

# Leviathan Rising

## A One-Round Dungeons & Dragons® Living Greyhawk™

### County of Urnst Regional Adventure

by Mike Dethlefs with JP Chapleau

Thanks to Tim Sech

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The weather has forced fishermen to remain docked. Never has anyone seen so much rainfall in the Mysty Isles. The church of Xerbo has prohibited all seaborne traffic from leaving Thornbay. Everyone is waiting for this unnatural weather to stop. The return of the sun may mean more than a return to normal... The stars might be right... This water-based adventure is NOT recommended for Asherati characters. Conclusion of the *Legacy of the Leviathan* series. This adventure has ties to the *Three is the Evilest Number* series of VTF adventures (VTF3-01 through VTF5-02). A one-round Regional adventure set in the Archbarony of Dyvarna in the County of Urnst for characters level 6-15 (APLs 8-16). This adventure has an additional, optional encounter.

Resources for this adventure [and the authors of those works] include *Book of Vile Darkness* [Monte Cook], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *I12 Egg of the Phoenix* [Frank Metzger and Paul Jacquays], *Manual of the Planes* [Jeff Grubb, Bruce R Cordell, David Noonan], *Monster Manual III* [Gwendolyn FM Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Liquette, Chris Sims, Owen KC Stephens, Travis Stout, JD Wiker, Skip Williams], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J Finch, Gwendolyn FM Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P Nathan Toomey], *Player Handbook II* [David Noonan], *Return to the Temple of Elemental Evil* [Monte Cook], *Stormwarck* [Richard Baker, Joseph D. Carriker, Jr, Jennifer Clarke Wilkes] and VTF4-03 *Whirlpool of Madness* [Matt Maddy].

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in The Archbarony of Eastmarch in the County of Urnst. All characters who have a home region of the County of Urnst pay 12 gp per round for Adventurer's Standard Upkeep, while all others pay 24 gp per round.

Rich and Luxury Upkeep cost 75 gp per round for characters with a home region of the County of Urnst, while all others pay 150 gp per round. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

## PREPARATION FOR PLAY

Make sure you familiarize with the rules for underwater combat found in the DMG pages 92–93. These rules are used extensively during this adventure.

### NAMING

During this adventure, the term Leviathan is used to designate Olhydra, Princess of Elemental Evil. It does not designate the creature from the Monster Manual II. Do not discourage the PCs from believing that.

### PREVIOUS ARS (COUNTY)

**Rhennee PC:** These PCs are contacted by the Rhennee at the start of the adventure.

**URC5-02 Fine Kettle of Fish:** Those PCs who own and have read the "Book of Rhop". These PCs are contacted by the Rhennee at the start of the adventure.

**URC7-06 Suffer the Children:** PCs with the Favor of the Islanders and/or the Favor of the Church of Xerbo. PCs with the "Memory of the Strange Painting" receive a player handout before the adventure starts.

### PREVIOUS ARS (NON-COUNTY)

**COR3-11 Forlorn Memories:** "Writings of the Dark Caller". PCs MUST have read the book (whether they lost the Wisdom point or not).

**VTF4-03 Whirlpool of Madness:** "Ire of Ohlydra" PCs who have this AR Reward are targeted whenever the creatures in the adventure have a chance.

### UNHALLOW

Make sure you are familiar with this spell before you get to the Tovag Encounter.

### ADDITIONAL OPTIONAL ENCOUNTER

This adventure has an option to run an additional encounter. The encounter determines a number of things in the adventure, therefore the decision to play it or not has to be made BEFORE you begin to play the adventure.

Also make sure you are familiar with the vile damage rules that appear in Appendix 2.

### ELEMENTAL PLANE OF WATER

If playing the additional encounter, Appendix 4. It contains important information about movement and combat on the Elemental Plane of Water.

### IMAGES

Player Handout 5 includes a number of images for you to use as reference if you need. The text does not refer to those however.

## NEW RULE ITEMS

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

## ADVENTURE BACKGROUND

Centuries ago on what is now the Mysty Isles (and the Isles of Woe), existed an evil cult attached to the worship of the Elder Elemental Eye, and thus Tharizdun.

The Cult leaders summoned forth a creature they called the Leviathan but that was really Olhydra, princess of Elemental Evil. With Olhydra, they managed to conquer all the islands and some of the coastal areas of the eastern Nyr Dyv (in what is now the Urnstian states and Redhand).

Infighting amongst the cult leaders led to a schism and the loss of their new empire. At that time, the conquered people rebelled against them, led by priests of Osprey, Procan and Xerbo. To banish Olhydra, they had to use three artifacts: the chalice of Procan, the Crown of Xerbo and the trident of Osprey.

After a long and arduous battle, they managed to banish Olhydra. Priests of the deities then erected great churches to their god to hold the artifacts of their deities.

Slowly, the stories of what the artifacts did melded with legend. Stories of divine interventions and the freeing of people remained. To this day, the people of the Mysty Isles remain fiercely independent and resistant to authority.

## THE KUO-TOAS

For a long time, the kuo-toas have been a nuisance for the coastal areas of the Nyr Dyv. They conducted slave raids, attacks on ships and other depredation common to such evil creatures.

In 594CY, a new Cult of Elemental Evil managed to open the Water Node and summon Olhydra to Oerth (VTF4-03 *Whirlpool of Madness*). In the year that followed, the cult attempted to bring forth the dark god Tharizdun, but was thwarted in its attempt by brave adventurers (VTF5-01 *Bonds of Light and Darkness*).

After the failed attempt, the cult scattered as they began accusing each other of the failure they had endured. One of the leaders, a half-water elemental priest known to the kuo-toas as “Bloop’Boop”, discovered a tablet in a boat sunk off the coast of the Shield Lands. It dealt with the banishing of Olhydra and the three relics. He guessed (correctly) that the relics could be used to undo the banishing and bring forth Olhydra once more.

Slowly building his power, he joined with kuo-toa forces in the eastern Nyr Dyv, along the coast of the County. These forces had been targeted by the County Navy and adventurers (URC5-02 *Fine Kettle of Fish*).

Bloop’Boop attempted to recruit a number of creatures to his cause such as sahuagin (URC6-03 *Whose Cuisine Reigns Supreme*).

Bloop’Boop is now the leader of a large band of aquatic monsters from the Nyr Dyv. For the last year (Year 7 onward), he has sent his minions to seek the three relics (NMR7-03 *Draconic Dreams*, URC7-06 *Suffer the Children*). He already has the trident of Osprem in his possession and is looking for the Crown of Xerbo. He knows the Chalice of Procan is in the small coastal village of Rhyndmarsh.

## THE STARS ARE RIGHT

Every 3,000 years, Luna, Celene and Oerth achieve a particular alignment. When the stars are right, a portal to the Elemental Plane of Water and Olhydra’s lair can be opened.

Bloop’Boop plans to summon Olhydra and use the Princess of Elemental to destroy the coastal cities, so that he may rule an empire dedicated to Tharizdun. His research has allowed him to realize that the alignment of stars will occur very soon. Therefore, he needs to get the two artifacts that can prevent him from successfully summoning Olhydra.

## THINGS IN THE MYSTY ISLES

Months have passed since adventurers brought back the Chalice of Procan (URC7-06 *Suffer the Children*) to Oben Maarten in Rhyndmarsh. The White Plague has been cured. Things are looking good. The pirates of the Nyr Dyv seemed to have been temporarily defeated. Commerce was good.

## THINGS GO BAD

Two months ago, the weather started being consistently bad in the Mysty Isles; rain and gale-force winds kept fishing boats docked. Druids reported that the weather was somehow unnatural. *Commune* spells and *divinations* were used by the local clerics and druids. What they discovered did not fill them with confidence.

Everything pointed to the small village of Rhyndmarsh as the source of this bad weather. The clerics were about to send adventurers when one night, the temple of Xerbo in Thornbay was broken into. A single item was taken: the Crown of Xerbo. That night, the bad weather ceased and followers of Bloop’Boop, who stole the crown, escaped into the waters of the lake.

The Chalice of Procan had been controlling the weather and sending a warning about the Crown. However, the clerics did not interpret the signs correctly.

Now the clerics of Xerbo are worried. They need someone to head to Rhyndmarsh and investigate. Something is afoot and adventurers would most likely be needed.

## THE RELICS

Throughout the adventure, the clerics speculate about the power of the relics. However they have no real idea. The exact power of those relics is kept vague for the purpose of this adventure.

In short: The Crown of Xerbo is believed to control tides and aquatic creatures. The Chalice of Procan heals wounds, curses, and diseases; the Trident of Osprem can slay any aquatic creature it touches.

## THE DREAMS

Before the beginning of the adventure, Obad Maarten sends divinatory dreams towards Thornbay. PCs able to receive these dreams are: PCs who worship Osprem, Procan, or Xerbo; PCs who have the water or oracle domain; and PCs who have the “Memory of the Strange Painting” from URC7-06 *Suffer the Children*. All receive the dreams from Player Handout 1 BEFORE starting the adventure.

## ADVENTURE SUMMARY

**Introduction:** The PCs start in Thornbay. They are at a local tavern; their ship having been forced to remain in port due to bad weather.

1: Jeddara Halran, a priestess of Xerbo asks that the PCs travel to Rhyndmarsh and meet with Obad Maarten.

2: PCs meet with Obed Maarten who tells them about the Chalice of Procan and his divinations.

3: During the night, Bloop'Boop's forces attack the town. They manage to leave with the Chalice while the PCs and Obed are busy fighting them off. After the attack, Obed tells the PCs that they are to follow the attackers to their base if there is any chance of preventing them from completing their ritual. Here the PCs have the choice of leaving now or in the morning. This choice has repercussion later in the adventure.

4: The PCs follow the creatures to their lair, a cave in the Nyr Dyv. They face the first set guardians. If they came immediately, this fight is somewhat difficult otherwise, it is significantly easier.

5: Inside the cave, the PCs either arrive as Bloop'Boop is summoning Olhydra or as he's just completed.

## INTRODUCTION

PCs who worship Osprem, Procan, or Xerbo; PCs who have the water or oracle domain; and PCs who have the "Memory of the Strange Painting" from URC7-06 *Suffer the Children* all receive the dreams from Player Handout 1 BEFORE starting the adventure (ie: now).

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

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

*Two buildings clearly stand out. Right on the dock,s forming a market, is the temple of Xerbo. The other building, painted fiery orange with a great sun on it, is the temple of Pelor.*

*The lakeside town seems unaffected by the events currently affecting the rest of the County: unaffected by the invasion of the Bandit Kingdoms; unaffected by the war in the Fennelmore.*

*Just outside the wall, a band of Rhennee has setup a small camp with brightly-colored textiles.*

*Since mid-summer, the weather has been miserable for the last two weeks or so. Clerics of Xerbo have prohibited anyone from leaving town by boat. The fishermen have stayed in their homes, waiting for the weather to improve. Obviously something is going on.*

*Your adventurer's intuition told you that this weather might lead to adventure. Sitting at an inn with other adventurers, you have waited.*

*Waited for a week...*

*Today, however, the sun is shining on Thornbay. The fishermen have left on their boats...*

Allow the PCs to introduce themselves. Give Player Handout 0: Word on the Street to any PC who 'Hails from Dyvarna'. Other PCs may attempt to find out what the word on the street is.

Any Rhennee PC, and those who own and have read the Book of Rhop, are asked by a Rhennee boy to come see the Vetha. Other PCs do not get this invitation (but are welcomed to accompany their friends).

Let them role-play a little before proceeding to Encounter 1.

## 1: BORED IN THORNBAY

This encounter is composed of a number of mini-encounters. The goal of this encounter is to have the PCs interact and discover what is happening in town.

If you are running this adventure on a time constraint, proceed immediately to Encounter 1.

### WORD ON THE STREET

The PCs can learn the following rumors and information with a successful Gather Information check as listed below. They gain all the information at the lower DC's as well. For every 10 gp they spend, they gain a +1 circumstance bonus (up to +4).

PCs who "Hail from Dyvarna" automatically know up to and including DC 15. To get more information, they need to make a check.

- **DC 1** I've never seen bad weather last this long! It wasn't natural! About time the sun came out!
- **DC 2** War with Iuz has been declared! The County is marching to Dorakaa!
- **DC4** Most of the County is having decent weather... Everywhere but here!
- **DC 5** The Countess and Lord Darius are now married.
- **DC 7** I have been having nightmares last night. I am so tired. I'm happy the weather has changed. Now I can go fishing again and change my mind.
- **DC 8** I heard the priests of Xerbo called in a druid to talk about that bad weather.
- **DC 9** A group of Rhennee has come to Thornbay. I'm sure they are responsible for the bad weather.
- **DC 10** Lady Sara Sternberg is our noble. She's not too pushy, which is good.
- **DC 11** The County is really looking to help Her Noble Brilliancy's uncle the Duke of Artonsomay in reclaiming his lands.
- **DC 12** I don't know too many people from here who are interested in going to fight in Fennelmore.
- **DC 13** I think there is a new preacher in town. I heard someone preach about the stars this morning. I wish those religious-types would stop trying to convert us.
- **DC 14** Early this morning a group of priests of Xerbo rushed to the Keep. I think they were going to allow us to return to do our fishing.

- **DC 15** It's about time the weather got better! The priests of Xerbo are all excited about it
- **DC 18** There are rumors that Redhand ships may be allowed trading rights in Urnst.
- **DC 20** Something happened last night at the temple of Xerbo. I think someone was murdered!
- **DC 25** Lady Melnie Underley was the County's ambassador to Prince Zeech of Redhand.

### THE TEMPLE OF PELOR

There is nothing of interest here during this adventure. In fact there is a "gone fishing" sign on the door.

The local priest of Pelor is also a fisherman by trade and he spends a lot of his days fishing.

### THE TEMPLE OF XERBO

Any investigation the PCs wish to do at the temple before meeting Jeddara is blocked by the clerics. The PCs are thanked for their interests but are almost rudely turned away.

A DC 15 Sense Motive reveals that the clerics are extremely worried about something, but try to hide it. The clerics do not reveal what they are worried about and ask the PCs to leave calling the local guard if the PCs do not back away.

**Note:** This should tell the PCs that something is going on, something big.

### THE RHENNEE

A family of Rhennee has just recently come to Thornbay. They have set up a large brightly colored tent just beyond the wall of thorns

Only Rhennee PCs, those who have read the Book of Rhop (URC5-02), PCs willing to spend an influence point with Rhennee groups, or those who are willing to pay APLx10gp are allowed into the tent.

The inside of the tent is filled with all kind of clutter, boxes and separations made with sheer silks.

Inside, the Rhennee bring the PCs to the Vetha. She looks at them without standing up and she recites the contents of Player Handout 2.

After this, the Vetha refuses to talk to the PCs and the Rhennee begin packing up immediately. She and the others become quite agitated.

### THE NEW PREACHER

This is Bruno. Proceed to Encounter 2 if the PCs start looking for him.

### THE KEEP

Until the PCs are summoned there, they are not allowed in the keep.

## 2: THE TIME OF THREE

Run this after the PCs have had some time to do some role-play and perhaps meet some locals in Thornbay (described in the Introduction).

Select the second PC from your right. This PC is the one approached in the text.

*A man seems to appear from nowhere and grabs a hold of (selected PC). In a panicked, almost ethereal voice, he says. "The Time of the Three! The Three! The Leviathan! The Stars are right! The Leviathan is coming! We're too late! We're all going to die!"*

*The man coughs up some water and then falls to the ground.*

A DC 15 Heal check reveals that he died by drowning. DC 20 check reveals that he has been dead for over 5 hours.

Investigation leads to the following.

- The man is a local fisherman called Bruno.
- He is not known to be crazy
- He is not overly religious, but makes frequent offerings to the temple of Xerbo (so do all the other fishermen).
- He is not a learned man.
- He owns his own fishing boat.
- He is well-liked by the other fishermen.

### WHAT HAPPENED TO BRUNO?

Last night, Bruno had a dream about Olhydra's coming and he went crazy. He ran into the bay and drowned. His ghost took control of his own body and ran into town.

The ghost ranted to all those it met but only found release after telling the PCs. Bruno's spirit has since moved on, having passed its message.

If the PCs wish to cast a *Speak with Dead* spell on Bruno, he is of Neutral alignment and his Will save is +2. Bruno does not resist priests of Pelor, Xerbo, Procan, or Osprem.

## 3: MEET THE LADY

Run this encounter after the PCs have attempted to do some investigation (or nothing).

*Two soldiers dressed in the colors of House Gellor approach you.*

*"You are ordered to report immediately to the keep. Her Noble Brilliancy's own representative here in Thornbay, Lady Sara has requested to meet with you within the hour."*

*That said they turn and leave the inn.*

The soldiers (Arno and Ginar) are known around town to be jerks and for thinking themselves superior to everyone. However, they are official representatives of

Lady Sara Sternberg. The two are heading back to the keep themselves.

*The single causeway leading to the castle is narrow and very steep; increasing its defensive capabilities. Arranged around a central keep, a wall runs around the rock spire, giving a great view out to sea and the village below.*

*The main gates are open and two guards stand by the gates. They wear shark-leather armor covered by white tabards with blue roses, carry spears and heavy shields.*

*You are immediately shown into the keep and led to an austere-looking office where two women and a young boy are waiting for you.*

*Dressed in a long flowing gown with a swan embroidered bustier, silver earrings sparkling in the light, is an aging woman standing before you of mixed Suel and Oeridian heritage. Her face has the sharp angles of the Suel people but she has the curly dark Oeridian hair and steely blue eyes. An emerald brooch with an inlaid swan made of onyx and diamond hangs on her breast.*

*Sitting nearby is plain-looking woman wearing leather armor made out of some aquatic creature; from her neck hangs a periapt with the design of the dragon turtle.*

*The young boy can't be much more than ten years old. His curly blond locks and blue eyes look at you in a calm and wise way. In his arms, a rather fat tabby cat purrs gently as the boy pets it.*

*"Welcome to Sternberg Keep, I'm Lady Sara Sternberg, Knight of the Swan and mayor of Thornbay. This is Jeddara Halran from our temple of the Xerbo in town and Aurik Arkanix, a guest and friend of mine."*

*Both nod at you in acknowledgement.*

Give the PCs Player Handout 3.  
The PCs are likely to have questions.

- **What does it pay us?** (Lady Sara) No reward has been posted yet, you will be compensated.
- **Where was the Crown?** (Jeddara) In our sacred vault, whoever entered did so without triggering a single one of our wards.
- **Who took the Crown?** (Jeddara) The place was filled with water leading me to believe that the thief came from the lake.
- **Tell us about the Crown/ Trident/ Chalice?** (Jeddara) Give the PCs Player Handout 4.
- **Is the Trident safe?** (Jeddara) I have not received information that would leave me to believe otherwise.

