

KET2-03



FISH OUT OF WATER

A One-Round D&D[®] LIVING GREYHAWK[®]
Ket Regional Adventure

Version 1

by Stephen Baker

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The dwarves of the Yatil Mountains usually take care of their own problems. Now they are asking for help and nobody seems to know why.... An adventure for characters level 1-8.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event 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's 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 described in the introduction.

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

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 DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each characters animals separately. A single character 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 and 1/6	0	0	0	1
1/3 and 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 up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Ket. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The adventure begins with a meeting in the city of Molvar, with a member of the House of Al'Zarif. The characters are persuaded to undertake a trip into the Yatil Mountains to help a clan of dwarves known as the 'Blackhammers.' Once there, the dwarves reveal that Kuo Toans are raiding them from a base on a large, deep lake in the mountains called Threefalls Lake. The characters are asked to go to the base and root out the kuo-toans as well as rescue a kidnapped dwarf. Once there, they meet the kuo-toans and hopefully recover a map to an underwater complex of the kuo-toans, along with rescuing the dwarf. The return to the shore is complicated by the arrival of orcs who destroy the boat the characters used to get to the island.

Blackhammer Clan

The Blackhammer Clan is an older clan, which prides itself on independence and hard work, very typical dwarven attributes. They have remained outside Ket despite recent influxes by dwarves but view the country with a good degree of sympathy. The Blackhammers are in a constant state of aggression with the neighboring orcish tribes, generally over access to a pair of ore-rich mountains. This happens to be one of the few times that a truce exists in the war. Threefalls Lake is the center of this conflict and both sides have agreed not to put a military presence into the area.

Kuo-Toa Presence

The kuo-toans had no intention of returning to the surface, as the one thing that the orcs and dwarves have stopped their conflict in the past over has been incursions from the Underdark. A small earthquake changed that however, as it opened up an underwater complex in Threefalls lake to the kuo-toans. The kuo-toans sent in exploration teams to see what was there and reported both undead and “crazed surface dwellers”. Reasoning that the surface dwellers must know what was going on, they have sent up a small raiding party to “question” the locals. The dwarves simply happened to be first; the orcs would have become the next target when it became obvious the Blackhammers had no information.

The Underwater Complex

Although it has no bearing on this actual adventure, from an interaction perspective, the complex is a fortress that was built by the Baklunish Empire. The Fortress of Quirac was destroyed when three rivers were diverted into the part of the mountains (forming Threefall Lake in the process). The complex mostly survived the flooding and there are survivors, both alive and undead who have struggled since that point. This is all considered obscure ancient history, though some of the items in the module can assist in finding out facts.

House Al’Zarif and the Moquillod Consortium

The House of Al’Zarif is a member of the Moquillod Consortium. This consortium of mostly baklunish merchants works to establish a strong presence in all areas of interest to them. The House is one of the more “liberal” members of the consortium, willing to take on risks that are greater than the want for the conservative houses, with a commensurate greater chance of higher returns. They are particularly noted for their negotiations with various dwarven clans in the Yatil Mountains, some of who have joined with Ket in past years by virtue of these interchanges.

Introduction

The characters have a meeting with the House of Al’Zarif and the chance to help out the Dwarves in the Yatils.

Encounter 1: Hi-Ho, Hi-Ho

Guided to the Blackhammer Dwarves by a local.

Encounter 2: Meeting the Blackhammers

The characters have a meeting with the Blackhammer clan representatives and are asked to help out with the kuo-toan raiders and get back a kidnapped dwarf.

Encounter 3: Island Outcroppings

The characters take a trip to Threefalls Lake, search for the kuo-toans on islands, and have an encounter with the guard(s).

Encounter 4: Into the Caverns

The characters encounter the main kuo-toan raiding force.

Encounter 5: The Head Raider

The characters have combat with the Head Raider of the kuo-toans and may retrieve a map useful in a later adventure.

Encounter 6: Back to the Boat

The characters return to the shoreline after discovering the boat destroyed, with water vipers as the threat.

Conclusion

The characters return to the Blackhammer clan and receive possible details regarding a later adventure.

INTRODUCTION

Rumors have been flying around Molvar for days that the House of Al’Zarif was visited by a delegation of dwarves, who tend to stay in the Yatil Mountains in their own enclaves. Local townfolk are both nervous and excited, because Al’Zarif has a reputation for commercial integrity mixed with a willingness to undertake risky ventures for high rewards. Come to think of it, much like adventurers...

A cool breeze from the mountains is a welcome break from the heat as everyone sits in the outside patio of an inn. A table of adventurers was the only space available beforehand and you are sitting together, exchanging stories and advice. The afternoon is passing slowly when a handsome young man in the colors of the house of Al’Zarif walks up to the table, a friendly smile on his face.

The young man is Moamar Ismail and he is a ‘merchant-in-training’ at the House of Al’Zarif here in Molvar. He was tasked with tracking down the adventurers who are in town and requesting assistance. Moamar is smooth, with every wish to impress the adventurers and convince them to undertake this task. He cannot offer compensation, just the chance at some loot. If very hard-pressed, he can gift the two items he has in his possession, which include a masterwork dagger and two ceremonial gold coins.

Moamar is friendly and helpful with whatever knowledge he has, eager to see if he can get the adventurers interested. Although he has the spell at certain levels, he does not resort to using a *charm person* or the like, as this mission is intended to be entirely

voluntary and only for those who are interested. Moamar himself is eager to meet and talk to the adventurers, if only to hear what they might have to say. He is brand new in town, having just transferred here from the capital to assist the Head Factor, Rasan Al'Zarif.

🗡️ **Moamar Ismail:** Male human Rog2/Brd2; hp 18; see Appendix I.

