2 weeks ago, the people of Rhyndmere were afflicted with a disease known simply as the White Plague. This plague defied all attempts to heal. Andaria, the local priest of Xerbo, has tried her best to cure the disease, with little to no success. In desperation, she has appealed to Jeddara Halran, the High Priestess of Xerbo in Thornbay for assistance...

THE CHALICE OF PROCAN

See Player Handout 2 for its history.

THE WHITE PLAGUE

The White Plague is not so much a disease, as a magical draining effect. The main effect being that the victims are white and drained of energy.

The plague has baffled all of the locals as it defies all attempts by them to fully cure its victims. The plague mainly affects the young. *Restoration* spells work partially, curing the victim only to have the plague resurface again at a later date.

The origin of the plague is not discussed in this adventure. It will be the focus of the next few parts of the series.

THE KARMANTHRA FLOWER

Information about the flower has been grouped below. The PCs can make the following checks to get to know the following information about the flower.

Craft (alchemy) or Heal:

DC18 The flower can be used to make a syrup, useful in healing diseases. However the method is lengthy, and requires a very precise dosage.

DC20 Failing to properly process the flower results in a powerful narcotic without curative power.

Knowledge (nature):

DC15 The karmantha flower grows only in the marshy fields of an island in the *Mystic Isles*. It has a distinct and unpleasant odor.

DC20 A few scholars have speculated that it has come from Rhop, the home land of the Rhennee, but that has never been proven.

DC25 The karmantha flower can be transformed into syrup that can cure certain diseases.

THE RHENNEE

Rhenee pirates raid the two cities of Rhyndmere and Rhyndmere as they are easy targets, and the karmantha flower is a powerful narcotic that is sold on the black markets of Greyhawk, Dyvers and Alhaster in the *Bandit Kingdoms*.

Gregor and his men are wererats, a fact that the County Navy doesn't know, and that has allowed Gregor to escape capture many, many times.

The Rhenipen R'asa was an extremist Rhennee group dedicated to the forming of a Rhennee nation formed from all touching the Nyr Dyv. The Rhenipen R'asa was the brainchild of Gregor, but the organization grew so fast, and so quickly, that Gregor quickly separated himself from them, knowing it would only be a matter of time before they attracted attention.

The organization was destroyed in 595CY when the County authorities joined forces with adventurers and other Rhennee, after it attempted to expand into the slavery business by dealing with kuo-toan slavers (URC5-02 *Fine Kettle of Fish*). Gregor harbors a deep hatred of the Kuo-toas.

Gregor is in league with dark forces in the County, though marginally. He is first and foremost a pirate and a smuggler.

ADVENTURE SUMMARY

Introduction: The party is requested by Jeddara Halran, a Priestess of Xerbo in Thornbay, to investigate the outbreak of a mysterious illness that has affected two towns on neighboring islands. The town of Rhyndmere is suffering from an illness known as the White Plague, which seems to affect mainly of the children of the town. The efforts of the local priest seem only able to stave off the illness, although there has been just one death. The plague leaves the victims pale white and drained of energy.

1: Upon arrival the PCs meet with Andaria Corrin, the local priest of Xerbo. Andaria tells them more about the plague and its effects. After talking to Andaria, they are told of a plant which can alleviate the sickness which grows on the neighboring island of Rhyndmarsh.

2: The PCs travel to Rhyndmarsh to make an important discovery...the town's supply of the plant has been stolen by a band of Rhennee pirates. However, Obed Maarten, the Mayor of Rhyndmarsh and priest of Procan, thinks he may have found a way to cure the disease once and for all. A legendary artifact called the Chalice of Procan is believed to be able to cure all ailments. Obed believes he has located the sunken temple where the Chalice is located. Unfortunately, the pirates stole his notes on the chalice, but Obed remembers enough to draw them a map to the temple's location. The PCs are asked to both get the plants and the Chalice.

3: The party travels to the location of the temple. Making their way through the ruins, they encounter the guardians of the chalice. From here they can return to Rhyndmarsh, or go on to Encounter 4.

4: This encounter details the island base of the Rhennee. This encounter is also the location key. From here, the party can return to Rhyndmarsh or go on to Encounter 6.

5: The PCs fight a group of Rhennee wererats.

6: The PCs return to Rhyndmarsh having completed their mission.

7: Kuo-toas attack the PCs, trying to take the chalice. This encounter can be set at a time of your choosing (see encounter for preferred time to run it).

8: (Includes the Optional Encounter) This encounter details the inner sanctum of the Rhennee base. The PCs may find a number of very interesting notes and papers.

If the optional encounter is run, the optional encounter is fully described here.

Conclusion: The PCs return to Rhyndmere and the disease is cured.

INTRODUCTION

The quiet sea-side village of Thornbay is dominated by a castle perched high atop a rocky outcropping. The White Swan of the County floats in the wind along with another flag depicting a swan with three blue roses.

The village itself sits at the far side of a protected bay. On both sides of the bay, small fishing boats are tied to wooden pickets. The village can't house more than 300 souls. Thorn bushes have been grown to form a wall of sorts.

Two buildings clearly stand out. Right on the docks forming a market is the temple of Xerbo. The other, which has been painted fiery orange with a great sun on it, is the temple of Pelor.

A beautiful mid-summer day finds you all in the one place any adventurer worth his salt would be found on a day like this...the local tavern. You all are enjoying some of the best brews that the County has to offer.

Allow the PCs to introduce themselves. Allow them a Gather Information check

WORD ON THE STREET

In this section, the PCs can get some hints as to where to look for information by making a Gather Information check with a variable DC. Making a check takes 1d4+1 hours. Give a +1 bonus for each gp spent, to a maximum of +4.

PCs who "Hail from Dyvarna" automatically know up to and including the results for a successful DC 15 check. To get information above this DC, they need to make the appropriate check.

The PCs may aid each other on this check (by succeeding at a DC 10 Gather Information check, giving the PC they are helping a +2 bonus to his/her result), or make an individual check.

DC5 If you need anything in town, there is only one place to go: the Temple of Xerbo.

DC10 A plague broke out on the western isles! It is immune to all magical healing!

DC13 I heard that Kuo-toas have started raiding the surface again! My brother said he saw an entire colony of them!

DC14 There are many monsters of the deep west of here. Avoid the area at all costs.

DC15 Piracy is reaching an all-time high on the Nyr Dyv, it's as if the Navy isn't doing anything.

DC20 Kuo-toa raids have grown to be quite a pain. Whereas before they used to be focused on slaving, now they seem to be searching the surface for something else.

DC23 A merchant from Dyvers said his ship was attacked by wererats just out of Radigast!

DC25 At the inn the other night, I overheard aquatic elves say they need help and quick or "it" would be lost. I don't know what they meant but I don't think it means anything good for us!

OPPORTUNITY KNOCKS!

A young boy, no more than 12 years of age, approaches you. His accent is heavily tainted by a sailor's cant: "Be ye adventurers looking fer work? I got a job fer ye if ye give me a silver coin..."

If paid, the boy tells the PCs to go see Jeddara Halran, at the temple of Xerbo. When the PCs decide to head to the temple, continue.

Located right on the dock, the temple itself sits in the center of a large market, covered by a wooden roof, its walkways leading directly into the temple; the smell of fish here is almost nauseating. Yet, there are many people here. The market seems somewhat disproportionate for the size of the village.

Fishermen present their catches and offer them to passers-by. Farmers sell produce. Aquatic elves offer coral jewelry and various types of algae for sale. Merchants from the County offer wine, ale and brandies along with textiles. A single, old Flan sells draft horses and mules. This market is very active despite the size of the community.

Asking around, you are finally directed to a small office in the temple proper. A fairly well-dressed woman is sitting at a desk. A large tapestry, depicting a dragon turtle hangs behind her. She is somewhat plain-looking, and of mixed Suel and Oeridian stock, wearing a leather armor made out of some aquatic creature. From her neck hangs a periapt with the same design as that hanging behind her.

"Yes? How may I help you?"

Allow the PCs a chance to explain. Also ask for DC 13 Knowledge (religion) checks (DC10 for PCs whose home region is County of Urnst) to identify the tapestry as a holy symbol of Xerbo, the Sea Dragon (N Suel god of sailing, money and business).

"Good! So the boy found you... I am in need of some assistance. I've received word from one of my order in Rhyndmere asking for help. A mysterious illness has broken out, and I need to have supplies taken to a fellow priestess in Rhyndmere. Naturally, I will pay you for your time and trouble. Are you interested?"

The PCs may have questions to ask her.

Who are you? I am Jeddara Halran, priestess of the Sea Dragon Xerbo.

Why don't you go? My duties call me elsewhere. (Jeddara will be leaving for Trigol in the next few days to meet with other priests).

What does that pay us? Jeddara promises (APLx50) gold nobles upon successful completion of the mission and healing at the temple's expense.

Where is Rhyndmere? Rhyndmere is on one of the westernmost of the Mysty Isles, a few days' journey on the Nyr Dyv from Holbrook. If you are willing to undertake this mission, I will provide transportation to the island and back

What can you tell us about the illness? Not much, I'm afraid. The local priest, Andaria Corrin, will have more information for you.

Is there any chance we will catch the disease? Andaria said in her note that the illness strikes mainly the children, so you should be safe. (She cannot make any promises).

Can we bring large animals? No, the ship is too small.

What is in the package? Scrolls, potions and ointments. Andaria cannot cast *restoration* yet, so I have included a few *restoration* scrolls as well. (The package contains 6 *cure moderate wounds* potions, 4 pots of Keoghtom's ointment, 4 potions of *lesser restoration* and 4 scrolls of *restoration*)

When the PCs agree to her offer, she shows them to a small vessel that can carry 7 people (8 with the owner). The vessel is called the *Narwhale*. The owner is a simple fisherman, called Merren, who agreed to perform this task for the Temple in return for a month of free blessings of his boat.

All APLs (non-Combattant)

☞ **Jeddara Halran:** female Suel/Oeridian Cleric 7 [Xerbo], NG

☞ **Merren:** male Oeridian Expert 3 (Fisherman), N, Profession (sailor) +8

1: A TALE OF TWO VILLAGES

The trip to Rhyndmere is uneventful. Calm weather and favorable winds on the Nyr Dyv soon bring you to the small town of Rhyndmere.

The late afternoon sun lights the lush, green pastures that lie outside the town with a cheerful glow, and you can see that the small town is dominated by the temple dedicated to Xerbo in the center.

The temple appears to be a minor marvel. Made of a rose-colored marble carved in an oceanic motif, the temple catches the rays of the late afternoon sun, making the delicate lines of the building glow, the whole thing looking like it was made by faeries instead of mortal men.

As you pull up to the dock you see people going about their business. There also seems to be a small group gathering at the dock, curiosity mixed with anxiety on their faces.

If asked where Andaria can be found, they are directed towards the temple. If asked about the disease, most people either refuse to talk about it, or refer them to Andaria. If asked about the temple, they are told that it was a gift of Teredar, a priest who brought the teachings of Xerbo to the people of Rhyndmere. It is said that he built the temple with a thought, by use of a miraculous crown he possessed. Soon after, Teredar left Rhyndmere never to be seen again.

Upon entering, you see that the temple has been turned into a makeshift hospital. The main worship area has, in place of benches, a number of cots, most of them holding children. All of the children appear

deathly pale. Tending to them is an attractive woman, in the priestly dress of green and blue, whose skirt seems to be made of kelp. A symbol of a dragon turtle hangs from her neck.

Without looking up at you, she says in a weary tone: "I'm sorry, but I cannot bless your nets or your ships right now, I must tend to the children."

When she sees who it is, and learns who sent them, a look of relief comes across her face.

"Thank the Sea Dragon, you've arrived safely! I was afraid Jeddara never got my note. What did she send?" Going through the supplies, Andaria seems a little downcast. "Jeddara means well, but I fear these will only stave off the illness."

The PCs may have a number of questions for Andaria.

Who are you? I am Andaria Corrin, local priestess of Xerbo and head of this small community.

What can you tell us about the disease? We call it the White Plague, a descriptive, if not creative, name. About two weeks ago, the first child came down with the plague. Soon after, every child in the village started to show the signs: pale skin, a lack of energy, dizziness. Thankfully, no one has died, yet. Nothing I can do can cure it. I have cast *remove disease* spells, and what limited *restoration* I can do...but nothing works except for the *lesser restoration*, which works for a short while, but the next day they're just as sick as before.

Why are only the children affected? I wish I could tell you, but the truth is I don't know myself.

Is there anything that will help? On a neighboring island, there is a town by the name of Rhyndmarsh. They have a flower called the karmatha flower (see Adventure Background) that reportedly cures most illnesses if processed into a syrup. We sent a boat to Rhyndmarsh five days ago, but we haven't seen or heard from anyone since. (DM's Note: The sailors were captured by the kuo-toans and cannot be found in this adventure.)

Who do you think is behind this? Of that, I'm not certain. I would have said the pirates, but this is not their usual style. There is an old legend that, when Teredar first came to Rhyndmere, he was set on by an angry mob. Using the Crown, he "made them as weak as babies, and they lay down their arms and fought no more." Our ancestors thought that this was a punishment from Xerbo for daring to attack his emissary. Of course, I don't put much store by this. If the White Plague is a return of Teredar's curse, why the children and why now?

Your two villages have very similar name! Yes, that is because...our two villages were founded by two brothers: Jaren and Edran Rhynd. When Edran refused to covert to the worship of Xerbo, he and his followers left to found Rhyndmarsh.

Where is Rhyndmarsh? Rhyndmarsh lies half a day's journey west of Rhyndmere. Speak to Obed Maarten.

He is their local priest and a very influential person in town. He should be able to secure what we need.

Did any strangers come to town? No, you are the first people to come.

Were any divination cast to determine information about the plague? No, I have been trying to keep the children alive.

If the PCs don't volunteer to go to Rhyndmarsh, Andaria asks them, pleading for the children. She promises the PCs a hot meal and soft bed.

If they agree, the PCs are given a home cooked meal and soft beds at one of the local townsfolk's homes.

Make sure that before leaving, the PCs understand that they must as the Obeb Maarten, the priest of Procan for the cure, not just the flowers.

All APLs (non-Combattant)

☞ **Andaria Corrin:** Female Oeridian Cleric5

THE CHILDREN

The sick children are conscious, though they spend a lot of time sleeping.