- **What about that Obed Maarten?** (Jeddara) Like many of the faith of Procan, he is unpredictable and somewhat shifty. However I do not believe he would be as bold as to attempt to steal the Crown. (Lady Sara) You are to bring him here so we can ask him those questions.
- **What if he is innocent/he does not have it?** (Jeddara) Then find the Crown first! The Crown is the most important thing to find! It must be brought back!
- **What is the "Time of Three"?** (Either) I do not know.
- **What about Bruno?** (Jeddara can give the PCs the same information)
- **What is Aurik doing here?** (Aurik) I'm living here for now.
- **How will we get there?** (Lady Sara) Unless you have your own means of transportation, I will dispatch you there on my personal cutter.
- **Can we have a writ?** (Lady Sara) Yes, it will stipulate that you are acting on my behalf to serve as escort for Obed Maarten. I will not tolerate beatings or anything illegal committed with such a writ.
- **When do we leave?** (Lady Sara) My ship will be ready to set sail with the evening tide and should get you in Rhyndmarsh by late afternoon.

#### All APLs (non-Combatant)

🐉 **Aurik Arkanix:** male wyrmling gold dragon; LG

🐉 **Aurik's mother (the cat):** female adult gold dragon; LG

👤 **Jeddara Halran:** Female Suel/Oeridian Cleric of Xerbo 7, NG

👤 **Lady Sara Sternberg, KotS:** Female Suel/Oeridian; NG

## 4: RHYNDMARSH

By boat, it takes a full day (about twenty-four hours) to reach Rhyndmarsh from Thornbay. The trip is uneventful.

Modify the following boxed text if the PCs used alternative methods of transportation such as *teleportation*.

*You finally catch your first glimpse of the island of Rhyndmarsh. The town of Rhyndmarsh, although sturdily built, gives the impression that it could tumble into the water at any time. The overwhelming odor of fish hits you as you pull up at*

*the dock. Amidst the mud huts, a single building stands out. Obviously a temple, it seems to be made of seashells lodged in mud.*

*The odor of fish seems to have seeped into everything. Oddly enough, Rhyndmarsh seems relatively dry, as if it did not suffer from the bad weather as much as Thornbay.*

*You are greeted by a large number of ugly and dirty children.*

The PCs are accosted by the children who follow them everywhere. The children are simply curious. However, do not discourage some good adventurers' paranoia.

Every kid asks one PC to come to their home (except kobolds who are viewed as monsters).

## OBED MAARTEN

*An Oeridian man, whose skin has turned leathery from years of exposure to the sea winds, stands next to the altar upon which rests a blue chalice. Squinting to get a better look at you, he spits out.*

*"It's gone isn't it? I knew those idiots would not understand! Fools! You will not take my Chalice. Great Procan meant for ME to have it! Not those fools in Thornbay!" The man is adamant about his promise.*

Obed is the tyrant of a small village on the edge of nowhere. He is used to be obeyed by his people without a word. Obed is vindictive, rude, and insulting to everyone; except PCs he met before (in URC7-06 *Suffer the Children*).

Obed is the law here and though it is doubtful that anything in Rhyndmarsh (save perhaps Obed himself) can hold the PCs, Obed deserves respect. Bullying, threatening, or intimidating Obed is not a good idea as Obed will report any such threats to Lady Sara. (Obed is not lawful, but he uses the law whenever it suits him.) The PCs could get in trouble here.

Obed tells the PCs the following:

- Obed accuses the kuo-toas of being behind everything.
- He has the Chalice of Procan and he is not letting anyone else touch or use it.
- He has no intention of leaving Rhyndmarsh to go with the PCs today.
- He refuses to separate himself from the Chalice of Procan, keeping it on himself at all times.
- He will ask for guidance from Procan in the morning and see them what the will of his god is. Until Procan tells him that he should go he refuses to leave.
- Dreams come to him from Procan himself. He foresaw the theft of the Trident (at this point the PCs should not be aware of it) and the Crown.
- He tried to warn Thornbay, but they did not listen. (Obed did nothing for the Trident, thinking the priests of Osprem would protect it).

- Kuo-toa led monsters have moved in the area and have been looking for something. Obed assumes (correctly) that they are looking for the Chalice.
- He doesn't know what the "Time of the Three" is.

## All APLs (non-Combatant)

☛ Obed Marteen: Cleric of Procan; AL CN.

## THINGS TO DO IN RHYNDMARSH

There is very little for the PCs to do unless they are interested in marsh fishing, lake fishing, or any related activity: repairing nets, huts or boats.

The only other activity is the drinking contest held whenever visitors are in town. Try as they might, the PCs are not able to find a single still in town.

## LOCAL DRINKING

Only run this if the PCs are interested and if you are not running this adventure with a time-constraint.

Rhyndmarsh does not have a single tavern or inn. The locals "rent" out rooms from their own hovels to the (very rare) visitors. Alcohol comes from two sources: imported and local. Though making alcohol without a license is illegal in the County, Obed doesn't care.

Each local brings some of their own fish-oil moonshine. All the alcohol is pooled and then served to the contestants.

First, Obed makes sure no one has any magical protection active (using a *detect magic* spell). Anyone with a magical aura active on them can not participate. Anyone who is guessed to be immune to poison (such as a druid or a monk) is also prevented from taking part.

Then, every round, the drinkers must drink an ever-growing amount of moonshine. This requires a DC 5 Fortitude save and increases by 5 for every round. Failure means the participant passes out and goes to sleep.

The winner is the last man standing. Once there is only one left, the drinker can "go for the record": 7 rounds!!! (DC 35).

## Opponents

☛ Alandia: Fort +5

☛ Jered: Fort +12

☛ Kelvor: Fort +10

☛ Marcus: Fort +15

## TROUBLESHOOTING: FORCING OBED

It is possible the PCs decide to simply take Obed and attempt to *teleport* him back to Thornbay (or use similar magic). Assume Obed succeeds at any saving throw required of him. (Procan has plans for Obed and they do not include him being in Thornbay).

If the PCs succeed at doing so, (for example they subdue him). Then they fail the mission. Bloop'Boop manages to summon Olhydra and he lays waste to the Mysty Isles. Proceed to the Conclusion under "Failure".



## 5: LAND RAID

Bloop'Boop has received a premonition that the PCs are those who are likely to foil his plans. Therefore he dispatches a number of his warriors to take them out. Unless the PCs post a sentry, they are all assumed to sleep in a single 20ft by 30ft hut.

One of the weaker elementals spends its first round to move next to the hut and destroy the hut the PCs sleep in. One attack by an elemental destroys the house. Anyone in the hut at that time must make a DC15 Reflex save or fall prone. The destruction of the house does not create extra difficult terrain.

The attack takes place about one hour after midnight on an overcast night with no moon.

### APL 8 (EL10)

✚ **Kuo-Toa Warrior**: male kuo-toa fighter 4 Warrior 2; hp 79; Appendix 1.

✚ **Large water elemental** (2): hp68 each; *Monster Manual* 98.

✚ **Huge water elemental**: hp152; *Monster Manual* 98.

### APL10 (EL12)

✚ **Kuo-Toa Warrior** (2): male kuo-toa fighter 4 warrior 2; hp 79 each; Appendix 1.

✚ **Greater water elemental**: hp199; *Monster Manual* 98.

✚ **Huge water elemental** (2): hp152 each; *Monster Manual* 98.

### APL12 (EL14)

✚ **Kuo-Toa Warrior** (2): male kuo-toa fighter 6 warrior 2; hp 99 each; Appendix 1.

✚ **Marrow Crusher** (2): male merrow barbarian 1 fighter 4 warrior 2; hp 119 each; Appendix 1;

✚ **Greater water elemental**: hp199; *Monster Manual* 98.

✚ **Huge water elemental** (2): hp152 each; *Monster Manual* 98.

### APL14 (EL16)

✚ **Kuo-Toa Warrior** (4): male kuo-toa fighter 6 warrior 2; hp 131 each; Appendix 1.

✚ **Marrow Crusher** (2): male merrow barbarian 1 fighter 6 warrior 2; hp 154 each; Appendix 1;

✚ **Elder water elemental**: hp 228; *Monster Manual* 98.

✚ **Greater water elemental** (2): hp 199 each; *Monster Manual* 98.

### APL16 (EL18)

✚ **Kuo-Toa warrior** (8): male kuo-toa fighter 6 warrior 2; hp 131 each; Appendix 1.

✚ **Marrow Crusher** (4): male merrow barbarian 1 fighter 6 warrior 2; hp 154 each; Appendix 1;

✚ **Elder water elemental** (2): hp 228 each; *Monster Manual* 98.

✚ **Greater water elemental** (4): hp 199 each; *Monster Manual* 98.

**Tactics:** The kuo-toas and merrow engage the melee fighters. Once the hut is destroyed, the elementals target spellcasters.

The merrow do not rage immediately at the start of the encounter. They wait to have taken a hit or if one of the PCs is seriously hurt or calling for healing before going for the killing blow.

**Development:** Proceed to Encounter 6.

## 6: AFTER THE ORDEAL

*The raiders vanquished, you take a moment to heal your wounds and look around you.*

*A young woman comes running toward your group. "Help! Help! It's Obed! He's gone crazy! Help!" You recognize Clara, Obed's girlfriend.*

The woman is Obed's mistress. Her name is Clara. Assuming the PCs go to check out Obed, Clara leads the PCs to the temple.

*Entering the temple, you hear Obed's voice echoing through the temple, repeating something over and over again. Obed has a piece of coal in hand and he draws on the walls of the temple. He draws things in groups of three: three circles, three lines, three stick figures.*

*"You've got to help him! Please," Clara pleads.*

Obed mumbles in Aquan "The Time of the Three is One and, the Time of the One is Three. The Stars are right", over and over.

Obed is currently dreaming. He has not gone insane. All it requires for the PCs to do is to touch him to wake him. No amount of yelling rouses him from his sleep. *Detect magic* cast upon him reveals strong illusion magic active (it is a more powerful version of a *dream* spell),

Once awake, Obed is extremely disoriented. After a second, he realizes he does not have the Chalice and gets very agitated.

Finally he turns to the PCs.

*"We are all in grave peril! Forces of darkness now have all three artifacts and will use it to bring forth the Leviathan, a creature of ultimate evil."*

*"We must destroy these creatures before they complete the ritual... But when will they do it. And WHERE?"*

*Obed begins pacing. At one point, his gaze rests on a drawing of three circles. "THE STARS! THE STARS ARE RIGHT! The Time of the Three!"*

*He pulls out sailor's maps and making calculations. "Tomorrow night! At sunset! That's*

*when it will happen!" he says pointing at three points on the map. "Oerth, Celene, and Luna, the Three! Osprem, Procan, and Xerbo, the Three! The Chalice, the Crown and the Trident, the Three!"*

*"When the three converge together the Time of the Three is One! There really is only a single place where such convergence can happen... The old Tovag it HAS to be there... It has to!"*

*"There... There is an old Tovag in a cave under the Lake. I know because it activated with all the other ones in 593CY. Spewed all sorts of nasty critters I had to fight off at the time. I never been there, but a Lake Elf I know said it was there."*

*"I'll provide you a map. It should take you about five hours by boat to get there. You can leave now or wait for morning, the choice is yours. I can have a boat take you there whenever you want."*

Obed has a single *potion of water breathing* (CL 5th, good for a total of 10 hours that can be split amongst the party) he can give to the PCs, if they ask him. He does ask for its return if the PCs do not use it.

## 7: THE GUARDS

The entrance to the cave is roughly 200 feet under the surface. At these depths, there is no light, so the PCs need their own. Before the PCs jump off the boat and in to the Lake, make sure you know exactly what spells are active on whom and for how long.

Unless the PCs use some kind of magic (such as a *find the path* spell), for finding for the cave, it takes them 4d6x10 minutes to do so.

For every Survival check DC10+APL, take away 10 minutes to a minimum of 10 minutes.

Without magic, the guardians are aware of the arrival of the PCs.

### APL 8 (EL9)

➤ **Caller from the Deeps:** hp 130; Appendix 1.

### APL10 (EL11)

➤ **Caller from the Deeps (2):** hp 130 each; Appendix 1.

### APL12 (EL13)

➤ **Caller from the Deeps (2):** hp 130 each; Appendix 1.

➤ **Dragon Eel:** hp 161; Appendix 1.

### APL14 (EL15)

➤ **Advanced Caller from the Deeps (2):** hp 350 each; Appendix 1.

➤ **Advanced Dragon Eel:** hp 237; Appendix 1.

### APL16 (EL17)

➤ **Advanced Caller from the Deeps (2):** hp 499 each; Appendix 1.

➤ **Advanced Dragon Eel:** hp 310; Appendix 1.

**Tactics:** The callers stay near the cave entrance and use their attacks to hinder anyone who is doing some serious damage to their allies.

The Dragon eel swims up and attempts to snatch the party's healer and munch on him/her as it swims gradually away from the others. The dragon eel then swallows him/her and returns for more.

## TROUBLESHOOTING: BYPASSING THE GUARDS

It is possible that the PCs bypass the guards. In that case, the guards move in as reinforcements. If the PCs play the optional encounter, the guards arrive after the PCs have fought the encounter. Otherwise, they arrive after the PCs are done with the first combat of Encounter 8.

At this point; however, when a single creature remains, it attempts to flee, never to be seen again.

## 8: THE TOVAG

The Tovag under the Lake has been here since before history began to be written. It is an ancient stone circle (the stones are not standing) of whitish stones that radiates a dull blue-green light. Therefore the inside of the cave is considered lit.

The Tovag is not dedicated to the Elder Elemental Eye or Olhydra in particular, but it is keyed to the water elements of other planes. Any water-based or water using spell cast within the final chamber is extended (spells such as *water breathing* or summoning spells that bring in water elementals)

There is a circular, twenty foot-wide, tunnel leading from the entrance to where the Tovag is located. This tunnel winds, twists, and turns for about 400 feet.

If the PCs somehow bypassed the guards in encounter 7, the creatures in this encounter are unaware of them.

As they move through the tunnel from the guards, they encounter a *dispelling screen* CL=APL (see Appendix 2) (this becomes a *greater dispelling screen* at APL 12 and above). There is an audible *alarm* (again CL=APL) on the other side of the screen. This is not counted in the EL of the encounter because it is too low to matter (CR4). Crossing the barrier does NOT start combat. There is still about 100ft of cave before opening into the chamber. The monsters there wait for the PCs to arrive.

The screen is a shimmering blue-green barrier.

## THE CHAMBER

**Warning,** there are some rather graphic elements in the following boxed text. Please be aware of the sensitivities and age of the players at your table and alter the text accordingly.

☛ The ceiling in the caves vary between 20 and 30 feet tall and is made of un-worked stone. DM's Map 2 has the layout of the cave.

The Tovag chamber is under the effect of an *unhallow* tied to a *dispel magic* (CL10th). Any spell cast whose area of effect include the inside of the Tovag is thus hit by a *dispel magic*. These effects do not affect followers of the Elder Elemental Eye/ Olhydra (every creature in the cave is assumed to be a follower of Olhydra or of the Eye).

*Unhallow* provides the benefits of a *magic circle vs. good* for everyone within the area of the spell.

PCs who have read the "Writings of the Dark Caller" from COR3-10 *Forlorn Memories* and those with the "Ire of Olhydra" from VTF4-03 *Whirlpool of Madness* feel great dread when they reach this room. There is no in-game effect, but this should worry the PCs.

*The chamber ahead is bathed in a bluish-green glow emanating from white stones embedded in the chamber floor. The cavern is about 100 feet long, 70 feet wide, and 25 feet high. The water here has alternating currents of fresh and salt water.*

*All along the ceiling, drowned humans float bloated and limp, swaying with the current. The walls of the cave have aquatic elves nailed and disemboweled. Their entrails float around their bodies. It is obvious these people did not die willingly.*

*In the center of the circle, stands a green-skinned human wearing heavy armor. Around his neck, he wears a symbol of an inverted pyramid with a 'Y' in it.*

*The stone circles send out blasts of eldritch energy between them. As they do so, they seem to tear the fabric of reality, allowing you to see a very big creature beyond. It would seem the man is attempting to open some kind of portal and something is waiting to come through.*

*In the center of the cave, forming a semi-translucent dome is a green trident, a blue chalice and a gold crown. The items seem to be held within an eldritch bubble.*

*The man's eyes look directly at you "Great Olhydra, feast on these!" In addition to the man, other aquatic creatures turn their attention to you.*

Bypassing the guards in Encounter 7 or the alarms in this encounter means the creatures are unaware of the arrival of the PCs. If this is the case, the creatures do not have time to prepare and so do not have their power-up suite active.

A DC 15 Knowledge (religion) check identifies the symbol around the man's neck as that of the Water cult of the Elder Elemental Eye, an evil religion dedicated to the dark god Tharizdun.

There is no way to move any of the Artifacts until the fights are over.

#### APL 8 (EL11)

➤ **Advanced Spellwarped Hammerclaw:** hp 246; Appendix 1.

➤ **Bloop'Boop:** half-water elemental human; cleric of the Elder Elemental Eye 7; hp 66; Appendix 1.

#### APL10 (EL13)

➤ **Advanced Fiendish Spellwarped Hammerclaw:** hp 246; Appendix 1.

➤ **Bloop'Boop:** half-water elemental human; cleric of the Elder Elemental Eye 9; hp 84; Appendix 1.

#### APL12 (EL15)

➤ **Advanced Fiendish Spellwarped Hammerclaw (2):** hp 246 each; Appendix 1.

➤ **Bloop'Boop:** half-water elemental human; cleric of the Elder Elemental Eye 11; hp 102; Appendix 1.

#### APL14 (EL17)

➤ **Advanced Fiendish Spellwarped Hammerclaw (4):** hp 261 each; Appendix 1.

➤ **Bloop'Boop:** half-water elemental human; cleric of the Elder Elemental Eye 13; hp 120; Appendix 1.

#### APL16 (EL19)

➤ **Advanced Fiendish Spellwarped Hammerclaw (4):** hp 261 each; Appendix 1.

➤ **Bloop'Boop:** half-water elemental human; cleric of the Elder Elemental Eye 13; hp 120; Appendix 1.

➤ **Waterveiled assassin (2):** hp 169 each; Appendix 1.

**Tactics:** The hammerclaws and merrows move in as fast as they can and engage the PCs in melee combat. The Merrow do not rage immediately at the start of the encounter. They wait to have taken a hit or if one of the PCs is seriously hurt or calling for healing before going for the killing blow.

The Waterveiled assassin uses its underwater invisibility to move to engulf any arcane spellcaster (or anyone who looks weak, preferring arcane casters).

Bloop'Boop remains within the stone circle, knowing he is protected by the *unhallow's dispel magic* and uses his spells and spell-like abilities to assist his allies.

### PLAYING THE OPTION

If the PCs agreed to play the optional encounter, proceed to Encounter 9 immediately.