Moamar knows the following:

- 1) Dwarves approached the House of Al'Zarif recently, but Moamar did not see them, nor did they stay long. They stayed perhaps an hour or two, and they saw the Head Factor (Rasan Al'Zarif) and two of his advisers.
- 2) There are no indications of any abnormal difficulties in the mountains, but the dwarves were from the Blackhammer clan (a minor clan) and want the assistance of the people of Ket to do something out there. The specifics are vague, maddeningly so, but there is a promise of rewards. The Blackhammers are not citizens of Ket and are independent, but have minor trade agreements with Molvar, right at the border Ket claims; this would be a real help in relations with the dwarves and possibly someday bring them into the folds of Ket.
- 3) If pressed, Moamar reveals two ancient ceremonial Baklunish gold pieces, each worth about 2 1/2 gp now, and incredibly valuable as antiques, as well as a masterwork ancient Baklunish dagger. The dagger is more than that, and a successful Bardic Knowledge check (DC 25) or a successful Knowledge (history-Ket) check (DC 25), reveals that it is a "Zirtara", the dagger of command given to the person in charge of an important Baklunish military post. If the check is made at DC 35 then the character knows that it was owned last by the last commander of the Fortress of Quirac, Omar the Grey.
- 4) The guide to take people out to the meeting spot the dwarves have chosen is to leave at first light tomorrow. Anyone who wishes to go along had best be at the north gate of the city at first light. The guide is a local hunter by the name of Farid. If the characters have agreed to Farid's mission, then there is no charge for the trip otherwise the hunter will charge 25 gp for his services.
- 5) Anticipate some sort of travel on water at one point. The Blackhammers live near a very deep, cold lake and indicate it has something to do with all of this. This dwarf clan also seems to shun the area, or perhaps just this lake, it's hard to tell. Something to do with a conflict with orcs or something like that. Those in heavy armor might do best to reconsider, or at least wear something lighter for the time being.
- 6) There are rumors that drow or other foul denizens of the underdark may somehow be involved. Of course, these rumors are baseless.

ENCOUNTER 1: HI-HO, HI-HO

The guide Farid meets everyone as directed, at first light by the north gate. He wastes no time getting moving, setting a hard pace that shows no sign of slowing for anyone. By early afternoon everyone is deep into the foothills, climbing steadily.

Characters without horses must move at a *hustle* to keep up. After the first hour, they take 1 point of subdual damage, and each additional hour cause twice the damage taken during the previous hour. The characters walk for 8 hours before you may proceed with the following.

By nightfall, it is clear that he intends to push onward rather than stop but soon notices some of you are fading. In moments he has chosen a campsite and started to set up a meal.

"So you are the lot that are going to help out these dwarves. Any one of you actually speak their language?"

Farid goes on in this vein for a while, trying to determine what the adventurers actually know of this area and how familiar they are with the dwarves and their culture. He is not too worried about the overall reaction, as he plans to do some negotiating of his own while the characters are off doing their task, but he does want to get some idea. Farid is not overly friendly but he is very interested in all responses.

If asked, he mentions they are traveling to a small trading post that sometimes serves as a gathering spot for dwarven and human hunters or traders. It is about 1 1/2 day's travel in good weather, which it appears to be right now.

There should be no reason for combat of any type with Farid but he accepts a duel or contest to see how good any given party member might be, so long as the emphasis is on testing the mettle, not hurting one another.

Otherwise, the night passes quickly with no difficulties, although the adventurers should be encouraged to form a watch.

ALL APLS

🗡️ **Farid:** Male human Rgr3/Ftr3; hp 46; see Appendix I.

ENCOUNTER 2: MEETING THE BLACKHAMMERS

It is approaching noon of the second day when a small stone building shaped like a mini-keep appears on the trail in front of you. Farid motions from his position at the lead, pointing at the stone structure where you can now see some dwarves standing and holding crossbows.

"That's where they are. Best get ready, they'll be anxious to conclude our business."

The trading post is small and sturdy. It is entirely made of stone and has only two exits, the main entrance and a smoke hole in the roof. The Blackhammer contingent is

here first, and has set up a guard around the place. Six of the guards are hidden behind local rockblinds, and four are visible in front. A successful Spot check (DC 18) is required to notice them.

One of the guards questions the characters as to the reason for their presence, then escorts them in to see Morra and the guard captain.

The mission for the party is to find out what the dwarves want and undertake it. Farid accompanies and tries to negotiate a trade deal after the adventurers have had their say, though he does not negotiate in front of them if he can help it.

The dwarves are straightforward and honest about the entire mission, explaining everything to the best of their abilities. They have nothing to hide and expect the same of the adventurers. Any attempt to Bluff them or use subterfuge is taken poorly.

The dwarves have the following information for the characters regarding the mission.

- Two dwarves were attacked during a raid from a small band of kuo-toans six days ago.
- The kuo-toans have not been seen in the area for decades, so their return is a bit of a surprise.
- One of the two dwarves may still be alive and they would like him returned. They cannot search for him themselves because of other problems right now. They do not elaborate unless asked, but there is a truce with orcs in the area and they cannot risk breaching the truce for fear of starting up a war again.
- In return, the characters would have the gratitude of the dwarves, whatever treasure they can cart out, and a chance to learn from the dwarves.

The House of Al'Zarif is hoping the characters succeed, as Farid is there to negotiate a trade deal with the Blackhammers. Farid offers the favor of the House of Al'Zarif (Moquilloed Consortium) if he is brought into the conversation, or otherwise involved.

This is a chance for roleplaying, with no combat foreseen. Morra, the cleric of Moraddin does most of the talking, but the Guard Captain is not adverse to conversation and responds if questioned.

Details the dwarves know and can pass on to the characters if questioned properly:

- 1) The one dead kuo-toan left behind had an ancient Baklunish dagger and a pouch of gold pieces, also ancient Baklunish. It was for this reason that the House of Al'Zarif was approached.
- 2) It is suspected that the kuo-toans are using one of a trio of uninhabited islands at the throat of Lake Threefalls to base themselves, as they are amphibian and can survive in either climate, so an isolated land-base would likely be best to fight off the dwarves who are heavier, and adverse to swimming.
- 3) The kuo-toans must be present in small numbers only, as they have only raided twice thus far and at isolated points. If they can be crushed now it can be a major victory, as it might prevent further incursions.
- 4) The source of the kuo-toans is a mystery to the dwarves and finding it would be a coup. As far as

they know, all the underground entrances around here are sealed permanently, but obviously something new has formed, as they have checked all the currently known spots.

- 5) The dwarves can guide the party to the suspected island, at least on land within sight of it. They are unwilling to approach any closer, however, as it is actually in orc territory and though they are not likely watching it closely, the conflict is already intense enough.
- 6) If pressed, the dwarves note that the territory the island is in, actually belongs to the orcs. They too would have nothing to do with the kuo-toans, but they have just as little to do with characters, so be careful.

Although no combat is foreseen, nor is it the goal, here are the details on the dwarves:

ALL APLS

♣ **Dwarven Guard Squad (10):** Male dwarf Ftr2; hp 22; see Appendix I.

♣ **Grithol of the Dark Axe, Captian of the Guard:** Male dwarf Ftr 4; hp 40; see Appendix I.

♣ **Morra Blackhammer:** Female dwarf Clr6 (Moradin); hp 51; see Appendix I.

