

COR4-03



TROPICAL INTRIGUE

A One-Round DUNGEONS & DRAGONS[®] LIVING GREYHAWK[™]
Core Adventure

By Michael McKeown

Gradsul Material: Provided by Sean Smith and the Keoland Triad

Kurg Material: Michael McKeown and Paul Looby; based on an initial concept by Sean K. Reynolds

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In the taverns of the Free City stories have passed down over the years of a shipwrecked adventuring party that explored the Amedio Hook eighteen years ago. However, now the area is controlled by the Scarlet Sign. A beautiful Ahilissan merchant wants to know more. She asks for volunteers for a journey across the Azure Sea. Not another sea voyage! An adventure for APLs 2-12. Part One of the Amedio Hook Series.

This module references material originally appearing in *The Scarlet Brotherhood* Accessory by Sean K. Reynolds

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

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

PREPARATION

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud.

Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even

five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

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

TIME UNITS AND UPKEEP

This is a one round Core LIVING GREYHAWK Module set in the Amedio Jungle. All characters pay 2 TUs to participate in this adventure. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

ADVENTURE BACKGROUND

ANCIENT HISTORY OF THE AMEDIO

Fifteen hundred years ago the Olman peoples came to the Amedio jungle and finding naught but traces of prior civilizations settled the region. They built great cities on holy sites, burning back the surrounding jungle to allow the planting of crops to support their growing numbers.

In total seven cities were built, each surrounded by a dense belt of farming villages. Each of these cities was considered a kingdom in its own right, but all owed allegiance to the capital city in the central Amedio. While all initially considered themselves colonies of the Hepmonaland Olman Empire, all seven declared independence when it was discovered that the old empire had fallen. These city-states prospered for another five hundred years until a century of devastating war destroyed five of the seven cities. Only the northernmost city (Tamoachan) and the southernmost (Xamaclan) survived these conflicts.

Dire predictions of further catastrophic events sparked a brief civil war in Tamoachan, which led to the city's destruction around 425 CY. Within a decade, the jungle had reclaimed Tamoachan and it remained largely forgotten for almost a thousand years.

THE GREYHAWK WARS

The Scarlet Brotherhood emerged from the Greyhawk Wars much strengthened by its gains. Conquering the Hold of the Sea Princes in 584 CY and acquiring that realm's holdings in the Amedio Hook and Olman Islands was a major victory for the Brotherhood. However with both Idee and Onnwal falling later that same year the Brotherhood's hold over the Azure was strong indeed. In addition the Lordship of the Isle's new ruler, Prince Frolmar Ingerskatti, declared for the Brotherhood, allying his forces with the Scarlet Sign.

These holdings allowed the Brotherhood to exert considerable control over the oceans and seas of the Flanaess, constricting trade and making ocean-going travel hazardous.

Control of two vital sea passages, the Gearnat Straits and Tilva Straits was firmly in the Brotherhood's hands. The large fleets of the Lordship of the Isles and Sea Princes ranged throughout the Azure Sea sinking their enemies' vessels.

Since 590 skirmishes between the Brotherhood and vessels of the free ports of the Azure Sea have become more commonplace. Setbacks have also conspired to reduce the Brotherhood's stranglehold of the Flanaess' shipping lanes. Idee, now renamed Naerie and part of the United Kingdom of Ahlissa, has slipped through the Brotherhood's fingers and rebellion rages throughout Onnwal. A particularly vicious struggle for power besets the Hold of the Sea Princes. The Brotherhood yet holds Monmurg as well as Jetsom, Flotsom and Fairwind Isles but the rest of the Hold is lost to them. Olman ex-slaves control the western portions of the realm while a fledgling government consisting predominantly of Holders has sprung up in HOKAR.

THE BROTHERHOOD IN THE AMEDIO

The Brotherhood controls the entire northern peninsula; named "the Hook." After acquiring the Sea Prince's southern jungle holdings the Scarlet Brotherhood halted any further advance into the interior, abandoning several poorly sited fortifications.

All northern regions within 60 miles of the coast are controlled by the Brotherhood. Narsiban, a small port and naval base, on the Olman Isles, is the main base for the Brotherhood fleet in this area, from which they have successfully blockaded the Densac Gulf. While the Olman had suffered at the hands of the Sea Princes, this was nothing compared to the fate in store for them under the Brotherhood's dominion. Viewed as inferior human stock by their Suel masters many Olman's were crossbred with a local lemur-like creature, creating the rulhow slave race.

The rebellion of 589 has served to loosen the Brotherhood's grip on the Hook, necessitating a shift in their strategy regarding the jungle realm. Forced to slow their slaving activities they have instead focused on exploiting the Amedio's other resources, namely rare woods, fruits, spices and metals.

ADVENTURE SUMMARY

The Ahlissan merchant Terrdella, of the Royal Guild of Merchants of Aerdy summons the PCs to the Silver Dragon Inn with an offer of employment.

She needs the party to investigate the area around the lost temple of Tamoachan and ascertain what hazards lie around the temple. However, she is not ready to have them enter the complex at this time because of the many unknown dangers that could lurk within.

Terrdella has arranged passage for the PCs on a Keoish ship, which will transport them past the Brotherhood blockages of the Gearnat Strait and deposit them on the jungle coast. The ship captain, Harmen Melkodan, is familiar with the area and has run Scarlet Brotherhood blockades before.

The party travels from the Silver Dragon Inn to the docks of Greyhawk where they board the ship, Kalise's Prize. Captain Melkodan will not let Huge or larger animal companions onboard his ship.

There is little trouble during the voyage to the Amedio Hook region. The ship makes a quick stop at its homeport of Gradsul and continues southward.

The PCs will be dropped off on the coast where they will encounter a group of lacedaons (aquatic ghouls) who are guarding the coast for the Scarlet Brotherhood.

Marching inland, the PCs meet a group of loggers who are working for the Brotherhood. The logging party is lead by a low level member of the Brotherhood who was sent to the area after drinking too much on the job in another area. He has a log quota to meet. He doesn't seem interested in attacking the PCs if they don't threaten his logging work or harm the slave workers. Among the workers are strange humanoid creatures called kurgs that the PCs may encounter for the first time. They are the product of the Brotherhoods strange breeding experiments.

Finally approaching the temple, they find a group of Olman slaves expanding the opening to the temple. They slaves are unarmed. They are curious about the PCs and ask them some questions; in turn they can relay some information on the Brotherhoods activities in the area. Here large bat-like creatures that have been lurking in the temple attack them.

As the PCs make their way back to the coast, a heavy rain and severe winds begins to batter the jungle. While it rains, the PCs encounter a group of large snakes. The Scarlet Brotherhood has released these monsters to plague the interior and ward away unwelcome visitors. They make their way back to Greyhawk, but on the journey back they are scryed by a Brotherhood wizard at Narsiban who has heard of their journey.

On the journey back to Greyhawk, one night, the Olman cabin boy who tells them of the legends surrounding the temple complex approaches the party.

Once arriving in Greyhawk, the party is thanked by Terrdella for their work and given the promised reward. She does not know they have been scryed by the Brotherhood wizard.

The party will be asked by Terrdella to return to the Amedio Jungle in Part Two of this series: *Return to the Shrine of Tamachoan*.

THE AMEDIO JUNGLE

The following notes detail local conditions within the Amedio Jungle and should be used as necessary for regional flavor.

WEATHER IN THE AMEDIO

The Amedio Jungle is a hot and humid place. Ground fogs are typical in the mornings and sea fogs often plague the coastal regions. The region receives heavy rainfall during the summer, although its northern half rarely suffer the severe tropical storms that strike the southern portions every other year or so. Rains throughout the rest of the year are of lesser frequency.

Amedio Weather Tables

Roll 1d12 for sky, temperature and precipitation

Sky: clear 1-2/ partly cloudy 3-6/overcast 7-12

Temperature: warm 1-7/ hot 8-12

Precipitation: summer: no 1/yes 2-12

Winter or spring: no 1-9/yes 10-12

1d12	Warm	Hot
1	Light fog	Light fog
2	Drizzle	Drizzle
3	Drizzle	Light rain
4	Light rain	Light rain
5	Heavy rain	Heavy rain
6	Heavy rain	Heavy rain
7	Heavy rain	Heavy rain
8	Heavy rain	Heavy rain
9	Heavy rain	Heavy rain
10	Heavy rain	Heavy rain
11	Heavy rain	Heavy rain
12	Heavy rain	Heavy rain

The area of the Amedio Jungle is tropical forest. It is often (45% chance per day of jungle travel of being above 90° F) very hot. A character in very hot conditions must make Fortitude save (DC 15 + 1 per previous check) or take 1d4 points of non-lethal damage. See page 303 of the *DUNGEON MASTER's Guide* for more on heat dangers.

FLORA AND FAUNA

The Amedio Jungle is home to typical tropical rainforest flora and fauna. Few examples of the plant and animal life found here, can be seen elsewhere in the Flanaess. The Amedio Jungle should be a place of awe for the PCs, never before they have witnesses

should plant and animal life. Gnomes and dwarfs should be particularly amazed at what is around them. What first catches your eye, particularly from above is the huge forest canopy. For hundreds of miles a bright green roof stretches across the land. This lush green carpet is fed by inches of rain throughout the year. The rain flows into the many streams and marshes in the area. Many species of trees, among them palms, grow in the jungle some of them as high as 90 feet tall. The canopy is home to hundreds of species including birds and insects and monkeys. Often the canopy is so thick that light barely filters down to the ground. On the ground seedlings, often buried under piles of leaves, fight for the rich soil nutrients. Thick vines cover much of this level. The vines often crawl for yards around the trees from one grove to another. The jungle is home to many medicinal plants as well. The native peoples have found much of the plant life to be very beneficial in healing.

The trees are home to many types of fruit trees, which the natives use for food. The fruits include the papaya and banana, which are not found elsewhere in the Flanaess and should be a mystery to the PCs. Several species of palm trees are found in the forest. The palm trees give off different types of oil, which has many uses in cooking. Palm oil is one of the many exports from the Amedio Jungle to the Scarlet Brotherhood homeland.

Among the creatures one might expect to find are jaguars, viper snakes, anaconda, and rodents. The jaguar was worshiped by the Olmans and appears in many of their sculptures. The Olman people also use the skins and teeth to adorn their priests and ruling class. This jungle cat nearly rules the natural animal world. It is near the top of the food chain. Only monsters and man would prey on the jaguar.

Dozens of species of reptiles also inhabit the Amedio Jungle including some species, which are poisonous. For hundreds of years nature has made little changes to their evolution. Unfortunately not all of them have gone unchanged. The Scarlet Brotherhood has mutated several species of reptile life in the jungle. Huge vipers now protect the area from raiders and pirates. Escaped slaves also fall victim to the Brotherhood's deadly monstrous snakes.

The jungle is also home to birds such as the macaw and the harpy eagle that live in the canopy area of the forest. The feathers of the macaw are prized by the Olman ruling class for decorative purposes as are the skin and teeth of the jaguar. The harpy eagle often feeds on monkeys from its nests high amid the branches of the forest canopy. The eagle and macaw also feed on seeds, fish, and insects in the area.

INTRODUCTION

If the PCs are starting this adventure together ask them to do a quick in-character introduction. If they

are starting separately, or in several groups have them do this at the beginning of Encounter 1.

Once the players are settled read, or paraphrase the following:

Warm spring air has once again found you wandering the Free City of Greyhawk looking for new distractions. A small boy in the crowd taps you on the hand. He says, "My mistress is seeking a group of adventures and requests your presence tomorrow at the Silver Dragon Inn."

At this point distribute Player's Handout 1: An Invitation and Player's Handout 2: Greyhawk City – Foreign Quarter.

Nothing of interest happens until the next day. The PCs may make preparations as they wish. It is also possible that they may make enquiries regarding the nature or identity of their potential employer. If they do so they can discover the following facts with a successful Gather Information check:

DC 5: The Silver Dragon Inn is located in the Foreign Quarter. (Building F2 on the City of Greyhawk map).

DC 8: Many mercenaries and adventurers-for-hire frequent the place, but weapons and armor are not permitted to be worn within the inn.

DC 10: The Royal Guild of Merchants of Aerdy is an incredibly powerful and wealthy organization. They often hire adventurers for guard duty and other mundane duties.

DC 15: The guild has been active in the Free City for several years now – operating out of a large building in the Foreign Quarter. Building F5 on the City of Greyhawk map).