### NOT PLAYING THE OPTION

*The last of the creatures finally fall. Its life-force seems to escape and flies to the circle of stones, filling them with energy. At once, all of the stones begin to glow brightly.*

*A gigantic creature with the torso of a woman and the back side of a large whale seems to claws its way out. The creature is about to emerge, when one of the white stones goes dark. The others begin to sputter and each, in turn goes dark.*

*The creature snarls and struggles, but fades out as the white stone go dark. The creatures' ritual has failed.*

Proceed to the Encounter 10.

## 9: OLHYDRA!

*The last of the creatures finally fall. Its life-force seems to escape and flies to the circle of stones, filling them with energy. At once, all of the stones begin to glow brightly.*

*A gigantic creature with the torso of a woman and the back side of a large whale seems to claws its way out. With every clawing, it seems that she is becoming more and more solid. Powerful water currents of fresh and salt water simultaneously push and pull you towards and away from the stone circle.*

*The creature is about to emerge! What do you do?*

The PCs have 1 round to act while Olhydra comes through and sends everyone to the elemental plane of water. Any PC who has left the cavern is NOT transported to the Elemental Plane of Water.

A DC 20 Knowledge (religion), or Knowledge (the planes) or DC 46 Bardic Knowledge, identifies the creature as Olhydra, princess of Elemental Evil. Olhydra is one of Tharizdun's most powerful followers and is nearly a deity herself.

At APL 8-12, Olhydra is the one that crosses over, but she does not accompany the PCs back to the Elemental Plane of Water.

*The fabric of reality tears all around you and your party. Whereas a moment ago, you all were in the chamber, you now seem to hang in the center of open water without any sign of bottom. A circle of coral floats in the current. You are no longer on Oerth...*

*Vile-looking creatures seem ready to enjoy you as their meal...*

A DC15 Knowledge (the planes) check identifies the Elemental Plane of Water. You can share the content of Appendix 4 with the PC(s) who succeeded at that check.

The coral circle is a flat disk 20 feet radius (fireball-template). It is about 1 inch thick.

APL 8 (EL10)

➤Advanced Corrupted huge water elemental: hp 250; Appendix 1.

APL10 (EL12)

➤Advanced Corrupted greater water elemental: hp 264; Appendix 1.

APL12 (EL14)

➤Advanced Corrupted elder water elemental: hp 387; Appendix 1.

APL14 (EL16)

➤Avatar of Olhydra: hp 378; Appendix 1.

APL16 (EL18)

➤Advanced Corrupted elder water elemental: hp 387; Appendix 1.

➤Avatar of Olhydra: hp 378; Appendix 1.

**Tactics:** the corrupted elemental and the avatar move in and try to kill PCs. If the PCs are too hard to hit, they switch to their vortex ability.

## GETTING BACK HOME

Once the Olhydra or the elemental is defeated, the portal takes every \*living\* creature within fifty feet back to Oerth one round later.

PCs beyond that range are lost on the elemental plane of water and have to return on their own. This may cause problem if they do not have sufficient time on their water breathing spell... Drowning becomes a major issue.

Since PCs are not native to this plane, they can dismiss, banish or plane shift back home. There are many spells that can take the PCs back to Oerth.

Alternatively, they may expend a favor or influence point with creatures from this plane (nereids, marids, and the like) to return safely to the Oerth. Favors of Olhydra or worshippers of the Elder Elemental Eye can NOT be used this way.

Stuck PCs here are forced to invoke the "Lost on another plane" clause from the LGCS (4 TUs and 1,000gp). PCs that drown here are returned to Oerth for the same cost (and can then be raised).

With PCs who get back home immediately, they find a number of water gems and other riches have come across with them (this forms the treasure found in this encounter). Proceed to Encounter 10.

## 10: THE THREE

*In the center of the room, the Trident of Osprem, the Crown of Xerbo, and the Chalice of Procan are now held by ghostly figures. Each dressed in the colors appropriate for high-ranking clerics of their faith: Osprem, Xerbo, and Procan.*

*"We are the Three." They say as one. "The Time of the Three is One and the Time of the One is Three. You have defeated the Leviathan, the Princess of Elemental Evil. Your sacrifices and deeds have been noted. The Lake never forgets."*

*"For the second time now, these artifacts have saved the people of the Lake. Take these back to their keepers, their destinies are not yet complete. They will be needed again."*

*With that, the three ghosts disappear, and the artifacts gently fall to the cavern floor.*

The PCs now have to choose where to return the artifacts. As long as they end up with the Church of the rightful deity in a nation by the Nyr Dyv, they are fine. Meaning that as long as the Crown is in the possession of the Church of Xerbo anywhere around the lake, it is fine (it could be Dyvers, Furyondy, Greyhawk, Urnst, etc.) same for the Trident and the Chalice.

Obed Maarten however wants the chalice back. Giving it to anyone but him has him curse the PCs.

Under no circumstances are the PCs allowed to keep the artifacts for themselves.

## CONCLUSION

If the PCs bypassed the guards in encounter 7, they should face them before moving on to the Conclusion.

### FAILURE

The PCs forced Obed back to Thornbay and did not prevent Bloop'Boop from summoning Olhydra.

*It was a beautiful day in Thornbay. The fishermen were out at sea, women were shopping at the market, merchants were counting profits, children ran around playing games, and priests of Xerbo waded amongst the crowd on the docks.*

*Suddenly, someone screamed. Then someone else. Then another. And another. Finally, panic set in as every eye looked over the lake where a gigantic 50-foot wave was quickly moving towards the small village.*

*People tried to run away, but it was too late. The rogue wave slammed onto shore as if it had a mind of its own.*

*Then it was over.*

*Thornbay was no more. Only Sternberg Keep survived intact. Down by the bay, the temple of Xerbo was but a shell of its former glory. Most of Thornbay had been reduced to a pile of rubble and driftwood. The few survivors looked around for signs of loved ones.*

*Obed Maarten who managed to survive claimed that YOU were responsible for the coming of the Leviathan and that YOU caused the destruction of Thornbay.*

Proceed to AR Rewards.

### SUCCESS

The PCs defeated Olhydra.

*Back in Thornbay, Lady Sara Sternberg stands in the Temple of Xerbo. Everyone in town is here, and a number of dignitaries have made the trip, including the Lord Admiral, Matthias Gellor and the Countess' brother Sir Terard Duncombe the Third.*

*"In the name of every inhabitant of the Mysty Isles, and Her Noble Brilliance Countess Rachel the*

*First, I hereby bestow upon you the title of "Hero of the Mysty Isles". Your heroic actions have been noted. It is with great pleasure that I give you these coral necklaces in recognition of your deeds."*

*"May the Sea Dragon always look upon you with benevolent intent.."*

*The crowd applauds as Lady Sara hands you the coral necklaces that go with the titles.*

PCs who completed the optional encounter also receive a large reward for their deeds at this time.

Proceed to AR Rewards.

### AR REWARDS

- Any PC who beats the record and all others at drinking in Rhyndmarsh receives the "Record Holder" AR Reward.
- PCs who stopped the ritual and prevented Olhydra from coming back to Oerth, receive the "Hero of the Mysty Isles", "Thanks of the Church of Xerbo" and the "Thanks of the Three" AR Reward.
- PCs who failed to stop the ritual OR if they did not give the Chalice of Procan back to Obed Maarten receive the "Curse of Obed Maarten" AR Reward.

The following are ONLY given to PCs who played the Extra Encounter.

- PCs who defeat the creatures in the Elemental Plane of Water receive the "Defeated Olhydra", "Enmity of Olhydra" and the "Planar Fork" AR Rewards.

## EXPERIENCE POINT SUMMARY

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

### 5: Land Raid

Defeat the raider

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

### 7: The Guards

Defeat the guardians

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

### 8: The Tovuags

Defeat Bloop'Boop

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

### Story Award

Preventing the destruction of Thornbay

APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP
APL 16	405 XP

### Total Possible Experience

APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

### Total Possible Experience (Optional Encounter)

APL 8	563 XP
APL 10	675 XP
APL 12	788 XP
APL 14	900 XP
APL 16	1,013 XP

## TREASURE SUMMARY

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

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

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

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

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

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

### 5: Land Raid

**APL8:** Loot 13gp; Magic 829gp; +1 full plate (221gp); +1 shortspear (192gp); cloak of resistance +1 (83gp); gauntlets of ogre power (333gp); Total 842gp.

**APL10:** Loot 26gp; Magic 1,659gp; +1 full plate x2 (221gp each); +1 shortspear x2 (192gp each); cloak of resistance +1 x2 (83gp each); gauntlets of ogre power x2 (333gp each); Total 1,685gp.

**APL12:** Magic 3,462gp; +1 heavy wooden shield x2 (96gp each); +1 large longspear x2 (193gp each); +1 shortspear x2 (192gp each); +2 full plate x2 (471gp each); +2 large chainshirt x2 (363gp each); cloak of resistance +1 x2 (83gp each); gauntlets of ogre power x2 (333gp each); Total 3,462gp.

**APL14:** Magic 5,813gp; +1 heavy wooden shield x4 (96gp each); +1 large longspear x2 (193gp each); +1 shortspear x4 (192gp each); +2 full plate x4 (471gp each); +2 large chainshirt x2 (363gp each); cloak of resistance +1 x4 (83gp each); gauntlets of ogre power x4 (333gp each); Total 5,813gp.

**APL16:** Magic 11,626gp; +1 heavy wooden shield x8 (96gp each); +1 large longspear x4 (193gp each); +1 shortspear x8 (192gp each); +2 full plate x8 (471gp each); +2 large chainshirt x4 (363gp each); cloak of resistance +1 x8 (83gp each); gauntlets of ogre power x8 (333gp each); Total 11,626gp.

## 8: The Tovags

**APL8:** Loot 3gp; Magic 734gp; +1 full plate (221gp); +1 heavy wooden shield (96gp); cloak of resistance +1 (83gp); periapt of wisdom +2 (333gp); Total 737gp.

**APL10:** Loot 3gp; Magic 984gp; +1 heavy wooden shield (96gp); +2 full plate (471gp); cloak of resistance +1 (83gp); periapt of wisdom +2 (333gp); Total 987gp.

**APL12:** Loot 3gp; Magic 984gp; +1 heavy wooden shield (96gp); +2 full plate (471gp); cloak of resistance +1 (83gp); periapt of wisdom +2 (333gp); Total 987gp.

**APL14:** Loot 3gp; Magic 3,234gp; +1 heavy wooden shield (96gp); +2 full plate (471gp); cloak of resistance +4 (1,333gp); periapt of wisdom +4 (1,333gp); Total 3,237gp.

**APL16:** Loot 3gp; Magic 3,234gp; +1 heavy wooden shield (96gp); +2 full plate (471gp); cloak of resistance +4 (1,333gp); periapt of wisdom +4 (1,333gp); Total 3,237gp.

## Conclusion

For bringing Obed to Lady Sternberg

**APL 8:** Coin: 100gp

**APL 10:** Coin: 100gp

**APL 12:** Coin: 100gp

**APL 14:** Coin: 100gp

**APL 16:** Coin: 300gp

## Treasure Cap

**APL 8:** 1,300gp

**APL 10:** 2,300gp

**APL 12:** 3,300gp

**APL 14:** 6,600gp

**APL 16:** 9,900gp

## Total Possible Treasure

**APL 8:** 1,679gp.

**APL 10:** 2,772gp.

**APL 12:** 4,549gp.

**APL 14:** 9,150gp.

**APL 16:** 14,963gp.

## Treasure Cap (Optional Encounter Only)

(Reward for saving Thornbay and the Isles)

**APL 8:** 650gp


**APL 10:** 1,150gp


**APL 12:** 1,650gp


**APL 14:** 3,300gp

**APL 16:** 4,950gp


# ADVENTURE RECORD ITEMS


 **Record Holder:** You currently hold the Rhyndmarsh drinking record. You went \_\_\_\_\_ rounds! You have earned the locals' admiration and qualify for the Drunken Master prestige class.

 **Curse of Obed Maarten:** You are now cursed. Whenever you are on or in a large body of water, you always fail the first saving throw caused by an enemy during an adventure. This does not expire.


 **Hero of the Mysty Isles:** This distinction has three effects.


- You have free Rich upkeep for any adventure set in the Mysty Isles.
- Any non-evil inhabitant of the Mysty Isles has an initial reaction of Friendly toward you.
- Grants you a Coral Necklace: This non-magical necklace grants you a +2 sacred bonus on Profession (sailor, boater) or Swim check. May only be used by recipient. Value: ogp.

 **Thanks of the Three:** Once, as a standard action that does not provoke AoOs, you may call upon Osprey, Procan or Xerbo to receive the benefits of a *water walk* spell (CL<sup>5th</sup>). Cross off once used.

 **Defeated Olhydra:** (Extra Encounter only) (County PCs only) You have defeated Olhydra, Princess of Elemental Evil. You may purchase any ship from Table 5-2 in Stormwrack. The crew is composed of thankful locals you do not have to pay. This also gives you access to:

- Feats: Curling Wave Strike<sup>Sto</sup>, Sea Legs<sup>Sto</sup>, Steam Magic<sup>Sto</sup> or Water Heritage<sup>PlH</sup>
- Prestige Class: Bonded Summoner (water only)<sup>MH</sup>, Elemental Warrior (water only)<sup>PlH</sup>, Legendary Captain<sup>Sto</sup> & Leviathan Hunter<sup>Sto</sup>
- Spells: Analyze Portal<sup>SpC</sup>, Kuo-toa skin<sup>Sto</sup>, Planar Bubble<sup>SpC</sup>, Plane Shift, Greater<sup>SpC</sup>
- May summon an elementite swarm<sup>Sto</sup> (water only) in place of a large water elemental

 **Enmity of Olhydra:** (Extra Encounter only) Whenever you are targeted by a fire spell or effect, you get a -2 profane penalty to the save. In addition, you must always drink twice as much as you need, except in the desert where you need to drink four times as normal. This can be removed using a *miracle* or *wish*. This can not grant you any positive effect.

 **Planar Fork:** (Extra Encounter only) you have adventure access to a planar fork to the elemental plane of water. Cost: 200gp. Members of the College of the Divine,

County Navy and Obsidian Conclave have regional access.

☛ **Thanks of the Church of Xerbo:** The Church give you regional access to the items marked #.

## ITEM ACCESS

APLs 8-10:

- # *Wand of fog cloud* (CL2nd; Adventure; DMG)
- # *Wand of monster summoning III* (aquatic creatures only) (CL5th; Adventure; DMG)
- # *Wand of obscuring mist* (CL1st; Adventure; DMG)
- # *Wand of sanctuary* (CL1st; Adventure; DMG)
- # *Wand of water walk* (CL5th; Adventure; DMG)
- # *Wand of water breathing* (CL5th; Adventure; DMG)

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

- +1 *large longspears* (Adventure; DMG)
- *large shortspear* (Adventure; PHB)
- +2 *large chain shirt* (Adventure; DMG)



## APPENDIX 1: APL 8

### 5: LAND RAID

#### KUO-TOA WARRIOR

CR 7

Male Kuo-Toa Fighter 4 Warrior 2

CE Medium Humanoid (aquatic)

**Init** +5; **Senses** Keen Sight; Listen +8, Spot +12

**Languages** Abyssal, Aquan, Kuo-toan

**AC** 29, touch 11, flat-footed 28

(+1 Dex, +9 armor, +3 shield, +6 natural)

**hp** 79 (8 HD);

**Immune** paralysis, poison

**Resist** electricity 10

**Fort** +11, **Ref** +5, **Will** +5

**Weakness** light blindness

**Speed** 15ft. in heavy armor (3 squares), base movement 20 ft., swim 50 ft;

**Melee** +1 *shortspear* +15/+10 (1d6+8/ x3) and bite +8 (1d6+7)

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

**Base Atk** +8; **Grp** +13

**Atk Options** Blind-Fight, Power Attack

**Special Actions** Adhesive

**Combat Gear** +1 *shortspear*, +1 *full plate*, make heavy wooden shield, *gauntlets of ogre power*

**Abilities** Str 21, Dex 12, Con 16, Int 15, Wis 12, Cha 6

**SQ** Adhesive, amphibious, keen sight, slippery

**Feats** Alertness<sup>B</sup>, Blind-Fight, Improved Initiative, Improved Toughness<sup>\*\*</sup>, Power Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear),

**Skills** Climb +3, Escape Artist +5, Intimidate +7, Listen +8, Move Silently +0, Search +11, Spot +12, Swim +12,

**Possessions** combat gear plus *cloak of resistance* +1

**Adhesive (Ex)** Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures with natural weapons are automatically grappled if they stuck. A kuo-toa requires 1 hour and special materials costing 20gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

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

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

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

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

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

### 7: THE GUARDS

#### CALLER FROM THE DEEPS\*

CR 9

\* From Stormwrack

NE Huge Elemental (water)

**Init** -1; **Senses** darkvision 60ft; Listen +13, Spot +13

**Languages** Understands Aquan and Common

**AC** 22, touch 7, flat-footed 22

(-2 size, -1 Dex, +15 natural)

**hp** 130 (9 HD); **DR** 5/-

**Immune** elemental traits

**Fort** +16, **Ref** +2, **Will** +4

**Speed** Swim 50 ft. (10 squares)

**Melee** tentacles +13/+13 (2d6+8)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +6; **Grp** +22

**Atk Options** Combat Reflexes

**Special Actions** Constrict 2d6+8, enervating grip, improved grab.

**Spell-Like Abilities** (CL 9th):

3/day—*siren's call*\*\* (DC18)

**Abilities** Str 26, Dex 9, Con 30, Int 15, Wis 12, Cha 14

**SQ** elemental traits, siren's call, summon watery ally

**Feats** Combat Reflexes, Improved Natural Attack (tentacles), Swim-by Attack, Weapon Focus (tentacles),

**Skills** Concentration +22, Listen +13, Spot +13, Swim +28,

**Constrict (Ex)** a caller from the deeps deal automatic tentacle damage with a successful grapple check.

**Elemental Traits** A caller from the deeps has immunity to poison, magic sleep effects, paralysis and stunning. It is not subject to critical hits, or flanking. It cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle* or *true resurrection* can restore it to life).

**Enervating Grip (Su)** While dealing damage in a grapple, a caller from the deeps also drains vitality from its target. Those who take grappling damage

from a caller from the deeps must make a DC24 Fortitude save or take 1 point of Constitution damage. This save DC is Constitution-based.

**Improved Grab (Ex)** To use this ability, a caller from the deeps must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold and can both constrict and use its enervating grip ability.

**Summon watery ally (Sp)** Once per hour, a caller from the deeps can summon a medium water elemental or a large fiendish shark. This creature remains for 10 minutes or until slain. This is the equivalent of a 4<sup>th</sup>-level spell.