ENCOUNTER 3: ISLAND OUTCROPPINGS

After the meeting with the dwarves, the trip to Threefalls Lake is filled with anticipation. Unfamiliar with humans, your dwarven guide moves cautiously and carefully, probably slower than you are able but the break in the pace from your first guide is pleasant. The night comes quickly and you camp in a small dwarven stronghold.

The morning finds everyone at Threefalls Lake before long and the guide points to a pair of islands off the shoreline. "That's them there. Not much to look at but then, I suppose the bug-eyes are not looking to set up a pleasure house."

The islands you see are small, barren plots of rock in the lake. There is no trees or much of any flora on them at all, just a bit of scrub grass adding a modicum of color.

The guide stops at this point and points to a boat on the beach for the characters. They are advised to make sure it is secure on the other side and come back as soon as possible. He does not go out on the water with them.

The kuo-toans are located in the cavern complex on the first island (Map provided). The island is approximately 600 feet from shore and the waters are calm.

The cavern complex itself does not have an exit to the water, but it does have two hidden exits that require a successful Spot check (DC 22) to notice, as well as one obvious one on land. The two hidden exits have been barred solidly, to the extent that moving them causes a lot

of noise, although parties might attempt this with the proper spells/equipment. The ways into the cavern are noted below.

☛ **Barred Entrance:** 3 in. thickness; hardness 10; hp 50; Break (DC 28).

This raiding party was out the previous night and is currently resting. The outer guard(s) is tired and does not enjoy being near sunlight in any event. They are stationed about 30 feet back into the entrance, a distance apart from one another. Both creatures are fatigued, which means they cannot run or charge, and suffer an effective penalty of -2 to Strength and Dexterity. They have a weakness in daylight, which discourages them from pursuing the characters into the daylight. Keep in mind though, that the kuo-toans can see invisible creatures and recognize it as invisibility. They try to play along, hoping to get the drop on the invisible person. A Sense Motive check opposed to the kuo-toans' Bluff, decides whether the invisible characters are caught in a surprise round.

The guards fight as long as possible; however, they scream for help as soon as they actually take damage; before that point they are too exhausted to think clearly. This is, of course, providing they are still alive to scream.

APL 2 (EL 2)

☛ **Kuo-Toa Guard:** hp 11; see *Monster Manual*.

APL 4 (EL 4)

☛ **Kuo-Toa Guards (2):** hp 11, 11; see *Monster Manual*.

APL 6 (EL 6)

☛ **Kuo-Toa Guards (2):** Male kuo-toa Rog2; hp 25, 25; see Appendix I.

APL 8 (EL 8)

☛ **Kuo-Toa Guards (2):** Male kuo-toa Rog4; hp 35, 35; see Appendix I.

The kuo-toa are amphibious humanoids with bullet-shaped heads and bulging eyes, whose bodies are covered in scales. They generally inhabit the underdark and are noted for the depravity and evil ways. These kuo-toa are raiders from the local priesthood of the kuo-toans, sent on a specific mission to get information about the underwater complex. They are not likely to talk or negotiate and believe surface dwellers to be both effete and debased. These guards are *fatigued* from raiding and may be more willing to run for help than normal.

Treasure: There is a small pile of armor and weapons gathered on the raiding from last night, including four dwarven waraxes and two suits of chainmail, as well as a pouch of gold.

APL 2: L: 42 gp; C: 5 gp; M: 0

APL 4: L: 42 gp; C: 15 gp; M: 0

APL 6: L: 42 gp; C: 15 gp; M: 0

APL 8: L: 42 gp; C: 15 gp; M: 0

ENCOUNTER 4: INTO THE CAVERNS

The approach into the caverns seems dark and ominous. A faint trail of blood on the floor, visible in the reflections from your light, is not a good sign at all. The wind from the mountains seems to avoid this place entirely and the atmosphere is dank and stuffy, with a vague fish smell everywhere.

The caverns are not lit at all, as the kuo-toans have darkvision to compensate and do not want to be spotted in any event. Light warns them of the approach of the characters, if they use it.

The main cavern is where the raiding party has holed up. Numbers vary depending on the level of the characters entering but in general they are all resting unless they were warned previously.

The general layout of the cavern is a rough circle, with characters approaching from the south, even if they have breached one of the other exits and by-passed the guards. The kuo-toans are located in the northern half of the cavern, along the walls. The cavern is some 80 feet in diameter, from north wall to the south wall. There are two exits, one in the south wall of the cavern through which the characters arrive, and one in the north to the next encounter area.

If pre-warned, the kuo-toans try to set up an ambush, with a kuo-toan hiding on either side of the doorway. They delay their action until everyone from the party is in the cavern. Assume that the kuo-toans have the opportunity to take '10' on their Hide attempt as the characters approach the cavern. The far kuo-toans use some rock piles for cover (50%) and throw spears as long as they can before entering hand-to-hand combat.

If surprised, the kuo-toans simply grab weapons and attack. They may be placed in any of the starting K positions on the map.

In no cases do the kuo-toans consider going for their chief, unless they win the fight.

If they do win, the kuo-toans torture the characters for some time, tattooing symbols of strange fish into their arms, before abandoning them here when they end the raiding. All possessions are lost to the kuo-toans, but a passing human ranger rescues them.

APL 2 (EL 3)

☛ **Kuo-Toa Raiders (2):** hp 11, 11; see *Monster Manual*.

APL 4 (EL 5)

☛ **Kuo-Toa Raiders (2):** hp 11, 11, 11, 11; see *Monster Manual*.

APL 6 (EL 7)

☛ **Kuo-Toa Raiders (3):** Male kuo-toa Rog2; hp 25, 25, 25; see Appendix I.

APL 8 (EL 9)

👉 **Kuo-Toa Raiders (3):** Male kuo-toa Rog4; hp 35, 35, 35; see Appendix I.

The kuo-toa are amphibious humanoids with bullet-shaped heads and bulging eyes, whose bodies are covered in scales. They generally inhabit the underdark and are noted for the depravity and evil ways. These kuo-toa are raiders from the local Priesthood of the kuo-toans, sent on a specific mission to get information about the underwater complex. They are not likely to talk or negotiate, and believe surface dwellers to be both effete and debased. These raiders are rested and fight to the death.

Treasure: There is a pile of treasure gathered from the raiding, most of which the kuo-toans cannot use but hope to trade.