DC 18: The guildmaster is a man called Skreyn Oldsaen of House Darmen

DC 20: Darmen is the name of one of the Celestial Houses of Old Aerdy. Skreyn often refers to the "good old days" when Greyhawk City was part of the Great Kingdom.

DC 25: Terdalla is a member of the Royal Guild of Merchants of Aerdy. She has been trying to recruit adventurers and mercenaries for several days now for some kind of voyage to the south.

Troubleshooting: If the PCs wish to investigate the Silver Dragon Inn prior to their meeting use the description of the inn in Encounter 1 as a basis for their "explorations." Terdella and her entourage are not present but several patrons confirm that she has met several groups of adventurers over the last few days. A successful DC 10 Gather Information check will reveal that none of these adventurers left in particularly high spirits. The proprietor of the inn, Olaf Al-Azul (N, male human Ftr11) can also confirm that Terdella has received a near-constant stream of visitors to her private room. He does not let the PCs investigate this room.

If the PCs wish to investigate the headquarters of the Royal Guild of Merchants of Aerdy they will discover that it is a massive four-story building

thronged with offices, merchants and tradesmen. It will be impossible to talk to the guildmaster or anyone important but a low-level functionary can confirm that Terdella is a member and is seeking adventurers for employment.

For more information regarding Terdella refer to Appendix 4.

Once the PCs have accomplished any other tasks they might have in Greyhawk City, proceed to Encounter 1.

ENCOUNTER 1: THE SILVER DRAGON

This encounter follows directly on from the Introduction. The PCs meet the Ahlissan merchant Terdella, of the Royal Guild of Merchants of Aerdy. After completing their business with Terdella, they will travel to the docks of Greyhawk. Read, or paraphrase the following:

Making your way to the Foreign Quarter you find the Silver Dragon Inn, a grand two-story structure that overshadows the other buildings on the block. A painted wooden sign proclaiming the name hangs above the doorway.

If the characters started the module separately or in several small groups, allow them a few minutes to do in-character introductions before continuing.

Making your way inside the inn, you are asked by a burly serving man at the door to check your weapons and armor.

The PC's equipment will be returned to them after leaving. Anyone not handing over his or her weapon will be asked to stand outside in the street. If threatened, the serving man calls for the City Watch who arrives in a few minutes.

A well-dressed female elven bard sings in the back of the inn and servers carry plates of ale, mead and stew throughout the common room. Pipe smoke scents the air. A tall and handsome Oeridian man dressed in fine clothes approaches you.

"Ah...You must be the adventurers summoned by my page. Thank you for coming. I am Callen Jurtal, aide to Terdella of Kalstrand of the Royal Guild of Merchants of Aerdy. She wishes to discuss a matter of great importance with you."

With this, Callen escorts the PCs to one of the back rooms. Entering the back room, you see a stunning Oeridian woman with fine brown hair and olive skin sitting in a velvet high backed chair. On the walls of the room hang lavish tapestries. This room in the inn is obviously meant for high-class guests.

Four human guards bearing longwords and dressed in chainmail under green and yellow tabards that are emblazoned with two nightingales centered about a

sunburst, stand near the doorway. The woman is dressed in ornate clerical robes. A gold chain necklace fashioned to resemble a small pair of hands holding a bag hangs around her neck. The necklace is splendidly crafted.

"Greetings, I am Terrdella," she says in Common. "Thank you for answering my call. Guards you may leave us now."

The guards walk outside and close the door. She continues, "I am a merchant operating here in the Free City. As some of you may know the Scarlet Brotherhood controls much of Southern Oerth. The straits that lead to the Densac Gulf are blocked by the Brotherhood. Much of what goes on in Southern Oerth is unknown. It is rumored that the Brotherhood is conducting horrible experiments with many of the indigenous creatures. Stories passed down through time tell of a group of adventures that explored and plundered a temple to the Olman gods, some eighteen years ago. Much of what they found or saw is lost. However in the ruins of the coastal city of Pontylver, we found this diary.

The diary tells of some of what they found. I am in need of some adventurers to investigate this area for me. You will be compensated for your troubles. What say you?"

At this point give out Player's Handout 3. The diary is written in Old Oeridian. If the PCs do not speak Old Oeridian or do not possess magics such as *comprehend languages*, a DC 25 Decipher Script check will allow them to read the diary. Once they have deciphered the diary (or failed to decipher the diary) continue:

"Recently my sources tell me that the Brotherhood has taken control of that portion around the Amedio Jungle where the temple lies. What artifacts or magical devices that lurk there are unknown to my people. My fellow merchants and I fear that these devices may allow the Brotherhood to strengthen their hold on the area. Like so much of Oerth, the Brotherhood may forever block trade through the Densac Gulf. It is vital to my associates and I know what the Brotherhood plans in this area around the temple. We need to know if they have expanded their military bases to include the region of the Amedio jungle. I trust that you will not divulge this knowledge or mission to anyone. I have arranged passage for your party on Kalise's Prize. It will stop in Gradsul then drop you off near the area. The captain does not know whom you are working for. He has already been paid for the voyage. Here is a small map of the region."

Give the PCs Player's Handout 4: The Amedio Hook.

ALL APL'S

☛ **Terrdella:** LN female human (Oeridian), Clr 9 – Zilchus; see Appendix One

For more information regarding Terrdella refer to Appendix 4.

Give the PCs, a DC 10 Spot check to notice the holy symbol around her neck and a DC 12 Knowledge (religion) check to know that it is the symbol of Zilchus. A DC 25 Knowledge (religion) or (geography) check will let the PCs know that the clergy of Zilchus

is very influential in the politics of Ahlissa. A DC 15 Knowledge (nobility) check or a DC 18 Knowledge (geography) reveals that the guard's tabard bears the symbol of the United Kingdom of Ahlissa. For more information on Ahlissa see page 21 of the *Living Greyhawk Gazetteer*.

Terrdella will not attack the PCs unless attacked first. If attacked in the first round she will cast *sanctuary* and call for her guards. Prior to the PCs arriving she has cast *detect thoughts*, *non-detection*, and *zone of truth*. She will know if the PCs are lying to her. If any of the PCs is openly wearing the Badge of Valesh Kern (from Living Greyhawk COR2-01 *As I Lay Dying*), she will be visibly outraged. She will ask this person to leave the room. She will also ask the rest of the party how they know this person and what their connection to the Brotherhood is. The remaining PCs must make a DC 12 + APL Diplomacy to calm her down.

It is likely that the PCs will have many questions: Terrdella can relay the following information.

Tell us more about Kalise's Prize

"The name of the ship is Kalise's Prize. Harma Melkodan, a Keoish resident of the Free City, captains the vessel. He often sails the Azure Sea to Gradsul. He has outwitted the Brotherhood's blockade of the Gearnat Straits before. His instructions are to unload his cargo in Gradsul then continue onto the Amedio Hook."

Tell us of the jungles

"By all accounts the jungles are infested with all manner of vicious beasts and backward tribes. It is very hot in the south, so prepare yourself accordingly. I have heard bards' tales and other stories of great monsters and much treasure in the Olman jungle. The Brotherhood have released all manner of strange creatures to protect their holdings. The Scarlet Sign has enslaved the local Olman tribes native to the region."

How do you know so much about the jungle?

"My sources are various merchants who used to operate in the area."

Why us?

"I cannot be seen as directly involved in this matter. That is why I am hiring adventurers."

Can you give us any supplies?

"I can provide limited supplies to you although I do not have a store of adventurers' supplies at hand. The value of any supplies I give you will be deducted from your reward."

What precisely do you want us to do?

"Please report to me any Brotherhood activity in the area back to me. I shall pay you each (100 gp x APL) in compensation. If you indeed find a temple or Brotherhood military bases report this back to me, do not take any longer than is needed by exploring the temple structure."

What of the other adventurers you have seen?

Either they were not suitable or they were cowards.

Once the PCs have asked all the questions they want to proceed to Encounter 2.

ENCOUNTER 2: TO THE DOCKS

This encounter follows directly from Encounter 1; in it the PCs leave the Free City of Greyhawk and board a vessel for their journey across the Azure Sea. While traveling to the docks they may make any reasonable purchases they wish.

Leaving the Silver Dragon Inn you make your way through Cargo Gate to the docks of the Free City of Greyhawk. There as promised you find Kalise's Prize awaiting your party. It's a sturdy brown vessel with two tall masts. A few barnacles hang near the waterline. The ship flies a banner bearing a black lion on a red background. An older human male with a scruffy silver-flecked beard leans over the side.

"I'm Captain Melkodon, you must be the friends of Jurtal. Welcome aboard. Bring your things this way, we'll be setting sail in about an hour. That boy will show you your cabin." He points up the gangplank towards a young red-brown skinned boy with black hair wearing a loincloth. The boy leads you to a cabin below deck.

♣ **Harma Melkodon:** NG human male: Expert 5; profession (sailor) +10; hp 27.

The captain will refuse to let animal companions of Huge or larger size aboard the ship. If the party attacks him or his crew he will throw them off the ship. If they attack him in port he will call for the City Watch. The captain will give the party a strange look if they attempt to bring anything stranger than a horse or bear aboard the vessel, however he will eventually wave such PCs onboard. He has no problem with spellcaster familiars.

After an hour Kalise's Prize pulls up anchor from the docks. A strong breeze out of the north fills the sails and you glide down the Selintain River towards Hardby a troupe of gulls following in your wake. As time passes you make your way into Woolly Bay, this restful time on the ship seems leagues away from the dangers you've seen in the past. Another day passes as the ship heads into the Sea of Gearmat closer towards the humanoid controlled lands of the Pomarj.

If you are ahead of time, have the PCs role-play with some members of the crew. One of the crew might have a pet monkey that gets into the PC's backpacks and steals food. Given that sailors are very superstitious, one of the members of the crew might remark unfavorably about any strange signs from the sea like odd shaped clouds or the glimpse of a monster or shipwreck far off the bow. The monster or wrecked

ship is not within bow or spell range. The captain will not allow the PCs to explore the site.

On the third day at sea after dinner, a young deeply tanned member of the crew seeks you out with a bottle of dwarven spirits:

"Drink my friends?" he asks in accented Common. "I am Jargesh, the third mate. What brings you aboard Kalise's Prize?"

Give the PCs a chance to reply. Role-play Jargesh with a very heavy accent. He is simply making friendly conversation and is not a spy of the Brotherhood or hiding something (although of course the PCs may think otherwise). He is lonely and is simply seeking new friends.

Jargesh: Jargesh is a Rhennee, who tend to be chauvinistic and braggarts. Rhennee have a reputation as thieves and are not often trusted by outsiders. He is the only such individual onboard.

"Ah...I am Rhennee," he answers "My family is very strict. One year ago in the summer, our barge was on the Velverdya River. Ah it was a beautiful stretch of water. There I saw a fair woman with golden hair. As I approached, I saw she was an elf. I had never seen one up close so I started talking to her. Her voice was like sweet honey. Such were her eyes that I fell in love with her. Aravell was her name; she was from Celene. My family did not have cargo to take back to Greyhawk right away so I spent the days and nights walking and talking with her. Aravell was my life then. But my father saw us and beat me with an oar. My uncle called me a freak for loving her. For no Rhennee loves a non-human, an elf at that! I wanted to travel to Celene with Aravell but her family wouldn't allow it. Captain Melkodon took me in. Ah...how I long for my lost Aravell." He takes a drink and rubs his eyes.

Have the PCs role-play with Jargesh for a few minutes before moving on. He will ask them for stories of their loved ones and homelands. If asked about the Olman peoples or the jungles of the south he says:

- Ah yes, one of the cabin boys, the one with red-brown skin is from that area. The captain adopted him when his family was killed. He is like a blood son of the captain.
- They are a strange and savage people. They have different legends and customs from the rest of the Flanness. I have heard they sacrifice the hearts of their captives to their death god

Troubleshooting: It is likely that after their conversation with Jargesh that the PCs will seek out the cabin boy in an attempt to get more information about the jungles. If they do, use the information in the Amedio Jungle section to answer any queries they might have.

☛ **Cacama:** N male human (Olman) Com1; Profession (sailor) +2; hp 4.

In addition if the PCs succeed at a Diplomacy, Gather Information or Intimidate check, Cacama will relate the following pieces of information:

DC 10: Ancient tales tell of an empire that controlled the whole of the jungle, but some terrible calamity befell it.