**Skills** A caller from the deeps has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

## 8: THE TOVAG

### ADVANCED SPELLWARPED\*

#### HAMMERCLAW\*

CR 9

\* from Monster Manual III and Stormwrack

CE Huge Aberration (aquatic, augmented magical beast)

**Init** +5; **Senses** darkvision 60ft; Listen +9, Spot +7

**Languages** Aquan

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**AC** 23, touch 9, flat-footed 22

(-1 size, +1 Dex, 14 natural)

**hp** 246 (17 HD);

**Resist** sonic 10; **SR** 29

**Fort** +18, **Ref** +11, **Will** +8

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**Speed** 20 ft. (20 squares), swim 20 ft;

**Melee** claws +26/+26 (2d6+11)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +17; **Grp** +36

**Atk Options** Power Attack

**Special Actions** Constrict 3d6+11, improved grab, sonic pulse

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**Abilities** Str 33, Dex 12, Con 26, Int 8, Wis 12, Cha 8

**SQ** amphibious, spell absorption

**Feats** Alertness, Improved Initiative, Improved Natural Attack (claw), Improved Toughness\*\*, Iron Will, Power Attack

**Skills** Hide +10 (+14 in rocky or coral areas), Listen +6, Spot +7, Swim +19,

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**Amphibious (Ex)** Although the hammerclaw is aquatic, it can survive indefinitely on land.

**Constrict (Ex)** A hammerclaw deals claw damage when it wins a grapple check.

**Improved Grab (Ex)** To use this ability, a hammerclaw must hit an opponent of its own size or smaller with its claw attack. It can attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Sonic Pulse (Su)** A hammerclaw can create a deadly cone of sonic energy by snapping its great claw. This cone has a range of 30 feet. Any creature within the area takes 4d6 points of sonic damage and is stunned for 1d4 rounds. A DC21 Fortitude save negates the stun and halves the damage. The DC is Constitution-based.

**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.  
*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute  
*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute  
*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute  
*Life:* The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell  
*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell  
*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills** +4 racial bonus on hide. This bonus goes up to +8 in areas of coral or rock. A hammerclaw has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

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**Power-Up Suite:** All Attacks at +1 morale bonus to hit; Spells active (cast by Bloop'Boop): *bless*

#### BLOOP'BOOP

CR 9

Male Half-water elemental\* human Cleric of the Elder

Elemental Eye (Water) 7

\*from Manual of the Planes

CE Medium Outsider (augmented humanoid, human, native)

**Init** +1; **Senses** darkvision 60ft; Listen +5, Spot +5

**Aura** Strong Chaos and Evil

**Languages** Abyssal, Aquan, Common

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**AC** 24, touch 11, flat-footed 23

(+1 Dex, +9 armor, +3 shield, +1 natural)

**hp** 66 (7 HD);

**Immune** cold, disease, water effects

**Fort** +9 (+13 against poison), **Ref** +4, **Will** +11

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**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.

**Melee** short spear +5 (1d6)

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

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

**Special Actions** spontaneous casting (inflict), rebuke undead, rebuke water elementals, turn fire elementals

**Combat Gear** short spear, +1 full plate, +1 heavy wooden shield

**Cleric Spells Prepared** (CL 7th):

4th—*cure critical wounds* (4d8+7), *freedom of movement* †, *unholy blight*<sup>D</sup> (DC19)  
 3rd—*dispel magic*, *protection from energy* (70 points), *water breathing*, *water breathing*<sup>D</sup> †  
 2nd—*aid*, *bear's endurance*, *cure moderate wounds* (2d8+7), *fog cloud*<sup>D</sup>, *remove paralysis*, *silence*,  
 1st—*bless*, *cure light wounds* (x2, 1d8+5), *obscuring mist*, *protection from good*<sup>D</sup> (CL8<sup>th</sup>), *shield of faith* (x2, +3),  
 0—*cure minor wounds* (x2), *detect magic*, *detect poison*, *purify food and water*, *read magic*

**D:** Domain spell. Deity: Elder Elemental Eye (Water).  
 Domains: Evil, Water

† Already cast

**Spell-Like Abilities** (CL 7th):

1/day—*control water*, *fog cloud*, *obscuring mist*, *water breathing*

**Abilities** Str 10, Dex 12, Con 16, Int 15, Wis 20, Cha 12

**SQ** restricted spells (good & law)

**Feats** Combat Casting, Empower Spell, Improved Toughness\*\*, Skill Focus (Concentration)<sup>B</sup>,

**Skills** Concentration +16 (+20 when casting defensively), Diplomacy +11, Knowledge (religion) +12, Knowledge (the planes) +12, Spellcraft +12

**Possessions** combat gear plus 2 wooden holy symbol of the Elder Elemental Eye, spell component pouch, *cloak of resistance* +1, *periapt of wisdom* +2

**Power-Up Suite:** AC 27, touch 14, flat-footed 26; hp 80 + 12 temporary; Fort +11; Melee short spear +6 (1d6); Con 20; Concentration +20; Spells active (all self-cast): *aid*, *bless*, *bear's endurance*, *freedom of movement*, *water breathing*, *shield of faith*

## 9: OLHYDRA!

### ADVANCED CORRUPTED\* HUGE WATER ELEMENTAL CR 11

\*from Book of Vile Darkness

NE Huge Aberration (augmented elemental, water)

**Init** +4; **Senses** darkvision 60ft; Listen +12, Spot +13

**Languages** Aquan, Common

**AC** 28, touch 11, flat-footed 25

(-2 size, +3 Dex, +17 natural)

**hp** 250 (20 HD); fast healing 10; **DR** 5/- or 10/magic

**Immune Elemental traits** poison, sleep, paralysis, and stunning, not subject to critical hits or flanking.

**Fort** +20, **Ref** +9, **Will** +7

**Speed** 30 ft. (6 squares), swim 120ft;

**Melee** slam +23/+23 (4d8+10 plus 10 points of vile damage\*\*) (includes water mastery)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +15; **Grp** +32

**Atk Options** Cleave, disruptive attack, Great Cleave, Improved Bull Rush, Power Attack

**Special Actions** drench, water mastery, vortex

**Abilities** Str 28, Dex 16, Con 26, Int 6, Wis 9, Cha 9

**SQ** elemental traits

**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

**Skills** Listen +12, Spot+13,

**Disruptive Attack (Su)** The elemental's touch deals 10 additional vile damage when it touches uncorrupted, living corporeal non-outsiders.

**Drench (Ex)** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Enhanced Power (Su)** The save DC of any and all of the corrupt elemental's special attacks increase by +4.

**Vortex (Su)** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 10 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet tall or more, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Large Creatures or smaller might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take 2d8. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC is 31. The save DC is Strength-based and includes the +4 from Enhanced Power.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

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If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls.

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (100 feet) and stop larger vessels (200 feet long). Even large ships (400 feet long) can be slowed to half speed.

**Skills** A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## 5: LAND RAID

## KUO-TOA WARRIOR

CR 7

Male Kuo-Toa Fighter 4 Warrior 2

CE Medium Humanoid (aquatic)

**Init** +5; **Senses** Keen Sight; Listen +8, Spot +12**Languages** Abyssal, Aquan, Kuo-toan**AC** 29, touch 11, flat-footed 28

(+1 Dex, +9 armor, +3 shield, +6 natural)

**hp** 79 (8 HD);**Immune** paralysis, poison**Resist** electricity 10**Fort** +11, **Ref** +5, **Will** +5**Weakness** light blindness**Speed** 15ft. in heavy armor (3 squares), base movement 20 ft., swim 50 ft;**Melee** +1 *shortspear* +15/+10 (1d6+8/ x3) and bite +8 (1d6+7)**Space** 5 ft; **Reach** 5 ft.**Base Atk** +8; **Grp** +13**Atk Options** Blind-Fight, Power Attack**Special Actions** Adhesive**Combat Gear** +1 *shortspear*, +1 *full plate*, +1 *heavy wooden shield*, *gauntlets of ogre power***Abilities** Str 21, Dex 12, Con 16, Int 15, Wis 12, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness<sup>B</sup>, Blind-Fight, Improved Initiative, Improved Toughness<sup>\*\*</sup>, Power Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear),**Skills** Climb +3, Escape Artist +5, Intimidate +7, Listen +8, Move Silently +0, Search +11, Spot +12, Swim +12,**Possessions** combat gear plus *cloak of resistance* +1

**Adhesive (Ex)** Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures with natural weapons are automatically grappled if they stuck. A kuo-toa requires 1 hour and special materials costing 20gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

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

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

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

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

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

## 7: THE GUARDS

## CALLER FROM THE DEEPS\*

CR 9

\* From Stormwrack

NE Huge Elemental (water)

**Init** -1; **Senses** darkvision 60ft; Listen +13, Spot +13**Languages** Understands Aquan and Common**AC** 22, touch 7, flat-footed 22

(-2 size, -1 Dex, +15 natural)

**hp** 130 (9 HD); **DR** 5/-**Immune** elemental traits**Fort** +16, **Ref** +2, **Will** +4**Speed** Swim 50 ft. (10 squares)**Melee** tentacles +13/+13 (2d6+8)**Space** 15 ft; **Reach** 15 ft.**Base Atk** +6; **Grp** +22**Atk Options** Combat Reflexes**Special Actions** Constrict 2d6+8, enervating grip, improved grab.**Spell-Like Abilities** (CL 9th):3/day—*siren's call*\*\* (DC18)**Abilities** Str 26, Dex 9, Con 30, Int 15, Wis 12, Cha 14**SQ** elemental traits, siren's call, summon watery ally**Feats** Combat Reflexes, Improved Natural Attack (tentacles), Swim-by Attack, Weapon Focus (tentacles),**Skills** Concentration +22, Listen +13, Spot +13, Swim +28,

**Constrict (Ex)** a caller from the deeps deal automatic tentacle damage with a successful grapple check.

**Elemental Traits** A caller from the deeps has immunity to poison, magic sleep effects, paralysis and stunning. It is not subject to critical hits, or flanking. It cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle* or *true resurrection* can restore it to life).

**Enervating Grip (Su)** While dealing damage in a grapple, a caller from the deeps also drains vitality from its target. Those who take grappling damage

from a caller from the deeps must make a DC24 Fortitude save or take 1 point of Constitution damage. This save DC is Constitution-based.

**Improved Grab (Ex)** To use this ability, a caller from the deeps must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold and can both constrict and use its enervating grip ability.

**Summon watery ally (Sp)** Once per hour, a caller from the deeps can summon a medium water elemental or a large fiendish shark. This creature remains for 10 minutes or until slain. This is the equivalent of a 4<sup>th</sup>-level spell.

**Skills** A caller from the deeps has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

## 8: THE TOVAG

### ADVANCED FIENDISH SPELLWARPED\* HAMMERCLAW\* CR 11

\* from Monster Manual III and Stormwrack

CE Huge Aberration (aquatic, augmented magical beast)

**Init** +5; **Senses** darkvision 60ft; Listen +6, Spot +7  
**Languages** Aquan

**AC** 23, touch 9, flat-footed 22  
(-1 size, +1 Dex, 14 natural)

**hp** 261 (18 HD); **DR** 10/ magic

**Resist** cold 10, fire 10, sonic 10; **SR** 29

**Fort** +18, **Ref** +11, **Will** +8

**Speed** 20 ft. (20 squares), swim 20 ft;

**Melee** claws +26/+26 (2d6+11)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +17; **Grp** +36

**Atk Options** Power Attack

**Special Actions** Constrict 3d6+11, improved grab, sonic pulse, smite good (+17 damage)

**Abilities** Str 33, Dex 12, Con 26, Int 8, Wis 12, Cha 8  
**SQ** amphibious, spell absorption

**Feats** Alertness, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Toughness\*\*, Iron Will, Power Attack, Feat, Feat

**Skills** Hide +10 (+14 in rocky or coral areas), Listen +6, Spot +7, Swim +19,

**Amphibious (Ex)** Although the hammerclaw is aquatic, it can survive indefinitely on land.

**Constrict (Ex)** A hammerclaw deals claw damage when it wins a grapple check.

**Improved Grab (Ex)** To use this ability, a hammerclaw must hit an opponent of its own size or smaller with its claw attack. It can attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Sonic Pulse (Su)** A hammerclaw can create a deadly cone of sonic energy by snapping its great claw. This cone has a range of 30 feet. Any creature within the area takes 4d6 points of sonic damage and is stunned for 1d4 rounds. A DC21 Fortitude save negates the stun and halves the damage. The DC is Constitution-based.

**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.  
*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute  
*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute  
*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute  
*Life:* The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell  
*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell  
*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills** +4 racial bonus on hide. This bonus goes up to +8 in areas of coral or rock. A hammerclaw has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

**Power-Up Suite:** All Attacks at +1 morale bonus to hit; Spells active (cast by Bloop'Boop): *bless*

### BLOOP'BOOP CR 11

Male Half-water elemental\* human Cleric of the Elder Elemental Eye (Water) 9

\*from Manual of the Planes

CE Medium Outsider (augmented humanoid, human, native)

**Init** +1; **Senses** darkvision 60ft; Listen +5, Spot +5

**Aura** Strong Chaos and Evil

**Languages** Abyssal, Aquan, Common

**AC** 25, touch 11, flat-footed 24  
(+1 Dex, +10 armor, +3 shield, +1 natural)

**hp** 84 (9 HD);

**Immune** cold, disease, water effects

**Fort** +10 (+14 against poison), **Ref** +5, **Will** +12

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.

**Melee** short spear +6/+1 (1d6)

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

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

**Special Actions** spontaneous casting (inflict), rebuke undead, rebuke water elementals, turn fire elementals

**Combat Gear** short spear, +2 *full plate*, +1 *heavy wooden shield*

**Cleric Spells Prepared** (CL 9th):

5th—*cure light wounds, mass* (1d8+9 to up to 9 allies), *ice storm*<sup>D</sup> (DC20), *true seeing* †  
 4th—*cure critical wounds* (4d8+9), *death ward, freedom of movement* †, *unholy blight*<sup>D</sup> (DC19)  
 3rd—*dispel magic, invisibility purge, protection from energy* (90 points), *water breathing, water breathing*<sup>D</sup> †  
 2nd—*aid, bear's endurance, calm emotions* (DC17), *cure moderate wounds* (2d8+9), *fog cloud*<sup>D</sup>, *remove paralysis, silence*,  
 1st—*bless, cure light wounds* (x2, 1d8+5), *obscuring mist, protection from good*<sup>D</sup> (CL8<sup>th</sup>), *shield of faith* (x2, +3),  
 0—*cure minor wounds* (x2), *detect magic, detect poison, purify food and water, read magic*  
**D:** Domain spell. Deity: Elder Elemental Eye (Water). Domains: Evil, Water  
**Spell-Like Abilities** (CL 9th):  
 1/day—*control water, fog cloud, ice storm* (DC19) *obscuring mist, water breathing*  


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**Abilities** Str 10, Dex 12, Con 16, Int 15, Wis 21, Cha 12  
**SQ** restricted spells (good & law)  
**Feats** Combat Casting, Empower Spell, Improved Toughness\*\*, Quicken Spell, Skill Focus (Concentration)<sup>B</sup>,  
**Skills** Concentration +18 (+22 when casting defensively), Diplomacy +13, Knowledge (religion) +14, Knowledge (the planes) +14, Spellcraft +14,  
**Possessions** combat gear plus 2 wooden holy symbol of the Elder Elemental Eye, spell component pouch, *cloak of resistance +1, periapt of wisdom +2*  


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**Power-Up Suite:** AC 28, touch 14, flat-footed 27; hp 102 + 14 temporary; Fort +12; Melee short spear +7/+1 (1d6); Con 20; Concentration +22; Spells active (all self-cast): *aid, bless, bear's endurance, freedom of movement, shield of faith, true seeing, water breathing*

## 9: OLHYDRA!

### ADVANCED CORRUPTED\* GREATER WATER ELEMENTAL CR 13

\*from Book of Vile Darkness

NE Huge Aberration (augmented elemental, water)  
**Init** +4; **Senses** darkvision 60ft; Listen +14, Spot +14  
**Languages** Aquan, Common

**AC** 29, touch 12, flat-footed 25  
 (-2 size, +4 Dex, +17 natural)

**hp** 264 (23 HD); fast healing 10; **DR** 10/-

**Immune Elemental traits** poison, sleep, paralysis, and stunning, not subject to critical hits or flanking.

**Fort** +20, **Ref** +13, **Will** +8

**Speed** 30 ft. (6 squares), swim 120ft;

**Melee** slam +26/+26 (4d8+11 plus 11 points of vile damage\*\*) (includes water mastery)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +17; **Grp** +35

**Atk Options** Cleave, disruptive attack, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

**Special Actions** drench, water mastery, vortex

**Abilities** Str 30, Dex 18, Con 25, Int 8, Wis 9, Cha 9  
**SQ** elemental traits

**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack

**Skills** Listen +14, Spot+14,

**Disruptive Attack (Su)** The elemental's touch deals 11 additional vile damage when it touches uncorrupted, living corporeal non-outsiders.

**Drench (Ex)** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Enhanced Power (Su)** The save DC of any and all of the corrupt elemental's special attacks increase by +4.

**Vortex (Su)** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 11 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet tall or more, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Large Creatures or smaller might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take 2d8. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC is 34. The save DC is Strength-based and includes the +4 from Enhanced Power.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many

creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls.

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (115 feet) and stop larger vessels (230 feet long). Even large ships (460 feet long) can be slowed to half speed.

**Skills** A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



## 5: LAND RAID

**KUO-TOA WARRIOR****CR 9**

Male Kuo-Toa Fighter 6 Warrior 2

CE Medium Humanoid (aquatic)

**Init** +5; **Senses** Keen Sight; Listen +8, Spot +12**Languages** Abyssal, Aquan, Kuo-toan**AC** 30, touch 11, flat-footed 29

(+1 Dex, +10 armor, +3 shield, +6 natural)

**hp** 99 (10 HD);**Immune** paralysis, poison**Resist** electricity 10**Fort** +12, **Ref** +7, **Will** +7**Weakness** light blindness**Speed** 15ft. in heavy armor (3 squares), base movement 20 ft., swim 50 ft;**Melee** +1 *spear* +19/+14 (1d8+12/ 19-20, x3) and bite +12 (1d6+9)**Space** 5 ft; **Reach** 5 ft.**Base Atk** +10; **Grp** +15**Atk Options** Blind-Fight, Power Attack**Special Actions** Adhesive**Combat Gear** +1 *spear*, +2 *full plate*, +1 *heavy wooden shield*, *gauntlets of ogre power***Abilities** Str 21, Dex 12, Con 16, Int 15, Wis 12, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness<sup>B</sup>, Blind-Fight, Improved Critical

(spear), Improved Initiative, Improved

Toughness\*\*, Melee Weapon Mastery\*\* (piercing),

Power Attack, Weapon Focus (spear), Weapon

Specialization (spear),

**Skills** Climb +7, Escape Artist +5, Intimidate +9,

Listen +8, Move Silently +0, Search +11, Spot +12,

Swim +14,

**Possessions** combat gear plus *cloak of resistance* +1

**Adhesive (Ex)** Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures with natural weapons are automatically grappled if they stuck. A kuo-toa requires 1 hour and special materials costing 20gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

**Keen Sight (Ex):** A kuo-toa's eyesight is so keen that it can spot a moving object or creature even if it is

invisible or ethereal. Only by remaining perfectly still can such objects or creature avoid their notice.