APL 2 7 chain shirts, 5 dwarven waraxes, 5 heavy crossbows, 45 gp

APL 4 7 suits of chainmail, 7 dwarven waraxes, 7 heavy crossbows, 195 gp

APL 6 7 suits of banded mail, 7 dwarven waraxes, 7 heavy crossbows, 7 large steel shields, 500 gp

APL 8 7 suits of half-plate armor, 7 masterwork dwarven waraxes, 7 heavy crossbows, 7 large steel shields, 700 gp

APL 2: L: 110 gp; C: 9 gp; M: 0

APL 4: L: 161 gp; C: 39 gp; M: 0

APL 6: L: 245 gp; C: 100 gp; M: 0

APL 8: L: 700 gp; C: 140 gp; M: 0

ENCOUNTER 5: THE HEAD RAIDER

There is an eerie darkness down this tunnel and you can hear pained, heavy breathing in the distance, as well as the dripping of water.

The Head Raider has been off torturing the dwarf that was captured for information on the underwater area that the kuo-toans have recently emerged from. The Blackhammer dwarf knows nothing, which is frustrating the head raider. He hears any combat that takes place, unless the characters manage it quietly in some fashion, and awaits them in darkness, attacking the first person he sees, hoping to take revenge. He is infuriated by the lack of response from the prisoner and wants to take things out on the adventurers. The dwarven prisoner starts at -1 hp on the first round of combat and drops one for every round. Rescuing him is important, but may not prove possible.

The room in which he is located is a small cavern, 40 feet wide by 30 feet long. It has only one exit, to the south. The corridor connecting this to the previous

cavern is 60 feet long and winding; therefore you cannot see directly from cavern to cavern. The wounded dwarf is located in the northwest corner, beside a pile of loot. Should the head raider be surprised, he is found there, torturing the dwarf, otherwise he is in his ambush position.

If the head raider wins this encounter, he leaves the characters in whatever condition they are in and abandons his raid. The characters awake with all of their possession save gold and portable magical items and can proceed to the next encounter.

The head raider is particularly incensed if any character has the dagger that Moamar presented in Encounter 1. He lost that on his second raid and it is a source of much annoyance to him.

APL 2 (EL 3)

👉 **Fearless Leader:** Male kuo-toa Rog1; hp 20; see Appendix I.

APL 4 (EL 5)

👉 **Fearless Leader:** Male kuo-toa Rog3; hp 30; see Appendix I.

APL 6 (EL 7)

👉 **Fearless Leader:** Male kuo-toa Rog5; hp 40; see Appendix I.

APL 8 (EL 9)

👉 **Fearless Leader:** Male kuo-toa Rog7; hp 50; see Appendix I.

ALL APLS

👉 **Wounded Dwarven Guard:** Male dwarf Ftr2; hp 22 (currently -1); see Appendix I.

The Head Raider has a crude map in some sort of waterproof dye on hide. A character that makes a successful Heal check (DC 20) realizes that the hide is human skin. The map shows a small underground complex, with symbols of Istus written on one of the rooms and some strange terrain features.

There is also a collection of ancient Baklunish coins in a pouch (noted in Treasure below) There is also a masterwork scimitar with ancient Baklunish designs and a ruby-tipped pommel (noted in treasure below) worth 375 gp. At the back of the torture chamber, there is also a decayed skeleton dressed in ancient Baklunish masterwork chainmail. If anyone checks, the skeleton is human. He also has a scroll tube with the remnants of a parchment upon which the outline of the crude map that the head raider possesses is drawn.

Treasure:

APL 2 2 suits of chainmail, masterwork scimitar with ruby-tipped pommel, masterwork chainmail, 180 gp

APL 4 2 suits of banded mail, masterwork scimitar with ruby-tipped pommel, masterwork chainmail, masterwork dwarven waraxe, masterwork heavy flail, 360 gp

APL 6 2 suits of half-plate armor, masterwork scimitar with ruby-tipped pommel, masterwork chainmail, masterwork dwarven waraxe, masterwork heavy flail, 600 gp

APL 8 2 suits of full plate armor, masterwork scimitar with ruby-tipped pommel, masterwork chainmail, masterwork dwarven waraxe, masterwork heavy flail, 600 gp

APL 2: L: 98 gp; C: 36 gp; M: 0

APL 4: L: 182 gp; C: 72 gp; M: 0

APL 6: L: 252 gp; C: 120 gp; M: 0

APL 8: L: 433 gp; C: 120 gp; M: 0

ENCOUNTER 6: BACK TO THE BOAT

The exit from the caves is short and simple. There is still time to get off the island without running into any more trouble, at least, that is the idea until you see the remains of the boat. It has been destroyed, and quite thoroughly. Your dwarven guide is a speck in the distance on the shore of the lake, waiting patiently.

A search reveals orcish hobnailed boot tracks in the area. The orcs brought their own vessel over from another side, but did not enter the complex. Without some sort of magical aid, the only choice to get off the island is by swimming.

The only real danger here is a large snake that calls Threefalls Lake home. They are water vipers and flee if reduced to 5 hp or less. There is no time limit on the vipers waiting in ambush, as they have all the time in the world and probably fall asleep waiting if that is necessary.

The distance to the other side, and relative safety, is 600 feet. It is very deep (over 250 feet by the middle of the trip) and drops off steeply, by 10 feet for every 10 feet going out. The bottom is mostly mud and very difficult to move in if the characters drop down to the bottom requiring a successful Strength check (DC 18) each round in order to move.

The lake, though very cold, is warm enough at this time of year on the surface to not cause any problems to the characters. If they drop below the surface, however, they must make a successful Fortitude save (DC 15, +1 for each previous check) every minute, or take 1d6 points of subdual damage.

The snakes are hiding just out of sight around the curve of the island shoreline itself, 180 feet distant from

the characters. The snakes are cunning enough to wait until at least one of the characters is at least 60 feet into the water, when they swim to attack. A successful Spot check (DC 10) is required to notice them, unless already in the water in which case it is a DC 15.

Swimming the waters requires a successful Swim check (DC 10) each round. It takes ten rounds for a body to sink to the bottom (1 round if at heavy load). Bodies resting on the bottom of the lake may be very difficult to find among the murky and muddy dark. A successful Spot or Search check (DC 30) is needed in the general location of where the body went down. For every 10 rounds since the body went under, increase the DC by 1. This is the current of the waterfalls moving the body around.

For anyone who chooses to employ some sort of floatation device like blowing up waterproof bags, devising a raft of some type from the remaining wood, using one of the shell shields from the kuo-toans, a situational modifier can be applied, up to a maximum bonus of +4. Recall that the idea is to provide a challenge, not kill the characters by simple drowning.