Examining them does not reveal any marks or wounds. A DC15 Heal check reveals that the children have lost some Constitution to the disease, but that they seem to be stable (unless they were healed). They are all very pale, feel dizzy and are extremely tired.

Talking to the children reveals that there does not seem to be any obvious cause or connection between where they were and how they got sick, except that they started feeling bad after doing something calm like taking a nap, repairing fishing nets and other similar activities.

2: OH TO BE IN RHYNDMARSH, NOW THAT SPRING'S HERE...

Merren refuses to sail out at night (remember the PCs arrived in Rhyndmere in the late afternoon). Thus the PCs must spend the night in Rhyndmere. Andaria can offer them room to sleep in the temple.

After a somewhat hurried breakfast, the people of Rhyndmere send you on your way.

A few hours later you catch your first glimpse of the island of Rhyndmarsh. The contrast between these two islands is considerable...

While Rhyndmere was a lush green island Rhyndmarsh appears to be mostly marsh and swampland. The town of Rhyndmarsh, although sturdily built, gives the impression that it could tumble into the water at any time. The overwhelming odor of fish hits you as you pull up at the dock. Amidst the mud huts, a single building stands out. Obviously a temple, it seems to be made of seashells lodged in mud. This temple appears to

be darker than the bright temple of Xerbo in Rhyndmere. The odor of fish is everywhere.

Before the altar, an Oeridian man, whose skin has turned leathery from years of exposure to the sea winds, kneels close to the altar. His clothes are dirty and reek of fish.

Obed is at the altar when the party arrives. A DC 20 Spot check sees him close a small cabinet as he stands up and turns to the group. It really contains... a statue of a young man dressed in the garb of centuries ago. It appears that the artist paid special detail to the face... especially the eyes. (Anyone looking at the statue feels that the statue is ACTUALLY staring back at them!

"Ah, my friends, welcome to Rhyndmarsh! I am Obed Maarten, a priest of Procan, and mayor of Rhyndmarsh. Please forgive me for not meeting you at the docks. I had only just heard of your arrival and... well, no matter. I take it you have something to discuss with me?"

Obed leads you into a small office off the main worship area. Pointing to comfortable chairs carved from driftwood, he says: "Now, what can I do for you fine people?"

Obed has information about the following topics, and wishes to steer the conversation towards the Chalice and get the PCs to obtain it FOR HIM. He is as truthful as necessary, in order to get the PCs to go after the Chalice. It is pivotal to Obed's scheme to gain power. Obed's plans will be further detailed in a later adventure of the series. Obed, however, is honest in that he wishes to help the people of Rhyndmere.

It is perfectly acceptable for the PCs to consider Obed somewhat shady.

Make sure the PCs hear about both the Chalice and the Rhenee pirates.

The White Plague: "Yes, word has reached me of Rhyndmere's plight... Has Andaria made no headway on discovering a cure?"

The Plant "Ah, you mean the karmanthra flower... (see Adventure Background) a very potent drug it is indeed. The plant only grows on certain parts of the island, and must be carefully harvested and properly processed... a very time consuming procedure. Unfortunately, I cannot spare any at this time."

Why not? "Most of our stock was stolen by a gang of Rhenee pirates that frequent these waters. We have only enough stock on hand for our own needs. While I sympathize with Rhyndmere's plight, I must see to the needs of my own people and am not willing to share what I have with them. (pauses) However, there may be a way of helping the good people of Rhyndmere. I have been doing research into the history of the region and I have found references to an artifact known as the Chalice of Procan."

What about the sailors from Rhyndmere? They left a few days ago with some of the medicine. If they didn't make it, they must've been taken by the pirates.

(DM's Note: The sailors, and the medicine they had, were taken by the kuo-toans and cannot be found in this adventure.)

Tell us about the Pirates. They are an evil bunch, godless and merciless, and led by this vile pirate Gregor Ilyanovitch. They deserve to be hung for piracy. Procan has let me know where their base is; I can draw you a map, it's not far from here. (PCs who succeed at a DC 15 Knowledge (local-NMR) check, (or DC 10 for members of the County Navy), recognize the name of one of the most elusive and dangerous pirates of the eastern Nyr Dyv. Some say he was the only one crazy enough to establish a base on the Isles of Woe; there is an outstanding bounty on his head, dead or alive.)

Chalice of Procan? Give the PCs Player Handout 2.

Who was that man from the West? My records say his name was Derenek, and that he had come fleeing the destruction of his homeland... the Suel empire, if I remember correctly. He said that he was guided here by a vision from Procan, that told him where the Chalice could be found and that he should use it to help the faithful.

Why should we get the Chalice now? I believe I can use it to find a cure to the White Plague. I'm not sure, and will need time to research it, I am the only one who could unlock the Chalice of Procan's power. With the Chalice, we may prevent further outbreaks of the White Plague.

What was in the box by the altar? A shrine to my ancestors, my great-grandfather was one of the founders of Rhyndmarsh.

All APLs (non-Combatant)

☞ **Obed Marteen:** Cleric 7 (Procan); AL CN.

ASKING THE LOCALS

Asking the locals in Rhyndmarsh, about Obed, requires a DC 15 Gather Information check to reveal that most of the locals like him, that he blesses boats every morning and night, and that he casts spells for the locals when they need it. People say he's temperamental, but that they like him.

WHERE TO NOW?

Before moving on, make sure the PCs understand that Obed wants them to get the Chalice of Procan for him. Also, that they need to bring back the CURE, not just the flowers. Obed is the best person to make the cure, and the only one who knows the process. The Chalice should prevent further outbreaks, while the cure is useful now. Obed is pig-headed enough (as priests of Procan often are) that he is willing to let the people of Rhyndmere die, unless he gets what he wants (the Chalice of Procan).

Obed can cast *raise dead* for the party, if need be, at the usual LGCS cost.

At this time, the PCs have two choices on where to go next. If they decide to go after the Chalice first, proceed to Encounter 3.

If they go after the Rhennee pirates, proceed to Encounter 4.

To complete the adventure, the PCs have to do both.

3: THE TEMPLE OF PROCAN

Obed's map has led you to an open patch of water on the Nyr Dyv, a day's travel out of Rhyndmarsh... Nothing can be seen for miles except a few rocks, jutting up from the surface of the water.

The shrine was on an island near here, but has sunk into the deep. A DC 15 Spot or Profession (sailor) check reveals that the rocks form a vaguely circular pattern. Upon closer inspection, the stones also appear to have been intricately carved at one time, the carvings worn down by time and the elements

Diving underwater, you find, in the middle of the circle of rocks, a magnificent temple that appears not to have been damaged by time or water. While the temple itself seems to have been protected, the ruins around it indicate that, at some point, a few structures stood around the temple.

The temple appears to be made of green marble, with twin columns on either side of the entrance. The columns look as if they are holding a structure, which is no longer there.

From what you can see, the dome of the temple seems to be made of some kind of force that keeps the water at bay. The massive, coral double-doors are closed. A large school of silver-grey fish swims peacefully by.

The dome is a modified *wall of force* of massive size. Sensing that the Chalice may once again be needed, the priests of Procan cast the spell to protect the shrine when it sank. The dome allows the party to enter, but keeps water out. There is a breathable pocket of air within the dome.

The *wall of force* allows any non-evil person to enter. PCs with evil items (such as *unholy* weapons, *eaters of the voice knife*, DM use your judgment for others), can enter but must leave those items outside. If the PC is unable to remove the item (if it was cursed for example), they cannot enter. The fish are harmless.

The doors are massive, yet not meant to withstand punishment. If broken down, the magic of the modified *wall of force*, present on the dome, also protects the Temple and keeps the water out. The PCs, however, are free to enter.

☛ **Coral Double Doors:** 2 in. thick; hardness 6; hp 50; AC 5; Break DC 23, Open Lock DC 25 (stuck).

Once the doors are open, read, or paraphrase, the following:

The main area of the shrine is a large, vaulted hexagonal room,

In the center of the room is a small pedestal surrounded by statues of humanoids with wicked looking tridents in their hands. On the pedestal is a beautiful blue chalice with an oceanic motif. The pedestal has a number of inscriptions on each side.

Around the chamber are elaborate wall mosaics and inscriptions.

A DC 15 Knowledge (local-NMR or -Core) enables the PC to recognize that these are tritons, an underwater race of humanoids. The statues are constructs put there to protect the chalice. Due to their nature, the statues and caryatid columns do not radiate in response to a *scarab of golembane* (DMG), but any golem present does. A *scarab of golembane* does not allow one to bypass the hardness of non-golems (but it functions normally on the golems). As long as no one seizes the Chalice, the statue(s) do not animate, leaving the PCs free to rest and/or use *comprehend language* spells.

If attacked, ALL the statues immediately animate.

THE WRITINGS AND MOSAICS

On the pedestal, the writings are in Old Oeridian and read: "Only those of the Three may take the blessing of Procan to the world. Those of Procan's Children may also spread Procan's blessing upon the world."

The mosaics on the walls appear in Player Handout 3. All the writings are in Old Oeridian and appear in Player Handout 4.

TAKING THE CHALICE

Anyone who takes the Chalice without being a divine caster devoted to Procan, Xerbo, Osprem, Merikka, Sotillion, Velnius, Telchur, Atroa, or Wenta, causes the statue(s) to animate and attack.

It is possible for a PC with the Use Magic Device skill can emulate being a worshipper of one of the above-mentioned deities; the DC for this check is 30.

When the statues activate, the doors close shut, but do not lock or get stuck again. If the doors were broken, they do not close again.

APL2 (EL4)

👉 **Coral Triton Statues** (2): hp 31 each; Appendix 1

APL4 (EL6)

👉 **Coral Triton Statues** (4): hp 31 each; Appendix 1

APL6 (EL8)

👉 **Triton Caryatid Column** (2): hp 53 each; Appendix 1

APL8 (EL10)

👉 **Advanced Triton Caryatid Column** (2): hp 101 each; Appendix 1

APL10 (EL12)

👉 **Advanced Triton Caryatid Column** (2): hp 101 each; Appendix 1

👉 **Triton-shaped Clay Golem**: hp 90; Monster Manual 134

APL12 (EL14)

👉 **Advanced Triton Caryatid Column** (2): hp 101 each; Appendix 1

👉 **Triton shaped Clay Golem** (3): hp 90 each; Monster Manual 134

Tactics: The Triton statues defend the shrine until they are destroyed, but do not leave the shrine.

Being unintelligent, the animated objects (at APL 2) hit the same target until that target is down, and then they switch to another one. They do not use combat tactics such as flanking.

At APL 4 and above, the caryatid columns ARE intelligent and use actions like flanking and power attack. If confronted with a target too difficult to hit, they move on to the next target.

Development: Upon defeating the guardians, the PCs may continue to explore the temple, although there are no further dangers in the temple, and nothing comes to bother them.

If the PCs have not yet faced the Rhennee, proceed to Encounter 4. The PCs are also free to make a stop in Rhyndmarsh, where Obed asks them to deal with the pirates, while he attempts to understand how to use the chalice to save his people.

If the PCs have already gone to face the Rhennee, proceed to Encounter 6.

If the PCs decided to head to Rhyndmere with the Chalice, Andaria tells the PCs that, since this is a relic of Procan, they should first take it to Obed, who is a priest of Procan. PC priests of Procan cannot use the Chalice without further guidance and study. (Obed refuses to share his study material with anyone).

4: THE ISLAND BASE

How the PCs get to the pirate base is up to them. Before the PCs arrive, let them decide when and how they wish to arrive.

Merren is willing to take the PCs on his own boat.

Obed can arrange for the PCs to obtain a row boat if they need one, the boat can carry up to 6 medium or small-sized PCs but requires two rowers. Handling the row boat requires a DC15 Profession (boater, sailor or any applicable profession) check. Obed insists the boat be returned.

The day's journey to the island is uneventful. The island, where the Rhennee's base is located, is little more than a tower of rock jutting out of the lake. A

few scrawny bushes grow out of cracks in the rock, within which many seagull nests can be seen

Thanks to Obed's information, you know the entrance is available only at low tide; which is now. The cave entrance is about 25 feet wide and 7 feet high. The waters around the entrance are not much deeper than 3 feet. Any ship larger than a row boat, or a Rhennee barge, would be hard-pressed to enter this treacherous stretch of water.

RUNNING THIS ENCOUNTER

Because of the conditions of the floor, and other things it is recommended that you call for initiative rolls from the moment the PCs enter the cave and keep the initiative going (especially if you are playing the optional encounter). However, like a classic delve, do not spring encounters unless the PCs trigger them by entering those areas, or seeing the enemies.

Any PC entering an area where there are enemies has these enemies to deal with roll initiative and join the fight.

Merren ties his boat a short distance from the entrance where the PCs can only wade through (at half speed).

CAUTION WET FLOOR!

With the exception of Rooms 3 and 5, every room in the complex is occasionally flooded (with a few inches of water). During storms, waves often overflow in this area allowing some moss and algae to grown on the floors. The floors are slick, requiring anyone who travels more than a single move to make a DC 10 Balance check or be flat-footed for the round. PCs with 5 ranks of Balance ignore this. Dwarves gain their stability bonus on this check.

This also affects the Rhennee, although those with at least 2 levels of rogue have the required 5 ranks in Balance. The stat blocks indicate which of the wererats are immune to this effect under their movement entry.

AREA 1: THE LAGOON

The lagoon is 5 feet deep at low tide, and about 10 during high tide. The PCs can simply walk in at low tide, wading through water as if it were difficult terrain.

When the PCs enter, there is a 20ft x 20ft barge tied at the back of the lagoon. The Rhennee inside the base use it to assault ships.

AREA 2: THE ENTRANCE

At high tide, the water reaches two feet above the level of the cave ceiling. When the tide is high, the cave is not visible from a distance.

A successful DC 15 Knowledge (architecture) check reveals that this was a natural complex of caves that was made bigger by man. A successful DC 25 check indicates that ancient Sueloise techniques were used, dating the complex to about a thousand years old.

There is always one wererat on watch at the entrance leading to Area 4. He automatically sees light sources. Otherwise, he is allowed a DC 10 Listen and Spot check every round that the PCs are in the tunnel. The wererat is hiding, using a recess in the corridor to give himself a +4 circumstance bonus to his hide check.