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

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

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

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

**MERROW CRUSHER****CR 9**

Male Merrow Barbarian 1, Fighter 4, Warrior 2

CE Large Giant (aquatic)

**Init** +5; **Senses** darkvision 60ft, low-light vision; Listen +8, Spot +0**Languages** Giant**AC** 21, touch 10, flat-footed 20

(-1 size, +1 Dex, +6 armor, +5 natural)

**hp** 119 (11 HD);**Fort** +17, **Ref** +3, **Will** +2**Speed** 40 ft. in light armor (8 squares), base movement 30 ft., swim 40 ft;**Melee** +2 *longspear* +19/+14 (2d6+16/ 19-20, x3) or**Melee** shortspear +17/+12 (1d8+12/ x3) or**Space** 10 ft; **Reach** 10 ft. (20ft with longspear)**Base Atk** +10; **Grp** +22**Atk Options** Blind-Fight, Power Attack**Special Actions** Rage**Combat Gear** +2 *longspear*, +2 *chain shirt*, shortspear**Abilities** Str 26, Dex 12, Con 18, Int 8, Wis 10, Cha 4  
**SQ** rage

**Feats** Blind-Fight, Improved Critical (longspear), Improved Initiative, Improved Toughness\*\*, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear),

**Skills** Climb +7, Intimidate +5, Listen +8, Swim +14,**Possessions** combat gear

**Skills** A merrow has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

**Power-Up Suite: Rage (9 rounds)** AC 19, touch 8, flat-footed 18; hp 141; Fort +19, Will +4; Melee +2 *longspear* +21/+16 (2d6+19, 19-20/x3); Melee

shortspear +18/+13 (2d6+15/x3); Str 30, Con 22;  
Climb +9, Swim +16

## 7: THE GUARDS

### CALLER FROM THE DEEPS\* CR 9

\* From Stormwrack

NE Huge Elemental (water)

**Init** -1; **Senses** darkvision 60ft; Listen +13, Spot +13

**Languages** Understands Aquan and Common

**AC** 22, touch 7, flat-footed 22

(-2 size, -1 Dex, +15 natural)

**hp** 130 (9 HD); **DR** 5/-

**Immune** elemental traits

**Fort** +16, **Ref** +2, **Will** +4

**Speed** Swim 50 ft. (10 squares)

**Melee** tentacles +13/+13 (2d6+8)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +6; **Grp** +22

**Atk Options** Combat Reflexes

**Special Actions** Constrict 2d6+8, enervating grip, improved grab.

**Spell-Like Abilities** (CL 9th):

3/day—*siren's call*\*\* (DC18)

**Abilities** Str 26, Dex 9, Con 30, Int 15, Wis 12, Cha 14

**SQ** elemental traits, siren's call, summon watery ally

**Feats** Combat Reflexes, Improved Natural Attack (tentacles), Swim-by Attack, Weapon Focus (tentacles),

**Skills** Concentration +22, Listen +13, Spot +13, Swim +28,

**Constrict (Ex)** a caller from the deeps deal automatic tentacle damage with a successful grapple check.

**Elemental Traits** A caller from the deeps has immunity to poison, magic sleep effects, paralysis and stunning. It is not subject to critical hits, or flanking. It cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle* or *true resurrection* can restore it to life).

**Enervating Grip (Su)** While dealing damage in a grapple, a caller from the deeps also drains vitality from its target. Those who take grappling damage from a caller from the deeps must make a DC24 Fortitude save or take 1 point of Constitution damage. This save DC is Constitution-based.

**Improved Grab (Ex)** To use this ability, a caller from the deeps must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold and can both constrict and use its enervating grip ability.

**Summon watery ally (Sp)** Once per hour, a caller from the deeps can summon a medium water elemental or a large fiendish shark. This creature remains for 10 minutes or until slain. This is the equivalent of a 4<sup>th</sup>-level spell.

**Skills** A caller from the deeps has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

Callers from the deeps can always choose to take 10 on Swim checks, even if distracted or

endangered. They can use the run action while swimming provided it swims in a straight line.

### DRAGON EEL\*

CR 11

\*from Monster Manual III

NE Large Dragon

**Init** +4; **Senses** blindsense 30ft, darkvision 60ft, keen scent, low-light vision; Listen +18, Spot +18

**Languages** Aquan, Draconic

**AC** 27, touch 9, flat-footed 27

(-1 size, +18 natural)

**hp** 161 (14 HD); **DR** 5/ adamantine

**Immune** sleep, paralysis

**Fort** +14, **Ref** +9, **Will** +10

**Speed** 20 ft. (4 squares), swim 60 ft;

**Melee** bite +21 (4d8+12)

**Space** 10 ft; **Reach** 5 ft.

**Base Atk** +14; **Grp** +26

**Atk Options** Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Powerful Charge

**Special Actions** Improved grab, swallow whole, Powerful Charge +2d6

**Abilities** Str 26, Dex 11, Con 21, Int 8, Wis 12, Cha 13

**SQ** keen scent

**Feats** Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Powerful Charge<sup>B</sup>

**Skills** Bluff +18, Hide +13, Listen +18, Sense Motive +18, Spot +18, Swim+16,

**Blindsense (Ex)** A dragon eel can locate creatures underwater within 30 feet by nonvisual means. Opponent the dragon eel can't actually see still have total concealment against the dragon eel. This ability only works underwater.

**Improved Grab (Ex)** To use this ability, a dragon eel must hit with its bite attack. It can attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round (see below).

**Keen Scent (Ex)** A dragon eel can notice creatures by scent within 180feet, and detect blood in the water up to a mile away.

**Swallow Whole (Ex)** A dragon eel can try to swallow a grabbed opponent of medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC17). On the creature exist, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 medium, 8 small, 32 tiny, 128 diminutive or 512 fine opponents.

**Skills** A dragon eel has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

## 8: THE TOVAG

### ADVANCED FIENDISH SPELLWARPED\* HAMMERCLAW\* CR11

\* from Monster Manual III and Stormwrack

CE Huge Aberration (aquatic, augmented magical beast)

**Init** +5; **Senses** darkvision 60ft; **Listen** +6, **Spot** +7  
**Languages** Aquan

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**AC** 23, touch 9, flat-footed 22  
(-1 size, +1 Dex, 14 natural)

**hp** 261 (18 HD); **DR** 10/ magic

**Resist** cold 10, fire 10, sonic 10; **SR** 29

**Fort** +18, **Ref** +11, **Will** +8

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**Speed** 20 ft. (20 squares), swim 20 ft;

**Melee** claws +26/+26 (2d6+11)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +17; **Grp** +36

**Atk Options** Power Attack

**Special Actions** Constrict 3d6+11, improved grab, sonic pulse, smite good (+17 damage)

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**Abilities** Str 33, Dex 12, Con 26, Int 8, Wis 12, Cha 8

**SQ** amphibious, spell absorption

**Feats** Alertness, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Toughness\*\*, Iron Will, Power Attack, Feat, Feat

**Skills** Hide +10 (+14 in rocky or coral areas), **Listen** +6, **Spot** +7, **Swim** +19,

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**Amphibious (Ex)** Although the hammerclaw is aquatic, it can survive indefinitely on land.

**Constrict (Ex)** A hammerclaw deals claw damage when it wins a grapple check.

**Improved Grab (Ex)** To use this ability, a hammerclaw must hit an opponent of its own size or smaller with its claw attack. It can attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Sonic Pulse (Su)** A hammerclaw can create a deadly cone of sonic energy by snapping its great claw. This cone has a range of 30 feet. Any creature within the area takes 4d6 points of sonic damage and is stunned for 1d4 rounds. A DC21 Fortitude save negates the stun and halves the damage. The DC is Constitution-based.

**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.  
*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute  
*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute  
*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

**Life:** The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills** +4 racial bonus on hide. This bonus goes up to +8 in areas of coral or rock. A hammerclaw has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

Hammerclaws can always choose to take 10 on Swim checks, even if distracted or endangered.

They can use the run action while swimming provided it swims in a straight line.

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**Power-Up Suite:** All Attacks at +1 morale bonus to hit; Spells active (cast by Bloop'Boop): *bles*

### BLOOP'BOOP

CR 13

Male Half-water elemental\* human Cleric of the Elder Elemental Eye (Water) 11

\*from Manual of the Planes

CE Medium Outsider (augmented humanoid, human, native)

**Init** +1; **Senses** darkvision 60ft; **Listen** +5, **Spot** +5

**Aura** Overwhelming Chaos and Evil

**Languages** Abyssal, Aquan, Common

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**AC** 25, touch 11, flat-footed 24

(+1 Dex, +10 armor, +3 shield, +1 natural)

**Hp** 102 (11 HD);

**Immune** cold, disease, water effects

**Fort** +11 (+15 against poison), **Ref** +5, **Will** +13

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**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.

**Melee** short spear +8/+3 (1d6)

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

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

**Special Actions** spontaneous casting (inflict), rebuke undead, rebuke water elementals, turn fire elementals

**Combat Gear** short spear, +2 *full plate*, +1 *heavy wooden shield*

**Cleric Spells Prepared** (CL 11th):

6th—*cone of cold*<sup>D</sup> (DC21; 11d6), *heal* (110 points)

5th—*cure light wounds*, *mass* (1d8+11 to up to 9 allies), *Empowered cure serious wounds* (3d8+11 x1.5), *ice storm*<sup>D</sup> (DC20), *true seeing* †

4th—*cure critical wounds* (4d8+11), *death ward*, *Empowered cure moderate wounds* (2d8+10 x1.5), *freedom of movement* †, *unholy blight*<sup>D</sup> (DC19)

3rd—*deeper darkness*, *dispel magic* (x2), *invisibility purge*, *protection from energy* (110 points), *water breathing*, *water breathing*<sup>D</sup> †

2nd—*aid*, *bear's endurance*, *calm emotions* (DC17), *cure moderate wounds* (2d8+10), *fog cloud*<sup>D</sup>, *remove paralysis*, *silence*,

1st—*bles*, *cure light wounds* (x2, 1d8+5), *obscuring mist*, *protection from good*<sup>D</sup> (CL8<sup>th</sup>), *shield of faith* (x3, +3),

0—*cure minor wounds* (x2), *detect magic*, *detect poison*, *purify food and water*, *read magic*

**D:** Domain spell. Deity: Elder Elemental Eye (Water). Domains: Evil, Water

**Spell-Like Abilities** (CL 11th):

1/day—*cone of cold* (DC20), *control water*, *fog cloud*, *ice storm* (DC19) *obscuring mist*, *water breathing*

**Abilities** Str 10, Dex 12, Con 16, Int 15, Wis 21, Cha 12

**SQ** restricted spells (good & law)

**Feats** Combat Casting, Empower Spell, Improved Toughness\*\*, Quicken Spell, Skill Focus (Concentration)<sup>B</sup>,

**Skills** Concentration +20 (+24 when casting defensively), Diplomacy +15, Knowledge (religion) +16, Knowledge (the planes) +16, Spellcraft +16,

**Possessions** combat gear plus 2 wooden holy symbol of the Elder Elemental Eye, spell component pouch, *cloak of resistance* +1, *periapt of wisdom* +2

**Power-Up Suite:** AC 28, touch 14, flat-footed 27; hp 124 + 15 temporary; Fort +13; Melee short spear +9/+3 (1d6); Con 20; Concentration +24; Spells active (all self-cast): *aid*, *bless*, *bear's endurance*, *freedom of movement*, *shield of faith*, *true seeing*, *water breathing*,

## 9: OLHYDRA!

### ADVANCED CORRUPTED\* ELDER WATER ELEMENTAL CR 15

\*from Book of Vile Darkness

NE Huge Aberration (augmented elemental, water)

**Init** +5; **Senses** darkvision 60ft; Listen +35, Spot +35

**Languages** Aquan, Common

**AC** 30, touch 13, flat-footed 26

(-2 size, +5 Dex, +17 natural)

**hp** 387 (31 HD); fast healing 10; **DR** 10/-

**Immune Elemental traits** poison, sleep, paralysis, and stunning, not subject to critical hits or flanking.

**Fort** +25, **Ref** +17, **Will** +11

**Speed** 30 ft. (6 squares), swim 120ft;

**Melee** slam +34/+34 (6d8+12; 19-20/x2, plus 15 points of vile damage\*\*) (includes water mastery)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +23; **Grp** +42

**Atk Options** Cleave, disruptive attack, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

**Special Actions** drench, water mastery, vortex

**Abilities** Str 30, Dex 18, Con 25, Int 8, Wis 9, Cha 9

**SQ** elemental traits

**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam),

**Skills** Listen +35, Spot+35,

**Disruptive Attack (Su)** The elemental's touch deals 15 additional vile damage when it touches uncorrupted, living corporeal nonoutsiders.

**Drench (Ex)** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Enhanced Power (Su)** The save DC of any and all of the corrupt elemental's special attacks increase by +4.

**Vortex (Su)** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 15 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 to 60 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Large Creatures or smaller might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take 2d8. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC is 37. The save DC is Strength-based and includes the +4 from Enhanced Power.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5

feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls.

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (165 feet) and stop larger vessels (310 feet long). Even large ships (620 feet long) can be slowed to half speed.

**Skills** A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## 5: LAND RAID

**KUO-TOA WARRIOR****CR 9**

Male Kuo-Toa Fighter 6 Warrior 2

CE Medium Humanoid (aquatic)

**Init** +5; **Senses** Keen Sight; Listen +8, Spot +12**Languages** Abyssal, Aquan, Kuo-toan**AC** 30, touch 11, flat-footed 29

(+1 Dex, +10 armor, +3 shield, +6 natural)

**hp** 99 (10 HD);**Immune** paralysis, poison**Resist** electricity 10**Fort** +12, **Ref** +7, **Will** +7**Weakness** light blindness**Speed** 15ft. in heavy armor (3 squares), base movement 20 ft., swim 50 ft;**Melee** +1 *spear* +19/+14 (1d8+12/ 19-20, x3) and bite +12 (1d6+9)**Space** 5 ft; **Reach** 5 ft.**Base Atk** +10; **Grp** +15**Atk Options** Blind-Fight, Power Attack**Special Actions** Adhesive**Combat Gear** +1 *spear*, +2 *full plate*, +1 *heavy wooden shield*, *gauntlets of ogre power***Abilities** Str 21, Dex 12, Con 16, Int 15, Wis 12, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness<sup>B</sup>, Blind-Fight, Improved Critical

(spear), Improved Initiative, Improved

Toughness\*\*, Melee Weapon Mastery\*\* (piercing),

Power Attack, Weapon Focus (spear), Weapon

Specialization (spear),

**Skills** Climb +7, Escape Artist +5, Intimidate +9,

Listen +8, Move Silently +0, Search +11, Spot +12,

Swim +14,

**Possessions** combat gear plus *cloak of resistance* +1

**Adhesive (Ex)** Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures with natural weapons are automatically grappled if they stuck. A kuo-toa requires 1 hour and special materials costing 20gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

**Keen Sight (Ex):** A kuo-toa's eyesight is so keen that it can spot a moving object or creature even if it is

invisible or ethereal. Only by remaining perfectly still can such objects or creature avoid their notice.

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

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

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

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

**MERROW CRUSHER****CR 11**

Male Merrow Barbarian 1, Fighter 6, Warrior 2

CE Large Giant (aquatic)

**Init** +5; **Senses** darkvision 60ft, low-light vision; Listen +8, Spot +0**Languages** Giant**AC** 21, touch 10, flat-footed 20

(-1 size, +1 Dex, +6 armor, +5 natural)

**hp** 154 (13 HD);**Fort** +21, **Ref** +6, **Will** +5**Speed** 40 ft. in light armor (8 squares), base movement 30 ft., swim 40 ft;**Melee** +2 *longspear* +25/+20/+15 (2d6+19/ 19-20, x3) or**Melee** shortspear +22/+17/+12 (1d8+15/ x3) or**Space** 10 ft; **Reach** 10 ft. (20ft with longspear)**Base Atk** +12; **Grp** +25**Atk Options** Blind-Fight, Power Attack**Special Actions** Rage**Combat Gear** +2 *longspear*, +2 *chain shirt*, *gauntlets of ogre power*, *amulet of health* +2, shortspear**Abilities** Str 29, Dex 12, Con 20, Int 8, Wis 10, Cha 4**SQ** rage**Feats** Blind-Fight, Combat Reflexes, Improved Critical

(longspear), Improved Initiative, Improved

Toughness\*\*, Melee Weapon Mastery\*\* (piercing),

Power Attack, Weapon Focus (longspear),

Weapon Specialization (longspear),

**Skills** Climb +8, Intimidate +7, Listen +8, Swim +15,**Possessions** combat gear plus *cloak of resistance* +3

**Skills** A merrow has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

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**Power-Up Suite: Rage (10 rounds)** AC 19, touch 8, flat-footed 18; hp 170; Fort +23, Will +7; Melee +2 *longspear* +27/+22/+17 (2d6+22, 19-20/x3); Melee shortspear +18/+13 (2d6+18/x3); Str 33, Con 24; Climb +10, Swim +17

## 7: THE GUARDS

### ADVANCED CALLER FROM THE DEEPS\* CR 11

\* From Stormwrack

NE Gargantuan Elemental (water)

**Init** +0; **Senses** darkvision 60ft; Listen +24, Spot +24  
**Languages** Understands Aquan and Common

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**AC** 26, touch 7, flat-footed 26  
(-4 size, +20 natural)

**hp** 350 (20 HD); **DR** 5/-

**Immune** elemental traits

**Fort** +25, **Ref** +6, **Will** +7

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**Speed** Swim 50 ft. (10 squares)

**Melee** tentacles +24/+24 (4d6+12; 19-20/x2)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +15; **Grp** +39

**Atk Options** Combat Reflexes

**Special Actions** Constrict 4d6+12, enervating grip, improved grab.

**Spell-Like Abilities** (CL 20th):

3/day—*siren's call*\*\* (DC18)

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**Abilities** Str 34, Dex 10, Con 36, Int 15, Wis 12, Cha 14

**SQ** elemental traits, siren's call, summon watery ally

**Feats** Ability Focus (enervating grip), Combat

Reflexes, Improved Critical (tentacles), Improved Natural Armor, Improved Natural Attack (tentacles), Swim-by Attack, Weapon Focus (tentacles),

**Skills** Concentration +36, Listen +24, Spot +24, Swim +43,

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**Constrict (Ex)** a caller from the deeps deal automatic tentacle damage with a successful grapple check.

**Elemental Traits** A caller from the deeps has immunity to poison, magic sleep effects, paralysis and stunning. It is not subject to critical hits, or flanking. It cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle* or *true resurrection* can restore it to life).