If the characters choose to simply camp (there is no firewood or similar material on the small island to start a camp fire, save for the remnants of the boat itself) before crossing over to the other side, an orcish raiding party shows up in the evening, coming over on longboat. If the orcs arrive, they use the cover of darkness to best effect. The orcs begin with an initial volley of javelins from the darkness, and then charge in to gang up on a single character. Once they have downed a character they fade back into the darkness, regroup, and try the same tactic again, from a different side. Of course, by defeating the orcs, the characters now have a boat to get across the water, and avoid the water viper encounter altogether.

APL 2 (EL 2)

🐍 **Large Viper Snake:** hp 13; see *Monster Manual*.

APL 4 (EL 4)

🐍 **Large Viper Snakes (2):** hp 13, 13; see *Monster Manual*.

APL 6 (EL 6)

🐍 **Huge Viper Snakes (3):** hp 22, 22, 22; see *Monster Manual*.

APL 8 (EL 8)

🐍 **Huge Viper Snakes (5):** hp 22, 22, 22, 22, 22; see *Monster Manual*.

OR

APL 2 (EL 2)

🐉 **Orc Raiders (4):** hp 4, 4, 4, 4; see *Monster Manual*.

APL 4 (EL 4)

➤ **Orc Raiders (4):** Male orc Ftr1; hp 11, 11, 11, 11; see Appendix I.

APL 6 (EL 6)

➤ **Orc Raiders (4):** Male orc Ftr2; hp 18, 18, 18, 18; see Appendix I.

APL 8 (EL 8)

➤ **Orc Raiders (4):** Male orc Ftr4; hp 32, 32, 32, 32; see Appendix I.

CONCLUSION

Once the characters return, either successful or not, the Blackhammers work to make a business arrangement with the house of Al'Zarif. They also work out the following, should the prerequisite be completed:

- 1) The dwarves explain that there has been an increase in the orc aggression recently, and the news the characters bring back disturbs the dwarves. War on two fronts is for the foolish. They need time to discuss the situation, and tell the characters if they return in ten days, after which the dwarves have researched and consulted the clan elders, they might be able to investigate the island again. It is entirely possible, given the presence of the kuo-toans, that a truce with the orcs may be extended, to concentrate on the foul dwellers of the underdark.
- 2) If the characters are successful in the rescue mission and bring the dwarf back alive, this makes the dwarves happy. A point of Influence with the house of Al'Zarif (in effect, influence with the Ket Mouqillod Consortium) makes the characters happy.

Morra and the Blackhammers in general have good reasons for not wanting many people around the underground complex. In the first place, they are anxious to simply seal it up again and ensure that no more kuo-toans get to the surface. Secondly, they do not want their enemies, the orcs, finding out anything down there and sealing it up prevents that. No matter what, however, they are curious as to what is down there and if there is anything that can add to the overall wealth of the clan. They have no memories of anything under Threefalls Lake, but they have not always resided here. There are old tales of a pass that was filled in when the rivers were diverted here, but the prior clan was wiped out in a fratricidal war with the Blackhammers a long time ago.

There is a sequel to this adventure that takes place some ten days after this adventure occurs.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3: Island Outcroppings

Defeat the kuo-toa guards.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 4: Into the Caverns

Defeat the kuo-toa raiders.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 5: The Head Raider

Defeat the kuo-toas' fearless leader.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 6: Back to the Boat

Defeat the viper and swim back across.

OR

Defeat the orc raiders and take the boat.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Discretionary Roleplaying Award

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	870 XP
APL 8	1140 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 treasurer.

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

One Influence point with the Mouqollad Consortium.

Total Possible Treasure

APL 2: 300 gp

APL 4: 600 gp

APL 6: 774 gp

APL 8: 1350 gp

TREASURE KEY:

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

Encounter 3: Island Outcroppings

Defeat the kuo-toa guards and take their dwarf loot.

APL 2: L: 42 gp; C: 5 gp; M: 0

APL 4: L: 42 gp; C: 15 gp; M: 0

APL 6: L: 42 gp; C: 15 gp; M: 0

APL 8: L: 42 gp; C: 15 gp; M: 0

Encounter 4: Into the Caverns

Defeat the kuo-toa raiders and take their dwarf loot.

APL 2: L: 110 gp; C: 9 gp; M: 0

APL 4: L: 161 gp; C: 39 gp; M: 0

APL 6: L: 245 gp; C: 100 gp; M: 0

APL 8: L: 700 gp; C: 140 gp; M: 0

Encounter 5: The Head Raider

Defeat the kuo-toa fearless leader and take his dwarf loot.

APL 2: L: 98 gp; C: 36 gp; M: 0

APL 4: L: 182 gp; C: 72 gp; M: 0

APL 6: L: 252 gp; C: 120 gp; M: 0

APL 8: L: 433 gp; C: 120 gp; M: 0

APPENDIX I: NPCS

INTRODUCTION

All APLs

☞ **Moamar Ismail:** Male human Rog2/Brd2; CR 4; Medium-size humanoid (human); HD 4d6; hp 18; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +2 melee (1d6/19-20, short sword) or +3 melee (1d4/19-20, dagger); SA Sneak Attack (+1d6); SQ Evasion, bardic music (inspire courage, countersong, fascinate, inspire competence), bardic knowledge (+4); AL LG; SV Fort +0, Ref +8, Will +3; Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 17.

Skills and Feats: Appraise +8, Bluff +12, Decipher Script +7, Diplomacy +9, Innuendo +5, Intimidate +8, Knowledge (local) +6, Listen +6, Perform +10, Profession (merchant) +9, Search +7, Sense Motive +6; Dodge, Skill Focus (Bluff), Skill Focus (Profession – merchant).

Possessions: masterwork chain shirt, masterwork dagger, 2 ceremonial gold coins.

Spells Known (3/1; base DC = 13 + spell level): 0 – daze, detect magic, light, mage hand, read magic; 1st – charm person, cure light wounds.

ENCOUNTER 1: HI-HO, HI-HO

All APL's

☞ **Farid:** Male human Rgr3/Ftr3; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +9/+4 melee (1d6+3/18-20, rapier) or +10 ranged (1d8/19-20, light crossbow); SQ Favored enemy (goblinoids); AL NG; SV Fort +7, Ref +4, Will +3; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +10, Knowledge (Yatils) +5, Hide +9, Move Silently +9, Spot +8, Wilderness Lore +8; Dodge, Mobility, Point Blank Shot, Precise Shot, Far Shot, Shot on the Run.

Possessions: +1 chain shirt, +1 rapier, masterwork light crossbow, 20 masterwork bolts.