DC 15: Most of its cities were destroyed but one, Tamoachan, prospered for several hundred years before falling to the encroaching jungle.

DC 20: There was a temple at Tamoachan but none of my people would ever approach it. They were scared of the god who lives there.

If you have time use the following optional encounter. Alternatively, this encounter can be run on the return leg of the voyage.

MONKEY BUSINESS

This is an optional encounter. Alternatively, this encounter can be run on the return leg of the voyage.

Trained Monkey: Select one of the PCs at random and ask them to make a DC 10 + APL Spot check. One of the female crewmembers of Kalise's Prize has a trained monkey that has a Sleight of hand skill of +10. The monkey will take gold or silver pieces or trail rations that the PC has in their backpack and run away with it. The monkey will attempt to climb the rigging with the gold piece in its mouth. Once in the rigging the monkey will attempt to climb to the crow's nest. The crew will laugh at the PCs if they chase the monkey into the riggings. If the monkey is caught, the crewmember will not let the monkey be killed but will instead scold the monkey for going through the PC's belongings. This encounter should be run as lighthearted and a fun role-playing encounter.

When play is finished here, move onto Encounter 3.

ENCOUNTER 3: RUNNING THE BLOCKADE

This encounter follows either on from Encounter 2, or from the optional encounter above.

While sailing through Woolly Bay towards the Azure Sea, Kalise's Prize runs into a Scarlet Brotherhood vessel. The PCs must help the captain outrun the ship or be boarded by the Brotherhood.

Note: No matter the actions of the PCs, Captain Melkodoran will outrun the Brotherhood vessel.

As dawn breaks and the ship sails further into Woolly Bay, you're awakened by a loud cry from the crow's nest.

"All hands on deck. Red sail off the port bow. All hands on deck!"

You rush onto the main deck from your small beds below grabbing your weapons as you go. Captain Melkodoran sees your party and shouts, "There's a Brotherhood ship moving fast this way. She's a bit far from Scant but she's heading right for us. Will you give us a hand with the sails? We need them all unfurled." Without waiting for a response he shouts "All hands raise the sails! Come on you scurvy rats, put your backs into it!! I'll not lose my ship yet!"

When first spotted, the Brotherhood vessel is over a mile away. However they are sailing directly for Kalise's Prize; there is no doubt that Kalise's Prize has been spotted.

Any PC offering to assist by climbing into the rigging must make a DC 15 Balance check. Characters with Profession (sailor) may also make a DC 15 check to assist the captain in maneuvering the ship.

Other Tactics: Instead of using Balance or Profession (sailor) checks the PCs may use other tactics to avoid the Brotherhood vessel. The PCs may employ magic to assist the crew. Perhaps they cast *gust of wind*, or *enlarge* on some of the crewmembers. To successfully escape the Brotherhood the PCs must employ a total of APL x2 levels of spells. A successful Balance or Profession (sailor) check counts as one third of the required spell levels. For example, an APL 6 party must expend 12 spell levels to escape the Brotherhood.

If any of the PCs possess the *Medallion of the Waves* from COR3-01 *The Hidden Fortress* this can also be used to elude the Brotherhood's pursuit.

Medallion of the Waves: As a token of thanks Marya has gifted this PC with a medallion crafted out of coral into the shape of a whale. The medallion has the abilities of a *quaal's feather token (fan)* useable once per week and grants the wearer a +2 on all Swim and Profession (sailor) checks whilst worn.

If the PCs make a total of three successful Balance or Profession (sailor) checks then the Brotherhood ship rapidly begins to fall behind. Read or paraphrase the following:

As the crew swarms over the ship in a desperate bid to escape the Brotherhood's warship, the sails catch the wind and Kalise's Prize seems to leap through the water. Within minutes the Brotherhood vessel begins to lag behind and within the hour all sight of her is lost.

If however the PCs fail to successfully assist Melkodoran read the following:

As the Brotherhood ship draws closer you see a group of men loading a light catapult on her deck.

At this point the Brotherhood vessel is within several hundred yards of Kalise's Prize. As detailed above the PCs may continue to attempt Balance and Profession

(sailor) checks or cast spells to avoid the Brotherhood. Any large area of affect spell that can damage the Brotherhood vessel will also force the vessel to break off pursuit.

If the PCs assist the crew in evading the Brotherhood vessel, read or paraphrase the following:

(If the Brotherhood vessel was damaged)

As the sail of the Brotherhood ship catches fire and burns, you see the crew run from the catapult to put out the fire. Other members of the crew, scramble to contain the blaze.

And then continue:

(If the Brotherhood vessel was not damaged)

After another few minutes the ship breaks off pursuit. A shout of relief echoes over Kalise's Prize. "Hurray!" yells the crew. Captain Melkoda turns to you and says, "Well for a bunch of landlubbers you've earned your keep! First Mate, break out those casks of beef and the wine from Celene that I've been holding. We'll celebrate tonight. Procan was good to us today!" Dancing and drunken revelation ring throughout the ship that night, but in the back of your mind, you are reminded that you still have far to go. The vastness of the Azure Sea awaits you. The open sea has many dangers ahead.

Troubleshooting: If the PCs have failed spectacularly to assist Melkoda he will still manage to evade the Brotherhood's patrol. As long as the PCs assisted the crew they will accept them. If they did not, the next few weeks will pass with a frostier atmosphere.

Once the Brotherhood vessel has been evaded continue onto Encounter 4.

ENCOUNTER 4: GRADSUL AND BEYOND

This encounter follows directly on from Encounter 3. Once the PCs have managed to avoid the Brotherhood blockade read the following:

Staying off the coast of the Pomarj, the captain steers towards the southwest and the waters of Keoland. A couple of weeks pass uneventfully.

Your voyage has brought you near the largest metropolis in Keoland. At the mouth of the Sheldomar River, Gradsul boasts the largest port on the Azure Sea. The sea and river life dominate everything in the dock quarter of the city. Low dockside warehouses with anchored ships stretch as far as the eye can see. Jutting from the skyline is the recently finished fourth storey of the Church of Osprey. This lighthouse and church structure has recently come into good fortunes with an increase in prices for their divine services. Patrolling the harbor is the HMS Osprey, a trim cutter featuring the swift hull of Irongate's latest design. A shipyard to the south of the dockyards bustles with activity outfitting

several new warships to defend Keoland's shores from Sea Prince piracy.

"All right," the captain says to you, "We've a few hours here. You can go ashore if you want. We won't be leaving till morning."

If the PCs wish they may stretch their legs along Gradsul's seafront. Ad-lib their encounters here; merchants, sailors and the like abound. Gradsul is one of the great ports of the Flanaess and as such PCs may encounter folk, the likes of which they have never seen before. Once the PCs indicate they are ready to rest for the night read or paraphrase the following:

After unloading her cargo, the Captain orders the sails hoisted again heads out to sea.

But you've become very friendly with the crew on this long voyage, as you mind now turns to the task ahead. The open blue of the ocean stretches for miles around you. The ship turns eastward and sails past Fairwind Isle towards the Amedio Jungle. Surely Captain Melkoda has the blessings of Procan with him as once again, as he narrowly avoids run-ins with Brotherhood vessels patrolling these waters. A group of sea zombies obviously controlled by the Brotherhood at one point attempt to hinder Kalise's Prize but the captain's shrewd seamanship carries the day. A week out of Gradsul finds your vessel nearing the Amedio Hook, the site of the mysterious ruins you are charged to investigate.

Later that evening Captain Melkoda pulls your party aside, "Friends in the morning we'll be nearing the Amedio Hook where Jurtal said you were going. The mate and I will drop a ship's boat off the side before dawn. We'll wait here three days for you after that we'll be leaving. The Brotherhood port of Narsiban is not far off so we don't want to run into any more trouble. Kalise's Pride has been lucky in the deep waters but who knows what creatures those Scarlet devils have waiting for us this close to land. So gather you things we'll be letting you over the side before dawn."

Give the party a few moments to prepare spells for the morning. Nothing of interest happens during the night. Before moving onto Encounter 5, determine the weather for the following day using the Weather in the Amedio chart provided at the beginning of the module. If the PCs spend more than one day ashore determine the weather at the beginning of each new day.

ENCOUNTER 5: A WATERY DEATH

This encounter follows directly on from Encounter 4.

Ghouls working for the Brotherhood attack the PCs as they attempt to land near the Temple. Further inland they will meet a group of Brotherhood loggers and their slaves.

In the morning the captain and the first mate lower the ship's boat over the side. "Good luck," they wish you, "and may Procan bless your journey. You'll need it in that jungle!" The captain smiles as your boat is lowered over the side.

You start to pull away from the galleon in the early light of dawn; ahead you see the signs of a coral reef under the clear water. Unaware of your presence, a large hammerhead shark swims lazily under the boat. Colorful fish swim in the glasslike bay.

This section of the coastline is protected by a large coral reef. Each section of the reef extends for sixty feet towards the shore and there are two sections of reef. The two sections are roughly forty feet apart. At its closest the reef is roughly 100 feet from shore. The reef itself is only four feet below the surface of the waves, so when combat breaks out it is possible for the ghouls to stand on the reef while attacking into the boat.

It is in between the two sections of the reef that the aquatic ghouls lurk.

☛ **Ship's Boat:** Huge Vehicle; Spd oars 15 ft. (good); Overall AC 3; Section hp 30 (hardness 5); Section AC 3; Face 20 ft. by 10 ft.; height 5 ft. (draft 2 ½ ft.; Crew and Passengers 8.

APL 2 (EL 4)

☛ **Ghouls (lacedons) 2:** hp 13 each; See *Monster Manual* pages 118-119.

APL 4 (EL 6)

☛ **Ghouls (lacedons) 3:** hp 13 each; See *Monster Manual* pages 118-119.

APL 6 (EL 8)

☛ **Ghasts (lacedons) 6:** hp 29 each; See *Monster Manual* pages 118-119.

APL 8 (EL 10)

☛ **Ghasts (lacedons) 12:** hp 29 each; See *Monster Manual* pages 118-119.

APL 10 (EL 12)

☛ **7 HD Advanced Ghasts (lacedons) 15:** hp 63 each; See *Monster Manual* pages 118-119.

APL 12 (EL 14)

☛ **7 HD Advanced Ghasts (lacedons) 25:** hp 63 each; See *Monster Manual* pages 118-119.

Tactics: The aquatic ghouls (lacedons) haunt this section of the coastline; hiding under the water. The ghouls have been instructed by the Brotherhood to attack any non-Suel that try and land here or to stop any natives fleeing.

They will wait for the PCs to pass overhead before attacking. The ghouls have a +4 circumstance bonus to

their Hide check because of the water. Have the PCs make opposed Spot checks to notice the ghouls before combat begins.

First Round: The ghouls will attempt to upset the rowboat, tipping as many of the PCs into the water as possible. If the ghouls succeed at a DC 20 Strength check they have managed to dangerously tip the boat (although they do not capsize it). In this case the PCs must succeed at a DC 15 Reflex save or fall from the boat into the water. In the first round all the other ghouls will assist in this. Give a +2 circumstance bonus to the overall Strength check for each ghoul that manages a DC 10 Strength check. A maximum of 8 ghouls can assist in this maneuver.

Subsequent Rounds: One ghoul will move to attack any PC who has fallen into the sea until all the ghouls are engaged. One ghoul however will remain under the boat, trying to shake it so that more PCs fall out. Once all the PCs have fallen out this ghoul will also join the combat.

Note: While the ghouls are directly under the boat they have total cover in regards to any PCs in the boat. PCs fighting from the boat gain cover against any ghoul in the water.

For rules regarding combat in and underwater refer to Appendix 3: Fighting In and Underwater. In addition spellcasters in the boat must succeed at a DC 10 Concentration check to successfully cast a spell.

Treasure: If the PCs search the bodies of the ghouls the following forgotten treasure can be found:

APL 2: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* (25 gp), *potion's of spider climb* [2] (25 gp each).

APL 4: L: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* [2] (25 gp each), *potion's of spider climb* [2] (25 gp each).

APL 6: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* (25 gp), *potion's of spider climb* [2] (25 gp each), *potion of resist energy* (lightning) 20 (58 gp).

APL 8: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* [2] (25 gp), 2 *potion's of spider climb* (25 gp each).

APL 10: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* [2] (25 gp), *potion's of spider climb* [2] (25 gp each), *1st level pearl of power* (83 gp).