**Enervating Grip (Su)** While dealing damage in a grapple, a caller from the deeps also drains vitality from its target. Those who take grappling damage from a caller from the deeps must make a DC29 Fortitude save or take 1 point of Constitution damage. This save DC is Constitution-based (and includes the Ability Focus feat bonus).

**Improved Grab (Ex)** To use this ability, a caller from the deeps must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold and can both constrict and use its enervating grip ability.

**Summon watery ally (Sp)** Once per hour, a caller from the deeps can summon a medium water elemental or a large fiendish shark. This creature

remains for 10 minutes or until slain. This is the equivalent of a 4<sup>th</sup>-level spell.

**Skills** A caller from the deeps has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

### ADVANCED DRAGON EEL\* CR 13

\*from Monster Manual III

NE Large Dragon

**Init** +4; **Senses** blindsense 30ft, darkvision 60ft, keen scent, low-light vision; Listen +23, Spot +23

**Languages** Aquan, Draconic

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**AC** 27, touch 9, flat-footed 27

(-1 size, +18 natural)

**hp** 237 (14 HD); **DR** 5/ adamantine

**Immune** sleep, paralysis

**Fort** +17, **Ref** +11, **Will** +12

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**Speed** 20 ft. (4 squares), swim 60 ft;

**Melee** bite +26 (6d8+12; 19-20/x2)

**Space** 10 ft; **Reach** 5 ft.

**Base Atk** +19; **Grp** +31

**Atk Options** Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Powerful Charge

**Special Actions** Improved grab, swallow whole, Powerful Charge +2d6

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**Abilities** Str 26, Dex 11, Con 22, Int 8, Wis 12, Cha 13

**SQ** keen scent

**Feats** Cleave, Improved Bull Rush, Improved Critical(bite), Improved Initiative, Improved Natural Attack (bite), Improved Sunder, Power Attack, Powerful Charge<sup>B</sup>

**Skills** Bluff +23, Hide +18, Listen +23, Sense Motive +23, Spot +23, Swim+16,

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**Blindsense (Ex)** A dragon eel can locate creatures underwater within 30 feet by nonvisual means. Opponent the dragon eel can't actually see still have total concealment against the dragon eel. This ability only works underwater.

**Improved Grab (Ex)** To use this ability, a dragon eel must hit with its bite attack. It can attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round (see below).

**Keen Scent (Ex)** A dragon eel can notice creatures by scent within 180feet, and detect blood in the water up to a mile away.

**Swallow Whole (Ex)** A dragon eel can try to swallow a grabbed opponent of medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC17). On the creature

exist, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 medium, 8 small, 32 tiny, 128 diminutive or 512 fine opponents.

**Skills** A dragon eel has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

## 8: THE TOVAG

### ADVANCED FIENDISH SPELLWARPED\* HAMMERCLAW\* CR11

\* from Monster Manual III and Stormwrack  
CE Huge Aberration (aquatic, augmented magical beast)

**Init** +5; **Senses** darkvision 60ft; Listen +6, Spot +7  
**Languages** Aquan

**AC** 23, touch 9, flat-footed 22  
(-1 size, +1 Dex, 14 natural)

**hp** 261 (18 HD); **DR** 10/ magic

**Resist** cold 10, fire 10, sonic 10; **SR** 29

**Fort** +18, **Ref** +11, **Will** +8

**Speed** 20 ft. (20 squares), swim 20 ft;

**Melee** claws +26/+26 (2d6+11)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +17; **Grp** +36

**Atk Options** Power Attack

**Special Actions** Constrict 3d6+11, improved grab, sonic pulse, smite good (+17 damage)

**Abilities** Str 33, Dex 12, Con 26, Int 8, Wis 12, Cha 8  
**SQ** amphibious, spell absorption

**Feats** Alertness, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Toughness\*\*, Iron Will, Power Attack, Feat, Feat

**Skills** Hide +10 (+14 in rocky or coral areas), Listen +6, Spot +7, Swim +19,

**Amphibious (Ex)** Although the hammerclaw is aquatic, it can survive indefinitely on land.

**Constrict (Ex)** A hammerclaw deals claw damage when it wins a grapple check.

**Improved Grab (Ex)** To use this ability, a hammerclaw must hit an opponent of its own size or smaller with its claw attack. It can attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Sonic Pulse (Su)** A hammerclaw can create a deadly cone of sonic energy by snapping its great claw. This cone has a range of 30 feet. Any creature within the area takes 4d6 points of sonic damage and is stunned for 1d4 rounds. A DC21 Fortitude save negates the stun and halves the damage. The DC is Constitution-based.

**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell

resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

**Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

**Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

**Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

**Life:** The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills** +4 racial bonus on hide. This bonus goes up to +8 in areas of coral or rock. A hammerclaw has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

**Power-Up Suite:** All Attacks at +1 morale bonus to hit; Spells active (cast by Bloop'Boop): *bles*

### BLOOP'BOOP

CR 15

Male Half-water elemental\* human Cleric of the Elder  
Elemental Eye (Water) 13

\*from Manual of the Planes

CE Medium Outsider (augmented humanoid, human, native)

**Init** +1; **Senses** darkvision 60ft; Listen +8, Spot +8

**Aura** Overwhelming Chaos and Evil

**Languages** Abyssal, Aquan, Common

**AC** 26, touch 11, flat-footed 25

(+1 Dex, +10 armor, +4 shield, +1 natural)

**Hp** 120 (13 HD);

**Immune** cold, disease, water effects

**Fort** +15 (+19 against poison), **Ref** +9, **Will** +20

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.

**Melee** short spear +8/+3 (1d6)

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

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

**Special Actions** spontaneous casting (inflict), rebuke undead, rebuke water elementals, turn fire elementals

**Combat Gear** short spear, +2 *full plate*, +1 *heavy wooden shield*

**Cleric Spells Prepared** (CL 13th):

7th—*blasphemy*<sup>D</sup> (CL14th) *acid fog*,

6th—*blade barrier* (DC22), *cone of cold*<sup>D</sup> (DC22; 13d6), *heal* (130 points)

5th—*cure light wounds*, *mass* (1d8+11 to up to 9 allies), *Empowered cure serious wounds* (3d8+13 x1.5), *ice storm*<sup>D</sup> (DC21), *Quickened cure light wounds* (1d8+5), *true seeing* †

4th—*cure critical wounds* (4d8+13), *death ward*, *Empowered cure moderate wounds* (2d8+10)



x1.5), *freedom of movement* †, *unholy blight*<sup>P</sup> (DC20)  
 3rd—*deeper darkness*, *dispel magic* (x2), *invisibility purge*, *protection from energy* (130 points), *water breathing*, *water breathing*<sup>D</sup> †  
 2nd—*aid*, *bear's endurance*, *calm emotions* (DC18), *cure moderate wounds* (x2, 2d8+10), *fog cloud*<sup>P</sup>, *remove paralysis*, *silence*,  
 1st—*bless*, *cure light wounds* (x2, 1d8+5), *obscuring mist*, *protection from good*<sup>D</sup> (CL8<sup>th</sup>), *shield of faith* (x3, +4),  
 0—*cure minor wounds* (x2), *detect magic*, *detect poison*, *purify food and water*, *read magic*  
**D:** Domain spell. Deity: Elder Elemental Eye (Water). Domains: Evil, Water  
**Spell-Like Abilities** (CL 13th):  
 1/day—*acid fog* (DC 23), *cone of cold* (DC22), *control water*, *fog cloud*, *ice storm* (DC21) *obscuring mist*, *water breathing*  


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**Abilities** Str 10, Dex 12, Con 16, Int 15, Wis 23, Cha 12  
**SQ** restricted spells (good & law)  
**Feats** Combat Casting, Empower Spell, Improved Toughness<sup>\*\*</sup>, Skill Focus (Concentration)<sup>B</sup>, Quicken Spell,  
**Skills** Concentration +20 (+24 when casting defensively), Diplomacy +15, Knowledge (religion) +16, Knowledge (the planes) +16, Spellcraft +16,  
**Possessions** combat gear plus 2 wooden holy symbol of the Elder Elemental Eye, spell component pouch, *cloak of resistance* +4, *periapt of wisdom* +4  


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**Power-Up Suite:** AC 30, touch 15, flat-footed 29; hp 156 + 15 temporary; Fort +13; Melee short spear +9/+3 (1d6); Con 20; Concentration +24; Spells active (all self-cast): *aid*, *bless*, *bear's endurance*, *freedom of movement*, *shield of faith*, *true seeing*, *water breathing*.

## WATERVEILED ASSASSIN\* CR 15

\*from Monster Manual IV  
 NE Large elemental (extraplanar, water)  
**Init** +10; **Senses** blindsight 60ft, darkvision 60ft; Listen +20, Spot +20  
**Languages** Aquan, Common

**AC** 25, touch 15, flat-footed 19 (-1 size, +6 Dex, +10 natural)  
**Miss Chance** one with water  
**hp** 169 (26 HD); fast healing 5; DR 10/-  
**Immune** elemental immunities  
**Resist** liquid body; **SR** 23  
**Fort** +17, **Ref** +16, **Will** +13

**Speed** 30 ft. (6 squares), swim 60 ft; malleable form  
**Melee** slam +26 (4d8+10)  
**Space** 10 ft; **Reach** 20 ft.  
**Base Atk** +19; **Grp** +30  
**Atk Options** Combat Reflexes  
**Special Actions** churn, engulf

**Abilities** Str 25, Dex 23, Con 15, Int 10, Wis 16, Cha 12  
**SQ** elemental traits, one with water

**Feats** Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Skill Focus (Hide), Skill Focus (Move Silently), Weapon Focus (slam)

**Skills** Hide +19, Listen +20, Move Silently +23, Spot +20, Swim +15,

**Churn (Ex)** As a swift action, a waterveiled assassin can create mighty currents within its body that grind engulfed creatures, dealing 5d6 points of bludgeoning damage. An engulfed creature that succeeds on a DC30 Fortitude save takes half damage. The DC is Strength-based.

**Elemental Traits** A waterveiled assassin has immunity to poison, magic sleep effects, paralysis and stunning. It is not subject to critical hits, or flanking. It cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle* or *true resurrection* can restore it to life).

**Engulf (Ex)** As a standard action, a waterveiled assassin can flow over Medium or smaller creatures, entrapping them within its liquid form. The assassin simply moves into the opponent's space; any creature whose space is completely covered is subject to the engulf attack. The assassin cannot make a slam attack during a round in which it engulfs. It can engulf as many creatures as fit in its space. Opponents can make attacks of opportunity against the assassin, but if they do so, they are not entitled to a saving throw. Those who do not attempt attack opportunity must succeed on a DC30 Reflex save or be engulfed; on a success, a creature moves aside or back (opponent's choice) to move out of the assassin's path. The DC is Strength-based.

Engulfed creatures are considered to be grappled within the assassin's body, and they are subject to its churn attack. Engulfed creature that breathe air might drown (DMG 304).

**Liquid Body (Ex)** A waterveiled assassin exercises supreme control over its watery form, allowing it to flow around attacks, flatten itself against the ground to avoid a spell's blast, and so forth. Any spell or effect that allows for a Reflex save for half has 50% chance to have no effect on a waterveiled assassin.

**Malleable Form (Ex)** A waterveiled assassin's control over its form allows it to flow through tiny cracks in objects and move through the earth, walls, and over obstacles. The assassin moves at normal speed through terrain that slows movement. It can move through permeable objects at half speed, but it cannot move through completely solid barriers. For example, the assassin could flow through a wooden or brick wall by squeezing into cracks and channels, but it cannot move through a wall of solid iron or rock, such as that produced by a wall of stone.

If the assassin ends its movement completely within an object, opponents do not have line of sight or line of effect to it. Its reach drops down to 0 feet. Any creatures engulfed within the assassin fall

out, dropping prone at the edge of the object. If only part of the assassin is in an object, but but its remaining space cannot hold all the creatures within it, the assassin chooses which ones to release.

**One with Water (Ex)** Since a waterveiled assassin's body is liquid, it can simply disappear into water. An assassin in a volume of water 15ftx15ftx15ft is invisible. It remains invisible as long as it remains within water, even if it attacks.

**Skills** A waterveiled assassin has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

**Power-Up Suite:** All Attacks at +1 morale bonus to hit; Spells active (cast by Bloop'Boop): *bless*

## 9: OLHYDRA!

### AVATAR OF OLHYDRA\*

**CR 17**

\*from Based off Imix from Return to the Temple of Elemental Evil

NE Gargantuan elemental (water)

**Init** +11; **Senses** darkvision 60ft; Listen +43, Spot +43

**Languages** Abyssal, Aquan, Common, Draconic, Celestial, Infernal

**AC** 24, touch 13, flat-footed 17  
(-4 size, +7 Dex, +11 natural)

**hp** 378 (36 HD); **DR** 15/-

**Immune** poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking; fire immunity

**Resist** cold 20 **SR** 20

**Fort** +26, **Ref** +19, **Will** +16

**Weakness** vulnerability to cold

**Speed** 20 ft. (4 squares), swim 90 ft;

**Melee** slam +36/+31/+26/+21 (2d10+17; 19-20/x2)\* including Water Mastery

**Space** 20 ft; **Reach** 20 ft.

**Base Atk** +27; **Grp** +66

**Atk Options** Blind-Fight, Improved Bull Rush, Improved Sunder, Power Attack,

**Special Actions** capsize, Cleave, drench, Great Cleave, summon water creatures, vortex,

**Abilities** Str 32, Dex 24, Con 23, Int 20, Wis 18, Cha 18

**SQ** elemental traits, water mastery

**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Quicken Spell-Like Ability (acid fog), Power Attack, Sunder, Weapon Focus (slam)

**Skills** Concentration +45 (+49 when casting defensively), Intimidate +43, Knowledge (history) +44, Knowledge (religion) +44, Knowledge (the planes) +44, Listen +43, Spot +43, Swim +19,

**Capsize (Ex)** Olhydra can surface under a boat or ship less than 20 feet long capsizes the vessel

100% of the time. She has a 75% chance to capsize a vessel from 20 to 60 feet long, and a 50% chance to capsize a vessel over 60 feet long.

**Cold Vulnerability (Ex)** If Olhydra takes damage from a cold-based attack (i.e., it bypasses her cold resistance) she is slowed for a number of rounds equal to the spell's level.

**Drench (Ex)** Olhydra's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Huge size or smaller. She can dispel magical fire she touches as dispel magic cast by a 36th-level sorcerer.

**Elemental traits** Immune to poison, sleep, paralysis, and stunning, not subject to critical hits or flanking.

**Summon Water Creatures (Sp)** Once per day, Olhydra can automatically summon 1d3 Large or Huge water elementals, 3d4 sea hags, 2d4 water weards, or 20-200 sahuagin.

**Vortex (Su)** Olhydra can transform herself into a whirlpool once ever 10 minutes provided she is underwater, and remain in that form for up to 18 rounds. In vortex form, she can move through the water or along the bottom at her swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 80 feet tall. She controls the exact height, but it must be at least 10 feet tall. Creatures of Huge or smaller size take damage when caught in the vortex and might be swept up by it. An affected creature must succeed at a Reflex save (DC 33) when it comes in contact with the vortex or take 2d8 points of damage. It must also succeed at a second Reflex save (same DC) or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. A creature with a swim speed is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful.

Olhydra can eject any carried creatures whenever she wishes, depositing them wherever the vortex happens to be.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on Olhydra and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those further away have total concealment (see Concealment page 133 in the PHB). Those caught in the cloud must succeed at a Concentration check to cast a spell (DC 33).

**Water Mastery (Ex)** Olhydra gains a +1 attack and damage bonus if both her and her opponent touch water. If she or her opponent is land bound, she suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block).

**Skills** Olhydra has +8 racial bonus to Swim checks to perform special actions or avoid a hazard. Olhydra can always choose to take 10 on Swim checks, even if distracted or endangered. They can

use the run action while swimming provided it swims in a straight line.

## 5: LAND RAID

**KUO-TOA WARRIOR****CR 9**

Male Kuo-Toa Fighter 6 Warrior 2

CE Medium Humanoid (aquatic)

**Init** +5; **Senses** Keen Sight; Listen +8, Spot +12**Languages** Abyssal, Aquan, Kuo-toan**AC** 30, touch 11, flat-footed 29

(+1 Dex, +10 armor, +3 shield, +6 natural)

**hp** 99 (10 HD);**Immune** paralysis, poison**Resist** electricity 10**Fort** +12, **Ref** +7, **Will** +7**Weakness** light blindness**Speed** 15ft. in heavy armor (3 squares), base movement 20 ft., swim 50 ft;**Melee** +1 *spear* +19/+14 (1d8+12/ 19-20, x3) and bite +12 (1d6+9)**Space** 5 ft; **Reach** 5 ft.**Base Atk** +10; **Grp** +15**Atk Options** Blind-Fight, Power Attack**Special Actions** Adhesive**Combat Gear** +1 *spear*, +2 *full plate*, +1 *heavy wooden shield*, *gauntlets of ogre power***Abilities** Str 21, Dex 12, Con 16, Int 15, Wis 12, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness<sup>B</sup>, Blind-Fight, Improved Critical

(spear), Improved Initiative, Improved

Toughness\*\*, Melee Weapon Mastery\*\* (piercing),

Power Attack, Weapon Focus (spear), Weapon

Specialization (spear),

**Skills** Climb +7, Escape Artist +5, Intimidate +9,

Listen +8, Move Silently +0, Search +11, Spot +12,

Swim +14,

**Possessions** combat gear plus *cloak of resistance* +1

**Adhesive (Ex)** Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures with natural weapons are automatically grappled if they stuck. A kuo-toa requires 1 hour and special materials costing 20gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

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

**Keen Sight (Ex):** A kuo-toa's eyesight is so keen that it can spot a moving object or creature even if it is

invisible or ethereal. Only by remaining perfectly still can such objects or creature avoid their notice.