ENCOUNTER 2: MEETING THE BLACKHAMMERS

All APLs

☞ **Dwarven Guard Squad (10):** Male dwarf Ftr2; CR 2; Medium-size humanoid (dwarf); HD 2d10+6; hp 22; Init +0; Spd 15 ft.; AC 16 (touch 10, flat-footed 16); Atk +5 melee (1d10+2/x3, dwarven waraxe) or +2 ranged (1d10/19-20, heavy crossbow); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +6, Ref +0, Will +0; Str 14, Dex 10, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Climb +1, Craft (Weaponsmith) +7, Jump +1; Exotic Weapon Proficiency (dwarven

waraxe), Power Attack, Weapon Focus (dwarven waraxe).

Possessions: scalemail armor, large steel shield, dwarven waraxe, heavy crossbow, 10 bolts.

☞ **Grithol of the Dark Axe, Captian of the Guard:** Male dwarf Ftr 4; CR 4; Medium-size humanoid (dwarf); HD 4d10+12; hp 40; Init +1; Spd 15 ft.; AC 19 (touch 11, flat-footed 18); Atk +8 melee (1d10+5/x3, dwarven waraxe) or +5 ranged (1d10/19-20, heavy crossbow); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +7, Ref +2, Will +1; Str 14, Dex 12, Con 17, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +4, Craft (weaponsmith) +9, Diplomacy +2, Jump +4, Handle Animal +7; Cleave, Exotic Weapon Proficiency (dwarven waraxe), Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: +1 breastplate armor, large steel shield, +1 dwarven waraxe, heavy crossbow, 10 bolts.

☞ **Morra Blackhammer:** Female dwarf Clr6 (Moradin); CR 6; Medium-size humanoid (dwarf); HD 6d8+18; hp 51; Init +0; Spd 15 ft.; AC 20 (touch 10, flat-footed 20); Atk +8 melee (1d8+3/x3, warhammer) or +4 ranged (1d10/19-20, heavy crossbow); SA Spells, turn undead; SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +8, Ref +2, Will +7; Str 14, Dex 10, Con 16, Int 12, Wis 15, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +9, Healing +11; Martial Weapon Proficiency (warhammer), Power Attack, Weapon Focus (warhammer).

Possessions: full plate armor, large steel shield, +1 warhammer.

Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level): 0 – detect magic, light, read magic, resistance, virtue; 1st – bless, comprehend languages, magic weapon, obscuring mist, sanctuary*; 2nd – bull's strength, calm emotions, hold person (2), soften earth and mud*; 3rd – dispel magic, protection from elements*, searing light.

*Domain spell. Domains: Earth (Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

ENCOUNTER 3: ISLAND OUTCROPPINGS

APL 6 (EL 6)

👉 **Kuo-Toa Guards (2):** Male kuo-toa Rog2; CR 4; Medium-size monstrous humanoid (aquatic); HD 2d8+2d6+4; hp 25; Init +0; Spd 20 ft., swim 50 ft.; AC 18 (touch 10, flat-footed 18); Atk +4 melee (1d8+1/x3, shortspear) and -1 melee (1d4, bite) or +3 ranged (1d8+1/x3, thrown shortspear); SA Sneak attack (+1d6); SQ Keen sight, slippery, adhesive, immunities, light blindness, amphibious, evasion; AL NE; SV Fort +3, Ref +6, Will +5; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Appraise +6, Escape Artist +19, Craft (weaponsmith) +7, Hide +4, Listen +9, Move Silently +5, Search +10, Spot +11, Tumble +5; Alertness, Great Fortitude, Weapon Focus (shortspear)

Possessions: large shell shield, shortspear

APL 8 (EL 8)

👉 **Kuo-Toa Guards (2):** Male kuo-toa Rog4; CR 6; Medium-size monstrous humanoid (aquatic); HD 2d8+4d6+6; hp 35; Init +0; Spd 20 ft., swim 50 ft.; AC 18 (touch 10, flat-footed 18); Atk +7 melee (1d8+2/x3, shortspear) and +2 melee (1d4, bite) or +5 ranged (1d8+1/x3, thrown shortspear); SA Sneak attack (+2d6); SQ Keen sight, slippery, adhesive, immunities, light blindness, amphibious, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +7, Will +6; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Appraise +7, Escape Artist +20, Craft (weaponsmith) +8, Hide +6, Listen +9, Move Silently +6, Search +10, Spot +12, Tumble +7; Alertness, Dodge, Great Fortitude, Weapon Focus (shortspear)

Possessions: large shell shield, shortspear

ENCOUNTER 4: INTO THE CAVERNS

APL 6 (EL 7)

👉 **Kuo-Toa Raiders (3):** Male kuo-toa Rog2; CR 4; Medium-size monstrous humanoid (aquatic); HD 2d8+2d6+4; hp 25; Init +0; Spd 20 ft., swim 50 ft.; AC 18 (touch 10, flat-footed 18); Atk +4 melee (1d8+1/x3, shortspear) and -1 melee (1d4, bite) or +3 ranged (1d8+1/x3, thrown shortspear); SA Sneak attack (+1d6); SQ Keen sight, slippery, adhesive, immunities, light blindness, amphibious, evasion; AL NE; SV Fort +3, Ref +6, Will +5; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Appraise +6, Escape Artist +19, Craft (weaponsmith) +7, Hide +4, Listen +9, Move Silently +5, Search +10, Spot +11, Tumble +5; Alertness, Great Fortitude, Weapon Focus (shortspear)

Possessions: large shell shield, shortspear

APL 8 (EL 9)

👉 **Kuo-Toa Raiders (3):** Male kuo-toa Rog4; CR 6; Medium-size monstrous humanoid (aquatic); HD

2d8+4d6+6; hp 35; Init +0; Spd 20 ft., swim 50 ft.; AC 18 (touch 10, flat-footed 18); Atk +7 melee (1d8+2/x3, shortspear) and +2 melee (1d4, bite) or +5 ranged (1d8+1/x3, thrown shortspear); SA Sneak attack (+2d6); SQ Keen sight, slippery, adhesive, immunities, light blindness, amphibious, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +7, Will +6; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Appraise +7, Escape Artist +20, Craft (weaponsmith) +8, Hide +6, Listen +9, Move Silently +6, Search +10, Spot +12, Tumble +7; Alertness, Dodge, Great Fortitude, Weapon Focus (shortspear)

Possessions: large shell shield, shortspear

ENCOUNTER 5: THE HEAD RAIDER

APL 2 (EL 3)

👉 **Fearless Leader:** Male kuo-toa Rog1; CR 3; Medium-size monstrous humanoid (aquatic); HD 2d8+1d6+3; hp 20; Init +3; Spd 20 ft., swim 50 ft.; AC 21 (touch 13, flat-footed 18); Atk +3 melee (1d8+1/x3, shortspear) and -2 melee (1d4, bite) or +4 ranged (1d8+1/x3, shortspear); SA Sneak attack (+1d6); SQ Keen sight, slippery, adhesive, immunities, light blindness, amphibious; AL NE; SV Fort +3, Ref +8, Will +4; Str 12, Dex 16, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Escape Artist +22, Craft (weaponsmith) +7, Listen +10, Move Silently +8, Search +11, Spot +12; Alertness, Dodge, Great Fortitude.