APL 12: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* [2] (25 gp), *potion's of spider climb* [3] (25 gp each), *1st level pearl of power* (83 gp).

Once the PCs have dealt with the ghouls and continue toward the shore proceed immediately to Encounter 6.

ENCOUNTER 6: CAMP OF THE SLAVES

This encounter follows immediately on from Encounter 5. As the PCs approach shore, read or paraphrase the following:

As you approach the shore you catch a glimpse of a large clearing and some long wooden huts set back from the beach. There are a few men on the shore loading logs onto a raft.

The PCs have stumbled upon a Brotherhood logging camp. Mainly populated by slaves of the Brotherhood the PCs may be able to interact with the inhabitants and gain some valuable information.

Ask the party what they want to do. If they bypass the loggers proceed directly to Encounter 7. If they land the boat and head ashore continue.

As you land the ship's boat, a few of the men approach you. They have rich red-brown colored skin and in the main have straight black hair and dark brown eyes. They wear loincloths and many bear the mark of the slaver's whip. As you approach the shore they shift nervously and shrink back from you.

A few of the men have shackles on their legs. Off to the side stand several man-sized creatures you've never seen before. They have fur on their arms and shoulders and small horns on their foreheads. Their arms are thickly muscled.

None of the Olman men speak Common. All are slaves, having been captured by the Scarlet Brotherhood at some point in the last few years. All are thoroughly cowed and will not raise a hand against their captors.

If the PCs do not possess some form of magic to converse with the slaves allow a few minutes of role-playing – perhaps in sign language.

After a few minutes, read or paraphrase the following:

Wats ish? Wats going on? Mutters an obviously inebriated Suel man as he staggers through the group of slaves. At his approach the Olmans cower away from him.

Clad in a dirty, ill-fitting pair of once white pantaloons this man is obviously much the worse for wear. His belly hangs down over his pantaloons and his eyes are bloodshot. He is unsteady on his feet.

As he gets closer to you he finally gets a good look at you. Suddenly his drunkenness turn to confusion: "Who are you? Your not the patrol!" With that he lets out an almighty belch and collapses on the beach at your feet.

ALL APL'S

☛ **Sharaval:** (LN [LE] male human (Suel) Rog2: hp 6; see Appendix 1

☛ **Olman Slaves (15):** (N [NE] male human Com1; hp 4 each

☛ **Kurg (3):**; See Appendix 1.

Sharaval is a member of the Scarlet Brotherhood. He was recently demoted for drinking on the job and ruining several harvests. In punishment the Brotherhood gave him a new task; Sharaval is to meet a quota of logs over the next few months to the Tilva area. In his youth he worked on the plantations of the Tilvanot and so he may yet meet this deadline.

However, he is still angry at his "Father" for assigning him to his area and will answer most of the PC's questions. His "Father" is in reality a Scarlet Brotherhood monk, who because of his class outranks Sharaval (who is a rogue).

Sharaval will not attack the party unless attacked first and will send in the Kurgs to attack the party rather than risk himself. If combat breaks out Sharaval will either attempt to escape, or if this is impossible surrender, begging for mercy. A small Brotherhood military patrol is due in three days and if he escapes he will attempt to hide until they arrive.

Diplomacy: If the PCs do not threaten him or his men, have them make a DC 12 + APL Diplomacy, Bluff or Intimidate check. If successful, Sharaval will relay some of the following information to them. All of it is true unless otherwise indicated.

DC 12: There's a large Olman temple about a days travel inland. A trail over there leads to it.

DC 13: The Olman work here for us; they are my prisoners. *They attacked us when we first arrived here, killing many warriors – don't trust them, they are a savage people. (lie).*

DC 14: I was sent here from Narsiban, a port a few days sailing north. I have been ordered to collect as much hardwood as possible; I don't know why. A small ship comes every few weeks to pick up the logs.

DC 15: Our "Father" had some men explore the temple about eight years ago, something happened and not many returned. I heard there was an explosion or something. I don't know all the details of the story.

DC16: Our "Father" has logging and mining camps all along the coast.

DC 20: These furry creatures are Kurgs. Their people work in the logging and mining areas for us. Being subhuman they are inconsequential.

DC 24: The Olman don't try and escape because this whole area is seeded with our creatures. You have already encountered the water watchers, but they are nothing compared to what you will find within the jungle.

Troubleshooting: It is possible that some PCs may wish to execute Sharaval or they may wish to rescue the Olman slaves. Executing Sharaval in cold blood would be an evil act – essentially he is helpless and there is no direct evidence of his wrongdoing. Make paladins and good-aligned clerics aware that this act is an evil act. A safe compromise is to transport Sharaval back to Greyhawk City where he can be handed over to the authorities. If they free the slaves and leave Sharaval with them, he will be dead when they return.

It should be obvious that taking all the slaves with them is a bad idea for the PCs. If the PCs manage to communicate with the slaves they can be told to wait for the PCs return. The slaves will not flee into the jungles; they have heard terrifying tales of the Brotherhood's guardians that lurk within.

Once the player's indicate they wish to leave the village, continue to Encounter 7.

ENCOUNTER 7: TO THE TEMPLE

After talking to the slaves in Encounter 6 the PCs will like want to head off in search of the temple. This encounter starts as soon as they leave the slave village and head into the interior.

The temple complex is roughly 12 miles away from the logging camp. A faint trail leads towards the temple, created by the occasional patrol bringing food and water to the slaves at the temple site.

Travel off the path is hellishly slow. Assuming the PCs don't get lost it would take them 4 days to reach the temple site. On the track the journey will only take the best part of a day.

Using the information in the Amedio Jungle section describe to them their trek through the jungles. Going is slow. Once they have been journeying for most of the day read or paraphrase the following:

As you push further into the jungle you see a group of light brown monkey alongside some dark grey stones covered in moss and vines. The stones appear to have some markings carved into them. The monkeys chatter and squawk, as you get closer. Some of them run into the trees. In many of the trees grows a strange green pod that you have not seen before. It grows in groups of about two-dozen. A few of the monkeys seem to be peeling the skin off the pods and eating the contents.

The monkeys will not attack the PCs but will flee to the safety of the trees. They will jump from tree to tree and watch the progress of the PCs down the trail.

ALL APLS

🐵 **Monkeys** (8) hp. 4: See the *Monster Manual* page 276

The green pods are bananas. Because they aren't ripe, the bananas taste very starchy.

If the PCs scrape the moss and vines away from the rock, they can better understand the glyphs. PCs succeeding at a DC 30 Decipher Script check are able to read the strange glyphs. The glyphs say "Western Precinct of the Temple to Camazotz."

ENCOUNTER 8: THE LOST TEMPLE

Once they reach the ruins the PCs will encounter a group of Olman slaves working to clear the rubble from the doorway. Here the PCs have reached their goal: they should attempt to gather as much information as possible before returning to their longboat.

Read or paraphrase the following:

Making your way through the jungle, more grey stone stands on either side of your path. Huge blocks lie strewn about, ruins of what must have been a large city. Finally after about an hour of walking amidst the cloaked rubble, you come upon a large clearing. In the clearing stands the temple itself.

From your vantage point you see an ancient ruin, worn and overgrown with vines. The temple seems to have large steps leading to what must have been a flat top. The top of the complex appears to have collapsed and is now overgrown with strange vines. Two smaller buildings in utter ruins stand near the temple; they are nothing but piles of dark gray cracked boulders. At the front center of the complex you see a pile of gray, worn stones and an entrance to the temple. There are a few dark brown skinned men toiling away near a pile of rocks at the entrance. They appear to be unarmed. All of the men are covered in sweat and dirt. Several of the men have shackles around their legs.

If the PCs met the logging party at the shore:

These men look very similar to the copper skinned men you met at the beachhead.

👤 **Olman Slave workers:** Male humans Com2; hp 6

All of the slave workers are dressed in loincloths and carry improvised shovels or picks. The workers speak only Olman so it is likely that some form of magic will be required to speak with them in their native tongue. One of the slaves however speaks a smattering of Common. If it becomes clear that the PCs cannot speak his language he will shuffle forward and greet them in faltering Common.

These slaves will not attack the PCs unless attacked first but are wary of outsiders – the only outsiders they have ever met have forced them to work as slaves!

They have been assigned by the Brotherhood to clear a wider entrance to the temple complex. All they know about the temple is what has been orally handed down to them through the generations. The presence of non humans – elves, dwarves, gnomes or halflings will make them slightly more well disposed toward the PCs as the Brotherhood forces have never included such.

They are all hungry and thirsty. The workers will graciously thank the PCs for any food or water given to them.

☛**Toqasku:** LN, male human Com2; hp 8; speaks Common.

Toqasku is now middle-aged but when he was younger he acted as a servant in one of the Sea Princes forts to the north. He escaped in the confusion of the Brotherhood's rise to power in the region but was recaptured and put to work here. He can relay the following information:

- The temple was formerly the northern capital of their people. It is a scared site to Camazotz the god of Darkness.
- Many years ago it was deserted and has been abandoned since.
- About 15 years ago some men and women like you explored the temple or so our people say. We don't know anything of these outsiders. Our village elders have told us of this visit.
- Our village was about a two days journey from here before the pale skins destroyed it. We were taken from there when the pale men came and demanded workers for their coastal buildings and mines.
- The pale men in red robes came about eight years ago and have captured many of our people.
- We are given food and shelter in exchange for working for the pale men. If we disobey them we are beaten. That is why those men are wearing shackles.
- A few months ago the pale men sent in a group of people to look for artifacts in the temple. Not all of them came out. They want a larger entrance to the temple so they can send in more men.
- We don't know what they're looking for. Our shamans say that a great priest is buried there. But there is much evil inside. We don't want to go inside.
- Several of the pale men were killed a couple of months ago by something from the ruins. Since then the pale skins do not stay here after dark. They come every couple of days to bring us food and water but it is not enough. Many of us have died under their whips or from lack of food.
- We cannot flee as their creatures patrol the jungles surrounding us. Will you help us?

By the time the PCs have finished their discussions with the slaves night is falling. As the camp is shrouded in darkness a strange keening sound begins to emanate from the ruins. Soon after, a group of dire bats will emerge from the temple and attack the PCs. The slaves will flee the area as the bats fly out of the temple entrance.

If at any time the PCs investigate the temple itself read the following:

Obviously once an important and ostentatious building what remains is now little more than a ruin. Parts of the back wall still stands as does a small portion of the roof that shelters an altar carved to resemble a great bat. Arching above the altar is a pair of metal batwings each over 8 feet in length.

Several pillars have toppled to the floor and rubble is strewn everywhere. To the rear of the structure some work has obviously been carried out – the foliage so prevalent everywhere else has been hacked back. The wall is covered by a huge bas-relief of a giant bat. Its wingspan must be over 20 foot!

A tunnel has been cut into the rubble at the base of the wall but how far it extends is unknown.

The Olmans will attempt to dissuade the PCs from entering the tunnel, claiming evil spirits live within that slay all foreign interlopers. If the PCs attempt to investigate this tunnel the dire bats within will fly out to attack.

APL 2 (EL 4)

☛**Dire Bat, Large Animal (2):** hp 30; see the Monster Manual page 62

APL 4 (EL 6)

☛**Dire Bat, Large Animal (4):** hp 30; see the Monster Manual page 62

APL 6 (EL 8)

☛**Dire Bat of Legend (1):** hp 50; see Appendix

☛**Dire Bat, Large Animal (3):** hp 30; see the Monster Manual page 62

APL 8 (EL 10)

☛**Advanced Dire Bat of Legend (1):** hp 137; see Appendix

☛**Dire Bat of Legend (1):** hp 50; see Appendix

APL 10 (EL 12)

☛**Advanced Dire Bat of Legend (3):** hp 137; see Appendix

APL 12 (EL 14)

☛**Advanced Dire Bat of Legend (6):** hp 137; see Appendix

Tactics: When the bats attack they will not strike at any Olman individuals; they will only attack outsiders. This is a sacred site and they will defend it to the death.

Development: Once the PCs have defeated the bats they will not be attacked here again and can rest for the night if they wish. Any PC exploring the temple entrance and succeeding at a DC 15 Spot check will notice a large opening high up on one of the walls.

Hidden in the shadows, this is where the bats laired. PCs employing magic or succeeding at a DC 10 Climb check will be able to reach this space. The hole opens up into a larger space. Filled to a depth of one foot with bat guano this area stinks. PC searching through the guano and succeeding at a DC 10 + APL Search check will find a valuable item strangely unblemished by the guano.