When the PCs gets within 30 feet of him, he automatically detects them with his scent.

Once he becomes aware of the PCs, he moves to Area 4 and sets up the ambush.

At APL2, the wererat is here alone, at all other APLs the weakest of the wererats is the one on-guard.

For the guard's stats see encounter 5. Also refer to that encounter if the PCs see or hear him.

If the PCs manage to find and stop the wererat guard, the other creatures come and reinforce the wererat. The fight then occurs here in the corridor. Refer to Encounter 5.

AREA 3: SLEEPING QUARTERS

There is no door here, only a 20 feet deep pit that is open. It used to be a trap that was sprung long ago, but the Rhennee now use it to prevent the flooding of their sleeping quarters. At the bottom of the pit is a stale pool of water.

Beyond the pit, five hammocks have been installed and a number of divisions made with brightly-colored cloth, giving the area the strange ethereal feeling found in Rhennee encampments across the Flanaess. They all contain men's clothes.

There is nothing of value here except brightly-colored clothes.

AREA 4: THE COLONNADE

Refer to Encounter 5.

AREA 5: THE INNER SANCTUM

Refer to Encounter 8.

5: THE RHENNEE AMBUSH

This colonnade depicts statues of underwater humanoid creatures and animals: squids, merfolk, nereids, sirens and locathah. A successful DC 15 Knowledge (religion) check indicates that this was once a temple to Xerbo.

A DC 25 Knowledge (architecture) check tells the PCs that this part of the complex seems to be older, by quite a few centuries, than the rest.

This room is occasionally flooded (with a few inches of water). During storms, waves often overflow in this area allowing some moss and algae to grown on the floors. The floors are slick, requiring anyone who travels more than a single move to make a DC 10 Balance check or be flat-footed for the round. PCs with 5 ranks of Balance ignore this. Dwarves gain their stability bonus on this check.

This also affects the Rhennee, although those with at least 2 levels of rogue have the required 5 ranks in Balance. The stat blocks indicate which of the wererats are immune to this effect under their movement entry.

One of the wererats normally stand guard in Area 2. The other one usually lounges around doing little and waits for action or for his boss to call him.

APL2 (EL4)

➤ **Rhennee Wererat Hybrid:** male Rhennee fighter 1; hp 19; Appendix 1

➤ **Dire Rat (3):** hp 4 each; *Monster Manual* 64

APL4 (EL6)

➤ **Rhennee Wererat Hybrid:** male Rhennee fighter 3; hp 35; Appendix 1

➤ **Rhennee Wererat Hybrid:** male Rhennee fighter 1; hp 19; Appendix 1

APL6 (EL8)

➤ **Rhennee Wererat Hybrid:** male Rhennee fighter 3 rogue 2; hp 53; Appendix 1

➤ **Rhennee Wererat Hybrid:** male Rhennee fighter 3; hp 35; Appendix 1

APL8 (EL10)

➤ **Rhennee Wererat Hybrid:** male Rhennee fighter 4 rogue 3; hp 69; Appendix 1

➤ **Rhennee Wererat Hybrid:** male Rhennee fighter 3 rogue 2; hp 53; Appendix 1

APL10 (EL12)

➤ **Rhennee Wererat Hybrid:** male Rhennee darkhagard 2 fighter 4 rogue 3; hp 97; Appendix 1

➤ **Rhennee Wererat Hybrid:** male Rhennee fighter 4 rogue 3; hp 69; Appendix 1

APL12 (EL14)

➤ **Rhennee Wererat Hybrid:** male rhennee darkhagard 4 fighter 4 rogue 3; hp 117; Appendix 1

➤ **Rhennee Wererat Hybrid:** male rhennee darkhagard 2 fighter 4 rogue 3; hp 97; Appendix 1

Tactics: The wererats try to flank the PCs to maximize the damage they can do.

At APL2 the Dire Rats follow the “defend” command given to them by the wererat. This means they will not attack until the wererat is attacked.

Development: Once the fight is over, return to Encounter 4 as the PCs explore the rest of the base.

6: BACK IN RHYNDMARSH

By now, the PCs have gone to both the smuggler's hideout and the underwater temple. Obed is quite happy with them.

When night falls, it might be a good time to spring Encounter 7 on them.

Shortly after evening meal, but before the PCs go to sleep, Obed comes to see the PCs that first night.

“I have to thank you for bringing this holy artifact back to me. Much good will be done with it. There is so much I need to know, I will contact my superiors in Trigol. Since the Chalice is a holy item of Procan, I will keep it here, but you can tell anyone in Rhyndmere that if they come to me, I will heal them.”

“I can offer you this amphora, full of the cure Andaria needs. This should do it. Take the bags to Andaria so she can help her people. I have the chalice so I don't need the flowers any more. Thank you.”

“In thanks, I will allow you to drink some water from the Chalice. I'm not sure of the effects it will have on you.”

Give the PCs a chance to accept, or reject, his offer. They must drink from the Chalice now; there is no second chance. Note which PCs drank from the Chalice.

Obed turns to leave. “May you always be on top of Procan's waves.”

Development: Proceed to Encounter 7 before going to the conclusion

7: THE KUO-TOA STRIKE

This encounter can be used at a time of your choosing. Here are a few recommended times to run it.

After they exit the underwater temple in Encounter 3 is a good time to spring this encounter.

If they've had a rough time, you can even wait for the PCs to return to Rhyndmarsh and rest (after encounter 6). The kuo-toas are blinded by daylight so they attack only at dusk, dawn or during the night. If the attack occurs in Rhyndmarsh, this should happen AFTER Obed has offered them water from the chalice.

Find a time and a place that is both interesting and challenging, but not while the PCs are traveling on a small boat.

This encounter is your ace in the hole. If the PCs had a very easy time, place it right after they leave the underwater temple or when they leave the pirates' base.

APL2 (EL4)

➤ **Kuo-Toa (2):** hp 11 each; *Monster Manual* 163

APL4 (EL6)

➤ **Kuo-Toa (2):** hp 11 each; *Monster Manual* 163

➤ **Water Elemental (Small):** hp 11; *Monster Manual* 98

➤ **Water Mephit:** hp 19; *Monster Manual* 185

APL6 (EL8)

➤ **Kuo-Toa Fighters** (2): male kuo-toa fighter 1; hp 28 each; *Appendix 1*

➤ **Water Elemental (Medium)**: hp 30; *Monster Manual 98*

➤ **Water Mephit** (2): hp 19 each; *Monster Manual 185*

APL8 (EL10)

➤ **Kuo-Toa Fighters** (2): male kuo-toa fighter 3; hp 46 each; *Appendix 1*

➤ **Water Elemental (Large)**: hp 68; *Monster Manual 98*

➤ **Water naga**: hp 59; *Monster Manual 193*

APL10 (EL12)

➤ **Dragon Turtle**: hp 138; *Monster Manual 88*

➤ **Kuo-Toa Fighters** (2): male kuo-toa fighter 5 hp 71 each; *Appendix 1*

➤ **Water Elemental (Huge)**: hp 152; *Monster Manual 98*

➤ **Water Naga**: hp 59; *Monster Manual 193*

APL12 (EL14)

➤ **Dragon Turtle**: hp 138; *Monster Manual 88*

➤ **Kuo-Toa Fighters** (3): male kuo-toa fighter 7 hp 91 each; *Appendix 1*

➤ **Water Elemental (Huge)** (2): hp 152 each; *Monster Manual 98*

➤ **Water Naga** (2): hp 59; *Monster Manual 193*

Tactics: The kuo-toans keep croaking in Common “Give us the Cup and we will leave.” Oddly enough, that is true. If the PCs give them the Chalice, the kuo-toans, and any of their allies, leave immediately. The PCs should not have the Chalice. If they simply point to the temple of Procan, and let the kuo-toas proceed without opposition, this counts as giving them the Chalice. Obed does not fight such a group and hands the chalice to them. He blames the PCs for the loss of the chalice. Obed still gives the PCs the cure, but it should be obvious that he is not happy.

The water elementals and the kuo-toans cooperate during the battle, using every advantage they can get and working efficiently together.

The dragon turtle uses its breath weapon whenever it can, first by trying to snatch someone with its bite and then breathing on the PC it has snatched. Snatched PCs do not get a saving throw from the breath weapon, as per the Snatch feat (see *Monster Manual*).

The mephit use their breath weapons and *stinking cloud* ability to hinder the spell casters. Due to the fact that this battle takes place away from the water, water mephitis try to run for the Lake to heal up when they are reduced to 5 hit points or less.

The water nagas stay back and use their spells to support the warriors, starting with *suggestion* spells on the

heaviest fighters of the party, giving them orders to flee. Should they find out who has the Chalice, they try to suggest the PC hand it over to them. They follow this up with *Melf's acid arrows* targeting spellcasters.

The dragon turtle, elementals, water mephitis and water nagas are all of neutral evil alignment.

Development: If the PCs are defeated by the kuo-toans, Obed manages to chase the remaining creatures by himself, and rescue the PCs. His positive opinion of the PCs does not change.

Once the fight is over, proceed to the Conclusion or at the next appropriate encounter if you ran this encounter before the PCs are done with both the underwater temple and the Rhennee base.

8: INNER SANCTUM

This encounter runs one of two ways. If you are running at APL 8 or higher, and you are running the additional encounter, run the PCs through “Playing the Optional Encounter”, below.

At APLs 2-6, Gregor is not present and thus there is no possibility for the additional encounter.

APLs 2–6 OR APL *+ AND NOT PLAYING THE OPTIONAL ENCOUNTER

Separated from the rest of the compound by a flight of stairs (to keep the water out), the inner sanctum was once a place where priests of Xerbo kept relics and other important treasures. Now it is the home of Gregor, the head pirate.

By searching the room, the PCs find three *bags of holding* containing the karmanthra flowers the Rhennee stole from Rhyndmarsh.

A DC20 Search check finds a large ledger hidden beneath a rock. This ledger, written in Rhopan, contains a detailed account of the many ships raided by Gregor. A quick read gives the PCs the idea that Gregor has been indiscriminately hunting merchant vessels. He attacks ships from all nations in the Nyr Dyv. The ledger contains a list of shipping vessels, with their cargo in and out of Ardrinn (in High Mardreth) and Bampton. The ledger is so detailed, that it is obvious that Gregor has informants across a number of port cities across the County.

To be found in Gregor's things is a series of letters in a definitely feminine script. Player Handout 5 contains a series of excerpts from these letters.

WHERE TO?

Upon defeating the Rhennee wererat, the PCs may continue to explore the complex; however, there are no further dangers, and nothing comes to bother them.

If the PCs have not yet been to the underwater temple of Procan, proceed to Encounter 3. The PCs are also free to make a stop in Rhyndmarsh where Obed asks

them to get the Chalice, while he begins to make a potion out of the Karmanthra flowers

If the PCs have already gone to the underwater temple of Procan, proceed to Encounter 6.

PLAYING THE OPTIONAL ENCOUNTER

At APLs 2-6, Gregor is not present and thus the encounter described below is not possible

The optional encounter has two parts, both of which are described here. The optional encounter is playable only at APLs 8 and higher if the PCs have agreed to play through it at the beginning of the adventure.

THE TRAPS

The traps are triggered when at least **two** PCs stand on the trap. This allows for a single scout to pass through without problem.

The traps occupy the 4 squares at the bottom of the stairs leading upwards to the inner sanctum.

At APL 12, the scythe attacks anyone who is in the corridor between areas 4 and 5 when either the pit trap opens OR when the first PCs sets foot on the stairs leading up (that first PC is NOT attacked by the scythe, only those in the squares indicated).

APL8 (EL7)

🦋**Well-Camouflaged Pit Trap:** CR 7; mechanical; location trigger; repair reset; DC 29 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 27; Disable Device DC 24.

APL10 (EL9)

🦋**Wide-Mouth Spiked Pit with Poisoned Spikes:** CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +14 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 24; Disable Device DC 24.

APL12 (EL11)

🦋**Wide-Mouth Spiked Pit with Poisoned Spikes:** CR 10; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +19 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 24; Disable Device DC 24.

🦋**Deathblade Wall Scythe:** CR 8; mechanical; touch trigger; manual reset; Atk +19 melee (2d4+6 plus poison, scythe); multiple targets (everyone in the corridor leading from room 4 to room 5); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 24.

GREGOR

Gregor initially thought his men would be able to handle the PCs, but it is quite obvious they could not. Gregor hides in the center of the room when the PCs first arrive.

Since Gregor is in hybrid form, the PCs cannot recognize him until he dies. Because he is a natural lycanthrope, knocking him unconscious won't have him revert to his natural form.

APL8 (EL11)

🦋**Gregor:** male rhennee wererat fighter 2, rogue 4, Shadowdancer 3; hp 82; Appendix 1

🦋**Shadow Companion:** 2HD shadow hp 13; Appendix 1

APL10 (EL13)

🦋**Gregor:** male rhennee wererat darkhagard 2, fighter 2, rogue 4, shadowdancer 3; hp 100; Appendix 1

🦋**Shadow Companion:** 2HD shadow hp 13; Appendix 1

APL12 (EL15)

🦋**Gregor:** male rhennee wererat darkhagard 4, fighter 2, rogue 4, shadowdancer 3; hp 118; Appendix 1

🦋**Shadow Companion:** 2HD shadow hp 13; Appendix 1

Tactics: Gregor first tries to snipe with his darkha before engaging the PCs. Gregor particularly dislikes elves and halflings and targets them whenever he can.

His shadow companion moves to provide flanks to Gregor.

Development: Once Gregor is dead, he reverts to his human form. PCs who succeed at a DC 15 Knowledge (local-NMR) check, (or DC 10 for members of the County Navy).

However, once the PCs have searched the sanctum, they should easily be able to ascertain that the wererat is Gregor.

Proceed to "The Inner Sanctum".

THE INNER SANCTUM

Separated from the rest of the compound by a flight of stairs (to keep the water out), the inner sanctum was once a place where priests of Xerbo kept relics and other important treasures. Now it is the home of Gregor, the head pirate.

By searching the room, the PCs find three *bags of holding* containing the karmanthra flowers the Rhennee stole from Rhyndmarsh.