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

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

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

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

**MERROW CRUSHER****CR 11**

Male Merrow Barbarian 1, Fighter 6, Warrior 2

CE Large Giant (aquatic)

**Init** +5; **Senses** darkvision 60ft, low-light vision; Listen +8, Spot +0**Languages** Giant**AC** 21, touch 10, flat-footed 20

(-1 size, +1 Dex, +6 armor, +5 natural)

**hp** 154 (13 HD);**Fort** +21, **Ref** +6, **Will** +5**Speed** 40 ft. in light armor (8 squares), base movement 30 ft., swim 40 ft;**Melee** +2 *longspear* +25/+20/+15 (2d6+19/ 19-20, x3) or**Melee** shortspear +22/+17/+12 (1d8+15/ x3) or**Space** 10 ft; **Reach** 10 ft. (20ft with longspear)**Base Atk** +12; **Grp** +25**Atk Options** Blind-Fight, Power Attack**Special Actions** Rage**Combat Gear** +2 *longspear*, +2 *chain shirt*, *gauntlets of ogre power*, *amulet of health* +2, shortspear**Abilities** Str 29, Dex 12, Con 20, Int 8, Wis 10, Cha 4**SQ** rage**Feats** Blind-Fight, Combat Reflexes, Improved Critical

(longspear), Improved Initiative, Improved

Toughness\*\*, Melee Weapon Mastery\*\* (piercing),

Power Attack, Weapon Focus (longspear),

Weapon Specialization (longspear),

**Skills** Climb +8, Intimidate +7, Listen +8, Swim +15,**Possessions** combat gear plus *cloak of resistance* +3

**Skills** A merrow has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

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**Power-Up Suite: Rage (10 rounds)** AC 19, touch 8, flat-footed 18; hp 170; Fort +23, Will +7; Melee +2 *longspear* +27/+22/+17 (2d6+22, 19-20/x3); Melee shortspear +18/+13 (2d6+18/x3); Str 33, Con 24; Climb +10, Swim +17

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## 7: THE GUARDS

### ADVANCED CALLER FROM THE DEEPS\* CR 13

\* From Stormwrack

NE Gargantuan Elemental (water)

**Init** +0; **Senses** darkvision 60ft; Listen +31, Spot +31

**Languages** Understands Aquan and Common

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**AC** 26, touch 7, flat-footed 26

(-4 size, +20 natural)

**hp** 499 (27 HD); **DR** 5/-

**Immune** elemental traits

**Fort** +28, **Ref** +9, **Will** +10

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**Speed** Swim 50 ft. (10 squares)

**Melee** tentacles +28/+28 (4d6+12; 19-20/x2)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +15; **Grp** +44

**Atk Options** Combat Reflexes, Power Attack

**Special Actions** Constrict 4d6+12, enervating grip, improved grab.

**Spell-Like Abilities** (CL 27th):

3/day—*siren's call*\*\* (DC18)

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**Abilities** Str 34, Dex 10, Con 36, Int 16, Wis 12, Cha 14

**SQ** elemental traits, siren's call, summon watery ally

**Feats** Ability Focus (enervating grip), Combat Reflexes, Improved Critical (tentacles), Improved Natural Armor, Improved Natural Attack (tentacles), Improved Toughness\*\*, Improved Natural Armor, Improved Natural Armor, Large and In Charge, Power Attack, Swim-by Attack, Weapon Focus (tentacles),

**Skills** Concentration +43, Listen +31, Spot +31, Swim +50, Tumble +15,

---

**Constrict (Ex)** a caller from the deeps deal automatic tentacle damage with a successful grapple check.

**Elemental Traits** A caller from the deeps has immunity to poison, magic sleep effects, paralysis and stunning. It is not subject to critical hits, or flanking. It cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle* or *true resurrection* can restore it to life).

**Enervating Grip (Su)** While dealing damage in a grapple, a caller from the deeps also drains vitality from its target. Those who take grappling damage from a caller from the deeps must make a DC29 Fortitude save or take 1 point of Constitution damage. This save DC is Constitution-based (and includes the Ability Focus feat bonus).

**Improved Grab (Ex)** To use this ability, a caller from the deeps must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold and can both constrict and use its enervating grip ability.

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**Summon watery ally (Sp)** Once per hour, a caller from the deeps can summon a medium water elemental or a large fiendish shark. This creature remains for 10 minutes or until slain. This is the equivalent of a 4<sup>th</sup>-level spell.

**Skills** A caller from the deeps has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

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**Power-Up Suite:** All Attacks at +1 morale bonus to hit; Spells active (cast by Bloop'Boop): *bless*

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### ADVANCED DRAGON EEL\* CR 15

\*from Monster Manual III

NE Large Dragon

**Init** +4; **Senses** blindsense 30ft, darkvision 60ft, keen scent, low-light vision; Listen +27, Spot +27

**Languages** Aquan, Draconic

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**AC** 28, touch 10, flat-footed 27

(-1 size, +1 Dex, +18 natural)

**hp** 310 (23 HD); **DR** 5/ adamantine

**Immune** sleep, paralysis

**Fort** +19, **Ref** +14, **Will** +14

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**Speed** 20 ft. (4 squares), swim 60 ft;

**Melee** bite +30 (6d8+12; 19-20/x2)

**Space** 10 ft; **Reach** 5 ft.

**Base Atk** +23; **Grp** +35

**Atk Options** Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Powerful Charge

**Special Actions** Improved grab, swallow whole, Powerful Charge +2d6

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**Abilities** Str 26, Dex 12, Con 22, Int 8, Wis 12, Cha 13

**SQ** keen scent

**Feats** Cleave, Improved Bull Rush, Improved Critical(bite), Improved Initiative, Improved Natural Attack (bite), Improved Sunder, Improved Toughness\*\*, Power Attack, Powerful Charge<sup>B</sup>

**Skills** Bluff +23, Hide +18, Listen +23, Sense Motive +23, Spot +23, Swim+16,

---

**Blindsense (Ex)** A dragon eel can locate creatures underwater within 30 feet by nonvisual means. Opponent the dragon eel can't actually see still have total concealment against the dragon eel. This ability only works underwater.

**Improved Grab (Ex)** To use this ability, a dragon eel must hit with its bite attack. It can attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round (see below).

**Keen Scent (Ex)** A dragon eel can notice creatures by scent within 180feet, and detect blood in the water up to a mile away.

**Swallow Whole (Ex)** A dragon eel can try to swallow a grabbed opponent of medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing

damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC17). On the creature exist, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 medium, 8 small, 32 tiny, 128 diminutive or 512 fine opponents.

**Skills** A dragon eel has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

## 8: THE TOVAG

### ADVANCED FIENDISH SPELLWARPED\* HAMMERCLAW\* CR11

\* from Monster Manual III and Stormwrack

CE Huge Aberration (aquatic, augmented magical beast)

**Init** +5; **Senses** darkvision 60ft; Listen +6, Spot +7  
**Languages** Aquan

**AC** 23, touch 9, flat-footed 22  
(-1 size, +1 Dex, 14 natural)

**hp** 261 (18 HD); **DR** 10/ magic

**Resist** cold 10, fire 10, sonic 10; **SR** 29

**Fort** +18, **Ref** +11, **Will** +8

**Speed** 20 ft. (20 squares), swim 20 ft;

**Melee** claws +26/+26 (2d6+11)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +17; **Grp** +36

**Atk Options** Power Attack

**Special Actions** Constrict 3d6+11, improved grab, sonic pulse, smite good (+17 damage)

**Abilities** Str 33, Dex 12, Con 26, Int 8, Wis 12, Cha 8  
**SQ** amphibious, spell absorption

**Feats** Alertness, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Toughness\*\*, Iron Will, Power Attack, Feat, Feat

**Skills** Hide +10 (+14 in rocky or coral areas), Listen +6, Spot +7, Swim +19,

**Amphibious (Ex)** Although the hammerclaw is aquatic, it can survive indefinitely on land.

**Constrict (Ex)** A hammerclaw deals claw damage when it wins a grapple check.

**Improved Grab (Ex)** To use this ability, a hammerclaw must hit an opponent of its own size or smaller with its claw attack. It can attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Sonic Pulse (Su)** A hammerclaw can create a deadly cone of sonic energy by snapping its great claw. This cone has a range of 30 feet. Any creature within the area takes 4d6 points of sonic damage and is stunned for 1d4 rounds. A DC21 Fortitude

save negates the stun and halves the damage. The DC is Constitution-based.

**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

*Life:* The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

**Skills** +4 racial bonus on hide. This bonus goes up to +8 in areas of coral or rock. A hammerclaw has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

**Power-Up Suite:** All Attacks at +1 morale bonus to hit; Spells active (cast by Bloop'Boop): *bless*

### BLOOP'BOOP

CR 15

Male Half-water elemental\* human Cleric of the Elder Elemental Eye (Water) 13

\*from Manual of the Planes

CE Medium Outsider (augmented humanoid, human, natice)

**Init** +1; **Senses** darkvision 60ft; Listen +8, Spot +8

**Aura** Overwhelming Chaos and Evil

**Languages** Abyssal, Aquan, Common

**AC** 26, touch 11, flat-footed 25  
(+1 Dex, +10 armor, +4 shield, +1 natural)

**Hp** 120 (13 HD);

**Immune** cold, disease, water effects

**Fort** +15 (+19 against poison), **Ref** +9, **Will** +20

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.

**Melee** short spear +8/+3 (1d6)

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

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

**Special Actions** spontaneous casting (inflict), rebuke undead, rebuke water elementals, turn fire elementals

**Combat Gear** short spear, +2 *full plate*, +1 *heavy wooden shield*

**Cleric Spells Prepared** (CL 13th):

7th—*blasphemy*<sup>D</sup> (CL14th) *acid fog*,

6th—*blade barrier* (DC22), *cone of cold*<sup>D</sup> (DC22; 13d6), *heal* (130 points)

5th—*cure light wounds*, *mass* (1d8+11 to up to 9 allies), *Empowered cure serious wounds* (3d8+13

x1.5), *ice storm*<sup>D</sup> (DC21), *Quickened cure light wounds* (1d8+5), *true seeing* ‡  
 4th—*cure critical wounds* (4d8+13), *death ward*, *Empowered cure moderate wounds* (2d8+10 x1.5), *freedom of movement* ‡, *unholy blight*<sup>D</sup> (DC20)  
 3rd—*deeper darkness*, *dispel magic* (x2), *invisibility purge*, *protection from energy* (130 points), *water breathing*, *water breathing*<sup>D</sup> ‡  
 2nd—*aid*, *bear's endurance*, *calm emotions* (DC18), *cure moderate wounds* (x2, 2d8+10), *fog cloud*<sup>D</sup>, *remove paralysis*, *silence*,  
 1st—*bless*, *cure light wounds* (x2, 1d8+5), *obscuring mist*, *protection from good*<sup>D</sup> (CL8<sup>th</sup>), *shield of faith* (x3, +4),  
 0—*cure minor wounds* (x2), *detect magic*, *detect poison*, *purify food and water*, *read magic*  
**D:** Domain spell. Deity: Elder Elemental Eye (Water). Domains: Evil, Water  
**Spell-Like Abilities** (CL 13th):  
 1/day—*acid fog* (DC 23), *cone of cold* (DC22), *control water*, *fog cloud*, *ice storm* (DC21) *obscuring mist*, *water breathing*  


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**Abilities** Str 10, Dex 12, Con 16, Int 15, Wis 23, Cha 12  
**SQ** restricted spells (good & law)  
**Feats** Combat Casting, Empower Spell, Improved Toughness\*, Skill Focus (Concentration)<sup>B</sup>, Quicken Spell,  
**Skills** Concentration +20 (+24 when casting defensively), Diplomacy +15, Knowledge (religion) +16, Knowledge (the planes) +16, Spellcraft +16,  
**Possessions** combat gear plus 2 wooden holy symbol of the Elder Elemental Eye, spell component pouch, *cloak of resistance* +4, *periapt of wisdom* +4  


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**Power-Up Suite:** AC 30, touch 15, flat-footed 29; hp 156 + 15 temporary; Fort +13; Melee short spear +9/+3 (1d6); Con 20; Concentration +24; Spells active (all self-cast): *aid*, *bless*, *bear's endurance*, *freedom of movement*, *shield of faith*, *true seeing*, *water breathing*

## MERROW CRUSHER CR 11

See Encounter 3.

**Power-Up Suite:** All Attacks at +1 morale bonus to hit; Spells active (cast by Bloop'Boop): *bless*

## WATERVEILED ASSASSIN\* CR 15

\*from Monster Manual IV

NE Large elemental (extraplanar, water)

**Init** +10; **Senses** blindsight 60ft, darkvision 60ft; Listen +20, Spot +20

**Languages** Aquan, Common

**AC** 25, touch 15, flat-footed 19 (-1 size, +6 Dex, +10 natural)

**Miss Chance** one with water

**hp** 169 (26 HD); fast healing 5; DR 10/-

**Immune** elemental immunities

**Resist** liquid body; **SR** 23

**Fort** +17, **Ref** +16, **Will** +13

**Speed** 30 ft. (6 squares), swim 60 ft; malleable form

**Melee** slam +26 (4d8+10)

**Space** 10 ft; **Reach** 20 ft.

**Base Atk** +19; **Grp** +30

**Atk Options** Combat Reflexes

**Special Actions** churn, engulf

**Abilities** Str 25, Dex 23, Con 15, Int 10, Wis 16, Cha 12

**SQ** elemental traits, one with water

**Feats** Alertness, Combat Reflexes, Improved

Initiative, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Skill Focus (Hide), Skill Focus (Move Silently), Weapon Focus (slam)

**Skills** Hide +19, Listen +20, Move Silently +23, Spot +20, Swim +15,

**Churn (Ex)** As a swift action, a waterveiled assassin can create mighty currents within its body that grind engulfed creatures, dealing 5d6 points of bludgeoning damage. An engulfed creature that succeeds on a DC30 Fortitude save takes half damage. The DC is Strength-based.

**Elemental Traits** A waterveiled assassin has immunity to poison, magic sleep effects, paralysis and stunning. It is not subject to critical hits, or flanking. It cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle* or *true resurrection* can restore it to life).

**Engulf (Ex)** As a standard action, a waterveiled assassin can flow over Medium or smaller creatures, entrapping them within its liquid form. The assassin simply moves into the opponent's space; any creature whose space is completely covered is subject to the engulf attack. The assassin cannot make a slam attack during a round in which it engulfs. It can engulf as many creatures as fit in its space. Opponents can make attacks of opportunity against the assassin, but if they do so, they are not entitled to a saving throw. Those who do not attempt attack opportunity must succeed on a DC30 Reflex save or be engulfed; on a success, a creature moves aside or back (opponent's choice) to move out of the assassin's path. The DC is Strength-based.

Engulfed creatures are considered to be grappled within the assassin's body, and they are subject to its churn attack. Engulfed creature that breathe air might drown (DMG 304).

**Liquid Body (Ex)** A waterveiled assassin exercises supreme control over its watery form, allowing it to flow around attacks, flatten itself against the ground to avoid a spell's blast, and so forth. Any spell or effect that allows for a Reflex save for half has 50% chance to have no effect on a waterveiled assassin.

**Malleable Form (Ex)** A waterveiled assassin's control over its form allows it to flow through tiny cracks in objects and move through the earth, walls, and over obstacles. The assassin moves at normal speed through terrain that slows movement. It can move through permeable objects at half speed, but it cannot move through completely solid barriers.

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For example, the assassin could flow through a wooden or brick wall by squeezing into cracks and channels, but it could not move through a wall of solid iron or rock, such as that produced by a wall of stone.

If the assassin ends its movement completely within an object, opponents do not have line of sight or line of effect to it. Its reach drops down to 0 feet. Any creatures engulfed within the assassin fall out, dropping prone at the edge of the object. If only part of the assassin is in an object, but its remaining space cannot hold all the creatures within it, the assassin chooses which ones to release.

**One with Water (Ex)** Since a waterveiled assassin's body is liquid, it can simply disappear into water. An assassin in a volume of water 15ftx15ftx15ft is invisible. It remains invisible as long as it remains within water, even if it attacks.

**Skills** A waterveiled assassin has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

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**Power-Up Suite:** All Attacks at +1 morale bonus to hit; Spells active (cast by Bloop'Boop): *bless*

## 9: OLHYDRA!

### ADVANCED CORRUPTED\* ELDER

#### WATER ELEMENTAL CR 15

\*from Book of Vile Darkness

NE Huge Aberration (augmented elemental, water)

**Init** +5; **Senses** darkvision 60ft; Listen +35, Spot +35

**Languages** Aquan, Common

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**AC** 30, touch 13, flat-footed 26

(-2 size, +5 Dex, +17 natural)

**hp** 387 (31 HD); fast healing 10; **DR** 10/-

**Immune Elemental traits** poison, sleep, paralysis, and stunning, not subject to critical hits or flanking.

**Fort** +25, **Ref** +17, **Will** +11

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**Speed** 30 ft. (6 squares), swim 120ft;

**Melee** slam +34/+34 (6d8+12; 19-20/x2, plus 15 points of vile damage\*\*) (includes water mastery)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +23; **Grp** +42

**Atk Options** Cleave, disruptive attack, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

**Special Actions** drench, water mastery, vortex

---

**Abilities** Str 30, Dex 18, Con 25, Int 8, Wis 9, Cha 9

**SQ** elemental traits

**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam),

**Skills** Listen +35, Spot+35,

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**Disruptive Attack (Su)** The elemental's touch deals 15 additional vile damage when it touches uncorrupted, living corporeal nonoutsiders.

**Drench (Ex)** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Enhanced Power (Su)** The save DC of any and all of the corrupt elemental's special attacks increase by +4.

**Vortex (Su)** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 15 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 to 60 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Large Creatures or smaller might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take 2d8. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC is 37. The save DC is Strength-based and includes the +4 from Enhanced Power.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5



feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (165 feet) and stop larger vessels (310 feet long). Even large ships (620 feet long) can be slowed to half speed.

**Skills** A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## AVATAR OF OLHYDRA\* CR 17

\*from Based off Imix from Return to the Temple of Elemental Evil

NE Gargantuan elemental (water)

**Init** +11; **Senses** darkvision 60ft; Listen +43, Spot +43

**Languages** Abyssal, Aquan, Common, Draconic, Celestial, Infernal

**AC** 24, touch 13, flat-footed 17  
(–4 size, +7 Dex, +11 natural)

**hp** 378 (36 HD); **DR** 15/–

**Immune** poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking; fire immunity

**Resist** cold 20 **SR** 20

**Fort** +26, **Ref** +19, **Will** +16

**Weakness** vulnerability to cold

**Speed** 20 ft. (4 squares), swim 90 ft;

**Melee** slam +36/+31/+26/+21 (2d10+17; 19-20/x2)\* including Water Mastery

**Space** 20 ft; **Reach** 20 ft.

**Base Atk** +27; **Grp** +66

**Atk Options** Blind-Fight, Improved Bull Rush, Improved Sunder, Power Attack,

**Special Actions** capsize, Cleave, drench, Great Cleave, summon water creatures, vortex,

**Abilities** Str 32, Dex 24, Con 23, Int 20, Wis 18, Cha 18

**SQ** elemental traits, water mastery

**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Quicken Spell-Like Ability (acid fog), Power Attack, Sunder, Weapon Focus (slam)

**Skills** Concentration +45 (+49 when casting defensively), Intimidate +43, Knowledge (history) +44, Knowledge (religion) +44, Knowledge (the planes) +44, Listen +43, Spot +43, Swim +19,

**Capsize (Ex)** Olhydra can surface under a boat or ship less than 20 feet long capsizes the vessel 100% of the time. She has a 75% chance to capsize a vessel from 20 to 60 feet long, and a 50% chance to capsize a vessel over 60 feet long.

**Cold Vulnerability (Ex)** If Olhydra takes damage from a cold-based attack (i.e., it bypasses her cold resistance) she is slowed for a number of rounds equal to the spell's level.