Further progress into the temple through the main entrance is blocked by debris and rubble

Treasure: The following treasure can be found here dependant on APL:

APL 2: M: lesser couatl cloak (2,250 gp)

APL 4: M: lesser couatl cloak (2,250 gp)

APL 6: M: lesser couatl cloak (2,250 gp)

APL 8: M: lesser couatl cloak (2,250 gp)

APL 10: M: couatl cloak (4,500 gp).

APL 12: M: couatl cloak (4,500 gp).

Note: If the PCs leave the area in the dark and start to head toward the beach area after defeating the dire bats, have them make a DC 18 Survival check to find their way in the dark.

Proceed to Encounter 9. If PCs fight the snakes in the dark the snakes will have concealment.

ENCOUNTER 9: SLITHERING DEATH

After the PCs have left the ruins detailed in Encounter 8 denizens of the jungle ensconced by the Brotherhood attack them. The party will be attacked by a dire snake, which is patrolling this area, as they make their way back to the longboat.

Having found the temple complex you are eager to return home. Fighting mud, sweat and mosquitoes along the way, you follow the path back through the jungle, towards the clearing where your small boat is beached. As you break out into a more open part of the jungle the wind begins to pick up and the skies darken.

At this point a heavy rain breaks out. In addition severe winds batter the party.

The wind and the rain have the following affects on the party:

- Ranged weapon attacks, Spot, Search and Listen checks are at a -4.
- Unprotected non-magical flames are automatically extinguished. Protected flames have a 50% chance of being extinguished
- Small creatures are knocked down. A DC 15 Fortitude is required by all Small-sized creatures to remain standing

For more information refer to the *Dungeon Master's Guide*, pages 94-95.

As the PCs cross the clearing, or skirt its edges the following creatures attack the party:

APL 2 (EL 3)

➤ **Snake, Huge Viper:** hp 33; see the *Monster Manual* page 280

APL 4 (EL 6)

➤ **Snake, Huge Viper (3):** hp 33 each; see the *Monster Manual* page 280

APL 6 (EL 8)

➤ **Snake, Huge Viper (5):** hp 33 each; see the *Monster Manual* page 280

APL 8 (EL 10)

➤ **Two-headed Dire Snake (1):** Huge Magical Beast; hp 161 each; See Appendix 1

APL 10 (EL 12)

➤ **Three-headed Dire Snake (1):** Huge Magical Beast; hp 161 each; See Appendix 1

APL 12 (EL 14)

➤ **Three-headed Dire Snake (2):** Huge Magical Beast; hp 161 each; See Appendix 1

Tactics: These vipers are more aggressive than normal snakes. The Brotherhood uses them to patrol the jungle and hasn't fed them recently. The three-headed dire snakes are creations of their diabolical experiments. Give the party a DC 19 + APL Listen check to notice the snakes as they approach through the jungle. Dependant on the time the PCs leave the ruined temple they may fight these beasts in the dark.

Treasure: There is no treasure here.

Once the PCs have dispatched the snake(s) they return to their vessel and continue to the next encounter.

ENCOUNTER 10: THE RETURN VOYAGE

The party has a peaceful trip back to Greyhawk City. The ship will dock in a few weeks. The party talks to the Olman Cabin boy in their quarters.

You make your way back through the mud and heat to the ship. The crew pulls your longboat up the side. The captain is glad to see you back safe. He quickly pulls up anchor, raises the sails and heads toward Gradsul. You're glad to strip off your armor and wash the sweat, dirt and bugs from your body.

It is possible that the PCs may be bringing with them some Olman wishing to escape from the Brotherhood. In this case the escaping slaves will steal the rafts of the loggers and attempt to reach their tribal territories to the south. Any slaves remaining in the logger's village will also accompany them now that the watchers in the water (as they refer to the ghouls) have been disposed of. Award the Gratitude of the Olmans to the PCs. If the PCs gift the Olmans with a significant amount of supplies award them the Greater Gratitude of the Olmans.

Gratitude of the Olmans: The PCs helped the Olman slaves escape the confines of their Scarlet Brotherhood captors. The Olman slaves are in the debt of the PCs; this favor may have value in other LIVING GREYHAWK Core Adventures set in the Amedio Jungle.

Greater Gratitude of the Olmans: If the PCs assist the slaves in escaping the confines of their Scarlet Brotherhood captors and render them significant aid they have earned the gratitude of the Olmans.

This favor may have value in other LIVING GREYHAWK Core Adventures set in the Amedio Jungle.

On the journey home Kalise's Prize will be scryed by a Scarlet Brotherhood wizard in the naval port of Narsiban who has heard of the PCs journey to the Amedio Jungle. The wizard has learned of the vessel and her mission from one of his contacts and will scry Harma Melkodon. If one of the PCs was particularly successful in assisting the captain avoid the Brotherhood blockage in Encounter 3 as fate would have it this attempt is made while he is talking to Harma.

An affected PC must make a DC 17 Will save to resist this effect. If the PC fails the check the wizard is successful in his scrying attempt; in any event award the PC the below AR item.

Scryed By the Brotherhood: This PC has been scryed upon by an unknown member of the Scarlet Brotherhood.

After leaving Gradsul one night, you hear a knock at your door.

Standing at the doorway in the dim light of the ship's hold, is the copper skinned cabin boy that you first saw on your voyage to the Amedio Hook.

"Hello, I am Cacama do you remember me, I work with Captain Melkodon?" he says in Common. "What did you find in the temple? My people speak of a great evil that lives in the temple.

If asked about the great evil he says:

"The Temple is sacred to the god Camazotz, the god of the Underworld. Many people lost their lives being sacrificed to him. Stone knives were used at the temple to cut out their

hearts. Our people tell tales that his long tongue has a great hunger for the blood of the living. He is angry from being tricked by the hero Haupcu who stole the cornflower from him. So Camazotz demanded more blood from my people. At night he would appear as a bat to drink the blood of the living. Camazotz haunts the dreams of his victims. Our people believe that the temple is haunted by the souls of those who died there. You must be careful. I have heard the pale men search the temple. I hope they do not disturb his spirit.

If time remains continue to roleplay this encounter. Cacama will become increasingly agitated and will begin to wax lyrical about all the horrific stories he has heard. Of course, some of these will be complete fabrications but as Cacama believes them all Sense Motive checks will be useless here.

Once play draws to an end here, proceed to Encounter 11.

ENCOUNTER 11: BACK TO THE SILVER DRAGON

This encounter follows directly on from Encounter 10. It is a free-flowing role-playing encounter. Here the party will meet with Terrdella.

After docking at the wharf area of Greyhawk, you make your way back to the Silver Dragon Inn to speak to the beautiful merchant Calleena Feetosh. Captain Melkodon sent word to her early in the morning that the ship has safely arrived. All the while checking over your shoulder to see if you're being followed you make your way to the back room to find her waiting.

"Ah my friends tell me what you have found? Sit and have something to eat. You must be exhausted friends after your long trip."

Before you on the table are a full spread of cut meats, cheeses, nuts and fresh fruit. Several bottles of ale and wine sit on a small stand next to the food. Nothing on Kalise's Prize was as fine as this.

"Tell me," she asks, "What have you learned?"

Terrdella has once again precast zone of truth and detect thoughts. She will sit and listen to the PC's story. She will be very interested in learning of the Brotherhood's attempts to divine their whereabouts. She will ask what they spoke of during the voyage home, particularly if they spoke of their mission (and too whom). When the interview is completed read the following:

"Ah very interesting... Thank you. Here is the reward I have promised. I might contact you in the future. Good day"

Treasure: As agreed in Encounter 1, the following treasure is available in this encounter.

APL 2: C: 200 gp

APL 4: C: 400 gp
APL 6: C: 600 gp
APL 8: C: 800 gp
APL 10: C: 1,000 gp
APL 12: C: 1,200 gp

In addition Terdella will give all PCs the following favor:

Terdella's Favor: In recognition of your exploits in the Amedio Jungle, the merchant Terdella owes you a favor.

In the future Terdella will search out a single specific item for you. You may specify one item up to 25,000 gp in value (which you must pay full market price for when you place the order). Terdella will use her extensive contacts throughout the Free City of Greyhawk and the United Kingdom of Ahlissa to find the item for you.

The item will be delivered to you at the conclusion of the third Core, meta-regional or regional module after you place your order.

Item Ordered
AR #
Delivered #

CONCLUSION

Once the PCs have reported to Terdella and have taken their leave read or paraphrase the following:

Leaving the Silver Dragon Inn you can't help look behind your back and wonder, as you travel the crowded streets of the Free City, what the Scarlet Sign is doing in the jungle and when Terdella will send you back to the heat, mud and mosquitoes.

THE END

EXPERIENCE POINT SUMMARY

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

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

Encounter 3

Assisting the Captain

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Encounter 5

Defeating the ghouls

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

Encounter 6

Gaining Information from the slave logging party

APL 2	20 XP
APL 4	20 XP
APL 6	20 XP
APL 8	20 XP
APL 10	20 XP
APL 12	20 XP

Encounter 8

Gaining Information from Toqasku

APL 2	20 XP
APL 4	20 XP
APL 6	20 XP
APL 8	20 XP
APL 10	20 XP
APL 12	20 XP

Defeat the bats

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

Encounter 9

Defeating the giant snake(s)

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Roleplaying Award

APL 2	20 XP
APL 4	35 XP
APL 6	50 XP
APL 8	65 XP
APL 10	80 XP
APL 12	95 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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 bodies, 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 the characters can go back to loot the bodies, and those bodies are there (that is not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve the loot. If 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*, *analyse 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 treasures from each encounter, add it up and that it's the number of gold pieces a character's total and coin values increase by at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

MAXIMUM TREASURE TOTALS

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2: 450 gp
APL 4: 650 gp
APL 6: 900 gp
APL 8: 1,300 gp
APL 10: 2,300 gp
APL 12: 3,300 gp

TREASURE KEY

L = Looted gear from enemy; C = Coins, Gems, Jewellery and other valuables; M = Magic Items.

Encounter Five

APL 2: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* (25 gp), *potion's of spider climb* [2] (25 gp each).

APL 4: L: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* [2] (25 gp each), *potion's of spider climb* [2] (25 gp each).

APL 6: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* (25 gp), *potion's of spider climb* [2] (25 gp each), *potion of resist energy* (lightning) 20 (58 gp).

APL 8: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* [2] (25 gp), 2 *potion's of spider climb* (25 gp each).

APL 10: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* [2] (25 gp), *potion's of spider climb* [2] (25 gp each), *1st level pearl of power* (83 gp).

APL 12: L: masterwork silvered dagger (27 gp); M: *potion of bull's strength* [2] (25 gp), *potion's of spider climb* [3] (25 gp each), *1st level pearl of power* (83 gp).

Encounter Nine

APL 2: M: *lesser couatl cloak* (2,250 gp)

APL 4: M: *lesser couatl cloak* (2,250 gp)

APL 6: M: *lesser couatl cloak* (2,250 gp)

APL 8: M: *lesser couatl cloak* (2,250 gp)

APL 10: M: *couatl cloak* (4,500 gp).

APL 12: M: *couatl cloak* (4,500 gp).

Encounter Eleven

APL 2: C: 200 gp

APL 4: C: 400 gp

APL 6: C: 600 gp

APL 8: C: 800 gp

APL 10: C: 1,000 gp

APL 12: C: 1,200 gp

Terdella's Favor: In recognition of your exploits in the Amedio Jungle, the merchant Terdella owes you a favor.

In the future Terdella will search out a single specific item for you. You may specify one item up to 25,000 gp in value from the *DUNGEON MASTER's Guide* (Item must appear on Tables 7—2 to 7—28), which you must pay full market price for when you place the order) or the found version of the couatl cloak. Terdella will use her extensive contacts throughout the Free City of Greyhawk and the United Kingdom of Ahlissa to find the item for you.

The item will be delivered to you at the conclusion of the third Core, meta-regional or regional module after you place your order.

Item Ordered
AR #
Delivered #

Special AR Items

Gratitude of the Olmans: The PCs have assisted the Olmans in escaping their Scarlet Brotherhood captors. The Olman slaves are in the debt of the PCs; this favor may have value in other LIVING GREYHAWK Core Adventures set in the Amedio Jungle.