A DC20 Search check finds a large ledger hidden beneath a rock. This ledger, written in Rhopan, contains a detailed account of the many ships raided by Gregor. A quick read gives the PCs the idea that Gregor has been indiscriminately hunting merchant vessels. He attacks ships from all nations in the Nyr Dyv. The ledger contains a list of shipping vessels, with their cargo in and out of Ardrinn (in High Mardreth) and Bampton. The

ledger is so detailed, that it is obvious that Gregor has informants across a number of port cities across the County.

To be found in Gregor's things is a series of letters in a definitely feminine script. Player Handout 5 contains a series of excerpts from these letters.

WHERE TO?

Upon defeating the Rhennee wererat, the PCs may continue to explore the complex; however, there are no further dangers, and nothing comes to bother them.

If the PCs have not yet been to the underwater temple of Procan, proceed to Encounter 3. The PCs are also free to make a stop in Rhyndmarsh where Obed asks them to get the Chalice, while he begins to make a potion out of the karmanthra flowers

If the PCs have already gone to the underwater temple of Procan, proceed to Encounter 6.

CONCLUSION

You have barely set foot on the pier of Rhyndmere when an excited crowd assembles. Andaria mutters, "Do... do you have the cure?"

Allow the PCs to respond.

If the PCs Respond Positively:

A cry of joy echoes out. Andaria turns to you.

"You have done us a great favor, which we cannot totally repay. You will always have our thanks and the welcome of our two islands. For us, the nightmare has passed...."

The feast given in your honor continues deep into the night. All types of fish are served to you; braised, boiled, poached and stewed. The meal is also accompanied by algae wine, a local delicacy. Dance and music celebrate the cure you have brought to this little lakeside village.

During the next few days, the villagers offer you a series of gifts to show their thanks for saving their children from the horrible ravages of the White Plague.

AR REWARDS

If the PCs bring back the cure to Rhyndmere, they receive the "Favor of the Islanders", "Thanks of the Church of Xerbo" and "Thanks of Lady Sara Sternberg" AR Rewards.

- If Obed has the Chalice at the end of the adventure (the PCs did not give, or lose, it to the kuo-toas), they receive the "Thanks of the Church of Procan" AR Reward.
- PCs, who drank from the Chalice when Obed offered it to them, receive the "Blessing of the Chalice" AR Rewards, unless they later turn over the chalice to the kuo-toans (or tell them where to find it). The PCs

cannot receive this reward unless Obed has the Chalice at the end of the adventure.

PCs who spent time studying the paintings in the underwater temple receive the "Memory of the Strange Painting" AR Reward.

If the Kuo-toas end up with the Chalice, through PC action or inaction, write it in the play notes.

Second AR (Optional Encounter Only)

PCs who played the optional encounter and defeated Gregor receive the "Bounty collected!" and "Military armory" AR Reward.

EXPERIENCE POINT SUMMARY

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

3: The Temple of Procan

Defeat or escape the guardians

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

5: Rhennee Ambush

Defeat the wererats

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

7: The Kuo-toa Strike

Defeat the Kuo-toa (half if the PCs let them take the Chalice)

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Award

Recover the Chalice

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP
APL 8	113 XP
APL 10	130 XP
APL 12	158 XP

Recover the Flowers

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP
APL 10	130 XP
APL 12	157 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 XP
APL 12	1,575 XP

8: Inner Sanction

Bypassing, disabling or surviving the traps

APL 8	210 XP
APL 10	270 XP
APL 12	330 XP

Defeating Gregor

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Story Award (Optional Encounter)

Killing or capturing Gregor

APL 8	22 XP
APL 10	0 XP
APL 12	7 XP

Total Possible Experience (Optional Encounter)

APL 8	562 XP
APL 10	650 XP
APL 12	787 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*,

analyze *dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

4: The Island base

All APLs: Magic 625gp; *bag of holding, type I* x3 (208 each per character); Total 625gp

5: Rhennee Ambush

APL 2: Loot 117gp; Total 117gp

APL 4: Loot 209gp; Magic 192gp; +1 *darkkha* (192gp); Total: 401gp;

APL 6: Loot 92gp; Magic 642gp; +1 *darkkha* x2 (192gp per character); +1 *mithral chain shirt* (175gp); *cloak of resistance* +1 (83gp); Total 734gp

APL 8: Magic 1,984gp; +1 *darkkha* (192gp); +1 *mithral chain shirt* (175gp); +1 *shocking darkkha* (692gp); +2 *mithral chain shirt* (425gp); *cloak of resistance* +1 x2 (83gp per character); *gauntlets of ogre power* (333gp); Total 1,984gp;

APL 10: Magic 4,234gp; +1 *shocking darkkha* x2 (692gp per character); +2 *mithral chain shirt* x2 (842gp per character); *amulet of health* +2 (333gp); *cloak of resistance* +1 x2 (83gp per character); *gauntlets of ogre power* x2 (333gp per character); total 4,234gp;

APL 12: Magic 5,901gp; +1 *shocking darkkha* x2 (692gp per character); +2 *mithral chain shirt* x2 (842gp per character); *amulet of health* +2 x2 (333gp per character); *belt of giant strength* +4 (1333gp); *cloak of resistance* +1 x2 (83gp per character); *gauntlets of ogre power* (333gp); *gloves of dexterity* +2 (333gp); Total 5,901gp;

7: The Kuo-toa Strike

APL 6: Loot 45gp; Magic 384gp; +1 *spear* x2 (192gp per character); Total 429gp;

APL 8: Loot 1gp; Magic 786gp; +1 *sharkskin* x2 (103gp per character); +1 *spear* x2 (192gp per character); +1 *wooden tower shield* x2 (98gp per character); Total 787gp;

APL 10: Loot 1gp; Magic 2,295gp; +1 *wooden tower shield* x2 (103gp per character); +2 *sharkskin* x2 (353gp per character); +2 *spear* x2 (692gp per character); Total 2,296gp;

APL 12: Loot 1gp; Magic 4,453gp; +2 *sharkskin* x2 (353gp per character); +2 *wooden tower shield* x2 (348gp per character); +3 *spear* x2 (1525gp per character); Total 4,454gp;

8: Inner Sanctum

APL8: Loot 27gp; Magic 2,638gp; +1 *frost darkkha* (692gp); +2 *slick mithral chain shirt* (738gp); *amulet of health* +2 (333gp); *gloves of dexterity* +2 (333gp); *ring of protection* +1 (167gp); *ring of swimming* (208gp); *vest of resistance* +2 (333gp); Total 2,665gp;

APL10: Loot 27gp; Magic 4,305gp; +1 *frost halflingbane darkkha* (1,525gp); +3 *slick mithral chain shirt* (1,154gp); *amulet of health* +2 (333gp); *belt of giant strength* +4 (1,333gp); *gloves of dexterity* +2 (333gp); *ring of swimming* (208gp); *vest of resistance* +3 (750gp); Total 4,332gp;

APL12: Loot 27gp; Magic 6,355gp; +1 *elfbane frost halflingbane darkkha* (2,692gp); +3 *slick mithral chain shirt* (1,154gp); *amulet of health* +2 (333gp); *gloves of dexterity* +2 (333gp); *ring of swimming* (208gp); *vest of resistance* +4 (1,333gp); Total 6,382gp;

Treasure Cap

APL 2: 450gp

APL 4: 650gp

APL 6: 900gp

APL 8: 1,300gp

APL 10: 2,300gp

APL 12: 3,300gp

Total Possible Treasure

APL 2: 742gp

APL 4: 1,026gp

APL 6: 1,788gp

APL 8: 3,396gp

APL 10: 7,155gp

APL 12: 10,980gp

Treasure Cap (Optional Encounter)

APL 8: 650gp

APL 10: 1,125gp

APL 12: 1,650gp

Total Possible Treasure (Optional Encounter)

APL 8: 2,665gp

APL 10: 4,332gp

APL 12: 6,382gp

ADVENTURE RECORD ITEMS (MAIN AR)

☛ **Favor of the Islanders:** For helping find a cure for the White Plague, the people of Rhyndmere and Rhyndmarsh have given you their eternal gratitude. This counts as one influence point with the people of the Misty Isles. You have free Standard upkeep for the next adventure that begins or ends in the Misty Isles. In addition, whenever you need to hire a boat in the Misty Isles, a fisherman will offer to take you at no cost.

☛ **Thanks of the Church of Procan:** This influence point can be used to gain *water walk* for 1 minute (otherwise it acts like the spell, caster 5). Cross off once used.

☛ **Thanks of the Church of Xerbo:** This influence point can be used to buy one of the following items: amulet of *aquatic salvation*, *boots of swift passage*, *corsair's eye patch* and *water cloak* (all MIC) or *pearl of the sirines* (DMG). Cross off once used. Members of the church of Xerbo gain regional access to these items (for crafting and purchase) and retain the influence point earned.

☛ **Thanks of Lady Sara Sternberg:** The ruler of the Misty Isles is thankful. This counts as an influence point with House Gellor.

☛ **Blessing of the Chalice:** can ONLY be activated once by saying: "In Procan's name". Cross off once used. Check which effect was chosen. If you possess, or gain, any enmity linked to Procan, this favor is immediately voided.
 One time only, you can transform a cup of fresh or salt water into a *potion of cure light wounds*. This is a standard action that does not provoke an attack of opportunity. The potion reverts to water at the END of your next turn unless drunk first. One time only, you can grant a +4 sacred bonus to the caster level of anyone trying to cast *remove curse* on you. OR One time only, you can grant a +4 sacred bonus to the caster level of anyone casting *cure disease* on you. OR One time only, you may ignore fatigue incurred by swimming.

☛ **Memory of the Strange Painting:** "The most curious painting shows three men forming the points of a triangle. At the apex is a man wearing a crown, in the lower right a man holding a chalice, and in the lower left a man wielding a trident. Bright blue lines connect the three men, and surround an image in the center, which appears to have been scratched out. The central image was greenish-blue, but that's about all you can make of it. The lines appear to be containing whatever the image was in the center"

ITEM ACCESS

APLs 2-4:

- *Bag of holding, type I* (Adventure, DMG)
- *Bag of holding, type II* (Adventure, DMG)
- *Bag of holding, type III* (Adventure, DMG)
- *Darkha* (regional; LGJ2, 4gp)
- *Mithral chain shirt* (Adventure; DMG)

APLs 6-12 (all of APLs 2-4 plus the following):

- +1 *shocking darkha* (Adventure, DMG & LGJ2, 8,304gp)
- *Sharkskin armor* (Adventure, Sto)

ADVENTURE RECORD ITEMS (OPTIONAL ENCOUNTER AR)

☛ **Additional TU Cost:** By choosing to play the optional encounters, the PC spent extra time adventuring this adventure. Please ensure County PCs deduct 1 extra TU and non-County PCs deduct 2 extra TUs, and calculate additional costs, rewards, and totals as necessary.

☛ **Bounty Collected!** For having defeated Gregor, the County authorities are thankful. You may exchange this favor in the following fashion.

- Cover the gold cost for any County meta-org for one year.
- Use as one influence point with any faction in the County
- Gain the Great Renown modifier for the Leadership feat (but only for County-born cohorts)

☛ **Military armory:** Once only, you may choose to upgrade one of your weapons with one of the following weapon abilities: *blessed*, *divine wrath*, *paralyzing*, *shattermantle*, *warning* (all MIC) or *merciful* (DMG). Cross off once used.

☛ **Meta-org access:** Members of the County Military and Knights of the County are considered to have access: Regional to the upgrades in the Military armory, above.

ITEM ACCESS (OPTIONAL ENCOUNTER AR ONLY)

APL 8:

- +1 *frost darkha* (Adventure; DMG & LGJ, 8,304gp)
- +2 *slick mithral chain shirt* (Adventure; DMG; 8,850gp)
- *Ring of swimming* (Adventure, DMG)

APL 10 (all of APLs 8 plus the following):

- +1 *frost halflingbane darkha* (Adventure, DMG & LGJ2, 18,304)
- +3 *slick mithral chain shirt* (Adventure; DMG; 13,850gp)

APL 12 (all of APLs 8-10 plus the following):

- +1 *elfbane frost halflingbane darkha* (Adventure; DMG)

APPENDIX 1: APL 2

3: THE TEMPLE OF PROCAN

CORAL TRITON STATUES CR 2

N Medium Construct

Init +0; **Senses** Listen -5, Spot -5

Languages None

AC 14, touch 10, flat-footed 14
(+4 natural)

hp 31 (2 HD); hardness 6

Immune ability damage, ability drain, any effect that requires a fortitude save (unless the effect also works on objects or is harmless), critical hits, death effect, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep, stunning,

Fort +0, **Ref** +0, **Will** -5

Speed Base Movement 30ft., Swim 30 ft.

Melee Slam +2 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1
SQ Hardness 6

5: RHENNEE AMBUSH

RHENNEE WERERAT HYBRID CR 3

Male Rhennee Fighter 1

LE M humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 21, touch 14, flat-footed 17
(+4 Dex, +4 armor, +3 natural)

hp 19 (2HD); DR 5/silver

Fort +5, **Ref** +4, **Will** +4

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee Darkha +5 (1d6+3) and bite -2 (1d6+1)

Melee club +3 (1d8+3) and bite -2 (1d6+1)

Ranged Darkha +7 (1d8+2)

Base Atk +1; **Grp** +3

Atk Options Power Attack

Special Actions diseased

Combat Gear masterwork darkha, mithral chain shirt, club

Abilities Str 14, Dex 19, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy,

Feats Exotic Weapon Proficiency (darkha), Iron Will, Power Attack, Weapon Finesse, Weapon Focus (darkha),

Skills Hide +6, Jump +8, Move Silently +6, Swim +9

Possessions combat gear

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal

hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

3: THE GUARDIANS

CORAL TRITON STATUES CR 2

*list non core race or class source

N Medium Construct

Init +0; **Senses** Listen -5, Spot -5

Languages None

AC 14, touch 10, flat-footed 14

(+4 natural)

hp 31 (2 HD); hardness 6

Immune ability damage, ability drain, any effect that requires a fortitude save (unless the effect also works on objects or is harmless), critical hits, death effect, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep, stunning,

Fort +0, **Ref** +0, **Will** -5

Speed Base Movement 30ft., Swim 30 ft.