**Drench (Ex)** Olhydra's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Huge size or smaller. She can dispel magical fire she touches as dispel magic cast by a 36th-level sorcerer.

**Elemental traits** Immune to poison, sleep, paralysis, and stunning, not subject to critical hits or flanking.

**Summon Water Creatures (Sp)** Once per day, Olhydra can automatically summon 1d3 Large or Huge water elementals, 3d4 sea hags, 2d4 water weards, or 20-200 sahuagin.

**Vortex (Su)** Olhydra can transform herself into a whirlpool once every 10 minutes provided she is underwater, and remain in that form for up to 18 rounds. In vortex form, she can move through the water or along the bottom at her swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 80 feet tall. She controls the exact height, but it must be at least 10 feet tall. Creatures of Huge or smaller size take damage when caught in the vortex and might be swept up by it. An affected creature must succeed at a Reflex save (DC 33) when it comes in contact with the vortex or take 2d8 points of damage. It must also succeed at a second Reflex save (same DC) or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. A creature with a swim speed is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful.

Olhydra can eject any carried creatures whenever she wishes, depositing them wherever the vortex happens to be.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on Olhydra and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those further away have total concealment (see Concealment page 133 in the PHB). Those caught in the cloud must succeed at a Concentration check to cast a spell (DC 33).

**Water Mastery (Ex)** Olhydra gains a +1 attack and damage bonus if both her and her opponent touch water. If she or her opponent is land bound, she suffers a –4 penalty to attack and damage. (These modifiers are not included in the statistics block).

**Skills** Olhydra has +8 racial bonus to Swim checks to perform special actions or avoid a hazard.

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

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Improved Toughness

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter's bonus feats.

**Source:** *Complete Warrior* 101

#### Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

**Prerequisite:** Proficiency with selected weapons, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

**Benefit:** When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you select, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

**Special:** You can select this feat more than once, each time. Each time, you can select a new damage type.

A fighter may select Melee Weapon Mastery as one of his fighter bonus feats.

**Source:** *Player Handbook* 2 pg. 81

#### Powerful Charge [General]

You can charge with extra force.

**Prerequisites:** Medium or larger, base attack bonus +1

**Benefit:** When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

**Special:** A fighter may select Powerful Charge as one of his fighter bonus feats.

**Source:** *Miniatures Handbook* 27.

### NEW RULES

#### Vile Damage

Vile damage, like regular damage results in the loss of hit points or ability score. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell. Vile damage represents such an evil violation to a character's body or soul that only in a holy place can healing magic repair the damage.

**Source:** *Book of Vile Darkness* 34.

### SPELLS

#### Dispelling screen

Abjuration

**Level:** Sorcerer/wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25ft +5ft/ 2 levels)

**Target:** Energy wall whose area is up to one 10-ft square/level, or a sphere or hemisphere with a radius of up to 1ft/level

**Duration:** 1 minute/ level (D)

**Saving Throw:** None

**Spell Resistance:** No

Any spell effect operating on a creature or unattended object that passes through the screen is affected by a targeted *dispel magic* (PH223) at your caster level. Attended items that pass through are not affected by the screen, which the one way the screens differs from a normal targeted *dispel magic* – attended items are essentially not targeted by the screen. Make a caster level check (max +10) to dispel spell effects (DC11+caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equals to the item's caster level). Spell effects not operating on objects of creatures cannot pass through the field. A *disintegrate* or successful *dispel magic* removes the dispelling screen while an *antimagic field* suppresses it.

**Material Component:** a sheet of fine lead crystal

**Source:** *Spell Compendium* 67

#### Dispelling screen, Greater

Abjuration

**Level:** Drow 6, Sorcerer/wizard 7

This functions like dispelling screen, except that the maximum caster level bonus on the dispel check is +20.

**Source:** *Spell Compendium* 67

#### Siren's call

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Bard 3, Seafolk 4, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25ft +5ft/ 2 levels)

**Target:** one creature/ 2 levels, no two of which can be more than 30ft apart.

**Duration:** 1 round/ level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The targets of this spell hear a sudden distant song that instills in them a longing for the sea. Those who have heard it compare it to the song of a siren.

A target who fails a saving throw against this spell moves immediately toward the nearest stretch of ocean that it can find and attempts to completely submerge itself in the water. This flight will be by the safest means possible, withdrawing from combat, fighting defensively, and not passing through threatened areas.

The target will only fight if someone actively attempts to prevent it from following through with its search for the ocean, if this fight is with an ally, the target is granted a second saving throw to throw off the effects of the spell.

In some environments, this means that those affected simply flee in the direction of the nearest coast. Along a shoreline, targets often plunge into the surf. Aboard ship, they leap overboard. If the subject has no idea where to find a body of water, it simply chooses a random direction and continues until the spell expires.

Once the spell's subject are in the water, they begin swimming toward the deepest part of it they can reach, immersing themselves completely and refusing to come up for air, though they still hold their breath as long as they are capable.

**Source:** *Stormwrack* 121

## APPENDIX 3: COUNTY OF URNST REGIONAL RACE RULES

Several options exist for players in Living Greyhawk to play races that are normally reserved for NPCs (such as centaurs and kobolds). In order to clarify regional reactions to player characters and provide an easy way for players to assess a region's acceptance of an unusual race, the following standard has been adopted. Regions must make this assessment for the following races: asherati, Bright Desert centaurs, and Mist Kingdom kobolds. The assessment is not made for subraces of Player's Handbook races (such as snow elves) – these races are similar enough to the standard races.

These rules apply only when playing a module set in the County of Urnst (not when playing Cores or meta-regional modules not set in the County). Other regions will have different rules and applications. Regional adventures and AR items may have additional rules or special entries that supersede these rules.

The chart below shows how different races are generally viewed in the County of Urnst:

Race	Attitude
Asherati	Neutral
Centaurs	Neutral
Lizardfolk (except Fennelmore)	Wary
Mongrelfolk	Wary
Non-evil Humanoid Race	Wary
Half-Orcs	Wary
Mist Kingdom Kobolds	Monstrous
Lizardfolk (in Fennelmore only)	Monstrous
Any Evil Humanoid Race	Monstrous

### General

'Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race as described in the attitude sections below.

- Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the Player's Handbook.
- However to gain favors and influence, NPCs need to know your name and recognize you. You may refuse any favors by remaining disguised or by giving fake names.
- House Underley and the Underley network ignore the above rule. They will immediately honor any rewards they offer and they are no harsher towards any particular individual over another.
- Evil organizations who offer influence and rewards will respond to races differently. Each organization's attitude (whether Neutral, Wary, or Monstrous) will be noted in the relevant adventure.

### Neutral

(Anyone that radiates evil that would normally fall in this category is treated as "wary" instead.)

- People are mildly suspicious or fearful of you.
- The initial attitude of most NPCs is Indifferent but can be raised to Helpful.
- Though viewed with curiosity and suspicion, the law treats you fairly.
- Individual exceptions may exist but, unless explicitly mentioned, there is no extra penalty.
- You can belong to any County Meta-org without problem.

### Wary

(Anyone that radiates evil that would normally fall in this category is treated as "monstrous" instead.)

- People are moderately suspicious or fearful of you.
- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Friendly.
- You suffer a -2 circumstance penalty to social skill checks with such NPCs.
- You may receive moderately unequal treatment by the laws, such as automatically receiving the maximum penalties for breaking the law.
- Any fine is also doubled. Any fine beyond 1000 gp gets a 1 TU prison sentence for each 100gp of fine.

- You can belong to any County meta-org. However, people eye you suspiciously and you may not be well-liked.

### **Monstrous**

- (Anyone that radiates evil that would normally fall in this category is hunted down and killed without prejudice. Proximity to the Lands of Iuz means most folk people prefer to repent than regret.)
- People are severely suspicious or fearful of you.
- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Indifferent.
- You suffer a -4 circumstance penalty to social skill checks. Anyone perceived as your friend suffers a -2 penalty on social skill checks.
- You suffer a -4 penalty on living off the wild checks, and your lifestyle costs are doubled; if you receive free lifestyle, you instead pay normal lifestyle costs; if your lifestyle costs are increased by other effects, use the core rules for stacking of multipliers.
- You will likely receive severely unequal treatment by the laws, such as additional penalties for breaking the law, beyond those of other races
- Potential employers likely hide their association with you and expect the same of you; if you reveal such information, any favors or influence with such employers is automatically revoked.
- Membership in most regional meta-organizations will be banned. Those that allow you to join will likely require more significant sacrifices.
- Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race.

Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the Player's Handbook.

## APPENDIX 4: ELEMENTAL PLANE OF WATER\*

\* From *Manual of the Planes*

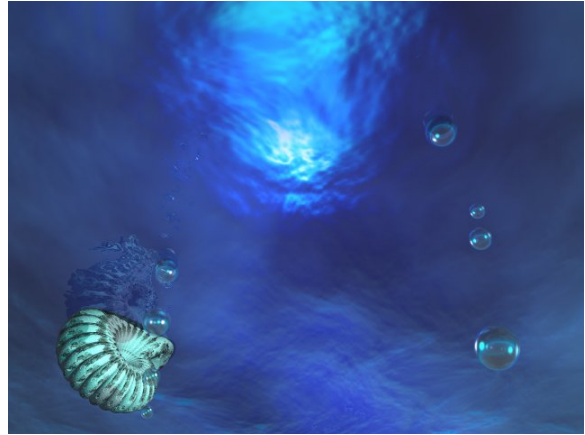
It is an ocean without a surface.

It is domain of current and wave.

It is a bottomless depth.

The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water.



### ELEMENTAL PLANE OF WATER TRAITS

The Elemental Plane of Water has the following traits.

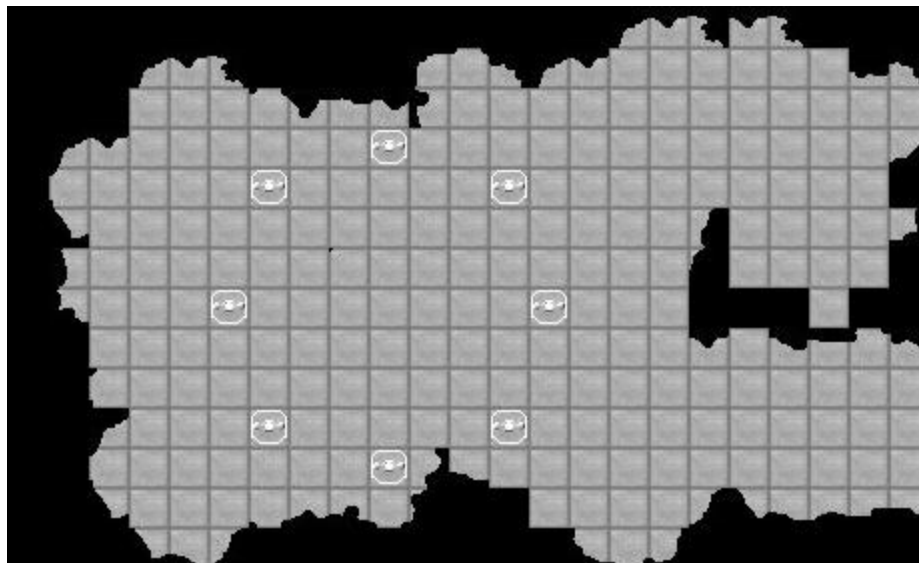
- **Subjective directional gravity.** The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.
- **Infinite size.**
- **Normal Time.**
- **Water-dominant.**
- **Alterable Morphic.**
- **Enhanced magic.** Spells and spell-like abilities that use or create water are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.
- **Impeded magic.** Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded. These spells and spell-like can still be used, but a successful Spellcraft check ( $DC_{15} + \text{spell level}$ ) must be made to do so.

### MOVEMENT AND COMBAT

Travelers can swim normally. If a solid surface is available, they can walk. Those with a fly speed can fly at half their normal rate, and their maneuverability is reduced by one grade.



Map 1: Overland Map



Map 2: The Tovag

PCs set up in the bottom right.

The white Tovag stones do not occupy space nor do they impede movement. They are white stone inlay, not standing stones



## PLAYER HANDOUT 0: WORD ON THE STREET

---

The Countess and Lord Darius are now married.

Lady Sara Sternberg is our noble. She's not too pushy, which is good and she lives at the castle.

I've never seen bad weather last this long! It wasn't natural! About time the sun came out!

I heard the priests of Xerbo called in a druid to talk about that bad weather.

Most of the County is having decent weather... Everywhere but here!

It's about time the weather got better! The priests of Xerbo are all excited about it

Early this morning a group of priests of Xerbo rushed to the Keep. I think they were going to allow us to return to do our fishing.

War with Iuz has been declared! The County is marching to Dorakaa!

The County is really looking to help Her Noble Brilliancy's uncle the Duke of Artonsomay in reclaiming his lands.

I have been having nightmares last night. I am so tired. I'm happy the weather has changed. Now I can go fishing again and change my mind.

A group of Rhennee has come to Thornbay. I'm sure they are responsible for the bad weather.

I don't know too many people from here who are interested in going to fight in Fennelmore.

I think there is a new preacher in town. I heard someone preach about the stars this morning. I wish those religious-types would stop trying to convert us.

## PLAYER HANDOUT 1: DARK DREAMS OF THE LAKE

---

For the last few nights, you have been having the following dream.

You are drifting alone on a small raft on the Nyr Dyv, The Lake of Unknown Depths when suddenly a giant wave appears. It looms over you and is about to swallow you when you hear in your head, in your native language.

*"The Time of the Three is One, and the Time of the One is Three."* The wave passes you by but soon crashes ashore destroying everything in its path.

*"The Leviathan is coming. The stars are right."* The voice says again.

You woke up with a feeling of dread and foreboding.



## PLAYER HANDOUT 2: THE VETHA

---



"The Water, it knows you... it whispers of you... The Lake knows your name and your faces."

The old woman looks around. She throws a few fish bones into a bowl and studies them intently. Without raising her eyes, she speaks in a monotone voice, like that of an automaton.

"You are sailing down a river of grey and vile, smelling of the deep and seeking dominion and riches."

"The Time of The Three is coming... The Time of The Three is One and the Time of the One is Three! The Leviathan is coming. Death and destruction can only follow in its wake."

"The Lake trembles at its coming. And it will rage and explode with fury when the Leviathan comes. The waves are converging on you. You are the only ones who can fight the Tide."

The old woman shakes her arms as though waking up.

"That is all. A stand you must take. A choice you must make... So speaks the Water. Now go. You cannot stay here. You have the stench of the vile water upon you."

## PLAYER HANDOUT 3: LADY SARA, JEDDARA AND AURIK

Lady Sara: "For the last week, Thornbay has been having the most miserable weather I have ever seen in my many year on this Oerth."

Jeddara: "This weather was clearly unnatural. For the last week, we've concentrated our divinations on finding who was responsible. The Sea Dragon pointed us towards the small village of Rhyndmarsh in the eastern isles."

Lady Sara: "Rhyndmarsh is a simple village of fisherman and swampy ground, very little produce."

Jeddara: "Last year, the local priest, Obed Maarten received a Chalice from a group of adventurers. Obed used the Chalice to eradicate a plague. However, our divinations are clear. The Chalice is what was responsible for the bad weather."

Jeddara: "Then this morning everything was over, the Lake regained its calm, and the sky cleared. That is when we noticed what had happened. The Crown of Xerbo, our most sacred artifact, was stolen during the night. There has to be a link, Obed Maarten must have something to do with this. Whatever, we need the Crown returned!"

Lady Sara: "Can you travel to Rhyndmarsh, and bring back Obed Maarten so he can answer questions."



Shield 1: House Gellor



Holy Symbol 1: Xerbo the Sea Dragon



Player Map 1: The Mysty Isles

## PLAYER HANDOUT 4: THE ARTIFACTS

### THE CROWN OF XERBO

The Crown of Xerbo was already very old when the Oeridians came to the Flanaess more than a thousand years ago. It has been in the small village that was to become Thornbay since before the Suel came.

It is made of gold with seashells, pearls and amber. Though it is quite simple when one compares it to the elaborate crowns the rulers of the Flanaess now use and wear, the Crown has a simple beauty.

The Crown is said to be able to control the flow of water between the Oerth and the Elemental Plane of Water. It is also rumored that it can control any aquatic creature.

No one has touched or used the crown in over seven hundred years. It was kept in a secret vault in the temple protected by many wards. Whoever stole the crown is an expert at manipulating those wards.



Image 1: The Crown of Xerbo

### THE CHALICE OF PROCAN

The Chalice of Procan is dark blue with an oceanic motif. The Chalice was held in a temple of Procan that was sunk beneath the Nyr Dyv long ago.

The Chalice is said to be able to heal any and all wounds, curses and diseases.

It is currently in the possession of Obed Maarten, priest of Procan in the small village of Rhyndmarsh in the western Mysty Isles.



Image 2: The Chalice of Procan

### THE TRIDENT OF OSPREM

The Trident of Osprem has been used around the Nyr Dyv many times throughout the years. At the hand of great sea captains, it is linked to many grandiose tales of fishing in the Lake of Unknown Depth.

The Trident of Osprem is made of a green stone that resembles malachite and gold. It is perfectly balanced for a human.

The trident is designed to kill creatures of the deep with "great ease".

It is currently kept in the temple of Osprem in Leukish in the Duchy of Urnst. The Trident has not been seen in over one hundred years.

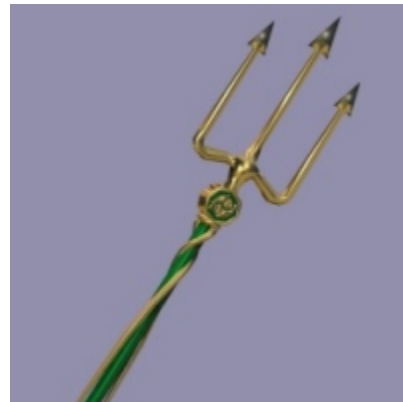


Image 3: The Trident of Osprem

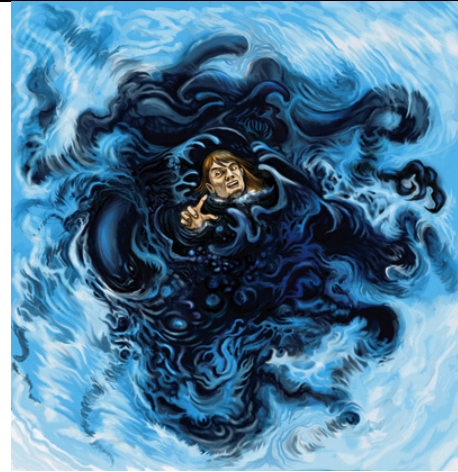


## PLAYER HANDOUT 5: IMAGES

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**Image 4: Water Elemental**



**Image 6: Caller from the Deep**



**Image 5: Kuo-toa**



**Image 7: Hammerclaw**



**Image 8: Waterveiled assassin**



Image 9: Olhydra Princess of Elemental Evil