Greater Gratitude of the Olmans: The PCs have assisted the Olmans in escaping their Scarlet Brotherhood captors and have rendered them significant aid. This favor may have value in other LIVING GREYHAWK Core Adventures set in the Amedio Jungle.

Scryed By the Brotherhood: This PC has been scryed upon by an unknown member of the Scarlet Brotherhood.

Couatl Cloak: This short cloak is made from an incredible array of brightly colored (and beautiful) feathers. The cloak enables the wearer to use the spells *invisibility* and *fly*. Each spell has a total daily duration of 10 minutes but can be used multiple times. The abilities of the cloak may be used simultaneously and are called forth by command words; "waergha" (*invisibility*) and "goloswyr" (*fly*).

CL 10th; Craft Wondrous Item, *fly*, *invisibility*; 54,000 gp.

Lesser Couatl Cloak: This short cloak is made from an incredible array of brightly colored (and beautiful) feathers. The cloak enables the wearer to use the spells *invisibility* and *fly*. Each spell has a total daily duration of 5 minutes but can be used multiple times. The abilities of the cloak may be used simultaneously and are called forth by command words; "waergha" (*invisibility*) and "goloswyr" (*fly*).

CL 5th; Craft Wondrous Item, *fly*, *invisibility*; 27,000 gp.

ENCOUNTER 2

All APL's

☞ **Terrdella, female human (Oeridian) Clr 9 (Zilchus):** CR 9; Medium-size Humanoid (5'6" tall): HD 9d8+9; hp 63; Init +1; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +6; Grp +6; Atk +8 melee (1d4+1/19-20, +1 dagger); Full Atk +8/+3 melee (1d4+1/19-20, +1 dagger); SA spells, spontaneous casting, turn undead; AL LN; SV Fort +10, Ref +6, Will +11; Str 11, Dex 12, Con 13, Int 14, Wis 17, Cha 14.

Skills & Feats: Bluff +17, Concentration +17, Diplomacy +12, Knowledge (arcana) +8, Knowledge (geography) +8, Knowledge (history) +5, Knowledge (nobility) +5, Knowledge (religion) +8, Listen +6, Sense Motive +5, Spellcraft +14, Spot +6; Alertness, Combat Casting, Dodge, Lightning Reflexes, Skill Focus (bluff).

Spells prepared (6/5/5/4/2/1; base DC = 13 + spell level): 0 - detect magic (2), detect poison, guidance, read magic, resistance; 1 - cause fear, change self*, detect evil, sanctuary, shield of faith; 2 - augury, detect thoughts*, enthrall, hold person, zone of truth; 3 - dispel magic, invisibility purge, locate object, nondetection*; 4 - divination*, dimensional anchor, freedom of movement; 5 - false vision*, scrying.

*Domain spell, Domains: Knowledge, Trickery.

Possessions: +2 chain shirt, +1 dagger, gold holy symbol.

ENCOUNTER 5

☞ **Advanced 7 HD Ghast (lacedon):** CR 4; Medium Undead; HD 8d12; hp 63; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; Base Atk +3; Grp +6; Atk +7 melee (1d8+3 plus paralysis, bite); Full Atk +7 melee (1d8+3 plus paralysis, bite) and +4 melee (1d4+1 plus paralysis, claws x2); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +1, Will +7; Str 17, Dex 17, Con -, Int 13, Wis 13, Cha 16.

Skills and Feats: Balance +7, Climb +13, hide +12, Jump +13, Move Silently +8, Spot +12; Multiattack, Toughness, Weapon Focus (bite).

Ghoul Fever (Su): Disease-bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by that ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures immune to poison are unaffected and creatures resistant to poison receive

APPENDIX 1: STATISTICS

their normal bonus on their saving throws. The save DC is Charisma-based.

ENCOUNTER 6

All APL's

☞ **Sharaval, male human (Suel) Rog. 2:** CR 2; Medium-size Humanoid; HD 2d6, hp 9; Init +4; Spd 30 ft.; AC 12, touch 11, flat footed 11, Base Atk +1; Grp +1; Atk +2 melee (1d4/19-20, dagger); Full Atk +2 melee (1d4/19-20, dagger) SA sneak attack +1d6; SQ rogue evasion, trapfinding; AL LN; SV Fort +0, Ref +4, Will +1; Str 11, Dex 13, Con 10, Int 12, Wis 13, Cha 11.

Skills and Feats: Bluff +5, Hide +6, Move Silently +6, Profession (logger) +6, Sense Motive +6; Dodge, Improved Initiative, Weapon Finesse (dagger).

Possessions: Dagger, light clothes

ENCOUNTER 8

APL 6

☞ **Dire Bat of Legend (1):** CR 7; Large Outsider (native); HD 7d8+56; hp 87; Int +12; Spd 20 ft. (4 squares), fly 40 ft. (good); AC 25, touch 17, flat footed 19, Base Atk +5; Grp +13; Atk +13 melee (1d8+8 plus poison, bite); Full Atk +20 melee (1d8+8 plus poison, bite); Space/Reach 10 ft./10 ft.; SA Poison SQ Blindsight 40 ft. DR 10/magic, immunities; AL N; SV Fort +11, Ref +10, Will +10; Str 27, Dex 28, Con 27, Int 4, Wis 16, Cha 10.

Skills and Feats: Hide +4, Intimidate +3, Listen +12, Move Silently +11, Search +3, Spot +8; Alertness, Improved Initiative, Flyby Attack, Multiattack, Stealthy.

Immunities: A dire bat of legend is immune to acid and electricity.

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 1d6 Str.

APL 8

☞ **Advanced Dire Bat of Legend:** CR 9; Large Outsider (native); HD 11d8+ 88; hp 137; Int +12; Spd 20 ft. (4 squares), fly 40 ft. (good); AC 25, touch 17, flat footed 19, Base Atk +8; Grp +15; Atk +20 melee (1d8+8 plus poison, bite); Full Atk +20 melee (1d8+8 plus poison, bite); Space/Reach 10 ft./10 ft.; SA Poison SQ Blindsight 40 ft. DR 10/magic, immunities; AL N; SV Fort +11, Ref +10, Will +10; Str 27, Dex 28, Con 27, Int 4, Wis 16, Cha 10.

Skills and Feats: Hide +8, Intimidate +3, Listen +14, Move Silently +14, Search +3, Spot +10. Alertness, Flyby Attack, Improved Initiative, Multiattack, Power Attack, Stealthy.

Immunities: A dire bat of legend is immune to acid and electricity.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 1d6 Str.

➤ **Dire Bat of Legend (1):** CR 7; Large Outsider (native); HD 7d8+56; hp 87; Int +12; Spd 20 ft. (4 squares), fly 40 ft. (good); AC 25, touch 17, flat footed 19, Base Atk +5; Grp +13; Atk +13 melee (1d8+8 plus poison, bite); Full Atk +20 melee (1d8+8 plus poison, bite); Space/Reach 10 ft./10 ft.; SA Poison SQ Blindsight 40 ft. DR 10/magic, immunities; AL N; SV Fort +11, Ref +10, Will +10; Str 27, Dex 28, Con 27, Int 4, Wis 16, Cha 10.

Skills and Feats: Hide +4, Intimidate +3, Listen +12, Move Silently +11, Search +3, Spot +8; Alertness, Improved Initiative, Flyby Attack, Multiattack, Stealthy.

Immunities: A dire bat of legend is immune to acid and electricity.

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 1d6 Str.

APL 10

➤ **Advanced Dire Bat of Legend (3):** CR 9; Large Outsider (native); HD 11d8+ 88; hp 137; Int +12; Spd 20 ft. (4 squares), fly 40 ft. (good); AC 25, touch 17, flat footed 19, Base Atk +8; Grp +15; Atk +20 melee (1d8+8 plus poison, bite); Full Atk +20 melee (1d8+8 plus poison, bite); Space/Reach 10 ft./10 ft.; SA Poison SQ Blindsight 40 ft. DR 10/magic, immunities; AL N; SV Fort +11, Ref +10, Will +10; Str 27, Dex 28, Con 27, Int 4, Wis 16, Cha 10.

Skills and Feats: Hide +8, Intimidate +3, Listen +14, Move Silently +14, Search +3, Spot +10. Alertness, Flyby Attack, Improved Initiative, Multiattack, Power Attack, Stealthy.

Immunities: A dire bat of legend is immune to acid and electricity.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 1d6 Str.

APL 12

➤ **Advanced Dire Bat of Legend (4):** CR 9; Large Outsider (native); HD 11d8+ 88; hp 137; Int +12; Spd 20 ft. (4 squares), fly 40 ft. (good); AC 25, touch 17, flat footed 19, Base Atk +8; Grp +15; Atk +20 melee (1d8+8 plus poison, bite); Full Atk +20 melee (1d8+8 plus poison, bite) SA Poison SQ Blindsight 40 ft. DR 10/magic, immunities; AL N; SV Fort +11, Ref +10, Will +10; Str 27, Dex 28, Con 27, Int 4, Wis 16, Cha 10.

Skills and Feats: Hide +8, Intimidate +3, Listen +14, Move Silently +14, Search + 3, Spot +10. Alertness, Flyby Attack, Improved Initiative, Multiattack, Power Attack, Stealthy.

Immunities: A dire bat of legend is immune to acid and electricity.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 1d6 Str.

ENCOUNTER 9

APL 8

➤ **Two headed Dire Snake:** CR 10; Gargantuan Magical Beast; HD 17d8+122; hp 198; Int. +9; Speed: 30ft (6

squares), climb 20ft, swim 20ft; AC 18 (-2 size, Dex +5, +5 natural), touch 15, flat-footed 13; Base Atk +12; Grp +23; Atk +23 melee (3d6 +11, bite and poison) Full Atk: Bite +23 (3d6+ 11, 2 bites and poison); Space/Reach 20ftx20ft(coiled)/15ft; SA; Improved Grab; Constrict 1d8+11, poison; SQ Darkvision 90ft, Scent; AL N; Saves: Fort + 16, Ref +14, Will +5; Str 32, Dex, 20, Con 24, Int 1, Wis 13, Cha 11.

Skills and Feats: Balance +14, Climb +14, Hide +8, Listen +13, Spot +13; Alertness, Combat Reflexes, Endurance, Improved Initiative and Toughness

Constrict (Ex): With a successful grapple check, a dire snake can constrict a grabbed opponent dealing 2d6+11 points of bludgeoning damage

Poison (Ex): Bite Fort Save (DC 25) initial and secondary damage 1d6 temporary Con.

Improved Grab (Ex): To use this ability, the dire snake must hit with its bite attack. If it gets hold, it can constrict.

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

APL 10

➤ **Three headed Dire Snake:** CR 11; Gargantuan Magical Beast; HD 17d8+122; hp 198; Int. +9; Speed: 30ft (6 squares), climb 20ft, swim 20ft; AC 18 (-2 size, Dex +5, +5 natural), touch 15, flat-footed 13; Base Atk +12; Grp +23; Atk +23 melee (3d6 +11, bite and poison) Full Atk: Bite +23 (3d6+ 11, 3 bites and poison); Space/Reach 20ftx20ft(coiled)/15ft; SA; Improved Grab; Constrict 1d8+11, poison; SQ Darkvision 90ft, Scent; AL N; Saves: Fort + 16, Ref +14, Will +5; Str 32, Dex, 20, Con 24, Int 1, Wis 13, Cha 11.

Skills and Feats: Balance +14, Climb +14, Hide +8, Listen +13, Spot +13; Alertness, Combat Reflexes, Endurance, Improved Initiative and Toughness

Constrict (Ex): With a successful grapple check, a dire snake can constrict a grabbed opponent dealing 2d6+11 points of bludgeoning damage

Poison (Ex): Bite Fort Save (DC 25) initial and secondary damage 1d6 temporary Con.

Improved Grab (Ex): To use this ability, the dire snake must hit with its bite attack. If it gets hold, it can constrict.

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

APL 12

➤ **Three headed Dire Snake:** CR 11; Gargantuan Magical Beast; HD 17d8+122; hp 198; Int. +9; Speed: 30ft (6 squares), climb 20ft, swim 20ft; AC 18 (-2 size, Dex +5, +5 natural), touch 15, flat-footed 13; Base Atk +12; Grp +23; Atk +23 melee (3d6 +11, bite and poison) Full Atk: Bite +23 (3d6+ 11, 3 bites and poison); Space/Reach 20ftx20ft(coiled)/15ft; SA; Improved Grab; Constrict 1d8+11, poison; SQ Darkvision 90ft, Scent; AL N; Saves: Fort + 16, Ref +14, Will +5; Str 32, Dex, 20, Con 24, Int 1, Wis 13, Cha 11.