Melee Slam +2 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1

SQ Hardness 6

5: RHENNEE AMBUSH

RHENNEE WERERAT HYBRID CR 5

Male Rhennee Fighter 3

LE M humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 22, touch 15, flat-footed 17

(+5 Dex, +4 armor, +3 natural)

hp 35 (4HD); DR 5/silver

Fort +6, **Ref** +6, **Will** +5

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee +1 *darkha* +7 (1d8+3) and bite +0 (1d6+1)

Melee club +5 (1d6+3) and bite +0 (1d6+1)

Ranged +1 *darkha* +10 (1d8+2)

Base Atk +3; **Grp** +5

Atk Options Point Blank Shot, Power Attack

Special Actions diseased

Combat Gear +1 *darkha*, mithral chain shirt, club

Abilities Str 14, Dex 20, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy,

Feats Exotic Weapon Proficiency (*darkha*), Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (*darkha*),

Skills Climb +15, Hide +7, Jump +10, Move Silently +7, Swim +12,

Possessions combat gear

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only

assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

RHENNEE WERERAT HYBRID CR 3

Male Rhennee Fighter 1

LE M humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 21, touch 14, flat-footed 17

(+4 Dex, +4 armor, +3 natural)

hp 19 (2HD); DR 5/silver

Fort +5, **Ref** +4, **Will** +4

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee *Darkha* +5 (1d6+3) and bite -2 (1d6+1)

Melee club +3 (1d8+3) and bite -2 (1d6+1)

Ranged *Darkha* +7 (1d8+2)

Base Atk +1; **Grp** +3

Atk Options Power Attack

Special Actions diseased

Combat Gear masterwork *darkha*, mithral chain shirt, club

Abilities Str 14, Dex 19, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy,

Feats Exotic Weapon Proficiency (*darkha*), Iron Will, Power Attack, Weapon Finesse, Weapon Focus (*darkha*),

Skills Hide +6, Jump +8, Move Silently +6, Swim +9

Possessions combat gear

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

3: THE GUARDIANS

TRITON CARYATID COLUMN CR 6

*from Fiend Folio p30

N Medium Construct

Init +3; **Senses** darkvision 60ft, low-light vision, Listen -5, Spot -5

Languages incapable of speech

AC 22, touch 13, flat-footed 19
(+3 Dex, +9 natural)

hp 53 (6 HD); hardness 8

Immune ability damage, ability drain, any effect that requires a fortitude save (unless the effect also works on objects or is harmless), critical hits, death effect, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep, stunning,

Fort +2, **Ref** +5, **Will** -3

Speed 30 ft. (6 squares);

Melee +2 *trident* +12 (two-handed) (1d8+9) or slam +9 melee (1d4+5) or +2 *trident* +12 (one handed) (1d8+7) and slam +4 melee (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +9

Special Actions Improved Sunder, Power Attack

Combat Gear See below

Abilities Str 20, Dex 16, Con -, Int 6, Wis 1, Cha 1

SQ Break weapon, column form, construct traits, hardness 8, magic weapon

Feats Improved Sunder, Power Attack, Weapon Focus (trident)

Skills Diplomacy -3, Sense Motive +4

Possessions none

Break weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC13) to resist this effect

Column Form (Ex) When at rest (not commanded or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. The column is about 2 feet in diameter and extends up to the ceiling or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC15).

A caryatid column in column form looks like a pillar in most respect. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful

examination of the column (Search check DC25) reveals very faint and distorted lines that make the pillar look like a triton with a trident. Anyone who successfully makes a Knowledge (architecture) check DC12 notes that the column bears none of the ceilings weight. A close examination of the top of the column (Search check DC15) or a keen eye (Spot check DC20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing form is a free action, and a caryatid column can change once per round.

Magic Weapon: a magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception. Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick the weapons, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

5: RHENNEE AMBUSH

RHENNEE WERERAT HYBRID CR 7

Male Rhennee Fighter 3 Rogue 2

LE M humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 23, touch 15, flat-footed 18
(+5 Dex, +5 armor, +3 natural)

hp 53 (6HD); DR 5/silver

Fort +7, **Ref** +10, **Will** +6

Speed 30 ft. in light armor (6 squares), base movement 30 ft. (immune to the "wet floor" condition)

Melee +1 *darkha* +8 (1d8+3) and bite +1 (1d6+1)

Melee club +6 (1d6+3) and bite +1 (1d6+1)

Ranged +1 *darkha* +11 (1d8+2)

Base Atk +4; **Grp** +6

Atk Options Point Blank Shot, Power Attack

Special Actions diseased, evasion, sneak attack (+1d6)

Combat Gear +1 *darkha*, +1 *mithral chain shirt*, club

Abilities Str 14, Dex 20, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding

Feats Exotic Weapon Proficiency (darkha), Improved Initiative, Improved Toughness, Iron Will, Point Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (darkha),

Skills Balance +10, Climb +17, Hide +8, Jump +10, Move Silently +9, Profession (boater) +6, Swim +14, Tumble +9,

Possessions combat gear plus *cloak of resistance* +1

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

RHENNEE WERERAT HYBRID CR 5

Male Rhennee Fighter 3

LE M humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 22, touch 15, flat-footed 17
(+5 Dex, +4 armor, +3 natural)

hp 35 (4HD); DR 5/silver

Fort +6, **Ref** +6, **Will** +5

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee +1 *darkha* +7 (1d8+3) and bite +0 (1d6+1)

Melee club +5 (1d6+3) and bite +0 (1d6+1)

Ranged +1 *darkha* +10 (1d8+2)

Base Atk +3; **Grp** +5

Atk Options Point Blank Shot, Power Attack

Special Actions diseased

Combat Gear +1 *darkha*, mithral chain shirt, club

Abilities Str 14, Dex 20, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy,

Feats Exotic Weapon Proficiency (*darkha*), Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (*darkha*),

Skills Climb +15, Hide +7, Jump +10, Move Silently +7, Swim +12,

Possessions combat gear

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only

assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

7: THE KUO-TOA STRIKE

KUO-TOA FIGHTER

CR 3

Male Kuo-toa fighter 1

CE Medium Monstrous Humanoid (aquatic)

Init +1; **Senses** keen sight, Listen +10, Spot +14

Languages Common, Kua-toa

AC 24, touch 11, flat-footed 23

(+1 Dex, +3 armor, +4 shield, +6 natural)

hp 28 (3HD);

Resist electricity 10

Fort +5, **Ref** +4, **Will** +6

Weakness light blindness

Speed 20 ft. in light (4 squares), base movement 20 ft., swim 50 ft.;

Melee +1 *spear* +6 (1d8+4) or

Melee *spear* +5 (1d8+3) or

Melee *dagger* +4 (1d4+3)

Base Atk +3; **Grp** +6

Atk Options Power Attack

Special Actions Adhesive (self and shield), Close-Quarter Fighting

Combat gear +1 *spear*, masterwork sharkskin, wooden tower shield, *spear*, *dagger*

Abilities Str 17, Dex 12, Con 16, Int 14, Wis 16, Cha 6

SQ Amphibious, Slippery,

Feats Alertness, Close-Quarter Fighting**, Power Attack, Weapon Focus (*Spear*),

Skills Escape Artist +4, Listen +10, Spot +14, Swim +0,

Possessions combat gear

Adhesive (Ex) Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures with natural weapons are automatically grappled if they stuck. A kuo-toa requires 1 hour and special materials

costing 20gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC20 Strength check.

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

Keen Sight (Ex): A kuo-toa's eyesight is so keen that it can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creature avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a kuo-toa for 1 round. On subsequent rounds they are dazzled as long as they remain in the affected area.

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

Skills +8 racial bonus to Escape Artist checks, +4 racial bonus to Search and Spot checks. A kuo-toa has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

Kuo-toas can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming provided it swims in a straight line.

3: THE GUARDIANS

ADVANCED TRITON CARYATID COLUMN CR 8

*from Fiend Folio p30

N Large Construct

Init +4; **Senses** darkvision 60ft, low-light vision, Listen -5, Spot -5

Languages incapable of speech

AC 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +12 natural)

hp 101 (13 HD); hardness 8

Immune ability damage, ability drain, any effect that requires a fortitude save (unless the effect also works on objects or is harmless), critical hits, death effect, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep, stunning,

Fort +4, **Ref** +6, **Will** -1

Speed 30 ft. (6 squares);

Melee +2 *trident* +22/+17 (2d6+17)

Melee Bite +19 (1d6+10)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +23

Atk Options

Special Actions Improved Sunder, Power Attack

Combat Gear See below

Abilities Str 30, Dex 14, Con -, Int 6, Wis 1, Cha 1

SQ Break weapon, column form, construct traits, hardness 8, magic weapon

Feats Improved Initiative, Improved Natural Armor, Improved Sunder, Power Attack, Weapon Focus (*trident*)

Skills Diplomacy -3, Sense Motive +11

Break weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC13) to resist this effect

Column Form (Ex) When at rest (not commanded or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. The column is about 2 feet in diameter and extends up to the ceiling or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC15).

A caryatid column in column form looks like a pillar in most respect. It does not radiate magic, and *true*

seeing does not reveal its humanoid form. Careful examination of the column (Search check DC25) reveals very faint and distorted lines that make the pillar look like a triton with a trident. Anyone who successfully makes a Knowledge (architecture) check DC12 notes that the column bears none of the ceilings weight. A close examination of the top of the column (Search check DC15) or a keen eye (Spot check DC20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing form is a free action, and a caryatid column can change once per round.

Magic Weapon: a magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception. Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick the weapons, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

5: RHENNEE AMBUSH

RHENNEE WERERAT HYBRID CR 9

Male Rhennee Fighter 4 Rogue 3

LE M humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 24, touch 15, flat-footed 19

(+5 Dex, +6 armor, +3 natural)

hp 69 (8HD); DR 10/silver

Fort +9, **Ref** +10, **Will** +7

Speed 30 ft. in light armor (6 squares), base movement 30 ft. (immune to the "wet floor" condition)

Melee +1 *shocking darkha* +11/+6 (1d8+7 +1d6 electricity) and bite +4 (1d6+1)

Melee club +9/+4 (1d6+4) and bite +4 (1d6+1)

Ranged +1 *darkha* +13/+8 (1d8+6)

Base Atk +6; **Grp** +9

Atk Options Point Blank Shot, Power Attack

Special Actions diseased, evasion, sneak attack (+2d6)

Combat Gear +1 *shocking darkha*, +2 *mithral chain shirt*, club

Abilities Str 17, Dex 20, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding, trapsense (+1)

Feats Exotic Weapon Proficiency (darkha), Improved Initiative, Improved Toughness, Iron Will, Point Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (darkha), Weapon Specialization (darkha),

Skills Balance +10, Climb +19, Hide +10, Jump +13, Move Silently +10, Profession (boater) +6, Swim +16, Tumble+12,

Possessions combat gear plus *cloak of resistance* +1, *gauntlets of ogre power*

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

RHENNEE WERERAT HYBRID CR 7

Male Rhennee Fighter 3 Rogue 2

LE M humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 23, touch 15, flat-footed 18

(+5 Dex, +5 armor, +3 natural)

hp 53 (6HD); DR 5/silver

Fort +7, **Ref** +10, **Will** +6

Speed 30 ft. in light armor (6 squares), base movement 30 ft. (immune to the "wet floor" condition)

Melee +1 *darkha* +8 (1d8+3) and bite +1 (1d6+1)

Melee club +6 (1d6+3) and bite +1 (1d6+1)

Ranged +1 *darkha* +11 (1d8+2)

Base Atk +4; **Grp** +6

Atk Options Point Blank Shot, Power Attack

Special Actions diseased, evasion, sneak attack (+1d6)

Combat Gear +1 *darkha*, +1 *mithral chain shirt*, club

Abilities Str 14, Dex 20, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding

Feats Exotic Weapon Proficiency (darkha), Improved Initiative, Improved Toughness, Iron Will, Point

Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (darkha),

Skills Balance +10, Climb +17, Hide +8, Jump +10, Move Silently +9, Profession (boater) +6, Swim +14, Tumble +9,

Possessions combat gear plus *cloak of resistance* +1

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

7: THE KUO-TOA STRIKE

KUO-TOA FIGHTER

CR 5

Male Kuo-toa fighter 3

CE Medium Monstrous Humanoid (aquatic)

Init +5; **Senses** keen sight, Listen +10, Spot +14

Languages Common, Kua-toa

AC 26, touch 11, flat-footed 25

(+1 Dex, +4 armor, +5 shield, +6 natural)

hp 46 (5HD);

Resist electricity 10

Fort +7, **Ref** +6, **Will** +8

Weakness light blindness

Speed 20 ft. in light (4 squares), base movement 20 ft., swim 50 ft.;

Melee +1 *spear* +9 (1d8+5) or

Melee spear +8 (1d8+4) or

Melee dagger +7 (1d4+4)

Base Atk +5; **Grp** +9

Atk Options Power Attack

Special Actions Adhesive (self and shield), Close-Quarter Fighting

Combat gear +1 *spear*, +1 *sharkskin*, +1 *wooden tower shield*, spear, dagger

Abilities Str 18, Dex 12, Con 16, Int 14, Wis 16, Cha 6

SQ Amphibious, Slippery,

Feats Alertness, Close-Quarter Fighting**, Improved Initiative, Power Attack, Weapon Focus (Spear),

Skills Escape Artist +5, Handle Animal +4, Listen +10, Spot +14, Swim -3,

Possessions combat gear *cloak of resistance +1*

Adhesive (Ex) Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures with natural weapons are automatically grappled if they stuck. A kuo-toa requires 1 hour and special materials costing 20gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC20 Strength check.

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

Keen Sight (Ex): A kuo-toa's eyesight is so keen that it can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creature avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a kuo-toa for 1 round. On subsequent rounds they are dazzled as long as they remain in the affected area.

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

Skills +8 racial bonus to Escape Artist checks, +4 racial bonus to Search and Spot checks. A kuo-toa has +8 racial bonus to Swim checks to perform special actions or avoid a hazard. Kuo-toas can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming provided it swims in a straight line.

8: INNER SANCTUM

WELL-CAMOUFLAGED PIT TRAP CR 7

Description see text.