Possessions: large shell shield, 2 shortspears.

APL 4 (EL 5)

👉 **Fearless Leader:** Male kuo-toa Rog3; CR 5; Medium-size monstrous humanoid (aquatic); HD 2d8+3d6+5; hp 30; Init +3; Spd 20 ft., swim 50 ft.; AC 21 (touch 13, flat-footed 18); Atk +5 melee (1d8+1/x3, shortspear) and +0 melee (1d4, bite) or +6 ranged (1d8+1/x3, shortspear); SA Sneak attack (+2d6); SQ Keen sight, slippery, adhesive, immunities, light blindness, amphibious, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +9, Will +5; Str 12, Dex 17, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Escape Artist +24, Craft (weaponsmith) +9, Hide +9, Listen +12, Move Silently +10, Search +13, Spot +14; Alertness, Dodge, Great Fortitude.

Possessions: large shell shield, 2 shortspears.

APL 6 (EL 7)

👉 **Fearless Leader:** Male kuo-toa Rog5; CR 7; Medium-size monstrous humanoid (aquatic); HD 2d8+5d6+7; hp 40; Init +3; Spd 20 ft., swim 50 ft.; AC 21 (touch 13, flat-footed 18); Atk +7 melee (1d8+1/x3, shortspear) and +1 melee (1d4, bite) or +8 ranged (1d8+1/x3, shortspear); SA Sneak attack (+3d6); SQ Keen sight, slippery, adhesive, immunities, light blindness, amphibious, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +10, Will +5; Str 12, Dex 17, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Escape Artist +26, Craft (weaponsmith) +11, Hide +15, Listen +14, Move Silently +12, Search +15, Spot +16; Alertness, Dodge, Great Fortitude, Mobility.

Possessions: large shell shield, masterwork shortspear.

APL 8 (EL 9)

☛**Fearless Leader:** Male kuo-toa Rog7; CR 9; Medium-size monstrous humanoid (aquatic); HD 2d8+7d6+9; hp 50; Init +4; Spd 20 ft., swim 50 ft.; AC 22 (touch 14, flat-footed 18); Atk +9 melee (1d8+1/x3, shortspear) and +3 melee (1d4, bite) or +10 ranged (1d8+1/x3, shortspear); SA Sneak attack (+4d6); SQ Keen sight, slippery, adhesive, immunities, light blindness, amphibious, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +5, Ref +12, Will +6; Str 12, Dex 18, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Escape Artist +28, Craft (weaponsmith) +13, Hide +17, Listen +16, Move Silently +14, Search +17, Spot +18, Tumble +8; Alertness, Dodge, Great Fortitude, Mobility, Spring Attack.

Possessions: large shell shield, masterwork shortspear.

All APLs

☛**Wounded Dwarven Guard:** Male dwarf Ftr2; CR 2; Medium-size humanoid (dwarf); HD 2d10+6; hp 22; Init +0; Spd 20 ft.; AC 10 (touch 10, flat-footed 10); Atk +5 melee (1d10+2/x3, dwarven waraxe) or +2 ranged (1d10/19-20, heavy crossbow); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +6, Ref +0, Will +0; Str 14, Dex 10, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Climb +7, Craft (weaponsmith) +6, Jump +7; Exotic Weapon Proficiency (dwarven waraxe), Power Attack, Weapon Focus (dwarven waraxe).

Possessions: none.

ENCOUNTER 6: BACK TO THE BOAT

APL 4 (EL 4)

☛**Orc Raiders (4):** Male orc Ftr1; CR 1; Medium-size humanoid (orc); HD 1d10+1; hp 11; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (1d12+4/x3, greataxe) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will +0; Str 16, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Jump +3, Listen +2, Spot +2; Alertness, Weapon Focus (greataxe).

Possessions: greataxe, 5 javelins, scalemail armor.

APL 6 (EL 6)

☛**Orc Raiders (4):** Male orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10+2; hp 18; Init +0; Spd 20 ft.;

AC 14 (touch 10, flat-footed 14); Atk +6 melee (1d12+4/x3, greataxe) or +2 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +0, Will +0; Str 16, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Jump +4, Listen +2, Spot +2; Alertness, Power Attack, Weapon Focus (greataxe).

Possessions: greataxe, 5 javelins, scalemail armor.