Skills and Feats: Balance +14, Climb +14, Hide +8, Listen +13, Spot +13; Alertness, Combat Reflexes, Endurance, Improved Initiative and Toughness

Constrict (Ex): With a successful grapple check, a dire snake can constrict a grabbed opponent dealing 2d6+11 points of bludgeoning damage

Poison (Ex): Bite Fort Save (DC 25) initial and secondary damage 1d6 temporary Con.

Improved Grab (Ex): To use this ability, the dire snake must hit with its bite attack. If it gets hold, it can constrict.

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

APPENDIX 2 NEW CREATURES

Kurg (by Mike McKeown and Paul Lobby)
The Kurg originally appeared in the *Scarlet Brotherhood* by Sean K. Reynolds

Medium humanoid

HD: 2d8+4 (13) hp

Int: -1

Speed 30ft

AC: 12 (-1 dex, +3 natural), touch 9, Flat-footed 9

Base Attack +1/Grapple +5

Attack: Fist +5 melee

Full attack: 2 fists 1d4+4

Damage: Fist 1d4+4

Face/reach 5x5/5

Special attacks: Head Butt

Special Qualities: Suel Failsafe

Saves: Fort +5, Ref, -1, Will +0

Abilities: Str 18, Dex 9, Con 14, Int 6, Wis 10, Cha 8

Skills: Listen +3, Spot +2

Feats: Endurance

Climate/terrain: Warm plains

Organization: Solitary, work crew (2-4), herd (10-100 plus 30% juveniles)

CR: 1

Treasure: None

Alignment: Lawful Neutral

Advancement: By character class

Level Adjustment: +1

Kurgs are the workhorses of the Brotherhood slave races. They do the heavy lifting and moving. Brotherhood construction projects and heavy labor often involve large numbers of Kurgs. Kurgs are tall muscular humanoids with tiny bovine horns, bony foreheads and stiff bristle like fur covering their bodies. They have dark colored skin.

Combat

Kurg are slow to anger but are ferocious in combat. They sometimes head butt an opponent when angered. They are conditioned and breed never to attack their Suel masters.

Head Butt (Ex): On a successful grapple check, a kurg may head butt the grappled foe for 1d4+4 points of damage. The victim must make a DC 15 Fortitude save or be stunned for 1 round.

Suel Failsafe (Ex): Kurgs are bred to be unable to attack humans of purely Suel origin and colouration, unless attacked first, in which case they will defend themselves as normal.

Dire Snake

From the *Monster Manual II* p. 74-6

Huge Animal

Hit Dice: 7d8 +24 (55 hp)

Initiative: +5

Speed: 30ft (6 squares), climb 20ft., swim 20ft

Armor Class: 18 (-2 size, +5 Dex +5 natural), touch 15, flat-footed 13

Base Attack/Grapple: +3 /+10

Attack: Bite +10 melee (2d6+10 plus poison)

Full Attack: Bite +10 melee (2d6+10 plus poison)

Space/Reach: 15ft/10ft

Special Attacks: Constrict 1d6+10, improved grab, poison

Special Qualities: Low light vision, scent

Saves: Fort +8, Ref +10, Will +6

Abilities: Str 24, Dex 20, Con 16, Int 1, Wis 13, Cha 11

Skills: Balance +14. Climb +15, Hide +6, Listen +8, Spot +8

Feats: Alertness, Endurance, Toughness

Climate/Terrain: Temperate and warm land, aquatic and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral

Advancement: 8-12 (Huge); 13-16 (Gargantuan)
Level Adjustment: -

The dire snake combines the strength and power of a constrictor with the venomous bite of a viper.

The dire snake looks like an enormous viper with dull green or brown scales and long fangs. Its head has two bony protrusions similar to horns placed just behind the eyes.

Combat

Constrict (Ex): With a successful grapple check, a dire snake can constrict a grabbed opponent dealing 1d8+10 points of bludgeoning damage

Poison (Ex): Bite Fort Save (DC 16) initial and secondary damage 1d6 temporary Con.

Improved Grab (Ex): To use this ability, the dire snake must hit with its bite attack. If it gets hold, it can constrict.

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

Skills: A dire snake receives a +4 racial bonus to Hide, Listen and Spot checks, and a +8 racial bonus on Balance checks.

Monster of Legend (Monster Manual II)

p.213

A monster of legend is a creature chosen by a god to perform an appointed task. The creature is imbued with divine abilities and great strength to

better accomplish its goal. A monster of legend is a unique creature and considered to be an archetype for creatures of the same kind. The divinely enhanced creatures are often set to guard artifacts or planar portals.

Monsters of legend are highly dangerous creatures. They are stronger, tougher, and fiercer than their normally encountered kin. Most have potent attack forms, and special qualities that mark them as having been touched by divine forces. Monsters of legend are rarely encountered by chance. They leave their lairs only when on divine missions or when exacting revenge on those who threaten their divine missions.

Creating a Monster of Legend

"Monster of legend" is a template that can be added to any animal, beast, magical beast, or monstrous humanoid (hereafter referred to as the base creature). The creature's type changes to outsider (native). It has all the base creature's attributes, except as noted here.

Hit Dice: all of the base creature's Hit Dice increases to d8s (if smaller than d8, otherwise, same as base creature).

Speed: Same as base creature.

AC: Base creature's natural armor bonus improves by +5

Attacks: Same as base creature.

Damage: Same as base creature or as indicated on the table below, whichever is greater.

Size	Slam	Bite	Claw	Gore
Fine	1	1	—	—
Diminutive	1d2	1d2	1	—
Tiny	1d3	1d3	1d2	1
Small	1d4	1d4	1d3	1d2
Medium	1d6	1d6	1d4	1d3
Large	1d8	1d8	1d6	1d4
Huge	2d6	2d6	1d8	1d6
Gargantuan	2d8	2d8	2d6	1d8
Colossal	4d6	4d6	2d8	2d6

Special Attacks: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains one of the following special attacks:

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15-foot cone, 3d6 damage). Choose one of the following energy types: acid, fire, lightning, or cold. A target can make a Reflex save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Constitution modifier) for half damage.

Frightful Presence (Ex): When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save

(DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Charisma modifier) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 10 + 1/2 the monster of legend's Hit Dice + the monster of legend's Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Raging Blood (Su): Choose whether the monster of legend has acid, fire, or electricity in its blood. Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5' cone, dealing 1d4 points of damage of the selected energy type to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: the monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric (save DC 10 + spell level + the monster of legend's Wisdom modifier). It does not gain extra domain spell slots for these domains as a cleric would.

Special Qualities: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains two of the following special qualities.

Damage Reduction (Su): 10/magic

Enhanced Attributes (Ex): The save DC for each of the monster of legend's special attacks, spells, and spell-like abilities increases by +4

Fast Healing (Ex): A monster of legend regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to regrow or reattach lost body parts.

Greater Damage (Ex): Damage dice for the creature's natural attacks are increased by one die type, as indicated on the table below.

Old Damage	New Damage
—	1
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6

Haste (Su): the creature is supernaturally quick. It always acts as if affected by a *haste* spell.

Immunities (Ex): The creature is immune to two of the following effects: acid, electricity, fear, poison, polymorphing, or mind-affecting effects.

Reflective Hide (Su): the creature has a silvery sheen to its skin and is permanently protected by a spell turning effect.

Regrow Limbs (Ex): If the creature loses a limb, head, or body part, a new one grows in 1 round. A monster of legend with this ability cannot be slain by a vorpal weapon's head severing ability.

See in Darkness (Su): the creature can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Spell resistance (Su): the creature has spell resistance equal to 10 + 1/2 monster of legend's Hit Dice.

Subtype (Ex): the creature has one of the following subtypes: cold or fire.

Saves: Each of the creature's base saves increases by +3

Abilities: Increase from the base creature as follows: Str +10, Dex +6, Con +10, Int +2, Wis +2, Cha +4.

Skills: A monster of legend has skill points as the base creature, adjusted for its increased Intelligence score. Its class skills are as the base creature.

Feats: a monster of legend gains Improved Initiative and Multiattack as bonus feats.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature +2

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

Monsters of Legend can be raised, reincarnated, or resurrected normally.

MULTIHEADED TEMPLATE

Savage Species p. 125

Creating A Multiheaded Creature

"Multiheaded" is a template that can be added to a corporeal creature that has a discernible head (thereafter) referred to as the base creature). A multiheaded creature has all of the base creature's characteristics except as noted here. A multiheaded creature creates any languages the base creature does.

Size and Type: Animals that have this template become magical beasts, but otherwise the type is unchanged. All additional heads are like those of the base creature.

Limit on additional heads: The number of heads possible for a multiheaded creature is based on the base creature's size.

Base Creature Size

Maximum Additional Heads

Up to Medium Size	1
Large	3
Huge	11
Gargantuan	19

Colossal

29

Hit Dice: Each additional head adds 2 HD to the base creature's total.

Attacks: A base creature with a bite, gore or tongue attack gains one additional such attack for each additional head. This additional attack has the same attack bonus as its counterpart in the base creature. The base attack bonus increases for additional Hit Dice as appropriate for the creature's type.

Damage: The damage bonus for an extra natural attack gained by the addition of a head is the Strength modifier for a primary attack, or 1/2 the Strength modifier for a secondary attack.

Special Attack: If the base creature has a breath weapon, the extra heads also have breath weapons. All weapons activate on the same round but can aim in different directions. This rule also applies if the base creature has a spit, spray, ray or cone attack, so long as that attack comes from the head. A multiheaded creature does not gain extra gaze attacks, fear auras, and the like for its additional heads.

A multiheaded creature that can use weapons gains the Superior Two Weapon fighting ability or Superior Multi-Weapon Fighting Ability (see below), as applicable. A multiheaded creature that has only natural attacks instead gains the Improved Multiattack feat as a bonus feat if it has any secondary attacks available at all, even if it does not have three or more natural attacks.

Superior Two-Weapon Fighting or Superior Multiweapon Fighting (Ex): Because each head controls one arm (or analogous weapon-using limb), a multiheaded creature has no penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in the primary hand.

AC: Natural armor bonus increases by +1 per additional head.

Special Qualities: Multiheaded creatures have darkvision to a range of 90 feet. Having a redundant head makes a creature more able to survive lethal attacks. Thus, a vorpal blade would have to remove all heads to have its usual effect. Severing a head requires hitting the creature's neck (same AC as the creature) with a slashing weapon and dealing damage equal to the multiheaded creature's original hit point total divided by original number of heads. (The player must declare an attack against the neck just before making the next attack roll.) The severed head dies and a natural reflex seals the neck shut to prevent further blood loss. The creature can no longer attack with the severed head but takes no further penalties. A severed head cannot regrow naturally.

Abilities: Con +2 per additional head.

Skills: Each additional head a creature has gives it a cumulative +2 racial bonus on its Listen, Search and Spot checks. The creature gains additional skill points for its extra Hit Dice as normal for its type.

Feats: A multiheaded creature gains Improved Initiative and Combat Reflexes as bonus feats, provided that it does not already have them. The creature also gains additional feats for its extra Hit Dice as appropriate for its type.

Organization: Solitary

Challenge Rating: The multiheaded creature's Challenge Rating depends on how many additional heads it has on any head based special attacks, as given on the table below.

Number of Additional Heads	CR Adjustment
1	+2
2-4	+3
5-7	+4
8-10	+5
11-15	+6
16-20	+7
21-25	+8
26-29	+9

Adjust the CR by an additional +1 for every head based special attack of the base creature, such as a breath weapon or a gaze attack.

Level Adjustment: A multiheaded creature's level adjustment depends on the number of heads it has, as given on the table below. These figures assume that the base creature has sufficient Intelligence to be a player character.

Number of Additional Heads	Level Adjustment
1	+2
2-4	+3
5-7	+4
8-10	+5
11-15	+6
16-20	+7
21-25	+8
26-29	+9

Adjust the level adjustment by an additional +1 for every head based special attack of the base creature, such as a breath weapon or a gaze attack.

APPENDIX 3: FIGHTING IN AND UNDERWATER

FIGHTING IN WATER

Land based creatures have considerable disadvantages when fighting in water.