Search DC 27; **Type** mechanical

Trigger location;

Effect Reflex DC 29 avoids; 70 feet deep pit. (7d6), hits all targets within a 10ft by 10ft area (the bottom of the stairs)

Disarm Disable Device DC 24

GREGOR ILYANOVITCH CR 11

Male Rhennee Wererat Fighter 2 Rogue 4
Shadowdancer 3

LE Medium Humanoid (human, shapechanger)

Init +6; **Senses** darkvision 60ft, low-light vision, scent
Listen +6, Spot +6

Languages Common, Rhopan

AC 25, touch 16, flat-footed 25

(+6 Dex, +6 armor, +3 natural)

Miss Chance *blur* (20%)

hp 82 (10 HD); DR 10/Silver

Fort +11, **Ref** +15, **Will** +7

Speed 30 ft. in light armor (6 squares), base movement 30 ft (immune to the "wet floor" condition)

Melee +1 *frost darkha* +16/+11 (1d8+8 +1d6 cold) and bite +9 (1d6+2 plus curse of lycanthropy)

Melee masterwork rapier +16/+11 (1d6+7) and bite +9 (1d6+2 plus curse of lycanthropy)

Ranged +1 *frost darkha* +17/+12 (1d8+6+1d6 cold)

Base Atk +7; **Grp** +12

Atk Options Power Attack

Special Actions Evasion, hide in plain sight, improved uncanny dodge, Sneak attack +2d6, uncanny dodge

Combat Gear +1 *frost darkha*, +2 *slick mithral chain shirt*, *vest of resistance +2*, *amulet of health +2, +4*, *gloves of dexterity +2*, *ring of swimming*, ~~*potion of blur*~~, ~~*potion of freedom of movement*~~, ~~*potion of bull's strength*~~, masterwork rapier.

Spell-Like Abilities (CL 3rd):

1/day—shadow illusion (*silent image*)

Abilities Str 20, Dex 22, Con 18, Int 12, Wis 12, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (darkha), Iron Will, Mobility, Power Attack, Weapon Finesse, Weapon Focus (darkha) Weapon Focus (bite),

Skills Balance +16, Climb +18, Escape Artist +13, Hide +19, Jump +13, Listen +6, Move Silently +19, Perform (Dance) +4, Profession (sailor) +5, Swim +15, Spot +6, Tumble +21,

Possessions combat gear plus a lot of flashy clothes

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Curse of Lycanthropy (Su) Any humanoid or giant, within one size category of you, hit by your bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Hide in Plain Sight (Su) As long as there are shadows within 10 feet (not including your own), you can hide without actually having something to hide behind

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

Power-up Suite (in profile): Spells active: *blur*, *bull's strength*, *freedom of movement*

SHADOW COMPANION CR -

Shadow Companion

LE Medium Undead

Init +2; **Senses** darkvision 60ft, Listen +8, Spot +8

Languages Common

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

Miss Chance incorporeal

hp 13 (2 HD);

Immune undead traits

Fort +0, **Ref** +2, **Will** +3

Speed fly 40 ft. (good) (8 squares)

Melee incorporeal touch +3 (1d6 Strength)

Base Atk +1; **Grp** -

Abilities Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13

SQ cannot be turned, rebuked or commanded, incorporeal traits, undead traits

Feats Alertness

Hide +8*, Listen +7, Search +4, Spot +7

Skills Hide +5 (+9 in shadowy area, +1 in brightly lit areas), Listen +8, Search +5, Spot +8,

Strength Damage (Su) The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Cannot be turned (Ex): Because it is a shadow companion of Gregor (from the Shadowdancer class), the shadow cannot be turned, rebuked or commanded in any way. It also does not have a shadow's ability to create spawn.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

3: THE GUARDIANS

ADVANCED TRITON CARYATID COLUMN CR 8

*from Fiend Folio p30

N Large Construct

Init +4; **Senses** darkvision 60ft, low-light vision, Listen -5, Spot -5

Languages incapable of speech

AC 23, touch 11, flat-footed 21 (-1 size, +2 Dex, +12 natural)

hp 101 (13 HD); hardness 8

Immune ability damage, ability drain, any effect that requires a fortitude save (unless the effect also works on objects or is harmless), critical hits, death effect, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep, stunning,

Fort +4, **Ref** +6, **Will** -1

Speed 30 ft. (6 squares);

Melee +2 *trident* +22/+17 (2d6+17)

Melee Bite +19 (1d6+10)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +23

Atk Options

Special Actions Improved Sunder, Power Attack

Combat Gear See below

Abilities Str 30, Dex 14, Con -, Int 6, Wis 1, Cha 1

SQ Break weapon, column form, construct traits, hardness 8, magic weapon

Feats Improved Initiative, Improved Natural Armor, Improved Sunder, Power Attack, Weapon Focus (trident)

Skills Diplomacy -3, Sense Motive +11

Break weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC13) to resist this effect

Column Form (Ex) When at rest (not commanded or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. The column is about 2 feet in diameter and extends up to the ceiling or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC15).

A caryatid column in column form looks like a pillar in most respect. It does not radiate magic, and *true*

seeing does not reveal its humanoid form. Careful examination of the column (Search check DC25) reveals very faint and distorted lines that make the pillar look like a triton with a trident. Anyone who successfully makes a Knowledge (architecture) check DC12 notes that the column bears none of the ceilings weight. A close examination of the top of the column (Search check DC15) or a keen eye (Spot check DC20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing form is a free action, and a caryatid column can change once per round.

Magic Weapon: a magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception. Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick the weapons, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

5: RHENNEE AMBUSH

RHENNEE WERERAT HYBRID CR 11

Male Rhennee Darkhagard 2 Fighter 4 Rogue 3

LE M humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 24, touch 15, flat-footed 19 (+5 Dex, +6 armor, +3 natural)

hp 97 (10HD); DR 10/silver

Fort +14, **Ref** +11, **Will** +8

Speed 30 ft. in light armor (6 squares), base movement 30 ft. (immune to the "wet floor" condition)

Melee +1 *shocking darkha* +15/+10 (1d8+9 +1d6 electricity/19-20, x3) and bite +8 (1d6+3)

Melee club +11/+6 (1d6+4) and bite +8 (1d6+3)

Ranged +1 *darkha* +13/+8 (1d8+8+1d6 electricity/19-20, x3)

Base Atk +8; **Grp** +11

Atk Options Point Blank Shot, Power Attack

Special Actions diseased, evasion, prone fighting, sneak attack (+2d6)

Combat Gear +1 *shocking darkha*, +2 *mithral chain shirt*, club

Abilities Str 17, Dex 20, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding, trapsense (+1)

Feats Exotic Weapon Proficiency (darkha), Improved Critical (darkha), Improved Initiative, Improved Toughness, Iron Will, Melee Weapon Mastery** (Piercing), Point Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (darkha), Weapon Specialization (darkha),

Skills Balance +14, Climb +19, Hide +10, Jump +15, Move Silently +10, Profession (boater) +6, Swim +18, Tumble+12,

Possessions combat gear plus *amulet of health* +2, *cloak of resistance* +1, *gauntlets of ogre power*

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Prone Fighting (Ex) You suffer no penalties to melee attacks using a darkha while prone; your opponents gain no bonuses to melee attacks against you while you are prone.

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

RHENNEE WERERAT HYBRID CR 9

Male Rhennee Fighter 4 Rogue 3

LE M humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 24, touch 15, flat-footed 19
(+5 Dex, +6 armor, +3 natural)

hp 69 (8HD); DR 10/silver

Fort +9, **Ref** +10, **Will** +7

Speed 30 ft. in light armor (6 squares), base movement 30 ft. (immune to the "wet floor" condition)

Melee +1 *shocking darkha* +11/+6 (1d8+7 +1d6 electricity) and bite +4 (1d6+1)

Melee club +9/+4 (1d6+4) and bite +4 (1d6+1)

Ranged +1 *darkha* +13/+8 (1d8+6)

Base Atk +6; **Grp** +9

Atk Options Point Blank Shot, Power Attack

Special Actions diseased, evasion, sneak attack (+2d6)

Combat Gear +1 *shocking darkha*, +2 *mithral chain shirt*, club

Abilities Str 17, Dex 20, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding, trapsense (+1)

Feats Exotic Weapon Proficiency (darkha), Improved Initiative, Improved Toughness, Iron Will, Point Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (darkha), Weapon Specialization (darkha),

Skills Balance +10, Climb +19, Hide +10, Jump +15, Move Silently +10, Profession (boater) +6, Swim +16, Tumble+12,

Possessions combat gear plus *cloak of resistance* +1, *gauntlets of ogre power*

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

7: THE KUO-TOA STRIKE

KUO-TOA FIGHTER

CR 7

Male Kuo-toa fighter 5

CE Medium Monstrous Humanoid (aquatic)

Init +5; **Senses** keen sight, Listen +10, Spot +14

Languages Common, Kua-toa

AC 27, touch 11, flat-footed 26

(+1 Dex, +5 armor, +5 shield, +6 natural)

hp 71 (7HD);

Resist electricity 10

Fort +8, **Ref** +6, **Will** +8

Weakness light blindness

Speed 20 ft. in light (4 squares), base movement 20 ft., swim 50 ft.;

Melee +2 *spear* +12/+7 (1d8+8) or

Melee spear +10/+5 (1d8+6) or

Melee dagger +9/+4 (1d4+4)

Base Atk +7; **Grp** +11

Atk Options Power Attack

Special Actions Adhesive (self and shield), Close-Quarter Fighting

Combat gear +2 *spear*, +2 *sharkskin*, +1 *wooden tower shield*, *spear*, *dagger*

Abilities Str 18, Dex 12, Con 16, Int 14, Wis 16, Cha 6

SQ Amphibious, Slippery,

Feats Alertness, Close-Quarter Fighting**, Improved Initiative, Improved Toughness**, Power Attack, Weapon Focus (Spear), Weapon Specialization (Spear),

Skills Escape Artist +5, Handle Animal +8, Listen +10, Spot +14, Swim -1,

Possessions combat gear *cloak of resistance* +1

Adhesive (Ex) Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures with natural weapons are automatically grappled if they stuck. A kuo-toa requires 1 hour and special materials costing 20gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC20 Strength check.

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

Keen Sight (Ex): A kuo-toa's eyesight is so keen that it can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creature avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a kuo-toa for 1 round. On subsequent rounds they are dazzled as long as they remain in the affected area.

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

Summon Shadow (Su) You can summon a 2-HD shadow. This shadow has a Lawful Evil alignment, and cannot be turned, rebuked, or commanded.

Skills +8 racial bonus to Escape Artist checks, +4 racial bonus to Search and Spot checks. A kuo-toa has +8 racial bonus to Swim checks to perform special actions or avoid a hazard. Kuo-toas can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming provided it swims in a straight line.

8: INNER SANCTUM

WIDE-MOUTH SPIKED PIT WITH POISONED SPIKES CR 9

Description see text.

Search DC 24; **Type** mechanical

Trigger location;

Effect Reflex DC 29 avoids; 70 feet deep pit. (7d6), hits all targets within a 10ft by 10ft area (the bottom of the stairs); pit spikes (+14 melee, 1d4 spike per target for 1d4+5 plus poison each); poison (purple worm poison, dc24 Fortitude resists, 1d6 Str/2d6 Str)

Disarm Disable Device DC 24

GREGOR ILYANOVITCH CR 13

Male Rhennee Wererat Fighter 2 Rogue 4
Shadowdancer 3 Darkhagard 2

LE Medium Humanoid (human, shapechanger)

Init +6; **Senses** darkvision 60ft, low-light vision, scent
Listen +6, Spot +6

Languages Common, Rhopan

AC 26, touch 16, flat-footed 26
(+6 Dex, +7 armor, +3 natural)

Miss Chance *blur* (20%)

hp 100 (12 HD); DR 10/Silver

Fort +15, **Ref** +16, **Will** +8

Speed 30 ft. in light armor (6 squares), base movement 30 ft (immune to the "wet floor" condition)

Melee +1 *frost halflingbane darkha* +18/+13 (1d8+12 +1d6 cold) and bite +12 (1d6+4 plus curse of lycanthropy)

Melee masterwork rapier +18/+13 (1d6+9) and bite +12 (1d6+4 plus curse of lycanthropy)

Ranged +1 *frost halflingbane darkha* +17/+12 (1d8+10+1d6 cold)

Base Atk +9; **Grp** +14

Atk Options Power Attack

Special Actions Evasion, hide in plain sight, improved uncanny dodge, prone fighting Sneak attack +2d6, uncanny dodge

Combat Gear +1 *frost halflingbane darkha*, +3 *slick mithral chain shirt*, *vest of resistance* +3, *amulet of health* +2, *gloves of dexterity* +2, *ring of swimming*, ~~*potion of blur*~~, ~~*potion of freedom of movement*~~, ~~*potion of bull's strength*~~, masterwork rapier.

Spell-Like Abilities (CL 3rd):

1/day—shadow illusion (*silent image*)

Abilities Str 20, Dex 23, Con 18, Int 12, Wis 12, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (darkha), Iron Will, Melee Weapon Mastery (piercing), Mobility, Power Attack, Weapon Finesse, Weapon Specialization (darkha)

Skills Balance +16, Climb +18, Escape Artist +13, Hide +21, Jump +13, Knowledge (geography) +6, Listen +6, Move Silently +20, Perform (Dance) +4, Profession (sailor) +5, Swim +15, Spot +6, Tumble +21,

Possessions combat gear plus a lot of flashy clothes

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Curse of Lycanthropy (Su) Any humanoid or giant, within one size category of you, hit by your bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Hide in Plain Sight (Su) As long as there are shadows within 10 feet (not including your own), you can hide without actually having something to hide behind

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Prone Fighting (Ex) You suffer no penalties to melee attacks using a darkha while prone; your opponents gain no bonuses to melee attacks against you while you are prone.