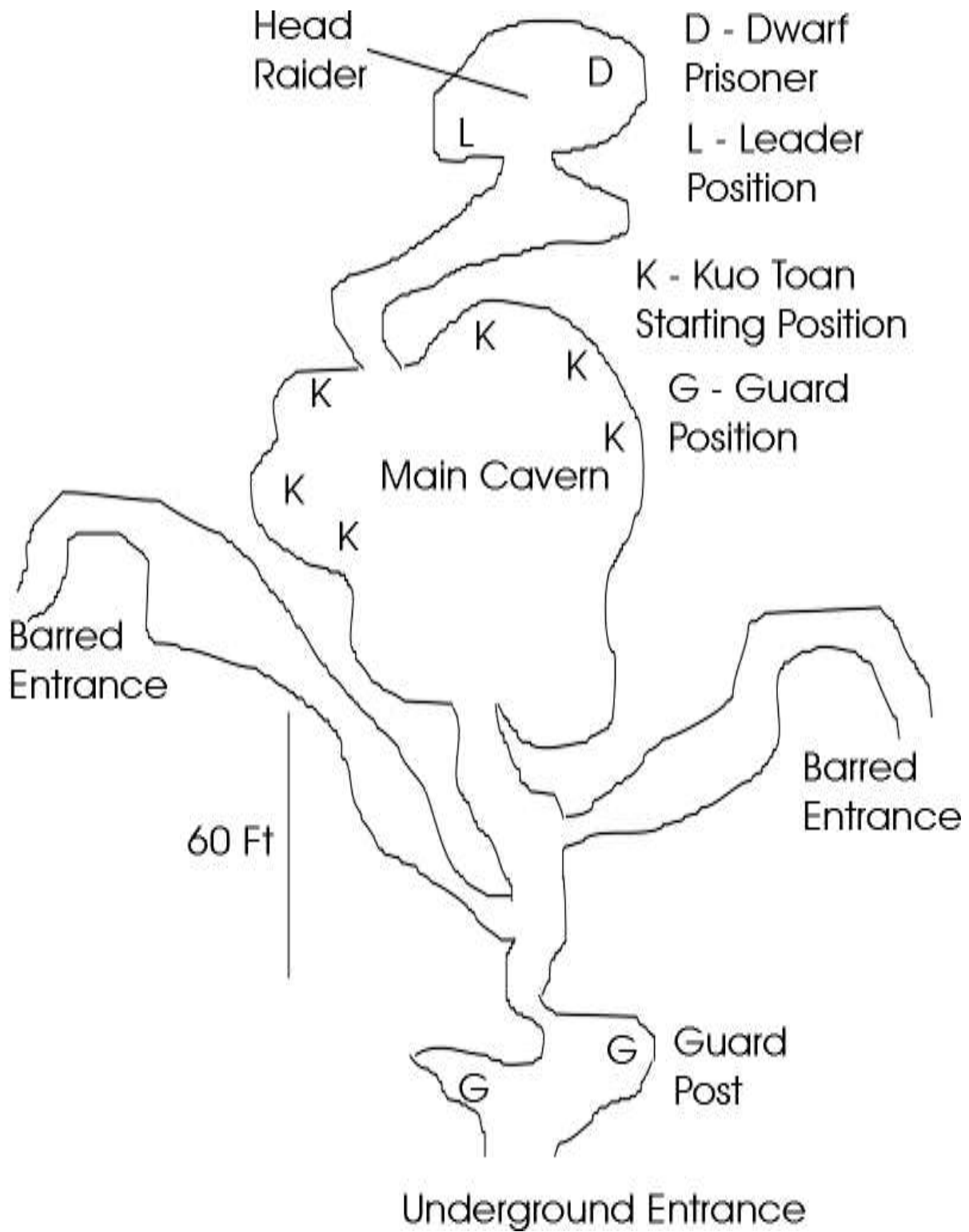
APL 8 (EL 8)

☛**Orc Raiders (4):** Male orc Ftr4; CR 4; Medium-size humanoid (orc); HD 4d10+4; hp 32; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +8 melee (1d12+6/x3, greataxe) or +4 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +1, Will +1; Str 17, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

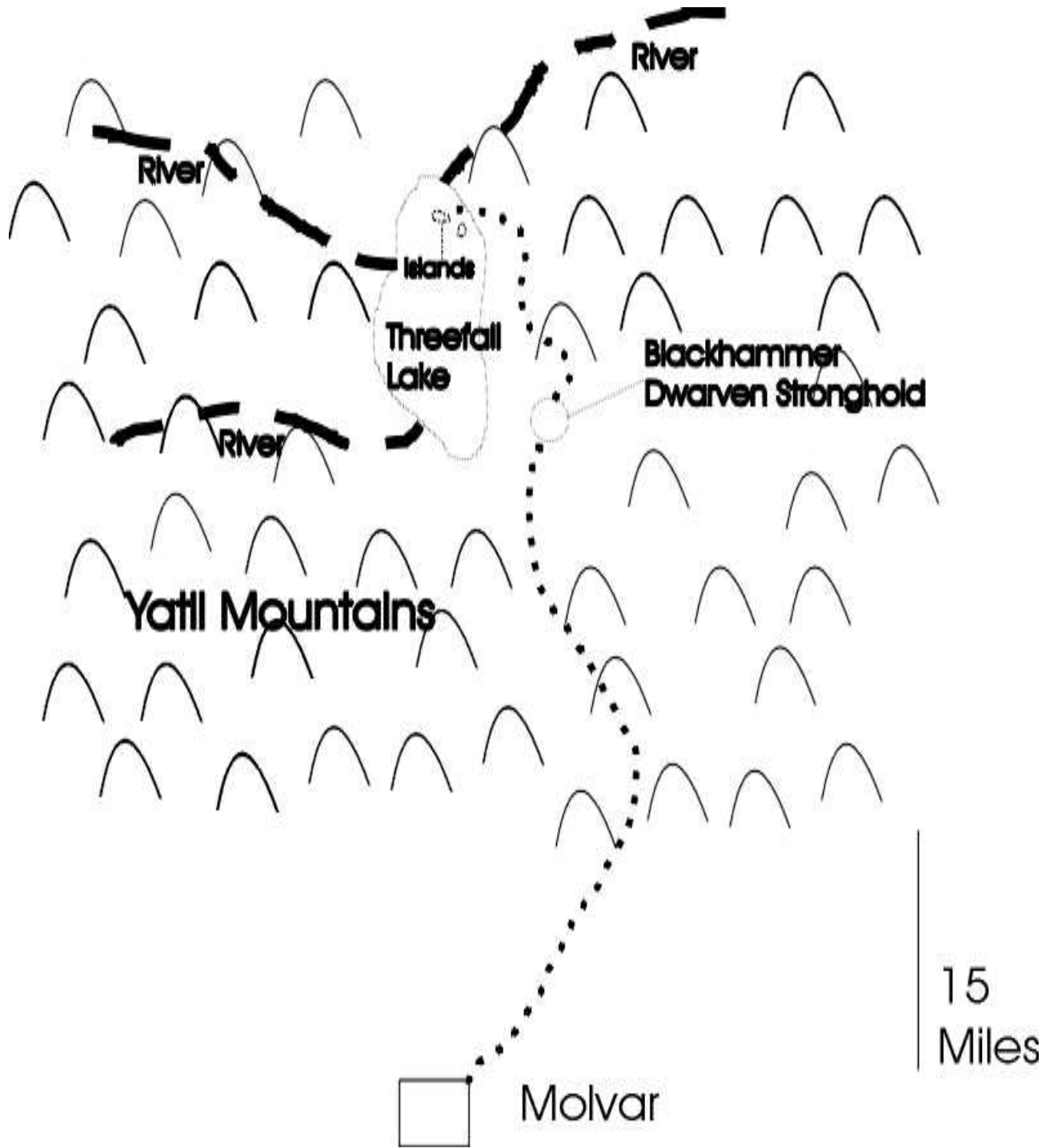
Skills and Feats: Jump +6, Listen +2, Spot +2; Alertness, Cleave, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: greataxe, 5 javelins, scalemail armor.

MAP FOR THE KUO TOAN CAVERNS



MAP OF GENERAL REGION



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.