Ranged Attacks Underwater: Thrown weapons are ineffective, even when launched from land. Attacks with other ranged weapons takes a -2 penalty on attack rolls for every five feet of water they pass through. In addition normal range increment penalties apply.

Attacks from Land: Characters swimming, floating or treading water on the surface or wading in chest deep water have improved cover (+8 bonus to AC, +4 bonus to Reflex saves) from opponents on land. Land bound attackers who are under a *freedom of movement* spell ignore these modifiers. Magical effects are unaffected except for those that require attack rolls and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as normal. A supernatural fire effect is ineffective underwater unless its description states otherwise.

The surface of the water blocks line of effect for any fire spell, even if the caster makes a successful Spellcraft check to make the fire spell work underwater.

Drowning: Swimmers can hold their breath for a number of rounds equal to double their Constitution score but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action the remainder of the duration for which you can hold your breath is reduced by 1 round (Effectively a

character in combat can hold his or her breath only half as long as normal). After this time a successful DC 10 Constitution check

must be made every round. The DC for each subsequent check increases by 1.

When a Constitution check is finally failed the swimmer begins to drown. In the first round he falls unconscious (0 hp). In the following round he drops to -1 hit points and in the third round he drowns.

1. A creature without freedom of movement effect or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.
2. A Successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.
3. Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down - at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
4. Creatures flailing about in the water (usually because they failed Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armour Class, and opponents gain a +2 bonus on attacks against it.

Underwater Combat Adjustments

Condition	Slashing or Bludgeoning	Attack/Damage Tail	Movement	Off Balance?*
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	-2/half	normal	normal	No
Successful Swim check	-2/half ²	-2/half	quarter of half ²	No
Firm footing ³	-2/half	-2/half	half	No
None of the above	-2/half	-2/half	normal	Yes

Table Notes:

1. A creature without freedom of movement effect or a swim speed makes grapple checks

APPENDIX 4: NPC'S BIOS

TERRDELLA

Krizzene Terrdella was born in CY 558 in the city of Jalpa. Her father was a Prince in this former province of the Great Kingdom and a member of House Darmen. Krizzene had a younger brother who was his father's heir to their property. From an early age her brother resented his older sister for her gifts in school. She studied hard and joined the church at a young age, with the blessing of her family. Her brother was spoiled by their father and was glad to have his older sister sent to a monastery to learn and pray. In CY 585, her brother by then an officer in the military, was killed during the wars that plagued the Great Kingdom. By this time Krizzene was making progress at the church of Zilchus and would be rewarded by her superiors. During the Greyhawk wars, she was sent abroad by the Church to act an unofficial emissary and to ensure there was minimal disruption of trade routes during the war. Her intelligence and loyalty saw her rise in the Church. She returned to the capital city after the wars were over. Ahlissa had broken away from the Great Kingdom. The Celestial Houses struggled for power. Being a minor noble in the "winning" house, House Darmen, helped her career. But many in her own house resented her for not having a part in the struggles during the Greyhawk wars. They pointed to the fact of her strained relationship with her brother. But through hard work she rose above these petty squabbles, to be appointed a senior aide to the High Priest of Zilchus in Kalstrand. It was here that Overking Xavener and the High Priest himself noticed her. Because of her hard work among the clerics of Zilchus in Ahlissa, she was recommended by the Church for assignment in the Free City of Greyhawk in CY 590. Some in the city gossip about her unmarried status but she works hard. Xavener has seen that she is not enspelled like former minions of the Great Kingdom. She hasn't disappointed him yet. But he has little tolerance for failure or disloyalty. The pressure from the merchant guilds at home leaves him little room for more military action in the eastern Flanness. Terrdella's twin gifts of intelligence and diplomacy may give her a long life in the Free City. She is known to enjoy fine food and drink in the city's upscale establishments. She often meets with visiting Guild merchants from Ahlissa in the Silver Dragon or at their headquarters around the corner. Her distant cousin Skreyn Oldsaen is the present Guildmaster.

PLAYER'S HANDOUT 1:
AN INVITATION

3 Reaping, CY 594

Dear [Insert Character name]

Please come to the Silver Dragon Inn as a guest of Terdalla, member of the Royal Guild of Merchants of Aerdy. Food and Beverages will be provided. Your assistance is needed on a most urgent matter. You will be compensated for you time. Please be discrete.

Callen Jurtal
Assistant to Terrdalla
Royal Guild of Merchants of Aerdy

PLAYER'S HANDOUT 2: GREYHAWK CITY – FOREIGN QUARTER



FOREIGN QUARTER

F1: Mercenaries Guildhall
 F2: Silver Dragon Inn
 F3: Sage's Guildhall
 F4: Blue Dragon Inn
 F5: Royal Guild of Merchants of Aerdy
 F6: Moneychangers' and Pawnbrokers' Guild
 F7: City Warehouse
 F8: The Pit
 F9: Cartographer's Guild
 F10: Foreign Quarter City Watch Station
 F11: Translators' Guildhall
 F12: Red Serpent Restaurant
 F13: Nightwatchmans' Guildstation
 F14: Burrow Heights
 F15: Nyronese Traders' Hall
 F16: "Little Ker"
 F17: Temple of Rao
 F18: Silver Garter
 F19: Temple of Trithereon
 F20: Fallen Mage Townhouse
 F21: Whistling Fish
 F22: Residence – Gruenab
 F23: Abandoned Bathhouse
 F24: Residence – Kardis the Sage
 F25: Residence - Sir Lemajen Sterrich
 F26: Porbell's Pawnshop
 F27: Residence – Kelas Arnad
 F28: The Grey Tower of Loz Toom

RIVER QUARTER

R1: River Quarter City Watch Station
 R2: Green Dragon Inn
 R3: Low Seas Tavern
 R4: Wizard's Hat Inn
 R5: Nightwatchmans' Guildstation

R6: McGloogan's Warehouse
 R7: River Rat Inn
 R8: Temple of Pholtus
 R9: Gobayuiik's Undertakers
 R10: West City Warehouse
 R11: Barge Inn
 R12: The Dogtail Inn
 R13: The Maned Lady
 R14: The Sea Willow

WHARVES

W3: Dockers' and Wharfmen's Union Hall
 W4: Pilots and Seamen's Guildhall
 W5: Wharves City Watch Station
 W6: City Warehouse
 W7: The Free Traders Office and Warehouse
 W8: Temple of Procan
 W9: Eridock's Warehouse
 W10: Snagtooth Shipbuilding
 W11: Residence – Fionar Clawhand
 W12: Alliance of Tenha Workers

CITY GATES

CG3: Cargo Gate
 CG4: St. Cuthbert's Gate

PLAYER'S HANDOUT 3: DIARY

Planting 5, CY 579

Myrrha has finally returned to us, I was ever so overjoyed to see my older sister. She is a bit thin but I'm sure all of Pontylver is taking about her. Certainly the temple of Stern Alia is going to take her back, I just know it! My sister the great adventurer! Once I become of age, I'll strike out on my own. I have my inheritance coming in a few years. That should be enough to strike out on my own.

Planting 6, CY 579

Myrrha and I talked all this morning about what she has seen. She met members of a human race she called the Olmans and an Olman warrior that she and a sea elf wizard rescued. The warrior showed them an old temple of his race, a few miles inland from the shore. She got out a map from father's study. Myrrha passed the Lordship of the Isles and sailed into Southern Oerth. My sister the explorer! I asked her to talk more of the temple; she mentioned something about strange creatures, floods inside the temple and some artifact. I lost her when she talked about glyphs and wards. I can't wait to study magic! But then she grew distant and mumbled about the deaths of her friends. Something about pirates, she collapsed on my bed with exhaustion.

Planting 10, CY 579

Father and Myrrha argued all night about her marriage to Count Arring. She's not ready I think, she seems very weak since her trip. She's been in bed for a long time the past few days. She hasn't practiced her mace or spells like she used to. I guess that temple really shook her mind. I wonder what she isn't telling me.

Planting 15, CY 579

Myrrha has been sick. It doesn't help things that her and father argue all the time. The clerics of Stern Alia can't help her.

Planting 25, CY 579

Myrrha is finally better. The gods have blessed her. The evil from the temple has been lifted. I'm overjoyed!

Sunsebb 22 CY 583

Mother has taken me to a monastery outside the city. All is not well. Surely our home will not survive the coming year. Myrrha has been recalled to the temple. I have not seen her for sometime. Rumors inside the monastery say the Overking will march on us after defeating Almor. I had hoped that I would serve Stern Alia like my big sister, but all looks dark for the coming year. I pray it is not so, may Istus answer me.

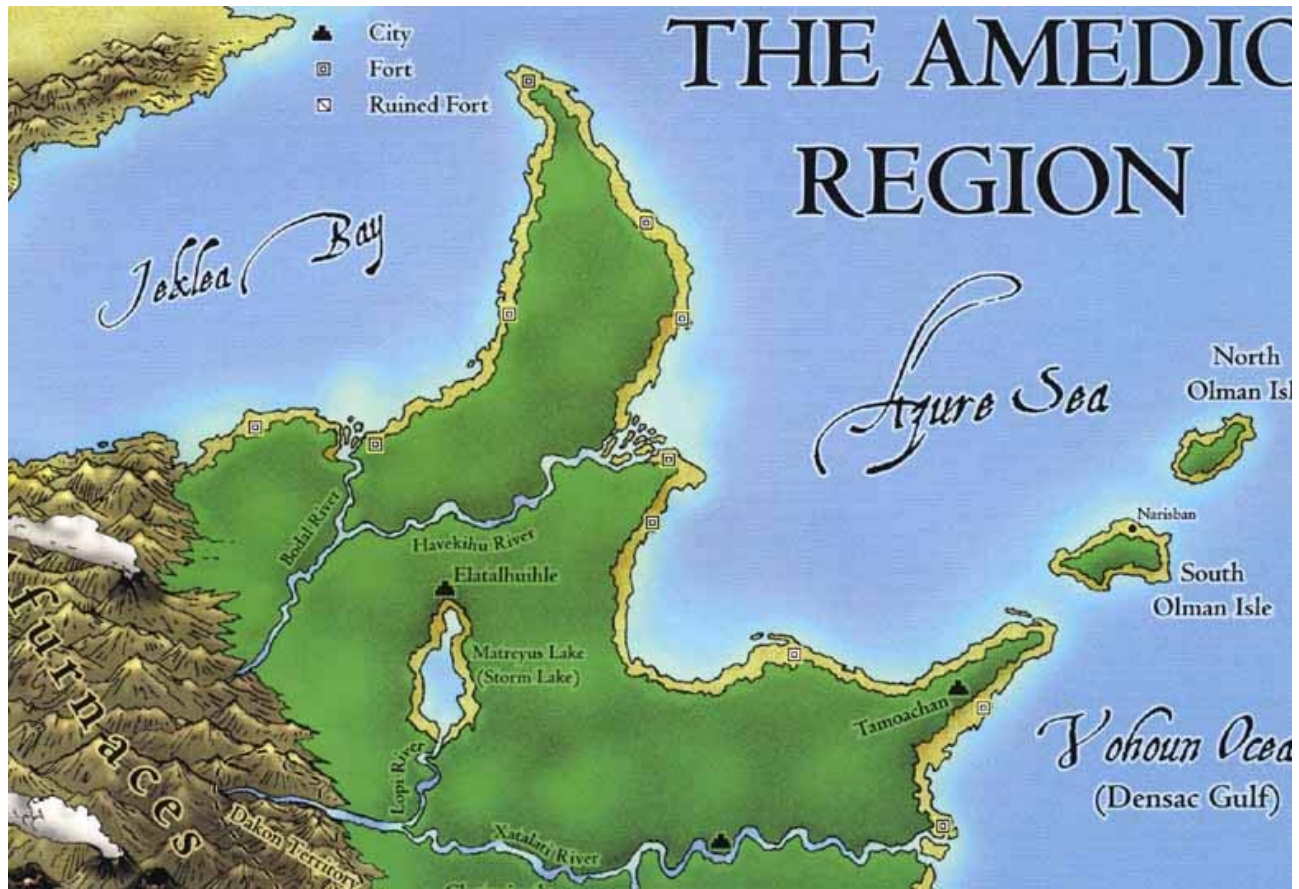
PLAYER'S HANDOUT 4: THE AMEDIO HOOK

Source: *From the Ashes*



DUNGEON MASTER'S MAPS THE AMEDIO REGION

Source: *The Scarlet Brotherhood Accessory*



Scale: 1 inch = 155 miles