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

Power-up Suite (in profile): Spells active: *blur*, *bull's strength*, *freedom of movement*

Strength Damage (Su) The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Cannot be turned (Ex): Because it is a shadow companion of Gregor (from the Shadowdancer class), the shadow cannot be turned, rebuked or commanded in any way. It also does not have a shadow's ability to create spawn.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

SHADOW COMPANION CR -

Shadow Companion

LE Medium Undead

Init +2; **Senses** darkvision 60ft, Listen +8, Spot +8

Languages Common

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

Miss Chance incorporeal

hp 13 (2 HD);

Immune undead traits

Fort +0, **Ref** +2, **Will** +3

Speed fly 40 ft. (good) (8 squares)

Melee incorporeal touch +3 (1d6 Strength)

Base Atk +1; **Grp** -

Abilities Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13

SQ cannot be turned, rebuked or commanded, incorporeal traits, undead traits

Feats Alertness

Hide +8*, Listen +7, Search +4, Spot +7

Skills Hide +5 (+9 in shadowy area, +1 in brightly lit areas), Listen +8, Search +5, Spot +8,

3: THE GUARDIANS

ADVANCED TRITON CARYATID COLUMN CR 8

*from Fiend Folio p30

N Large Construct

Init +4; **Senses** darkvision 60ft, low-light vision, Listen -5, Spot -5

Languages incapable of speech

AC 23, touch 11, flat-footed 21 (-1 size, +2 Dex, +12 natural)

hp 101 (13 HD); hardness 8

Immune ability damage, ability drain, any effect that requires a fortitude save (unless the effect also works on objects or is harmless), critical hits, death effect, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep, stunning,

Fort +4, **Ref** +6, **Will** -1

Speed 30 ft. (6 squares);

Melee +2 *trident* +22/+17 (2d6+17)

Melee Bite +19 (1d6+10)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +23

Atk Options

Special Actions Improved Sunder, Power Attack

Combat Gear See below

Abilities Str 30, Dex 14, Con -, Int 6, Wis 1, Cha 1

SQ Break weapon, column form, construct traits, hardness 8, magic weapon

Feats Improved Initiative, Improved Natural Armor, Improved Sunder, Power Attack, Weapon Focus (*trident*)

Skills Diplomacy -3, Sense Motive +11

Break weapon (Su) A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC13) to resist this effect

Column Form (Ex) When at rest (not commanded or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. The column is about 2 feet in diameter and extends up to the ceiling or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC15).

A caryatid column in column form looks like a pillar in most respect. It does not radiate magic, and *true*

seeing does not reveal its humanoid form. Careful examination of the column (Search check DC25) reveals very faint and distorted lines that make the pillar look like a triton with a trident. Anyone who successfully makes a Knowledge (architecture) check DC12 notes that the column bears none of the ceilings weight. A close examination of the top of the column (Search check DC15) or a keen eye (Spot check DC20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing form is a free action, and a caryatid column can change once per round.

Magic Weapon: a magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception. Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a non-magical sculpture. Should the caryatid column then pick the weapons, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

5: RHENNEE AMBUSH

RHENNEE WERERAT HYBRID CR 13

Male Rhennee Darkhagard 4 Fighter 4 Rogue 3

LE M humanoid (human, shapechanger)

Init +9; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 25, touch 16, flat-footed 19 (+6 Dex, +6 armor, +3 natural)

hp 117 (12HD); DR 10/silver

Fort +15, **Ref** +13, **Will** +9

Speed 30 ft. in light armor (6 squares), base movement 30 ft. (immune to the "wet floor" condition)

Melee +1 *shocking darkha* +20/+15 (1d8+12 +1d6 electricity/19-20, x3) and bite +10 (1d6+2)

Melee club +15/+10 (1d8+7) and bite +10 (1d6+2)

Ranged +1 *shocking darkha* +20/+15 (1d8+10 +1d6 electricity/19-20, x3)

Base Atk +10; **Grp** +9

Atk Options Point Blank Shot, Power Attack

Special Actions diseased, evasion, increased range, prone fighting, sneak attack (+2d6)

Combat Gear +1 *shocking darkha*, +2 *mithral chain shirt*, club

Abilities Str 20, Dex 22, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding, trapsense (+1), uncanny swim
Feats Exotic Weapon Proficiency (darkha), Hamstring**, Improved Critical (darkha), Improved Initiative, Improved Toughness, Iron Will, Melee Weapon Mastery** (Piercing), Point Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (darkha), Weapon Specialization (darkha),
Skills Balance +15, Climb +20, Hide +11, Jump +17, Move Silently +11, Profession (boater) +6, Survival +6, Swim +21, Tumble+12,
Possessions combat gear plus *amulet of health* +2, *cloak of resistance* +1, *belt of giant strength* +4, *gloves of dexterity* +2

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Increased Range (Ex) When hurling your darkha, your range increases to 33 feet.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Prone Fighting (Ex) You suffer no penalties to melee attacks using a darkha while prone; your opponents gain no bonuses to melee attacks against you while you are prone.

Superior Weapon Focus (Ex) You gain an additional +1 to attack rolls with the darkha, which stacks with any existing Weapon Focus bonus.

Uncanny Swim (Ex) On a successful Swim check, you may swim one-half your speed as a move-equivalent action, or your full speed as a full-round action; on a failed check, you make no progress. Furthermore, your Swim penalty is only -1 per 10 pounds of gear.

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

RHENNEE WERERAT HYBRID CR 11

Male Rhennee Darkhagard 2 Fighter 4 Rogue 3
LE M humanoid (human, shapechanger)
Init +9; **Senses** low-light vision, scent, Listen +2, Spot +2

Languages Common, Rhopan

AC 24, touch 15, flat-footed 19 (+5 Dex, +6 armor, +3 natural)
hp 97 (10HD); DR 10/silver

Fort +14, **Ref** +11, **Will** +8

Speed 30 ft. in light armor (6 squares), base movement 30 ft. (immune to the "wet floor" condition)

Melee +1 *shocking darkha* +15/+10 (1d8+9 +1d6 electricity/19-20, x3) and bite +8 (1d6+3)

Melee club +11/+6 (1d6+4) and bite +8 (1d6+3)

Ranged +1 *darkha* +13/+8 (1d8+8+1d6 electricity/19-20, x3)

Base Atk +8; **Grp** +11

Atk Options Point Blank Shot, Power Attack

Special Actions diseased, evasion, prone fighting, sneak attack (+2d6)

Combat Gear +1 *shocking darkha*, +2 *mithral chain shirt*, club

Abilities Str 17, Dex 20, Con 17, Int 10, Wis 14, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding, trapsense (+1)

Feats Exotic Weapon Proficiency (darkha), Improved Critical (darkha), Improved Initiative, Improved Toughness, Iron Will, Melee Weapon Mastery** (Piercing), Point Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (darkha), Weapon Specialization (darkha),

Skills Balance +14, Climb +19, Hide +10, Jump +15, Move Silently +10, Profession (boater) +6, Swim +18, Tumble+12,

Possessions combat gear plus *amulet of health* +2, *cloak of resistance* +1, *gauntlets of ogre power*

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Prone Fighting (Ex) You suffer no penalties to melee attacks using a darkha while prone; your opponents gain no bonuses to melee attacks against you while you are prone.

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

7: THE KUO-TOA STRIKE

KUO-TOA FIGHTER

Male Kuo-toa fighter 7

CR 9

CE Medium Monstrous Humanoid (aquatic)
Init +5; **Senses** keen sight, Listen +10, Spot +14
Languages Common, Kua-toa

AC 28, touch 11, flat-footed 27
(+1 Dex, +5 armor, +6 shield, +6 natural)
hp 71 (7HD);

Resist electricity 10
Fort +10, **Ref** +8, **Will** +10
Weakness light blindness

Speed 20 ft. in light (4 squares), base movement 20 ft., swim 50 ft.;

Melee +3 *spear* +17/+12 (1d8+11/ 19-20, x3) or

Melee *spear* +15/+10 (1d8+8/ 19-20 x3) or

Melee *dagger* +13/+8 (1d4+6)

Base Atk +9; **Grp** +13

Atk Options Power Attack

Special Actions Adhesive (self and shield), Close-Quarter Fighting

Combat gear +3 *spear*, +2 *sharkskin*, +2 *wooden tower shield*, *spear*, *dagger*

Abilities Str 18, Dex 12, Con 16, Int 14, Wis 16, Cha 6

SQ Amphibious, Slippery,

Feats Alertness, Close-Quarter Fighting**, Improved Critical, Improved Initiative, Improved Toughness**, Melee Weapon Specialization (piercing), Power Attack, Weapon Focus (Spear), Weapon Specialization (Spear),

Skills Escape Artist +5, Handle Animal +8, Intimidate +2, Listen +10, Spot +14, Swim +3,

Possessions combat gear *cloak of resistance* +2

Adhesive (Ex) Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures with natural weapons are automatically grappled if they stuck. A kuo-toa requires 1 hour and special materials costing 20gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC20 Strength check.

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

Keen Sight (Ex): A kuo-toa's eyesight is so keen that it can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creature avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a kuo-toa for 1 round. On subsequent rounds they are dazzled as long as they remain in the affected area.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs,

magical or otherwise, don't affect kuo-toas, and they can usually wriggle free from most other forms of confinement.

Skills +8 racial bonus to Escape Artist checks, +4 racial bonus to Search and Spot checks. A kuo-toa has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

Kuo-toas can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming provided it swims in a straight line.

8: INNER SANCTUM

WIDE-MOUTH SPIKED PIT WITH POISONED SPIKES CR 10

Description see text.

Search DC 24; **Type** mechanical

Trigger location;

Effect Reflex DC 29 avoids; 70 feet deep pit. (7d6), hits all targets within a 10ft by 10ft area (the bottom of the stairs); pit spikes (+19 melee, 1d4 spike per target for 1d4+5 plus poison each); poison (purple worm poison, dc24 Fortitude resists, 1d6 Str/2d6 Str)

Disarm Disable Device DC 24

DEATHBLADE WALL SCYTHE CR 8

Description see text.

Search DC 24; **Type** mechanical

Trigger touch trigger (bottommost stair) and mechanical trigger (activation of the pit trap)

Effect hits all targets in the corridor between areas 4 and 5; +19 melee, 2d4+6 plus poison); poison (deathblade, dc24 Fortitude resists, 1d6 Con/2d6 Con)

Disarm Disable Device DC 24

GREGOR ILYANOVITCH CR 15

Male Rhennee Wererat Fighter 2 Rogue 4

Shadowdancer 3 Darkhagard 4

LE Medium Humanoid (human, shapechanger)

Init +6; **Senses** darkvision 60ft, low-light vision, scent Listen +6, Spot +6

Languages Common, Rhopan

AC 26, touch 16, flat-footed 26
(+6 Dex, +7 armor, +3 natural)

Miss Chance *blur* (20%)

hp 118 (14 HD); DR 10/Silver

Fort +17, **Ref** +18, **Will** +10

Speed 30 ft. in light armor (6 squares), base movement 30 ft (immune to the "wet floor" condition)

Melee +1 *frost elfbane halflingbane darkha* +21/+16/+11 (1d8+12 +1d6 cold) and bite +12 (1d6+4 plus curse of lycanthropy)

Melee masterwork rapier +20/+15/+10 (1d6+9) and bite +14 (1d6+4 plus curse of lycanthropy)

Ranged +1 *frost elfbane halflingbane darkha* +22/+17/+12 (1d8+10+1d6 cold)

Base Atk +11; **Grp** +16

Atk Options Power Attack

Special Actions Evasion, hide in plain sight, improved uncanny dodge, prone fighting Sneak attack +2d6, uncanny dodge

Combat Gear +1 *elfbane frost halflingbane darkha*, +3 *slick mithral chain shirt*, *vest of resistance +4*, *amulet of health +2*, *gloves of dexterity +2*, *ring of swimming*, ~~*potion of blur*~~, ~~*potion of freedom of movement*~~, ~~*potion of bull's strength*~~, masterwork rapier. **Spell-Like Abilities** (CL 3rd): 1/day—shadow illusion (*silent image*)

Abilities Str 20, Dex 23, Con 18, Int 12, Wis 12, Cha 8

SQ Alternate form, Lycanthropic Empathy, trapfinding

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (darkha), Iron Will, Melee Weapon Mastery (piercing), Mobility, Power Attack, Weapon Finesse, Weapon Specialization (darkha)

Skills Balance +16, Climb +18, Escape Artist +13, Hide +21, Jump +13, Knowledge (geography) +6, Listen +6, Move Silently +20, Perform (Dance) +4, Profession (sailor) +5, Swim +15, Spot +6, Tumble +21,

Possessions combat gear plus a lot of flashy clothes

Alternate Form (Su) You can shift into animal form as though using the polymorph spell on yourself, though your gear is not affected, you do not regain hit points for changing form, and you may only assume rat form. You also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Curse of Lycanthropy (Su) Any humanoid or giant, within one size category of you, hit by your bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Diseased(Ex) Filth fever; bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Hide in Plain Sight (Su) As long as there are shadows within 10 feet (not including your own), you can hide without actually having something to hide behind

Increased Range (Ex) When hurling your darkha, your range increases to 33 feet.

Lycanthropic Empathy (Ex) In any form, you can communicate and empathize with normal or dire rats. This gives you a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as 'friend,' 'foe,' 'flee,' and 'attack.'

Prone Fighting (Ex) You suffer no penalties to melee attacks using a darkha while prone; your opponents gain no bonuses to melee attacks against you while you are prone.

Uncanny Swim (Ex) On a successful Swim check, you may swim one-half your speed as a move-equivalent action, or your full speed as a full-round action; on a failed check, you make no progress. Furthermore, your Swim penalty is only -1 per 10 pounds of gear.

Skills While in rat or hybrid form you use your Dexterity modifier for Climb or Swim checks. You

have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. You also have a +8 racial bonus on Swim checks while in rat form.

Power-up Suite (in profile): Spells active: *blur*, *bull's strength*, *freedom of movement*

SHADOW COMPANION CR -

Shadow Companion

LE Medium Undead

Init +2; **Senses** darkvision 60ft, Listen +8, Spot +8

Languages Common

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

Miss Chance incorporeal

hp 13 (2 HD);

Immune undead traits

Fort +0, **Ref** +2, **Will** +3

Speed fly 40 ft. (good) (8 squares)

Melee incorporeal touch +3 (1d6 Strength)

Base Atk +1; **Grp** -

Abilities Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13

SQ cannot be turned, rebuked or commanded, incorporeal traits, undead traits

Feats Alertness

Hide +8*, **Listen** +7, **Search** +4, **Spot** +7

Skills Hide +5 (+9 in shadowy area, +1 in brightly lit areas), **Listen** +8, **Search** +5, **Spot** +8,

Strength Damage (Su) The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Cannot be turned (Ex): Because it is a shadow companion of Gregor (from the Shadowdancer class), the shadow cannot be turned, rebuked or commanded in any way. It also does not have a shadow's ability to create spawn.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

APPENDIX 2: NEW RULES ITEMS

FEATS

Close–Quarters Fighting [General]

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefits: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankhg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Source: *Complete Warrior* 97

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

Source: *Complete Warrior* 101

Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapons, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you select, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once, each time. Each time, you can select a new damage type.

A fighter may select Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Player Handbook* 2 81

MAGIC ITEMS

Vest of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint Abjuration; CL 5th; Craft Wondrous Items, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Source: *Complete Arcane* 150

MUNDANE EQUIPMENT

Sharkskin armor

Type: light armor

Cost: 85gp

Armor/Shield Bonus: +3

Maximum Dex Bonus: +5

Armor Check penalty: -1, Arcane spell failure: 10%, Speed: 30ft/30ft/20ft: 20ft, Weight 15lbs.

The Darkha

Members of the Darkhagard are seldom far from their special two-pronged harpoon, the darkha. The darkha is considered a two-handed exotic melee weapon with the following characteristics:

Cost 4 gp;

Damage Small 1d6, Medium 1d8;

Critical x3;

Range Increment 30 ft;

Weight 4 lbs

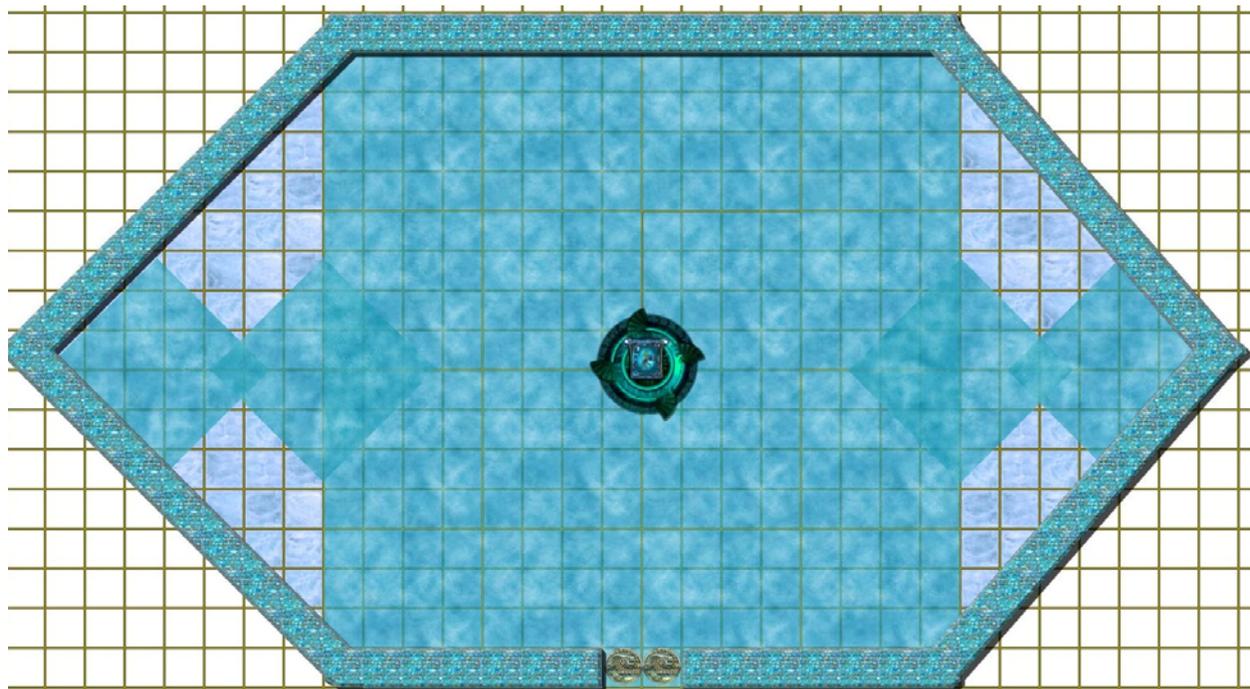
Type Piercing.

A Darkhagard takes great pride in his weapon, which has been individually crafted to his personal specifications. Some warriors prefer shorter, heavier darkhas for more effective hand-to-hand combat. Others affix iron rings to the butts of their weapons in order to use the darkhas as harpoons, with ropes attached to draw the darkha once it's been thrown (this counts as a move action, and assumes the darkha is free to be pulled back).

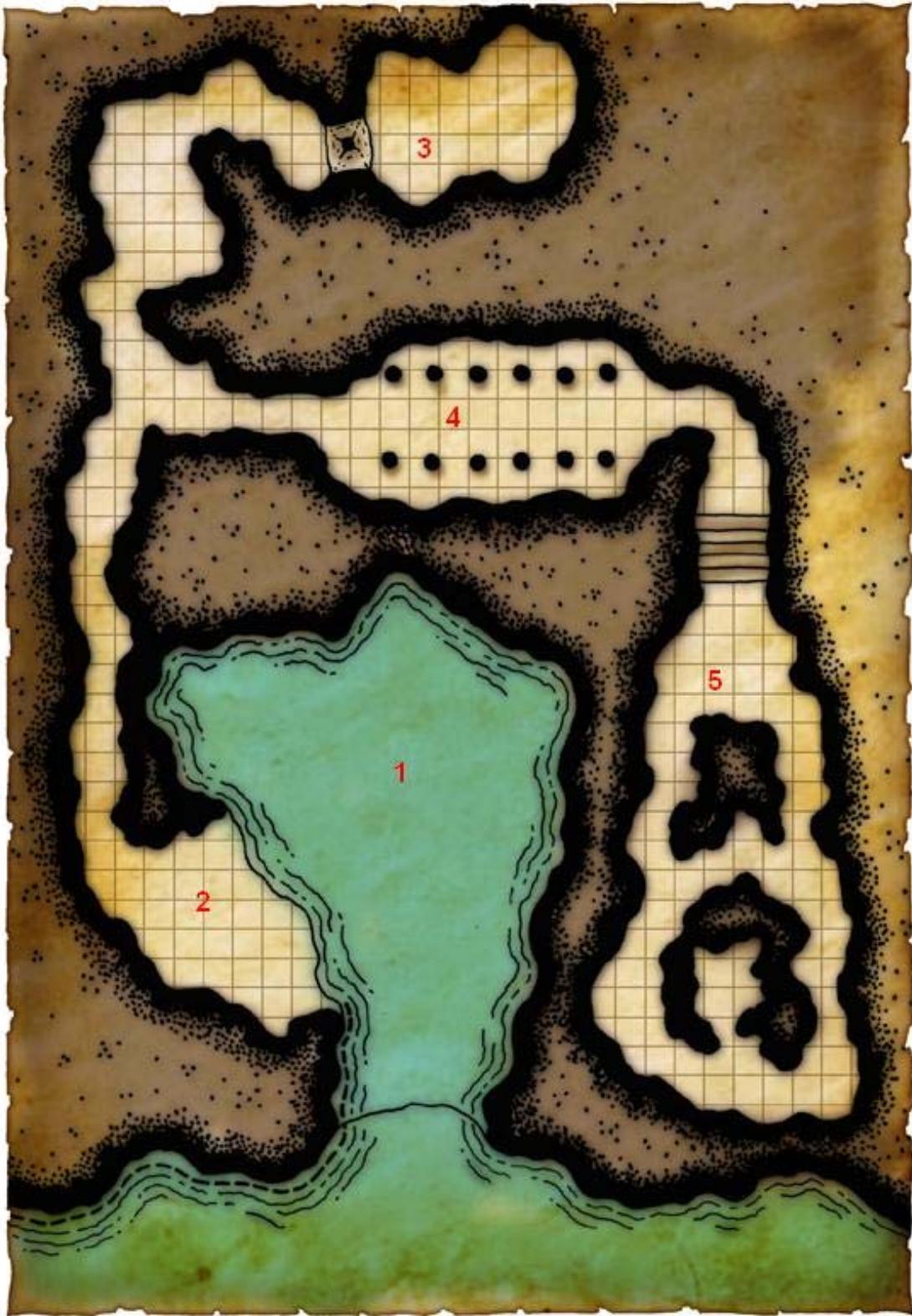
Certain Darkhagard have been known to conceal slender daggers, potion vials, or lockpicks in the shafts of their darkhas. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.



Map 1: The Misty Isles (DM's Map)



Map 2: The Sunken Temple of Procan



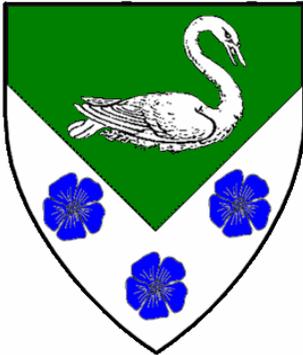
Map 3: Pirate base



Shield 1: County of Urnst



Shield 2: Countess Rachel



Shield 3: House Gellor



Symbol 1: Xerbo



Symbol 2: Procan



Player's Map 1: The Misty Isles

PLAYER HANDOUT 2

As you ask about the Chalice, Obed smiles and pauses for a moment...

“Many hundreds of years ago, there was an outbreak of a most virulent plague. The plague threatened to wipe out all of the peoples surrounding the Nyr Dyv. One day, there came from the west a man in simple robes. He brought with him a chalice of the blue stone that was reminiscent of surf on the lake.

He said the chalice was a gift from Procan, and would heal the sick. The people were skeptical at first, but when the sick were cured by a drink from the chalice, all doubts were brushed aside.

At first, the people were grateful for the miracle. But soon, they began to take the Chalice for granted, and pestering with petty concerns. The priest decided to remove himself from the people and set the chalice up in a shrine on a small island in the Nyr Dyv where the chalice would rest until Procan decided it would be needed again.

After many months of research, I believe I have located the shrine where the Chalice is located. Unfortunately, the shrine may be underwater...one text says the shrine is on an island, another says it is in a cave. There is no island listed at the place on the map, so be prepared for anything.”

“I do not know if the Chalice can help us or what the story defines as “healing the sick”. But I think I can unlock its secrets with a little time and give the Blessings of Procan to all in the Mysty Isles. The story is clear that the Chalice of Procan can only be used by a priest of Procan.”

Obed brings out a case filled with six potions of water breathing.

“I got these in anticipation of going there myself. Perhaps you may have better luck than I would...”



The mosaics on the wall seem to retell Obed's story. Under each mosaic are a few lines of text in Old Oeridian.

FIRST MOSAIC

Very little of this can be made out, since most of it was scratched out. However it would seem that whatever was depicted on the mosaic was blue-green in color. Those who defaced the mosaic went out of their way to make sure it was not recognizable anymore.

SECOND MOSAIC

You see people dying of plague. Men, women and children implore the blessings of the Lake by throwing rich offerings of gold and silver in its swelling waters.

THIRD MOSAIC

A tall wave holding a chalice on its crest appears. From the top of the wave, the chalice pours water over the supplicants. As the water touches them the people seem to be healed of the plague.

In the background, scratched figures seem to stand and watch. Due to the willful destruction of these figures, one can only guess that they are humanoid in shape and size.

FOURTH MOSAIC

The most curious painting is on the north wall behind the pedestal. It shows three men forming the points of a triangle.

At the apex is a man wearing a crown, in the lower right a man holding a chalice, and in the lower left a man wielding a trident. Bright blue lines connect the three men, and surround an image in the center, which has been scratched out. The central image was greenish-blue, but that's about all you can make of it. The lines appear to be containing whatever the image was in the center of the triangle.

Around the picture runs an inscription another inscription has been carved in front of the pedestal.

FINAL MOSAIC

A man stands amongst the masses with the chalice in hand. Behind him stands a temple that strongly resembles the one you stand in now.

The island upon which the temple is built seems to be getting submerged by gigantic waves. The people seem to run in terror of the waves, but the priests in the middle seem calm and serene.

PLAYER HANDOUT 4

These Inscriptions match the Mosaics in Player Handout 3. These are written in Old Oeridian.

FIRST INSCRIPTION

Dark forces brought forth the
and in darkness and in evil
bound us as slaves.

(the word under ##### has been scratched out)

SECOND INSCRIPTION

In our folly we thought the gods
abandoned us. And the gods took
revenge on us by sending us a plague to
punish our heresy. We gave all we had to
the Lake, praying for deliverance.

THIRD INSCRIPTION

Great Procan heard our prayers and in his
greatness he sent the chalice upon a wave
that did not move. His blessings healed
everyone, giving us the strength to fight
the dark forces.

FOURTH INSCRIPTION

The time of the Three is One. And the
time of the One is Three.

FINAL INSCRIPTION

Great Procan gives and Great Procan
takes. Delighted in Victory, we forgot the
blessings given to us in the Past. Procan
took back his temple and the island he
gave us.

PLAYER HANDOUT 5

The following are excerpts of letters found in the Rhennee leader's papers. They were written in Common by someone signing "the Bird of Radigast". While most letters date back to 595CY, some are dated 3 months ago. The script is decidedly feminine.

It is obviously written by a devout worshipper of Hextor, the Herald of Hell.

Early 595CY

Gregor, you'll have to control your people, I will not allow the sale of Urnstians into slavery! Sell the refugees if you wish, but not the natives. Did I make myself clear enough?

Mid 595CY

Now you see what happens when people oppose me! The death of your people was caused by your inability to control them.

Early 596CY

Keep a low profile, Elone's minions are looking for those idiots who couldn't even do the job right! That ranger managed to escape! I made sure information about them was available in the streets of Radigast. Let this be a lesson to you. Those who fail me usually meet the same fate as that family of imbeciles

Mid 596CY

Cursed those meddling adventurers! May the Herald of Hell crush them under his six

righteous gauntleted fists! Now my plans in Dryburgh have failed. My golems destroyed and my people all dead.

Mid 596CY

Gregor, I am sending you an apprentice of mine, the lone survivor of the Dryburgh debacle. Show her the ropes. I want her away from the County during the struggle for power Lord Duncombe wants!

Early 597CY

Gregor, return Kiriesta to me, drop her off in High Mardreth, she can take a boat from them to join me. I am in need of her talents. I have included a sizeable amount to cover any fees you incurred by having her in that wet base of yours.



Holy Symbol 1: Symbol of Hektor